

COSMIC ODYSSEY
**PIRATES OF THE
STARSTREAM**

A SUPPLEMENT FOR GALACTIC SMUGGLING AND SPACE PIRACY.

STARFINDER
COMPATIBLE

COSMIC ODYSSEY PIRATES OF THE STARSTREAM

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CREDITS

Author: Kim Frandsen

Editor: Lucas Palosaari

Copy Editor: Troy Daniels

Artist: Anthony Cournoyer Eric Lofgren, Rian Trost, and Rick Hershey

Design and Layout: Rick Hershey

Fat Goblin Hoarde: Ben Dowell, Eric Hindley, Ismael Alvarez, J Gray, Jason Owen Black, Jeffrey Swank, John Bennett, Justice Mora, Kalyna Conrad, Kiel Howell, Kim Frandsen, Landon Winkler, Matt Roth, Michael Ritter, Rodney Sloan, Taylor Hubler, Lucas Palosaari, Rick Hershey, and Troy Daniels

Business Manager: Tristan Hershey

Publisher: Rick Hershey

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ABOUT FAT GOBLIN GAMES

Based in South Carolina, USA, **Fat Goblin Games** was founded in 2011 to create *Pathfinder Roleplaying Game* compatible products. With a focus on high quality production values and providing a creative environment for our team of freelancers (*The Fat Goblin Hoarde*), **Fat Goblin Games** has quickly become a recognized force in the world of Third Party Publishers of not just the *Pathfinder Roleplaying Game* and *5th Edition Fantasy*, but also supporting the *vs. M Engine* and releasing official products for *Castle Falkenstein*, originally published by **R. Talsorian Games**. With hundreds of support books, visual aids, campaign settings, and quality stock art, **Fat Goblin Games** continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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A LESSON IN HISTORY

"THEY'RE FLYING THE JOLLY ROGER!"

Two words that no merchant captain ever wants to hear: Jolly Roger. For millennia pirates have been a menace to sea-based trade, and once civilization reached for the stars, piracy followed along, and became, if anything, even more profitable to the pirates.

Historically (in regards to our own Earth at least) piracy, as we know it, was most prevalent in the 16th to 18th centuries, or The Age of Sail, where buccaneering crews would plunder ships, sack towns, and steal anything they could get their hands on, but contrary to their popular image, most pirates were actually given a much more free hand than their navy counterparts, and they were better paid.

For an example of why a sailor might turn to piracy, let's look at a historical event in the year 1797, the Spithead Mutiny. England is at war with Napoleon's France, and they've not had much luck this year, and then the mutiny strikes, when the Queen Anne, the flagship of the Spithead fleet, and one of the ships designated to protect England from attack kicks off their officers from the ship, and refuse to set sail. Their grievances: their wages had not been adjusted for almost a century, anyone who got ill or injured would not be paid while they recovered (and sometimes even able-bodied sailors would not get paid, to discourage desertion), their food was appalling (often the tastiest parts of the food was the weevils), and they had officers who would flog them at the drop of a hat. Meanwhile land wages had continued to rise as normal over that century, and often the sailors who finally did get leave (on average

they'd get two weeks per year) were press-ganged immediately back on to other ships, meaning they would go for years without seeing their families.

Compare that to the lot of a life as a pirate of the time: they got a share of the loot, which often came to more than the salaries on land or available to law-abiding seamen, they got a say in how the ship was run (ship's captains were elected by vote, giving them a workable democracy, with even the captain paid only two to four shares of the loot, compared to a warship's captain earning at least ten times more than the seamen under his command, and often far more), they did not have to abide floggings, but often they were subject to rules, known as "the pirates' articles," in effect a set commandments for the brethren of the sea.

It is safe to assume that "space pirates" would be a less savoury sort than the pirates encountered by anyone in the Age of Sail, as they have less of a need to keep to a close-knit amount of ports, and an easier time getting rid of the trade goods that they capture. Some of these rules would also seem out of place (for instance about the smuggling on of women — even in history this rule has exceptions of note like Anne Bonny and Mary Read). Also, rather than merely being paid an additional share, the rules might specify that cybernetic augmentations will be paid for by the ship's shared loot first (and likely as soon as they're in a fitting port). Further, while someone might survive walking the plank, most are unlikely to survive a trip through an airlock...

THE PIRATE CODE

Replicated here is the pirate' code of Captain Bartholomew Roberts, also known as Black Bart. Pirates within your game might well use a system similar to this to determine their actions. Despite the vast different between Black Bart's time and a far-flung future in the stars, you might be surprised how few aspects need to be adjusted in the least:



- I. Every man has a vote in affairs of moment; has equal title to the fresh provisions, or strong liquors, at any time seized, and may use them at pleasure, unless a scarcity (not an uncommon thing among them) makes it necessary, for the good of all, to vote a retrenchment.
- II. Every man to be called fairly in turn, by list, on board of prizes because, (over, and above their proper share) they were on these occasions allowed a shift of clothes: but if they defrauded the company to the value of a dollar in plate, jewels, or money, marooning was their punishment. If the robbery was only betwixt one another, they contented themselves with slitting the ears, and nose of him that was guilty, and set him on shore, not in an uninhabited place, but somewhere, where he was sure to encounter hardships.
- III. No person to game at cards or dice for money.
- IV. The lights, and candles to be put out at eight o'clock at night: if any of the crew, after that hour still remained inclined for drinking, they were to do it on the open deck..
- V. To keep their piece, pistols, and cutlass clean, and fit for service.
- VI. No boy or woman to be allowed amongst them. If any man were to be found seducing any of the latter sex, and carried her to sea, disguised, he was to suffer death.
- VII. To desert the ship or their quarters in battle, was punished with death or marooning.
- VIII. No striking one another on board, but every man's quarrels to be ended on shore, at sword, and pistol. (The quartermaster of the ship, when the parties will not come to any reconciliation, accompanies them on shore with what assistance he thinks proper, and turns the disputant back to back, at so many paces distance; at the word of command, they turn, and fire immediately, (or else the piece is knocked out of their hands). If both miss, they come to their cutlasses, and then he is declared the victor who draws the first blood.)
- IX. No man to talk of breaking up their way of living, till each had shared one thousand pounds. If in order to this, any man should lose a limb, or become a cripple in their service, he was to have eight hundred pounds, out of the public stock, and for lesser hurts, proportionately. (*As a sidenote: A thousand pounds would be the equivalent of almost 8 years wages for an able-bodied seaman on board a warship of the british navy at the time*).
- X. The Captain, and Quartermaster to receive two shares of a prize: the master, boatswain, and gunner, one share and a half, and other officers one and quarter.
- XI. The musicians to have rest on the Sabbath Day, but the other six days, and nights, none without special favour.

PLAYING PIRATE

CHARACTER OPTIONS

In this section you'll find various new character options for your character, such as several archetypes and new abilities for these choices for your character. Please check with your Game Master before selecting any of these new options. And Game Masters, you can pull from these options to create more interesting space pirate NPCs.

CHARACTER THEMES

A character theme represents a focus for your character, which may be a result of your background, upbringing, training, or mystic destiny. You select a character theme at 1st level, gaining special benefits that reflect major aspects of that theme at 1st, 6th, 12th, and 18th levels. The character themes presented below are especially appropriate for a piratical lifestyle.

6

BRUTE +1 STR

You are someone with a nasty bent. You are likely to be violent, taking no prisoners, and giving no quarter to those who surrender. You are a tyrannical sort, brooking no interference with what you perceive as being yours, whether that is booty, area of responsibility, or sleeping quarters. You can be found at the forefront of the boarding action, swinging a mono-molecular cutlass, and bashing people's heads in.

Theme Knowledge (1st)

You're obsessed with violence of every kind, enjoying inflicting pain, and misery upon others. To this end you've amassed a great deal of information on what makes different people tick, and what makes them hurt. To your allies this comes in handy whenever they have suffered injury as you are quick to identify what the cause is. Reduce the DC by 5 for all Medicine checks for first aid and to treat deadly wounds. Intimidate is a class skill for you, though if it

is a class skill from the class you take at 1st level, you instead gain a +1 bonus to your Intimidate checks. In addition, you gain an ability adjustment of +1 to Strength at character creation.

A Weapon at All Times (6th)

You have an instinctual feel for how weapons work, and are quickly able to grasp how to best use them. When using an improvised weapon or a weapon in which you do not have proficiency, you take only a -2 penalty to attack rolls instead of the normal -4, and the DC for saving throws against a weapon's special effects are also only reduced by -2.

Hardheaded (12th)

You're unusually determined, and not only able to dish out a beating, but take a beating too. Whenever you suffer enough non-lethal damage to reduce you to 0, and make you unconscious, you get a Fortitude save with a DC equal to the damage taken. Success indicates that you remain conscious, with 1 HP remaining. (This is applicable even after you have run out of Resolve Points to keep yourself conscious, or if you do not wish to use them). With each consecutive save using this ability in the same day, the DC increases by 5. After a full night's rest (8 hours or more of sleep), this penalty disappears.

Beatdown (18th)

Your abilities in combat invigorate, and encourage you. Up to twice per day, whenever you defeat an opponent in melee combat, with a CR no more than 2 below your level, you recover 1 Resolve Point.

ROGUE +1 CHA

You are charming, able to talk your way into and out of most situations, and having folks of a certain

PLAYING PIRATE - CHARACTER OPTIONS

persuasion swoon over your every action. Quick to get into the action, with a witty retort and a sharpened cutlass, you overcome any obstacles with panache, and derring-do rather than brute force. Make no mistake though, at the end of the day you crave booty like any other pirate, though this may not necessarily be in the form of credits or treasure.

Theme Knowledge (1st)

Charming to a fault, you find other sentient beings to be fascinating and in many cases to be worth more than the loot they carry, and perform feats of derring-do to impress them. Reduce the DC by 5 for all Diplomacy checks to change attitudes. Athletics is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to your Athletics checks. In addition, you gain an ability adjustment of +1 to Charisma at character creation.

A Lucky Knave (6th)

Luck seems to follow you in all ventures of life, and you've learned to rely upon your instincts where you have no training. Whenever you attempt a skill check at which you're not trained, you gain a +1 luck bonus to the check.

But You Have Heard of Me! (12th)

Your reputation precedes you, as your tales of daring have been told across the universe (it's a DC 10 Culture check to recognize your name, and a DC 20 Culture check for someone to recognize you out of context from your appearance alone). If you're looking for a generic person like "someone that can hack computers," you can almost always find one who's a fan and whose attitude starts as friendly or helpful to you; this takes 2d4 hours. At the GM's discretion, fans might give you services (although not goods) for a discount or even for free. However, people in

authority take a dim view of your activities and never start at better than unfriendly.

Bask in My Magnificence! (18th)

Up to twice per day, when someone sees you performing an extraordinary challenge (killing an opponent with a CR 2 or more higher than your character level or any skill check with a DC more than 20 +1/2 your character level), you recover 1 Resolve Point.



LETTER OF MARQUE

During the 15th to 18th century, many governments used privateers to wage their wars, instead of going for all out war. In many ways privateers were exactly the same as pirates, except that they had been given a warrant by a government allowing them to seek out and capture or destroy enemy ships. These governments then provide aid to the privateers, who disrupt enemy shipping, all while leaving them with plausible deniability. For the privateers themselves, it's an opportunity to engage in fighting, and looting as a patriotic act, instead of merely a criminal one. If captured, the privateer can hand over his letter of marque, hoping that this will buy him some clemency, perhaps in the form of a prison sentence, and a later prisoner exchange.

Unfortunately not all governments recognize the use of privateers as a legitimate ruse of war, and some privateers therefore still end up being kicked out of the airlock, but such is the risk of cruising the void. Additionally, gaining a proper letter of marque from a legitimate government is likely a reward given out for great services rendered to that government, and could be given in lieu of credits or other loot.

ALTERNATE ARCHETYPES

An archetype is a character concept more specific and involved than a theme, but not as comprehensive or broad as a class. Each archetype represents a significant divergence from the abilities of a typical member of the core classes. Archetypes provide an additional layer of control for players who want to fine-tune their character's advancement. An archetype generally grants abilities that aren't otherwise available to characters through a class, or it may grant easier access to a specific set of appropriate

abilities. In general, these abilities aren't tied to the background of any one core class or theme and aren't available to characters via other sources.

BOARDER

Specializing in boarding and close quarter combat, boarders are the pirates who jet across the void to get to grips with the enemy to lay them low, whether to take prisoners or not. They are the well-trained marines aboard vessels of war, who fight tooth and nail against the enemy, they are the sole hero who stands against an enemy boarding party, an implacable foe who will allow no one aboard their ship until they have slain them.

Contrary to popular belief, the members of a boarding party are generally well disciplined as a slight error of judgement when boarding a ship can cost the entire party their lives, destroy the starship, or worst of all, deprive their comrades of their ill-gotten booty. They have experience in fighting in the close quarters of starship corridors and rooms, making sure to use the angles as best possible for maximum cover.

ALTERNATE CLASS FEATURES

The boarder gains alternate class features at 2nd, 4th, and 6th level.

Master of the Environment (Ex) 2nd Level

You're totally aware of your surroundings, dodging, and weaving in an unpredictable fashion to make you a difficult target. Whenever you are closer than 10 feet away of any terrain that would grant you cover, you gain a +1 insight bonus to both your Energy Armor Class and your Kinetic Armor Class.

Hoist the Bloody Ensign! (Ex) 4th Level

You gain a +2 insight bonus to damage rolls with weapons that have the blast special property (such as a scattergun). This extra damage applies only to creatures within 10 feet of you;

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creatures farther away take the normal amount of damage. This bonus increases by 1 for every 4 character levels you have. Furthermore, you're trained to aim your weapon in such a way as to cause minimum hull damage, so if you choose, you can treat the hardness of an object as being 20 higher than it normally is. (So a typical bulkhead with a normal hardness of 35 would be 55 for you when using a weapon with the blast special property).

Beat to Quarters! (Ex)

6th Level

You've been trained to anticipate combat at any moment, knowing that an enemy ship could drop out of hyperspace without any prior notice. As such you can always act on the surprise round, though on your own initiative result. Further, should you gain surprise, then you gain a +2 morale bonus to attack, and damage rolls during the surprise round.

GUNNER

A gunner has been exceptionally well trained, or can just be a natural born shot. Able to direct gunfire of all kinds to the exact spots where they wants them, gunners takes on the role of artillery master, sniper, and long-range combatant, using their abilities to lay down cover fire for allies or destroying the enemy from afar.

The gunner takes control of starship weapons in interstellar combat, and uses his abilities for long-range attacks when assigned to a ground team, ensuring maximum efficiency for his weapons.

ALTERNATE CLASS FEATURES

The gunner gains alternate class features at 2nd, 4th, and 6th level.

Prime the Cannons! (Ex)

2nd Level

You've gained the ability to prime your weapons. Your first attack with a ranged weapon in any

combat situation gains a +4 equipment bonus to attack and damage rolls. By spending 1 Resolve Point, you gain this bonus again in the next round, with one attack affected per round.

Chain Shot! (Ex)

6th Level

You know exactly where to hit your opponent, and your shots have the ability to incapacitate your opponent temporarily. You can choose to use this ability as a full-round action, which you first resolve as a single ranged attack normally (or resolve the action of a gunner in starship combat normally). Assuming you hit your target, it suffers one of the following effects. If it's a creature, they must succeed on a Fortitude save vs $10 + \frac{1}{2}$ your level + your key ability modifier or have their speed reduced to 0 for that round. Whether the check is successful or not, the target still takes normal damage. A vehicle or starship must succeed on a Piloting check with a DC equal to $10 + \frac{1}{2}$ your level + your key ability modifier or have their speed reduced to 0 for that round. This is a disabling shot, and with Gamemaster approval, subjects already in motion may continue to move if they were already in motion, but have no control over the direction they continue until the next round.

Grape Shot! (Ex)

9th Level

You've gained the ability to scatter your shots across a wide area, ensuring maximum cover for your allies. You can choose to use this ability as a full-round action, which you first resolve as a single ranged attack normally. Any weapon that you use that does not have the blast special property gains this property for the remainder of the round, but it's range is reduced by half.

Using this ability on a starship weapon instead grants it the ripper special property, but reduces the range of the weapon to short. Using this ability on a weapon that already has the designated special property has no effect.

