

## AG Skates

Anti-gravity skates were initially invented as a modern version of roller skates. However, certain professionals found them useful in their line of work (notably rogues and melee specialists) and it wasn't long before more sophisticated AG skates were hitting the market.

AG skates work by creating a very localized anti-gravity field, and allows you to slide quite rapidly over many surfaces. When skating, your feet are actually a few inches above the ground. Note that the boots don't work higher than this and won't help you if you fall. Unfortunately, the skates aren't particularly stable, and it is quite tricky to use them. Using AG skates requires the new *AG Skate (Dex)* skill, which is a class skill for all bipeds between small and large sizes. This is dex based skill, which can not be used untrained. Many activities while skating require the user to make skate checks against certain DC's (see below) and many give minuses to your skate check. You gain a +2 synergy bonus to your skate checks for every 5 ranks you have in *Pilot*, *Balance*, and *Tumble* (+2 for 5 ranks, +4 for 10 ranks, etc.).

AG skates are rather loud and give a -10 to all *Move Silently* checks while they are being used. The skates can't be used in areas of low or zero gravity. Each skate uses a standard energy cell good for 24 hours of continuous use.

**Note:** All skate check penalties apply until the end of your NEXT turn. This means penalties incurred during your turn will apply for the rest of the turn they were incurred in, and also during your following turn (aside from certain specific penalties which obviously last longer or shorter - see below).

### Encumbrance

AG skates are quite bulky (10 lbs. each), although they become weightless when being used. Your total encumbrance doesn't affect your base speed while skating (they can only support a maximum of 500 pounds), however it does about your skate checks:

<i>Encumbrance</i>	<i>Penalty</i>
<i>Light Load</i>	0
<i>Medium Load</i>	-2
<i>Heavy Load</i>	-6

### Movement

When skating you always have a current speed and direction. Unlike normal movement, each round you have to move your full speed unless you accelerate or decelerate that round. This means that normally moving your current speed is a free action. Accelerating or decelerating is a MEA that can only be done once per round. You can accelerate or decelerate up to your base movement without a penalty or having to make a skill check. You can attempt to accelerate more than you base movement by making a DC 20 skate check. You can accelerate by an extra 5 ft. for every 2 points you make the skate check by. If you attempt extra acceleration and roll under a 15 you are off balance and receive a -2 skate penalty until the end of your next turn.

You can attempt to decelerate faster than your base movement by making a skate check DC 20 +1 per extra 5ft. of deceleration. Unlike extra acceleration, you must decide before hand how much extra deceleration you will try for. If you miss your skill check by under 5 you receive a -2 skate penalty until the end of your next turn. If you miss by more than 5 you fall (see falling below).

You should always keep track of your speed and direction while skating since you generally have to move your full speed each round. Note that you can't double move, hustle, or run while skating. Your speed is your speed. You can charge (see combat below) however. The skates are capable of a top speed of 400ft. regardless of the user's base move. However, you receive a skate penalty of -1 per 10 ft. of movement over 30.

You can make running jumps while skating. Use your current speed as your base speed when calculating your distance multiplier.

### Terrain

AG skates were intended for use on the relatively smooth surfaces of modern structures. When skating over semi-rough surfaces, such as cobblestones, or smooth but soft surfaces like grass, you get a -2 to your skate checks. When skating on very rough surfaces like forest ground, or something like sand, you get a -6. Slippery surfaces have no effect, so treat ice like concrete. It is impossible to skate over extremely rough surfaces.

Skating uphill reduces your acceleration by 50%, but increases your deceleration by 50%. Skating downhill increases your acceleration by 50%, but reduces your deceleration by 50%.

## Walls and Ceilings

One of the nicest features of the skates is the ability to skate on walls and ceilings. You can take any part of your movement on a nearby wall or ceiling as long as your movement for the round begins and ends on a horizontal surface. If you end your movement on a wall or ceiling you automatically fall prone in the nearest horizontal square.

The transition from floor to wall costs 5 ft. of movement and requires a DC 10 skate check. Missing this check by less than 5 means you were unable to get up on the wall, but are still in the floor square with the same speed and direction, minus the 5 ft. for the attempt. If your movement allows you can try again immediately. If you miss by more than 5 you fall prone in the square you are in and potentially slam into the wall for damage (see falling below).

The transition from wall to ceiling costs 10 ft. of movement and requires a DC 15 skate check. Otherwise this check is the same as moving from floor to wall.

No check or extra movement is required to move from ceiling to wall or wall to floor.

## Turning

Turning at high speeds on the skates can be tricky sometimes. Making a 45-degree turn reduces your speed by 5 ft. and requires a DC 10 skate check. Missing this check by more than 5 means you fall prone (see falling below). Attempting a 45-degree turn without having moved at least 5 ft. gives a -2 to the turn check only.

Making a 90-degree reduces your speed by 10 ft. and requires a DC 15 skate check. Missing this check by more than 5 means you fall prone (see falling below). Attempting a 90-degree turn without first having moved at least 10 ft. gives a -2 to the turn check only. This penalty is increased to -4 if you haven't moved at least 5 ft.

