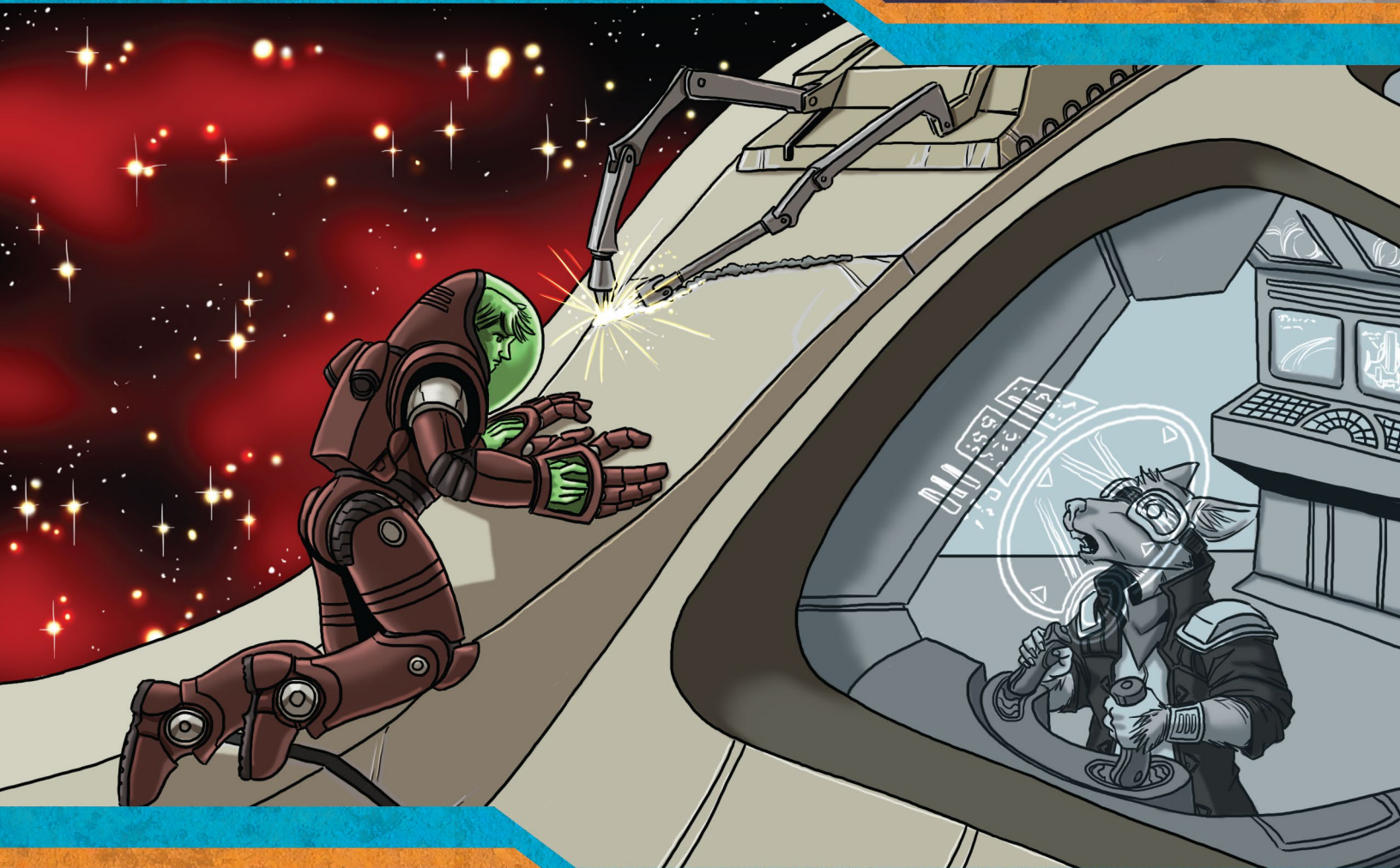


STAR LOG.EM-024

EXPANSION BAYS



STARFINDER
COMPATIBLE



STAR LOG.EM-024

EXPANSION BAYS

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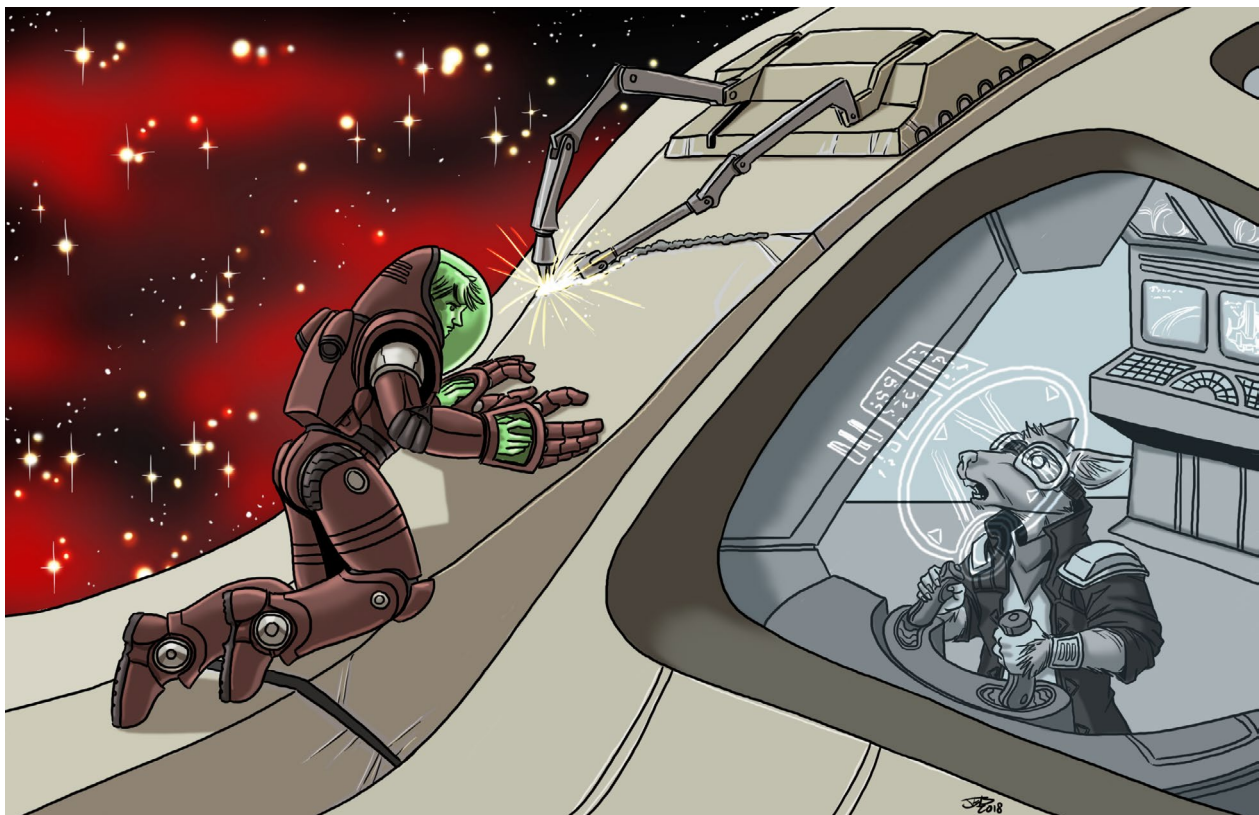
~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES QUERY: EXPANSION BAYS

Hello, and thank you for purchasing *STAR LOG.EM024: EXPANSION BAYS*! While they aren't commonly owned by the majority of the Radiant Imperium's citizens, starships are common enough that they're virtually synonymous with everyday travel and living in the Xa-Osoro system. Across the entirety of the system, roughly a half-dozen starship manufacturers work alongside small businesses to meet the everyday needs of citizens and corporations alike who require starships. Information regarding two of the best known starship manufacturers are summarized below.

General Engines: Commonly shortened to GE, General Engines is the oldest manufacturer of starships and starship parts in the Xa-Osoro system, ranging in everything from fully-constructed models to specific parts and services involving everything from repairs to expansion bay construction and installation. No one knows how General Engines was founded, as the corporation is old enough that it predates the Nova Age.

Yokai: Where GE services civilians and corporations Yokai offers higher-end starships intended for the fabulously rich and powerful. Founded by self-styled grease fox Hinamora Jikhan, Yokai's top-end models promotes cutting-edge starfaring tools and equipment for astronomical prices. So much so that Yokai's critics claim that the corporation's high prices are unwarranted, and that customers pay for Hinamora Jikhan's carefully cultivated brand image rather than true quality. Such claims mean little to Yokai's throngs of diehard consumers, however.