SHOOTING INSIDE A STARSHIP

Generally speaking, having a firefight inside a starship is safe, but it can be an incredibly bad idea if you're not a good shot, as any shot that misses its intended target has a chance to penetrate the hull for the ship, no matter how small. Should a character miss an attack roll by more than 4, then resolve the attack against the ship itself (using the normal hardness for the material of the starship in Chapter 11 of the *Starfinder Core Rulebook*). Generally a personal scale weapon is not powerful enough to severely damage a starship, but it can rupture the hull of a ship, and cause decompression in the immediate area. If a shot manages to overcome the hardness of the ship's material (a starship bulkhead defaults to hardness 35) and causes more than 10% of the HP (a starship bulkhead defaults to 2,400 HP per 10'x10' section, so 240 HP) listed for the ship's part, then the area is compromised, and if it is near the hull of the ship, the area is immediately exposed to the vacuum of space, as per the rules in Chapter 11 of the *Starfinder Core Rulebook*. Most ships would have automatic precautions against this, and the area is likely sealed by internal security doors closing on the ship (as per GM's discretion). A weapon with the blast quality (such as a scattergun or grenade) is more likely to take out a whole section of the wall than a normal gun, so it needs only cause 5% of the hit points listed as damage for this to occur. How the damage was dealt to the ship part should be considered as well, a single powerful shot might leave only a single hole that will more slowly suck the air out (in 2-3 rounds), but a dozen plasma blasts that have missed and added up to enough to be 10% for a single section may be a person-sized hole and the effect would be immense and instant.

SENIOR OFFICER

Senior officers aboard a starship are normally part of the direct bridge and command crew, typically serving as captains or executive officers but could be anyone who is in direct command of a number of subordinates, such as a chief engineer or a security team leader. Invested with responsibility for the safety and efficiency of the ship's crew, they tend to be adept at improvisation, and in helping others achieve their maximum potential. Whether they are leading a team away from the starship or controlling the bridge during combat, Senior Officers are expected to keep calm and disciplined, helped by years of experience, and possibly training (though this is not necessarily always in an academic sense).

ALTERNATE CLASS FEATURES

A senior officer gains alternate class features at 6th, 9th, and 12th level.

Command Presence (Ex)

6th Level

You gain the ability to project confidence and influence your crew to stand firm, and hold the line. As a standard action, you can project your commanding presence, and any of your allies who are within 30 feet of you gain a +1 bonus to their Will save for the next round. This increases by 1 for every 6 levels beyond 6th. You can use this ability a number of times per day equal to 1 + 1/2 your character level.

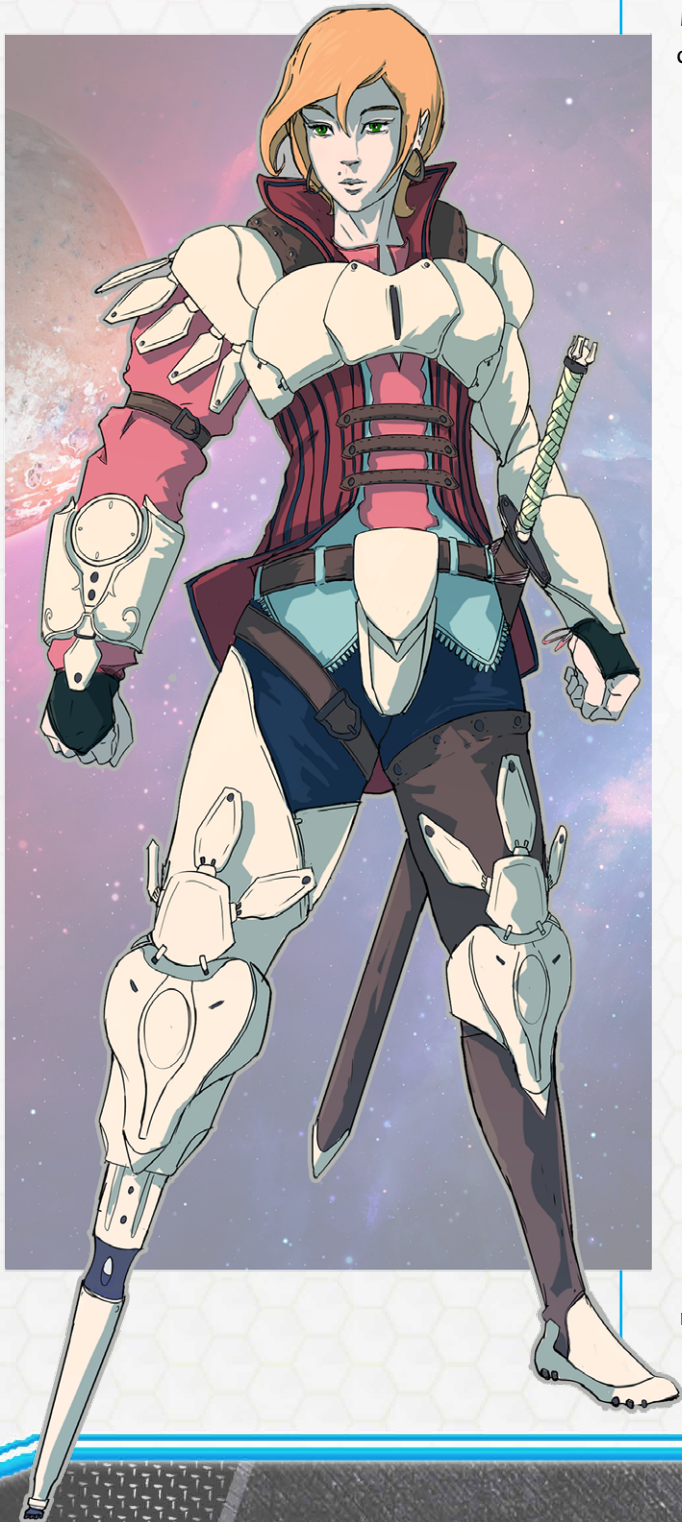
Concentrate All Firepower (Ex)

9th Level

You gain the ability to boost the damage done by allies who are attacking your target. As a standard action, you can designate one target within your line of sight, and all allies within 30 feet who attack that target gain a +1 morale bonus to attack, and damage rolls against that enemy. If you spend 1 Resolve Point, then your allies gain a further +1 morale bonus to both attack, and damage rolls, plus a further +1 for every 5 levels beyond 9th. (I.e. If you spend 1 Resolve Point at level 9, they gain a +2 morale bonus, at level 14 they get +3, and so on).

All Ahead Flank! (Ex)**12th Level**

You gain the ability to bolster your allies and increase their speed to superhuman levels of effort. As a standard action, you can bolster your allies, and increase their base speed by 30 feet for 1 round. By spending 1 Resolve Point they gain this speed increase for a number of levels equal to 1 + your key ability modifier.

**NEW CLASS OPTIONS**

The following are options for existing classes from the *Starfinder Roleplaying Game*, including new drone chassis for the mechanic, a new mystic connection for the mystic, and a new spell for technomancers.

NEW MECHANIC OPTIONS

Mechanics are an essential part of any pirate crew, assisting in keeping the ship flying, and the weapons firing. They perform maintenance and finetune both engines, and weaponry to keep it all fighting fit.

NEW DRONE CHASSIS**ASSASSINATION DRONE**

A variant of the combat drone, the assassination drone is a smaller, more compact unit. It is designed to go unnoticed until the point where it can take the shot, and take out its target. Usually armed with either a powerful sniper rifle or a weapon with poisoned ammo, it can in principle be used to deliver any kind of small payload. Pirates use these to take out targets that they would not otherwise be able to get to, such as system governors or pirate hunters that they are not interested in engaging in open battle.

Size Small**Speed** 30 feet**AC** EAC 11, KAC 11**Good Save** Fortitude**Poor Saves** Reflex, Will**Ability Scores** Str 14, Dex 12, Con —, Int 6, Wis 10, Cha 6**Ability Increases** Strength, Dexterity**Bonus Skill Unit** Stealth**Initial Mods** reductive plating, weapon mount, weapon proficiency

DEMOLITIONS EXPLOSIONS AND MINES

Mines are a particular type of explosive, that are fairly similar to grenades. These weapons cost the same as their parent grenade, but have the following changes:

Motionless: A mine cannot be thrown like a grenade. Instead it must be set, requiring an Engineering check DC 10 + item level of the grenade, allowing for a remote explosion without the use of a manual detonator. The standard setting detects anyone walking over the top of the mine (occupying the same square as it), at which point it explodes upon contact. Usually the weight limit is set at 5 lbs, to ensure that it is not set off by smaller local animals, but the handler of the mine can choose a different setting if this is required. A timer can also be added (adding 5 to the DC) allowing the mine explosion to be delayed for up to 5 rounds after first being triggered. The mine can be disabled by with a similar Engineering check, but failure by 5 or more results in the mine exploding.

DEMOLITIONS DRONE

A demolitions drone is a combat drone that has been repurposed for the laying and removing of minefields. It is heavily armored to protect it from damage from accidental explosions, and as a result is slow, but durable. It is often used by pirates wishing to attach hull-breacher mines (see pg. 16) to the hull of an enemy ship, without exposing themselves to any sort of fire.

Size Medium

Speed 20 feet

AC EAC 14, **KAC** 14

Good Save Fortitude

Poor Saves Reflex, Will

Ability Scores Str 10, Dex 10, Con —, Int 14, Wis 14, Cha 6

Ability Increases Intelligence, Wisdom

Bonus Skill Unit Engineering

Initial Mods armor slot, cargo rack (only fitted for mines), manipulator arms, reductive plating

HACKER DRONE

One of the smallest of drones, the hacker drone is made from a lightweight frame, but equipped only with almost-vestigial legs, as it is designed to remain attached to it's owner, with only occasional forays away from them. This drone can move at a slow pace and avoid obstacles, and is quite stealth. That is not its normal purpose, however, as it is instead designed for infiltration and hacking, to obtain secure information for its controller, who can remain at a safe distance

Pirates use these drones to get into systems that they would otherwise be unable to physically access, such as security main frames in spaceports, so that they they can obtain cargo manifests and flight plans, and with that information decide who their next target will be.

Size Tiny

Speed 10 feet

AC EAC 13, **KAC** 13

Good Save Will

Poor Saves Fortitude, Reflex

Ability Scores Str 6, Dex 16, Con —, Int 10, Wis 6, Cha 6

Ability Increases Dexterity, Intelligence

Bonus Skill Unit Computers

Initial Mods camera, enhanced sensors, manipulator arms

MAINTENANCE DRONE

For most people the maintenance drone is a pest, reminding them of nothing so much as an annoying, if unusually large, rodent. It tries to communicate with squeaks and and trills, and is almost constantly in motion, sitting still only when it is directly working on something. They're small,

PLAYING PIRATE - CHARACTER OPTIONS

and cheap, but they are quite versatile, coming with a multitudes of programming that allows them to perform most types of ship duties. Pirates use them for menial repair tasks that no one can really be bothered to do, but which are required for the ship to continue functioning.

Size Tiny

Speed 30 feet

AC EAC 13, KAC 13

Good Save Reflex

Poor Saves Fortitude, Will

Ability Scores Str 6, Dex 16, Con —, Int 10, Wis 6, Cha 6

Ability Increases Dexterity, Intelligence

Bonus Skill Unit Engineering

Initial Mods enhanced sensors, manipulator arms, tool arm (with Engineering toolkit), 1 free basic mod as chosen by the owner.

INFILTRATION DRONE

An offshoot from the stealth drone, the infiltration drone has been equipped with gear to maximize surveillance and spying activities, and is designed to get into — and out of spaces — that a normal humanoid would not be able to without attracting unwarranted attention. Pirates use these to observe potential targets. In some cases, this means using them for stakeouts in dingy cantinas, in space docks, or having the unit smuggle itself aboard a starship, only for it to transmit critical information once it arrives at it's destination, such as the codes used to access the mainframe computer aboard a starship, gained through careful observation.

Size Tiny

Speed 30 feet, climb 20 feet

AC EAC 12, KAC 12

Good Save Reflex

Poor Saves Fortitude, Will

Ability Scores Str 12, Dex 14, Con —, Int 6, Wis 10, Cha 6

Ability Increases Dexterity, Wisdom

Bonus Skill Unit Stealth

Initial Mods camera, climbing claws, miniaturized system-wide comm unit, reactive camouflage

SENTRY DRONE

The sentry drone takes the basic combat drone and upgrades certain parts, and adds sub-routines to allow for an efficient guard. Usually heavily armed and armored, it is slow, and is therefore generally not used directly on the frontline of a battle, but it makes for an efficient "pill-box," and prison-guard. Pirates in particular use this model of drone as the guard any prisoners that they take, knowing that it is immune to bribery or deceit and will carry out its duties come-what-may.

Size Medium

Speed 20 feet

AC EAC 12, KAC 12

Good Save Fortitude

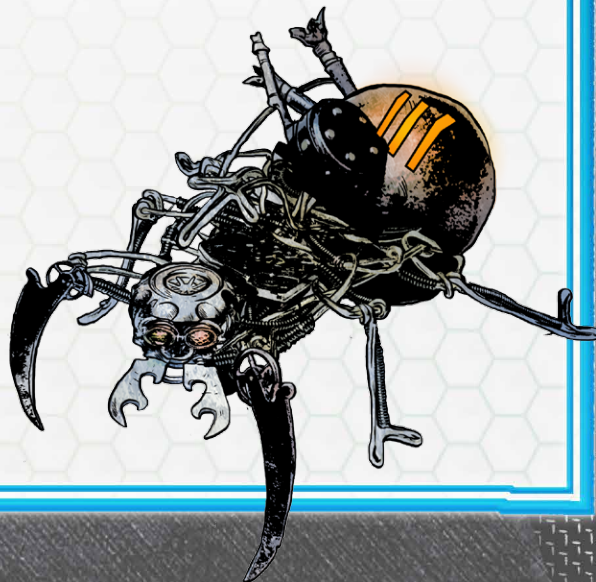
Poor Saves Reflex, Will

Ability Scores Str 14, Dex 14, Con —, Int 6, Wis 10, Cha 6

Ability Increases Strength, Wisdom

Bonus Skill Unit Perception

Initial Mods reductive plating, 2 weapon mounts (used for heavy weaponry), weapon proficiency



NEW MYSTIC OPTIONS

Mystics are a breed apart from normal pirates, inspiring fear and dread with their strange habits and odd ways. Often they're seen as charlatans, or lucky guessers, but a rare few are true seers, destroyers beyond compare or oracles capable of penetrating the veil of the future.

NEW MYSTIC CONNECTIONS

DESTROYER

You are the harbinger of doom, the destroyer of worlds, death incarnate. Your capabilities for destruction are beyond measure, a valuable asset to any pirate crew. You're a mystic, capable of vibrating your hands through solid matter, a martial artist beyond compare or a channeller of dark powers.

Associated Deities: Any deities associated with destruction or warfare

Associated Skills: Athletics and Intimidate

Spells: 1st—*mind thrust*, 2nd—*caustic conversion*, 3rd—*irradiate*, 4—*enervation*, 5—*crush skull*, 6—*chain surge*

Destructive Surge (Su)

1st Level

You can wreak havoc on anyone that you please. You can spend 1 Resolve Point to channel your destructive surge against a target within 30 feet. This is a standard action, and requires an attack against an opponent's EAC. This causes 2d8 electric damage and increases by +2d8 at 3rd level, and every 3 levels thereafter.

Dilapidation (Su)

3rd Level

You're able to drastically increase the aging process in objects. When attacking an object you can spend 1 Resolve Point to reduce the Hardness of an object by 5 for 1 minute, simply by touching it. This reduction in Hardness increases by 1 for every 2 levels after 3rd. This can only affect an object up to 10 x 10 feet.

Destructive Channel (Su)

6th Level

You can imbue your allies with great destructive power. You can spend 1 Resolve Point to channel this energy. This is a move action, and all allies linked by your telepathic bond class feature gain a +1 insight bonus to attack rolls, and damage. This increased to +2 at 9th level, and by a further +1 for every 3 levels thereafter.

Steal Life (Su)

9th Level

As a standard action, you can spend 1 Resolve Point to steal part of a creature's life force and transfer it to yourself. You must touch the target (requiring a successful melee attack against its EAC), which deals 1d6 damage for every 2 mystic levels you have (maximum 10d6). You recover an amount of Hit Points equal to the damage dealt (to a maximum of the foe's remaining Hit Points). If this heals you above maximum Hit Points, any excess persists for 1 hour as temporary Hit Points. If your attack misses, you don't lose the Resolve Point.

Destructive Link (Su)

12th Level

Whenever you or an ally linked by your telepathic bond class feature scores a critical hit against a foe, you can spend 1 Resolve Point as a reaction to confuse that enemy. The foe must succeed at a Fortitude save or become exhausted for 1 round. Whether or not it succeeds at this save, the target is affected by your sow doubt ability for 1 round. This is a mind-affecting effect.

Tremorsense (Su)

12th Level

You're able to perceive even small disturbances in the ground, whenever an object or creature moves. You gain blindsense (tremors), and can detect creatures moving within 60 feet. A creature can avoid being noticed by succeeding on a Stealth check with a DC equal to 10 + your Perception modifier.

PLAYING PIRATE - CHARACTER OPTIONS

Tectonic Activity (Su)

18th Level

You can spend 1 Resolve Point as a full action to cause violent tremors, and volcanic eruptions in a 30 foot-radius, at a range of up to 250 feet. The volcanic eruptions deal 12d6 fire damage to every creature in the area (Reflex half). Further, anyone failing the Reflex save is knocked prone, and is dazed for 1 round.

