



COMPUTERS IN DRAGONSTAR:-

Computers are primarily technological devices, used to perform many routine and complex tasks in every day to day life, through their use tasks can be performed quicker, simpler, and more efficiently.

In Dragonstar computers vary a lot in design, size and purpose but their requirement is nevertheless important in a lot of peoples day to day lives from tracking the accounts of a billion credit megacorporation, to tracking satellites and their data, communicating over distances, making calculations, accessing databases of knowledge on a subject and a million other uses.

Computers are broken down into four integral components

- 1) **Processor**
- 2) **Memory**
- 3) **Power Source**
- 4) **Programs and Peripherals**

Each of these sections is discussed below in detail along with how it functions, it's limitations and what it costs.

PROCESSORS: (The Effective Brain and data processing power of the computer)

Processor Name	Effective INT	Actions/Round	Max Prog Rating	Cost (Credits)	Notes:
Type 1 Alpha	9	1	+2	200 cr	Wristcomps, handhelds
Type 1 Beta	12	1	+5	500 cr	-
Type 2 Ceti	15	1	+8	1000 cr	Personal Computers
Type 2 Delta	18	2	+12	2500 cr	-
Type 3 Epsilon	21	2	+15	5000 cr	Adv Personal, Ship comps
Type 4 Gamma	24	3	+18	10,000 cr	-
Type 5 OMEGA	27	3	+21	25,000 cr	Adv Personal, Installation
Type 6 Ultimax	30	4	+25	50,000 cr	Height of Technology!

Explanation of Terms:-

Here is what each of the categories represents

Processor Name: The make of Processor

Effective INT: This is the effective Intelligence score the computer imitates, notes this does not imply a computer has any form of consciousness or artificial life, unless such modifications have been made. And in no way implies any other statistic for the computer other than Intelligence. The intelligence imitated is in relation to all programs or functions a computer performs, and does not allow it to act beyond the scope of its programming.

Actions/Round: This is the amount of simultaneous actions the processor can perform at once. Thus a computer with 2 actions per round, could search a database and use any in-built defences to attack an intruder at the same time. Note there are passive programs that allow computers to perform additional actions automatically, which do not count towards this limit of actions per round. Also the amount of usage someone can get out of a computer manually is limited only by the number of terminals attached to it. NOTE: This is also the applicable circumstance bonus a processor adds to an appropriate ability or skill check used through the computer with this processor.





Max Program Rating: This represents the maximum ranks of a skill from a program that can handle. Thus a processor with +15 max Prog rating can handles programs which grant a bonus from +1 all the way upto +15.

Cost (Credits): This is the processors effective cost in the games Standard currency.

Notes: this is where any additional information is included, including the most common pieces of equipment a processor of this type is found in.

MEMORY: (This is the storage space for all data and programs on a computer)

Memory (in Terabytes)	Max Prog Size	Max No. of Progs	Cost (Credits)	Notes:
Datachip (1 Terabyte)	+2	1	1 cr	Portable, blank disk can hold 1 terabyte (1000 gigabytes)
20 Terabytes	+2	10	10 cr	Min Memory for a Datapad, Wristcomp
100 Terabytes	+5	20	100 cr	
240 Terabytes	+8	30	250 cr	Min Memory for a Personal Computer
480 Terabytes	+12	40	500 cr	
750 Terabytes	+15	50	750 cr	Min Memory for a Ship's Computer
900 Terabytes	+18	50	1,000 cr	
2,100 Terabytes	+21	100	2,500 cr	Min Memory for a (Fixed) Installation Computer
5,000 Terabytes	+25	200	5,000 cr	

Explanation of Terms:-

Here is what each of the categories represents

Memory (In Terabytes): This is the memories size in Terabytes (1000 gigabytes)

Max Program Size: This represents the maximum ranks of a skill a program can be with this kind of memory.

Max No. of Programs: This represents the maximum number of individual programs this memory can contain, these can all be upto the maximum program size in capability.

Cost (Credits): This is the Memories effective cost in the games Standard currency.

