

TALES OF THE SPACE PRINCESS

SCI-FI ADVENTURE GAME



Tales of the

Space Princess

Sci-Fi Role Playing Game

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By John M. Stater

Cover by Allen Anderson

Interior Illustrations by Jason Sholtis, Jeff Preston, Frank Kelly Freas, Ed Emshwiller, John Shoenherr, Hubert Rogers, Gerald McConnell, Frank R. Paul, Leo & Diane Dillon and Octavirate Entertainment

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Introduction

The premise is simple – the Space Princess has been kidnapped by the Dark Lord and is now held in his star fortress. You are a member of a team (maybe an elite team, maybe a bunch of rag-tag adventurers) that must delve into the Dark Lord’s star fortress and rescue the princess. Along the way you will run into deadly traps, rampaging robots, mutant freaks, fantastic beasts, spacemen and, eventually, the Dark Lord him or herself.

What could be simpler?

Why and What

One day, I read a question on a blog and it got me thinking.

“Why,” the person asked, “do you think fantasy role playing games have been more successful than sci-fi role playing games?”

At first blush, this seems to be a question of genre – i.e. Why is fantasy more popular than science fiction? But I think the answer lay not with genre, but with game design.

The most popular fantasy game in the world borrows from fantasy literature to play a war game – one that happens to be set in a “dungeon”. It is a game of

movement and occasional combat with a few puzzles thrown in to engage the players rather than their characters. The “dungeon exploration” concept works, and while many folk want to expand beyond this simple concept with their gaming, it still serves as an excellent set-up for a night’s entertainment.

Many sci-fi role playing games, on the other hand, attempt to recreate stories using game rules. This is quite difficult, of course, because while war games are just games with no pre-determined ending, stories have pre-determined endings – i.e. the heroes are supposed to win.

With *Star Princess* I wanted to create a simple game that finds an excuse to take classic sci-fi tropes and drop them into a tried and true game concept. The “Space Princess” of the title may in fact be a princess kidnapped by an evil rival, but in truth it is just a term of convenience – the “Space Princess” can be a prince, diplomat, secret weapon, plans to a secret weapon, the largest diamond in the galaxy or the Star Emperor’s favorite potted palm. Ultimately, the Space Princess is simply the motivating factor in putting a team of protagonists into an adventure.

Space Princess is extremely focused; everything in it designed to facilitate exploration, discovery and escape, and all of the hazards and conflicts those activities entail. It is my hope that, if people enjoy the game, they will devise their own rules to expand *Space Princess* from the star fortress into the wider universe beyond.

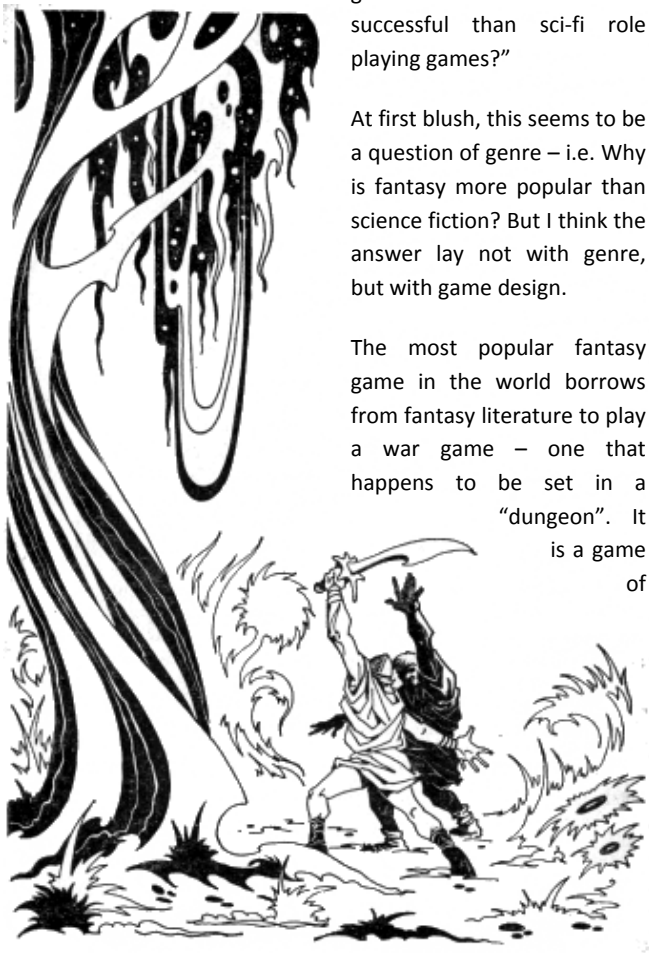
Getting Started

To play *Space Princess*, you need the following items:

- A set of dice of various sizes and denominations (see below)
- Paper and pencil
- This rule book.

Chapter One of the rules explains how one creates the character that will represent them in the game.

Chapter Two covers the rules of play, including combat, exploration and the great escape.



Chapter Three covers spaceship battles – useful when a team of explorers are attempting to escape with their prize.

Chapter Four helps the Referee create the Space Fortress, Dark Lord and Space Princess that will be featured in the adventure.

Chapter Five provides statistics for the aliens, monsters and robots that might be encountered during the course of an adventure.

The Dice

Space Princess uses the six-sided, cubic dice most people are familiar with, but also makes use of several other types of dice that generate different ranges of numbers. These dice can be purchased on the internet or in most gaming stores.

Four sided dice are abbreviated “d4”

Six sided dice are abbreviated as “d6”

Eight sided dice are abbreviated as “d8”

Ten sided dice are abbreviated as “d10”

Twelve sided dice are abbreviated as “d12”

Twenty sided dice are abbreviated as “d20”

When the game calls for a certain dice to be rolled, it uses these abbreviations and precedes them with the number of dice to be rolled. If the game needs you to roll one six sided dice, it asks you to roll “1d6”. If the game needs you to roll two six sided dice, it asks you to roll “2d6”.

There are three additional types of “dice” that are called for in the game. None of these dice technically exist, but other dice can be used for such rolls.

Two sided dice are abbreviated d2. A two sided dice can be simulated by flipping a coin (you must agree in advance whether heads or tails count as 1 or 2) or rolling a d6 and treating a roll of 1 to 3 as “1” and 4 to 6 as “2”.

Three sided dice are abbreviated d3. A three sided dice can be simulated by rolling a d6 and treating a roll of 1 to 2 as “1”, a roll of 3 to 4 as “2” and a roll of 5 to 6 as “3”.

Percentile dice are abbreviated d100 or d%. To simulate a one hundred sided dice, roll two d10. The first dice counts as the ten’s place, the second as the one’s place. Thus, if the first dice was a “7” and the second dice was a “5”, the roll would be considered a “75”. If a “0” is rolled for the one’s place, it is counted as a “0”.

Putting it Together

Once you have assembled your dice and other game equipment, you must assemble a group of players, for *Space Princess* is not a game to be played alone.

One of the players must be designated the Referee. The Referee is responsible for creating the Space Fortress that is to be explored, the Dark Lord and his minions that are to be overcome, and the “Space Princess” that is to be found and rescued. This can be a great deal of work, and should be accomplished before play begins, for creating these things on the fly is tricky.

When the adventure has been created and the players assembled, the Referee runs the game, describing to the players what their characters see, hear and experience, and then adjudicating their reactions and responses to these experiences – i.e. telling them when to roll dice to perform an action and telling them whether that action was successful (and how successful).

When rules disagreements arise, the Referee’s decision on the matter is final. This gives the Referee a good deal of power over the game and how it is played, and thus a great responsibility to be fair and reasonable. Objections of players should be listened to and their arguments considered carefully before decisions are made. The Referee must take care not to be too big a push-over, always catering to the whims and demands of the players, but must also not be too rigid or heartless in their decisions. Whether a game experience is successful and enjoyable often rests on the skill of the Referee, so do not take up the job lightly.

The players have responsibilities as well, of course. They must come prepared to pay attention and engage in the spirit of the game. They should not pester the Referee with complaints about how they would prefer the action to be going (i.e. don’t be a spoil sport when things aren’t going your way), and should endeavor to make the Referee’s job easier whenever they can.

If Referee and players are all working together and not taking the game more seriously than a game should be took, a good time should be had by all.

Oh – and don’t forget the snacks.

Section 1.0

Creating a Character

A game of *Space Princess* pits a band of fictional sci-fi characters devised and controlled by the players against a Star Fortress filled with traps and monsters devised by the Referee. A later chapter is devoted to creating the Star Fortress and filling it with dangers. This chapter is devoted to helping the players create their fictional characters.

Before you create a character, you'll need to write a few things down on a sheet of paper. We will refer to this sheet of paper as your "character sheet".

The character sheet should look something like this:

NAME:	SPECIES/CLASS:
STR	HIT DICE
DEX	HIT POINTS
MEN	SKILL
KNO	LUCK
<hr/>	
SKILLS:	
SPECIAL:	
GEAR:	

Defining Terms

Before we delve into character creation, it makes sense to define some of the terms used in *Space Princess*.

Hit Dice (HD): Hit dice measure a character's competence at combat. A character's Hit Dice determine how many dice that character rolls to determine their hit points (see below).

Hit Points (HP): Hit points are a measure of how long a character can last when suffering from various forms of trauma (including injuries incurred in combat) before they fall unconscious or die. For each HD a character has, they roll one dice (the type varies with the character's class) to determine their hit points.

Defense Rating (DEF): A character's defense rating measures how hard it is to hurt or wear them down in combat. A character's DEF is calculated by taking a base of "5" and adding their DEX and any bonus they derive from wearing armor.

Fight Rating (FIGHT): A character's fight rating measures how skilled a character is at hurting or wearing down others in melee (i.e. hand-to-hand) combat.

Shoot Rating (SHOOT): A character's shoot rating measures how skilled they are at hitting victims with ranged weapons.

Skill Rating: A character's skill rating measures their ability to accomplish tasks and avoid certain doom from traps. A character's skill rating is determined by their class, but in most situations is also modified by an ability score.

Species: A character's species, whether human, robot or alien, grants them various special abilities.

Class: A character's class is their career or profession. In *Space Princess*, characters can choose to be psychics, scientists, scoundrels or star warriors. Class determines a character's Hit Dice and their basic skill rating and skills.

Roll Ability Scores

Characters in *Space Princess* are measured in terms of their physical and mental abilities with four ability scores: Strength, Dexterity, Mentality and Knowledge.

Players roll their character's ability scores using three six-sided dice. Write these ability scores on your character sheet.

DICE ROLL	ABILITY SCORE
3	0
4	1
5-6	2
7-8	3
9-12	4
13-14	5
15-16	6
17	7
18	8

STRENGTH (STR)

Strength measures one's physical muscle power and general toughness. High strength provides a bonus to FIGHT and a bonus to a character's Hit Points.

DEXTERITY (DEX)

Dexterity measures one's agility and hand-eye coordination. High dexterity provides a bonus to SHOOT and a bonus to one's ability to avoid being damaged in combat (i.e. DEF).

MENTALITY (MEN)

Mentality measures one's will power and force of personality. A high mentality score provides a bonus to impose one's will on others and to resist domination and fear caused by others.

KNOWLEDGE (KNO)

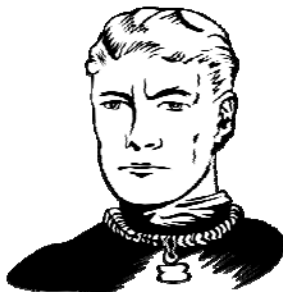
Knowledge measures how much information a character knows, as well as their general level of education. A high knowledge score provides a bonus to create and repair special equipment and to operate devices like computers and space ships.

Choose Species

Characters in a game of *Space Princess* can either be human beings, intelligent robots called androids or gynoids, or aliens. Make a note of any special abilities derived from your character's species on your character sheet.

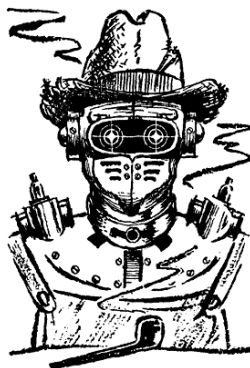
HUMAN

Human characters have no special abilities, bonuses or penalties other than one extra Luck Point to help them get out of dangerous situations intact. Humans in a science fiction game can come in a variety of sizes and complexions. If one wants to play an 8-ft. tall human being with blue skin, they need not play an "alien", providing they do not want to have any special benefits that go with being 8-ft. tall or colored blue.



ANDROID OR GYNOID

Androids are sentient robots that resemble males, while gynoids are sentient robots that resemble females. Of course, your android character can look however you like – it need not even be humanoid in configuration, although such a shape could influence how it interacts with the environment in the game (i.e. it is unable to climb a wall because it has no arms or legs, etc).



Androids are immune to mental domination, fear and poison. Since they are specially designed, they can choose to move 1 point from one ability score to another.

ALIEN

Aliens come in a variety of different shapes and sizes. You can either invent your own alien species on the spot, or your Referee might provide you with a selection.

Step One: Choose Alien Type

Amphibians: Amphibian aliens resemble frogs. They can leap up to 10 paces in a single bound and can make grapple attacks with their tongues, which stretch 3 paces.

Avians: Avian aliens may look like birds or flying reptiles or mammals – even flying insects. Their light bodies impose a -1 penalty to STR and a +1 bonus to DEX. They have wings, allowing them to fly at fast speed.

Crustaceans: Crustacean aliens have a thick carapace that grants them a +2 DEF. The player can choose to give them pincers in place of normal hands. These pincers make it difficult for them to handle ray guns (-2 to hit with ranged weapons) and perform fine manual dexterity (-2 to DEX tests). Pincers do 1d6 points of damage in combat.

Fungoids/Plants: Fungoids and plants have thick skin and their lack of internal organs makes them resistance to damage, giving them a +2 DEF. They are immune to poisons not designed to kill fungus (i.e. fungicides) and their alien intellects give them a +2 bonus to resist mental domination.

Humanoid: Humanoid aliens look like human beings with slight physical differences – pointed ears, red skin, six fingers on each hand or four toes on each foot. Humanoid aliens enjoy a +1 bonus to one ability score (player's choice), but suffer a -1 penalty to another ability score (Ref's choice).

Insects: Insect aliens have chitin that provides a +1 DEF. Their powerful mandibles do 1d6 points of damage.

Mammals: Non-humanoid mammals might resemble other members of the mammal kingdom, from dogs to cats to elephants and gazelles. They have thick fur or skin that gives them +1 DEF and their claws do 1d6 points of damage.

Mollusks: Mollusk aliens that can leave the water are usually covered with a mucus membrane that makes them difficult to grapple in combat (-2 to the attempt). Their tentacle-like limbs, on the other hand, give them a +2 bonus to grapple.

Reptilians: Reptilian aliens have a +1 DEF due to their scaly hides. If deprived of warmth, their speed becomes “slow” rather than “normal”. A reptilian’s natural weapons do 1d6 points of damage in combat.

Weird: Weird aliens have no earthly shape. They may be spherical, conical or “blobby” in shape and move via tentacles or pseudopods. Weird aliens are immune to mind reading and enjoy a +1 bonus to tests against other psychic powers.

Step Two: Choose Alien Special Ability

Each alien can choose to add a special ability to his repertoire.

Ability Bonus: The alien improves one ability score by +1.

Bulk: The alien is especially bulky and heavy, making it difficult to knock over in combat (-2 DEF) but reducing its speed from “normal” to “slow”.

Climbing: The alien can climb walls and ceilings as easily as it walks on a flat surface, in the manner of a spider.

Electrical Field: The alien can generate an electrical field in the manner of some terrestrial eels. This can be used to energize electronics or, once per day, as a shocking attack that deals 1d6 points of damage and forces androids and gynoids to make a STR test or be stunned for 1 round.

ESP: The alien can attempt to read another’s mind by making physical contact. The alien must make a MEN test to make contact, and the target can make a MEN test to resist. ESP reads the surface thoughts of the target. Attempting to access deeply personal secrets or forgotten knowledge permits the target to make a second MEN test to resist.

Infra-Vision: The alien can see in the dark via infra-red radiation – in essence, it sees body heat.

Leap: The alien can leap up to 5 paces in any direction. Amphibian aliens increase their leaping by 5 paces.

Mind Control: Whether by hypnotic eyes, intoxicating spores or simple brain waves, the alien can attempt to impose its will on others. The target of the mind control can make a MEN test to negate the effect. The mind control makes the victim believe the alien is a good and trusted friend. The alien cannot use the mind control to order the person to kill themselves, and orders that seriously counter the target’s personal beliefs (like having them attack a loved one or betray a very valued cause) allow them a second MEN test to shake off the control.



Multiple Arms: Multiple arms allow the alien to fight in melee combat with up to two weapons with no penalty, or with up to three weapons at a -5 penalty to all attacks.

Multiple Legs: Multiple legs increase the alien’s speed by one category (i.e. from slow to normal or normal to fast) and give them a +2 DEF against attacks intended to knock them down.

Stunning Grasp: The alien can stun others with their touch. They must make a normal, unarmed attack in combat to make contact. The victim suffers normal unarmed damage and must pass a MEN test or fall unconscious for one combat round.

Super Hearing: The alien has hearing beyond that of humans. A human can hear a person talking about 20 paces away. With super hearing, you can hear five times as well as a human being and can hear frequencies higher and lower than human beings.

Super Scent: The alien has a super acute sense of smell and can use it to track most creatures. If something interferes with the scent trail, they must make a MEN test to follow it.

Super Vision: The alien has visual capabilities beyond that of humans. A human cannot see clearly beyond about 700 paces, but with super vision, an alien can see clearly up to 3500 paces away. In addition, they gain a +2 bonus on MEN tests to notice small clues and obscure objects.

Choose Class & Level

A “class” is a broad definition of a character’s skills and background. “Level” refers to their experience in their chosen profession. A young person would be at the lowest level of their class, while an old master would be at the highest. The difference between these skill levels is made even by the use of Luck Points. A Luck Point can be used to grant an automatic success at an ability test. Young whippersnappers begin the game with three Luck Points, established characters have one and old masters have none. Once a Luck Point is used, it is gone forever – something players must take into account if they are to play their characters through multiple adventures.

PSYCHIC

Psychics are people with special mental powers, including the mind control, ESP and stunning touch powers available to aliens (see above). Psychics are moderately skilled at combat. They usually dwell with others of their kinds in monasteries, where they meditate and seek to become one with the universe.

HIT DICE: Psychics roll d8 to determine hit points

REQUIREMENT: MEN score of 5 or higher

SKILLS: Psychics add their SKILL to the following tests: Activate Psychic Power (MEN), Fast Talk (MEN), Leap & Swing (STR) and Swim (STR)

STARTING GEAR: Laser sword, monastic robes

LEVEL	HIT DICE	SKILL	POWERS	LUCK
Apprentice	3	4	1	3
Knight	5	8	3	1
Master	7	12	5	0

The psychic has a number of psychic powers depending on his level. To use a power, a psychic must make an activation test – essentially a MEN test against a Difficulty Class (DC) determined by the power to be activated. No power can be used more than once per hour. The player can choose these powers from the following list:

Astral Projection (DC 20): The psychic can enter a trance and project his astral spirit from his physical body. This astral spirit is incorporeal and unable to interact with the physical world. Astral spirits can only communicate using the power of telepathy. An astral spirit can travel freely through physical objects up to one mile away from the psychic’s physical body.