NEW TECHNOMANCER SPELL

Presented below is a new spell for the technomancer.

NIGHTCLOAK

4TH LEVEL

School illusion

Casting Time 1 standard action

Range object touch

Targets one starship or vehicle

Duration 1 minute/level (D)

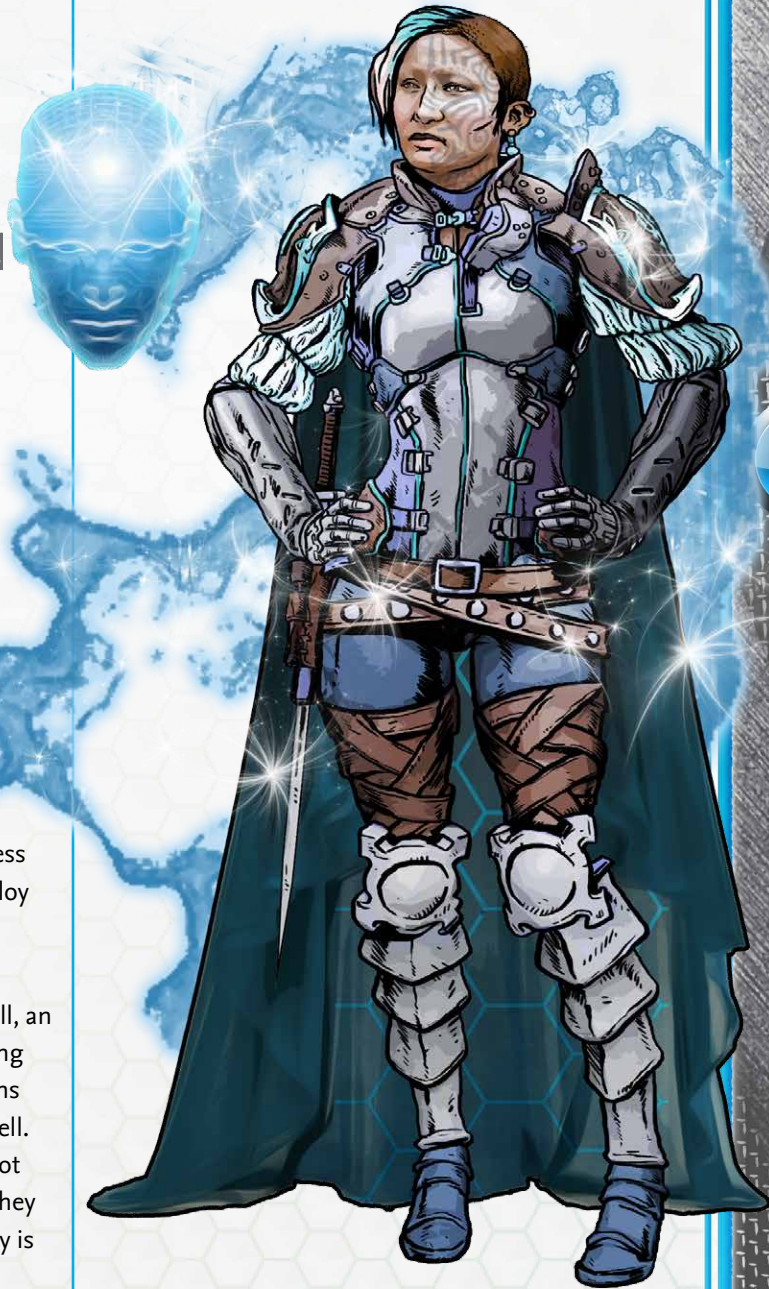
Saving Throw Will negates (harmless, object), see text; **Spell Resistance** yes (harmless, object)

The starship or vehicle touched becomes invisible to the naked eye. If you cast the spell on another starship or vehicle than the one you're currently on, neither you nor your allies can see the target unless you can normally see invisible things or you employ magic to do so.

The spell ends if the starship or vehicle attacks anyone or anything else. For purposes of this spell, an attack includes any spell or harmful effect targeting a foe or whose area or effect includes a foe. Actions directed at unattended objects don't break the spell. Effects or spells that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area. Causing harm indirectly is not an attack.

The spell does not necessarily defeat the sensors of another starship or space station, as emission from engines, and so on can still be detected. Instead they add a +10 enhancement bonus to the invisible starship's TL.

You can affect up to a Huge ship or vehicles with one casting of the spell. In order for a Gargantuan ship or vehicle to be affected by *nightcloak* it has to be cast twice, and three times for a Colossal ship or vehicle.



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PIRATE LOOT

NEW EQUIPMENT

While pirates are known to use anything they've captured, especially if it's better than what they already have, there are a number of pieces of either iconic gear or necessary tools of the trade detailed here.

PERSONAL EQUIPMENT

Equipment is incredibly important to anyone who sails "the Big Black" between the stars. It is your life line, the things that keep you alive. They're the things that keep you fed, warm, and safe against the innate hostility of an indifferent void. Like everyone else, pirates use equipment in many different ways, whether it is for their intended purpose or for something else entirely.

BREACHING CHARGES

Breaching charges are a special type of explosives — a shaped charge — created specifically to blow through the reinforced starship hull bulkheads and objects. They are incredibly heavy, and take 5 minutes to deploy, making them useless against most creatures. Once in place, they can be set to detonate up to 5 minutes later or with the use of a remote detonator. Due to the shape of the charge, only those in the area of effect the object (or bulkhead) will take damage, along with the bulkhead, once the breaching charge blows.

The breaching charges are based on the torpedo warheads used in the anti-matter mega-missile, and causes 2d8x10 points of Hull Damage. Anyone caught on the opposing of a bulkhead (for instance, inside the ship) when the charge blow takes 10d8 points of piercing damage due to the shrapnel flying around. (Note, starship scale damage happens at a different factor from creature scale damage, so use of a breaching charge on a building

Naturally, the breaching charges can only be used once.

Pirates use these to blow through hulls, in preparation for boarding actions, usually followed by the deployment of an emergency deployment airlock (see below). While highly destructive, they are considered a precision instrument in many pirates' hands — with an Engineering check against a DC of 10 + the tier of a starship, a demolitionist can be fairly confident of where to place a charge to access any given part of a ship, and to not accidentally destroy vital components (most often, the purpose of a breach is to capture a ship for resale, not destroy it outright).

BREACHER PISTOL

A breacher pistol is essentially a shorter, smaller version of the scattergun, capable of being wielded in one hand and easy to conceal or carry in a vac-suit across to a ship being boarded. Unfortunately, it's small size also means that it can only carry one shot at a time, requiring it to be either used only once or to be reloaded frequently. Like it's parent weapon, it comes in analog, grapeshot, impact, snub, and vortex versions for enhanced damage.

CHEMCUTTER

A chemcutter is part chemical agent and part cutting tool. It is held in two hands and deploys the chemical agent paste, and has an electric arc igniting the paste, which enables anyone to cut through even the thickest ship's hull if given enough time. It ignores Hardness and Damage Thresholds (for starships), and cuts through any metallic object at a rate of 1 minute per inch. Pirates use these to gain entry into starships undetected, as the chemcutter is almost impossible to notice, unless viewed directly or with visual sensors. Normal space crews use them for cutting away debris or to open doors that have been forced shut, and which cannot be opened. A secondary setting on the cutting tool itself, allows the chemcutter to be used for repairs, granting a +2

GENERAL EQUIPMENT

Name	Level	Price	Hands	Bulk	Capacity	Usage
Breaching Charges	10	20,000	2	10	1	1
Chemcutter	5	2,000	2	2	1/min	10
Electro-Grapple	8	6,000	2	2	20	1/min
Emergency Deployment Airlock	10	10,000	—	5	24	1/hour

ADVANCED MELEE WEAPONS

One-Handed Weapons	Level	Price	Damage	Critical	Bulk	Special
Cutlass, tactical	3	2,000	1d8 S	—	L	Analog, block
Cutlass, buzzblade	10	12,000	2d8 S	—	L	Block, powered (Capacity 20, Usage 1)
Cutlass, ultrathin	13	30,000	4d8 S	—	L	Analog, block
Cutlass, ripper	15	120,000	8d8	—	L	block, powered (Capacity 20, Usage 1)
Cutlass, Molecular Rift	20	600,000	12d8	—	L	Analog, block

SMALL ARMS

One-Handed Weapons	Level	Price	Damage	Range	Critical	Capacity	Usage	Bulk	Special
Breacher pistol, utility	1	120	1d4 P	10 ft.	—	1 shell	1	1	Analog, blast
Breacher pistol, snub	8	4,150	1d12 P	10 ft.	—	1 shell	1	1	Analog, blast
Breacher pistol, impact	12	15,200	2d12 P	10 ft.	—	1 shell	1	1	Analog, blast
Breacher pistol, vortex	15	45,950	3d12 P	20 ft.	—	1 shell	1	1	Analog, blast
Breacher pistol, grapeshot	18	165,000	4d12 P	20 ft.	—	1 shell	1	1	Analog, blast

insight bonus on Engineering checks that require a cutting or welding tool, such as repairing a hole in the hull.

CUTLASS

The cutlass is a classic weapon for pirates, combining a sharp curved blade, with a basket shaped guard covering the grip. In modern times these cutlasses have been reinforced, and the basket hilt has been modified to deliver powerful charges upon

impact, or the blade of the cutlass sharpened to an incredible edge, only one molecule thick. Whenever you're successfully hit in melee by an opponent for which you're getting the +1 enhancement bonus to your AC from the block special property, they receive a strong jolt, and must succeed on a Fortitude check with a DC equal to the cutlass item level +10 or be staggered for 1 round.

The tactical cutlass itself is unchanged from ancient times, at least design wise with the only changes being the upgraded materials and basket hilt. The

buzzblade in the meantime is a nasty weapon that uses its powercell to vibrate the material, causing grievous wounds. The ultrathin version looks delicate, but is incredibly sturdy, and sharp. The ripper version actually has little serrated teeth running up and down the length of the blade, causing it to bite further into any target. Finally, the molecular rift version is nearly translucent, managing to gap the bridges between dimensions, becoming material only momentarily while striking a target.

ELECTRO-GRAPPLE

Used by pirates for boarding actions, this handheld unit consists of two magnetically charged hand-sized blocks, and a double grip for a humanoid to grab onto, but is recognizable to anyone who's used a similar device as being an overpowered version of a grapppler.

When secured and fired as a full-round action, the unsecured block fires across, up to 1 hex away (while in starship combat) or 300 feet while in atmospheric condition (due to wind resistance, gravity, and so on). This requires a normal attack roll from the user against the target ship's AC or objects KAC+8, similar to how a normal grapppler would work.

Once attached, the blocks deploy a magnetic rail, appearing as a thin, visible blue line from between the blocks, along which anyone holding onto the grip can slide.

Holding on to the grip as it speeds between the two anchoring points takes one full round and requires an Athletics check DC 15. Failure means that you release the grip, with possibly lethal results to anyone floating in space, if you are not rescued (as per GM's discretion). The grip can be sent between each anchor



without any user, by pressing a simple button (as a free action). It then takes a full round to return to the other block, and is unable to stop along the way.

After it's attached, the grapppler remains anchored until either you give a release command as a move action, the grapppler is pried free with an Athletics check equal to the attack roll you made to attach it, or the grapppler is destroyed. The grapppler is automatically destroyed if ships move more than 1 hex apart, within a round. I.e. if a ship moves away on its turn, and the other ship does not move to within 1 hex, on its next movement, then the grapppler is destroyed.

EMERGENCY DEPLOYMENT AIRLOCK

It is an unfortunate fact of life that starships occasionally suffer catastrophic damage and a breach in the hull that cannot easily be fixed. This is where the emergency deployment airlock comes in, as it is able to function as an airlock, keeping the atmosphere within the ship, while the crew is either rescued or enact repairs.

The airlock itself is a 2 x 2 feet metal square, with padding along the edges. When deployed, the metal square unpacks and the padding inflates, filling a hole up to 10 x 10 feet, functioning as an airlock door, and sealing all holes in an affected area up, so that no more atmosphere can escape (assuming of course no other breaches exist not in the affected area). The Emergency Airlock lasts for 24 hours, but is more fragile than the normal airlock door, having a thickness of 2 inches, a Hardness of 8 (due to the padding, the metal itself is 35), 30 hit points, and a Break DC of 20. Deploying the airlock is a full round action.

Finally it is important to note that if a ship enters hyperspace, while an emergency deployment airlock is in place on the outer hull, it will implode and be destroyed, as it cannot stand the stresses of the transfer from real-space.

Pirates use this when they've cut through a hull using either a chemcutter or breaching charges, if they're interested in taking prisoners. If not, they simply leave the hole open. More heroic types use the Emergency Deployment Airlock for rescue operations or temporary repairs.

STARSHIP EQUIPMENT

The following is a few pieces of new equipment specifically designed for use by pirates in starships. In theory there is nothing to prevent them from being carried around by hand, but they would be severely restricted in movement due to sheer size. This should be adjudicated by a Game Master on a case by case basis, but in general it is not recommended that anyone is able to use these without at least using a vehicle for it.

Equipment Name	BP
Beacon Hijacker	8
Boarding Prow	5 x size
Booster Thruster	5 x size
Hyperspace Sensor	5

BEACON HIJACKER

A beacon hijacker is a device created specifically to steal the signal of a beacon and direct any ships incoming away from the normal hyperspace lanes, towards where an ambush is waiting for them.

Using a beacon hijacker requires a Computers check at DC 25 for a beacon at a remote system (in the vast or beyond the rim), while a near space system requires a DC 35 Computers Check to hijack. This leaves the beacon hijacked for a full day, diverting all starships to a specific point in space (a particular hex), where the pirates can be waiting. Unfortunately it is not possible for the ship lying in wait to predict when or who will appear, assuming anyone does, which is why they usually wait with hijacking beacons until they can be sure someone is coming, either by previous intel or via a hyperspace sensor (see below).

Discovering that a beacon has been hijacked requires a Piloting check DC 25. This allows the pilot to realize that a beacon has been manipulated, and the pilot can then choose to either follow the beacon to the designated new arrival space, or attempt to compensate to arrive in the normal spot. The pilot needs to make a separate Piloting check against a DC 25. If the pilot fails this check, they arrive where the

false beacon would want them to arrive, and if the pilot fails by more than 5, they arrive at a random different hex 3d6 hexes (or more, for a spectacular failure, at the Game Master's discretion) from where the hijacked beacon would have had the starship arrive.

BOARDING PROW

A boarding prow is a heavily reinforced armored prow, covered in an adamantine alloy that gives it enormous strength and penetrating power. Running along the outside of it, are heavy plasma coils, giving it further penetrating power. Once the prow punches through the enemy hull, it opens up, like the beak of a giant bird, and the boarders can stream out into the enemy ship directly. The boarding prow generates enough moment for the ship where it's mounted to inflict ramming damage as if it was three tiers higher, and it further reduces the damage taken by ramming by another 50% (reducing the total taken to 25% if the ship being rammed was unshielded or 50% if it still had shields intact).



HYPERSPACE BEACONS

The beacons are mentioned in the *Starfinder Core Rulebook*, but do not have actual rules attached to them, as to size, placement in system, range and so on. Instead it is merely assumed that if you travel to a system with a beacon, you'll automatically arrive within X days. The beacon hijacker and the beacon sensor both assume a few things for them to work, which are explained here.

It is possible to destroy beacons, but they are extremely hardy. A beacon is shaped like 2 cones, with the pointed ends towards each other, like an hourglass, and measures 20 feet in length, with a 5 foot diameter at the broadest end. It has a Break DC of 80, a Hardness of 40, and 3,000 hit points

Beacons are placed on the edges of star systems, beyond the orbit of the furthest planet in any given system, to allow for starships to emerge without risk of flying straight into a planet, asteroid field or sun, and destroying itself.

Each beacon allows a starship to exit hyperspace in a radius around it of 2 hexes. (i.e. 18 hexes in total).

A star system has a number of beacons in place depending on where it is located. A central star system has more than 10 beacons in place, allowing for a starship to exit almost anywhere on the edges of that system. A star system located in near space normally has between 3 and 6 beacons for a navigator to choose from when emerging from Hyperspace, while a star system located in the vast generally only has one or two beacons, making them for easier targets for pirates. A star system placed beyond the rim might not even have a beacon, and would require a starship to approach through normal-space.

BOOSTER THRUSTER

Sometimes, the normal thrust of a starship just isn't enough, and pirates, racers, and systems security agencies have all tried to mitigate this, allowing for thrilling chases through space. The solution to this is the booster thruster.

As a free action, a pilot can flick the switch on the booster thruster and his speed immediately increases by 5 hexes for the next round. However, the booster thruster is not part of the intended design stresses of any starship (in fact, it is usually an after-market addition), and causes tremendous stresses on the ship in question, causing damage to this ship as per below. (Please note that this damage ignores the normal Damage Threshold of the ship).