Notes: this is where any additional information is included, including the minimum memory sizes that certain kinds of computer can have.

POWER SOURCES: (What Powers the Computer, both main and Secondary)

Power Source	Cost (Credits)	Notes:
Mains Supply	5 cr/month	This is your standard utility type power, plug it in and use at leisure
Tied in Power Source	10% vehicle	This uses the Vehicle power source, meaning it is effectively unlimited
Bioelectrical Source	1,000 cr	It is powered off the users blood flow, only wrist comps can have this
Heavy Power Cell	50 cr	the computer is powered off Maxi cells, and provides 72 hours usage
Solar Generator	150 cr	Allows constant usage so long as it is exposed to sunlight
Magus Crystal	5,000 cr	Magically charged crystals provide 1 years constant use before wears out
Backup Power Source	200%	a second power source that kicks in when main fails

Mains Supply (5 cr/month): This is the type of power source most commonly used for personal computers, they are able to plug into whatever mains supply provides power to the building, installation etc.. so as long as the bills are paid to the supplier of the power supply it is provided indefinitely.

Tied in Power Source (10% Vehicle Cost): This is the main power type for starship computers, and installation central computers, they are tied directly into the ship or





installations main power source directly, effectively providing an unlimited and indefinite supply of power. This kind of Computer power source makes the computer as much a part of the ship as any of it's other systems, the computer is effectively built in. Of course should anything happen to that primary power source then the computer is rendered inactive unless it has a backup power source.

Bio-Electrical Source (1000 cr): This kind of power source can only be fitted to a palm top or wrist mounted computer, by doing so it adds a small micro generator and a series of small needles on the underside of it. Then to power the computer the computer is simply held firmly (in the case of a palm top), or affixed to the wrist (in the case of a wrist comp) and in doing so the needles penetrate the users skin. In doing so they are exposed to the users bloodflow, which powers the micro generator through the bioelectrical current produced.

Heavy Power Cell (50 cr): This kind of power source is the same kind of cells used to power some large and huge energy weapons. This kind of power source although used up relatively quickly is quite common and very versatile in a fix. Most military field computers use this kind of power source. These cells can provide a computer 72 hours continuous usage, before needing replacing.

Solar Generator (150 cr): This kind of power source adds a small electrical generator powers from solar panels which are either part of the computers case, or connected to the computer via power leads. This requires direct exposure to sunlight to provide the power needed to turn the generator, anything upto an overcast day can provide at least some power but in conditions beyond that a solar panel isn't much use. However as a backup or for computers used in the field it is perfect. The power provided is constant and indefinite so long as there is sunlight. NOTE: *A solar generator if a secondary power source to a Heavy Cell can be switched on and used to charge the cell up when not in use, it will restore 10% charge to the cell for every hour of sunlight.*

Magus Crystal (5,000 cr): These special crystals are grown and charged with magical energy, the power source includes the matrix which converts the magical energy into a usable power source for the computer. This kind of power is highly efficient, pollution free and relatively easy to fit. It is however quite uncommon to obtain and expensive, as the Crystals are difficult to grow. Each Crystal provides power for 1 years continuous usage, before it is eventually drains and needs replacing.

Back-up Power Sources (200%): Back-up power sources are designed to kick in should the power from the primary source stop or run out. It is designed to trip in automatically in such instances. The cost for a secondary power source is twice that of whatever type is used, due to the smaller size, and special systems designed to allow it the "kicking in" safeguard ability. Also in the case of power sources with a duration, when used as a back-up power source they only provide half as much duration as they would if they were a primary power source.

PROGRAMS: (These are the information and "skills" a computer can perform)

Where a Computer is performing a task it always uses it's INT modifier when using a program regardless of whether the skill is Intelligence based.

Note where programs are concerned if a computer is running a program it uses the programs rank, plus the modifier from its effective Intelligence score. Where a computer program is run manually it uses the programs rank plus the users (not the computers) Intelligence modifier.