Clairvoyance (DC 10): A psychic with these abilities can see and hear the going’s on in a different place any distance away. If the psychic has never been in this place, or does not know somebody present, his activation test is made at -5.

Cloud Minds (DC 15): With this ability, a psychic can cloud minds, make himself invisible to creature’s with minds. An attack by the psychic spoils the effect. If used on multiple subjects, the psychic suffers a -1 penalty to his MEN test activate the power for each subject beyond the first.

Ego Whip (DC 10): This is the ability to stun another sentient creature by causing terrible pain and trauma in their mind. A stunned creature remains stunned for a number of rounds equal to the psychic’s hit dice. An ego whip can only be used on a single creature at a time.

Empathic Projection (DC 10): This is the ability to project powerful emotions (anger, joy, sorrow, fear) in the mind of a subject. It is up to the Referee to determine the effects these emotions might



have on a situation. A psychic who fails his test to activate this power must make an additional MEN test or be struck with the emotions he was trying to implant.

ESP (DC 10): With this ability, the psychic can read a subject's mind. Delving into secrets or old memories imposes a -5 penalty to the activation test.

Id Insinuation (DC 15): By insinuating his own thoughts and memories in an opponent's mind, the psychic causes either confusion in the target. A failure to activate this power properly forces the psychic to make a MEN test or suffer the effects of the confusion (see Super Science below).

Illusion (DC 15): The psychic can use this ability to plant powerful illusions inside a person's mind. Victims can make a MEN test to see through the illusion.

Mesmerism (DC 15): This is the ability to put others into a trance, thus gaining the ability to question them truthfully or implant suggestions in their mind. Implanting a suggestion imposes a -5 penalty on the psychic's activation test.

Mind Thrust (DC 15): With a sharp thrust of his mental powers into the mind of one sentient opponent within sight, the psychic inflicts 1d6 points of damage plus one point of damage for every point difference between her own her opponent's MEN scores. If an opponent's MEN score is unknown, assume that it is a 4. If an opponent has a higher MEN score, the difference is subtracted from the damage.

Psychic Blast (DC 15): A psychic blast works like an ego whip, but instead of targeting a single creature, it stuns creatures in a cone (30-ft long, 15-ft wide at base).

Psychic Surgery (DC 15): Psychic surgery can be used to double a creature's natural healing or to grant a subject a +1 bonus to STR tests against diseases and poisons. It can also be used to heal or inflict 2d6 points of damage. Healing requires the psychic to physically touch the subject, and the psychic's activation test is made at a -5 penalty.

Psychometry (DC 10): This is the psychic's ability to read the psychic vibrations given off by an object or place, allowing him to learn elements of its history such as who last held the device, how it is operated or traumatic events that took place there. The psychic might suffer a penalty to her activation test depending on the age and provenance of the object or place being read.

Telekinesis (DC 15): This is the ability to move small objects with one's mind. For precise telekinetic control of a small object (such as operating a computer console), the psychic suffers a -5 penalty to his activation test. The psychic also suffers a -2 penalty to his

activation test for every 10 pounds of weight of the object being moved over 10 pounds (i.e. -2 for 11 to 20 pounds, -4 for 21-30 pounds). Thrown objects do 1d6 points of damage per 10 pounds of weight, to a maximum of 6d6.

Telepathy (DC 15): With this ability, the psychic can project his thoughts into the minds of other sentient creatures. Penalties may be applied to this ability based on the distance of the psychic's target or when he tries to communicate with several people at once.

Teleportation (DC 20): This power allows a psychic to teleport an object or creature. Teleporting multiple objects or creatures imposes a -1 penalty to the psychic's activation test per creature or object beyond the first.

Transvection (DC 10): A psychic can use transvection to cause himself to levitate. It can also be used to fly, but the psychic must pass a MEN test each round to maintain the flight. The speed of the flight is fast.

SCIENTIST

Scientists provide a bit of intellectual heft to a mission, along with many skills needed to survive in a star fortress. Scientists are usually well educated and, if human men, adorned with facial hair. Scientists have spent their lives honing their minds, not their fighting skills, so they are fairly weak at combat. When push comes to shove, the scientist usually gets out of the way, letting others do the fighting.

HIT DICE: Scientists roll d6 to determine hit points

REQUIREMENT: KNO score of 5 or higher

SKILLS: Scientists can add their SKILL to the following tests: Defeat Security (KNO), Identify & Use Device (KNO), Invent Device (KNO), Navigation (KNO), Repair Device (KNO) and Retrieve Data (KNO)

STARTING GEAR: Scientific tools, two pieces of super science, hand weapon

INVENTION: Scientists can collect components and parts while they adventure in a star fortress. Each bit of this "treasure" is given a value in Science Points, or "SCI". Scientists can use these SCI to create super science items, provided they have their tools.

The base chance to create an invention is equal to the scientist's skill + KNO – the difficulty of the invention (see Super Science below). The scientist gains an additional +2 bonus if he has the use of a laboratory.

Fabricating an invention takes ten minutes and costs a number of Science Points equal to the difficulty rating of the invention being



built. For every SCI spent above and beyond what is required, a scientist gets a 1 bonus to his Knowledge test. For every ten minutes spent beyond what is required, a scientist gets a +1 bonus to his KNO test.

LEVEL	HIT DICE	SKILL	LUCK POINTS
Student	2	4	3
Doctor	4	8	1
Genius	6	12	0

SCOUNDREL

The scoundrel is a man or woman who works for themselves, rescuing the Space Princess because a reward is involved or because they have a score to settle with the Dark Lord.

Scoundrels are competent warriors, but they also have a host of skills that they can rely on, including the ability to pilot ships.

HIT DICE: Scoundrels roll d8 to determine hit points

REQUIREMENT: DEX and MEN of 4 or higher

SKILLS: Scoundrels can add their SKILL to the following tests: Avoid Notice (DEX), Defeat Security (KNO), Disguise (MEN), Fast Talk (MEN), Hide Contraband (KNO) and Pilot Ship (MEN)

In addition, scoundrels can choose one of their skills for expertise (+2) and one of their skills for disinterest (-2).

STARTING GEAR: Ray gun, hand weapon, smuggler's tools and a freighter (usually with a clever name)

LEVEL	HIT DICE	SKILL	LUCK POINTS
Punk	2	4	3
Rogue	5	8	1
Expert	7	12	0

SPACE RANGER

Space rangers are scouts and explorers who work for the various galactic services and kingdoms. They are used to working alone, and often find it difficult to tolerate others.

Space rangers are nearly as skilled as star warriors when it comes to fighting. They have a host of other skills, including the ability to track things down and survive in the wilderness.

HIT DICE: Space rangers roll d8 to determine their hit points.

REQUIREMENT: STR and MEN of 4 or higher.

SKILLS: Space rangers can add their SKILL to the following tests: Avoid Notice (DEX), Climb (STR), Leap & Swing (STR), Pilot Ship (MEN), Swim (STR), Tracking (KNO).

STARTING GEAR: Ray gun, hand weapon, survival gear

LEVEL	HIT DICE	SKILL	LUCK POINTS
Scout	3	3	3
Explorer	5	7	1
Ranger	8	11	0

STAR WARRIOR

Star warriors are the rocket-powered heroes of the game, leaping to the fore when combat occurs. The star warrior is usually a soldier or professional adventurer with higher ethics than the scoundrel.

Star warriors are not as skilled as scoundrels and scientists, and do not have the powers of the psychic, but nobody is tougher in a fight than a star warrior.

HIT DICE: Star warriors roll 1d10 for hit points

REQUIREMENT: STR and DEX of 4 or higher

SKILLS: Star warriors can add their SKILL to the following skills: Climb (STR), Leap & Swing (STR), Pilot Ship (MEN) and Swim (STR)

STARTING GEAR: Ray gun, hand weapon

LEVEL	HIT DICE	SKILL	LUCK POINTS
Cadet	3	3	3
Veteran	6	6	1
Commander	9	10	0



Equipment

It takes more than luck and grim determination to rescue a space princess – you need right equipment. Each class begins the game with a basic set of equipment, usually a weapon and tools necessary to perform the basic functions of the class. Additional pieces of equipment (usually Super Science – see below) can be purchased at character creation using Luck Points. Scientists begin the game with a few pieces of super science.

WEAPON	DAMAGE	RANGE
Fists	1d4	-
Grenade* #	1d8	10 paces
Grenade, Laser* #	1d10	10 paces
Hand Weapon	1d6	-
Laser Sword/Axe #	1d10	-
Needle Gun	2d4	30 paces
Ray Gun #	2d6	50 paces
Phasic Rifle #	3d6	100 paces

* Grenades inflict damage on all within 10 paces of the point of impact.

Counts as super science

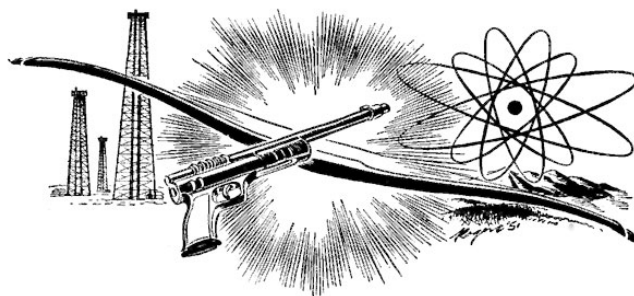
Hand weapons include daggers, swords, axes, brass knuckles, etc. Needle guns come with 20 rounds of ammunition.

OTHER GEAR

Science Tools: Science tools include little devices like sonic screwdrivers, laser cutters, crystal lenses and other devices required for scientists to repair and invent devices.

Scoundrel Tools: A scoundrel's tools include various picks and cutters required for defeating security devices, hot-wiring space-ships and tampering with computers and robots.

Survival Tools: Survival tools are used by space rangers to explore the wilderness. This includes 50-ft of rope, a telescoping pole (gets as long as 10-ft.), a week's worth of freeze-dried rations and powdered water and small laser for starting fires.



SUPER SCIENCE

Super Science is our name for high-tech equipment. The following list of super science is not exhaustive, and Referees and the players of scientist characters should feel to invent new items.

The name of each item is followed by a number in parentheses. This number is the modifier to a scientist's skill test when trying to fabricate a piece of super science from science points (SCI) he has found while adventuring.

Super science devices can be salvaged for parts. A working super science device is worth a number of SCI equal to half its difficulty rating. Thus, a working anti-gravity belt is worth 10 SCI. A non-functional device is worth 1d10 SCI. It takes one minute per point of SCI to harvest components.

Super science devices are powered by batteries made of ulfire crystals, strangely colored crystals usually found in deposits in the center of asteroids or other out-of-the-way places. The ulfire crystals a character begins the game with hold 20 charges, and found crystals hold 1d20 charges. Each use of a super science device drains one charge, with a few devices draining more charges per use than normal (as noted below).

Anti-Gravity Belt (DC 20): An anti-gravity belt allows one to rise or descend through the air (or vacuum) at a rate of 10 paces per

round. An anti-gravity belt can be used 10 times before needing a recharge.

Body Armor (DC 20): Body armor may look like plastic plate armor or simply be a mesh of super-strong latex. Whatever its form, it grants a +4 bonus to one's DEFENSE.

Communicator (DC 15): A communicator is essentially a two-way radio allowing you to communicate with other people who have communicators set to the same frequency.

Electro-Scrambler (DC 25): An electro-scrambler can be used to disrupt the electric brains of robots, androids and gynoids. The effectiveness of an electro-scrambler depends on the skill level of the scientist who created it. When used, consult the table below.

Find the skill level of the inventor and then cross reference the number of Hit Dice of the robot. The resulting percentage is the chance that the electro-scrambler works. When unleashed, an electro-scrambler affects all robots, androids and gynoids in a 30-ft radius unless they have specifically been given immunity by the inventor of the device (i.e. a scientist can choose to make the androids and gynoids that are his allies immune to his electro-scrambler). Making these modifications costs five SCI per android, gynoid, or robot so modified.

Robots that are affected must flee (usually while bleeping loudly and smoking) for 1d6+1 rounds in the opposite direction. If they cannot flee, they simply walk repeatedly into a wall. If attacked while affected by an electro-scrambler, a robot goes berserk, fighting back with a +2 bonus to hit. Androids and gynoids receive a MEN test to ignore the effects of an electro-scrambler.

Exoskeleton (DC 25): An exoskeleton is a metal, mechanical suit that interfaces with the wearer's brain waves, essentially making them stronger. An exoskeleton grants +2 STR.

Force Screen (DC 15): A force screen is usually projected from a belt or other small piece of equipment attached to a person's clothing. The force screen grants a +2 bonus to DEFE against missile attacks. It can be used for 10 rounds of combat before needing a recharge.

Gravity Boots (DC 25): A pair of gravity boots allows a person to walk on walls and ceilings. Gravity boots can be used for 20



rounds before needing a recharge.

Hand Computer (DC 25): A hand computer is a small computer that can be held in one hand. The hand computer grants a +4 bonus to KNO tests. It can be used 10 times before needing a recharge.

Hypno-Specs (DC 25): These goggles can emit a powerful array of lights that allows their wearer to hypnotize any human or alien meeting their gaze and standing no more than 10 paces away. The potential victims can make a MEN test to ignore the hypnosis. Otherwise, they stand or sit quietly, fascinated by the wearer of the hypno-specs. Any aggressive action towards a hypnotized creature breaks them out of their spell.

Invizo-Screen (DC 25): An invizo-screen emanates from a helmet worn on the head, making the person completely invisible for up to 10 rounds before it must be recharged. An invisible person has their DEF increased by 10 if they do not attack, and increased by 5 if they do attack in combat. Invisible people can still be heard, felt and smelled.

Jet Pack (DC 25): A jet pack allows a character to fly at a movement rate of 60 for up to one hour without refueling.

Locator (DC 20): A locator device is a hand held scanner that can be set to find a single type of matter or energy, giving off a beeping sound when it is pointed at that form of matter or energy, the beeps coming faster as one gets closer. It can be used for one hour before it must be recharged.

Medi-Kit (DC 15): A medi-kit is a small box that can dispense chemicals that heal wounds (+2d6 hit points) and neutralize

SCIENTIST LEVEL	ROBOT HIT DICE											
	1	2	3	4	5	6	7	8	9	10	11	12
Student	85%	70%	55%	40%	25%	10%	5%	-	-	-	-	-
Doctor	95%	90%	90%	85%	70%	55%	40%	25%	10%	5%	-	-
Genius	95%	95%	95%	95%	90%	90%	85%	70%	55%	40%	25%	10%

poisons. A medi-kit can be used 6 times before its chemical stores must be replenished.

Mento-Helmet (DC 25): A mento-helmet amplifies a person's natural brain waves. It grants a +2 bonus to MEN tests and gives a person the ESP ability of psychics. The mento-helmet can be used 10 times before needing a recharge.

Night Goggles (DC 15): Night goggles allow the wearer to see in the dark up to 20 paces away. They can be used for 1 hour before they must be recharged.

Plasma Bomb (DC 25): A plasma bomb can be set to go off at any time up to 10 minutes away. Plasma bombs do 6d6 points of damage to all things within 120 feet.

Ray Gun – Basic (DC 15): A basic ray gun fires rays of energy. Ray guns can be used 10 times before they must be recharged. All ray guns have a range of 30 paces.

Ray Gun - Confusion (DC 25): A confusion ray causes people hit by it to behave randomly unless they pass a MEN test. A confused character must roll each round to discover what they do:

D%	BEHAVIOR
01-10	Attack caster with melee or ranged weapons
11-20	Act normally
21-50	Do nothing but babble incoherently
51-70	Flee away from caster at top possible speed
71-100	Attack nearest creature

Ray Gun - Freeze (DC 20): A freeze ray immobilizes a creature for 1d4+1 rounds unless they pass a STR test (DC 10).

Ray Gun - Inferno (DC 25): This form of ray gun launches an intense burning beam that deals 3d6 points of damage. Flammable creatures (either because of flesh, fur or fabric) must pass a DEX test when hit by the ray or burst into flames. These flames deal 1d6 points of burning damage each round until extinguished. An inferno ray can be used 10 times before it must be recharged.

Ray Gun - Sleep (DC 15): A creature hit by a sleep ray must pass a MEN test or fall sound asleep. They cannot be awoken for 1d4+1 rounds, but thereafter will awaken due to jostling or loud noises.

Shock Gloves (DC 15): These rubber gloves are wired to deliver powerful shocks to opponent's touched in combat. Shock gloves inflict 3d6 points of electricity damage to a person, and force them to make a STR test (DC 10) or be stunned for 1d4 rounds. Shock gloves can be used 10 times before needing a recharge.

Sonic Disruptor (DC 20): This spherical device is activated by a hidden button. It produces high-frequency vibrations in a 10 pace

radius that force people to pass a STR test or be deafened and stunned for 1d6 rounds. Crystalline objects in the area of effect are shattered.

Space Suit (DC 15): A space suit allows a person to survive in a vacuum for 1 hour before its oxygen supply must be replenished. It consists of an air-tight suit of plastic and rubber, a glass helmet and oxygen tanks that can either be external or worked into the lining of the suit.

View Screen (DC 25): View screens come in various sizes and shapes, but all are capable of showing distant scenes with perfect clarity and from nearly any angle. They are not simply monitors that show received signals (i.e. television sets), but actually hone in on and display the radiations emitted by all objects and creatures in the galaxy.

VEHICLES

While spaceships are covered in a different chapter, they are not the only vehicles available in *Space Princess*. All of these vehicles can be thought of as objects of super science, though the requirements for inventing them tend to be a bit higher because they require more parts, and thus SCI to build.

The Pilot Ship skill can be used to drive these vehicles, but since they are not terribly difficult to operate any character can take a flat +5 skill bonus when operating them.

Vehicles have the same basic stats as monsters. A vehicle's Hit Dice determines its hit points, but vehicle attacks are always made with the driver's SHOOT score. A vehicle also has a DEF score, to which is added the driver's DEX. When a vehicle hits something, it inflicts 1d6 points of damage per HD on the victim and on itself, deducting its DEF from the damage.

Vehicle speed, like creature speed, is classified as slow, medium or slow, but the actual distance they can move at this speed is 100 times greater than a creature (see Rules of Play below). Acceleration is 1/10 of speed and deceleration is 1/20 of speed.

A pilot test (DC 15) must be made to avoid crashing when a character breaks at full deceleration speed, corners at maximum or close to maximum speed or drives off-road. A crash deals 10d6 points of damage to the vehicle and everyone in it.

Scooter (DC 30): A scooter is a compact electrical vehicle used to move people and light cargo around space fortresses. It can accommodate four riders, who must stand. The vehicle has wheels and cannot go off-road.

HD 3 | DEF 15 | SPEED Slow

Jet Bike (DC 35): Hover bikes look like traditional motorcycles, perhaps sleeker, but powered by small atomic generators. This makes them much faster than normal motorcycles. Off-road, speed and acceleration are cut in half. Driving them at top speed off-road requires a Pilot Ship test each round to avoid crashing.

HD 5 | DEF 15 | SPEED Fast

Jet Car (DC 45): Jet cars are similar to jet bikes. They can hold up to six people comfortably. They have the same trouble traveling off-road as jet bikes.