NEW EXPANSION BAYS

Most starships have room within their hulls for one or more expansion bays, a storage space that can be filled with specialized gear and equipment for a multitude of purposes.

The following expansion bays are available for all starships unless otherwise noted. If an option requires multiple expansion bays, this is noted in its description; if it must consume PCU to function, the amount is listed on Table: New Expansion Bays alongside the expansion bay's BP cost. An entire expansion bay must be used for a single purpose, even if it gives you multiple instances of that option as described in the *STARFINDER CORE RULEBOOK*.

HYDROPONIC BAY

The plants raised within a hydroponics bay provide a sustainable source of food and fresh water to provide 3 good meals per day to a total number of creatures equal to the starship's maximum crew. Additionally, whenever you use the Life Science skill to craft drugs, meals, medicinals, and poisons, you can harvest plants for crucial components, reducing the item's cost by 10%. Average meals have their cost reduced to 1 credit, while poor meals have their cost reduced to 0 credits.

LUXURY SUIT

Luxury suits aren't unique expansion bays. Instead, they represent a high-quality version of an existing expansion bay that is optimized for comfort and quality. Luxury suits typically possess expensive trappings and features: for example, a luxury guest quarters might have fancy bedding or walls lined with marble, while a luxury recreation suit might have top-end videogaming equipment or expensive lounging furniture suitable for long gaming sessions. Transforming an existing expansion bay into a luxury suit increases its base PCU and BP, as shown on Table: New Expansion Bays.

NULL-SPACE HOLD

Model	Number of Additional Expansion Bays
Mk I	2
Mk II	4
Mk III	8

A null-space hold uses the same technology as a *null-space chamber* to create an extradimensional space within a starship, with the caveat that unlike a null-space chamber, the space within a null-space is made habitable by the starship's life support systems. This allows you to build a number of additional expansion bays within a starship, effectively making it larger on the inside. The number of additional expansion bays that can be contained within a null-space hold is determined by its make, as shown above. These additional expansion bays can be left unfilled to function as cargo bays. Expansion bays that require an exterior wall (such as escape pods or life boats) or that require integrated ship systems (such as power cores)

Table: New Expansion Bays

Name	PCU Required	BP Cost
Hydroponic bay	4	2
Luxury suit, ritzy	×2	×2
Luxury suit, lavish	×3	×4
Luxury suit, exorbitant	×4	×8
Null-space hold, mk I	4	1
Null-space hold, mk II	12	8
Null-space hold, mk III	36	32
Robotics control center	4	2
Security center	1	4
Solar wings, standard	0	3
Solar wings, levitation	0	9
Stellar simulator	0	5
Telepathic resonator, planetary	1	2
Telepathic resonator, system-wide	5	7
Telepathic resonator, unlimited	11	18

cannot be installed within a null-space, although expansion bays within a null-space chamber can be powered normally. Passengers cannot access extradimensional spaces (such as a *null-space chamber*) instead of a null-space hold, and you cannot install a null-space hold instead of another null-space hold

ROBOTICS CONTROL CENTER

Ship Size	Reach	Carrying Capacity
Tiny	5 ft.	250 lbs
Small	10 ft.	1,000 lbs
Medium	10 ft.	4 tons
Large	15 ft.	16 tons
Huge	15 ft.	64 tons
Gargantuan	20 ft.	256 tons
Colossal	20 ft.	1,024 tons

This specialized robotics control center includes a number of dextrous, exterior-facing robotic arms that can be used to perform a number of tasks outside of the starship without requiring the operator to leave the comfort (and safety) of the starship's interior. Each robotics control center contains up to six hands' worth of arms that can be deployed, but an operator cannot simultaneously control more arms than he has hands (minimum one). For example, a human can control up to two arms, while a kasatha can command up to four arms and a skittermander up to six. A robotics control center's arms reach and carrying capacity is determined by their size, which is the same as the starship's size (a Medium starship always has Medium arms, a Huge starship always has Huge arms, and so on).

