POLYMECHA

weapons of starship destruction 2

Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

The creation, use and execution of starships are a main stay in the genre of science fiction. In the realm of RPGs, the futuristic rules of d20 Modern make it possible for individuals to create their own personalized starships for people's individual and home based games. The following items were created to enhance and augment those games and player's choices.

NEW FEAT

Remote Starship Operation

You are very experienced in operating starships by remote.

Prerequisite: Navigate 8 ranks, Pilot 6 ranks
Benefit: With this feat, it is possible for you to operate a starship using a Slave Circuit Unit.

STARSHIP ENGINES

Hyperspace Tap Drive (PL 9)

Hyperspace Tap Drive is one of the most advanced forms of transportation drive ever conceived. Hyperspace is a volatile gravitational plane of existence that contains massive gravitational forces. Essentially the drive works in a similar to a hydro-electrical power system, but this device works as a galactic equivalent by using the energies and gravimetric fields of hyperspace as a power source. A hyperspace tap drive operates using gravimetric fields to create a constant and stable access point between Hyperspace and real space, which is open at all times. Through the use of the Hyperspace Tap Drive, starships are able to tap into these gravimetric fields on a galactic scale and harness it to drive their starships. Hyperspace Tap Drive does not work within a planetary atmosphere.

Minimum Ship Size: Colossal
Tactical Speed Bonus: +1,500 feet (*+3 squares*)

Purchase DC: 5 + one-half the base purchase DC of the starship

STARSHIP DEFENSE SYSTEMS

Cybertronic Computer System (PL 7)

A Cybertronic Computer System is an evolutionary jump in computer systems. It learns and adapts using a neural net similar to the biological brain. Starship is equipped with a Cybertronic Computer System to help with the several tasks that would be done by a starship's pilot. In gaming terms, starship equipped with this modification gains +3 equipment bonus to piloting the starship and adds a +3 bonus to Defense. In addition once every other round, the Cybertronic Computer System is able to attack with one of the weapon systems totally by itself. The Cybertronic Computer System base attack is equal to the gunner's ranged attack bonus –5.

Purchase DC: 20 + one-quarter the Starship's base purchase DC
Restriction: Military (*+3*).

Graviton Refractive Hull (PL 8)

Starships with this modification have had the hulls of their vessels treated to emit a low powered graviton scattering field making it more difficult for starships with any type of tractor beam to lock on to them. Starships or star bases with this modification can make a Pilot check (*DC 20*) to avoid being effected by the tractor beam. If the roll fails, the starship or star base is affected as normal by the tractor beam.

Purchase DC: 5 + one-eighth the base purchase DC of the starship
Restriction: None

Positronic Computer System (PL 7)

Starship is equipped with a Positronic Computer System to help with the several tasks that would be done by a starship's pilot. In gaming terms, starship equipped with this modification gains +3 equipment bonus to piloting the starship and adds a +3 bonus to Defense.

Purchase DC: 15 + one-quarter the base purchase DC of the starship.
Restriction: Restricted (*+2*)

Psiscream Generator (PL 8)

With the advancement of psionic abilities training, research and technological implication, military scientists and engineers have created a device that has been referred by all as a "Psiscream" Generator. What this device, does is create a amazingly large amounts of psychic interference around an object making those who are close or near a Psiscream generator to suffer form some form of temporary epilepsy. In gaming terms, any crew within 1,000 ft. (*2 sq.*) of this device will have to make a save roll; dependant on their Crew Quality: Untrained (*DC 40*), Trained (*DC 30*), Expert (*DC 20*), Ace (*DC 15*) and Unique (*DC 10*); or be shaken for d4 rounds.

Star bases or starships equipped with a Psiscream Generator are automatically equipped with jammers to prevent the crew from being effected.

Purchase DC: 25 + one-half the base purchase DC of the starship.
Restriction: Military (*+3*)

Quantum Computer System (PL 8)

Starship is equipped with a Quantum Computer System to help with the several tasks that would be done by a starship's pilot. In gaming terms, starship equipped with this modification gains +5 equipment

bonus to piloting the starship and adds a +5 bonus to Defense. In addition once per round, the Quantum Computer System is able to attack with any two of the weapon systems totally by itself. The Quantum Computer System base attack is equal to the gunner's ranged attack bonus –5.

Purchase DC: 20 + one-half the Starship's base purchase DC
Restriction: Military (*+3*).

Structural Analyzer (PL 8)

This device links directly into a starship and star base's weapon systems and arrays to more accurately choose a target's weak spots in their armor causing devastating damage to it. All damage that penetrates the target's armor are doubled.