There is no limit to the amount of rounds in which the booster thruster can be used, though overuse of the thruster CAN cause the ship to be destroyed.

Ship Size	Damage Taken
Tiny	1d10
Small	2d10
Medium	3d10
Large	4d10
Huge	5d10
Gargantuan	6d10
Colossal	7d10

HYPERSPACE SENSOR

The hyperspace sensor was originally developed by security and space agencies in various systems, to allow them to take the necessary precautions for an expected arrival in system. Pirates have since adopted the technology to allow for them to ambush a starship as it arrives in a new system, at a point where their guard is unlikely to be down.

There's normally no warning before a ship exits hyperspace and enters a normal space, which has lead to a number of unpleasant episodes in the past. Thus, the hyperspace sensor was invented. It gives a ship or space station a 24 hour warning before a ship arrives, as it detects the ship coming in, through hyperspace. Normally it does this automatically, but a ship wishing to remain undetected can perform an opposed Piloting check vs. the sensor operator's Perception check. Failure indicated that the hyperspace sensor

provides the normal 24 hour warning and informs of which hyperspace beacon the ship will arrive by (i.e. which 18-hex zone the ship will exit hyperspace in), while success indicates that the pilot, and his ship arrives undetected.

NEW STARSHIPS

Below are a couple of starships specifically used by pirates in their activities, along with when they are most likely to use them. These come with their build points costs and can be used “as is” by both PCs, and NPCs alike.

BOARDING SHUTTLE

The boarding shuttle is a small, but exceedingly mass-intense craft. Designed to punch through the armored hull of ships, and disgorge its cargo of pirates and raiders into the enemy ship, it is, in essence, a gigantic drill. At the front the boarding shuttle has an armored prow, allowing it to deliver its cargo, while its heavy shields (for its size) allows it to get close.

BOARDING SHUTTLE TIER 2

Small shuttle

Speed 8; **Maneuverability** perfect (+2 Piloting, turn 0); **Drift** 1

AC 15; **TL** 15

HP 35; **DT** —; **CT** 7

Shields light 60 (forward 30, port 10, starboard 10, aft 10)

Attack (Forward) boarding prow (special, see above)

Attack (Port) none

Attack (Starboard) none

Attack (Aft) none

Attack (Turret) none

Power Core Pulse blue (200 PCU); **Drift Engine** Signal Basic; **Systems** advanced short-range sensors, computer (MK 1 mononode), mk 4 armor, mk 4 defenses, shields (light 60); **Expansion Bays** passenger seating (3)

Modifiers +3 Piloting (includes modifier for both maneuverability and computer); **Complement** 1

Cost 75 BP

GUNSHIP

A gunship is a small, but powerfully armed craft, capable of destroying ships many times its own size. However, it is also fragile, incapable of sustaining damage for prolonged periods of time. Many consider the gunships to be merely “laser cannons with engines,” and that is exactly what they’re intended for. They’re designed to be cheap, disposable ships, with minimum crews, that hit for maximum effect. As most pirates try to end any engagement as quickly as they can (either by destroying their enemy, capturing their target or escaping), the gunship has become an essential part of their armory.

GUNSHIP TIER 1

Tiny fighter

Speed 10; **Maneuverability** perfect (+2 Piloting, turn 0); **Drift** —

AC 13; **TL** 13

HP 30; **DT** —; **CT** 6

Shields basic 10 (forward 4, port 2, starboard 2, aft 2)

Attack (Forward) 2 light plasma cannons (2d12)

Attack (Port) none

Attack (Starboard) none

Attack (Aft) none

Attack (Turret) none

Power Core Pulse brown (90 PCU); **Drift Engine** none (relies on carrier); **Systems** budget short-range sensors, computer (MK 1 mononode), mk 1 armor, mk 1 defenses, shields (basic 10); **Expansion Bays** none

Modifiers +3 Piloting (includes modifier for both maneuverability and computer); **Complement** 1

Cost 52 BP

The above rules add the few additional bits and pieces needed to play a proper pirate-based campaign, be it as pirate crews, innocents pressganged into service, or even possibly as pirate-hunters. What you need then are a port to call home and colorful characters to inhabit it. Thus, presented here are three pirate themed crews for Gamemasters to rely on (the Crimson Corsairs of *Void Soul*, the remnants of *The Misty Maiden*, and the Swiftsure pirate-hunters) as well as 8-Pieces Port, a fairly unique pirate safe haven.

RAMMING SPEED

As of this writing, there are no rules for ramming your starships into one another, but pirates come up with desperate and ingenious solutions to problems, such as the boarding shuttle. Presented below are optional rules for ramming starships.

RAMMING SPEED

As a full action, you can pilot a starship at up to its full speed in a straight line at its current heading and try to ram one creature or object at the end of the movement, dealing double the starship's collision damage to the target, and half the starship's collision damage to your own starship. Movement during a ram action has all the same restrictions as the race action and requires the same Piloting checks. If you fail any Piloting check during the movement, you fail to ram your target.

If the target of the ram action is a creature, it can attempt a Reflex saving throw against your Piloting check to avoid being hit. If the target of the ram action is another starship the pilot of the defending vehicle can attempt a Piloting check to avoid being hit, with a DC equal to the result of your Piloting check. The attacker wins ties.

Size also matters when it comes to dealing damage. A ship being rammed always takes damage based on the size of the ramming ship. A ramming ship takes damage based on either its own size or that of the ship being rammed, whichever is less. (i.e. a gargantuan battleship ramming a tiny fighter takes damage based on the fighters size, but the same fighter ramming the battleship takes damage based on its own size).

Note: That if a starship fails to overcome its opponents Damage Threshold, then it may still take damage itself (assuming the damage overcomes the Damage Threshold of the rammer) — it is also worth noting that this can cause critical damage to both ships, as normal.

If the two ships are NOT destroyed, then at that point they will continue to inhabit the same hex, until

one ship is destroyed or the crew spends several hours performing repairs and removing one ship from the other. During the time where the ships are entangled in this manner, they can only engage with turrets and weapons in the quadrant facing each other.

Tier	Damage
1/4	2d8 B
1/3	2d8 B
1/2	3d8 B
1	4d8 B
2	5d8 B
3	5d8 B
4	5d12 B
5	5d12 B
6	6d12 B
7	12d10 B
8	14d10 B
9	16d10 B
10	18d10 B
11	20d10 B
12	11d20 B
13	12d20 B
14	14d20 B
15	15d20 B
16	17d20 B
17	18d20 B
18	20d20 B
19	23d20 B
20	25d20 B

Starship Size	Damage
Tiny	-3 dice
Small	-2 dice
Medium	-1 die
Large	—
Huge	+1 die
Gargantuan	+2 dice
Colossal	+3 dice

PIRATES OF THE STARSTREAM

PORT AND CREWS



23

RIVALS & ALLIES

Presented below are a few examples of pirate crews (and a pirate-hunter crew) that could be both allies or enemies of a group of player characters. They are each presented with a ship, two NPCs (a typical crewmember and the leader of the group) as well as a history, an account of their activities and interests, and ideas for how they might be incorporated into your campaign.

CRIMSON CORSAIRS

The Crimson Corsairs started life as a run-of-the-mill pirate group, ambushing starships where they could, but not having enough success to be on the radar of any major law enforcement group. That all changed when the woman known as Lefleur took over.

Lefleur hails from a system on the far edges of the vast, but every time a crew member asks which one, she gives a different answer. What is clear however, is that despite her apparent youth, she's been in more than her fair share of fights, as the vicious scars that drape her cheeks and neck can attest.

Lefleur was originally captured when the Crimson Corsairs seized a cargo ship that turned out to contain a shipment of slaves, and when given the option to join the crew or be marooned on a faraway planet, she signed up in a heartbeat. After a few weeks, it was clear that Lefleur was a natural fighter, and a vicious one at that, taking all comers, and soon enough, she was recognized officially as the leader of one of the boarding parties.

Armed with breacher pistol and cutlass, she cut a fearsome figure to the people she boarded, demanding immediate surrender or no quarter to be

YOU DON'T LOOK LIKE A PIRATE

The *Starfinder Roleplaying Game* handles NPCs differently from how the *Pathfinder Roleplaying Game* did. However, until the release of the *Starfinder Roleplaying Game: Alien Archive*, the full rules for creating NPCs have not been made available, and rather than waiting to provide any kind of NPCs, we used a method more similar to fully stated PCs. This makes our NPCs slightly more complicated, possibly, to use, but it also makes them more on par with the characters and thus more fitting adversaries. The *Starfinder Roleplaying Game: First Contact* book also included two sets of stats for generic space pirates, a CR 1 Space Pirate Crew Member and a CR 4 Space Pirate Captain. These two sets of stats are excellent for use as random additional crew beyond the ones presented here. Gamemasters should feel comfortable working with these statistics to adjust them to be fitting challenges for the PCs.

given. Regrettably, during one boarding, a prisoner attacked her when she had her back turned and succeeded in wounding her.

Something appears to have snapped in her that day, as ever after she gave no quarter, and soon the captain brought her up on charges of endangering the ship. Unbeknownst to him though, she had become more and more popular among the crew, for the loot that she brought them, and she challenged him to a duel; she was successful, and he was dead.

Since then, the Crimson Corsairs have gone on a murderous rampage, turning a profit at every turn, but leaving an ocean of blood behind them wherever they go, replenishing their crew only at a few spaceports (even at 8-Pieces Port they can get a chilly reception), and trusting no one with the location of their hideout. Many crew are like Lefleur herself, freed slaves as slaver ships are a favored target

of the Crimson Corsairs. Now, they are hunted by authorities everywhere, but every attempt to capture one of their ships or find their hideout has failed.

METHODS

The Crimson Corsairs are as successful as they are due to the many ways in which they get their information and capture their prey. Lefleur has managed to get in close with many officials (either through bribery or flirtation), and she's got a number of contacts in place in most spaceports, that can obtain information through various means, and send it to her, through her scheduled messengers.

These messengers are legitimate traders, who specialize in moving cargo from one spaceport to another (and occasionally deviating to the Crimson Corsair hideout), and while they engage in this perfectly legitimate activity, they also pick up the information gained by Lefleur's contacts, and pass it on to her whenever they can. This ensures that Lefleur always has reasonably up-to-date information on the comings and goings of various traders that she can then ambush.

She also makes extensive use of hyperspace sensors and beacon hijackers, having some of the Crimson Corsair fleet stake out sensors, and using the hijackers to divert incoming starships to their waiting arms, though this tactic is usually reserved for targets of opportunity, as she prefers to rely on information when it comes to her planned ambushes.

The Crimson Corsairs primarily focus on ships carrying high value (and portable) goods, which they will then sell off at various pirate ports (most notably 8-Pieces Port, but they use several others), but Lefleur has cultivated her network to such a degree that they can offload most goods within a reasonable amount of time, without it being traceable back to them or their buyers (who are often high-ranking officials, who have a need for supplies that they cannot obtain through legitimate channels).

GOALS

Like most pirates, the Crimson Corsairs are in it for the loot, at least among the common members. Lefleur herself however is a bit of a different story. She is out for revenge. Not just on slavers like the ones who took her prisoner and tortured her, but on the world itself. She wants to see the galaxy go up in flames, while she sits on a bloody throne, laughing at those below her. She's much too smart to readily admit this to her followers of course, so instead she slowly drags the officers among the crew into her inner circle, giving the most dangerous missions to those of the crew who do not share her vision. This ensures that only the most bloodthirsty of her crew remains, and she has built a solid core of vicious monsters to help her achieve her goal. Any ship she captures has the crew thrown out of the airlock, unless they can prove a criminal record (of a violent or useful nature, such as a talented hacker), but she keeps any warship she captures, drastically upgrading their weapons (she does not keep cargo ships, as she is not interested in goods that take up too much space), and she's built herself a well-armed fleet at this point, one that would give any system fleet pause for thought, and she has now begun planning her first conquest of a system.

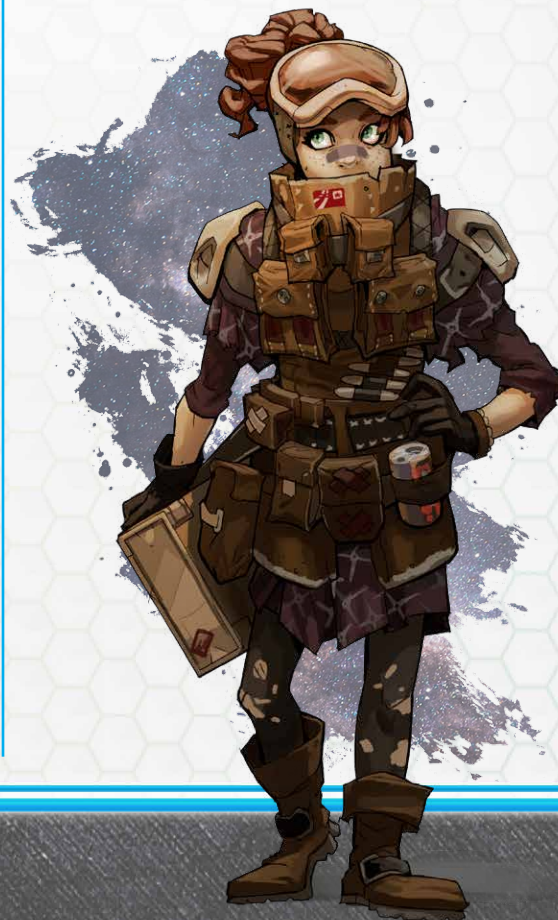
ADVENTURE HOOKS

The Crimson Corsairs could be introduced in a number of ways, but here are three for any Game Master to consider:

1) The players come across a ship that's clearly been in battle, having a side of it blown away, but scans reveal that there is still air left aboard the ship. Inside, they find a bloody massacre (with the bodies arranged in a symbol like that of the Corsairs) and a lone survivor, who hid away in a locker, and managed to survive. He can tell them a harrowing tale of how they were ambushed by the Crimson Corsairs and left to die. The Corsairs were talking of hitting a passenger liner next, talking of the system where they

were planning their ambush, and he fears that it may be too late for the passenger ship, unless the players act right away.

- 2) The players themselves are ambushed in a random attack by the Crimson Corsairs, as they drop out of hyperspace. The message over the comms is "Surrender and you will not be harmed. Resist and you'll be tossed out of an airlock." Naturally, they're planning on tossing the players out of the airlock anyways, but the enemy ship is only slightly better armed than that of the players. Perhaps a fight is not out of the question.
- 3) The players arrive just after the Crimson Corsairs have taken out a system fleet, and started a siege of a planet or space station. As they get closer, they note that ships in orbit have started bombarding cities, and that any ships trying to escape the planet are shot down. Landing shuttles are taking in crews, and mobs of well-armed pirates appear to be heading for the government buildings, with the defenders clearly outnumbered.



CRIMSON CORSAIR NPCs

Presented below you'll find the rules for a generic crew member of the Crimson Corsairs (the equivalent to a chief petty officer in a formal navy, someone in charge of a small group of lower level NPCs), as well as the rules for Lefleur, the captain of the scurvy crew. Finally you'll also find the rules for *Void Soul*, the flagship of the Crimson Corsairs.

BOATSWAIN OF THE CRIMSON CORSAIRS

This chief petty officer is dressed in a cobbled together, yet lethal looking power armor, with a grim smile playing across his lips.

BOATSWAIN

CR5

XP 1,600

Human soldier 5

CE Medium humanoid (human)

Init +8; Perception +0

DEFENSE

HP 49

EAC 21; KAC 24

Fort +6; Ref +5; Will +4

OFFENSE

Speed 30 ft.

Melee tactical cutlass +9 (1d8+10 S) or cestus battleglove (from armor) +9 (1d4+12 B)

Ranged frostbite-class zero pistol +5 (1d6+5 C)

STATISTICS

Str +4; Dex +4; Con +2; Int +1; Wis +0; Cha +0

Feats Coordinated Shot, Improved Combat Maneuver (bull rush), Improved Initiative, Mobility, Quick Draw, Weapon Specialization

Skills Acrobatics +9, Computers +6, Engineering +9, Intimidate +8, Piloting +12

Languages Common, Vesk

Gear battle harness (upgrades: exit pod, sonic dampener), frostbite-class zero pistol

SPECIAL ABILITIES

Class, Race, and Theme Abilities primary fighting style (armor storm), style technique (enhanced tank, hammerfist), gear boost (melee striker), theme knowledge (mercenary)



LEFLEUR LEADER OF THE CRIMSON CORSAIRS

A short woman with long red hair, festooned with belts holding numerous pistols. At her side a nasty looking cutlass, and a black coat drapes itself across her shoulders.

LEFLEUR **CR 10**

XP 9,600

Human female soldier 10

CE Medium humanoid (human)

Init +11; **Perception** +0

DEFENSE

HP 84

EAC 25; **KAC** 26

Fort +8; **Ref** +6; **Will** +7

OFFENSE

Speed 40 ft.