HD 8 | DEF 19 | SPEED Normal

Flying Disc (DC 40): Flying discs are about 5 feet in diameter. They are flat, metal discs surrounded by railings so that passengers do not fall out and hurt themselves. They are operated from a small control box and can hold up to five human-sized passengers. They are capable of vertical take-offs and of levitating in place.

HD 4 | DEF 15 | SPEED Normal

Hover Bike (DC 40): Hover bikes are as quick as jet bikes, but they hover about 3 feet above the ground and thus have no trouble operating off-road.

HD 5 | DEF 14 | SPEED Fast

Hover Car (DC 50): Hover cars are as quick as jet cars, but they hover about 3 feet above the ground and thus have no trouble operating off-road.

HD 8 | DEF 19 | SPEED Normal

Runabout (DC 55): Runabouts are small shuttles incapable of traveling in space, but sealed from the outside environment. Runabouts are the preferred vehicle for off-road travel. They can climb to a top altitude of 200 feet.

HD 12 | DEF 21 | SPEED Fast

War Walker, Bipedal (DC 50): Bipedal war walkers are combat vehicles with two springing legs in place of wheels or hover pads. The pilot sits in a cockpit above the legs with the gunner, who has two turreted phasic rifles at his disposal. Two other crewmen can ride in the bipedal war walker. War walkers can operate off-road.

HD 12 | DEF 23 | SPEED Normal

War Walker, Quadruped (DC 55): Quadruped war walkers are combat vehicles with four legs in place of wheels or hover pads. The pilot sits in a cockpit above the legs with the gunner and two other crewmen. The quadruped war walker carries two laser cannon (range 300 paces, 6d6 points of damage). Quadruped war

walkers can operate off-road. In addition to their crew, they can carry a full squad of 10 soldiers, 5 soldiers and a laser cannon on a hover pad, two flying discs or four bikes.

HD 12 | DEF 23 | SPEED Slow

Battle Tank (DC 60): Battle tanks are large enough to hold six crewmen and are capable of rolling over just about anything in their path. They are armed with a mounted ray gun and two laser cannon (range 300 paces, 6d6 points of damage).

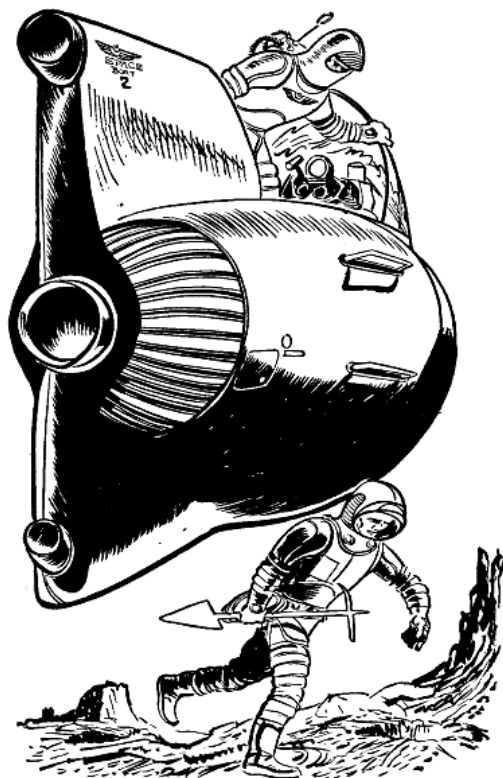
HD 15 | DEF 25 | SPEED Slow

War Wheel (DC 65): War wheels are massive, wheel shaped vehicles that contain an armored cockpit at the wheel's hub. They are heavily armored and can traverse just about any terrain. War wheels have a driver and two gunners. Each gunner sits in a bubble turret equipped with either four phasic rifles or two snub-nosed laser cannon (range 200 paces; 4d6 points of damage).

HD 15 | DEF 23 | SPEED Normal

Mini-Sub (DC 55): A mini-submarine is large enough to carry six people, one of them serving as the driver. Mini-submarines usually carry two small sonar-guided torpedoes (range 500 paces, 6d6 points of damage, +2 to hit).

HD 10 | DEF 23 | SPEED Normal



Section 2.0

Rules of Play

At its most basic, play in *Space Princess* involves a Referee describing what the players' characters see and hear, including the actions of non-player characters and monsters, players then describing how their characters are going to act or react, and if necessary dice being rolled to determine the success or failure of player character actions and non-player character actions.

The following guidelines should prove useful in running the game.

Game Time & Movement

Time is divided into hours, minutes and rounds. A round equals 10 seconds and is used to measure progress during combat.

Movement is classed as slow (S), normal (N) or fast (F). Distance is measured in paces, a pace being roughly a yard or meter.

A character carrying more than 10 times his or her STR score in weight (pounds) or 20 times his or her STR in kilograms has their speed reduced by one category (or by one half if already slow).

MOVEMENT	WALKING SPEED	RUNNING SPEED
Slow	5 paces/round	20 paces/round
Normal	10 paces/round	40 paces/round
Fast	20 paces/round	60 paces/round

Food & Water

Characters must take in at least two pounds of food and one gallon of water per day or their STR is cut in half and they are considered to be fatigued. A fatigued character can walk, but cannot run. A character that is already fatigued becomes exhausted if they do not eat and drink as they should. An exhausted character's STR is reduced to 0, their other ability scores are reduced by half, and they cannot run.

Assume that characters begin the game with three days' worth of food and water pills.

Tests

A test is a roll made to determine whether an action succeeds when the success of the action is in question. Every action made in a game does not need to be tested. Getting dressed in the morning, for example, does not require a test. Of course, getting

ready in the morning and out the door in 10 minutes or getting dressed with two broken arms might require a test.

A test is made by rolling 1d20 and adding a character's SKILL and relevant ability score. This is compared to a Difficulty Class (DC). If the roll is equal to or higher than the DC, the test is made successfully. If not, it is a failure.

To give everyone a chance to succeed, even against terrible odds, and to maintain suspense even when success seems assured, a natural roll of "1" on 1d20 is always considered a failure. A natural roll of "20" on 1d20 is always considered a success.

MAN VS. MAN

When a test pits one person against another (or one creature against another), the DC is equal to 10 + the opponent's SKILL + the opponent's relevant ability score.

The ability score is indicated by the skill being tested. The NAVIGATION skill, for example is governed by KNO.

The skill bonus is only applied if the tester's class possesses the skill to be tested. All others have a skill bonus of 0.

Situational modifiers, as determined by the Referee, might also apply, but should stay between +5 and -5.

When two characters are both trying to "act", the character with the higher SKILL always rolls their test first. If SKILL is equal, defer to the character with the greater ability score. If the ability scores are also equal, flip a coin.

In many cases, the outcome can be determined with a single test roll. In some cases, a Referee can require multiple successes to finally succeed, usually no more than 3. He might even impose a consequence if either or both parties rack up too many failures.

MAN VS. NATURE

Whenever a test pits a character or creature against the natural world – for example, shifting a heavy boulder or predicting the weather, the DC is determined by the Referee. It is usually a number from 10 to 30, with a '15' being standard.



SKILLS

A character does not need to possess a skill in order to test it. In *Space Princess*, any character can try anything at any time with two exceptions: Only psychics can activate a psychic power, and only scientists can invent a device. A character that does not possess a skill adds a skill bonus of 0 to their SKILL RATING.

Activate Psychic Power (MEN): Psychics use this skill to activate their psychic powers. The DC for one of these tests is determined by the psychic power they are trying to activate (see above).

Avoid Notice (DEX): Use this skill to sneak around guards or hide in the shadows. Scoundrels and space rangers are skilled at this.

Climb (STR): Use this skill to climb walls and ropes. Star warriors and space rangers are skilled at climbing.

Defeat Security (KNO): Use this skill to deactivate electronic security systems. Crude, mechanical traps can only be disarmed by players figuring out how the trap is set and then figuring out the best way to avoid the trap. Scientists and scoundrels are skilled at defeating security.

Disguise (MEN): Use this skill to masquerade as someone else and to disguise one's voice. Scoundrels are skilled at disguise.

Fast Talk (MEN): Use this skill to fast talk a guard, convincing them to do something you want them to, or to avoid doing something you do not want them to do. Psychics and scoundrels are skilled at this.

Hide Contraband (KNO): Scoundrels are skilled at hiding their contraband, either in secret compartments on their ships, or in places on their person. This can be used to hide any object or creature.

Identify & Use Device (KNO): This skill can be used to figure out what a super scientific device is and to figure out how to use it. With this skill, one can also figure out how to run computer programs. Scientists are skilled at identifying and using devices.

Invent Device (KNO): Scientists use this skill to turn components (SCI) into super science devices. The DC is determined by the device the scientist is trying to invent.

Leap & Swing (STR): Use this skill for most physical activities, including leaping or swinging over chasms or obstacles. Psychics, space rangers and star warriors are skilled at this.

Navigation (KNO): This skill is used to program and activate a space ship's navigation computer so that they can jump to light speed. Scientists are skilled at navigation.

Pilot Ship (MEN): This skill is used to pilot a space ship while locked in combat with pursuers. It might also be used for operating similar vehicles. Scoundrels, space rangers and star warriors are skilled at piloting ships.

Repair Device (KNO): Use this skill to repair damaged super science devices and computers. Scientists are skilled at this.

Retrieve Data (KNO): Use this skill to retrieve information from an electronic data bank. Scientists are skilled at data retrieval.

Swim (STR): This skill is used to move in the water at full speed (normal water movement is half speed), to stay afloat in rough water, to hold one's breath to avoid drowning and to dive underwater to find or operate items. Space rangers and star warriors are skilled at swimming.

Tracking (KNO): Tracking allows a character to follow another creature by the tracks it leaves on the ground or by other signs of passage it leaves behind. If the trail is more than one day old or it has been disrupted in some way, the tracker suffers a -3 penalty to his or her KNO test. Space rangers are skilled at this.

ABILITY TESTS

Many monster and special attacks allow a character to make an ability test (i.e. DEX test or MEN test) to avoid the effects or cut the potential damage in half. In such cases, the character always adds their SKILL to their roll.

The DC on such a test is equal to 10 + the attacker's Hit Dice or, in the case of a psychic using their powers, their SKILL.

Luck Points

Luck Points are a simple mechanic that allows groups of characters of differing skill levels to adventure together without the more skilled completely dominating play. A character can spend a Luck Point to automatically succeed at any skill test, or, in the case of combat, to ignore an opponent's successful test.

Combat

Combat occurs whenever two or more creatures or characters seek to do violence upon one another, whether their aim is to kill, disable or knock unconscious. Combat is conducted in "rounds". A round is roughly one minute long. During a round, a character may declare how his character is moving and how he is acting.

The first step in running a combat round is for all players to declare their movement and action for the round.

POSSIBLE MOVEMENTS: Advance, Charge, Flee, Hold Ground, Maneuver, Stand and Withdraw.

POSSIBLE ACTIONS: Defend, Disarm, Grapple, Kill, Negotiate, Subdue and Trip.

Other actions are certainly possible – a player is only limited by their imagination.

The next step is to determine the order of play. Each person involved in the combat rolls 1d6 and adds their DEX bonus. This is called "rolling initiative". The highest score goes first and play proceeds through the remainder of the scores. In the case of a tie, movement and actions are considered to happen simultaneously. This makes it possible for two combatants to kill one another during the same round of combat.

The acting character then rolls a combat test (see below).

MOVEMENTS

Advance: An advancing combatant keeps their guard up and moves forward 3 paces.

Charge: A charging combatant goes full speed ahead. They move at running speed. A charging character does not add their DEX bonus to their defense score during the round, but they add double their STR to their attack test.

Flee: A fleeing character runs at full speed, turning their back on their enemy, who can attack them with an automatic success.

Hold: A character that "holds" does not move at all, unless forced to move by an opponent's attack.

Maneuver: A maneuvering character attempts to maneuver their opponent into a certain position by the way that they attack – maybe driving them back towards an open pit or maneuvering so that the character gains the high ground or places their back against a wall. When a maneuvering character attacks, they score no damage, but move their opponent 3 paces in any direction.

Stand: Whether the character was sitting or lying down at the beginning of combat or they were knocked down, this movement puts them back on their feet. A character cannot attempt to stand if they are being attacked.

Withdraw: A withdrawing combatant keeps their guard up and moves backward 3 paces. They may attack if their foe advances.

ACTIONS

Defend: A defending character increases their DEF by +2.

Disarm: A character trying to disarm an opponent does not roll damage against them on a successful test; rather, they knock whatever they are holding (weapon or otherwise) from their hand. The item flies 1d6 paces in a random direction. A disarm attack is modified using the attacker's DEX instead of STR.

Grapple: A character trying to grapple an opponent does not roll damage against them on a successful test; rather, they lock their opponent in a pin. A creature locked in a pin suffers a -1 penalty to attack and DEF, and must make a grapple attack of their own to break out of the pin.

Kill: A character trying to kill scores normal damage against an opponent and that damage can reduce the opponent's hit points below 0, killing them.

Subdue: A character trying to subdue scores normal damage against an opponent, but that damage cannot reduce the opponent's HP below 0 and leaves them unconscious for 1 hour.

Trip: A character trying to trip an opponent does not roll damage against them on a successful test; rather, they knock the opponent to the ground. A creature or character on the ground suffers a -2 penalty to attack and DEF.

COMBAT TESTS

Combat tests work like other tests. The attacker rolls 1d20 and adds their FIGHT or SHOOT rating. They are rolling against their opponent's DEF. If their roll is equal to or higher than their opponent's DEF, they inflict damage, rolling dice (determined by the weapon they are using) and deducting the value from their opponent's hit points.

Melee attacks (i.e. hand to hand attacks) use a character's FIGHT rating. A character's FIGHT score is equal to their Hit Dice + STR.

Ranged attacks (i.e. attacks with thrown weapons, ray guns, etc.) use a character's SHOOT rating. A character's SHOOT rating is equal to their Hit Dice + DEX.

A character's DEFENSE (DEF) is equal to 10 + their DEX + any bonus they receive for wearing armor.

Situational modifiers can include a bonus for higher ground, sun in the eyes, etc. Such modifiers should not amount to more than a total modifier of +5 or -5.

FIGHTING WITH TWO WEAPONS

Some players will care to have their character fight with a weapon in each hand. If this is done, the character makes two attack rolls, each at a penalty of -3.

DAMAGE

Damage is rolled on a dice determined by the weapon being used (see the weapon table in Section 1.0 above). A character without a weapon usually inflicts 1d4 points of damage.

If damage reduces a creature's hit points to 0, the creature is knocked unconscious for 1d4 hours and can be killed by any blow or blast directed at it. If damage reduces a creature's hit points to below 0, the creature is killed.

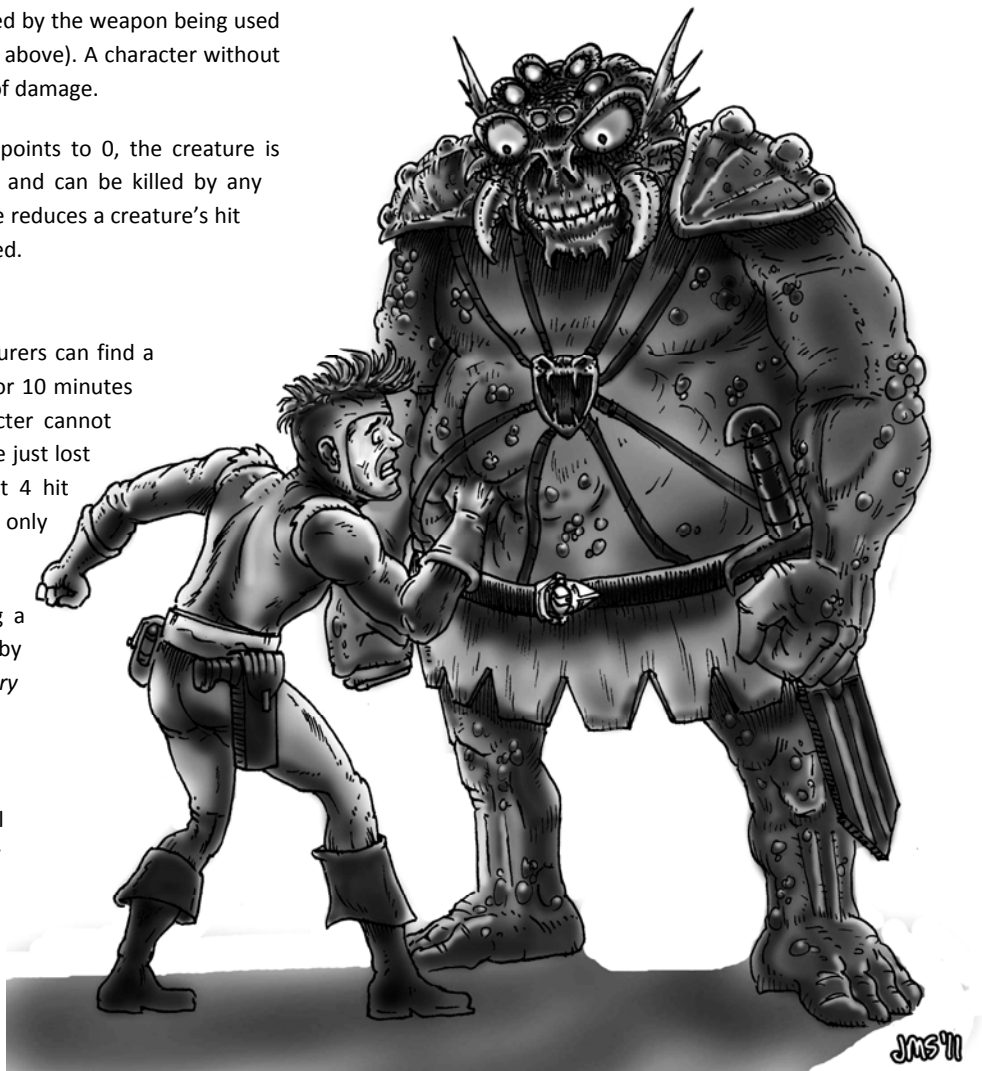
HEALING DAMAGE

Immediately after a combat, adventurers can find a quiet place to rest and recuperate for 10 minutes and regain 1d6 hit points. A character cannot regain more hit points than he or she just lost in combat. Thus, if a scoundrel lost 4 hit points in a fight with a baric, he can only regain up to 4 hit points by resting.

Hit points can also be healed using a medi-kit (see Super Science) and by psychics using their *psychic surgery* power.

ENDING COMBAT

Combat continues until all combatants on one side are either dead, unconscious or have fled the field of battle.



Section 3.0

Space Battles

Once a brave band of rescuers has located their space princess, they have to find a way to escape the space fortress and get her home. This is where space battles come into the game.

Space battles in *Space Princess* are completely focused on an escaping space ship attempting to avoid pursuers while it computes the necessary formula to jump into light speed. Once the scientist (or the ship computer, if there is no scientist) finds the formula, the rescuers can jump into light speed and finish saving their space princess, ending the game session.

Order of Play

For each round of space combat, follow these steps:

[STEP 1] The rescuers roll a PILOT check to maintain their distance from the pursuers. The more pursuers there are, the more difficult it is to avoid them. The range begins at MEDIUM.

[STEP 2] The rescuers and pursuers take turns firing their weapons at one another. Hits and damage are calculated and the effects applied.

[STEP 3] A scientist or other crew member works on the formula, rolling a NAVIGATION test against a DC that gets successively smaller unless they roll a natural "1", in which case they have to

start over.