For example a computer with a Type 2 Delta Processor (effective INT 18, +4 modifier) and a 100 Terabyte Memory (max program rank +5) is running an Alchemy program +5 in an





attempt to design a new Anti-venom (DC25). The GM rolls for the computer getting a 16 on the roll, adding the computers INT modifier (+4), and the programs rating (+5) for a total of 25 (16+4+5=25). The computer succeeds...just! The design for the Anti-venom looks promising, of course to actually produce it a craft roll must still be made by the someone other than the computer, unless of course it is tied in to some pharmaceutical producing manufacturing machines, in which case it could attempt that roll too.

If we use the same example but the players character G'nakh the Orcish Wizard is making the attempt instead of the computer, then we follow the same process but ignore the computers effective intelligence and respective modifier are replaced with the characters applicable statistic and modifier. So G'nakh sits at the terminal and accesses the computers Alchemy program +5, he works fervently to design the new Anti-venom (DC25). The player rolls for G'nakh getting a 16 on the roll, adding G'naks INT modifier (+2), and the programs rating (+5) for a total of 23 (16+2+5=23). Poor G'nakh fails, he feels he's on the right track, but has to go back to the drawing board with his plans for the new Anti-venom!, or he could upgrade the computers memory and buy a better Alchemy program before trying again.

In circumstances where a players character has a higher rank in a skill than the program he is using then he is forced to use the lower program rank. As although his ability is greater the program just doesn't allow him to express it adequately, and so would have to buy a better program (and possibly upgrade the memory and processor), to fully utilise his innate skill in a particular area.

Example G'nakh in the above example has say 8 ranks of his own in Alchemy which is greater than the Alchemy +5 program offers him, but using the program he is forced to use the program s +5 instead of his own +8 as the program itself just isn't capable of reflecting his skill to the fullest..his software definitely needs upgrading. Or of course he could work on paper, but working on a computer is a lot quicker generally.

Program Name	Cost (Cr) / level	Notes:
Manufacturing Progs		
Alchemy	500 cr/level	Can be tied to a craft skill if appropriate machinery is available
Craft (Specific)	300 cr/level	Needs Manufacturing machinery to produce specific item
Forgery	500 cr/level	Special materials needed for hardcopy forgeries
Knowledge Progs		
Heal	500 cr/level	Needs to be tied to medical equipment
Knowledge (Specific)	200 cr/level	Endless variety of informational databases
Profession (specific)	100 cr/level	Perform specific jobs and tasks
Appraise (Specific)	200 cr/level	Can value specific types of items based on known common prices
Speak Language	100 cr/level	Only allows understanding unless a Vocaliser is available
Spellcraft	300 cr/level	A Specific database
Wilderness Lore	200 cr/level	Survivalists database
Handle Animal	100 cr/level	Animal training and handling database
Decipher Script	500 cr/level	Requires access to visual sensors or a scanner to access written script
Cryptography	500 cr/level	needs to be tied to communications systems
Research	200 cr/level	Accesses info net to research specific to find answers to questions
Use Device	100 cr/level	must be tied to remote devices or sensors, or infonet to hack securities
Navigation	300 cr/level	Must be tied to Navigational equipment





Piloting	200 cr/level	Must be tied to Piloting systems
Repair	200 cr/level	Must be tied to remotes or appropriate machinery
Perform	100 cr/level	Requires appropriate means to portray its means of performing
Combat	1000 cr/lvl	Allows a computer to attack creatures through tied in systems or remotes
Passive Programs		
Listen	100 cr/level	Needs audio sensors
Read Lips	100 cr/level	Needs telescopic cameras
Search	100 cr/level	Needs remote cameras
Sense Motive	100 cr/level	Requires audio sensors and vocaliser to analyse voice and stress patterns
Spot	100 cr/level	Needs remote cameras

Alchemy Programs (500 cr/level): This program is used for designing, analysing and identifying all manner of alchemical items, from potions and substances, to acids anti-venoms, flammable liquids.