Purchase DC: 20 + one-half the Starship's base purchase DC
Restriction: Military (*+3*)

STARSHIP WEAPONS

Anti-Matter Energy Weapon System (PL 7)

Part of the new generation of weapons created after the ability to generate anti-matter efficiently was discovered, these weapons are terribly dangerous. This weapon system can only be used with weapons with a damage type energy descriptor. In gaming terms, any star ship with an anti-matter energy weapon system ignores the starship's hardness from protection purposes but defense systems like fields and shields are still in effect. Any attack with this weapon that penetrates a ship's shields will reduce the vessel's armor by 5 permanently.

Purchase DC: 25 + the cost of the weapon's base purchase DC

Restriction: Restricted (*+2*)

Combat Weapon Platform Launcher, Mark One (PL 6)

A combat weapon platform is an Ultralight type, Huge sized, self-guided drone that is equipped with its own propulsion, defense and weapon systems that can be used to protect starships, space stations and on some occasions, planets. Deploying a combat weapon platform is an attack action, and the combat weapon platform occupies the adjacent fighting space from the starship, space station or planet that deployed it. The Combat Weapon Platform, Mark One is equipped with the following systems:

- Class II Sensor Array
- Thrusters
- Gauss Gun

A deployed and intact combat weapon platform can be recovered or captured with a successful grapple. It can also be targeted and destroyed. A Combat Weapon Platform, Mark One has a +3 equipment bonus on attack rolls, Defense of 15 and 100 hit points, and it rolls 1d20+6 on opposed grapple checks.

Purchase DC: 32 for combat weapon platform launcher and one Combat Weapon Platform, Mark One, 30 for each additional Combat Weapon Platform, Mark One.
Restriction: Restricted (*+2*).

Combat Weapon Platform Launcher, Mark Two (PL 7)

A combat weapon platform is an Ultralight type, Gargantuan sized, self-guided drone that is equipped with its own propulsion, defense and weapon systems that can be used to protect starships, space stations and on some occasions, planets. Deploying a combat weapon platform is an attack action, and the combat weapon platform occupies the adjacent fighting space from the starship, space station or planet that deployed it. The Combat Weapon Platform, Mark Two is equipped with the following systems:

- Class IV Sensor Array
- Ion Engine
- Magnetic Field
- Particle Beam, Heavy
- Self-Destruct System

A deployed and intact combat weapon platform can be recovered or captured with a successful grapple. It can also be targeted and destroyed. A Combat Weapon Platform, Mark Two has a +4 equipment bonus on attack rolls, Defense of 17 and 200 hit points, and it rolls 1d20+8 on opposed grapple checks.

Purchase DC: 40 for combat weapon platform launcher and one Combat Weapon Platform, Mark Two, 34 for each additional Combat Weapon Platform, Mark Two.
Restriction: Military (*+3*).

Combat Weapon Platform Launcher, Mark Three (PL 8)

A combat weapon platform is an Ultralight type, Colossal sized, self-guided drone that is equipped with its own propulsion, defense and weapon systems that can be used to protect starships, space stations and on some occasions, planets. Deploying a combat weapon platform is an attack action, and the combat weapon platform occupies the adjacent fighting space from the starship, space station or planet that deployed it. The Combat Weapon Platform, Mark Three is equipped with the following systems:

- Induction Engine
- Sensor Jammer
- Stealth Screen
- Particle Field
- Medium Fortification

- Class IV Sensor Array
- Twin Linked Zero Bore
- Missile Launcher with Missile, Starload
- EMP Cannon
- Self-Destruct System

A deployed and intact combat weapon platform can be recovered or captured with a successful grapple. It can also be targeted and destroyed. A Combat Weapon Platform, Mark three has a +5 equipment bonus on attack rolls, Defense of 20 and 400 hit points, and it rolls 1d20+12 on opposed grapple checks.

Purchase DC: 55 for combat weapon platform launcher and Combat Weapon Platform, Mark Three, 45 for each additional Combat Weapon Platform, Mark Three.
Restriction: Military (*+3*).

Gyro Destabilizer (PL 7)

This weapon creates a sudden rift in a starship or star base's subspace field by overloading it with anti-gravitons, weakening the inertial controls of the starship or star base, spinning it rapidly in random directions. If the pilot fails a Pilot check (*DC 35*) the starship or star base is considered to be dazed for the round the weapon hit and the following round. The weapon has a range of 2,500 ft. (*5 squares*).

Purchase DC: 35 + the cost of the weapon's base purchase DC
Restriction: None

Nano-Infused Weapon System (PL 9)

This weapon system make whatever weapon it is linked to in addition to the normal damage done this system will also spread a salvo of nanites over the target to perform the single action of transforming whatever is hit to grey goo nanocolony (*See independent nanocolonies in the d20 Future rulebook for more information*). This weapon system does damage equal to 50% of the initial attack damage per round until the target is destroyed or the section that has been saturated by the grey goo nanocolony will have to be removed, if possible. This weapon system can only be used with any weapon or mine with a damage type energy descriptor.

