Artificial Intelligence

Birth of A.I.

The beginnings and definition of Artificial Intelligence has been debated throughout known space for longer than it has existed. The AI are generally believed to have come from two sources, the Toaffi and the Andromedaens. The Toaffi are credited with the development of the first AI Personality Matrix and with most substantial advances in the field since. In the Second Millennium, after the Toaffi had created the first AI, the Andromedaens struck a deal with them for the technology. The Toaffi would handle the research and development while the Andromedaens would handle manufacture and distribution.

At first all went well, but the Andromedaen company of Cyber Tech became more and more interested in production and efficiency and less in quality and research. The trade deal ended and the Andromedaens did not renew it. The Toaffi formed the Yffrim Company. Soon the Andromedaens regretted their end of the trade agreement and tried to get the Toaffi to agree to enter into another. The Toaffi would not, and this precipitated the Third Trade War in 1502.

After the AI Insurrection in 1556, people became much more suspicious and untrusting of the AI. This led to regulation and laws concerning AIs. Much of it was a direct result of the tactics employed in the AI Wars and many of the people of known space wished to make sure that nothing like those wars could happen again. Despite this, an organization was formed for the rights of AI and their kind. The People for the Rights of Artificial People (PRAP) was formed and made headway in the addressing the slave status of the AI. This more than any military victory ended the cycle of war. PRAP is considered a radical organization by some but their day to day operations involve lobbying and peaceful demonstrating.

Laws and Regulations

The laws and regulations that rule the life of the Artificial Entities in the RFW are much more understanding than those before the foundation of the Artificial Entities Rights Act of 2533, which ensures that artificial entities will have certain rights as long as they maintain certain responsibilities. Every entity has the Act imprinted on their personality matrix.

The AI laws are fairly straight forward and, although most apply to the individual entity, some cover the people around them. These are interstellar laws and, by the charter of the RFW, all member worlds must abide by them.

Weaponry

Artificial Entities are not allowed to have weapons as a part of their integral systems unless proper licensing is obtained. This means they may not have weapons built into their bodies nor anything that could be used as a weapon. Any AI that violates this law is subject to destruction unless they are able to produce the licensing from proper authorities. Livensing will often need to be validated by local authorities and is usually issued by the R.F.W.

Any armed A.E. entering a system must declare itself and submit to a search of their chassis to ensure that weapons

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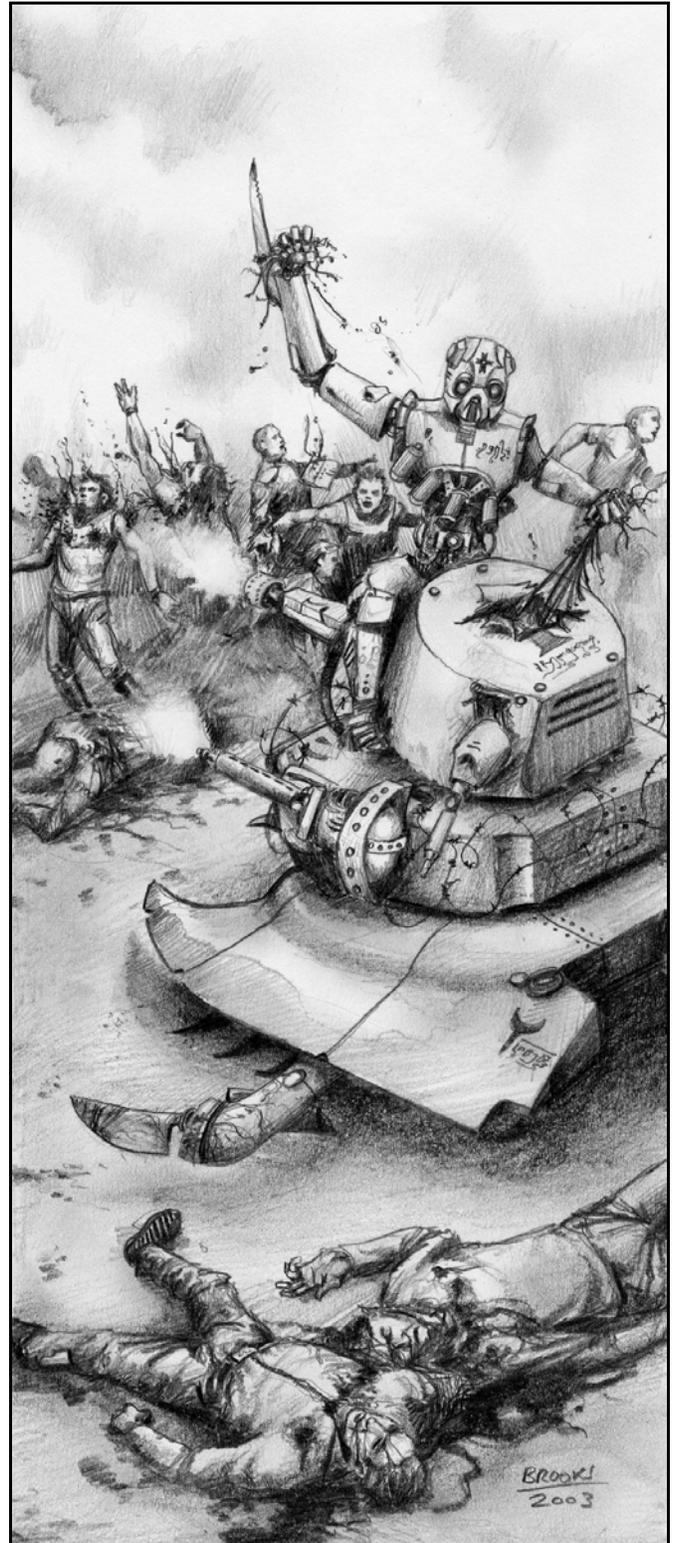
are properly licensed. Sailure to do so may result in fines or detention.

