

Star*Drive campaign Player's Notes

The Player Characters are inhabitants of the Lighthouse, a traveling space station equipped with the fastest and most accurate stardrive in the Verge. The Lighthouse travels from system to system within the far-flung frontier of human space, ferrying smaller ships and acting as a center of trade and diplomacy wherever it goes. Each player will control two characters. One character will be one of the main Concord personnel on the station. The other character may belong to one of the many factions on the station.

Concord Characters:

Station Administrator (human): The highest ranking of the esteemed Concord Administrators, the Station Administrator is the commander of the station. All of the other station personnel report to him/her, directly or indirectly.

Star Force Captain (human): The captain reports to the Station Administrator and is in command of all Star Force personnel except engineering (helm, navigation, sensors, weapons, communication). If the station should see battle, the captain immediately takes command.

Diplomatic Liaison Officer (human, T'Sa): This Concord Administrator handles all the diplomats and interstellar ambassadors to which the station caters, trying to find solutions to delicate and explosive problems.

Doctor (human, mechalus): The head of the xenobiology and treatment wing of the Galindus Medical Center on Deck 196. Originally developed to treat humans and a few other sentient species against unusual strains of alien viruses or bacteria, it has since grown to treat and heal numerous newly discovered species in the Verge.

Security Officer (human, weren): This Concord Administrator oversees all of the lesser Administrators who act as the police and investigators of civil crime and violence on the station.

Chief Engineer (human, mechalus): Another Concord Administrator, this engineer oversees both the Star Force engineers and the civilian contractors on the station. This causes some tension as the Star Force engineers don't feel comfortable being under a civilian.

Communications Officer (human, fraal): a Star Force Commander, this officer is responsible for a massive volume of information that flows both through the mass transceiver comms and the drivesats that relay information across the interstellar void.

Pilot/Navigator (human, mechalus): A Star Force Commander, this officer doesn't have much to do most of the time, as the station doesn't do a lot of fancy maneuvering. Thus, he/she ends up being selected for many more unusual missions.

Intelligence Officer (human, fraal): Operating in the background, the true identity of this agent of the Concord Intelligence Bureau is known by few.

Secondary Characters:

Thuldian Ambassador (human): A retired general who now is an ambassador. The Thuldian nation is military, violent, and fascistic.

VoidCorp Ambassador (human): A corporate asset assigned to protect the interests of Voidcorp in the Verge.

Orlamu Prelate (human, weren): The Prelate of the Orlamist temple on board the Lighthouse and the ambassador of the Orlamu nation, this character deals with foreign ambassadors in the embassy and proselytizes from the pulpit.

Borealin Ambassador (human): A Borealin professor and graduate of the College of High Rationalism, in charge of making sure sentient rights are protected wherever the Lighthouse travels.

T'Sa Ambassador (T'sa): The ambassador from the T'Sa nation, which actually has few interests in the Verge, this character has a lot of free time to get into trouble.

Bartender (any race): manager and head bartender of the Corner, a bar and casino frequented by station regulars.

Rigunmor Trader (human, mechalus): The Rigunmor put money and profit ahead of all other considerations, and this character is no exception.

Grith Sesheyan ambassador (Sesheyan): Not an officially recognized ambassador due to the fragmented nature of Grith politics, still this character is determined to be recognized and have his/her voice heard. VoidCorp continues to threaten the tenuous freedom that Sesheyans on Grith have found.

Pocket History of the Star*Drive universe:

Humanity has recently emerged from a huge, lengthy, destructive war. To ensure the survival of the species, the 12 surviving human nations created a 13th nation, the Concord. The Concord exists to prevent another war from coming to pass. To this end, the Concord possesses a great deal of military strength with its Star Force navy and its famed Concord Marines. Still, the Concord must play a delicate balancing act to constantly keep the more aggressive nations at bay.

FreeSpace Alliance Nations:

Borealis Republic (Philosophers): A nation ruled by philosophers, artists, and intellectuals. Exports the majority of the galaxy's entertainment industry.

Insight (Hackers): Formerly a part of VoidCorp, these freethinkers believe in the power of the Grid. Many of them believe humanity will one day ascend into a totally cyber-existence.