Purchase DC: 25 + the cost of the weapon's base purchase DC
Restriction: Restricted (*+2*)

Persistent Weapon Effect (PL 7)

This weapon effect can only be used with any weapon with a damage type energy descriptor. All weapons that hit a target will continue to affect the target after the initial attack at a reduced rate. Any weapon that hits and does damage, the following round will do 15 points less damage then the initial attack. This amount will reduce each round by 15 points, cumulative, until each reaches zero and has no effect.

A mine can be equipped with Persistent Weapon Effect.

Purchase DC: 35 + the cost of the weapon's base purchase DC
Restriction: Military (*+3*)

Phased Weapon System (PL 8)

A phased weapon system is a weapon system that uses phase-modulated energy to affect its target. Due to the fact that the energy of the weapon is phase-modulated, no matter what type of defensive shields or fields are being used, some of the energy will bypass them to directly affect the starship, space station or object. Any weapon equipped with a phased weapon system, no matter what type of defensive field or shield is being used, 25% of the damage will ignore their defenses and affect the target as normal.

Purchase DC: 20 + the cost of the weapon's base purchase DC
Restriction: Restricted (*+2*)

Plasma Web Cannon (PL 8)

This is a weapon that creates an energy web that envelops a target within the range of the weapon. This weapon does 10d8 (*45*) damage to all targets that are hit. All targets will continue take damage from the plasma web each round after the initial round doing 15 points less damage then the initial attack. The plasma web will reduce each round by 15 points, cumulative, until each reaches zero and has no effect on the starship or star base hit. In addition to doing damage to starships of star bases, the weapon causes havoc to all the computer system forcing pilots to make a Pilot check (*DC 25*) or be entangled for that round.

Purchase DC: 35 + the cost of the weapon's base purchase DC
Restriction: Restricted (*+2*)

Proximity System (PL 6)

This targeting system causes a missile to go off when a target gets near it, as opposed to older models that needed to strike their targets to be successful. When certain predetermined conditions are met (*usually when an enemy ship enters the missile's detonation area*), the missile explodes. The missile's detonation area includes the square it occupies and all adjacent 500-foot squares (*9 squares total*). All ships within the missile's detonation area take damage when the missile detonates. Since the missile that explodes is further away, the weapon does 25% less damage to the targets in the all adjacent 500-foot squares (9 squares total). A pilot may attempt a Pilot check (*DC 25*) to reduce the damage by half; making this check does not count as an action. With this modification to a missile, it negates any miss chance due to any

stealth technology, but not due to ECM, or natural phenomena.

Purchase DC: 5 + the cost of the weapon's base purchase DC
Restriction: None

Stellar Converter (PL 9)

Basically put, a Stellar Converter is the most devastating weapon ever created. This weapon fires an unearthly highly powerful, incredible large energy beam at a target. This weapon is a planet destroying weapon and is usually only used for that need. This weapon is normally only fired at planetary bodies, but it can be used against star bases or very large starships. The stellar converter has virtually an unlimited range and automatically destroys any thing that is hit by it. Any object in the same square that the beam of the stellar converter travels through to hit its target, will also be destroyed. Starships or other objects of ultralight, light or mediumweight type can make a Pilot check (*DC 50*) and avoid being hit by the beam do to the beam's size and their relative size to it. Due to the massive size and energy consumption of it, the weapon it can only be placed on a planet or a Goliath type starbase.

Purchase DC: 50 + one-half the base purchase DC of the starship.
Restriction: Military (*+3*)

STARSHIP MISCELLANEOUS EQUIPMENT

Aerodynamic Design (PL 6)

This modification may only be purchased when a craft is first built, so either the craft is designed for atmospheric flight or it isn't. Starships with an Aerodynamic Design take no penalties to flight in an atmo-sphere. A starship with this modification is also auto-matically equipped with Landing Gear so it may land on the surface of a planet. The bigger a starship is, the more expensive an Aerodynamic Design becomes. This modification is not possible on starships types large than mediumweight.

Purchase DC: 5 + one-quarter the Starship's base purchase DC
Restriction: None

Electro-plasma Distribution Network (PL 8)

The Electro-plasma Distribution Network, better known as EDN is an energy distribution system used to power all starships from their weapons system to life support to its subsystems. The concept is based on storing energy in highly energetic plasma referred to as "electro-plasma," and distributing this in a plasma grid through the starships magnetic conduits, called EDN conduits to EDN valves. Throughout a star-ship various EDN valves are placed on the conduits to accommodate energy distribution. From the EDN valves, the energy is distributed through conventional electricity. This system is highly efficient and in gaming terms, it reduces any fuel consumption by 25% and starship gain +500 feet (*+1 square*) to the starship's tactical speed.

