

COSMIC ECLIPSE

The new SF setting by Black Pigeon Press, for use with the d20 Future System.

In "COSMIC ECLIPSE" Mankind's greed has expanded to space and now Corporations are as powerful or even more than most governments. All of these galactic Super Corps are looking to expand into the new frontier far beyond the known galaxies, so strap on your laser pistols, check your armored spacesuit and brush up on your Xenobiology. There is a deep range scout ship leaving for the Gentroni Sector and any spacemonkey with the grit is welcome to sign-on!

Setting Background

The year is 2252; the universe is far broader than we had ever dreamed. Mankind has moved on from what we once knew as Earth. In the year 2095 the Mars colonies revolted and set off a system civil war that nearly brought about the end of the human race, if not for the intervention of a space faring race known as the Fraal, who ended the bloody conflict, but in doing so caused the near collapse of our sun. Now the entire system is in ruin. Earth itself is now a death world, far from inhabitable.

The Fraal aided mankind in the construction of seven massive colony ships known as "Arks" filling each with one-million colonist from a mixture of humanity along with surviving samples of flora and fauna from the now desolate Earth. Three of these "Arks" the Fraal through use of their technology took to the far reaches of space, the other four were left to their own devices. It wasn't long before humans proved why they are the most adaptable species in the universe.

Through sheer determination and our internal need to seek out the unknown Colonies sprung up on dozens of worlds, some met an untimely end to the horrors of space, while most grew and prospered. Governments were abandoned and replaced by Unions that gave way to Corporations,

these Corps also showed how even after all the tragedy mankind had faced that our greed was never ending.

Now less than 200 years later humanity has out grown its new homes. The need for space, resources and above all profit have began a great push further into the blackness of space, the Corporate Region has bleed over into the Expansion Region and further still to the area know as the Verge, once a place for pioneers to make a living far from the Corps, but still this was not enough. Soon corporate holo logos decorated supply stores and mining operations. Now with the advent of Deep Space Probes a new territory is ripe for the pickings and the Frontier Region was born.

Seeing the troubles caused by the rapid expansion and bloody corporate wars of the past The Super Corporations have formed a governing body known as Clandestine Coalition. This body set in place a code of conduct that keeps an uneasy peace between the many stellar corporations, now business in the Frontier Region is done through private contractors known as "Corporate Privateers". These hard nosed and cunning operators are little more than glorified pirates and smugglers in most cases and "frontier justice" is reminiscent of our own old west, never the less thus far conflicts have been kept to a minimum and most see it is far better to have two ships crews battling rather than massive corporate armies. Here and now humans, a race once almost extinct have become the most powerful in the universe.

Get ready for an odyssey of adventure and as always it's going to be "Hacktastic" or maybe I should say "Lastastic"!

Role of the PCs

In *Cosmic Eclipse* the PCs take on the role of "Corporate Privateers", at first taking on small missions for one Corp or another planet-side or as part of a privateer crew all going towards the goal of become independent contractors with a ship of their own. Every class has a use in this setting, stealth, and the ability to negotiate or even

bluff sometimes is a far better option than just blasting away with a laser pistol. Gathering Information is the most useful tool at a PCs disposal since those with “the Know” have the power. The missions are as varied as the universe itself, one mission might have the PCs investigation the disappearance of a corporate vessel or cargo when another could be a rescue mission to aid a crashed ship’s crew on a hostile world while still another could be a “seek and destroy” having the PCs raid a rival corps outpost and still another could be a “retirement party” having the PC assassinate a corporate employee who has outlived his usefulness. Not all missions need to be corp sponsored, every privateer is always on the look-out to make a quick buck, the chance to get hold of some black-market gear or weapons or stage a raid on deep space convoy. The PCs might even hire out to guard a group of pioneers to their new home deep in pirate territory or take up bounty hunting if the reward is just too juicy to pass up. Wherever there is cash to be made, there will always be someone crazy enough to try and earn it!

Power Groups

In the ***Cosmic Eclipse*** setting anything from stellar corporations to the Clandestine Coalition or even Black-market Syndicates or Pirate Bands can be in the power in the blackness of space. The Frontier Region is vast and there are new worlds to discover and plunder. You may work for one corporation on one mission only to be facing off against the same corps goons the next. Allegiances are a bit shady in the darkness of an eclipse.

Rule Set

Cosmic Eclipse is a Progress Level 6 or higher campaign (on the verge of PL 7) that uses the starship rules from Chapter 7 of the d20 future book combined with the interstellar travel rules from Chapter 6: Traveler Science. With the addition of all the alien species from the d20 Future book as playable races (so long as they are available in PL6). No Mecha will be used in this setting.

PCs are made using the 28 point buy system in the d20 Modern sourcebook along with the d20 Future sourcebook. Options may be taken from the Future Tech and Weapons Locker sourcebooks as well as our own ***Cosmic Eclipse*** supplements and web page. Races, Equipment and weapons for starting characters must be PL6 or lower. Future rules governing ***Cosmic Eclipse*** convention and home games will be available at Blackpigeonpress.com

Advanced Classes

From d20 Modern: Soldier, Martial Artist, Gunslinger, Infiltrator, Daredevil, Bodyguard, Field Scientist, Techie, Field Medic, Investigator, Personality, Negotiator, the Telepath and the Battle Mind.

From d20 Modern Urban Arcana: Archaic Weapons Master, Glamourist, Speed Demon, The Swashbuckler, and Thrasher.

From d20 Dark Matter: The Field Guide.

From d20 Future: Ambassador, Dogfighter, Dreadnought, Engineer, Explorer, Field Officer, Helix Warrior, Space Monkey, The Swindler, Technosavant, Tracer and The Xenophile.

Other advanced classes will be made available through ***Cosmic Eclipse*** supplements and the web page.

Standard Starting Equipment Package

All newly created PCs in the ***Cosmic Eclipse*** setting start with the following items for free, any other gear they wish to purchase is bought using the rules for equipment in Chapter 4 of the d20 Modern Sourcebook.

(Basic Starting Equipment Package)

Laser Pistol (page 67 d20 Fut)
UNICOM (page 71 d20 Fut)
Explorers outfit (page 65 d20 Fut)
Advanced Medkit (page 70 d20 Fut)
(5) days worth of Violet Rations (page 71 d20 Fut)

Price: Free for beginning PCs