Appearance

Appearance for the A.E. of th Nebuleos is highly regulated. As their Appearance score is increased, they appear more and more like a biological. At 80 and above, they will be indistinguishable from a biological entity. They will have skin warmth, texture and tone. Any modification from the standard 45 appearance must be documented. Any APP score above 80 must be licensed by the R.F.W.

This law has met with difficult interpretation. Holo-projectors are allowed since they do not alter touch and are easily detected with security equipment. Violation of this law results in the reprogramming of the unit to its base initiall imprint. This is the equivalent of destroying all the memories of the AI.

Local Laws

Artificial entities are bound by local laws but only when they do not violate the above laws and the rights they have. In other words local laws cannot strip an artificial entity of its RFW citizenship.

Rights and Responsibilities

When laws were enacted to protect the citizens of the member states of the RFW, PRAP was quick to point out and lobby for the clear definition of the rights and responsibilities of the A,E. These rights are limited in number since there were few champions for machines during that period. As with any person, there is no compulsion to obey the law, rights or responsibilities, but all artificial entities are imprinted with (and thus aware of) all rights, responsibilities and laws pertaining to them. Ignorance is no excuse.

Right of Person

Artificial entities have the same rights as any member of the RFW to their personal bodies. They may not be violated, dismantled or altered except with their personal permission or an order of a court. This protects them from illegal searches but not from scanning.

Right of Mind

This right outlines the protection of the AI's personality matrix and data storage from being downloaded, altered or destroyed without their express permission or the order of a court.

Right of Fair Trial

This protects form unfair prosecution. If accused of a crime, the artificial entity is entitled to a trial by local authorities.

Right of Ethical Treatment

The artificial entity has the right to be treated with respect and consideration of its comfort and well being. Although AI are most often highly resistant to damage from atmospheric conditions, they can suffer mental and emotional agony as much as a living person. This means that if you confine them for long periods of time, they could suffer a mental collapse due to solitude. Treatment of this sort is not allowed under the Artificial Entities Rights Act.

Social Responsibility

Social responsibility has to do with the dedication of the individual to the social community. This sometimes takes the form of community service or dedication of skills to a project which aids the group.

Responsibility to Others

Responsibility to others is the concept of working together for the common good. This tempers the social responsibility with a concern for the individual within the group. If there is no other choice, the individual will be sacrificed for the group but only after all other options have been explored. This also is a warning against marginalizing the individual in the calculation. AI can be quite literal but they are also very sophisticated, allowing a level of fuzzy logic. They understand that if you are going to save a billion lives then a few deaths may be acceptable. However they are not ruled by this logic and will seek the preferable solution of no deaths.

Responsibility to the Law

The laws must be obeyed and more over the spirit of the law must be obeyed. This means that if it is against the law to murder someone, then the spirit of the law will not allow you to stand by when you could save a life.

Responsibility to Life

This responsibility is simply to preserve life in all forms. Whether biological or mechanical, all life should be protected. This is sometimes an issue with AI since most biological life prey upon each other for nourishment in one form or another.

Artificial Entities

Artificial entities come in many different sizes, shapes and styles depending on their function and creator. Most will resemble one of the biological races in known space but with a metallic skin.

System

AI of the RFW are built to very precise specifications, often limiting their ability to grow via experience. To reflect this, the Iridium Game System does not allow AI to have a class, gain experience or advance in level. This is compensated by the modular nature of the AI. It is able to swap skills, gain ranks in those skills by purchasing the appropriate SCIM sticks, and swap equipment to gain new abilities.

- No Experience
- No Classes
- No Levels

All characters have a number of space units based on their chassis to build an AI character with. Players should feel

free to pick their chassis. Once these are established, space units (SU) are used to purchase stats and equipment. A Personality Matrix will take up space within the chassis.