Purchase DC: 5 + one-quarter the Starship's base purchase DC
Restriction: None

Emergency Beacon (PL 6)

This is a small probe that contains a starship's "black box". It monitors the craft's current position, records all logs made by the officers, and all communica-tions in or out. If launched, this beacon will head at a tactical speed of 5,000 ft. (*10 sq.*) per round for the nearest inhabited planet. If a starship is reduced to 0 hit points, the beacon will automatically launch.

Purchase DC: 5
Restriction: None

Landing Gear (PL 5)

Landing gear is installed within a vehicle so that it can be extended or retracted as needed should the starship wish to land on a planet surface, for example.

Purchase DC: 2
Restriction: None

Multi-Energy Multiplier (PL 8)

This unique device can only be used with a minimum of three star bases or starships, all equipped with Multi-Energy Multipliers. This device will absorb and multiply the effects of similar energy based weapons that are directed at a starship or star base. Then the energy is magnified by the "focus" starship or star base and finally directed to a target. For this device to work, first one starship or star base must be delegated as the "focus". The remaining starships or star bases will all fire the same energy based weapon at the "focus". The starships and star bases must make a successful attack roll on the "focus", which the full amount of energy damage is absorbed by the "focus". The "focus's" Multi-Energy Multiplier then will add all the energy absorbed together plus the "focus" weapon damage and then increase it by 25% for the final energy amount. Then this final energy amount is the amount of damage that next attack will do when the "focus" attacks with the same energy based weapon. If the "focus" does not or cannot fire the absorbed energy by 2 rounds after its was absorbed, the "focus" will take the full damage from the final energy amount absorbed.

Example: Five starships, all equipped with fusion beams and multi-energy multipliers, are attacking

a target. One ship is declared the "focus", while the other four starships fire their fusion beam at the "focus" doing 45 points of damage each, for a total of 180 points, absorbed. The "focus" will then add his 45 points of damage, increasing the total to 225 points, and then multiply it by 25%, for a total damage of 281 points of damage on the next attack with the "focus's" fusion beam.

Purchase DC: 20 + one-half the base purchase DC of the starship.
Restriction: Military (*+3*)

Outdated Design

Starships and star bases are quite outdated, in direct comparison to other starships and star bases of a similar model and make. Normally these starships and star bases have been though several major conflicts and has suffered and slightly survived through them. In gaming terms, all starships and star bases with outdated design will have its starships or star base armor hardness reduced by 10 points.

Purchase DC: -10 to the base purchase DC of the starship.
Restriction: None

Polyvector Tractor Beam Emitter (PL 8)

A polyvector tractor beam emitter projects a long-range gravitational "tether" that latches onto or immobilizes a single target, usually a ship or unattended object. The target can be up to 2,500 ft (*5 squares*) from the starship or star base with the emitter. Using a polyvector tractor beam against a starship or an unattended object is an attack action. Against another ship, this action provokes an attack of opportunity if the ship being grabbed has a point-defense system and they are within 500 feet (*1 square*) of the target.

To grab a target with its polyvector tractor beam, a starship or star base must succeed at a ranged attack roll. If the attack succeeds, the smaller or same sized starship or star base is immediately pulled toward the larger starship or star base's at a rate of 500 ft (*1 square*) per round. Being pulled into another ship's space by a polyvector tractor beam does not count against a starship or starbase's movement. If the tractoring ship is one or more size categories larger than the target, the target is effectively immobilized, and tractoring starship or starbase drags the target with it when it moves. If the tractoring starship or starbase is the same size category as the target or smaller, both the tractoring ship and the target are effectively immobilized. See the Starship and Star Base Condition Summary for the effects of being immobilized.

As an attack action, a tractored starship can free itself from the tractoring starship and star base by succeeding at an opposed Pilot check. Each starship and star base adds a special grapple bonus on its check based on its size: Huge +8, Gargantuan +12, Colossal +16, Goliath +25. A starship and star base may only attempt to free itself from a polyvector tractor beam (*or any other grappling device*) once per round. A starship and star base held by multiple tractor beams may attempt a single grapple check to escape all of the beams, but must beat the grapple check results of all opponents.

A starship and star base using a polyvector tractor beam to grab another ship can terminate the beam (*thereby releasing its hold on the other ship*) as a free action.

Only Gargantuan, Goliath and Colossal starship and star base can be equipped with a polyvector tractor beam emitter.

Purchase DC: 15 + one-half the base purchase DC of the starship.
Restriction: Military (*+3*).