Melee buzzblade cutlass +12 (2d8+13 S)

Ranged snub breacher pistol +13 (1d12+5 P)

STATISTICS

Str +2; **Dex** +3; **Con** +1; **Int** +3; **Wis** +0; **Cha** +4

Feats Blind-Fight, Cleave, Deadly Aim, Deflect Projectiles, Great Cleave, Improved Initiative, Kip-Up, Nimble Moves, Quick Draw, Skill Focus (Intimidate)

Skills Acrobatics +12, Athletics +11, Engineering +16, Intimidate +20, Medicine +16, Piloting +16, Survival +10

Languages Common, Sarcesian, Vesk +1 language of GM's choice

Gear buzzblade cutlass, freebooter armor III (with deflective reinforcement, haste circuit and jetpack upgrades), 5 snub breacher pistols, 20 reloads for breacher pistol.

SPECIAL ABILITIES

Class, Race, and Theme Abilities fighting style (1st: blitz, 2nd: hit-and-run), charge attack, keep fighting, opening volley, rapid response, gear boost: (1st: bullet barrage, 2nd: melee striker), theme knowledge (mercenary), weapon specialization

VOID SOUL CRUISER

Below are the statistics for the Void Soul, the personal starship of Lefleur.

VOID SOUL **TIER 10**

Huge Cruiser

Speed 8; **Maneuverability** average (turn 2); **Drift** 1

AC 25; **TL** 25

HP 240; **DT** 5; **CT** 48

Shields heavy 240 (forward 60, port 60, starboard 60, aft 60)

Attack (Forward) plasma cannon (3d6X10)

Attack (Port) gyrolaser (1d8)

Attack (Starboard) gyrolaser (1d8)

Attack (Aft) none

Attack (Turret) heavy laser net (5d6)

Power Core Gateway Heavy (400 PCU); **Drift**

Engine Signal Basic; **Systems** advanced medium-range sensors, computer (MK 2 duonode), crew quarters (common), mk 4 armor, mk 4 defenses, shields (heavy 240);

Expansion Bays cargo hold (2), recreation suite (HAC), shuttle bay

Modifiers +2 Computers, +2 Piloting;

Complement 260

CREW

Captain See Lefleur above.

Engineers (3 officers, 35 crew each) Engineering +13 (10 ranks)

Gunners (5 officers, 15 crew each) gunnery +13

Pilot (1 officer, 5 crew) Piloting +13 (10 ranks)

Science Officer (1 officer, 4 crew) Computers +13 (10 ranks)

CREW OF THE MISTY MAIDEN

The crew of The Misty Maiden is an odd bunch. They used to be members of a much larger group of pirates, but that group imploded when they were hunted down by pirate-hunters (possibly the *Swiftsure* below, but it's not necessarily that it is them), and now they survive mostly as scavengers and opportunists working out of a single starship, their namesake, *The Misty Maiden*.

They are, however, perfectly content with that situation, as they no longer need to indulge some of the more murderous members of their old band, and they can go about their merry way doing what they do best: dastardly waylaying merchants and getting away without being caught, wenching, and merrymaking when in port (*The Gelded Varrok* is nearly a second home to the crew, at least while at 8-Pieces Port), all under the leadership of the ysoki mystic called Alderman.

They are no more than a minor nuisance to system security now, especially as they go out of their way to attempt to take a ship intact and alive, and they have gained a rightful reputation as both merciful and kind, as they never leave stragglers in an untenable situation, and have even on occasion donated their stolen goods to colonies that were struggling. In one case it is even known that *The Misty Maiden* ran a blockade to ensure that a child — who'd gotten stuck aboard a starship that they captured — did not miss out on his life day celebrations. This behaviour does not come without cost to the crew however, as they often find that they're working with a skeleton crew always low on supplies. Somehow though, Alderman seems able to keep the cash flowing just enough to keep the ship flying and the crew surviving.

METHODS

The Misty Maiden relies mostly on chance encounters, and the mystic abilities of Alderman, as he has developed an almost sixth sense for being in the right place at the right time, which some

subscribe to magic, some to strange oracular abilities on the behalf of Alderman, and others to pure luck. This belies the sheer number of contacts that *The Misty Maiden* has cultivated, and the goodwill that their methods engendered. They can rely on finding someone who knows of their exploits or who owes their life to their rescue attempts or helpful favors, at least in the vast and beyond to the Big Black. In the inner systems, which they tend to avoid, they do not have the same level of support, as these planets and systems do not generally find themselves in as desperate a need for supplies as those in the vast.

The Misty Maiden targets solely cargo ships, preferably those of large corporations, as they know that it is easier for these corporations to recoup the losses that they suffer due to the *Maiden's* raids. In fact, for many of the corporations it has become policy to have their starships simply turn over the goods that they carry instead of risking their ships in a dangerous chase, as they know that *The Misty Maiden* crew never harm the crew or passengers on the ships, and they never take the ships themselves. So it is safer (and easier) for all involved to simply hand over the goods, and then talk to the insurance companies afterwards.

On the rare occasion that *The Misty Maiden* actually needs to fight though, it's crew is incredibly competent, usually able to outmaneuver and outfight their opponents in both starship combat and melee combat.

GOALS

More than anything the crew of *The Misty Maiden* just want to survive and to remain free, but they believe the only true way to do so is the course they are pursuing now. "*Fly, fight, & feast*" is their motto, which sums up their whole goal.

On a longer term basis though, Alderman is well aware that he needs to do something more than they're currently doing, for them all to be able to rid themselves of the life of piracy. As such, he has made a plan for himself and his crew, a get rich fast scheme. They are currently planning the biggest heist the galaxy has ever known, intending to hit the biggest

PIRATES: PORTS AND CREWS

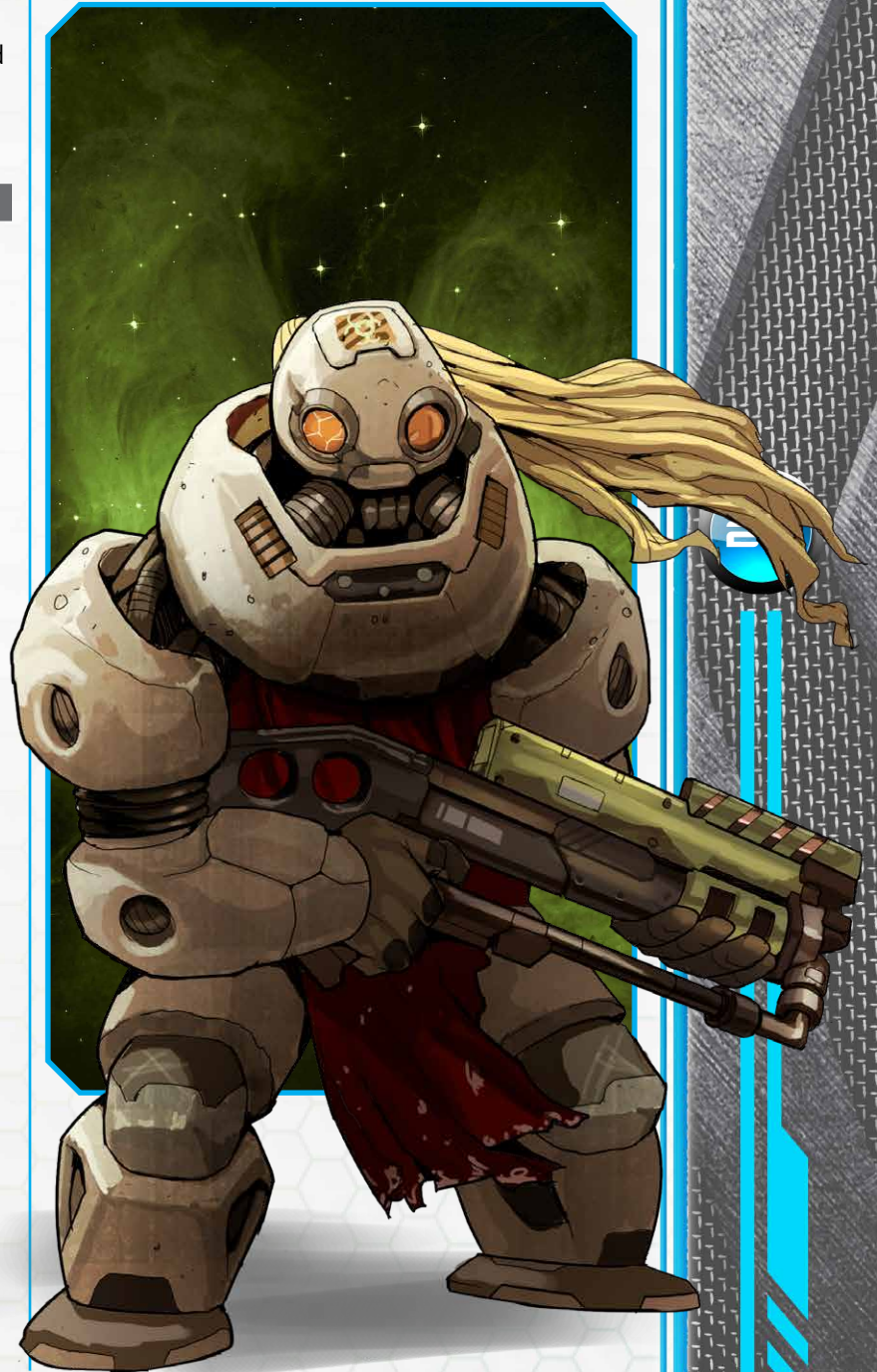
military stardocks in the sector, and steal every single starship in currently under construction, after which they'll either sell them all to the highest bidder or set it up so that they can liberate a planet suffering under the oppression of a dictator. The system to be taken over though, is not determined, but they have made progress in finding a seller for the fleet of ships if they manage to pull it off, as Fat Bastard of 8-Pieces Port has offered the crew members a billion credits each — if they can pull it off. What Fat Bastard plans to do with them though, no one knows (and Alderman, and his crew do not really care).

ADVENTURE HOOKS

The crew of *The Misty Maiden* could be introduced in a number of ways, but presented below are three options for the Game Master to consider.

- 1) The player characters are doing guard duty for a cargo delivery (either on board the transport itself, or with their starship in a caravan), when the cargo ship comes under attack by *The Misty Maiden*. They're warned to stand off by Alderman who tells them "Power down your weapons and prepare to be boarded. We're not here to hurt anyone, we just want the cargo."
- 2) The player characters have been hired to retrieve supplies for a galactic corporation, that have been stolen by *The Misty Maiden*, and to destroy them once, and for all. When the players catch up to *The Misty Maiden*, they discover that the crew from *The Misty Maiden* is unloading the cargo at a colony that appears to be struggling and that the crew has taken no payment from the colonists, giving them the cargo freely
- 3) *The Misty Maiden* is being pursued by pirate-hunters and members of a colony that *The Misty Maiden's* crew recently helped are determined to return the favor. As such they hire the player characters to either catch up to and warn *The Misty Maiden* or to chase off the pirate-hunters themselves. The problem is that

The Misty Maiden has gone into hiding in a cluster of black holes where they are planning their next move, and the pirate-hunters have taken up ambush positions outside the cluster. The radiation and the presence of the black holes stop all attempts at communication, so anyone wishing to talk to *The Misty Maiden* will have to brave the cluster itself.



THE MISTY MAIDEN NPCs

Presented below you'll find the rules for a generic crew member of *The Misty Maiden* (the equivalent to a chief petty officer in a formal navy, someone in charge of a small group of lower level NPCs), as well as the rules for Alderman, their captain, and precognitive leader. Finally you'll also find the rules for *The Misty Maiden*, their somewhat derelict ship.

THE MISTY MAIDEN'S ENGINEER

Dressed in an oily jumpsuit, holding a large knife, and a pistol, this young man appears more at home in an engine room than in a fight.

ENGINEER

CR 3

XP 800

Human mechanic 3

CG Medium humanoid (human)

Init +1; **Perception** +0

DEFENSE

HP 25

EAC 14; KAC 15

Fort +4; **Ref** +4; **Will** +1

OFFENSE

Speed 30 ft.

Melee survival knife +3 (1d4+1 P)

Ranged flame pistol (1d4+3 F)

STATISTICS

Str +0; **Dex** +1; **Con** +1; **Int** +3; **Wis** +0; **Cha** +0

Feats Barricade, Skill Synergy (Computers & Engineering), Weapon Specialization

Skills Athletics +5, Computers +12, Engineering +12, Medicine +9, Perception +6, Physical Science +9, Piloting +7

Languages Common, Shirren, Ysoki

Gear flame pistol, graphite carbon skin (upgrade: load lifter), survival knife

SPECIAL ABILITIES

Class, Race, and Theme Abilities artificial intelligence, bypass +1, custom rig (cybernetic augmentation), mechanic trick (energy shield), overload, theme knowledge (spacefarer)

ENGINEER'S MAINTENANCE DRONE

Size Tiny

Speed 40 feet

Init +1; **Perception** +0

DEFENSE

HP 30

AC EAC 15, KAC 15

Fort +1; **Ref** +6; **Will** +1

Melee bash (as unarmed strike) +1 (1d4-2 B)

Ranged none (if armed +6)

Ability Scores Str 6, Dex 16, Con —, Int 10, Wis 6, Cha 6

Feats Iron Will, Skill Focus (engineering)

Skills Computers +6, Engineering +9

Mods cargo rack, enhanced sensors, manipulator arms, tool arm (with Engineering toolkit), smuggler's compartment, speed



ALDERMAN CAPTAIN OF THE MISTY MAIDEN

Holding a laser pistol and a staff larger than he is, this ysoki is dressed in a suit that covers him from head to toe, obscuring any personal features apart from red rheumy eyes staring at you from a set of thick goggles.

ALDERMAN

CR 6
XP 2,400

Ysoki mystic 6

CG Small humanoid (ysoki)

Init +2; Perception +13

DEFENSE

HP 36
EAC 19; KAC 19
Fort +2; Ref +4; Will +9

OFFENSE

Speed 30 ft.
Melee carbon staff +3 (1d8+5 B)

Ranged corona laser pistol +6 (2d4+3 F plus 1d4 burn)

STATISTICS

Str -1; Dex +2; Con +0; Int +4; Wis +4; Cha +1
Feats Antagonistic, Combat Casting, Mystic Strike

Skills Bluff +10, Computers +10, Culture +13, Diplomacy +10, Intimidate +10, Medicine +13, Mysticism +13, Perception +13, Piloting +8, Sense Motive +13

Languages Common, Kasathas, Shirren, Ysoki + 1 language of GM's choice.

Gear carbon staff, corona laser pistol, ysoki refractor suit (Upgrades: Load Lifter, Targeting Computer)

Spells Known (CL 6th)

 2nd (4/day)—*augury*, *hurl forcedisk*, *remove condition* (DC 16), *status* (DC 16)

 1st (5/day)—*charm person* (DC 15), *life bubble* (DC 15), *mind thrust* (DC 15), *mystic cure* (DC 15)

 0 (at will)—*daze* (DC 14), *grave words*, *psychokinetic hand*, *telekinetic projectile*, *telepathic message*, *token spell*

SPECIAL ABILITIES

Class, Race, and Theme Abilities connection: star shaman; channel skill +2, healing touch, mantle of the clergy, starflight form, stargazer, theme knowledge (priest), walk the void, weapon specialization

THE MISTY MAIDEN HEAVY FREIGHTER

Below are the statistics for The Misty Maiden.

THE MISTY MAIDEN

TIER 6

Large heavy freighter

Speed 4; Maneuverability average (turn 2); **Drift 2**
AC 21; TL 23
HP 140; DT —; CT 28
Shields basic 30 (forward 10, port 7, starboard 7, aft 6)

Attack (Forward) heavy laser cannon (4d8)

Attack (Port) light torpedo launcher (2d8)

Attack (Starboard) light torpedo launcher (2d8)

Attack (Aft) none (broken down due to disrepair)

Attack (Turret) coilgun (4d4)

Power Core Gateway Heavy (300 PCU); **Drift Engine** Signal Booster; **Systems** budget long-range sensors, computer (basic), crew quarters (common), mk 2 armor, mk 4 defenses, shields (basic 30); **Expansion Bays** cargo holds (3), escape pod, guest quarters (2, used for extra crew), medical bay

Modifiers +2 Piloting; Complement 32

CREW

Captain See Alderman above.

Engineers (3 officers, 35 crew each) Engineering +13 (8 ranks)

Gunners (5 officers, 15 crew each) gunnery +13

Pilot (1 officer, 5 crew) Piloting +13 (8 ranks)

Science Officer (1 officer, 4 crew) Computers +13 (8 ranks)

SWIFTSURE PIRATE HUNTERS

The Swiftsure Pirate Hunters were founded by a coalition of sector authorities, banding together to combat the growing pirate menace in their sphere of responsibility. At the time, they did not find anyone who they considered a capable enough commander to hunt down and destroy the pirates in the area. Their solution: *build* that someone.