[STEP 4] Unless the scientist is successful on their NAVIGATION test, order of play returns to step one.

Pilot Tests

To understand Pilot tests, imagine the escape ship in a sort of target. The "bullseye" of the target represents Point Blank Range. Beyond that is SHORT range, then MEDIUM range and then LONG range. The pilot of the escape ship would, naturally, like to keep his pursuers as far away from him as possible. The closer they get, the easier it is for them to strike with their weapons.

This range is maintained or increased by making successful pilot ship tests. To make a pilot ship test, the pilot of the escape ship rolls 1d20, adding his pilot skill rating (SKILL + MEN) and ship speed. This is compared to a DC of 15 + the enemy ship speed.

The escape's circumstances modify the pilot's test roll. One circumstance involves damage taken from enemy weapons – this is covered in more detail below. Other modifiers are as follows:

For every pursuer beyond the first, the pilot suffers a penalty of -1 to his test roll. Thus, three pursuers impose a -2 penalty to the



roll and four pursuers a -3 to the roll.

An escape in space allows complete maneuverability, as there is nothing to run into. Attempting to escape when there is a “ceiling”, “floor” or “walls”, on the other hand, restricts maneuverability. For each such obstacle, there is a -1 penalty to the test roll. Thus, escaping through a planet’s atmosphere means there is a “floor”, the ground, and thus a -1 penalty. Flying through a trench or canyon means there is a “floor” and two “walls”, and thus a -3 penalty. Escaping through an asteroid belt or a planetary ring carries with it a -1d4 penalty each round, as the obstacles change from round to round. A PILOT test that comes up as a natural “1” means a damage roll must be taken as an obstacle has been hit.

Pilot distractions – say an assassin that has snuck on board and is creating havoc – impose a -1 penalty on the roll.

A ship that has been successfully struck by a dreadnaught’s tractor beam suffers a -5 penalty to all pilot test rolls.

Once all modifiers have been taken into account, and the roll has been made, consult the following table.

ROLL IS ...	RESULT
Lower than DC	Enemies move closer
1 to 5 points higher than DC	Enemies remain at same distance
6 or more points higher than DC	Enemies fall further behind



Firing Weapons

Each round, all ships may fire on their enemies with all operational weapons, assuming they have somebody to do the shooting. Lack of manpower is usually not a problem for pursuers, but the escapers may not have enough people to man all of a ship’s weapons. The faster ship fires first.

To take a shot, one makes a Gunnery test. Roll 1d20 + PILOT SKILL + DEX + Weapon Rating (see below) against the enemy ship’s DEF, which is equal to 10 + PILOT SKILL + Armor.

SHIP WEAPON	WEAPON RATING
Lasers, Light (LL)	2
Lasers, Heavy (HL)	4
Torpedoes (TT)	6
Tractor Beam (TB)	0

The ship’s DEFENSE RATING is modified by the same factors that modify a pilot’s PILOT RATING.

The attack roll is also modified by the range. There is no modification at SHORT range. MEDIUM range imposes a -2 penalty to the roll. LONG range imposes a -4 penalty.

Each successful Gunnery test forces a roll on the target ship’s damage chart (see below).

Navigation Checks

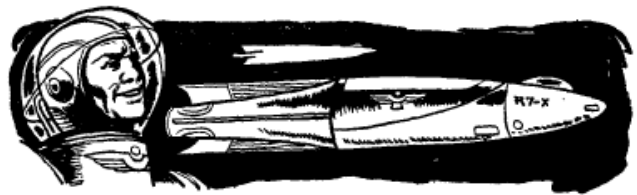
Entering light speed is no mean feat. Besides the need for powerful engines, one must find the proper formula to vault the ship into light speed and avoid the hazards therein. In other words – it is not accomplished instantaneously.

Scientists are the best at deriving and entering these formulas, but any character can attempt it. A character can make a Navigation test each round against an initial DC 20. If the test is successful, the ship enters light speed and the battle is over. If the test is not successful, it must be made again next round, but the DC changes based on the success of the scientist’s roll:

ROLL	RESULT
Fail by 9 or more	DC lowered by 1 next check
Fail by 4 to 6	DC lowered by 2 next check
Fail by 1 to 3	DC lowered by 3 next check
Success	Light speed achieved, ship escapes

Spaceships

Each spaceship in the game is rated for its speed (which includes its maneuverability), engines (the number and the penalty to maneuvering from losing those engines, the ship’s armor rating and its different weapon systems.



Starfighter

SPEED 10 | ARMOR 2 | ENGINES 1 (-5) | WEAPONS: LL (1)

Starfighters are small, single-seat or double-seat craft designed to swarm on enemies. Starfighters will often be piloted by the minions of the Dark Lord, rather than the escaping characters.

D6	DAMAGE RESULT
1-2	Hull Damage
3	Engine Damage
4	Weapon Damage
5	Hull Breach
6	Destroyed

Shuttle

SPEED 8 | ARMOR 2 | ENGINES 2 (-4) | WEAPONS: LL (1)

Shuttles are larger than starfighters, and are designed to transport small groups of people through space. A shuttle has a cockpit for the pilot and navigator and a separate cabin for passengers.

D8	DAMAGE RESULT
1-2	Hull Damage
3	Engine Damage
4	Weapon Damage
5	Computer Damage
6	Artificial Gravity Damaged
7	Hull Breach
8	Destroyed

Freighter

SPEED 6 | ARMOR 3 | ENGINES 4 (-3) | WEAPONS: LL (1)

Freighters are simple spaceships designed for moving cargo and passengers. They have command cabins that can seat four people.

D10	DAMAGE RESULT
1-2	Hull Damage
3-5	Engine Damage
6	Weapon Damage
7	Computer Damage
8	Artificial Gravity Damaged
9	Hull Breach
10	Destroyed

Blockade Runner

SPEED 7 | ARMOR 4 | ENGINES 4 (-3) | WEAPONS: HL (1), LL (1)

Blockade runners are freighters that have been modified by their pilots, usually smugglers, to be more resistant to damage.

D10	DAMAGE RESULT
1-2	Hull Damage
3-4	Engine Damage
5-6	Weapon Damage
7	Computer Damage
8	Artificial Gravity Damaged
9	Hull Breach
10	Destroyed

Corvette

SPEED 6 | ARMOR 6 | ENGINES 4 (-3) | WEAPONS: HL (1), LL (1), TT (1)

Corvettes are small warships – not much larger than freighters. They have a bridge that can seat up to 10 people and little room for cargo other than that required by the crew to survive and ammunition.

D10	DAMAGE RESULT
1-2	Hull Damage
3-4	Engine Damage
5-6	Weapon Damage
7	Computer Damage
8	Artificial Gravity Damaged
9	Hull Breach
10	Destroyed

Star Cruiser

SPEED 4 | ARMOR 8 | ENGINES 6 (-2) | WEAPONS: HL (1), LL (2), TT (1)

Star cruisers are the next larger size of warships. Their bridges seat up to 20 people and they have a wide array of weapons.

D12	DAMAGE RESULT
1-3	Hull Damage
4-6	Engine Damage
7-8	Weapon Damage
9	Computer Damage
10	Artificial Gravity Damaged
11	Hull Breach
12	Destroyed



Dreadnaught

SPEED 2 | ARMOR 10 | ENGINES 8 (-1) | WEAPON: HL (2), LL (2), TT (2), TB

Dreadnaughts are the largest warships in service, with command bridges that seat up to 50 people.

D20	DAMAGE RESULT
1-5	Hull Damage
6-9	Engine Damage
10-17	Weapon Damage
17	Computer Damage
18	Artificial Gravity Damaged
19	Hull Breach
20	Destroyed

Damage Effects

Artificial Gravity Lost: Characters acting as pilot, gunners or working the navigation computer are strapped in and unaffected. Other characters suffer 1d6 points of damage each round until they pass a DEX test (DC 15) and strap themselves in. Characters making repairs cannot strap themselves in and suffer a -3 penalty to tests. Repairing damage requires 1d4 rounds and a repair device test against DC 15.

Computer Damage: The navigation computer is damaged, imposing a -3 penalty to all navigation tests. Repairing the damage requires 1d4 rounds and a repair test against DC 15.

Destruction: Roll again. If this result comes up a second time, the ship is destroyed and everybody aboard the ship is killed.

Engine Damage: Lose one engine, suffering the penalty to Pilot skill and Defense Value in parentheses after the number of engines. If no engines remain, ship cannot make Pilot tests in Maneuver Phase and speed bonus and pilot skill are not added to the ship's DEF. Repairing the damage requires 1d4 rounds and a repair test against DC 15.

Hull Breach: Lose two points of Armor. All characters must pass a STR test (DC 15) or lose 1d6 hit points from the sudden change in air pressure. Each character also has a chance of being sucked out of the ship and into the void of space, where they die. This

chance is based on the size of the ship:

SHIP SIZE	CHANCE OF BEING SUCKED INTO THE COLD, HEARTLESS VOID OF SPACE
Starfighter	50%
Shuttle	25%
Freighter	10%
Blockade Runner	10%
Corvette	10%
Cruiser	5%
Dreadnaught	1%

A character that would be sucked out into space can make a STR test (DC 15) to avoid this fate, but does suffer 3d6 points of damage. A character in a space suit suffers no damage and does not die in space, though they may be captured by the Dark Lord's forces. This damage cannot be repaired, but pressure doors will close off the damaged area.

Hull Damage: Lose one point of Armor. If no armor remains, re-roll any "hull damage" result. Repairing the damage requires 1d4 rounds and a successful repair test against DC 15. The repairing character must undertake a space walk.

Weapon Damage: One weapon system is destroyed and non-functioning. The person operating that weapon system suffers 1d6 points of damage. Repairing the damage requires 1d4 rounds and a repair test against DC 20.



Section 4.0

The Space Fortress

A space fortress is an admittedly nonsensical creation meant to test the characters and their players. Space fortresses can be small or large, depending on the duration of a game, which can be a single night's entertainment or can stretch over multiple nights of play. A space fortress consists of multiple levels connected by ladders, elevators or other mechanical contraptions, hallways that may or may not be trapped and chambers of various shapes and uses.

A space fortress should be drawn on a grid, with each square representing one pace of space. These scales function best with the movement rates and weapon ranges provided in the game rules. The space fortress can be as sprawling or compact as the Referee wishes. The danger level of a space fortress usually increases as one ventures deeper into it – with each level more dangerous than the one before it (for a space fortress may consist of an entry level and levels below it or above it, depending on whether it is subterranean or not).

Random Dangers

To keep players moving through a space fortress, a Referee may develop a random danger table. During each hour of exploration (game time, not actual play time), there is a 1 in 6 chance of something happening to the characters. This is usually a wandering monster – maybe a patrol of guards or a robot going about its programmed duties – of a danger level commensurate with the level on which it is encountered. A sample table might look like this:

ROLL	LEVEL ONE	LEVEL TWO
1	Giant Rats (2d6)	Lizard Man (2d6)
2	Maintenance Drone (1d3)	Trilodite (2d6)
3	Ratling (2d6)	Vook (2d6)
4	Rod (1d6)	Blue (1d6)
5	Soldiers (1d6)	Soldiers (1d6+2)
6	Zap (1d6)	Fire Wisp (1d3)

Traps

Traps might be placed specifically on a map, or appear as random dangers (see above). Referees can create whatever types of traps they like, but the following might be considered standard:

Acid Fog Trap: The room fills with an acidic mist. Those in the room suffer 2d6 points of damage each round for 10 rounds.

Acid Spray: Acid sprays in a cone-shaped area (15-ft long and 10-ft wide). All in the area are attacked as though by a 10 HD monster that inflicts 3d6 points of damage plus an additional 1d6 points of damage per round until the acid is washed off.

Blade Barrier Trap: This portal is trapped with spinning blades. Those walking through the portal must pass a DEX test (DC 20) or suffer 10d6 points of damage.

Compacting Room: The walls of this room slowly move together. It takes four rounds for the walls to meet. All within the room suffer 12d6 points of damage.

Electrified Floor: All who pass over the floor suffer 4d6 points of damage (DC 15 STR test for half damage). Electronic devices are rendered useless 5% of the time.

Energy Drain Trap: An energy field robs people of their vitality. Those who wander into the field must pass a STR test (DC 15) or lose 1d4 HD. If a character's hit dice are reduced to 0 or lower, they are killed.

Flame Thrower: Everyone in a cone-shaped area (15-ft long, 10-ft wide) in front of the trap suffers 2d6 points of damage (DEX test for half damage).

Flooding Room Trap: A chamber fills with water in five rounds. All within can hold their breath for five rounds. After that, they must pass a STR test each round to continue holding their breath. The first test is made at a DC 10, the next at DC 15 and the final at DC 25. No character can hold their breath longer than 8 rounds.

Forcecage Trap: People who wander into the corridor are trapped in a 10-ft by 10-ft cage of force. The force cage persists until deactivated. The cage can be disrupted with a disintegration ray.

Forcecage and Monster Trap: This trap combines the force cage trap and a monster trap.

Freeze Trap: All who wander into the trap zone (usually a chamber or 10-ft x 10-ft section of passageway) must pass a STR test (DC 15) or be frozen in place for 10 minutes.

Fusillade of Darts: Anyone who walks into the trap zone is attacked by a flurry of darts (FIGHT 10) inflicting 1d6 points of damage. The darts can also be poisoned (STR test DC 15 or an extra 2d6 points of damage).

Hydraulic Stamper: A large, steel weight stamps down on any person who stands beneath it. The trap attacks as a 12 HD monster that inflicts 2d6 points of damage.

Laser Trap: A laser battery launches a laser beam (FIGHT 12) that inflicts 5d6 points of damage.

Monster Trap: When one enters this chamber or passageway, a teleporter transports a random monster into the chamber.

Psychic Killer Trap: All in the chamber must pass a MEN test or suffer 1 point of damage to their MEN. A character whose MEN score is reduced to 0 or lower is killed.

Radiation Trap: The room fills with radiation. All in the room suffer 9d6 points of damage (DC 20 STR test for half damage).

Reverse Gravity Trap: All in this room are sent crashing into the ceiling for 2d6 points of damage. Being released from the reverse gravity field inflicts another 2d6 points of damage due to the landing.

Rolling Death Sphere: A large, steel sphere studded with spikes is ejected down a passageway. Everyone in the passageway is attacked (FIGHT 10) and might suffer 2d6 points of damage.

Scything Blade Trap: These blades spring out at anyone who passes, usually at neck level. The scythes attack (FIGHT 8) and deal 1d8 points of damage.

Sliding Door Trap: When someone walks between or under this door or doors, they slide closed on them. The doors attack with a FIGHT of 10 and inflict 3d6 points of damage.

Steel Net Trap: A net of steel mesh falls from the ceiling on those below them. The trap is 10-ft by 10-ft in size. Potential victims can avoid the trap with a successful DEX test (DC 15). A person captured by the net can escape with a successful STR test (DC 15).

Trapdoor Trap: These trapdoors look no different than the floor around them. One must pass a DEX test (DC 15) or fall in, suffering 2d6 points of damage. The pit can be spiked (+1d6 damage) or filled with acid (+1d6 damage per round).

Chambers

As with traps, Referees can create whatever types of chambers they like to challenge the players. The lowest level of a space



fortress usually contains both the Dark Lord and Space Princess. The following chambers are samples of what one might find in a space fortress:

Armory: An armory should have very strong blast doors that are always locked. Two guards are always posted outside the door. Inside the armory there is an officer in charge and more guards, as well as a good variety of armor and weaponry. The armory probably has some sort of alarm and trap installed.

Cloning Chamber: Cloning chambers might consist of several vats in which the clones are grown from warm bio-material or maybe sarcophagus-like objects in which people are locked and then duplicated. Several scientists and guards are surely present, and the place might contain 1d4 clones in various stages of growth.

Combat Arena: The combat arena is where the Dark Lord throws his prisoners to large beasts for his and his courtiers' amusement. The arena might have a dirt floor or a floor consisting of metal grating. There could be various traps installed in the floor and walls to make the combat more interesting. Sliding doors or a portcullis separates the animal holding pens from the arena, allowing the monsters to be introduced while the crowd is safe. The crowd sits above the chamber, possibly behind security glass.

Command Center: A command center is filled with technicians and several guards. From here, the Dark Lord and his officers control their space fortress, having access to all security cameras, traps, etc. There is probably a captain's chair.

Cryogenic Chamber: These chambers are for freezing people – either prisoners for ease in transport or patients on the verge of death. The freezing units are usually sarcophagus-like pods with glass fronts that allow one to see who is stored within.

Death Trap: Some chambers and passages have no other purpose but to capture, annoy or kill intruders.

Disposal Unit: Disposal units are for the collection and destruction or processing of trash. The disposal unit probably contains trash from the space fortress – plastic containers, foam pieces, bits of cast off metal, food scraps, etc. Otyughs might be present. If adventurers who fall into the disposal unit are lucky it will simply be a collection point for jettisoning trash into space. It might also be a trash compactor (takes 10 rounds to smash the trash, killing anyone inside) or, worse yet, a disintegrator unit.

Elevator: Unlike elevators in buildings that touch on all floors, elevators and lifts in space fortresses are usually more dispersed and only run between two or three floors for security purposes. Elevators usually contain security cameras and they can usually be controlled from a command center.

Factory Level: Factory levels consist of large bays in which metal can be melted and poured, components assembled on winding conveyor belts and objects repaired. They contain all manner of tools and are staffed by technicians and maintenance drones.

Guard Barracks: A guard barracks contains sleeping pods and other amenities for large numbers of guards. They usually have bath and toilet facilities and might even serve as mini-armories.

Guard Post: A guard post is a security checkpoint staffed by two to six guards and containing things like metal detectors and retinal scanners. Guard posts usually have small holding cells attached, either with metal bars or, more likely, force fields.

Hangar Bay: Hangar bays may be large or small. They are usually in close proximity to barracks for pilots and repair bays for large ships. Technicians are always present, as are some guards and maybe some pilots. Hangar bays rarely handle ships larger than shuttles and starfighters, though some might be built large enough to handle freighters and blockade runners.

Interrogation Chamber: These chambers could look like high-tech versions of medieval torture chambers, but probably just have chairs with restraints that allow technicians and the Dark Lord to probe a prisoner's mind or inject them with truth serum so they can be successfully questioned. They usually have small holding cells attached and are in close proximity to a prison level.

Light Bridge: In the case of a "chasm" separating one part of a space fortress from another, there might be a light bridge. The light bridge can be activated from a control panel on either side, and takes the form of a bridge made of solidified light.

Medical Bay: The medical bay contains tables with restraints, medical equipment and cabinets containing all manner of medicines. Doctors and technicians work here. Guards are only present if the doctors are treating prisoners.

Mess Hall: A mess hall is attached to a kitchen and contains long tables and benches. The mess halls for the technicians and guards will be simple affairs, while the officer's mess might be grander.

Mines: If a space fortress is built into a planet or asteroid, it might contain mines worked either by technicians using laser drills or slaves using picks. The mines might abut an ore processing area.

Pleasure Chamber: These chambers might be simple lounges where crew can rest and relax or they might be high-tech entertainment centers with holographic movies or games. More unsavory space fortresses might have harems staffed with slave girls or gynoids.