Slave Circuit Unit (PL 6)

A slave circuit unit is a component that when interfaced with a starship makes it possible for a pilot to operate the starship by remote control. Any starship looking to be controlled must be equipped with a slave circuit unit. Multiple starships can be operated and controlled by one pilot, suffering -2 to all rolls per each additional starship over the initial two. In order to use and operate a slave circuit unit equipped starship, the pilot must have the Remote Starship Operation Feat. This allows the Remote Operator to control the starship from a remote location up to range 1,000 miles away.

Purchase DC: 20
Restriction: None

Tachyon Detection Field

A tachyon detection field is a technique developed as a means of detecting cloaked starship or star base. The field uses active tachyon beams transmitted in a burst formation to create a tachyon-saturated field surrounding the starship or star base. Any cloaked ship entering this field would be exposed due to the interaction between the cloaking field and the tachyons. In gaming terms, any starship or star base using a cloaking device or stealth equipment within 5,000 ft (*10 sq.*) of the starship or star base equipped with a tachyon detection field will be revealed and may be attacked as normal.

Purchase DC: 10 + one-quarter the base purchase DC of the starship.
Restriction: Restricted (*+2*)

Boarding an Enemy Starship

Boarding a starship is a special standard action that allows a ship to draw up alongside an enemy starship and launch a devastating melee attack with its crew.

A successful boarding attempt will allow one starship to capture another, perhaps without even damaging it, but ferocious defenders may well be able to turn the tables and launch a strong counterattack.

movement

During Boarding a starship may move up to its tactical speed of movement but may not launch any attacks. The starship stops when the target has been reached. The target starship may immediately make an attack of opportunity. The target starship must be within two type classes of the ship attempting to board or else the action will be an automatic failure. Ultralight starship type can board ultralight, light and medium starship types. Light starship types can board ultralight, light and medium starship types. Medium starship types can board any size starship types. Heavy starship types can board light, medium, heavy and superheavy starship types. Superheavy starship types can board medium, heavy and superheavy starship types

Boarding

To successfully launch a boarding action, two starships need to be brought alongside each other and secured. If the defender is willing to accept a boarding attempt, this may be considered automatic as the attacker closes range. However, few crews are willing to accept an attempted boarding action. As the attacker draws close a tractor beam is used to attempt to snare the defender's starship and draw it close enough for the attacker's men to cross over by use of external docking mount and begin to board. Meanwhile, the defender will be firing ranged weapons as they try to keep the attacker off balanced and finding a way to break away form the tractor beam holding them.

If the defender wishes to resist the attempt, both they and the attacker make opposing pilot checks. The

Boarding Circumstance	Modifier
Starships two size classes apart	-4
Starships one size class apart	-2
Attacker's crew size larger than defenders	+2
Attacker's starship is a combat focused ship (Destroyer, Crusier, etc.)	+2
Defender's starship is not combat focused ship (Destroyer, Crusier, etc.)	+4
Every additional ship attempting to board defender	+4

Boarding Action Crew Combat			
Crew Wounds are. . .	Attack Roll Modifier	Damage Roll Modifier	Morale Modifier
Twice enemy's	+1	x 2	+1
Three times enemy's	+2	x 3	+2
Five times enemy's	+3	x 5	+3
Ten times or more enemy's	+5	x10	+5
50% of enemy's	-1	x 1	-1
33% of enemy's	-2	x 1	-2
20% of enemy's	-3	x 1	-3
10% or less of enemy's	-5	x 1/2	-5

attacker's check is modified as stated in the following table.

If the defender wins the opposing Pilot check, the boarding action has been successfully defeated before it began – the ships are not bound together and both may move freely in their next action. If the attacker wins the check, he has ensnared the enemy ship and may now immediately launch a boarding action.

Resolving a Boarding action

The crew quality is used for each starship engaged in a boarding action as the whole crew will be involved in the combat.

Initiative

Just as in melee combat, both sides must make Initiative checks to determine who may act first. This is a Pilot check, using the skill of the crew or their captain (*whichever is higher*), though the attacker gains a +2

Boarding Crew Damage	
Crew Quality	Boarding Damage
Untrained	d10
Trained	2d10
Expert	3d10
Ace	4d10

boarding bonus. If either captain has the Leadership feat, a further bonus of +2 may be added to this roll. The crew that rolls highest for Initiative may act first in every combat round.

Combat

Combat is resolved between crews in much the same manner as combat between starships. An attack roll represents one starship's crew attempt to strike another crew on its turn in a round. When a starship crew makes an attack roll, roll 1d20 and add the appropriate modifiers (*described above*). If the result equals or beats the target's Defense, the attack hits and deals

damage. A starship's attack roll is: 1d20 + gunner's ranged attack bonus + range penalty + starship's size modifier + targeting system's equipment bonus

A starship's crew Defense represents how difficult they are to defeat in combat. It's the attack roll result that an enemy crew needs to achieve a hit. All damage will be reflected in the loss of hit points. A starship armor provides no protection from boarding damage. If a starship's hit points reach zero all the crew is considered dead.