Edward Swiftsure is the captain of the *Swiftsure* itself, and he is an android built specifically for the interface with the ship (also a custom-design), and given autonomy so that he can most effectively hunt down pirates. He was indeed effective, destroying all pirate groups in the area where he was built within a few years. At that time, he decided that his original mission parameters had not been made wide enough, so he took it upon himself to hunt down **all** pirates in existence.

This keeps him quite busy, as there is a seemingly unending supply of pirates to hunt down, and he has become especially popular with the governments in the galaxy, although they do not always appreciate his honesty.

Edward makes sure to be fair to everyone, so on the few occasions where he's caught someone that he cannot be certain is a pirate, he will let that person go with a stern warning: "If you're caught by the *Swiftsure* again, engaging in activity that can be perceived as piracy, you will be thrown out of the nearest airlock." What he does not warn them about, is that he shares his data with other pirate-hunters and sector authorities (who in turn do the same to him), so anyone caught a second time by any pirate-hunter in the network will be dealt with harshly.

METHODS

Edward Swiftsure relies on the intelligence gathered by the local authorities, making a point of getting as much information as he can in each system that he visits, though he asks no question of where the information comes from. He and his

senior officers then study the data intently, looking for patterns, and analyzing behaviour, attempting to guess where the pirates are going to strike next, or where their hideout is. His preferred method is to catch at least one ship, and to interrogate the crew, to obtain as much information on the hideout as he can. Once he has that information, and feels reasonably certain that he can take it (weighing the options of maneuverability, firepower, durability, and the element of surprise), he makes his move, striking swiftly and hard, opting to obliterate the base of operations if possible.

Following the destruction of their base, he (and any government forces he can enlist) will then spend a few months hunting survivors and stragglers, taking out as many pirates as possible, and destroying their opportunities for rebuilding. He then moves on to his next target, and repeats the operation.

GOALS

The goal of Edward Swiftsure is nothing less than the total destruction of all pirates, whether they are genuine law-breakers or working under the flag of a privateer. He knows that this is not a reasonable goal for him to accomplish alone, and to that end he is simultaneously working on establishing a connection between pirate hunters across the galaxy, hoping to unite them in a coordinated effort, to take out any, and all pirates, working together to ensure maximum efficiency. As such, he is continually trying to establish contact with governmental agencies, bounty hunters, other pirate hunters, and anyone who can and is willing to obtain, and pass along information on pirate activity.

So far, he has only met with limited success as many of the less-reputable informers that he would need to rely upon or the information gathering activity are more than happy to sell information to both him and the pirates that he hunts. He has met with more success in military circles, men and women who traditionally take a stance against piracy, but here he too faces opposition as these people need to balance the need to eliminate pirates with the requirements that their governments otherwise place upon them.

If he is even aware of 8-Pieces Port, he's likely to view it as a center point of any grand stratagem to obliterate all pirates. As long as they have even one safe haven from him, there will always remain more pirates!

ADVENTURE HOOKS

The Swiftsure and her captain can be introduced in a number of ways, but presented below are three examples on how a Game Master can introduce these pirate hunters in their campaign.

- 1) The players receive a distress call from a ship, claiming to be a merchant ship who are under attack. When they arrive they find the ship under attack by the *Swiftsure*, with their communications now blown apart. The *Swiftsure* caught the transmission as well, and now believe that the players are there to help the pirates!
- 2) While investigating a series of attacks, the player characters discover that someone else has been collecting information on the attacks. Tracking the collector to it's source, it turns out to be Edward Swiftsure, who has amassed and analyzed a huge amount of data on this particular group, and he believes that he's deduced where their base is located. Unfortunately the *Swiftsure* is too big to navigate the asteroid belt where they're hiding (at least safely), so he wants to hire the player character to destroy the base instead.
- 3) Government officials have discovered that the latest piece of information that Edward Swiftsure was following up on was in fact false, and they have determined that he's being lured into a trap. The player characters are hired to go in as backup and rescue Edward, and the *Swiftsure* itself. When they arrive at the *Swiftsure's* last known location, they discover debris from several ships, but there's no sign of the *Swiftsure* itself. Has it been totally destroyed, taken capture or managed to escape?



SWIFTSURE NPCs

Presented below you'll find the rules for a generic crew member of the *Swiftsure* (the equivalent to a chief petty officer in a formal navy, someone in charge of a small group of lower level NPCs), as well as the rules for Edward Swiftsure, the android out to destroy all piracy. Finally you'll also find the rules for the *Swiftsure* itself, the ship that is tied to the captain.

INTELLIGENCE OFFICER OF THE SWIFTSURE

Dressed in a uniform that looks as if it's on parade, she holds 2 pistols at the ready.

INTELLIGENCE OFFICER CR 4

XP 1,200

Human operative 4

LN Medium humanoid (human)

Init +5; Perception +10

DEFENSE

HP 28

EAC 18; KAC 18

Fort +1; Ref +7; Will +5

OFFENSE

Speed 40 ft.

Melee survival knife +3 (1d4 P)

Ranged 2 thunderstrike sonic pistols +6 (1d8+3 So)

STATISTICS

Str +0; Dex +3; Con +0; Int +2; Wis +1; Cha +0

Feats Multi-Weapon Fighting, Mobility

Skills Acrobatics +12, Athletics +11, Bluff +9, Computers +11, Engineer +11, Intimidate +9, Perception +10, Sense Motive +10, Sleight of Hand +12, Stealth +12

Languages Common, Kasathas, Shirren

Gear defrex hide (upgrade: infrared sensors), survival knife, 2 thunderstrike sonic pistols

SPECIAL ABILITIES

Class, Race, and Theme Abilities debilitating trick, evasion, operative's edge +2, operative

exploits (mobility, inoculation), specialization (detective), theme knowledge (bounty hunter), trick attack

EDWARD SWIFTSURE CAPTAIN OF THE SWIFTSURE

This well dressed android holds himself confidently, his nose tilted slightly skyward. His uniform is impeccable, but in his hands he holds an incapacitator, while his sideholster contains a lethal looking pistol.

EDWARD SWIFTSURE CR 8

XP 4,800

Android operative 8

LN Medium humanoid (android)

Init +3; Perception +0

DEFENSE

HP 60

EAC 22; KAC 24

Fort +3; Ref +9; Will +10

OFFENSE

Speed 40 ft.

Melee incapacitator +6 (3d4+4 B)

Ranged advanced shirren-eye rifle +9 (2d10+8 P) or advanced semi-auto pistol +9 (2d6+4 P)

STATISTICS

Str +0; Dex +3; Con +1; Int +3; Wis +2; Cha +0

Feats Coordinated Shot, Deadly Aim, Iron Will, Sky Jockey

Skills Acrobatics +17, Athletics +14, Bluff +14, Computers +17, Culture +19, Diplomacy +11, Engineering +17, Intimidate +14, Medicine +17, Perception +16, Piloting +17, Sense Motive +16, Stealth +17

Languages Common, Kasathas, Shirren, +1 language of GMs choice

Gear advanced shirren-eye rifle, advanced semi-auto pistol with 24 rounds, incapacitator, kasathas microcord III (upgrades: force field (black), haste circuit)

SPECIAL ABILITIES

Class, Race, and Theme Abilities debilitating trick, evasion, lone wolf, operative's edge +3, operative's exploits (certainty, debilitating sniper, jack of all trades, uncanny pilot), quick movement (+10 ft.), specialization (detective), specialization exploit (glimpse the truth), specialization skill mastery, theme knowledge (ace pilot), trick attack +3d8, triple attack, uncanny agility

SWIFTSURE HEAVY CRUISER

Below are the statistics used by the Swiftsure.

SWIFTSURE TIER 8

Huge cruiser

Speed 6; **Maneuverability** average (turn 2); **Drift** 1

AC 22; **TL** 23

HP 230; **DT** 5; **CT** 46

Shields medium 100 (forward 25, port 25, starboard 25, aft 25)

Attack (Forward) mass driver (2d6X10)

Attack (Port) light laser cannon (2d4)

Attack (Starboard) light laser cannon (2d4)

Attack (Aft) none

Attack (Turret) heavy laser cannon (4d8)

Power Core Nova Ultra (300 PCU); **Drift Engine**

Signal Basic; **Systems** basic long-range sensors, computer (mk 1 trinode), crew quarters (good), mk 3 armor, mk 4 defenses;

Expansion Bays guest quarters, medical bay, shuttle bay

Modifiers +1 Computers, +1 Engineering, +2 Piloting; **Complement** 80

CREW

Captain (See Edward Swiftsure above)

Engineer (1 officer, 20 crew) Engineering +12 (8 ranks)

Gunners (3 officers, 10 crew each) gunnery +13

Pilot (1 officer, 3 crew) Piloting +13 (8 ranks)

Science Officer Computers +12 (8 ranks)



8-PIECES PORT

PIRATE NEUTRAL ZONE

8-Pieces Port lies in an metal-rich asteroid belt in a remote system, using the belt for both protection against unfriendly scanners, resources for ship repairs, and as easily available living quarters for those who wish to stay.

The approach to 8-Pieces Port is treacherous in the extreme, and only captains who have been taught how to navigate the asteroid belt can do so with any feeling of safety. Others must either rely on the pilots' guild or their own innate abilities at the helm to get through the approaches to it. 8-Pieces Port doesn't rely only on the natural defenses of the area though, as several nearby asteroids have been hollowed out, and turned into both gun-emplacements as well as free-floating, enormous mines capable of moving into the path of an oncoming ship, attacking all ships that approach with their weapons powered up, or without their beacons turned on, to prove they are known to be a friendly ship. Unknown ships are contacted by short-range communications, and advised to await the arrival of an inspector, who will ascertain whether the ship has business at 8-Pieces Port or not, and only

if confirmed as a friendly (i.e. a non-government or pirate-hunter ship, legal merchants are welcome and potential "buyers" are almost always welcome) will they be allowed to pass.

Here it should be noted that 8-Pieces Port, and the asteroid belt, is a neutral zone. Anyone caught attacking anyone else in the belt will be permanently banned, and fired upon. Long-standing tradition dictates that only overt uses of force causes this to happen, and underhanded methods of taking out one's rivals are applauded though not encouraged.

Ironically, the physical structure of 8-Pieces Port, does not consists of only eight asteroids, but of nine. These nine asteroids are interconnected with gigantic girders, holding them together in a rigid structure, with the central, and largest asteroid serving as the anchor point for the whole structure. The asteroids are held in a locked grid pattern for added stability, and each of the asteroids also has its own defenses set up, to cover an arc of the surrounding area, in case of attack.

Inside each of these girders are two sets transit tubes that allow the inhabitants to move from one asteroid to the other. One is for cargo only, running on a set of magnetic rails, where unmanned cargo pods are shuttled along at great (potentially deadly) speed, while the other is for general traffic, usually on foot. Daredevils, drunks, and those wishing to be unnoticed often climb around on the outside of the girders. Anyone who loses their footing or drifts away from the structure are left to fend for themselves, as a warning to others to not traverse the outside, though bribing the officials (even after having fallen off) can get them to send a rescue party.

36

8-PIECES PORT

Presented below are the general stats of 8-Pieces Port. Please note that due to the size, and nature of the asteroids that make up the station, and their individual nature, the stats for each have been separated out, while the general overview is presented here.

Population 114,741 (breakdown of population is presented in each district)

Government criminal council

Qualities notorious, technologically advanced

Maximum Item Level 20th

Each asteroid is controlled by a different group of inhabitants, and has unique characteristics. These are described below.

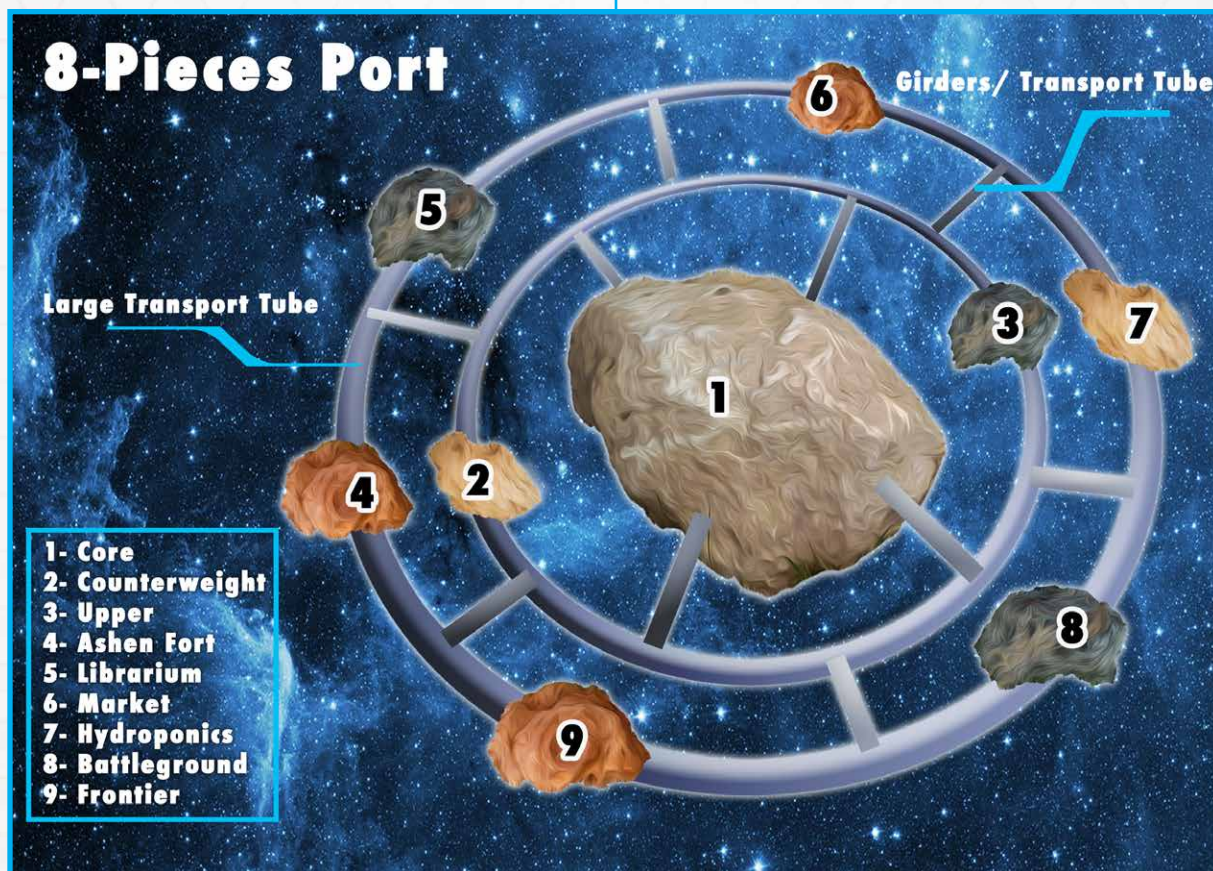
SETTLEMENT STAT BLOCKS EXPLAINED

Each asteroid that makes up 8-Pieces Port is both part of the whole, and a settlement of its own. As such, each asteroid has its own stat block, explaining it. Presented below are an overview of what each stat means.

Corruption: Corruption measures how open a settlement's officials are to bribes, how honest its citizens are, and how likely anyone in town is to report a crime. Low corruption indicates a high level of civic honesty. A settlement's corruption modifies all Bluff checks made against city officials or guards and all Stealth checks made outside (but not inside buildings or underground).

Crime: Crime is a measure of a settlement's lawlessness. A settlement with a low crime modifier is relatively safe, with violent crimes being rare or even unknown, while a settlement with a high crime modifier is likely to have a powerful thieves' guild and a significant problem with violence. The atmosphere generated by a settlement's crime level applies as a modifier on Sense Motive checks to avoid being bluffed and to Sleight of Hand checks made to pick pockets.

Economy: A settlement's economy modifier indicates the health of its trade and the wealth of its successful citizens. A low economy modifier doesn't automatically mean the town is beset with poverty — it could merely indicate a town with little trade or one that is relatively self-sufficient. Towns with high economy modifiers always have large markets and many shops. A settlement's economy helps its citizens make money, and thus it applies as a modifier on all Craft, Perform, and Profession checks made to generate income.



Law: Law measures how strict a settlement's laws and edicts are. A settlement with a low law modifier isn't necessarily crime-ridden — in fact, a low law modifier usually indicates that the town simply has little need for protection since crime is so rare. A high law modifier

means the settlement's guards are particularly alert, vigilant, and well-organized. The more lawful a town is, the more timidly its citizens tend to respond to shows of force. A settlement's law modifier applies on Intimidate checks made to force an opponent to act friendly, Diplomacy

checks against government officials, or Diplomacy checks made to call on the city guard.