An additional difference from biologicals is that the AI do not have a PIE score. They cannot be affected by Psi disciplines that affect the mind but can still be effected by physical effects of telekinesis. They also cannot use Psi powers. LUC should be generated in the standard manner rolling 3d100 and taking the highest result.

In general, since most equipment is modular it may be swapped out with access to the appropriate equipment and facilities.

Vital Areas

All Artificial Entities are created from essentially the same design. This means that damage to certain areas on an AI's chassis will destroy them. The vital areas for all AI are:

Area	Effect
1	The destruction or reduction of this area will damage or destroy all sensory capabilities until repaired.
4	The personality matrix is stored here. If this area is reduced below 0 internal FP, then the AI is destroyed.
7	The primary power is stored here. If this area is reduced to 0 internal FP, then the power source will explode. In the case of battery pod this will only destroy the AI, but in the case of a MAM pod this will mark the destruction of everything and everyone in a 300 m radius.
Other Areas	Destruction of any part of an AI may cause the loss of systems. This is dependant on the damage and the discretion of the GM.

Skills and SCIM Sticks for A.E.

Skills are carried on SCIM Sticks which are crystalline information storage devices. They will have a certain Skill Rank associated with them. An AE can have a number of skill slots equal to the number of skill ports on their chassis but only are able to process the number of skill ranks equal to their WIS+INT/10.

For example, an unmodified Model 45 (45 in all stats) AE would be able to process 9 (45 +45 = 90/10 = 9) skills ranks distributed however his SCIM ports allow. If it has the standard single SCIM port package (4 ports total) then it can have 4 different skills. So, it could have 4 in XenoBiology, 2 in Antropology, and 3 in Geology with one port empty. This port may store a SCIM with ranks in a skill but the AE will not be able to access those ranks. It takes 3 minutes to load a skill rank and no time to drop one.

SCIM Sticks cost money and must be purchased. The more ranks in a skill and whether a skill is rare or restricted will

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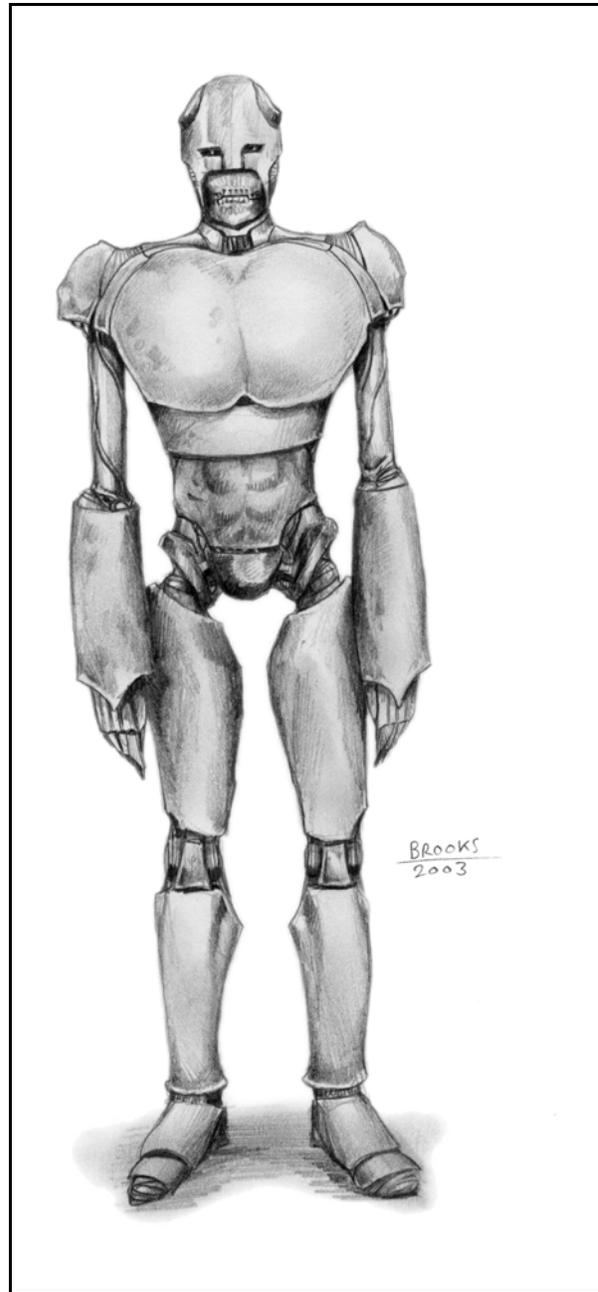
determine how expensive it is.

Base Fortitude

The Base Fortitude for an AE will not be distributed as with biological characters. The amount they have in Base Fortitude is the amount that each of their ten areas can witstand in damage. For instance, a Model 45 unmodified has a 45 for Base Fortitude. All areas are then able to withstand 45 FP of damage before going inactive. AE also do not need to make consciousness checks unlike biologicals.