MORALE IN BOARDING

There are very few starship's crews who will truly fight to the death. As the enemy swarms a strarship, slaying crew mates with abandon, many crew members may choose to throw down their weapons than risk a cruel death in defense.

Morale checks are made in boarding actions whenever the circumstances listed on the table below are met. The DC for each circumstance is also given, along with modifiers.

If a Morale check is failed, the crew surrenders.

MULTIPLE BOARDINGS

It is possible for a starship to face two or more boarding actions in a single turn, particularly if being attacked by smaller starships. In such cases, the defender's crew must be split into two or more (*though this need not be an equal division*) with each section defending against one attempted boarding action.

LEGENDARY STARSHIPS

There are starships which have become famous in their own right--legends of the sea. The Enterprise. The White Star. The Millennium Falcon. All of these starships are legends in the annals of science fiction.

Morale in Boarding	
Circumstance	DC
Crew / Starship wounds reduced by 50%	15
Crew / Starship Wounds reduced by 75%	20
Crew Wounds reduced to one third of current score in a single round	10
Crew suffers more damage in a round than enemy	15
Crew is struck by enemy with 3x or greater crew wounds	15

Circumstances	Modifier
Captain present	+ Captain's Cha mod
Captain present with Leadership feat	+ Captain's Level

Legendary Starship Level	Defense	Initiative Modifier	Pilot's Class Bonus	Pilot's DEX Modifier	Gunner's Attack Bonus	Special
1	+1	-	-	-	-	Initial Starship Feat
2	+1	-	-	-	+1	Starship Feat
3	+2	+1	+1	-	+2	-
4	+2	+1	+2	+1	+3	Starship Feat
5	+3	+1	+3	+2	+4	-
6	+3	+2	+4	+3	+5	Starship Feat
7	+4	+2	+5	+4	+6	-
8	+4	+2	+6	+5	+7	Starship Feat
9	+5	+3	+7	+6	+8	-
10	+5	+3	+8	+7	+9	Starship Feat

All of these starships have taken on a life of their own. In the world of Polymecha and in this supplement, these starships have become NPCs and gain levels and feats as they advance in legendary power.

To become a Legendary Starship, a starship must meet the following criteria:

1) Have a crew with a quality of Expert or better.
2) Have a Captain with a CHA bonus of at least +3
3) Have all players aboard agree to donate 10% of their future experience awards directly to the ship.

4) Create a unique design or symbol, which clearly identifies the starship .

Once these criteria are met, the starship becomes a 1st level Legendary Starship (*LgSS*), and from that point onward, draws 10% of its PC crew's experience as its own. As the starship gains levels, it gains bonuses to Defense and Base Attack Bonus (*note that these bonuses are not cumulative*). At 1st, 2nd, 4th, 6th, 8th and 10th level, a Starship Feat may be chosen.

A Legendary Starship that comes under the control of a new captain and crew will retain the benefits of the NPC class, as long as the new owners maintain

the tithe of 10% of their experience awards, and the starship keeps its name and unique design or symbol. Changing the name of a starship is generally considered to be unlucky...and in this case, that's true--the benefits of Legendary Starship status would be lost.

STARSHIP FEATS

Some feats have prerequisites. Your starship must have the indicated statistical score, feat or other quality listed in order to select or use that feat.

Beat To Quarters (Starship)

The starship is always ready for action, and often gets the jump on its opponent.
Prerequisite: Star Dancer
Benefit: The starship's gains a +4 to the pilot's Dexterity modifier.

Bulkheads (Starship)

The interior walls in a starship are heavily reinforced with bulkheads adding to the starship's safety from spacing and massive structural damage.
Prerequisite: None
Benefit: When a starship's hit points drop to 0 to -10, the starship is considered disabled. The ship can only take a single move or attack action each turn (*not both*); it cannot jump to cruising speed or take any other full-round actions. If it attacks, attempts to escape at cruising speed, or performs any other action that would strain its systems, it takes 1 point of damage after the completing the act. Unless the activity increases the starship's current hit points, it drops to –1 hit point and begins breaking apart. When a starship's current hit points drop below -10, the starship begins to break apart. At this point, the ship is immobile, helpless, and beyond repair. Any attempt to repair it automatically fails. As a ship breaks apart, its crew can evacuate. A ship that is breaking apart can

take no actions and loses 1 hit point every round. This continues until the ship is destroyed.