Lore: A settlement's lore modifier measures not only how willing the citizens are to chat and talk with visitors, but also how available and accessible its libraries and sages are. A low lore modifier doesn't mean the settlement's citizens are idiots, just that they're close-mouthed or simply lack knowledge resources. A settlement's lore modifier applies on Diplomacy checks made to gather information and Knowledge checks made using the city's resources to do research when using a library.

Society: Society measures how open-minded and civilized a settlement's citizens are. A low society modifier might mean many of the citizens harbor prejudices or are overly suspicious of out-of-towners. A high society modifier means that citizens are used to diversity and unusual visitors and that they respond better to well spoken attempts at conversation. A settlement's society modifier applies on all Disguise checks, as well as on Diplomacy checks made to alter the attitude of any nongovernment official.

Each asteroid might also have a few unique locations. While not having a specific listing for one or more of these doesn't mean no such location exists, it just means that any that exist are not of special note (and GMs are always free to create their own). Unique locations are divided into the following categories:

Culture: Any establishment dedicated to culture, be it a museum, art gallery, or monument.

Industry: Any sort of industrial activity, such as a foundry, bakery, or starport.

Institution: Any place of learning, such as a school, a training center, or university.

Market: Any place where you can buy and sell goods, usually without needing to find a dedicated store first.

Political: Any place dedicated to government or authority, such as police headquarter, the Ruling Council's meeting place, or any place where political discussion is allowed or encouraged.

Relaxation: Any place where the populace goes to wind down. This could be an arcade, a bar, a brothel, or even a park where you can sit and take in the peace.

SPACEPORT DEFENSES

8-Pieces Port is heavily defended, and anyone going up against it can expect to face an entire ragtag pirate fleet of starships, and it should be the climactic moment of any campaign. Due to the sheer size of the station itself, a GM can arm each asteroid as he or she wishes to fit the campaign, as the defenses are constantly undergoing maintenance, being upgraded or similarly changed around. It is recommend that instead of directly treating the spacestation as a starship, to use it as terrain that can "shoot back" with supermasers, vortex cannons, and similarly powerful weapons, all the while absorbing punishment that would destroy even the strongest battleship, and having the PCs instead fight the flagships of Fat Bastard and the council or infiltrating the station to blow it up from the inside.

CORE

The smell of molten metal and oil will always stick with me. But what really got me the first time around was the noise of the foundries, of starships landing and taking off, and repairs being conducted.

— Elliott Maddox, retired spacer.

CORE

The Stardock

Corruption +3; **Crime** -2; **Economy** +3; **Law** +3;
Lore +2; **Society** -2

Danger +5

DEMOGRAPHICS

Population 1 permanent (ForgeMaster Durn is the only person allowed to live here), 652 workers and security guards, up to 2,000 transients at any time

LOCATIONS

Industry

- ✦ **Central Station** The transportation hub for all traffic in Core, where all the mag-rail trains and transit tubes meet.
- ✦ **The Foundry** Where all the processing of materials for repairing and building starship components take place.
- ✦ **The Office Home** and workshop for ForgeMaster Durn, where he draws up all his plans for new ships, weapons, and plans out repair operations.

Relaxation

- ✦ **The Gelded Varrok** A low-down place for spacers to get food. No one seems to know what a “varrok” is, but everyone agrees that if this place is named after it, it won’t be tasty.

The Core is the oldest and largest of the asteroids used for 8-Pieces port, and contains facilities for repairing all kinds of starships (and even contains facilities to build smaller ones, up to size Huge). It is a constant hot-bed of activity, with ships coming and

going at all hours, loading and unloading of cargo, to be transferred to each of the secondary asteroids as needed, and people of all races passing through.

Overseeing this little haven of chaos is **ForgeMaster Durn** (N male android mechanic 10), an android built on an extremely compact frame, that allows him to get into the inner workings of most space ships. Known to be gruff and extremely short-tempered (unusual for an android), he has no patience for organics, and would most rather interact with A.I., and other androids like himself. He is however, as skilled as he is grating, easily keeping track of the hundreds of people working for him, and always keeping his schedule for any promised repair. His greatest interest lies in the creation of new starships and weaponry, though his penchant for testing them without considering the consequences means that he has several “dismantle on sight” warrants out for him.



COUNTERWEIGHT

Filthy, smelly and disgusting. Filled with gangs and everyone is out to get you. But it's home. And how about you? You got any credits on you? You know, there's a tax for using this passage.

— Red Jack, Viper gang member

COUNTERWEIGHT

The Bottomfeeder

Corruption +9; **Crime** +9; **Economy** +0; **Law** -6;
Lore +4; **Society** +0

Danger +30

DEMOGRAPHICS

Population 55,678 (15,632 humans, 12,503 ysoki, 10,546 shirren, 8,770 lashunta, 5,580 vesk, 2,177 kasathras, 377 androids, 93 others)

LOCATIONS

Culture

✦ **Enthusiast's Home** People suspect that the owner in this place is more than he appears. Why else would anyone open a museum and art studio in a place like Counterweight?

Industry

✦ **Drudgery** Drudgery is the place where the majority of Counterweights population migrates to every morning, as this is where employers from the other asteroids come in the morning to hire untrained hands for menial tasks like cleaning the waste systems, and so on. It is however the only income for these people short of outright criminal activities.

✦ **Bottom Station** The transportation hub for traffic into Counterweight. It is normally filled with those desperate to get away from the poor conditions, and those willing to mug anyone looking even slightly like an easy target.

Political

✦ **Viper's Den** The headquarters for Mouser and her gang, anyone going to this bar should be prepared for trouble if they're are a member of the Vipers, and should be prepared for being

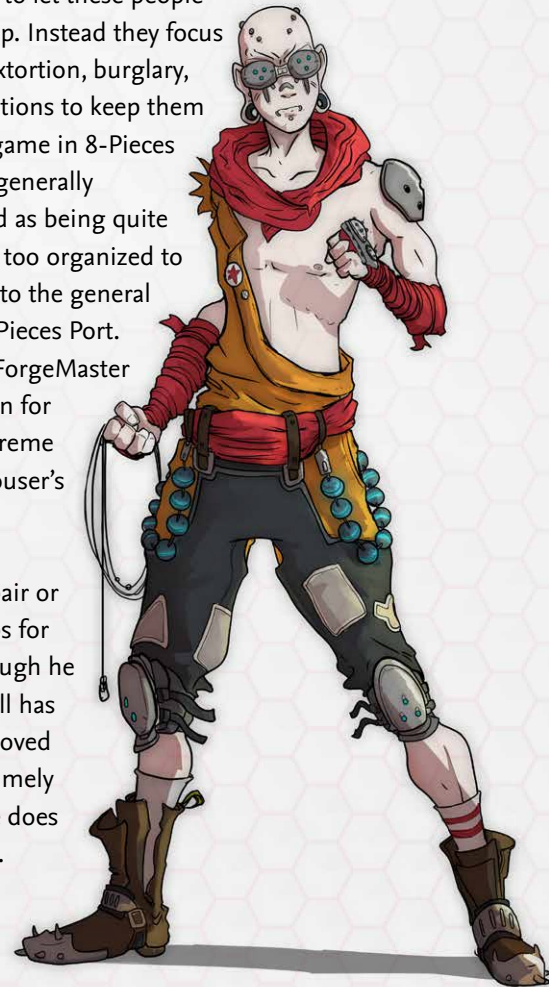
brutally assaulted — and possibly killed — if they're not a member.

Counterweight is the dregs of 8-Pieces Port, where only the desperate go. Unlike the rest of the station, power fluctuates wildly and it is not stable, suffering from occasional “shudders” that echo through the entire station, and which no one has been able to track down the reason for.

Counterweight is ruled by a belligerent gang known as the Scarlet Vipers, led by **Mouser** (CE female ysoki operative), a small and vicious ysoki who many suspect of both being a murderer, and a cannibal, as she shows her sharpened teeth on all occasions. The gang has it's fingers in all sorts of illicit activities in 8-Pieces Port, except piracy, as no one is crazy enough to let these people

onto a starship. Instead they focus on robbery, extortion, burglary, and assassinations to keep them in the powergame in 8-Pieces Port. They're generally acknowledged as being quite powerful, but too organized to pose a threat to the general stability of 8-Pieces Port.

In particular ForgeMaster Durn is known for having an extreme dislike for Mouser's methods, and categorically refuses to repair or build starships for the gang, though he reluctantly still has their cargo moved in the same timely manner as he does everyone else.



UPPER

Clean was the first thing I thought when I entered the place. Clean, with fresh air. Only later did I discover that the people who lived here were even more corrupt than the rest of the place, with only the veneer of wealth to hide the filth beneath.

— Taravan Mezz, visiting merchant

UPPER

The Snob

Corruption +3; Crime -1; Economy +6; Law -1;
Lore +0; Society +0

Danger +5

DEMOGRAPHICS

Population 2,127 (957 humans, 543 kasathras, 423 shirren, 92 lashuntas, 52 vesk, 45 shirren, 12 androids, 1 ysoki, 2 others) permanent inhabitants.

LOCATIONS

Institution

✦ **The Academy** The only official institute of learning in 8-Pieces Port, the Academy has a multitude of different courses, but their star course is that of piloting, having produced some of the best pilots in the sector for the past 50 years, under the tutelage of **Madame Trist**, a stern mistress who takes a dim view of anyone “gallivanting” with the trainer spacecraft (LN female human technomancer 10).

Political

✦ **High Rise** High Rise is the meeting point for the three council members who rule over 8-Pieces Port, it is highly secure, and an independent guard force known as the Neutrals ensure that the council is kept safe from both outsiders, and one another’s machinations.

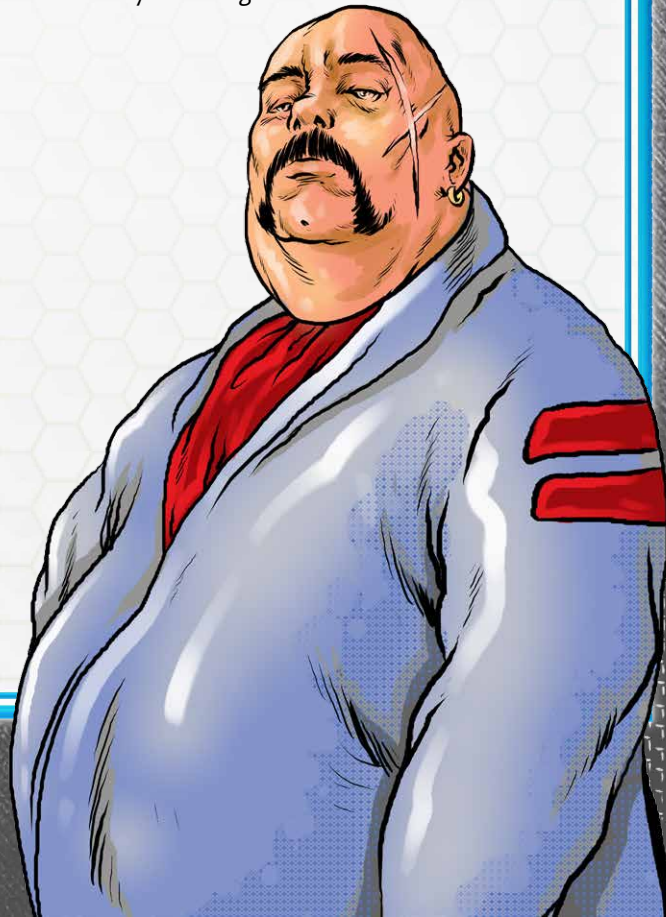
Relaxation

✦ **Entertainment Enterprise** A multiplex of entertainment venues including holo-cinemas, various zero-G sports, and brothels, catering to inhabitants of all kinds.

Upper is the high-class area of 8-Pieces Port, and is under the rule of “**Fat Bastard**” **Rishey Kerch** (LE male human envoy 13), an immensely obese man who hasn’t moved under his own power for at least the past two decades. Holding vast wealth, he is the undisputed master of the asteroid complex, tolerating no challenge to his power, though reluctantly admitting that he needs the other two members of the council to keep the place turning a profit. However, he’s not going to allow anyone else (least of all Mouser, from Counterweight) to join the council.

Upper itself is clean, and mostly set up as living quarters, and apartments for those few in 8-Pieces Port that have the credits to maintain an expensive lifestyle, as most of these apartments are the size of planetary mansions, with expensive view-screens installed that flash images of selected planets, giving the appearance of living planetside.

The people who populate the area tend to be ship’s captains, merchants, and the occasional vacationing gang lord or exiled or in-hiding politician, ensuring that the area seems quiet, almost desolate at times, apart from the open air plazas where the rich tend to drink exotic beverages and wax poetic about the good life that they are living.



ASHEN FORT

Something lives in that place. Something unfriendly, but the other inhabitants don't seem to want to talk about it. It just felt wrong somehow.

— Melchior Dorrs, former inhabitant of Ashen Fort, now in the asylum.

ASHEN FORT

The Dead

Corruption +6; **Crime** +7 **Economy** -13; **Law** -11;
Lore -2; **Society** -11

Danger +35

DEMOGRAPHICS

Population 49 (25 humans, 12 kasathas, 5 lashunta, 2 ysoki, 1 shirren, 1 vesk, 3 others) known inhabitants.

LOCATIONS

Industry

✦ **Bounty Hunters Guild** Members of this guild hunt bounties across the galaxy, co-existing with each other through a loose set of oaths, that allows them to compete against each other without resorting to violence. The Guild survives at the mercy of the Ruling Council, and the pirate captains of 8-Pieces Port, having sworn to not take on bounties for pirates loyal to the Port.

Ashen Fort is the home of the mysterious entity known only as **The Cleaner** (CE assumed male race, class, and level unknown). Consisting of a host of cybernetic rats (though it is unclear if it can take on other forms), it is a member of the Ruling Council, sending a single cybernetic rat for each meeting, through which its metallic, rasping voice can be heard. The Cleaner's motivations are only known to him, but it is the strong arm of the Council. When someone needs to be eliminated, The Cleaner invariably delivers, regardless of the opposition.

Ashen Fort in the meantime feels dead to the visitors who come here. There are empty living

quarters everywhere, but few stay here regardless of how crowded it gets. Usually everyone leaves after a night or two, claiming that the place is haunted by something, something in the darkness which *hungers* for the living, whomever they may be. Only the insane or truly desperate remain here long, leaving almost any inhabitant to come across as a mumbling psychotic. Only the Bounty Hunters Guild seem to survive here relatively unscathed, and they remain as close of the exits as possible.

Rubble covers many of the corridors, in some cases completely blocking access to the areas beyond. And all the while, little cybernetic eyes watch over everyone.



LIBRARIUM

Data.... Must have more.... Data....

— Archive

LIBRARIUM

The Bookshelf

Corruption -2; **Crime** +0; **Economy** +0; **Law** +1;
Lore +5; **Society** -1

Danger +0

DEMOGRAPHICS

Population 675 (196 humans, 145 kasathas, 121 lashunta, 95 shirren, 52 ysoki, 45 androids, 12 vesk, 9 others)

LOCATIONS

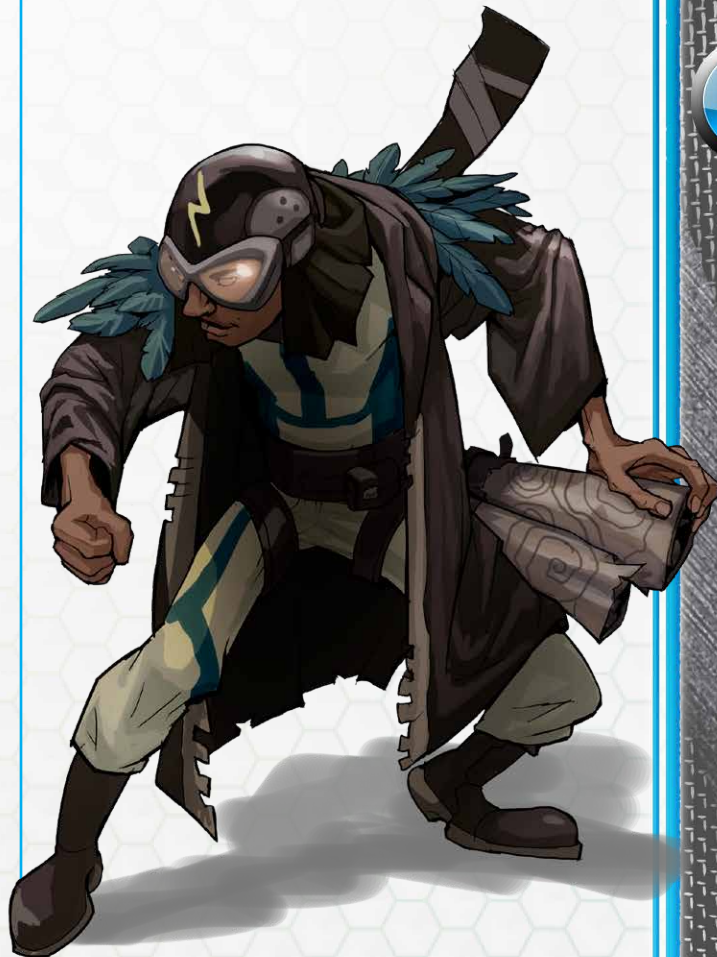
Relaxation

✦ **The Bookend** A small, out of the way series of quarters have been turned into this motel, where all the speakers have been disconnected and a visitor can get some rest. Outfitted with the absolutely latest in viewscreens, anything beyond casual entertainment is strictly forbidden, to relieve the stress from the rest of Librariums ever present databanks.