Craft – Specific Programs (300 cr/level): This program allows the construction of a specific kind of item, from armor, weapons, sculptures, machine parts, electronics, wooden items, ship construction. and basically anything else which involves the construction of something. Obviously this kind of program is only of any use if the computer is linked to the relevant machinery and production facilities necessary to produce the specified items, otherwise it is only usable for producing designs, which will provide a +4 circumstance bonus when used to produce what the designs are of.

Forgery Program (500 cr/level): This kind of program is used to provide forgeries of everything from a written document, retinal scan, thumbprint, identification papers, photos and pretty much every other form of media or security which is feasibly copyable. Of course for this program to fully function in cases where some form of hardcopy end result is sought special equipment and materials are required to ensure the forgery produced is accurate.

Heal Program (500 cr/level): This program when tied in to the appropriate scanner and equipment allows a computer to scan, diagnose and treat all manner of illness and injury, providing first, long term care and treat poisoning and disease.

Knowledge – Specific Program (200 cr/level): These programs are vast databases of information collected upon the specific subject, and as such allow the computer the ability to search for the answers to questions relating to the specific subject. There are thousands upon thousands of different types of Knowledge programs, from Arcana Databases, History databases, cultural databases, stories, military records, scientific databases everything...

Profession – Specific Program (100 cr/level): These programs are required when a computer is performing any kind of job or task that does not involve making something.

Appraise – Specific Program (200 cr/level): These programs are vast databases of price guides of the commonest prices for the specific type of item commonly found throughout the Dragon Empire. These programs are updated yearly, but provide a more accurate way of determining the relative value of an item. The types of program vary from Weapons, vehicles, armor and so on...

Speak Language Program (100 cr/level): A Language program adds an additional language to what the computer can understand/translate and if a vocaliser is present speak for every rank of the program.

Spellcraft Program (300 cr/level): A Spellcraft program is used to identify and translate all manner of magical effects. It is a vast database of arcane information, and analysis routines.

Wilderness Lore Program (200 cr/level): This program is a database of survival procedures and techniques. Typically this is used via remote communication with the computer providing advice and answers to questions on how to survive in a particular place.





Alternatively hardcopy instructions can be provided which grant the user a +2 Circumstance bonuse by following the advice in them.

Handle Animal Program (100 cr/level): This program provides information on handling, looking after and training all manner of domestic animals.

Decipher Script Program (500 cr/level): This program is designed to analyse, learn and translate all manner of ancient script and symbols. To be of proper use the script or symbols must be visible to the computer through sensors or via being scanned into the computer. It then begins the process of analysing the scripts finding commonly occurring letters and symbols and working on the process of breaking them down and understanding them in some legible form.

Cryptography Program (500 cr/level): This program needs to be tied to communications equipment to be totally effective, but once done, has the ability to decrypt encrypted signal that are picked up, It is also used to encrypt outgoing transmissions.

Research Program (200 cr/level): This program is a search engine of sorts scouring the Infonet, and other external databases, news sites, discussion forums, historical databases and computer libraries to find the answer sought to a particular question.

Use Device Program (100 cr/level): This program allows a computer to operate most complex or specialised technological devices, such as other computers, machines, robots and vehicular sensors. It can also be used to externally hack another computer system.

Navigation Program (300 cr/level): This program is a database of maps and navigational charts and coordinates and an advanced course plotting routine. Using this program allows the computer to plot an accurate course.

Piloting Program (200 cr/level): This program allows allows the computer to operate any kind of vehicle it is tied into be it a ground vehicle, watercraft, hovercraft, aircraft or spacecraft.

Repair Program (200 cr/level): With this program a computer that is tied into the appropriate devices can maintain, upgrade, modify or repair all manner of technological equipment and devices. A Computer can attempt this actively, or it can issue the order to any remote maintenance robots it has remote control of and leave it to their standard programming to handle.

Performance Program (100 cr/level): This form of program is typically for artistic expression or entertainment and includes everything from playing music, storytelling. This program may require some additional peripherals be attached to the computer to function properly.