Performing work with a robotics control center requires a successful Piloting or Sleight of Hand check. If your starship has an integrated control module, you can also use Computers to perform work with a robotics control center. Using a robotics

control center to perform work requires a successful DC 20 skill check, which is modified by factors like the speed and size of the object being manipulated or moved, as shown on the table below. The GM can add additional modifiers beyond those listed below, using the table as a guideline. You can generally use these arms to do any physical labor that requires the use of your hands, such as carrying, catching, digging, dragging, lifting, mining, and so on. If you are trained in Engineering, you can use the Engineering skill to assess your ship's stability, disable devices within the robotic arms' reach, or repair your ship without needing to leave the robotics control center, assuming you have sufficient resources at hand.

You can use a robotics control center to attack a creature (but not a starship), using your melee attack bonus -4 as if using an improvised melee weapon and dealing damage as if the robotic arm were a battle glove with an item level equal to twice the ship's tier, adding $1\frac{1}{2}$ times the ship's tier to the damage roll. A robotics control center can be used to make combat maneuver attempts.

Example	DC
<i>Bulk</i>	
Up to the robotic bay's carrying capacity	+0
110% of the robotic bay's carrying capacity	+10
125% of the robotic bay's carrying capacity	+20
150% of the robotic bay's carrying capacity	+30
200% of the robotic bay's carrying capacity	+40
Greater than 200% of the robotic bay's carrying capacity	— ¹
<i>Momentum</i>	
Target moving less than 30 feet per round.	+0
Target moving up to 60 feet per round.	+10
Target moving up to 120 feet per round.	+20
Target moving up to 240 feet per round.	+30
Targets moving faster than 240 feet per round.	— ¹
<i>Size</i>	
Starship's size or larger	+0
One size category smaller	+5
Two size categories smaller	+10
Three size categories smaller	+15
Four size categories smaller	+20
Five or more size categories smaller	— ¹

SECURITY CENTER

A security center has heightened security measures relative to the rest of the ship. It can be used for a variety of purposes, including as a weapons locker, a safe room for dignitaries at risk of assassination, a brig for those who are a danger to others or themselves, or a vault to protect information or items from theft. A security center can hold up to four Medium individuals in cramped discomfort, two in modest comfort, or one comfortably. It can store up to 15 tons of objects no larger than Large. You can purchase an additional computer system into a security center using the standard rules for starship

computer systems; if you do so, this computer system is on its own network independent from that of the ship, and only operates systems found within the security center. As a result, a would-be hacker must be within a security center to attempt to hack its computers, and the Computers, Engineering, and Mysticism DCs of all skill checks made to hack a security center's computers, disable its traps and devices, or otherwise interfere with its structural integrity increase by 1.

SOLAR WINGS

Solar wings are adjustable solar panels that are fitted to the exterior of a starship. Used to convert solar energy into usable power, the expansion bay is filled with special cells designed to store this energy and integrate it into the ship's power grid. Outfitting a starship with solar wings increases the PCU of its power core by 20%. If outfitted with levitation solar wings, the solar panels produce a magical effect that allows the starship to catch light to propel the vessel as easily as a sailboat uses wind. In addition to these benefits, a starship outfitted with levitation solar wings requires no time to turn on its thrusters, and can go into orbit from a planet or planetoid with normal or lighter gravity without needing its engines.

STELLAR SIMULATOR

A stellar simulator is a massive computer that encompasses most of the space within the installed expansion bay. The hybrid technological components contained within the computer use divination magic and complex algorithms to project holographic displays designed to help the ship's crew navigate. Whenever a crew member attempts a Piloting check to pilot the starship or a Physical Science check to recall information about any celestial object or phenomena, the stellar simulator provides the character with a +2 bonus to their check. By spending 1 Resolve Point when making the check, the crew member can use the stellar simulator's advice to roll their skill check twice and use the higher result. These benefits don't apply during starship combat.

TELEPATHIC RESONATOR

A telepathic resonator uses a network of psychically-resonant crystals to expand the reach of a telepathic creature's telepathy across space. A creature located in the exact center of the expansion bay can use its telepathy on a planetary scale to contact creatures that it is actively viewing via a camera or scrying effect. Such a creature can attempt to contact a creature that it isn't viewing by succeeding on a Sense Motive check with a DC equal to $20 + 1\frac{1}{2} \times$ the target's CR. A success indicates that the creature has managed to pluck out the target's thoughts from across the vast distance and multitude of individual minds. Communication with a creature using this expansion bay does not in itself allow you to observe the target or learn its precise location.

More advanced versions of the resonator permit communication system-wide or on unlimited scales.

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