

CHAPTER 4: GEAR

The soft moonlight bathed the Draconian's scales in a gentle blue. He crouched at the edge of a jungle clearing, watching a group of men unload cargo from a starship. He stood up silently, but the men turned with their weapons drawn. They recognized their client and put their weapons away. They called him over and opened one of the crates. Inside were rifles, neatly packed in plastic. The Draconian grunted his approval, but still scowled at the Humans. They are fools, he thought. I will use these weapons to free my planet from their tyranny. I will kill many Humans in the process, but they take my money anyway. What a strange race they are.

Whether it's weapons, electrical equipment, or armor, characters are going to need gear to survive in the Imperium. What they get, and how they get it, can become an adventure in itself.

BUYING & SELLING

The Imperium uses a single currency called the *Credit* (Cr.). Credits are exclusively exchanged electronically, which prevents the need for actual physical bills or coinage. When a person buys an item, the cost is immediately deducted from his account and placed into the account of the seller. No physical money changes hands.

Acquiring Wealth

Making money is important for characters because, short of stealing, they can't buy anything if they can't pay for it.

Starting Money

During character creation, players roll 1,000 x (1d20x100) to determine how much money their character begins the game with. This amount, however, is not very much compared to the costs of many items in the game.

Patrons

Characters will soon learn that they will need more money as they explore the Imperium, or even get off their starting planet for that matter.

One of the easiest ways to make money is to take jobs from *patrons*. Patrons are simply NPCs who have missions (i.e.: quests) that characters can complete to earn a financial reward (either as direct currency or items that can be sold).

Trade

Another method to gain wealth is to sell items that the character doesn't want or need. If selling directly to a vendor, the character should expect to get between 50-75% of the base price of the item. If selling to the general public, he will get closer to the base price, but the time to complete the sale will take 1d6 days (or longer if it's a common item).

If the character owns a starship capable of holding cargo, he can also buy and sell bulk items, normally at a profit. See the chapter on Starships for more information about what types of cargo are available.

Restricted Items

Laws and regulations in the Imperium dictate that certain items require special licenses to own and use. Before a character can buy such an item, he must purchase the applicable license/permit first. A vendor will not sell restricted items unless the character can show proof that he's allowed to buy them.

There are four types of restricted items:

Licensed: This is the lowest form of restriction. It includes most regular handguns (non-energy weapons) and hunting rifles. Also, most vehicles will require a license.

Restricted: These include items that the government wishes to more strictly control, such as energy weapons or weapons capable of automatic fire.

Military: These are items (usually weapons) designed for purely military use. Getting a permit for military items is much more difficult than for licensed and restricted items unless a character is part of a police or paramilitary organization.



Illegal: Characters cannot buy a permit for these items because they are unlawful to possess under any circumstances. If a character is caught with such an item, he will likely face arrest. The only way to actually acquire such items is through the black market (see below).

Buying a License

To buy a permit, the character must go to a local government office and pay any applicable fees. After doing so, the character will then need to wait a period of time until the proper paperwork has been filed and processed. Depending on the type of permit in question, this might take a day or several weeks.

To receive a permit sooner, a character may attempt to use his Bribery skill. For licensed items, the character must bribe a low-level bureaucrat (DL 20); for restricted or military permits, a high-level bureaucrat must be bribed (DL 25). If the attempt fails, the character must wait a full day before making another try (with a different bureaucrat). If the attempt results in a critical failure, the person will likely contact the police. However, if the attempt is a success, the character will receive the needed permit in half the usual time.

Table 4.1 Restricted Items

Permit	Fee (x1d4)	Time Required
Licensed	100 Cr.	1 day
Restricted	1000 Cr.	1d4 days
Military	10,000 Cr.	1d4 weeks
Illegal	--	--

For example, if a character wished to purchase a restricted license, he would pay 1d4 x 1,000 Cr. and have to wait 1d4 days to receive the permit. If the character successfully bribed the official, he would only have to wait 1d4/2 days.

Law Level

Each planet has a specific law level that denotes how closely the local authorities follow Imperium law. On planets with a low law level, items that would normally require a permit/license are treated as unrestricted. In other words, a character

could buy and possess such items without any permit. Worlds with a high law level are more stringent with what is allowed and what is not. On such planets, prohibited items are not allowed, whether a character has the proper permit or not.

Black Market

The only way to buy or sell items without the proper licenses (or any Illegal items) is through the black market. Characters use their Streetwise skill to locate a black market on a planet willing to buy or sell the items they are looking for.

When buying goods, add 50% to the cost of the item, plus an additional 50% for every law level above 5. For example, on a planet with a law level of 6, a character would need to pay an additional 100% above the regular price (double the price basically) of an item.

Selling on the black market, especially if the character is not from the planet, is much more difficult, unless a so-called *fence* is used. A fence is a person who acts as a go-between, buying the item from the character and then selling it himself on the black market. When using a fence, the character will receive 50% of the item's regular price minus another 10% per law level above 5. If the character chooses not to use a fence, he will receive 150% the normal price of the item plus 10% per law level above 5. However, the character will take 1d6 days to complete the transaction, plus 1d4 days for each law level above 5.

For example, if selling an item himself on the black market with a normal price of 100 Cr. and a law level of 5, the character would make 150 Cr., but it would take 1d6 days to complete the sale. On a planet with a law level of 7, the same item would sell for 170 Cr., but it would take 1d6+2d4 days to complete the sale.

WEAPONS

Weapons in the game are divided into two main groups: ranged and melee.



Ranged Weapons

Ranged weapons are used to attack opponents at a distance. They come in several different shapes and sizes, from rifles (“longarms”) to pistols (“handguns”) to thrown (grenades) to bows and crossbows.

Ranged Weapon Table

See Table 4.2 for a breakdown of the different ranged weapons. To use one of these weapons without a -4 attack roll modifier, the character will need the Range Weapon Proficiency ability.

Damage: This is the number and type of dice rolled for each successful hit.

Damage Type: This is the type of damage inflicted by the weapon.

Critical: If the result of the character’s attack roll equals this number or range of numbers (**not** including any modifiers), then the damage from the attack is doubled.

Ranges: This is the distance (in standard 1.5 meter squares) for each of the five ranges (point blank, short, medium, long, and extreme).

ROF: The rate of fire determines whether the weapon can fire one shot (**S**) or more per round. Some weapons, for example, can fire burst (**B**) or full automatic (**A**), depending on whether the character has those abilities.

AoE Radius: This is the radius (in standard squares) affected by an effect or explosion.

Ammo: This is the maximum number of shots the weapon can fire before it must be reloaded.

Ammo Type: This is the actual type of ammo needed. For energy weapons, this will always be a Universal Power Pack (UPP), but kinetic weapons may require a specific caliber of ammunition (i.e.: 9mm).

Weight: This is the weight in kilograms.

Min STR: This is the minimum STR required to wield this weapon.

Price: This is the base price of the weapon in Credits.

Restriction: This shows if a weapon is restricted and what kind of permit it will require.

Pistols

Pistols are weapons that can be held easily in one hand. If a character has the Dual Wield ability, he can hold a pistol in each hand.

.32 Caliber Revolver

This is a small, easily concealable handgun that fires a .32 caliber bullet stored in a six-shot cylinder. It has a short range and does limited damage.

.45 Caliber Revolver

With a longer barrel than the .32 revolver, the .45 has a better range and does more damage. It holds six shots in a cylinder magazine.

.45 Caliber Semi-Automatic

This is a classic heavy caliber pistol with a six-round clip.



9mm Pistol



RAM Pistol



Small SMG



Disrupter Pistol



Blaster Pistol