Prison Level: The prison level consists of row after row of holding cells. The cells are small and simple, with force fields or sliding doors. They contain simple beds and toilet facilities that might retract into the wall. All of these cells can be monitored and controlled from a central command chamber with many guards and a number of prison technicians.

Reactor Core: The reactor core provides the space fortress's power. They may be a single large core or many. Most are atomic, and the technicians and guards therein are equipped with radiation suits.

Ruins: In space fortresses built into a planet or asteroid, it is entirely possible that there are ancient ruins that predate the construction of the space fortress or which are parts of the fortress that were partially destroyed in a past attack. Such places might be occupied now by other monsters.

Science Lab: Space fortresses usually have at least one science lab where the evil scientists who serve the Dark Lord can concoct new super weapons or grow atomic supermen for their mad schemes. These labs might be guarded. They always contain technicians and at least one scientist character.

Slave Pits: Dark Lords are usually quite evil, so the idea of holding sentient creatures in bondage does not really bother them. Slaves are used for menial and dangerous tasks and are kept in communal prison pits under heavy guard.

Sleeping Chamber: Sleeping chambers are not simple bedrooms, but rather chambers where people can be put into deep, hypnotic sleep for as long as a year.

Storage: Don't forget storage chambers. Even space fortresses need pantries and janitorial closets.

Teleport Chamber: A teleport chamber contains a number of teleport pads that can send people to other areas of the space fortress or even to other planets, depending on how powerful they are. They are staffed by one or two technicians and are usually guarded.

Throne Room: Many Dark Lords have a throne room consisting of a large space with an impressive throne and a carpet leading up to it. Throne rooms are always guarded. When the Dark Lord is present, he is accompanied by courtiers and his elite bodyguard.

The Dark Lord

The term "Dark Lord" merely refers to the key antagonist of the player characters. They might be male or female (or neither, in the case of a robot), and the depths of their actual wickedness are up to the Referee. Perhaps they are just a person fed up with



the bureaucracy of the Space Empire who kidnapped the Space Princess to get some attention.

Confronting the Dark Lord should be a dangerous challenge for the player characters. A Dark Lord occupies a level unavailable to normal player characters to make him a bigger challenge for a group of player characters:

LEVEL	HIT DICE	SKILL	POWERS
Mind Lord	9d8	12	7
Mad Genius	8d6	12	0
Crime Lord	8d8	14	0
Warlord	9d10	12	0

The Space Princess

Just as a "Dark Lord" needn't be "dark" or a "lord", a Space Princess is just a term of convenience for the object of the player character's quest in the Space Fortress. A space princess might actually be a princess from space, but it can also be a space prince, an ambassador, a famous scientist, plans for a space station or a secret weapon. Heck, it could even be the mascot of the Star Academy (Go Bulldogs!) or the President of the Galaxy's favorite potted palm. Whatever it is, the Dark Lord has it and the good guys want it back.

Whatever form the Space Princess takes, finding it is worth one point of luck for each player character. Once discovered – usually on the most dangerous level of a Space Fortress, the Space Princess must be brought out of the Space Fortress and carried to safety through hyper-space (see Space Battles above).

The Space Princess might also act as a character in its own right, controlled by one or all of the players. If the "Space Princess" is a canny old warrior, he or she might have the abilities of a Commander, for example.

Sample of Play

What follows is a sample of how a session of Space Princess might go. In this case, we're following Athena Laserwolf, a human star warrior and her comrades, Scrimshaw McGurk and Zazzix. Our little team will be delving into the Gas Mines of Regulon-5.

You might want to refer to the following character sheets while reading this sample of play. The characters were rolled randomly, which should give you an idea of what a character in the game might look like when finished.

ADVENTURE SET-UP

Regulon-5 is a gas mine set on a small, barren planetoid. The planetoid has no native life save for microbes that live beneath the white soil and it is marked with craters. The Solar Commonwealth has long known that the mines have been used as a forward base by agents of the dark lord Rad of Scorpius, a small-time tyrant with big ambitions.

Two days ago, the Princess Ariel of New Camelot, a member of the Commonwealth, was kidnapped. Rangers from Space Patrol has determined that she is most likely being held in the gas mines, awaiting the arrival the *Greymourn*, Rad's dreadnaught.

A small team, led by Athena Laserwolf, has landed in secret in a crater that the rangers have learned grants access to an old construction tunnel that leads into the mines. The team will enter through this tunnel, find and rescue the princess, and then make their escape in McGurk's blockade runner, the *Smilin' Sal*.

GAME PLAY

The band found the construction tunnel and hiked through it for about 1 mile until they reached a set of locked, sliding doors with a small access panel on the wall next to them.

Scrimshaw: I'll get out my tools and work on unlocking the doors.



ATHENA LASERWOLF

STR	6
DEX	6
MEN	4
HNO	4

POWERS: None

SKILLS: Climb (12), Leap & Swing (12), Pilot Ship (10), Swim (12)

GEAR: Ray Gun (2d6), Sword (1d6), Anti-Gravity Belt

Human Star Warrior (Veteran)

HD	6	HP	29
SKILL	6	DEF	16
LUCK	1	FIGHT	12
		SHOOT	12



SCRIMSHAW MCGURK

STR	3
DEX	5
MEN	4
HNO	4

POWERS: None

SKILLS: Avoid Notice (13), Defeat Security (14), Disguise (10), Fast Talk (12), Hide Contraband (12), Pilot Ship (12)

GEAR: Ray Gun (2d6), Brass Knuckles (1d6), Smuggler's Tools

Human Scoundrel (Rogue)

HD	5	HP	25
SKILL	8	DEF	16
LUCK	2	FIGHT	8
		SHOOT	10



ZAZZIX

STR	3
DEX	6
MEN	7
HNO	4

POWERS: Stunning Grasp; ESP (DC 10), Mind Thrust (DC 15), Mesmerism (DC 15)

SKILLS: Activate Power (15), Fast Talk (15), Leap & Swing (11), Swim (11)

GEAR: Laser Sword (1d10)

Alien Psychic (Knight)

HD	5	HP	17
SKILL	8	DEF	16
LUCK	1	FIGHT	9
		SHOOT	11

Referee: That will require a Defeat Security test. The DC for that test is only a 12 – the doors are mostly forgotten and the access panel's security protocols are a bit out of date.

Scrimshaw: (Rolling 1d20) I got a 26 – no sweat!

Referee: The doors slide open. Before you there is a small room carved directly from the greyish stone of the planetoid. The room is about 10 feet wide and 20 feet long. On the other side of the room there are another set of sliding doors. Cutting the room in half is a deep trench, about 10 feet wide.

The room is warm and has an acrid smell. It looks as though there is a retracting bridge set in the far side of the trench. The access panel next to the far doors probably has controls for it. As you enter the room, a greenish gas suddenly erupts from the trench. The gas is radioactive, so I'll need a strength test from each of you with a DC of 20.



Scrimshaw: (Rolling 1d20) Damn, I got a 17. Failure.

Athena: (Rolling 1d20) Rolled a 23. Success!

Zazzix: (Rolling 1d20) Got a 20, just made it.

Referee: Scrimshaw suffers radiation burns, suffering 9 points of damage. That leaves him with 16 hit points.

Scrimshaw: I don't want to be in the room for another blast of radiation. How do we get across?

Athena: I'll use my anti-grav belt to float across the chasm, if somebody will give me a push.

Referee: Good enough. Remember, though, that there's a chance of more gas being vented while you're floating over the chasm – the effect could be deadly!

Athena: I know – but we have to get across somehow, so I'll have to risk it.

Referee: (Rolls 1d6 because he has decided there is a 1 in 6 chance each turn of the gas venting. He gets a 3, so no gas this time).

You float over the trench, which fortunately doesn't vent anymore radioactive gas - for now.

Athena: Once I'm on the other side I'll deactivate the belt, open the panel and extend the bridge.

Scrimshaw: I'll be waiting outside the room, just in case the gas erupts.

Referee: The DC for operating the panel is a 15. You don't have any skill in this, so just roll 1d20 and add your knowledge score of 4.

Athena: (Rolling 1d20) I got a 13.

Referee: Sorry – that's not good enough. Any ideas guys?

Zazzix: Looks like we'll have to leap for it. And the sooner the better – another blast of gas could kill Scrimshaw.

Referee: Okay. We'll call it a leaping & swinging test with a DC of 10. Scrimshaw – that's not a skill for you, so just roll 1d20 and add your strength. Zazzix, you'll add your skill and strength.

[Scrimshaw rolls a 16 and Zazzix a 21; Referee rolls 1d6 to check on the gas. He gets a 4 – no gas this turn either]

Referee: Good enough. You're on the other side. What now?

Scrimshaw: Let me see that panel – I'll open the doors.

Referee: This is another defeat security check. The DC is a 15.

Scrimshaw: (Rolling 1d20) I got a 22. The Dark Lord's security precautions really aren't up to snuff.

Referee: The doors slide open. You see a corridor heading 9 paces to the left and ending in a door. There are branches 4 paces down the corridor and another 2 paces beyond that. The corridor also goes 5 paces to the right and ends in a door. The corridor is carved from the stone and is about 10 feet wide and 10 feet tall. Lights have been attached to the ceiling, the wires being visible.

Scrimshaw: I poke my head out to see if the corridor is empty.

Referee: Looks empty.

Athena: We'll enter the corridor and head right.

[The Referee now rolls a wandering monster check and comes up with an encounter – 4 soldiers!]

Referee: You get about 2 paces down the corridor when those doors open and four soldiers emerge. Roll initiative.

[Scrimshaw rolls a 3, adding his DEX for an initiative of 8. Athena comes up with an "8" as well. Since her DEX score is higher than

Scrimshaw's, she will go before him. Zazzix rolls a 10, beating them both. The soldiers collectively roll a 6 for initiative.]

Referee: Combat order will go as follows: Zazzix, Athena, Scrimshaw and then the soldiers. They're armed with ray guns and are about 3 paces away. None of you have any cover.

Zazzix: I'll use *mind thrust* against one of the soldiers. I have a total skill rating of 15 and mind thrust has a DC of 15, so I really can't fail unless I roll a 1. (Rolls 1d20 and gets a 2).

Referee: That was a close one. The soldier has a MEN of 4, so roll 1d6+3 for damage.

[Zazzix rolls a total of 6]

Referee: The soldier had 5 hit points, so he goes down, screaming and clutching at his temples. His pals don't seem very happy. Athena, you're next.

Athena: I open up with my ray gun. [Rolling dice]. I rolled an 3, plus my shoot rating – got a 15.

Referee: They have a defense rating of 17, so you miss.

Scrimshaw: I'm doing to fire as well. (Rolls 1d20). I got a 16.

Referee: You hit. Roll 2d6 for damage.

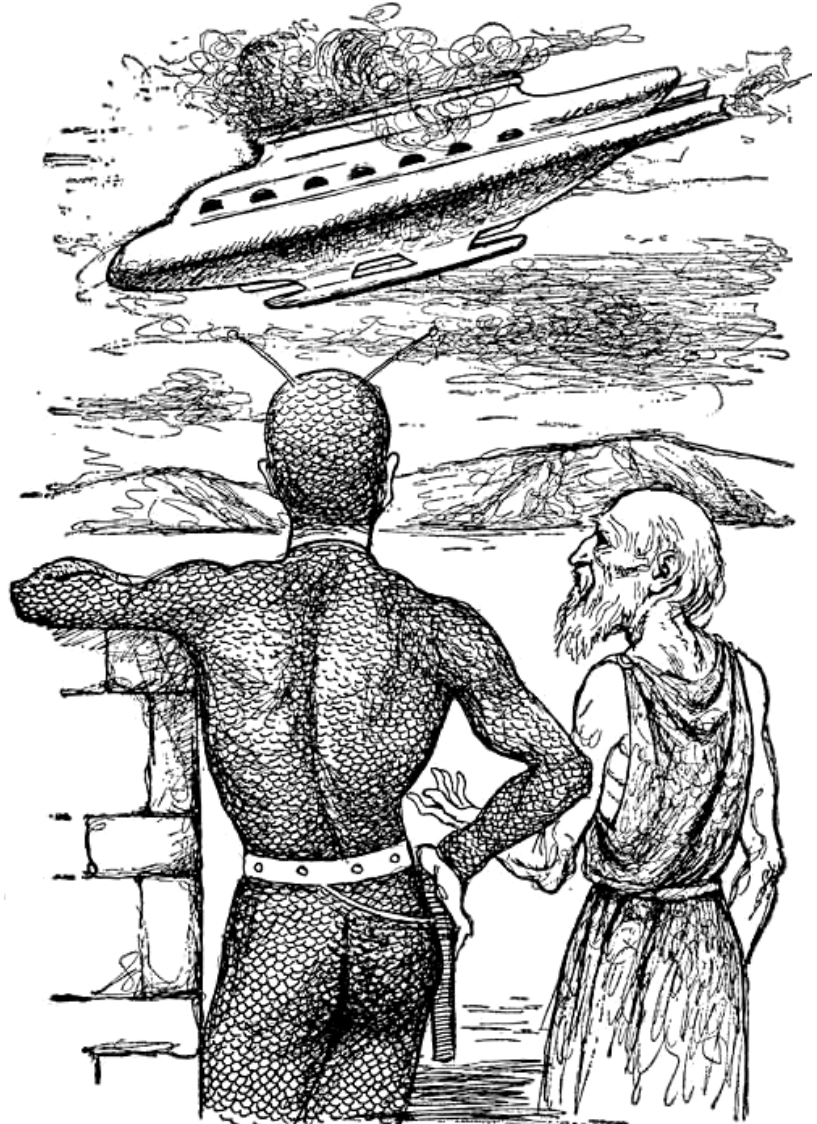
Scrimshaw: (Rolls 2d6) You have to be kidding me. I rolled a 3.

Referee: You graze one of the soldiers, but he's still up and fighting. The three soldiers now return fire, with one soldier targeting each of you – works out nice!

The soldiers have a shoot rating of 7. They roll a 9 to hit Athena – that's a miss, a 17 against Scrimshaw – that's a hit, and a 15 against Zazzix – a miss. Against Scrimshaw, they do (rolls 2d6) 7 points of damage. You're down to 9 hit points my friend.

That brings us to round two – Zazzix, you're up.

The adventure continues on from this point, running through the combat until one side is victorious. Perhaps the team will disguise themselves in the soldier's uniforms if they win, or perhaps they will have to beat a hasty retreat from the gas mine, having failed their mission for the Solar Commonwealth.



Section 5.0

Monsters

A “monster” is any creature, living or mechanical, that is meant to be an obstacle (usually dangerous) to the player characters on their quest to rescue the Space Princess. Monsters are rated with the following statistics:

HIT DICE (HD): This is the number of dice (D6) rolled to determine the monster’s Hit Points. It is also used to calculate the monster’s attack bonuses.

DEFENSE (DEF): This is the monster’s defense rating.

FIGHT: This is the monster’s attack value for hand-to-hand attacks, followed by its weapons and their damage.

SHOOT: This is the monster’s attack value for ranged attacks, followed by its weapons and their damage.

MOVE: The monster’s movement rate rated as F = Fast, N = Normal and S = Slow.

STRENGTH (STR): This is the monster’s STRENGTH.

DEXTERITY (DEX): This is the monster’s DEXTERITY.

MENTALITY (MEN): This is the monster’s MENTALITY.

KNOWLEDGE (KNO): This is the monster’s KNOWLEDGE.

DL: Danger Level, a numerical rating of the threat the monster represents, useful to the Referee when designing a Space Fortress.

Ability Tests

Many of the special abilities of monsters allow characters an attempt to avoid the power with an ability test. In most cases, the ability score in question is compared to a DC of 10 + the monster’s Hit Dice + ability score.

Danger Levels

The monsters in *Space Princess* are assigned “danger levels” to help Referee’s plan their adventures. The higher a monster’s danger level is, the greater the chance of it defeating or killing a band of adventurers.

As adventurers enter a space fortress, their initial contacts should be with monsters of a fairly low danger level. As one draws closer to the final goal of the adventure, the monsters (and traps) should become more dangerous.

DL 1: Giant Rat, HeavyWorlder, LightWorlder, Ratling, Soldier

DL 2: Caveman, Gremlin, Homo Superior, Lizard Person, Rod, Sharkon, Space Pirate, Trilodite, Violet Fungus, Vook, Zap, Zetan

DL 3: Baric, Blue, Brute, Cat Person, Choker, Delfin, Ghoul, Hawk People, Maintenance Drone, Martian, Mothman, Olvugai, Sergeant, Space Brother

DL 4: Ankheg, Azer, Blatto, Dromite, Emp, Fire Wisp, Flail Snail, Gelatinous Cube, Moon-Man, Ophidian, Space Amazon, Voltan

DL 5: Devil Girl, Killer Shrew, Maniac, Sagittarian, Scout Drone, Zetan Leader, Zombie

DL 6: Bounty Hunter, Captain, Dark Acolyte, De-Ro, Giant Beetle, Giant Lizard, Giant Spider, Great Horned Ape, Mue-Lok, Replicon, Roman, Security Drone, Skarusoi, Space Vampire, Ybrik

DL 7: Cyborg Warrior, Exterminator, Girallon, Psi-Bot, Remorhaz

DL 8: Assassin, Gargun, Probe-Bot, Stellar Siren, Transposer, Unbodied, Xill

DL 9: Aztec Mummy, Graviton, Id Cat, Invisible Strangler, Zark

DL 10+: Atomic Superman, Behir, Black Pudding, Brainslick, Chuul, Dhole, Dinosaur, Intellect Devourer, Frankenstein Monster, Kaiju, Leechwalker, Mega-Bot, Morgo, Otyugh, Phasm, Retriever, Slasher, Space Dragon, Star God, Star Inquisitor, Toxyderm



ASTONISHING ALIENS

NAME	HD	DEF	FIGHT	SHOOT	MOVE	STR	DEX	MEN	KNO	DL
Blatto	2	20	6	8	N	4	6	3	4	4
Blue	1	15	3	6	N	2	5	7	4	3
Cat Person	2	17	6	8	F	4	6	5	4	3
Delfin	3	15	9	8	N	6	5	4	4	3
Devil Girl	4	18	9	9	N	5	5	4	4	5
Dromite	1	17	5	5	N	4	4	3	4	4
Hawk People	3	16	7	9	N	4	6	4	4	3
HeavyWorlder (Heavy)	1	15	7	4	S	6	3	4	4	1
LightWorlder (Elo)	1	18	4	7	F	3	6	4	4	1
Lizard Person	2	16	7	6	S	5	4	4	4	2
Martian	2	15	6	6	N	4	4	3	5	2
Moon-Man	4	17	15	7	S	11	3	4	2	4
Morgo	12	15	27	15	N	15	3	5	4	13
Olvugai	1	16	5	4	N	4	4	4	5	3
Ophidian	3	18	7	9	N	4	6	5	7	4
Ratling	1	15	5	6	N	4	5	4	4	1
Ro-Man	5	19	11	9	N	6	4	4	6	6
Sagittarian	4	17	11	9	F	7	5	5	3	5
Sharkon	2	17	7	7	F	5	5	5	5	2
Skarusoi	6	17	12	10	N	6	4	4	5	6
Space Amazon	4	15	10	8	N	6	4	4	4	5
Space Brother	2	15	7	7	N	5	5	6	4	3
Trilodite	2	16	7	5	S	5	3	4	4	2
Voltan – Blue	3	16	9	7	N	6	4	5	5	4
Voltan – Red	1	14	7	5	F	6	4	5	5	4
Ybrik	3	18	9	7	N	6	4	4	6	6
Zark	8	15	24	12	S	16	4	6	7	9
Zetan – Worker	1	15	3	5	S	2	4	6	4	2
Zetan – Leader	3	15	6	7	S	3	4	8	8	5

BLATTO

The blatto are advanced cockroaches that walk upright. Blatto are junk collectors, traders and thieves. They are hard to kill and seem to get into just about any place to help themselves to things not securely welded to the ground. While they hate sun-light, they seem to be resistance to just about every other form of attack other than bludgeoning or skewering. All blatto carry two pieces of super science; one is useful, the other junk. Telling one from the other is impossible. Each item has a value of 1d10 SCI, but the junk item imposes a -5 penalty to invention tests. Blatto attack with hand weapons (1d6) and needle guns (1d8). Blatto suffer half damage from all forms of energy and they are unaffected by poison and disease. Blatto regenerate 1d4 hp each round.