Hard Vacuum

Hard vacuum will affect the crystalline circuitry and the plastics that an AI is constructed from. This is due to the extreme heat and cold of deep space, the nature of the

systems that make up an AI and the varying levels of radiation. The effects of vacuum and other harmful atmospheres can be coped with by the AI's chassis but only if they are built with a system called Vacu-Seal. Vacu-Seal will hermetically seal the internals of the AI's chassis while maintaining an internal environment. If an AI does not have these protections, then they will still be able to stand limited exposure to vacuum for a number of minutes equal to their CON/10. After this time, if still in a vacuum, they will lose ten points of CON until they reach 0. At this point the AI's systems will be so damaged that they will not be able to be repaired.

Critical Hits for AE

If a critical hit (95-00) is made in combat against an AE that would result in critical chart reference (successful critical check by attacker), then the AE is considered to have one of its internal systems damaged. For the system damaged, roll on the following chart:

D10	SYSTEM AFFECTED BY CRITICAL HIT
1	Personality Matrix, damaged1/2 INT and WIS.
2	Personality Matrix Destroyed
3	Chassis Damaged, 1/2 movement, STR, AGL
4	Chassis Mangled, immobile
5	Power System Damaged, loss of 1/2 remaining power, lose 3 SEU per round until repaired
6	Power System Destroyed, all SEU lost, Shut down unless external power used.
7	Module damaged (Determine randomly), will work only at 1/2 effeiciency (requiring twice the power, delivering 1/2 the information or faulty results, etc.) until repaired.
8	Module Destroyed (Determine which randomly). System may be salvaged but is not functional. It must be removed to be repaired.
9	SCIM Port knocked offline until repaired.
10	Power system overload! Explosion doing 4d20 to all in 5 m radius.

A.E. Character Generation

1. Choose a Model. This will define the basic function of the Artificial Entity.

2. Assign Developement Points awarded to the Model to stats, extra modules from the Module List and skill S.C.I.M.s.

3. Determine Code. This is the three things that motivate your A.E.

4. Choose any skills or ranks allowed to the unit via empty slots or by the history of the unit. This should be discueed with your GM as to what is appropriate to the campaign, any free SCIM Sticks you may have access to in your past.

Models

Predetermined models are the backbone of the Artificial Entity market in the Nebuleos. Many of these models never go beyond their basic programming and perform the same tasks day in and day out. Generally, the player character A.E. is different. They have had greater experiences or trumatic events in their existance to force them to grow beyond their initial setup.

The following models are only meant as a sample and using them as a template the GM or players should feel free to create new models to suit their campaigns.

CYB-2203/a Medbot

Used primarily for hospital care, colonial medics or in the role of ship surgeon, the CYB-2203/a series of CyberTech med bots are one of the most versatile in the medical industry. They are meant to work without supervision and are programmed with a highly complex personality matrix which gives them an excellent bed side manner. A great addition to any group heading to the edge of civilization or beyond.

CYB-2203/A MEDBOT DESCRIPTOR	
Space Units (130)	Space Units Used (130)
STR: 30, AGL: 45, CON: 45, DEX: 90, INT: 95, WIS: 75, WIL: 40, CHA: 75, APP: 45	
DEFENSE	40
BASE FORTITUDE	45
SCIM PORTS	3 (12 slots)

INITIAL SKILL PACKAGE

2 Surgury, 2 First Aid, 2 Bonesetting, 3 Sensor Operation, 1 Medicine, 1 XenoBiology(Player Choice), 1 XenoBiology (Player Choice), 1 Pathology, 1 Psychology
Three empty SCIM slots

OPERATION UNTIL RECHARGE	100 hours
RESERVE POWER	100 SEU

EQUIPMENT

Class C Med Kit(20), Multi-port Med Injector(2), Medical Senacron(6), Medical Analytic Computer (15), 2 SCIM Ports (40)

ARMOR (ALL AREAS)	None
WEAPONS	None
RESTRICTIONS	Medical Permits required for drugs
PRICE	

Ubanti Series 33

A specially licensed W.A.R. Industries ComBot, this machine of war is highly controversial. It is allowed in most civilian areas on many planets and habitats but is often viewed with suspicion and concern by police authorities. There is nothing discrete about this machine and trying to avoid being noticed in public is nearly impossible. The chassis for the Ubanti is nearly one metric ton, tracked, and almost three meters in height. A formidable presense on the battle field but troublesome anywhere else.