Extra Crew Quarters (Starship)

Extra quarters have been provided for the crew, so the starship is manned by more men than other ships her size.
Prerequisite: None
Benefit: The starship's crew is increased by 25%.

Excellent Galley (Starship)

This starship is equipped with an impressive galley and eating area that well prevent all kinds of sea related diseases like scurvy.
Prerequisite: None
Benefit: With is feat, all aboard gain a +4 bonus to all saving throws against disease, whether to prevent infection, prevent each instance of repeated damage or to recover from disease.

Evasive Action (Starship)

The starship is capable of avoiding incoming fire.
Prerequisite: Star Dancer
Benefit: During your action, you designate an opponent, and receive a +2 bonus to Defense against attacks from that opponent. You may select a new opponent on any action.

External Docking Mount (Starship)

Prerequisite: None
Benefit: The External Docking Mount is mostly intended for larger starships and space stations, but it basically provides an external umbilical point at which another starship of a size no greater than itself can dock, connected together by an airlock and a short amount of corridor between. The Airlocks for an External docking mount take 3 rounds to cycle.

Fearful Reputation (Starship)

The starship is well-known for striking fear into the hearts of enemy crews.
Prerequisite: None
Benefit: Enemy crews take a -2 to all attacks against a starship with this feat.

Flagship (Starship)

The flagship starship is primarily used as the starship in command of a fleet.
Prerequisite: Captain of level 7 or better
Benefit: When this starship is traveling in consort with other starships, all starships traveling with in 1,000 ft (*2 sq.*) of the flagship starship they may use this flagship starship's Defense score instead of theirs.

Improved Evasive Action (Starship)

The starship is capable of avoiding incoming fire from all directions, weaving in and out of danger like a living thing.
Prerequisite: Star Dancer, Evasive Action
Benefit: Your starship receive a +2 bonus to Defense against attacks from all opponents in a combat.

Lucky Figurehead (Starship)

The ship's figurehead is lucky.
Benefit: All crew (*including PCs*) gain a +1 to saving throws and a +1 defensive bonus.

Lucky Mascot (Starship)

The starship has some type of animal that had been revered as being a good luck charm from the starship.
Prerequisite: None
Benefit: The crew can re-roll up to three rolls per day that they may have failed.

Ramming Bulkhead (Starship)

A forward bulkhead designed to keep the starship from taking heavy in the event of a ramming collision.
Prerequisite: None
Benefit: If a ram is successful, the damage is standard to the attacking starship. The defending starship will take an additional 50% damage from the attack.

Ramming Speed (Starship)

The starship is brutally efficient at ramming other Starships.
Prerequisite: None
Benefit: When ramming another starship, this starship gains a +4 bonus on the attack roll.

Runs Like The Devil (Starship)

The starship is wickedly fast.
Prerequisite: None
Benefit: The ship's tactical speed is 1,000 ft (*2 sq.*) faster than normal.

Smuggling Compartments (Starship)

Some of the supposedly solid areas of the starship are in fact hollow, and used smuggle contraband.
Prerequisite: None
Benefit: With this feat, a starship can hide an additional 10% of their total cargo capacity with no ill effects for the ship. So If a Starship has a cargo of 900 tons, an additional 90 tons of weight in the smuggling compartment.

Star-Dancer (Starship)

The starship is exceedingly maneuverable, and handles better than other starships of its class.
Prerequisite: None
Benefit: The starship's gains a +2 to the pilot's Dexterity modifier.

Unique System (Starship)

The starship is equipped with a very unique piece of equipment that is not normally able to be equipped with.
Prerequisite: None
Benefit: With this feat, a starship can equip itself with one weapon or equipment that is one PL above the PL of the starship, so if the starship is PL 7, it can be equipped with one piece of weapon or equipment of PL8. In addition, the purchase DC of the item is reduced in cost by 20%.

STELLAR HAZARDS

Black Holes

Black holes are stars that have expended their fuel sources and exploded in a massive supernova. Few, if any, planetary bodies survive the initial death of such a star. Once the star has exploded, its gravity is so great that it collapses in on itself and warps light, and space around it. Black holes drag all nearby matter into its center, collecting rings of cosmic debris called accretion discs that can be seen at great distances. Some planets and asteroids might survive being pulled into a black hole long enough for some adventuring, but they are incredibly dangerous places to explore.

- **Accretion Disc:** An accretion disc is a structure formed by material falling into a gravitational source often a black hole. Often, in binary systems with one black hole, observations show matter being pulled from the visible star when it exceeds its roche limit and falling into the black hole's accretion disc.
  - **Condition Zone (*Accretion Disc*)*:** Starship or objects traveling through an accretion disc every round must make a Pilot check (*DC 15*) or risk moving out of control. A Pilot check can be made the next round (*DC 20*) to regain control of the starship or object.