You can attempt to spin in place. This reduces your speed by 15 ft. and requires a DC 20 skate check. If you succeed you may freely choose which direction you are facing at the end of the spin.

## Combat and Magic

Another nice feature of the AG skates is the ability to attack at any point along your movement, even dividing up your attacks. Since moving your current speed is a free action, you can take a full round action while skating, with certain penalties. Even if you accelerate or decelerate during a round you can still take a standard action.

Combat is difficult while skating, and so all skate penalties also apply to your attack rolls. Attempting to fire a recoilless ranged weapon gives a -2 skate penalty until the end of your next turn. Attempting to fire a range weapon with recoil, throw a weapon, or make a melee attack gives a -4 skate penalty until the end of your next turn.

Attempting to cast a spell while skating gives a -2 skate penalty until the end of your next turn, and you must make a concentration check of  $10 + \text{spell level} + \text{total skate penalty}$  or lose the spell.

If you have multiple attacks per round you may divide these attacks up any way you wish during your movement. Note that attacks of opportunity apply as normal while skating.

If you take damage while skating you must make a skate check vs. the amount of damage taken. You receive an additional skate penalty until the end of your next turn for every point you miss the check by up to -5. If you miss by more than 5 you fall prone.

Although you can't charge while skating, you can bull rush. Instead of a charge bonus, you get +1 for every 10 ft. of speed. The bull rush works as normal, except that you have to move with your target. No matter what the result, your speed is always reduced to 0 after a bull rush.

You can ready actions as normal while skating, however you still have to move your speed during the round you ready your action, and the ready action itself can never include any movement, not even a 5 ft. step (which you can never make while skating).

## Falling

In general, if you fail a skate check by more than 5 you fall. Unlike falling prone normally, the extra momentum you have from your speed may make you roll forward a bit. When you fall you move in the same direction you were moving 5 ft. for every 30 ft. of speed. If you hit a wall you take 1d6 damage for every 30 ft. of speed, or for every 5 ft. you would have rolled forward. For example, if you were moving at a speed of 60 ft. and fall, you would roll forward 10 ft. If, however, you hit a wall after 5 ft. of rolling you take 1d6 damage for extra 5 ft. you should have rolled. If you hit a wall before even rolling the first 5 ft. you would have taken 2d6 damage instead. Divide your speed by the current gravity to figure out how far you roll in non-standard gravity fields.

## Price Guide

Several upgrades are available for AG skates. When applying multiple upgrades, calculate the cost and weight increase for one at a time. For example, silent jumper boots would cost 22,500 cr and would weigh 24.2 lbs.

	<i>Price</i>	<i>Weight</i>	<i>Notes</i>
<i>Basic Skates</i>	10,000 cr	20 lbs.	-10 to move silently, 24 hours of use
<i>Silencer</i>	+50%	+10%	No move silently penalty, -4 hours of use
<i>EMP Shield</i>	+100%	+10%	Complete EMP shielding
<i>Power Boost</i>	+50%	+10%	Adds 500 lbs. to the weight limit
<i>Jumpers</i>	+50%	+10%	+30 to jump checks, -5 hours per jump

## Summary of DC's and Penalties

<i>Action</i>	<i>DC</i>	<i>Penalty</i>	<i>Comments</i>
<i>Light Load</i>	-	0	
<i>Medium Load</i>	-	-2	
<i>Heavy Load</i>	-	-6	
<i>Extra Acc.</i>	20	0	+5 feet for every 2 over check
<i>Extra Dec.</i>	20 +1/5 ft.	0	-2 penalty or fall if miss
<i>Speed</i>	-	-1/10 ft. over 30	
<i>Floor to wall</i>	10	0	Costs 5 ft. of movement
<i>Wall to ceiling</i>	15	0	Costs 10 ft. of movement, fall if miss
<i>Turn 45 deg.</i>	10	-2 if not move 5 ft.	Reduce speed 5 ft., fall if miss
<i>Turn 90 deg.</i>	15	-2 if not move 10 ft., -4 if not move 5 ft.	Reduce speed 10 ft., fall if miss
<i>Spin in place</i>	20	0	Reduce speed by 15 ft., fall if miss, choose direction after
<i>Use recoilless ranged weapon</i>	-	-2	Skate penalty to attack role
<i>Use ranged weapon with recoil</i>	-	-4	Skate penalty to attack role
<i>Throw weapon</i>	-	-4	Skate penalty to attack roll
<i>Melee attack</i>	-	-4	Skate penalty to attack roll
<i>Cast spell</i>	-	-2	Conc. check 10+spell level+skate penalty
<i>Uneven terrain</i>	-	-2	Cobblestones and grass
<i>Rough terrain</i>	-	-6	Forest ground and sand
<i>Taking damage</i>	Damage taken	-1 for every point you miss by, more than 5 fall	