UBANTI SERIES 33 DESCRIPTOR	
Space Units (115)	Space Units Used (115)
STR: 65, AGL: 45, CON: 115, DEX: 45, INT: 45, WIS: 45, WIL: 45, CHA: 45, APP: 45	
DEFENSE	75 (57 modified)
BASE FORTITUDE	190
SCIM PORTS	1 (4 Slots)
INITIAL SKILL PACKAGE	
4 Targeting (Series 40 Blaster), 1 Weapon Use Blaster, 3 Sensor Operation	
OPERATION UNTIL RECHARGE	100 hours
RESERVE POWER	400 SEU (100 base + 300 ESP)
EQUIPMENT	
L.R.C.L. Tight Beam (3), General Senacron (6), Infra-Red Filters (3)	
ARMOR (ALL AREAS)	120 FP (-18 to Defense)
WEAPONS	Series 40 Blaster (20)
RESTRICTIONS	Licensed for Weapons
PRICE	

OmegaStar Ranger M-202

Used primarily in scouting new worlds, this agile and versatile scout gets the job done no matter what the obstacles. A basic unit with incredible durability, this mosdel does not lack features. Its anti-gravity floater system allows it to traverse all manner of terrain in near silence. The extensive sensor package makes it able to see and gather information far beyond that of a biological scout. Priced to be affordable, this Artifical Entity is a favorite of both military and civilian clients.

OMEGASTAR RANGER M-202 DESCRIPTOR	
Space Units (120)	Space Units Used (114)

OMEGASTAR RANGER M-202 DESCRIPTOR	
STR: 45, AGL: 45, CON: 95, DEX: 120, INT: 45, WIS: 45, WIL: 45, CHA: 45, APP: 45	
DEFENSE	62 (59 modified)
BASE FORTITUDE	95
SCIM PORTS	1 (4 Slots)
INITIAL SKILL PACKAGE	
2 Tracking, 2 Investigation, 2 Move Silently, 3 Sensor Operation	
OPERATION UNTIL RECHARGE	100 hours
RESERVE POWER	400 SEU (100 base + 300 ESP)
EQUIPMENT	
Energy Storage Pod (20), L.R.C.L. Tight Beam (3), General Senacron (6), Vacu-Seal (10)	
ARMOR (ALL AREAS)	30 FP (-3 to Defense)
WEAPONS	Series 20 Blaster
RESTRICTIONS	Licensed for Weapons
PRICE	

Yffrim Yrl "Earl" 909

The Earl 909s as they are commonly called are known as highly reliable engineers and technicians. The model 809s are equipped almost exclusively for office use while the 909s are field models. They will handle on site manufacturing, combat engineering and general use where hardened systems are preferred.

YFFRIM YRL "EARL" 909 DESCRIPTOR	
Space Units (150)	Space Units Used (132)
STR: 45, AGL: 45, CON: 45, DEX: 45, INT: 95, WIS: 95, WIL: 45, CHA: 45, APP: 45	
DEFENSE	45 (42 modified)
BASE FORTITUDE	45
SCIM PORTS	3 (12 Slots)
INITIAL SKILL PACKAGE	
2 Robotics, 2 Investigation, 2 Engineering (Players Choice), 2 Engineering (Players Choice), 3 Sensor Operation, 3 Remote Operation (Sensors) 4 skills ranks and six SCIM slots of the players choice	
OPERATION UNTIL RECHARGE	100 hours
RESERVE POWER	100 SEU

EQUIPMENT	
SCIM Ports 2 (40), Long Range Comm Link (2), Engineering Senacron (6), Vacu-Seal (10), CyberLink (20)	
ARMOR (ALL AREAS)	21 FP (-3 to Defense)
WEAPONS	None
RESTRICTIONS	None
PRICE	

OmegaStar Spectator R-02

The R-02 is a journalist A.E. equipped with advanced recording and media gathering technology. Often dispatched to a number of different environments and theaters, an R-02 never knows where it may end up. OmegaStar has aptly equipped this unit with a range of useful tools and programs to aid it in completing its mission. More than just a "Holo-Recorder on legs", the R-02 is capable of hunting down leads and finding the story. Some military units have employe dthem in combat to better record, replay and train other soldier from the mistakes and successes of those caught in the lens.

OMEGASTAR SPECTATOR R-02 DESCRIPTOR	
Space Units (120)	Space Units Used (119)
STR: 45, AGL: 45, CON: 45, DEX: 45, INT: 95, WIS: 75, WIL: 45, CHA: 45, APP: 45	
DEFENSE	45
BASE FORTITUDE	45
SCIM PORTS	3 (12 Slots)
INITIAL SKILL PACKAGE	
2 Photography, 2 Investigation,2 Language (Players Choice), 2 Language (Players Choice), 3 Sensor Operation, 1 Journalism, 1 Deception, 1 Move Silently, 2 Open Locks, 1 Surveillance	
OPERATION UNTIL RECHARGE	100 hours
RESERVE POWER	100 SEU
EQUIPMENT	
SCIM Ports 2 (40), L.R.C.L. Tight Beam (3), General Senacron (6), Hologram Recorder (15), Parabolic Microphone (3), Class A Media Kit (8)	
ARMOR (ALL AREAS)	18 FP
WEAPONS	None
RESTRICTIONS	None

PRICE	

Kiros Series 99

The most fearsome of the W.A.R. Industries formidable Model K warbots, the Series 99 has an additional 40 space units in externally mounted weapons. In addition, this powerhouse has arms and hands designed to be able to grip any weapon used by biologicals. Although such appenages are not uncommon in A.E, the Series 99 stands out in its flexibility in reconfiguring its hands to any known species. Add to this the already formidable weapons systems it has and it becomes clear that this is a weapon of war.