Orion League (Potluck): A league formed from a cultural mish-mash of different nations.

Orlamu Theocracy (Mystics): A theocracy of the Orlamist faith. Orlamists believe that drivespace is the unconscious mind of God, and that divine revelations come from it. As a side effect of intense ongoing study of drivespace, they have created the best stardrives around.

Profit Confederation Nations:

Austrin-Ontis Unlimited (Gun Nuts): A nation of gun-nuts and survivalists, they make and sell the best weapons.

Rigunmor Star Consortium (Ferenghi): Profit is everything. Self-worth is the same as net worth.

StarMech Collective (engineers): Make the best ships in the galaxy.

Union of Sol (Egotists): At the center of Old Space, the Solars take every opportunity to prove they are the most important nation in the galaxy.

Expansion Pentad Nations:

Hatire Community (Amish): A religious theocracy, the Hatire believe in using as little technology as possible in order to keep their souls pure for their alien deity, the Cosimir.

Nariac Domain (Cyber-Communists): Nariacs believe in the absolute rule of communism and cyberware for everyone.

Thuldans Empire (Space Nazis): The Thuldans believe in humanity's superiority and its destiny among the stars. Non-humans should be afforded no rights among humans. Thuldans also participate heavily in human cloning and genetic manipulation, trying to "perfect" humanity.

VoidCorp (soulless corporation): Representing everything that is inhuman about corporations, VoidCorp is ruled by a computer. Every citizen of VoidCorp is born into a permanent employee contract, the only way out of the contract is death.

Aliens:

Fraal: gray aliens, highly psionic, have been in the Sol system for a long time. Helped humans develop the stardrive. Fraal belong to all the nations of humanity.

Weren: Large, hairy, proud, primitive. They were discovered by the Orlamu theocracy and many are Orlamists.

Mechalus: All mechalus have cyberware, and naturally integrate with machinery. Mechalus come from Rigunmor space, and many of them have ties to that nation.

Sesheyans: Nocturnal flying hunters. VoidCorp discovered Sheya and signed all Sesheyans into being permanent employees (slaves). Despite this, a few free Sesheyans exist, including the Grith colony which was granted independence by the Concord.

T'Sa: Small, quick lizard people with a talent for tinkering. T'Sa have their own small spacefaring civilization and belong to no nation of humanity.

Character Creation:

Use the standard character creation rules for a first level character, but with the following modifications:

1. In addition to the free broad skills determined by race selection, a new character has a number of skill points equal to 30 plus 3 times his Intelligence score available to purchase skills during character creation. Human heroes receive a special bonus of 5 additional skill points at character creation.

This replaces the skill point allocations indicated on Table P5 in the Player's Handbook. Under the old system, an alien hero with an Intelligence score of 9 received 40 skill points for initial skill purchase; under the upgrade, he receives $30 + (3 \times 9)$ or 57 skill points. A human hero of the same Intelligence score would begin with 62 skill points if using this optional rule.

2. During initial skill purchase, a character may not learn more than six additional broad skills, not counting his racial broad skills. Modify this number by the hero's Intelligence-based resistance modifier.

Since low-Intelligence characters receive a much greater number of skill points in this upgrade, the limitation on purchasing new broad skills is relaxed somewhat. This replaces the limits given on Table P5. Previously, a character of Intelligence 6 would be able to purchase no more than 3 broad skills during initial skill purchase, but this upgrade increases that number to 5 (6, less 1 for his -1 Intelligence resistance modifier).

3. The cost to purchase rank 2 or higher in a specialty skill is either the list price or the list price -1. The number of ranks a character currently possesses in the specialty skill does not increase the cost of advancing that skill.

This replaces the second bullet point under Cost of Skills on page 61 in the Player's Handbook. As originally written, advancing a specialty skill from rank 4 to rank 5 (for instance) would cost a number of skill points equal to the original purchase price +4. This upgrade changes the advancement of skills so that a character simply buys the skill again at its normal purchase price in order to advance his skill rank. Note that a hero may not begin with a specialty skill rank of more than 3 at character creation, and that a character cannot improve a skill rank more than once per achievement level.