Combat Program (1,000 cr/level): This program allows the computer attack via defenses tied to it, starship weapons if built into a starship etc. Each rank of this program provides an attack bonus as if a fighter of equivalent level to the number of ranks. If the computer has robots tied to it via remote operation it can either take control of the robot and attack through it using it's own combat bonus with a -4 penalty, or give the robot an order to attack in which case the robot uses its own attack bonus. This program is of Military design is not commonly available for sale, it can however be bought through the blackmarket if a character knows the correct people.

PASSIVE PROGRAMS

Passive programs do not count towards the computers maximum number of actions per round through its processor, they are on all the time and active so long as certain conditions as described below are met.

Listen Program (100 cr/level): This program only functions if the computer is fixed with audio suite, and has one or more audio sensors tied to it. It allows the computer to hear into all areas where one is present.

Read Lips Program (100 cr/level): This program can only function if the computer has visual sensor suite, and one or more telescopic cameras tied to it. If it does it can zoom in on





anyone within view and attempt to discern what they say if out of range of the computers audio sensors by studying the lip and throat movements.

Search Program (100 cr/level): This program requires the computer have a visual sensor suite and one or more telescopic cameras. If it does it can search any area it can view. If the computer has variable sensors and scanner such as Infrared, Ultraviolet it can search for a greater variety of things.

Sense Motive Program (100 cr/level): This special program is something of a vocal stress analyser and lie detector. It requires the computer have both visual and audio sensors and a vocaliser. If the computer meets these requirements it can monitor the vocal patterns and body movements and expressions of anyone it can see and hear to determine their mood and whether they are telling the truth or not.

Spot Program (100 cr/level): This program requires the computer to have a visual sensor suite and one or more remote cameras. If it does, the computer can keep an active view of all areas they are present.

PERIPHERALS AND EXTRAS: (These are the upgrades and the extras)

Peripheral Name	Cost (Credits)	Notes:
Audio Sensor suite	1,000 cr	Provides the basic sensors necessary to use microphones
Microphone	50 cr	Hears all within 100 feet radius
Vocaliser	100 cr	Allows computer to speak and project sounds
Visual Sensor Suite	1,000 cr	Provides the basic sensors necessary to use remote cameras
Remote Camera	50 cr	Can rotate 180 degree, provides view in a 60 feet wide cone
Telescopic Camera	100 cr	+2 to search and spot checks, 25x Magnification
Infrared Camera	100 cr	Detects heat patterns 60 feet
Ultraviolet Camera	100 cr	very useful for underwater vision, 60 feet range
Nightvision Camera	250 cr	Amplifies ambient light to provide perfect nightvision in 60 feet, won't work in total dark
Motion Sensor	500 cr	Can detect movement within 60ft, by detecting movement in the air +4 Spot bonus
Multiscanner	2,500 cr	Variable sensors, as Dragonstar page 107
Security Scanner	1000 cr	Monitors electrical currents and radio transmission, as Dragonstar page 108
Behavioural Analyser	500 cr	Advanced behavioural scanner +4 bonus to sense motive checks
Personal communicator	100 cr	10 mile range communication, using satellite uplink it has global range
Holographic Projector	5,000 cr	Has the ability to create, record and project 3D holographic images
Holo Emitter	500 cr	Holo projector can project images wherever there is one of these
System Tie-In	10,000 cr/sys	Ties into a system like piloting, navigation, engineering, provides +2 circumstance bonus
EMP Shielding	+100% cost	Makes the computer immune to Electromagnetic attacks
Remote Transmitter	2,500 cr	Allows the Computer to send order to robots, and if necessary take direct control
Hardened Casing	3,000 cr	The Computers casing is armoured
A.I Module	100,000 cr +	Provides computer an artificial intelligence, giving it a Wis and Cha score
Terminals	100 cr	All computers must have at least one, each is a monitor, keyboard etc...

Audio Sensor Suite (1,000 cr): This is everything necessary to allow a computer to have microphones and all other audio related devices attached to it. Alone it does nothing besides analyse and identify sounds sensors pick up but it is a required stepping stone to available audio sensors.