BLUE

Blues are shriveled little men with powerful psychic powers. They are a curmudgeonly people, living like hermits in caves and abandoned sectors of space fortresses. They usually have hordes of old junk worth 1d10 x 10 SCI in their lairs. They attack with staves (1d6) and ray guns (2d6).

Psychic Powers: Any three; no activation test required.

Blue Characters: Humanoid (+1 MEN, -1 STR) / Mind Control

CAT PEOPLE

Cat people are humanoid aliens with feline features. Like real felines, they are quick and agile and take an aloof attitude toward most people, though they can feel deep affection for long-time friends. Cat people are intelligent, but prefer ambush and close combat to ranged combat. The

fight with claws (1d4) or hand weapons (1d6). They have a mesmerizing gaze that forces a person to pass a MEN test or be dazed for 1d6 rounds. A dazed character can take no actions other than self-defense. Cat people take half damage from falling.

Cat Person Characters: Mammal (+1 DEF; 1d6 dmg) / +1 DEX

DELFIN

The delfins seem to be evolved dolphins. They are tall, gangly humanoids with rubbery, blue-grey skin, bulbous foreheads and domed skulls, black eyes, pronounced jaws and mouths full of small, sharp teeth. Delfins adore gold and silver jewelry, with most having about 1d6 SCI worth, provided a scientist can find a way to melt it down and turn it into wire or circuitry. Delfins are barbarians who delight in combat. They fight with hand weapons (1d6) and crossbows (1d8). Their natural sonar allows them to fight in complete darkness without penalty and their bodies are as capable of cutting through water as their distant kin.

Delfin Characters: Mammal (+1 DEF; 1d6 dmg) / Infra-Vision

DEVIL GIRL

Devil girls come from a female dominated society with a declining male population. Devil girls are undeniably attractive, but merciless in their treatment of others. They wear uniforms of a black, vinyl-like substance that is a surprisingly good armor. They fight with hand weapons (1d6) and ray guns (2d6). Devil girls suffer only half damage from cold, electricity and fire and they can blanket a 60-ft radius area around themselves in complete darkness once per day for 10 minutes. Devil girls are capable of seeing in this weird darkness, but other creatures are not, giving the devil girls a +5 bonus and the others a -5 penalty to attack.

DROMITE

Dromites are small, insect people with carapaces of different colors, multi-faceted eyes and long antenna. Their arms end in powerful pincers (1d6). Each dromite has a different psychic power. Their carapaces give them a +5 DEF against rays. A ray attack against a dromite that scores a natural "1" is bounced back at the attacker. Treat this as though the attacker is attacking themselves. Dromites can fire energy rays from their antennae for 2d6 points of damage.

Dromite Characters: Insect (+1 DEF; 1d6 dmg) / Electrical Field

HAWK PEOPLE

Hawk people are humanoids with large, feathered wings. They wear very little clothing and carry spears (1d6) and ray guns (2d6). They can dive bomb with their spears, scoring double damage if they hit.

Hawk Person Character: Avian (Fly) / +1 DEX

HEAVYWORLDER

HeavyWorlders are descended from human beings who settled on planets that had slightly more gravity than Earth. Over time, they became stouter and more solidly built. They have traditionally worked as miners; many people call them "Miners" or "Heavies" for short. They are usually armed



with mining tools (treat as hand weapons), but heavy warriors might carry needle guns or ray guns and wear body armor.

Heavy Characters: Humanoid (+1 STR, -1 DEX) / Bulk or +1 STR

LIGHTWORLDER

LightWorlders are descended from human beings who settled on planets that had slightly less gravity than Earth. Over time, they took on what might be described as "elfin" features – lithe bodies and thin faces, large eyes, slightly pointed ears, etc. They are about a foot taller than the average human, but weight only about 80-90% as much. Most people refer to them as "Elos" rather than LightWorlders.

Elo Characters: Humanoid (+1 DEX, -1 STR) / Infra-Vision or +1 DEX

LIZARD PEOPLE

Lizard people are reptilian humanoids with short snouts, razor-sharp claws and a human level of intelligence. They attack with ray guns (2d6) and their natural weapons (1d6).

Lizard Person Characters: Reptilian (+1 DEF; 1d6 dmg) / Super Scent

MARTIAN

The Martians are green-skinned humanoids of a (formerly) warlike race. From an early age Martians are educated by thought waves projected from computer banks and received by cybernetic antennae jutting from helmets almost always worn on their heads. These helms act as *communicator devices*. Martians arm themselves with *freeze ray guns*. Most wear skin-tight green costumes, and leaders wear cloaks.

Martians dwell in subterranean cities that abut their famous canals, which transfer water from the poles to the warmer climes. Martians require very little air and are immune to cold. Despite Mars' lower gravity, they appear to be just as strong as human beings. They are immune to cold.

The elders of the Martian race are called chochems. These mystics can employ four psychic powers. They dress in robes and carry staves.

MOON-MAN

A moon-man is a humanoid alien seemingly composed of stone, with a large, unmoving face that they carve themselves (or have carved). They are tremendously strong, and suffer only half damage from most attacks.

MORGO

Morgos are a giant slave race of the zarks. They stand about 12 feet tall and have thin arms and legs and oversized heads with large, bulging eyes. Morgos are intelligent creatures, but fairly easy to control. They are as cruel as their masters, showing no pity but cowering when their cause is obviously lost. Morgos are armed with phasic rifles and otherwise attack with their fists and feet for 1d6 points of damage.



OLVUGAI

The olvugai look like giant potatoes covered in velvety, yellow fur. Sprouting from their circumference are eight thick tentacles, each about 10 feet in length. The tentacles are used to walk, almost in the manner of a spider, and to manipulate objects. On top of their bodies there is a patch of long, black bristles. These bristles are used to collect sensory data. Olvugai attack with two swords (1d6) or two ray guns (2d6). They communicate by vibrating their bristles. These vibrations penetrate the mind of sentient creatures and allow communication between the species. An Olvugai's tentacles end in worm-like mouths that burrow into soil and clay and allow them to draw sustenance. When they walk on hard stone, their tentacles give off a kissing sound that is difficult for them to silence. An olvugai can vibrate their bristles at a frequency that makes them invisible per the *cloud minds* psychic power.

Olvugai Characters: Weird (+1 vs. mind reading) / Multiple Arms

OPHIDIAN

Ophidians are snake-like humanoids who claim to precede all other intelligent life in the universe. Most now live in small conclaves, hidden from other folk, gaining what they want through intermediaries. They attack with their fists and bites for 1d4 points of damage and inject a poison that paralyzes people for 1d4 rounds if they fail a STR test. They always carry 1d3 pieces of super science.

RATLING

Ratlings are small humanoids with clammy, white skin and patches of bristly fur on their backs, lower arms and feet. They attack with swords (1d6) and crossbows (1d8). Ratlings have large eyes that work like *night goggles* and are usually armed with rudimentary weapons. One ratling in four has a psychic power. Ratlings are cowards at heart, preferring to attack from ambush and with superior numbers.

Ratling Characters: Mammal (+1 DEF; 1d6 dmg) / Climbing

RO-MAN

Ro-men are a species of electronic brains who implant themselves upon the bodies of gorilla-like creatures. The ape's head is removed and a spherical helm, with two long antenna, is secured to the neck. Each ro-man carries 1d3 pieces of super science, and is capable of attacking with its massive hands for 1d8 points of damage.

SAGITTARIAN

Sagittarians are aliens that look like centaurs, with long faces reminiscent of horses. They stand about 8 feet tall and are variably colored. Sagittarians are armed with hand weapons (usually curved swords) and usually carry needle guns.

Sagittarian Characters: Mammal (+1 DEF; 1d6 smg) / Multiple Legs

SHARKON

Sharkons dwell underwater, but can live out of water for up to one hour. They are sleek humanoids with large mouths full of sharp teeth (1d6) and might also attack with spears (1d6) and ray guns (2d6).

SCARUSOI

The skarusoi are a race of bipedal insects. Tall and brown, they have shield-like carapaces on their fore-arms and long feelers sprouting from their heads. They make a muted chittering sound, but seem to communicate with each other through a series of gestures and feeler flicks. Skarusoi attack by buffeting and slashing with their forearms for 1d6 points of damage or with ray guns for 2d6 points of damage. A skarusoi can leap 50 ft in a bound and attack in the same round. The skarusoi possess the following psychic abilities: *Telekinesis* (only to push creatures away from them), *empathic projection* (sorrow) and *psychic blast*. They may use any combination of these abilities five times per day.

Skarusoi Characters: Insect (+1 DEF; 1d6 dmg) / Leaping

SPACE AMAZON

Space amazons are female aliens of tremendous strength and dexterity who are sometimes hired as elite guards in a space fortress, or perhaps were captured and subsequently escaped, living as outlaws in the fortress's myriad tunnels and chambers. Space amazons stand about 8 feet tall and have green skin, white hair, and long antennae. They attack with axes (1d8) and ray guns (2d6).

Large groups of space amazons are commanded by a myrmidia with 7 HD. Each myrmidia has a 5% chance of secretly falling in love with a male star warrior and betraying her sisters on his behalf. If spurned by him, she flies into a berserk fur, gaining an additional attack per round.

SPACE BROTHER

Space brothers are a male species of alien that seem to be created via a secret ritual involving prayer, fasting, intense training and gene splicing. They are humanoid and stand 7 to 8 feet in height. Space brothers have pale or tanned skin, eyes the color of opals and hair ranging from golden to platinum blonde. They dress in whites and greys and arm themselves with ray guns and laser swords.

Psychic Powers: Cloud Minds, Healing Touch

TRILODITE

Trilodites are protoplasmic aliens consisting of a ooze-like interior and a pink, rubbery exterior. Trilodites "stand" about three feet tall, usually on three pseudopods. They often have three additional pseudopods emerging from higher on their bodies that they use as arms. Trilodites can use these pseudopods to manipulate small objects as a human uses hands, and can retract or grow additional pseudopods as they like, though eight seems to be their useful limit. They attack with swords (1d6) or ray guns (2d6). Trilodites have a high sensory awareness, and are thus rarely surprised. Because of their alien structures and minds, they enjoy a +2 bonus on tests to resist psychic powers that attempt to control or influence them. Their elastic forms give them a +2 bonus to DEFENSE to resist attempts to grab or hold them.

Trilodite Characters: Weird (+1 vs. mind reading) / Multiple Arms

VOLTAN

Voltans are a humanoid species with slightly pointed ears and bald heads covered with peaked ridges. They are quite strong and very intelligent. Some voltans have red skin, while others have blue skin. The red voltans tend towards contemplation and a love of logic, while the blue voltans are emotional, over-bearing and militant. Blue voltans arm themselves with jagged blades (1d8) and ray guns (2d6) and wear steel mesh tunics. Red voltans do not wear armor or carry hand weapons, but do use ray guns (2d6) and slam attacks (1d4) and they have a *stunning grasp*.

Blue Voltan Characters: Humanoid (+1 STR, -1 MEN) / +1 DEX

Red Voltan Characters: Humanoid (+1 KNO, -1 DEX) / Stunning Grasp



YBRIK

The ybrik are a species of stout, boxy humanoids known for their soaring, grandiose rhetoric and their tendency towards violence. Female ybrik are taller than the males and curvaceous, but still have broad, angular faces and what one might call a "big-boned" physique. They fight with thick, metal rods (1d8) and ray guns (2d6). All ybrik have 1d3 items of their wondrous, complex technology, each one combining two random functions of super science.

Ybrik Characters: Humanoid (+1 STR, -1 KNO) / Bulk

ZARK

The zarks are a cruel race of conquerors that encase their pulpy, mollusk like bodies in war walkers and battle tanks and use their psychic powers to enslave other creatures to use as their foot soldiers. Each zark has four long tentacles that it can use to operate levers and push button and to attack (two attacks for 1d4 points of damage). They are always equipped with 1d4 pieces of super science. They feed on the blood.

Psychic Powers: Illusion, Mesmerism, Telepathy

ZETAN

Zetans are a grey skinned collective-intelligence species. Workers are about four feet tall, and leaders are as tall as six feet. All zetans have thin arms and legs, oversized heads and eyes, and extremely long fingers. Zetans attack with their fists (1d3) and ray guns (2d6). Zetans have an aura which causes fear (MEN test negates). Smaller zetans seem to function most often as workers; the taller leader-types are conjectured to have more independence, but still serve the collective.

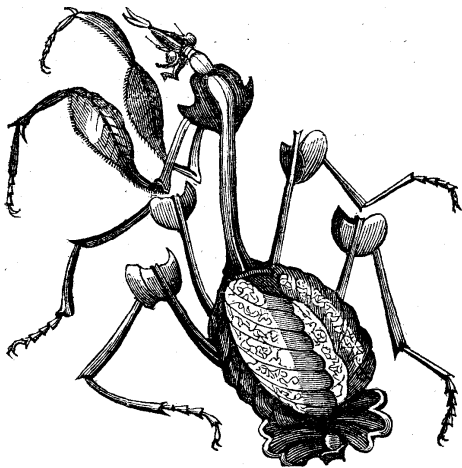
Zetans travel in a thought conveyance which is only temporarily physical, glows various unearthly colors and is able to become invisible at will. For every 15 zetans there is one leader type. If a Zetan is killed, it is dispatched back to the collective unless its leader is killed as well, in which case its atoms are dispersed.

FANTASTIC BEASTS

NAME	HD	DEF	FIGHT	SHOOT	MOVE	STR	DEX	MEN	KNO	DL
Ankheg	3	21	13	7	N	10	4	5	0	4
Baric	2	18	6	-	N	4	5	4	1	3
Behir	9	24	25	14	F	14	5	5	2	11
Dhole	16	20	41	-	N	25	2	0	3	17
Dinosaur – Carnosaur	18	17	36	-	F	18	4	6	0	19
Dinosaur – Ceratopsian	16	19	36	-	N	20	4	4	0	17
Dinosaur – Sauropod	20	19	44	-	S	24	4	5	0	21
Id Cat	7	18	13	-	F	6	6	5	3	9
Flail Snail	4	23	10	-	S	6	3	4	2	4
Gargun	7	16	19	-	S	12	3	4	0	8
Giant Beetle	6	18	18	10	S	12	4	4	0	6
Giant Lizard	6	19	13	-	N	7	6	4	0	6
Giant Rat	1	18	5	-	F	4	7	4	0	1
Giant Spider	4	22	10	11	N	6	7	4	0	6
Girallon	7	21	19	14	F	12	7	4	0	7
Great Horned Ape	6	19	17	12	N	11	6	4	0	6
Kaiju	30	25	50	-	N	30	6	5	1	32
Killer Shrew	4	17	12	-	F	8	5	4	0	5
Remorhaz	7	25	23	12	N	16	5	4	2	7
Space Dragon	11	22	21	15	N	10	4	6	6	16
Violet Fungus	2	17	7	-	S	5	3	4	-	2

ANKHEG

Ankhegs are alien insects of great size that burrow through the ground, even moving through solid rock at slow speed. They attack with their mandibles for 2d6 points of damage plus an additional 1d6 points of acid damage. They can also spit acid up to 10 paces at a single target, inflicting 3d6 points of damage unless the victim passes a DEX test, which reduces the damage to 1d6.



BARIC

Barics are large, 6-legged, duck-billed rats native to dusty, red planets. They attack in packs of 2d6 creatures, biting their victims for 1d6 points of damage. They can clamp their bills down for automatic damage each round until the victim passes a STR test.

BEHIR

The blue, multi-legged reptilian horrors crackle with electricity. They attack with a bite (1d6). Behirs can spit bolts of lightning to a range of 10 paces up to three times per day. These bolts inflict 6d6 points of damage. Victims of a successful bite attack must make a STR test or be swallowed whole, suffering 3d6 damage each round. They are immune to electricity.

DHOLE

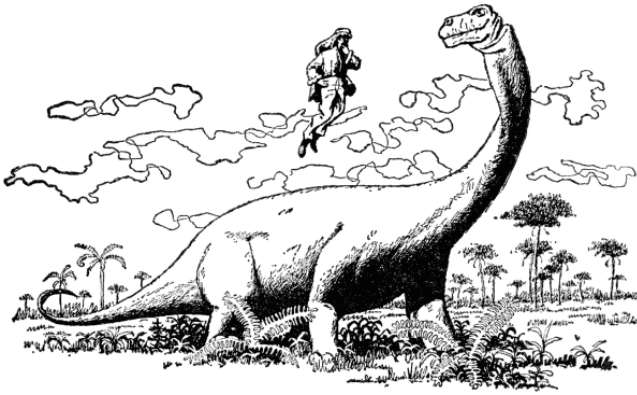
Dholes are massive worms with mouths of sharp, bony plates that are ringed with tentacles. They dwell underground, burrowing through the ground eating everything animal, vegetable and mineral in their path. They can also hibernate for untold centuries without eating. For this reason, they are sometimes discovered on asteroids and dead planets. A dhole attacks with its tentacles (2d6). A person struck must pass a STR test or be flung into the mouth for another 2d6 points of damage. Yet another STR test must be passed or the person is swallowed whole.

DINOSAUR – CARNOSAUR

Carnosaurs are bipedal, carnivorous dinosaurs in the vein of the infamous tyrannosaurus rex. They attack with a bite for 3d6 points of damage, and small creatures bitten by them must pass a STR test or be swallowed.

DINOSAUR – CERATOPSIAN

Ceratopsians are quadrupedal dinosaurs with horns or spikes on their heads which they use for combat. They attack with these horns for 2d6 points of damage and can charge for double damage.



DINOSAUR – SAUROPOD

Sauropods are massive quadrupedal dinosaurs like the brontosaurus that attack with their tails for 6d6 points of damage. Any creature locked in melee combat with a sauropod must make a DEX test each round or suffer 2d6 points of damage from trampling.

FLAIL SNAIL

Flail snails are gastropods the size of compact cars. In place of a head they have four tentacles that end in ball-shaped knobs. Flail snails are silicon-based creatures, and their tentacles and knobs are as strong and hard as iron. They attack with those tentacles for 1d8 points of damage. Their shells are striped in bright colors of red, blue, yellow and green. Ray gun attacks that fail to wound a flail snail instead hit the shell and bounce off. There is a 50% chance these rays hit nothing, and a 50% chance they hit a random combatant.