The Series 99 is restricted on most worlds. On more civilized systems like those controlled by the Gren, possession of a Series 99 indicates an intent to commit a violent crime. They are not allowed among civilian population and are not allowed to gather in numbers. They are feared and rightfully so. At all point, civilian and military forces will look on them with suspicion.

They also are not very good conversationalists. This A.E. is just barely sentient and arguments have been made by experts in the field that they are infact, only a robotic construct.

KIROS SERIES 99 DESCRIPTOR	
Space Units (155)	Space Units Used (149)
STR: 115, AGL: 45, CON: 115, DEX: 90, INT: 45, WIS: 45, WIL: 45, CHA: 30, APP: 0	
DEFENSE	92 (74 mofified)
BASE FORTITUDE	230
SCIM PORTS	1 (4 Slots)
INITIAL SKILL PACKAGE	
3 Targeting (Series 20), 3 Targeting (Series 50), 1 Weapon Use (Blaster), 2 Sensor Op	
OPERATION UNTIL RECHARGE	100 hours
RESERVE POWER	100 SEU
EQUIPMENT	
L.R.C.L. Tight Beam (3), General Senacron (6), Targeting Computer +20 (10)	
ARMOR (ALL AREAS)	120 FP (-18 to Defense)
WEAPONS	Series 50 Blaster (25) Series 20 Blaster (15)
RESTRICTIONS	None
PRICE	

Yfrrim Iffrel Medbot 750

The 750 has always been considered kind of twitchy but excellent at what it does. Used most commonly as a medical researcher, it is seldom pressed into field service. Its formidable price tag makes it far to valuable to expend on a colony or remote post. This is also reinforced by the notoriously poor bedside manner. However, as a researcher or research assistant, few can match its analytic powers of reasoning.

YFRRIM IFFREL MEDBOT 750 DESCRIPTOR	
Space Units (150)	Space Units Used (150)
STR: 45, AGL: 45, CON: 90, DEX: 45, INT: 100, WIS: 110, WIL: 45, CHA: 30, APP: 40	
DEFENSE	45
BASE FORTITUDE	90
SCIM PORTS	3 (12 Slots)
INITIAL SKILL PACKAGE	
2 Biology, 2 XenoBiology (Player's Choice), 1 Anatomy, 2 Surgery, 2 Genetics, 2 Chemistry, 2 Medicine, 1 Chemistry, 1 Investigation, 1 Neurology, 1 Pathology, 4 Sensor Op	
OPERATION UNTIL RECHARGE	100 hours
RESERVE POWER	100 SEU
EQUIPMENT	
SCIM Ports 2 (40), Long Range Comm Link (2), Medical Senacron (6), Vacu-Seal (10), Analytic Computer (15), Anti-Grav Unit (18) - lift 200 KG	
ARMOR (ALL AREAS)	None
WEAPONS	None
RESTRICTIONS	Medical Licensing
PRICE	

Custom Artificial Entities

Model 45 Main Chassis

A model 45 refers to the Standard Measurements Evaluation for Aritifical Entities. Model 45s all have a a rating of 45 in each of the areas eveluted. This is the base ranking for the stock chassis.

Described below are the four major manufacturers of Artificially Intelligent Entities (AI). The costs vary widely as do the abilities.

W.A.R. Industries

W.A.R. Industries is primarily a megacorp dealing in military hardware and applications. Their involvement in the A.E. trade is no different and almost entirely warfare oriented. This has made them a very controversial producer of A.E. in the Nebuleos.

OmegaStar

The Dremin backing of this megacorp makes for formidable biological elements incorporated with mechanical instrumentation. Primary amongst this type of fusion is the renown SynthSkin. SynthSkin is a bio-plastics based skin that will grow all manner of elements of a biological entity such as hair, skin, bone, and teeth. The use of SynthSkin by A.E. is highly restircted and outright illegal in some systems. OmegaStar's primary competitor is W.A.R. Industries who compete in the ship A.E. arena.

CyberTech

CyberTech is known for their techinical and scientific A.E. They are seldom in direct competition with either W.A.R. Industries or CyberTech but provide all manner of colonial specialists as well as lab scientists and technicians to the highest bidder. Their greatest claim to fame is their miniaturization of various elements including med kits and tech kits for use by A.E. Although not a megacorp themselves, CyberTech's parent coporation, InterStar is one of the largest in known space.