Librarium is the domain of **Archive** (LN male unique undead shirren technomancer 10), the third member of the Ruling Council. **Archive** hasn't been "alive" for centuries, and no longer remembers any life outside the walls of Librarium, attending the Council meetings only through hologram. Many believe that he gathers information and stores it, but in reality, Archive needs the information for sustenance, somehow surviving on the electronic flow of data, although the same data never provides sustenance twice. As such, he must constantly seek to obtain new information. For which he will pay top dollar, and thus many clever pirates that have captured data or even better, secrets, know that the Archive or his associates are always looking to buy.

Archive is beginning to show his age however, and going senile in spite of his undead state, and anyone spending time in Librarium is likely to receive one of Archive's sermons. He often pontificates about a particular topic for hours, or even days, over a loudspeaker system where everyone in Librarium has to listen to it, be it the proper alignment of crystals in a laser array or how salad dressing made with green wine is better than blue. An enterprising young ysoki called Fleetfoot has set up a thriving business of selling ear protection to those willing to pay the price, which is normally everyone, after a few hours.

Librarium itself consists of rows upon rows of databanks, that seem to grow with every passing minute. Dusty, and moldy, it is inhabited mostly by scholars researching on behalf of the Academy (see Upper), and other transients looking for knowledge, as it is believed that somewhere lost in its rows all knowable things are stored.



MARKET

The smells are what gets you first, of a thousand different meals being prepared in street carts. The next thing you notice is that it is raining, caused by the condensation of the food-stalls as well as all the bodies pressed together. You can buy anything here, and my friend, I have a deal for you that you can't refuse.

— Achell Chiival, used starship dealer

MARKET

The Marketplace of Miracles

Corruption +9; **Crime** +5; **Economy** +10; **Law** +4;
Lore +3; **Society** +2

Danger +10

DEMOGRAPHICS

Population 45,232 (10,872 humans, 9,786 ysoki, 8,253 lashunta, 6,532 vesk, 4,591 shirren, 3,740 kasathas, 1,205 androids, 253 others)

LOCATIONS

Culture

✦ **The Marketplace** Designed as close as you can come to an “open-air” market in an asteroid, the Marketplace is full of stalls of food, people, and goods. Anything can be bought here, and if it can't be bought in the stalls it can be bought in the side alleys nearby.

Industry

✦ **Achell Used Starship Emporium** “Where everything is on sale!” is what the sign reads outside, and the owner is true to his word. He'll buy any ship (at 40% of the original/new price) with no questions asked, and will sell any ship under the same circumstances at a 20% markup on the new price. There are NO refunds, however. Any attempt to get a refund or cause trouble is met by **Zachary** (LE male human soldier 5), who is so festooned with cybernetics that he may as well be a robot. **Achell** (NE male human envoy 8) handles all sales.

✦ **Market Bank** This is the monetary institution of 8-Pieces Port, handling all electronic credit transactions on the station, and ensuring that they

cannot be traced (for a minor 5% fee). They will also exchange any electronic credits to physical credits or transfer them to any other bank in the known universe (for another 5% fee). Transfer from physical to electronic credits are done for free however.

✦ **McMurtill's Counting House** The main collector of taxes for 8-Pieces Port, while everyone pays lip service to the Ruling Council, their paychecks (if they work for the Port) come from here.

Political

✦ **The Royal Hall** Named by someone with a bad sense of humor, there's nothing royal or hall-like about this place. Instead it's an open arena, with a stand in the middle, and a microphone, with speakers deployed at all edges of the arena. Daily there are people railing about the injustice of the Ruling Council, the “taxes” imposed by each asteroid, or the fact that it's colder than it was the day before. Each speaker has 10 minutes, per day, and it is rare for there to not be someone speaking at all times of day; not all speakers have an audience however.

Market is the place in 8-Pieces Port where you can buy or sell anything. Anything goes, from casual and legal goods like cloth, ore, or other raw materials to drugs, slaves, and weapons. The only law in the place is “Don't cause a disturbance, and you pay the taxes.” Overseen by a small legion of vesk enforcers trained in brutal, but unarmed, close combat fighting, the Market is generally calm, except where the enforcers have to “enlighten” an inhabitant as to why the taxes should be paid. The taxes are brought to McMurtill's Counting House, where **Paymaster McMurtill** (NE female damaya lashunta envoy 8) ensures that the employees of 8-Pieces Port are paid and that the payments for upkeep and repairs are done on time. The Ruling Council are well aware that McMurtill is skimming off some of the profits, but unless he gets too greedy, they will not take action as she excels at her job.

Market is a reasonably clean place, but it is overcrowded. Most of the people here live elsewhere, but commute here every day to hawk their wares for whatever profit they can, giving the people in the area an odd mish-mash appearance of styles, and colors. Patrols of McMurtill's enforcers can be seen on every corner, and the constant dripping of moisture from above (having created what appears to be it's own small eco-system) means that they tend to be cranky, touchy, and eager for a fight.

HYDROPONICS

The whole place is green as far as the eye can see. Living plants of all kinds are here, all abundant with food. In free-roaming pens you'll find various animals serving the carnivores of the galaxy. And things get weirder when you look around. Everywhere there's roots, lianas, leaves, and other things. It almost like the place is alive, and somehow, they seem to have managed to filter natural light, or a substitute for it. Only by looking closer near the outskirts of the main areas will you find the reclamation processors. What? You thought they got the earth from a planet, when there's excellent fertilizer right here?

— Shawn Henessey, hydroponics worker

HYDROPONICS

The Granary

Corruption +1; **Crime** +0; **Economy** +2; **Law** +1;
Lore +1; **Society** +1

Danger +0

DEMOGRAPHICS

Population 789 (410 humans, 250 lashunta, 70 shirren, 40 kasathras, 10 android, 3 vesk, 6 others)
permanent, up to 500 visitors at any time

LOCATIONS

Industry

✦ **The Farm** This entire "asteroid" is just one massive farm space, with every possible form of cultivation and animal husbandry having some kind of space here. While the "final products" can be found elsewhere in the asteroid, those looking to trade in animals, plants, and even seed stocks might come here first.

Hydroponics is under the leadership of **Dr. Marvary Torchell** (CG female android technomancer 7), who excels in creating and sustaining life of all types, whether vegetable or animal in nature. Her own nature confuses and irritates her, as her greatest wish it to create another android, in a non-mechanical manner. As such she finds fertile genders of all races (especially those currently carrying young) to be particularly fascinating.

Hydroponics unlike all the other asteroids in the belt is properly alive. Where others are made of stone and earth, the unique asteroid that Hydroponics inhabits is made of wood, and other plant matter, so tightly packed that it could sustain an atmosphere even before anyone moved in here. More than that, Hydroponics is still growing, seemingly receiving enough energy from the sunlight in the system to maintain growth, a growth which has only accelerated as Dr. Torchell brought more and more creatures to live in Hydroponics, and filled it with more plants. Luckily it seem as if the asteroid is currently only growing away from the Core of the station, so that it's continued growth won't interfere with the rest of the station for a number of decades yet.

This does mean that visitors to Hydroponics are advised to be extremely careful with their activities, and anyone caught intentionally damaging the asteroid is dealt with harshly.

BATTLEGROUND

Duck! Are you trying to get us all killed? Don't you know that the truce doesn't extend to battleground? It's where the captains send their crews to settle disputes away from the eyes of the council! Now, keep your head down, and follow my lead.

— unknown gang member (deceased)

BATTLEGROUND

The Ruins

Corruption +4; **Crime** +4; **Economy** -8; **Law** -14;
Lore +2; **Society** -8

Danger +45

DEMOGRAPHICS

Population 2,689 (1,060 humans, 620 vesk, 490 androids, 310 shirren, 130 lashunta, 40 kasathas, 39 others) guardforce members, 500+ (various) fighting it out inside the ruins

LOCATIONS

Industry

⚔ **Dead Center** A weapons testing ground that is no longer in use (at least officially). It is not a place for the faint of heart and anyone approaching within 500 feet is subjected to severe radiation, and the area around it is littered with deformed corpses showing how lethal the area is. Some use this on purpose as a meeting ground (wearing radiation resistant equipment) on the opinion that no one in their right mind would get close.

Battleground is a wreck of a place. Once it was a thriving part of 8-Pieces Port, but then a gang war broke out, which raged long enough for the Ruling Council to decide that they may as well use

the opportunity and make it the official area for ship's captains, gang leaders, and others to settle their differences. Where the rest of 8-Pieces Port is designated as a sanctuary (i.e. a no shooting zone), in Battleground, that edict has been revoked. Of course, fights still break out elsewhere on the station, but those are small scale affairs involving a dozen or so people at most. In Battlegrounds, wars are fought, and hundreds if not thousands of sentients come here to die every year.

Empty hab quarters abound, usually riddled with bullet holes, pock marked from laser weapons, and other signs of violence, with broken down transportation equipment clogging up the main avenues. Anywhere and everywhere is an ambush point, and rumours abound throughout the rest of the station of the weapons caches that have been stored away here, left there for all eternity after the owners died in a firefight.

Each of the two main entrances to Battlegrounds is guarded by some of **Fat Bastard's** best guards, allowing for a smooth transition of other people's troops into the area, though the area itself is an open killing field, meaning at any time there are several factions fighting here, often tying up numerous groups, where only two had an issue to start with. Simply put, Battlegrounds is too big to easily identify your foe, so it's much safer to simply assume everything is hostile and shoot it. Leading the guards in the area is "**Battlelord**" Aisl (LN female vesk soldier 6), who has detailed maps of Battlegrounds, created slowly over many years, and who has begun planning to retake Battlegrounds, and turn it into a profitable zone once more, a move she hopes will cause Fat Bastard to elevate her to the Ruling Council. Although she realizes this may be a pipe dream, she at least expects him to be grateful enough to make her his right hand woman.

FRONTIER

You see that over there? That's where I'm going to live. Yeah, yeah, I know, we still have to finish building the place, but that place? It's the best one here I think, and the wife will just love the view over the central plaza.

— Marvin Dall, foreman

FRONTIER

The Newest

Corruption +3; Crime -6; Economy +1; Law +7;
Lore +1; Society +2

Danger +5

DEMOGRAPHICS

Population 7,501 (2,347 humans, 1,784 androids, 832 shirren, 759 vesk, 601 lashunta, 403 kasathas, 205 ysoki, 570 mixed others) inhabitants, 10,000+ temporary workers from Drudgery

LOCATIONS

Relaxation

☛ **Worker's Rest** This small establishment would have been called a watering hole anywhere else in the galaxy. Here though, it is the height of rugged fashion. Constructed from left-over building materials by enterprising workers it looks more like sentient scaffolding decided to mate with bricks, but it serves simple intoxicating drinks to off-duty workers (on-duty ones get two chances: the first time, they get a warning to get back to work, second time their boss gets told) and wholesome food to everyone interested (on-duty workers on break are more than welcome to eat here).

Frontier is the newest asteroid to be added to 8-Pieces Port, just a few years ago, and construction is still ongoing. It holds an atmosphere, though the air is a bit thin, akin to being on a mountain, but it is breathable. Hab quarters are beginning to take place, and the place is beginning to look like a space station, though a couple of years of work are still needed to

complete the task. Everywhere the eye goes there are people, robots, and construction equipment, and the noise is deafening.

Overseeing this chaos is **Master Engineer Rob Turnhammer** (LG male dwarf mechanic 8), a jovial, squat man with an eye for the ladies. Never seen without his orange (and dented) safety helmet and his welding goggles, Rob is a well-known sight both on Frontier and in the Entertainment Enterprise in Upper during the evenings, and in the early mornings he can be found in Drudgery in Counterweight hiring day laborers. Anyone there who's managed to impress him previously are more likely to get hired again and/or assigned to a permanent job, as he does his best to help out the needy. It is rumoured that he's got a soft spot for Dr. Marvary Torchell, as he finds both her android body, and her quest for life to be fascinating.



PORT SKIFF

The Port Skiff is a unique vehicle to 8-Pieces Port, used by a single driver for transporting large quantities of goods around. It is also often used for racing down the girders combining the various asteroids of 8-Pieces Port, having a unique hover system that “sticks” lightly to the metallic content of the asteroids and girders. Impromptu races down the transport tubes inside the girders are also common among the daring, though the authorities in each asteroid crack down on them quickly.

PORT SKIFF

LEVEL 7

Price 14,850 credits

Large land and water vehicle (10 ft. wide, 5 ft. long, 4 ft. high)

Speed 40 ft., full 735 ft., 86 mph (hover)

EAC 17; **KAC** 20; **Cover** cover

HP 80 (40); **Hardness** 4

Attack (Collision) 5d10 (DC 17)

Modifiers +4 Piloting, -2 attack (-6 at full speed)

Systems planetary comm unit; **Passengers** 1 (But can take 10 tons of cargo)

🕒 PLOTS & RUMORS

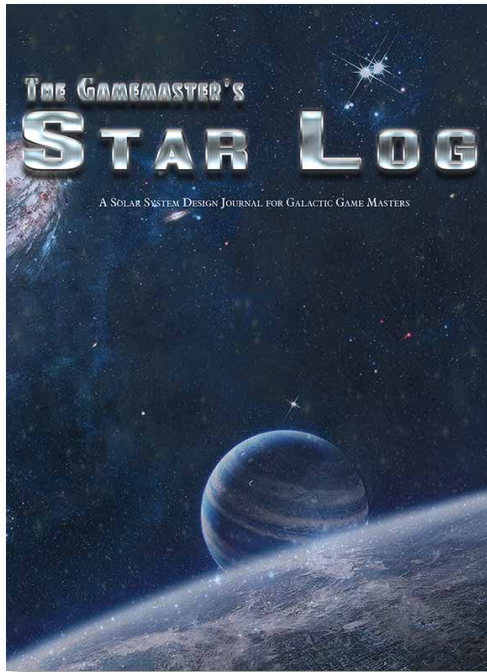
8-Pieces Port is a place always ripe with rumors for anyone willing to listen. Currently the following are making the rounds. Whether these have any hold in reality is up to the Game Master to decide.

Intergalactic Banking: The Market Bank is looking to expand its business and has started hiring privateers to hunt down banking ships for other banks, to steal their cargoes, and return any valuable data to the Market Bank. Anyone willing to try to capture and bring back one of these Vault Ships is welcome to try their hand, as they are exceedingly well-defended, but they are also full of riches. Of course the Market Bank is denying the veracity of these rumours, but they have not declared themselves directly against the practice either, as they would be the natural choice for “cleaning up the paperwork.”

You Can't Stop the Signal: A rescue beacon appears to be activating intermittently inside the Dead Center. The signal identifies the person requesting help as Professor Marvan, but Marvan disappeared centuries ago, well before 8-Pieces Port was even built. Could the professor really have found something in this asteroid belt that long ago? And surely, not even an android could have survived in the asteroid field for that long without atmosphere, before 8-Pieces Port was built.

This is the Bomb: The ysoki known as Mouser has finally lost it, and has come out clean to challenge Fat Bastard for control of 8-Pieces Port. Apparently her minions have placed bombs in the girders connecting the asteroids and she is threatening to blow them up, possibly decompressing the entire station if the bulkhead doors have been disabled as well. At the very least, she would cause all the asteroids to separate and possibly collide as well as killing off hundreds of people who might be using the transit tubes at that time.

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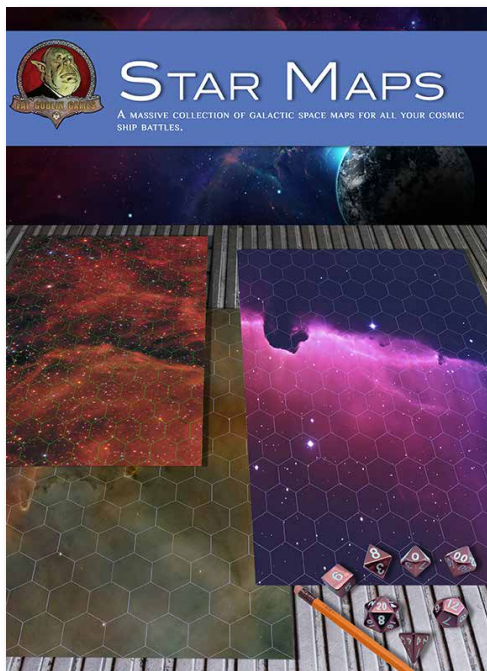


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