- **Gravitational Field:** With a black hole, there is a huge gravitational field that surrounds it and it expands for a very long distance.
  - **Condition Zone (*Gravitational Field*)*:** In gaming terms, due to the intense gravitational field starship or objects traveling through the gravitational field near a black hole every round must make a Pilot check (*DC 25*) or risk losing control and being pulled 500 feet closer to the black hole. For every round the starship or object is in the gravitational field or for each 500 feet increase closer to a black hole, the Pilot check for the DC is increased by +1. A Pilot check can be made each round (*DC 40*) to regain control of the starship or object and move 500 feet away from the black hole.

Nebula

A nebula is an interstellar cloud of matter, usually gases (*such as hydrogen*) and dust. Originally nebula was a general name for any extended astronomical object. A nebula is formed when very diffuse molecular clouds begin to collapse under their own gravity, often due to the influence of a nearby supernova explosion. The cloud collapses and fragments, forming sometimes hundreds of new stars. The newly-formed stars ionize the surrounding gas to produce an emission nebula. Other nebulae are formed by the death of stars. A star that undergoes the transition to a white dwarf blows off its outer layer to form a planetary nebula. Novae and supernovae can also create nebulae known as nova remnants and supernova remnants respectively.

In gaming terms, nebulas effect sensor and scanning device when they are being searched or examined. Class I Sensor Array is negated and completely

useless inside of a nebula. All other sensor arrays will suffer an additional increase of +10 DC to all their Computer Use checks when using any other visual and electronic sensors.

The following is a list of several specific types of nebula:

- **Dark-matter nebulae:** Dark-matter nebulae are clouds of interstellar gas or dust which emit or reflect very little light or energy.
  - o **Condition Zone (*Dark-matter nebulae*)*:** Sensor checks made against a ship or object with in a Dark-matter nebula take a -5 penalty.

- **Emission nebula:** An emission nebula is a type of nebula that emits its own light due to the presence of ultraviolet radiation from very hot young stars inside.
  - o **Condition Zone (*Emission nebula*)*:** Cloaking devices including stealth screens or cloaking screen are useless inside emission nebulae.

- **Planetary nebula:** A planetary nebula is formed when an extremely hot star, such as a red giant or supergiant, ejects a shell of gas, exposing the star's inner core. Planetary nebulae have nothing to do with planets - they are only so called because of their resemblance to a planet.
  - o **Condition Zone (*Planetary nebula*)*:** All starship and object traveling within this type of nebula must make a Pilot check (DC 15) every round or the starship or object can only move at maximum of 50% of their top speed.

- **Protostellar nebula:** A protostellar nebula is a type of nebula containing high levels of radioactive particle emissions inside it.
  - o **Condition Zone (*Protostellar nebula*)*:** These emission are deadly and prevents starships from staying inside for more than 24 hours, but it also acts like a cloaking screen

rendering the starship or object invisible to visual and electronic sensors while inside of it.

UNIQUE SPATIAL ANOMALIES

A spatial anomaly is a very broad term for any sort of extraordinary disruption in space travel. Often, they can take the form of irregularities in gravity, ripples in space that can damage equipment and personnel, alterations in the laws of physics, and areas of disruption inimical to the human brain.

Harsh Realm

A "Harsh Realm" is a term to refer to a region of space containing various types of dangerous space matter including dangerously high levels of polyphasic radiation, the remains of supernovae and false vacuum fluctuations.

- **Condition Zone ("*Harsh Realm*")*:** Starships traveling within a "Harsh Realm" can travel a maximum of 25% of their top speed or risk overheating their engines causing a system wide shut down on the starship and massive structural damage to the starship.

Plasma Storm

A plasma storm is a type of spatial disturbance that involves energetic particles in a state called plasma. There are certain sections in space that are well known for their intense plasma storms and gravitational anomalies. For that reason, it is commonly avoided by most interstellar traffic. The Plasma storm effect on small starships and objects is deadly while on large sized starships and objects is quite devastating.

- **Condition Zone (*Plasma Storm*)*:** Base attack +8. Every round the starship or object is inside of a plasma storm they could be directly affected

by the storm. Dependant on the size of the starship or object; ultralight, light, mediumweight, heavy, or superheavy; will determine the amount of damage done. Plasma storms do 15d20 (*165*) points of fire damage to ultralight starship or object; Plasma storms do 25d20 (*275*) points of fire damage to light starship or object; Plasma storms do 40d20 (*440*) points of fire damage to mediumweight starship or object; Plasma storms do 55d20 (*605*) points of fire damage to heavy starship or object; Plasma storms do 70d20 (*770*) points of fire damage to superheavy starship or object;

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