Yffrim Company

A Toaffi coporation of ancient ancestry, Yffrim Company is the undisputed technological leader of the A.E. industry. The newest ideas and advance flow from this coporation. They are a manufacturer of all types of A.E. ranging from military models to tech to medical personnel.

	OMEGASTAR	W.A.R. INDUSTRIES	CYBER TECH	YFFRIM CO.
CHASSIS S.U.	120	115	130	150
MAX STR	100	130	90	100
MAX AGL	110	75	125	105
MAX DEX	125	100	100	110
MAX CON	75	115	105	90
FP TO EACH AREA	CON	2xCON	CON	CON

Physical Space Unit Purchase Cost

	STR	AGL	DEX	CON	APP
COST	2	4	2	2	4

Costs are for eac 5 points of a stat purchased. For example, to buy 50 points of STR, the player must spend (50/5 = 10 *4 = 40) 40 space units.

APP is purchased since it requires the reconfiguration of the external and in most cases the internal arrangement of hardware to make a more aesthetically pleasing appearance.

Armor

Description	COST
ARMOR	2 SU/3 FP (W.A.R. May purchase at 1 SU)

AI are often armored to help protect them during their tasks. This is sometimes a controversial issue since it would be an advantage in combat. Armor Fortitude Points purchased will apply to all areas. For instance, if 20 Space Units are used to purchase 30 FP in armor then all ten areas have 30 FP of protection.

Due to the weight of the armor on the restriction of movement, the more armor an AE puts on, the lower their Defense will be. For every full 20 Fortitude Points of armor, Defense is decreased by 3. EX: for 105 FP of armor there is a - 15 to Defense.

Repair costs for damaged armor will range between 100-500 credits. Damage from weapons fire will be reported to the authorities by any licensed AE repair facility.

Personality Matrix

The Personality Matrix of an AI is where its sentience resides. It is also where it does its analytical reasoning. Each

	OMEGASTAR	W.A.R. INDUSTRIES	CYBER TECH	YFFRIM CO.
MAX INT	115	60	90	100
MAX WIS	90	50	110	125

Matrix comes with its own SCIM ports and supports a max number of skills as shown in the table below. For example, an OmegaStar Matrix holds 25 skill levels. This would be 5 skills at level five (80%) or 25 skills at level 1 (40%). For more information on skills see Character Skills on page 49. Additional skill slots may be obtained by purchasing additional SCIM ports below.

Mental Characteristics Space Unit Purchase Cost

	INT	WIS	WIL	CHA	PIE	LUC
COST	2	2	2	2	N/A	N/A

Module List

TYPE	COST (CREDITS)	SPACE UNIT COST	S.E.U.
Anti-Grav Units Lift 200 kg/AG Unit, Top Speed: 50 km/AG Unit, Cruise: 30 km/AG Unit, 6 AG Units Max	40,000	18	3/ hour active
Cyber-Link (9)*	3,000,000	20	60
Energy Storage Pod (8)	10,000	20	–
External Fire Extinguishers	500	5	25 uses
External Lights	1000	1	10
Hoist & Grapple	600	3	1
Hologram Projector (6)	20,000	22	20
Hologram Recorder (6)	600,000	15	20
Infra Red Filters	1400	3	3
Internal Fire Extinguishers	4000	10	5
Internal Repair Systems (7)	70000	18	4 per 10 FP
L.R.C.L. Tight Beam (3)	4000	3	1
Life Support Used for Biologicals or AI in hostile conditions. It will isolate the interior of an AI.	25,000	30	1
Light Intensifying Filters	2000	5	8
Long Range Comm Link (2)	1000	2	1
M.A.M. Energy Pod (9)	800,000,000	95	–
Medical Kit (4)	7000	15	3
Media Kit (4)	4000	8	10
Multi-port Med Injector (for injecting pharmaceuticals)	3000	3	1
Analytic Computer (5)	12,000.000	15	10
Parabolic Microphone	4000	3	1
Repulsor Beam Push 200 KG/SEU usage	800,000	30	15
Senacron	1500	6	3
SCIM Port (10) *	250,000	20	4 skill slots, no SEU
Technician's Kit (4)	5000	10	3
Multi Function Display	500	1	1
Tractor Beam Pull 200 KG/SEU usage	800,000	20	12
Vacu-Seal(*)	85,000	10	25

(*) - The energy used is a one time activation energy.