GARGUN

Garguns are giant crustaceans used by some aliens as a good source. They grow rapidly, despoiling ecosystems if not controlled. Garguns attack with their massive pincers that inflict 2d6 points of damage. Those struck must pass a STR test or be grabbed for 1d6 points of damage per round.

GIANT BEETLE

These giant beetles are as large as a car. They have crushing mandibles and thick carapaces. They attack with their mandibles for 2d6 points of

damage. Those who engage giant beetles in close combat must pass a DEX test each round or suffer 1d6 points of damage from being trampled.

GIANT LEECH

Giant leeches are not much different from their smaller kin. They attack with a bite for 1d6 points of damage. Victims must pass a STR test or the leech latches on and drains 1d6 hit points per round. The leech can absorb 12 hit points worth of blood before it is full and detaches.

GIANT LIZARD

These massive reptiles appear as normal Earth species grown to giant size, sometimes with horns, fins and other protrusions seemingly affixed to them with glue. They are incredibly vicious and always hungry. They attack with a bite that inflicts 1d4 points of damage.

GIANT RAT

Rats dwell everywhere, even space fortresses. They attack with their bites for 1d4 points of damage. Their bites are sometimes (50%) infectious, carrying a disease called filth fever (see Otyugh).

GIANT SPIDER

Giant spiders are larger than human beings. They attack with their bites for 1d6 points of damage or shoot webs. They weave thick webs to catch their prey and can even fire web strands at people to entangle them. Creatures hit by a web must pass a STR test (DC 7) to escape. Otherwise they are held fast and suffer a -2 penalty to their STR and DEX while held. A giant spider's venom paralyzes its victim if they fail a STR test.



GIRALLON

Girallons are 8-foot tall gorillas with four arms and thick, white fur. Their multiple arms allow them to attack two enemies each round for 1d6 points of damage.



GREAT HORNED APE

Great horned apes look like tawny gorillas with fangs and a single large horn, not unlike that of a rhinoceros, jutting from their heads. They can attack with this horn, their teeth and claws, making them fierce combatants. They attack with their horns and bites for 1d6 points of damage. The bites of great horned apes are mildly poisonous, forcing those bitten to make a STR test or be paralyzed for 1d4 rounds. Rare specimens are albinos.

ID CAT

Id cats look like gaunt, black panthers with rubbery tentacles sprouting from their sides. They feed on a creature's id. An id cat attacks with its tentacles for 1d6 points of damage. Any creature affected by the cat's *id insinuation* power also loses 1d4 points of MEN. Each point of MEN stolen bolsters the id cat's own hit point total by 1d6 for one hour. Lost points of MEN return at the rate of one point per day.

KAIJU

Kaiju are reptiles that are 70 feet long and 50 feet tall, weighing 130 tons. They are not unlike the tyrannosaurus rex in shape. Kaiju are immune to fire and heat damage and regenerate 1d6 points of damage each round. Their bite attack inflicts 4d6 points of damage, and victims must make a DEX test or be swallowed whole. They also attack with their massive feet for 2d6 points of damage and their tails for 3d6 points of damage.

KILLER SHREW

Killer shrews are about the size of a dog, with shaggy fur, large fangs and short (2-ft.) trunks that allow them to grab an opponent and bite them each round for 1d6 points of damage. The killer shrew can also just bite each round instead of attempting a grapple.

REMORHAZ

Remorhaz are massive, segmented centipedes with bluish-white chitin. They measure 20 feet in length and 5 feet in diameter and have great, spider-like faces with gaping mandibles that deal 2d6 points of damage. Their bodies radiate intense heat, causing 6d6 points of damage to anything that touches them with their flesh, 3d6 with a hand weapon and 1d6 points of damage per round spent within 3 paces of the monster.



SPACE DRAGON

Space dragons are large reptilian horrors. They are about 20 feet in length, with sinuous, serpentine bodies covered in hexagonal scales. Space dragons have eye stalks that can move independently of one another, large, wide toothy maws and eight stubby tentacles.

Space dragons attack with their bites (2d6). Three times per day they can expel a cone of radiation from their mouths. This cone is 30 feet long and 20 feet wide at the base. All in its path suffer 10d6 points of damage, but can attempt a DEX test to halve the damage.



VIOLET FUNGUS

These creatures look like large, dog sized mushrooms. Four thick tentacles sprout from their bases and allow them to move, and another four sprout from their tops, allowing them to attack. Their tentacles inflict 1d6 points of damage. The spores on their tentacles are poisonous (STR test; 1d4 points of STR damage).

CREATING ALIEN ANIMALS

The following tables should come in handy when creating animals to populate the alien worlds and space fortresses your players explore.

Roll one time on each table, or simply choose from each table. The first table provides a descriptor to the animal. These descriptors give the animal various powers or adjustments to their statistics.

The second table determines the animals overall form and provides the animal's basic combat statistics.



DESCRIPTOR

ROLL	DESCRIPTOR
1	OOZE/SLIME: Creature may be covered in slime, granting it DEF +3 vs. grapple attacks, or it simply lives in a slimy environment.
2	ROCK/STONE: Creature may have a thick, rocky hide, granting it DEF +2, or it simply lives in a rocky environment.
3	DEATH: Creature either has a deadly poison bite or +2 HD.
4	DUST/DESERT: Creature dwells in the desert, enjoys STR +1.
5	FOREST/TREE: Creature dwells in woodlands, enjoys DEX +1.
6	GIANT/GREAT: Creature has x2 HD.
7	CRYSTALLINE: Creature has DEF +2 against all attacks except those from bludgeoning weapons and DEF +5 against ray guns.
8	ICE: Creature suffers half damage from cold attacks.
9	LAUGHING/HISSING: Creature makes a laughing or hissing noise when threatened.
10	SCALED/FEATHERED: Creature is DEF +1.
11	SPECKLED/SPOTTED: Creature has speckled, spotted or striped hide.
12	ACID: Creature has an acidic bite that inflicts +1d6 damage.
13	FIRE/STAR: Creature suffers half damage from fire and ray attacks.
14	FANGED/HORNED: Creature's bite attack that deals +1d6 damage.
15	MIST/VAPOR: Creature is either surrounded by a weird fog (opponents -1 to SHOOT) or simply dwells in misty area.
16	SHOCK: Delivers a 1d6 damage shock through its skin.
17	STINK: Opponents must pass a STR test or suffer -2 FIGHT vs. this creature.
18	SEA/RIVER: Creature dwells in the sea or rivers and is equipped to swim at its usual speed.
19	SKY/CLOUD: Creature has a flying speed one category faster than its land movement.
20	LEAPING/HOPPING: Creature's land movement is one category faster.

ANIMAL TYPE

ROLL	ANIMAL TYPE
1	DEVIL/BADGER: HD 1; DEF 12; FIGHT 5 (1d4); SHOOT -; MOVE N; STR 4; DEX 7; MEN 5; KNO 0; DL 2; Special: Rage when damaged (+2 FIGHT).
2	CRAWLER/CREEPER: HD 1; DEF 10; FIGHT 5 (1d4); SHOOT -; MOVE F; STR 4; DEX 5; MEN 3; KNO 0; DL 2; Special: Poisonous bite (1d6 damage).
3	BAT: HD 1; DEF 11; FIGHT 2 (1d4); SHOOT -; MOVE F; STR 1; DEX 6; MEN 4; KNO 0; DL 1; Special: See in dark with echolocation.
4	DOG: HD 2; DEF 11; FIGHT 7 (1d4); SHOOT -; MOVE F; STR 5; DEX 6; MEN 4; KNO 0; DL 2; Special: None.
5	CAT: HD 1; DEF 11; FIGHT 3 (1d4); SHOOT -; MOVE N; STR 2; DEX 6; MEN 4; KNO 0; DL 1; Special: None.
6	BIRD: HD 1; DEF 11; FIGHT 5 (1d4); SHOOT -; MOVE F; STR 4; DEX 6; MEN 4; KNO 0; DL 1; Special: None.
7	HOG/PIG: HD 3; DEF 10; FIGHT 9 (1d6); SHOOT -; MOVE N; STR 6; DEX 4; MEN 4; KNO 0; DL 3; Special: +2 STR tests to ignore pain.
8	BEE/TLE: HD 1; DEF 12; FIGHT 5 (1d8); SHOOT -; MOVE N; STR 4; DEX 4; MEN 4; KNO 0; DL 1; Special: None.
9	LION/TIGER: HD 6; DEF 12; FIGHT 16 (1d8); SHOOT -; MOVE F; STR 10; DEX 6; MEN 4; KNO 0; DL 7; Special: Pounce (2 attacks when it wins initiative).
10	BEAST/ELEPHANT: HD 11; DEFENSE 11; FIGHT 26 (3d6); SHOOT -; MOVE N; STR 15; DEX 4; MEN 4; KNO 0; DL 12; Special: Trample (all in melee combat must make a DEX test or suffer 1d6 damage).
11	BEAR: HD 6; DEF 11; FIGHT 19 (2d6); SHOOT -; MOVE F; STR 13; DEX 5; MEN 4; KNO 0; DL 7; Special: Creatures hit must make STR test or be hugged for automatic damage each round.
12	PINCHER/CRAB: HD 1; DEF 12; FIGHT 5 (1d8); SHOOT -; MOVE N; STR 4; DEX 4; MEN 3; KNO 0; DL 1; Special: None.
13	MOLE/RAT: HD 1; DEF 11; FIGHT 3 (1d4); SHOOT -; MOVE S; STR 2; DEX 6; MEN 4; KNO 0; DL 1; Special: Bite may cause disease.
14	APE: HD 4; DEF 12; FIGHT 12 (1d8); SHOOT -; MOVE N; STR 8; DEX 6; MEN 4; KNO 1; DL 4; Special: None.
15	LIZARD/SNAKE: HD 3; DEF 11; FIGHT 6 (1d4); SHOOT -; MOVE N; STR 3; DEX 5; MEN 3; KNO 0; DL 3; Special: May be poisonous.
16	ANTELOPE/DEER: HD 2; DEF 12; FIGHT 6 (1d6); SHOOT 2; MOVE F; STR 4; DEX 7; MEN 4; KNO 0; DL 2; Special: None.
17	SPIDER: HD 1; DEF 2; FIGHT 4 (1d4); SHOOT 8 (web); MOVE N; STR 3; DEX 7; MEN 3; KNO 0; DL 2; Special: Poison (2d6 damage).
18	BRUTE/RHINOCEROS: HD 8; DEF 11; FIGHT 22 (2d6); SHOOT -; MOVE N; STR 14; DEX 4; MEN 2; KNO 2; DL 9; Special: Charge for double damage.
19	SNAIL/SLUG: HD 2; DEF 8; FIGHT 4 (1d4); SHOOT -; MOVE S; STR 2; DEX 2; MEN 3; KNO N/A; DL 2; Special: None.
20	FISH/SHARK: HD 3; DEF 12; FIGHT 8 (1d6); SHOOT -; MOVE F; STR 5; DEX 6; MEN 3; KNO 0; DL 4; Special: Blood frenzy (+1 FIGHT when smells blood).



LIVING DEAD

NAME	HD	DEF	FIGHT	SHOOT	MOVE	STR	DEX	MEN	KNO	DL
Aztec Mummy	8	24	22	12	S	14	4	5	2	9
Frankenstein Monster	9	24	20	13	N	11	4	4	-	10
Ghoul	2	18	7	8	N	5	6	5	5	3
Space Vampire	4	18	10	9	F	6	5	5	5	6
Zombie	3	12	3	3	S	4	3	4	-	5

AZTEC MUMMY

The Aztec, as is well known in scientific circles, were visitors from space who colonized Earth in ancient times. While their culture largely died out on Earth, it continued to flourish in the far reaches of space for many centuries until finally destroyed in a galaxy-wide war with the space gods. So it is that spacemen often find Aztec-style ruins, and their strangely preserved dead, throughout the galaxy and sometimes in the most unexpected places.

Aztec mummies attack with their fists, dealing 2d6 points of damage and infecting their victims with a rotting disease (a mutated form of leprosy) unless they pass a STR test. This disease eats away one point of STR and one point of MEN each hour. When either ability score is reduced to 0, the victim dies of the disease.

Being wrapped in chemical-soaked cloth, Aztec mummies are especially vulnerable to fire and lasers, suffering an additional 1d6 points of damage from such attacks.

FRANKENSTEIN MONSTER

Frankenstein monsters, named for the inventor of the process of returning life to dead tissue via a chemical formula and the application of electricity, are humanoid creations patched together from corpses. They attack with their fists for 2d6 points of damage.

Frankensteins are immune to psychic powers and fear fire. Electrical attacks (like a shocking grasp) heal rather than inflict damage on them. Unfortunately, the mind of a Frankenstein is anything but stable, and there is a cumulative 1% chance per round during combat of them going berserk and randomly attacking anything that moves.

GHOUL

Also called cannibal corpses and brain-eating zombies, ghouls are much smarter, quicker and dangerous than zombies. Ghouls bite and claw during combat, inflicting 1d6 points of damage with each successful attack. Folk hit by a ghoul's attacks must pass a STR test or be paralyzed for 1d4 rounds. Creatures killed by ghouls rise as ghouls 1d6 rounds later unless their brains are destroyed.

SPACE VAMPIRE

Space vampires are not technically the "living dead", but rather an alien race of humanoids with psychic powers who feed on blood. They are almost always beautiful creatures, and may be good or evil.

Space vampires attack with their claws and bite, inflicting 2d6 points of damage with each successful attack. Creatures hit by a space vampire must pass a STR test or the vampire latches on to them and drinks their blood, reducing their STR by one point each round until removed. When the victim's STR reaches 0, they die.

Space vampires can shapeshift into giant bats with the following stats: HD 4; DEF 22; FIGHT 11; SHOOT -; MV F; STR 7; DEX 12; MEN 5; KNO 5. Giant bats attack with a bite that deals 1d6 points of damage, and they can suck blood in this form as well as in their normal form.

Psychic Powers: Mesmerism

ZOMBIE

Zombies are created from dead bodies by mad scientists. Because they are mindless servitors (and work cheap) they are favored by many dark lords. They attack with their fists for 1d6 points of damage and are immune to psychic powers.



MEN & SPACEMEN

NAME	HD	DEF	FIGHT	SHOOT	MOVE	STR	DEX	MEN	KNO	DL
Assassin	6	16	10	14	N	4	8	6	5	8
Bounty Hunter	4	15	8	9	N	4	6	4	4	6
Caveman	2	15	8	7	N	6	5	4	2	2
Cyborg Warrior	3	19	9	8	F	6	5	3	4	7
Dark Acolyte	5	14	9	9	N	4	4	6	5	6
Maniac	3	10	3	3	N	4	4	4	4	5
Soldier	1	17	5	5	N	4	4	4	4	1
Soldier – Sergeant	3	18	7	7	N	5	5	4	4	3
Soldier – Captain	6	19	11	11	N	5	5	5	5	6
Space Pirate	2	14	6	6	N	4	4	4	3	2

ASSASSIN

Assassins are the most feared men and women in the galaxy. They are silent and swift, and don't hesitate to kill their victims. They carry 1d4 super science and are armed with swords (1d6) and ray guns (2d6).

BOUNTY HUNTER

Bounty hunters are employed to track down and capture life forms. Bounty hunters are skilled warriors who carry 1d3 pieces of super science.

CAVEMAN

Cave men are primitive humans who wear furs and pelts and arm themselves with spears and clubs. Despite their lack of technology, they are as clever as any human and terribly strong. They attack with spears and other primitive weapons (1d6).

CYBORG WARRIOR

Cyborg warriors combine humans or aliens with super science. The typical cyborg warrior is equipped with *body armor*, an *exoskeleton*, *night goggles* and *shock gloves*. Removing a cyborg's mechanical parts renders them non-functioning, and thus worth 1d10 SCI each.

DARK ACOLYTE

Dark acolytes are evil psychics who often serve as lieutenants to Dark Lords. They fight with laser swords (1d10). A dark acolyte has three psychic powers.

MANIAC

Maniacs are usually escaped prisoners who hide in the depths of space fortresses. They attack with hand weapons (1d6) or fists (1d4), and their berserk fury permits them two melee attacks per round.

SOLDIER

Soldiers are the standard minions of a Dark Lord. They serve as his foot soldiers and are the primary guards of his Space Fortress. Soldiers come in three ranks – Soldiers, Sergeants and Captains. All are armed with ray guns (2d6) and some manner of hand weapon (1d6) and they wear *body armor*. You can add or change equipment as you see fit.

SPACE PIRATE

Space pirates operate in starships, attacking freighters, or as mercenaries. They rarely have body armor, but always carry ray guns or needle guns and cutlasses. Space pirates are skilled pilots. Space pirate captains attack as the captains of soldiers.



MUTANT FREAKS

NAME	HD	DEF	FIGHT	SHOOT	MOVE	STR	DEX	MEN	KNO	DL
Atomic Superman	12	16	22	15	N	10	4	3	3	12
Azer	2	21	7	7	N	5	5	7	4	4
Brute	3	17	9	7	N	6	4	4	2	3
Choker	3	15	9	8	F	6	5	5	1	3
Chuul	11	19	21	17	N	10	6	3	4	13
De-Ro	3	17	7	8	S	4	5	2	4	6
Emp	3	22	7	10	N	4	7	4	4	4
Gremlin	1	18	3	9	N	2	8	5	5	2
Homo Superior	1	14	4	5	N	3	4	8	8	2
Invisible Strangler	8	21	16	17	N	8	9	6	5	9
Leechwalker	10	15	18	14	N	8	4	5	3	10
Mothman	2	17	6	7	N	4	5	5	4	3
Mue-Lok	6	17	12	10	N	6	4	5	10	6
Replicon	4	19	8	9	N	4	5	5	5	6
Star Inquisitor	11	19	15	16	N	4	5	10	9	15
Stellar Siren	6	17	10	13	N	4	6	6	6	8
Transposer	6	10	6	6	N	4	5	4	3	8
Vook	1	14	5	5	N	4	4	6	4	2
Xill	5	20	11	11	F	6	6	4	4	8

ATOMIC SUPERMAN

Atomic supermen are bred by scientists to be super-powerful warriors. They tend to be arrogant and difficult to control. They are equipped with 1d3 pieces of super science and otherwise fight with their fists (1d4).



AZER

Azers are walking atomic piles. They look like short, heavily muscled men with gleaming black skin that looks like millions of miniscule ceramic tiles. Their eyes and the interior of their mouths glow white hot. Azers attack with metallic rods (1d6). Azers are immune to fire and lasers and their touch inflicts an additional 1d6 points of damage.

BRAINIAC

Brainiacs are furry humanoids who have small, anteater-like mouths. They are capable of grasping a person's skull and then using their probing mouth to suck out their brain. A victim of the creature's grapple suffers 1d4 points of damage each round until the grapple is broken. Each round, the brainiac makes a second attack to drive its mouth into the base of the victim's skull. If successful, the creature inflicts an additional 1d4 points of damage and forces the person to make a STR test or be killed instantly by the removal of their brain (assuming they are not a robot or an alien with an unearthly physiology).

BRUTE

Brutes are bestial humanoids that lurk in the bowels of space fortresses. They are usually used as slave labor or in arenas as gladiators. Sometimes they roam freely, having escaped their slave pen. They fight with clubs (1d4) and javelins (1d4).