Microphones (50 cr): These are the standard audio sensor devices, small and easily installed, they are about the size of a zippo lighter, and can pickup all sound within the normal human range of hearing within 100 feet radius of the microphone. They can also work as speaker for projecting sound.





Vocaliser (100 cr): The Vocaliser allows a computer to generate speech and almost any other sound, which can then be projected anywhere it has a microphone. A computer with a vocaliser can be programmed to have any sort of voice male, female certain tones and so forth.

Visual Sensor Suite (1,000 cr): This is the basics sensor suite required for a computer to be able to analyse and interpret all visual information picked up within the range or it's remote camera sensor. On it's own it is near useless, it must have at least one remote camera to be of maximum use.

Remote Cameras (50 cr): These are small cameras mounted with the same range of vision as that of a normal human, they can view all within a 60 feet wide cone and can rotate upto 180 degrees.

Telescopic Cameras (100 cr): these cameras have the same range of vision and similar traits as a normal remote camera but can zoom in and out providing 25x magnification. This provides a +2 circumstance bonus to search and spot checks made via these cameras.

Infrared Cameras (100 cr): These cameras have the same quality and scope of vision as a normal remote camera, but can also see Heat Patterns which makes tracking living beings even in pitch black through the camera quite easy.

Ultraviolet Cameras (100 cr): These camera have the same quality and scope of vision as a normal remote camera, but can also see into the ultraviolet spectrum, making them ideal for viewing underwater, as such these camera are often mounted on submersibles and submerged installations.

Nightvision Cameras (250 cr): These cameras have the same quality and scope of vision as a normal remote camera, but can also see at night by using ambient light, so as long as there is at least some light it can see at night, under moonlight, or a starry sky etc.. as good as normal daylight, but in total darkness this camera can see nothing.

Motion Sensor (500 cr): A Motion sensor works by detecting disruptions in the air flow, these are typically made when people move around. As such any movement within 60 feet, provides the computer a +4 circumstance bonus to spotting the source of the motion. Of course a computer still requires some visual or audio sensor nearby to be able to check out the source of the motion, as the sensor alone only indicates that there has been movement, not exactly where or what made it.

Multiscanner (2,500 cr): The Computer is fitted with a Multiscanner which has ranges and functions exactly as described for a multiscanner in the *Starfarers handbook* page 107.

Security Scanner (1,000 cr): The computer is fitted with a Security scanner which has ranges and functions exactly as described for a security scanner in the *Starfarers handbook* page 108.

Behavioural Analyser (500 cr): This is a more advanced device designed for tracking and identifying expressions, body movements and vocal patterns to identify if someones mood and whether or not they are telling the truth. As such to function a computer with this analyser must have some form of audio and visual sensor. The effect of the Behavioural Analyser is to provide a +4 circumstance to all sense motive checks.

Personal Communicator (100 cr): The computer has a personal communicator fitted, with which it can receive and transmit radio signals upto a range of 10 miles. If a computer has access to a satellite uplink (which adds another 1,000 cr to the price) but allows the communicator to access communication satellites if available to boost the range of communication to Global.

Holographic Projector (5,000 cr): A computer with this has the ability to create 3 Dimensional holographic images, and with the use of at least one holo emitter can project them for all to see. A Holographic projector has the ability to record images through cameras and project the recording through emitters also.





Holo Emitters (500 cr): A holo emitter is a projection device of sorts with a short range of about 10 feet, and can project holographic images produced or recorded by a Holographic projector.

System Tie-in (10,000 cr/system): A system tie in grants the computer access to specific systems that are not directly related to the computer but can be manipulated by it, if it has the relevant software. Appropriate systems include Piloting, Navigation, Engineering, Weapons systems, Security, Manufacturing and Processing systems, Environmental and so forth. Once a computer has a system tie in it can effectively operate every aspect of it, providing it has the necessary program to do so. A system tie-in provides a +2 circumstance to a users checks performing any activity through those systems.

EMP Shielding (+100% cost): EMP Shielding protects a computer from all electromagnetic attacks, this is very expensive, but considered the sensitive nature of information some computers contain, or the importance of the functions they perform protecting them from this devastating form of attack is quite important.