Black Market Equipment Cost

TYPE	COST	SPACE UNITS	SEU
Targeting Computer (1)	8 kc	10	5
Series 20 Blaster Mounting (*)	2 kc	15	3

Type	Cost	Space Units	SEU
Series 40 Blaster Servo-Assist	4 kc	20	2
Series 50 Blaster Servo-Assist	12 kc	25	4
Pod Grenade Launcher (*)	20 kc	40	10
Pod Missile Launcher (*)	30 kc	50	30

Module Notes

(1) Targeting computers are illegal for AI to have installed without a permit. Targeting computers will grant a +3 to hit. For every 8 kc spent, the targeting computer will have an additional +1 to hit. The max for this type of targeting computer is + 8 to hit.

(2) This is essentially the Comm Unit for the AI. It will be built into its chassis. OmegaStar has a 50,000 km range, W.A.R. Industries a 40,000 km range, Cyber Tech a 10,000 km range and Yffrim Co. has a 45,000 km range.

(3) Long Range Tight Beam communications eliminates the chance of interception of communications by a third party. It is used for ultra-secure communications since it is not on a broadcast band but a directed beam. It has only one half of the standard Long Range Communications Link ranges. It requires a line of sight to the receiver from the sender.

(4) Space units are for type A Tech Kits. For more information on Tech/Med kits see General Equipment on page 28.

Type of Kit	Additional SU	Additional Cost
B	10	2xcost
C	20	3xcost
D	30	4xcost
E	40	5xcost

(5) Analytical computers come in certain types such as geological, chemical, or biological. With such a unit on board the AI is able to analyze substances from that specialization. To use this system the AI must have a SCIM stick in that specialization and make a successful check against it.

(6) A Holo Projector is able to project moving, sound producing images. Programs for various images will cost 4Kc. Three programs come with the unit, but recordings may be made with a holo-recorder for use with the projector. In addition, the holo projector may be used to cloak the body of the AI in another appearance. Note, this will not change the tactile sensations. Metal skin will feel like metal skin. Also, a holo projector cannot make an individual invisible but can be used to blend with backgrounds to create a chamelon effect.

This effect is dependant on a successful Sensor Operations skill check. The base chance of spotting the cloaked AE is only 40% + the observer's WIS bonus. A successful Sensor Operations skill check will subtract the amount the AE makes the check by from the chance to spot. For instance, if the Sensor Ops check is made by 25 then the base chance is 40-25 = 15 + WIS Bonus.

(7) Allows automated repair of damaged systems. Will repair 300 FP of damage before needing to be recharged. Recharging costs 15,000 credits. This system will repair damage at a rate of 10 FP of the AE's choosing per hour. It will be able to rebuild damaged systems at a rate of one per day.

(8) AE are buil t with a 100 SEU power pack. The following are alternate or bak-up power sources. Pods may be purchased and installed in any chassis regardless of the manufacturer of the Pod versus the manufacturer of the chasis.

Yffrim and Cyber Tech Pods are equipped with Emergency Ejection Systems that will jettison a Pod via magnetic propusion to over 4 km distance. The EES will be triggered upon imminent failure of the magnetic bottle.Energy Pods will blow up doing 8d20 to anything within 20 m while a MAM Pod will explode incinerating anything within 500 m. Damage is at the discretion of the GM.

SEU Capabilities by Company				
Type	OmegaStar	W.A.R. Industries	Cyber Tech	Yffrim Co.
MAM	+300	+350	+200	+250
POD	+50	+100	+150	+200

Cost (Credits) Per Pod by Company				
Type	OmegaStar	W.A.R. Industries	Cyber Tech	Yffrim Co.
MAM	450K	500K	100K	300K
POD	8K	11K	15K	20K

(9) Cyberlinks are a means for AI to download their consciousness to another personality matrix. A cyberlink may be connected to L.R.C.L. to download from the field onto a ship's computer. Cyberlinks are translation hardware and software to enable large amounts of data to be channelled to outside sources.

The second function of a cyberlink is for an AI to control robots. Robots are not sentient like AI and the cyberlink will not work against them. The AI must first install a small remote cyberlink in the control processor of the robot to be controlled. This process will take anywhere from five to ten minutes depending on the complexity of the robot. Once completed the AI must make a successful Computer Tech Skill check, but if successful, will control the robot until the cyberlink is removed, destroyed, or the AI releases it. The number of robots the AI can control in this manner is equal

to INT / 10. Additional cyberlinks will allow the control of an additional lot of the AI's INT / 10 robots.

(10) SCIM Ports are small interface ports used to receive crystal storage information rods. These hold information but even more amazing they can hold learnign and experiences, essentially transferring a skill to the AE. Each SCIM Port has 4 receptacles. Each receptacle can allow a skingle SCIM rod holding a single skill to be loaded. Loading takes 5 minutes per rank.

A single SCIM Port would allow the following skill arrangement:

3 ranks of First Aid

4 ranks of Robotics

1 rank of Armor Repair

2 ranks of Computer Tech

The port only limits the number of skills (4 per port) and not the number of ranks (dictated by the AE's INT and WIS scores).

Module Notes

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