Remote Transmitter (2,500 cr): A Remote transmitter allows a computer to remotely direct any number of robots, and if necessary take direct command of them, though if it does so all attacks are at -4 penalty.

Hardened Casing (3,000 cr): A computer with a hardened casing is armoured and more durable, this especially important for central computers and field computers. A standard computers case is 10 Hardness, 100 hit points, a Hardened Case is 15 Hardness, 200 hit points.

A.I Module (100,000 cr +): A.I modules are only available to some militaries and governments normally, and are exceptionally and very very rarely available in the black market, usually as stolen technology. But an A.I module grants the computer artificial life, effectively granting it a 3d6 Wisdom and Charisma score, No constitution, dexterity or strength. The computer can independently think and act for itself just as a normal person, it is no longer limited by it's programming. A.I modules can only be fitted to computers with the biggest memories as anything less does not have enough space to hold the complex programming necessary to cause artificial life to occur.

Terminals (100 cr): Terminals are just that the Monitors and keyboards, touch screens, viewers etc.. that are necessary for all computers to function, every computer must have at least one terminal. Terminals are scaled to fit the computer so a wrist comp's view screen and buttons that make up it's terminal are smaller than say the consoles and viewers of a starship computer, but the price remains the same.

SAMPLE COMPUTERS:

Here are a selection of sample computers

Cypher Px-31 WristComp

The cypher wristcomp is a small arm bracer style computer that affixes to the bearers forearm, it is powered by the users bioelectrical energy. Designed as a field operatives model it is commonly used in military and espionage operations.

<p>Processor: Type 1 Alpha Effective INT: 9 Actions/Round: 1 Max Prog Rating: +2 Memory: 20 Terabytes Max Prog Size: +2 Max No. of Progs: 10 Primary Power Source: Bioelectrical Secondary Power Source: None Cost: 10,820 credits Extras: Motion Sensor, Multiscanner, Terminal, Personal Communicator, Security scanner, EMP shielded.</p>

Imperial TMG Datapad

The Imperial datapad is the standard lightweight handheld personal computer. It can be used as a notepad, personal scheduler, calculator, graphics tablet and library. It is verbal or cursor input with a collapsible keyboard. Data is typically displayed on a holographic





projection, digital glasses, or integral flatscreen. Datapads provide users with a +2 circumstance bonus on appropriate ability or skill checks. By design it is primarily suited for knowledge programs but could handle others.

Processor: Type 1 Alpha **Effective INT:** 9 **Actions/Round:** 1 **Max Prog Rating:** +2
Memory: 20 Terabytes **Max Prog Size:** +2 **Max No. of Progs:** 10 **Primary Power Source:** Heavy Power cell **Secondary Power Source:** None **Cost:** 7,010 credits
Extras: Terminal (flatscreen or digital glasses and collapsible keyboard), Audio sensor suite, 1 microphone, vocaliser, holographic projector, 1 holo emitter.

Cerebus X-3000 Central Computer

The Cerebus Central computer is designed to run most kinds of Explorer vessel, it is integrally tied in to the vessels power source, as well as its Environmental, piloting, navigational, engineering and tactical systems, and as such all the systems can be run remotely (providing necessary software is available) or manually.

Processor: Type 3 Epsilon **Effective INT:** 21 **Actions/Round:** 2 **Max Prog Rating:** +15
Memory: 750 Terabytes **Max Prog Size:** +15 **Max No. of Progs:** 50 **Primary Power Source:** Tied in Power source **Secondary Power Source:** Solar **Cost:** 364,850 credits
Extras: Seven Terminals (4 on bridge, 1 by starcaster, 1 in each cargo hold), Audio sensor suite, 9 Microphones (1 in each compartment), Vocaliser, Visual Sensor Suite, 9 remote cameras (1 in each compartment), Multiscanner, Personal Communicator, 5 System Tie ins (navigational, environmental, piloting, engineering, tactical), Remote Transmitter.

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