CHOKER

These wretched creatures look like gaunt humanoids with rubbery skin and clusters of tiny eyes atop their conical heads. They have long arms that end in bundles of tentacles. Chokers can crawl on walls like a spider and attack by leaping down on a victim and wrapping their tentacles around the person's neck. These tentacles inflict 1d6 points of damage. The victim of a tentacle attack must attempt a STR test each round to loosen its grip or suffer automatic damage.



CHUUL

Chuul are massive, hulking creatures of vaguely humanoid shape. They are covered in a lobster-like carapace and have lobster-heads with mouths ringed in tentacles. Their arms end in powerful pincers that inflict 2d6 damage. Creatures hit by a pincer attack must pass a STR test or be held fast. Each round a character is held, he or she suffers automatic damage. The next round of combat will find them dragged to the creature's mouth tentacles, which force yet another STR test to avoid paralysis for 1d4 rounds.

DE-RO

De-Ros (deranged robots) are dwarfish lunatics who dwell beneath the earth. Masters of super science, they are completely amoral and delight in the torture of sentient beings. They have laser swords (1d10) and ray guns (2d6). De-ro have the following psychic powers: *Cloud mind*, *empathic projection* and *id insinuation*.

EMP

Emps are strange creatures that look like mutated bats. They stand erect, as humans, and have large, black eyes and red or gray skin. They attack with their claws for 1d4 damage. Emps can release an electro-magnetic pulse once per round that disables all super science. Robots hit by the pulse must pass a STR test or be stunned for 1d6 rounds.

GREMLIN

Gremlins are small creatures with grotesque faces. They might be any color. Gremlins attack with their claws or their wrenches (1d4 damage). They are skilled at disassembling super scientific devices, and given one minute alone with anything can reduce it to a pile of rubble. Even in combat they can make attacks on super science (FIGHT vs. DEF 15) that, if

successful, have a 10% chance of making the device inoperable until it is repaired by a scientist or drone.

HOMO SUPERIOR (ODD JOHNS)

Homo superiors are humanoids with long, spidery limbs, over-sized heads topped by platinum blond hair, and large, jade-green eyes. While they tend to be weaker than human beings, they are capable of using each psychic power once per day, without fail.

Psychic Powers: All, each usable once per day.

INVISIBLE STRANGLER

Invisible stranglers are human beings who tampered with the atomic energy and were turned into invisible monsters. They are always invisible, but can be seen with infrared vision. Those without infrared vision suffer a -5 penalty to hit them. They attack with their hands, dealing 1d6 points of damage with a hit. Those who are struck must pass a STR test or be strangled for 1d6 points of damage per round.

LEECHWALKER

A leechwalker is a repellant creature that absorbs the salt from a living creature's body, killing it. They have suckers on the ends of their fingers, through which they absorb the salts. They attack with their fingers for 1d4 points of damage. A creature successfully attacked by a leechwalker must pass a STR test or be grabbed. Each round thereafter, they are drained of 2d4 points of STR. At 0 STR, a person dies from salt loss. Otherwise, STR returns at the rate of one point per day. Leechwalkers can generate convincing illusions, making themselves look like pleasing members of other species.

MOTHMAN

Mothmen are tall, lanky humanoids covered in short, dark fur. Their large, white wings spread over 20 feet. The feelers on their heads sometimes confuse people into thinking they are winged rabbits – an observation which puts a mothman into a perfect snit. They attack with their claws for 1d4 points of damage. Their most arresting feature is their large, red, reflective eyes. Mothmen project an aura of fear and unease that forces one to pass a MEN test or cower.

MUE-LOK

The mue-lok walks on three insect-like legs and stands about 3 feet tall. It has no neck, nor anything that would pass for a face. They attack with their fists for 1d4 point of damage. Grey ovals in a band around its torso serve as eyes, ears, and telepathic organs and allow it to see in complete darkness. Its mouth is hidden from view directly below its torso. The alien's three arms protrude equidistantly from the top of its trunk, each one a rope-like appendage ending in a wriggling mass of wormlike digits. By spinning its torso, it can attack three people per round. Victims of its attacks must pass a STR test or be strangled for automatic damage each round until the hold is broken. Mue-loks regenerates 1d3 hp per round.

REPLICON

Replicons are engineered life forms that can assume the shape of other humanoid life forms. In their natural form, they are gray-skinned humanoids with featureless faces that attack with their fists (1d4). They can read minds, and use this ability to learn of a person's past and thoughts. They then attempt to replace that person for their own devious ends. Replicons are often employed by dark lords to provide security in their space fortresses.

STAR INQUISITOR

Star inquisitors appear as hooded humanoids in dark purple cloaks that cover their bodies. From the base of its cowl a single monstrous, red eye peers from under the hood. They are evil fanatics who worship a being they call Ob and seek to subjugate other civilizations. Star inquisitors attack with laser swords (1d10). Once per day, their eye can blaze with an orange light that forces all creatures within 10 paces to pass a MEN test or be dominated. Star inquisitors are capable of using each psychic power in the game once per day.

STELLAR SIREN

Stellar sirens are energy beings that flit through the universe – one might call them the physical laws of the universe given form. Stellar sirens can assume any physical form, but usually take the form of a humanoid or alien of “god-like” beauty. In this form they can charm lesser beings – making them think they are a close, trusted friend – who fail a MEN test. They attack with an energy touch (1d4) or an energy ray (2d6 points of damage, range of 10 paces).

In physical or energy form, the stellar siren can flare up in a brilliant display of light that blinds onlookers who fail a DEX test. This blindness lasts one hour. Looking into a stellar siren's eyes stuns a person for 2d4 rounds, during which they are susceptible to brain washing.

TRANSPOSER

Transposers are bizarre creatures that resemble green, hairless humanoids with a featureless face. Its arms end in sucker-like membranes that deal 1d4 points of damage. Creatures hit by these membranes must pass a MEN test or be linked to the creature by a strange energy field. While so linked, damage suffered by the transposer is instead inflicted on the person to whom it is linked. Transposers can create an illusion in people's minds allowing them to appear as any creature that person has known. The target of the illusion is allowed a MEN test to see through it.

VOOOK

The vook are a fungoid species that look something like sauropod dinosaurs. They stand about 6 feet at shoulder, with long necks, heads shaped like cauliflowers and tails that end in clubs. A vook's skin is rubbery and tough, and they are lighter than one would imagine given their size. Up to seven thin, frond-like tentacles can be sprouted from the alien's head, allowing them to manipulate items as though they had human hands. Vook are able to create realistic illusions (per the psychic power). They attack with their tails for 1d6 points of damage.



XILL

Xill are semi-humanoid creatures covered with bright red chitin. They have four arms that end in clawed hands and demonic faces. Xill attack with a bite (1d4) and four swords (1d6). Those bitten by a xill must make a STR test or be paralyzed for 1d6 rounds.

Xill can travel between the folds of space, allowing them to seemingly appear out of thin air. This movement takes one round to “disappear”, and another to “re-appear”. While fading away, a xill can be attacked at a -5 penalty.

Xill can also dwell between the Third and Fourth Dimensions, and it is here that they keep their “nests”. Xill attempt to capture living creatures, especially sentient creatures, implant eggs in them, and then leave them trapped between dimensions while their young hatch and devour their bodies and psyches. When a xill paralyzes an opponent, they grab them and attempt to carry them between dimensions, where they implant their eggs. The young emerge 90 days later, killing the host. A scientist can attempt to remove implanted eggs with surgical tools (DC 25). Each failed surgery inflicts 1d6 damage to the patient.

RAMPAGING ROBOTS

NAME	HD	DEF	FIGHT	SHOOT	MOVE	STR	DEX	KNO	MEN	DL
Exterminator	6	24	10	10	N	4	4	5	6	7
Maintenance Drone	1	19	6	6	N	5	5	0	2	3
Mega-Bot	15	20	27	19	N	12	4	0	1	16
Probe-Bot	6	20	6	16	F	2	10	0	6	8
Psi-Bot	3	19	8	8	N	5	5	8	6	7
Retriever	10	27	30	17	F	20	7	0	3	14
Scout Drone	3	20	8	9	N	5	6	0	0	5
Security Drone	4	21	11	10	N	7	6	0	3	6
Slasher	8	20	18	18	F	10	10	0	8	10

Robots are programmed constructs built for specific tasks. Since they are not alive, they are immune to psychic powers, poison and disease. Referees can alter these statistics as they like, for the different forms and functions of robots are almost endless. Each additional power that is added should increase a robot's Danger Level by one.

EXTERMINATOR

Exterminators are actually cyborgs, consisting of pulpy brains interred in mechanical bodies. An exterminator looks like a tall, silvery triangular pyramid that levitates about one foot off the ground. The top of the pyramid is set on each side with a lens that provide the cyborg with sensory information and which can project arcs of electricity that inflict 2d6 points of damage at a range of 10 paces. Exterminators can also slam their bodies into targets for 1d8 damage. Exterminators are failed experiments that seek to destroy all life in the universe.

MAINTENANCE DRONE

Maintenance drones come in many shapes and sizes. Most are box-shaped robots on treads with several fully articulated arms with built-in tools. They are not programmed to attack, but they are programmed for self-preservation and drop into a combat subroutine if attacked. They attack with their arms (1d6) or arc welders (1d8).

MEGA-BOT

Mega-bots are 10 to 12 foot tall humanoids designed for protecting important people and destroying one's enemies. Mega-bots attack with their fists (1d8) and ray guns (2d6).

PROBE-BOT

These small constructs resemble spheres studded with various ports from which can emerge tiny arms and tools. These ports can be used to emit a 60-ft long, 30-ft wide cone of blue actinic light. Exposure to the light is uncomfortable; creatures in the light suffer 1d6 points of burning damage and feel nauseous for 1d4 rounds. Creatures who fail a DEX test are also paralyzed by the light until removed from it. The light gathers physical and mental data about the character. Probe-bots can also use their crystals to shift light, making them invisible until they attack.

PSI-BOT

Psi-bots are tall, humanoid constructions of gleaming metal. They have domed heads alive with electrical impulses under thick glass. While psi-bots are not capable of using psychic powers, they are capable of disrupting the powers of others and causing painful impulses in the minds of humans. This negation field has a 10-ft. radius that forces psychics to pass a MEN test to use their powers.

RETRIEVER

Retrievers are giant, spider-like robots used to re-captured escaped space princesses. In melee combat they attack with claws for 1d8 points of damage. They are also topped by turrets that act as both their visual sensors and as ray projectors with a range of 30 paces. They can fire one weapon at a time: Electricity, Cryo-Ray, Laser and a Freeze Ray that paralyzes for one hour. Retrievers are equipped with self-repairing nano-bots that repair 1d6 hit points per round. They find their prey unerringly, and never stop until that prey is captured or destroyed.

SCOUT DRONE

Scout drones are small, swift robots capable of flight. They look like mechanical wasps with helicopter-style fans that allow them to fly. They are equipped with ray guns (2d6) and laser blades (1d10).

SECURITY DRONE

Security drones are humanoid robots equipped with laser blades (1d10) and ray guns (2d6) implanted in their arms and thrusters implanted in their feet allowing them to fly for 1 round out of 4. Security drones are not as clever as humans, but much more deadly.

SLASHER

Slashers are security drones equipped with six whirling arms projecting laser swords. They are significantly more powerful than security drones and are often kept as body guards by dark lords. They are able to engage up to three people at once with their laser swords for 1d10 damage.

WEIRD ENTITIES

NAME	HD	DEF	FIGHT	SHOOT	MOVE	STR	DEX	MEN	KNO	DL
Black Pudding	10	10	10	-	S	7	0	0	0	10
Brainslick	10	13	16	13	S	6	3	5	6	13
Fire Wisp	2	10	2	2	N	0	8	5	0	4
Gelatinous Cube	4	10	8	4	S	4	0	0	0	4
Graviton	4	21	9	13	F	5	9	4	1	9
Intellect Devourer	6	19	11	15	F	5	9	4	4	10
Otyugh	12	17	18	16	S	16	4	4	2	13
Phasm	15	20	19	21	N	4	6	6	6	15
Rod	1	18	1	9	F	0	8	4	0	2
Star God	20	25	30	24	F	10	4	10	10	30
Toxyderm – Atomic	20	20	40	-	N	10	4	4	1	22
Toxyderm – Chemical	15	15	25	-	S	10	4	4	1	17
Unbodied	4	17	9	9	N	-	5	5	6	8
Zap	1	19	1	10	N	0	9	4	2	2

BLACK PUDDING

Black puddings are massive amoebas that lurk in dark caverns. They are surprisingly quick and seek to engulf their prey, allowing their acids to break them down for digestion. Their touch causes 2d6 points of damage. A creature hit overrun by the monster must pass a STR test or be engulfed and suffer 2d6 damage each round.

BRAIN SLICK

Brainslicks are grey oozes with spinal columns, nerves and brains floating within them. They are made up entirely of dissolved grey matter, and the brains floating within them retain their sentience and live a tortured existence within the ooze. This agony is halted momentarily when a new brain is added, so the oozes are always in search of new brains. They attack with a slam attack (1d6). Each hit from a brain slick forces one to make a STR test or lose 1d4 points of KNO. In return, the brainslick gains 1d6 hit points. A brainslick that moves over a person engulfs them and causes automatic KNO drain and damage each round. They are immune to damage from cold.

FIRE WISP

Fire wisps appear to be jets of green or blue fire. They are gaseous creatures of dim intellect who attack with a searing touch. They attack with their touch for 2d6 points of damage. Fire wisps can attack multiple creatures in the same round by leaping from one target to the next, moving up to 40 paces as it does so. Wisps can only be attacked by super science and psychic powers.

GELATINOUS CUBE

Gelatinous cubes are semi-solid, transparent oozes that assume the shape of the corridor through which they flow. Like black puddings, they attempt to engulf people and then digest them. They attack with slams

for 1d6 damage. Engulfed creatures suffer 1d6 points of acid damage each round. A cube's touch paralyzes living creatures for 3d6 rounds unless they pass a STR test. Because they are transparent, it is possible to walk right into a cube without ever seeing it. They are immune to mind effects and paralysis.

GRAVITON

Gravitons are tiny, sentient black holes that hover over the ground. They attack by slamming people with items caught in their gravity power for 1d6 points of damage. By increasing or decreasing the gravity field around it (20 paces) it can do the following:

Hold: All creatures within range to become too heavy to move. Creatures



so held can attempt to move (slow) with successful STR tests (DC 25).

Crush: For one round per day it can increase gravity around it to crushing pressure, inflicting 2d6 points of damage.

Reverse Gravity: Gravitons can reverse gravity within their field, causing creatures to fall up and suffer falling damage.

Gravitons can also attempt to move over a target, engulfing them. Creatures must attempt a STR test each round or suffer automatic slam damage. Creatures killed in this way are smashed into atoms.

INTELLECT DEVOURER

These bizarre creatures look like pulsing, green domes of crystal supported by metallic crab legs. They are about 1 foot in diameter and attack with claws (1d4) or their powerful psychic blasts. A stunned character has its skull opened (delicately) and the brain scooped out. The intellect devourer then occupies the empty head and takes control of the creature. This entire operation is finished in one round. They can produce illusions that make them effectively invisible (psychics may make a MEN test to see through this).

OTYUGH

These slimy creatures dwell in sewers and trash units in space fortresses. They look like mottled green and brown octopi with scaly skin. They attack with their four tentacles for 1d6 points of damage. Creatures hit by an otyugh's tentacle must pass a STR test or be grabbed and constricted for automatic damage each round. The creature's bite infects people with filth fever (STR test; incubates 2 days then inflicts 1 point of DEX and STR damage each day until cured). A new test can be made each day to shake off the effects of the disease. Lost ability points return at a rate of 1/day.

PHASM

Phasms are large amoebas that measure about 5 ft in diameter. They are a swirl of colors and highly intelligent. They attack with slams (1d4). In their natural forms they are immune to poison, paralysis and stunning. They can take the form of any other creature as it pleases, gaining its physical abilities, but retaining their own MEN and KNO.

ROD

Rods are alien insects with stick-like bodies about one foot long. They have short, undulating wings running the length of their bodies, allowing them to dart and maneuver very quickly. They attack with a bite for 1d3 points of damage. Rods are attracted to psychic beings, heading towards them like bullets. A rod charging in this way attacks for 3d6 points of damage but destroys itself upon impact. Rods move so quickly they are invisible to the naked eye.

STAR GOD

Star gods are beings of pure energy who were once worshipped as gods by primitive peoples. They can assume any physical form, but usually appear as tall, beautiful humanoids. They regard normal folk as no better than insects, and are imperious and arrogant. Star gods suffer only half

damage from all energies. They possess all psychic powers and can change their shape into any other monster.

TOXYDERM

Toxyderms are large oozes born from atomic or chemical waste. They are usually 20 feet in diameter and possessed of a rudimentary intelligence.

Atomic toxyderms are radioactive, and cause radiation sickness (DC 15; Lose 1d6 STR per day until a successful STR test is made; death at 0 STR). When brought to 0 hp they hit critical mass and explode in a blinding flash, dealing 10d6 points of damage to all in the area. They attack by slamming creatures for 1d10 points of damage.

Chemical toxyderms are composed of acid that dissolves organic material. They attack by slamming into things for 1d10 points of damage. Anything organic struck by the toxyderm suffers an additional 1d6 points of damage per round until the acid is washed off.

UNBODIED

The unbodied are disembodied brains. They can fly and communicate telepathically. They attack with their touch, which deals 2d6 points of damage. Each unbodied has the following powers: *Cloud minds, ego whip, ESP, illusion, mesmerism, mind thrust, psychic blast* and *telekinesis*. Unbodied are incorporeal and thus only harmed by psychic powers and super science.



ZAP

Zaps are small, intelligent creatures composed of electricity. They look like luminous dots floating about with an obvious intelligence. Zaps attack with a bolt of electricity that deals 1d4 points of damage and has a range of 10 ft. They can pass through electronic devices (robots, androids, gynoids, super science), forcing them to make a STR test or be deactivated, and deactivating super science 50% of the time. Deactivated items must be repaired by a scientist.

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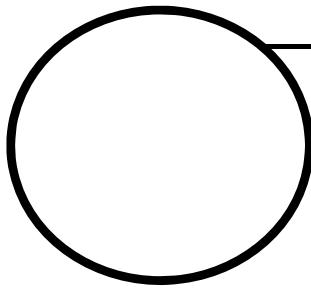
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STR ○
DEX ○
MEN ○
HNO ○

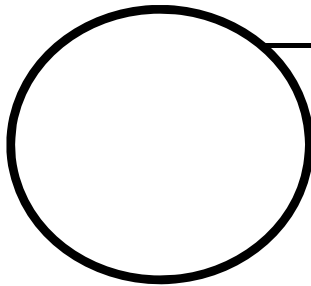
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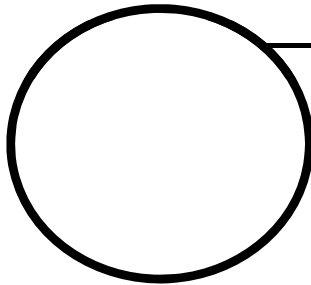
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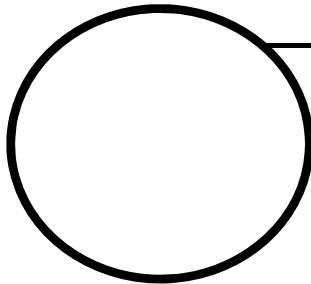
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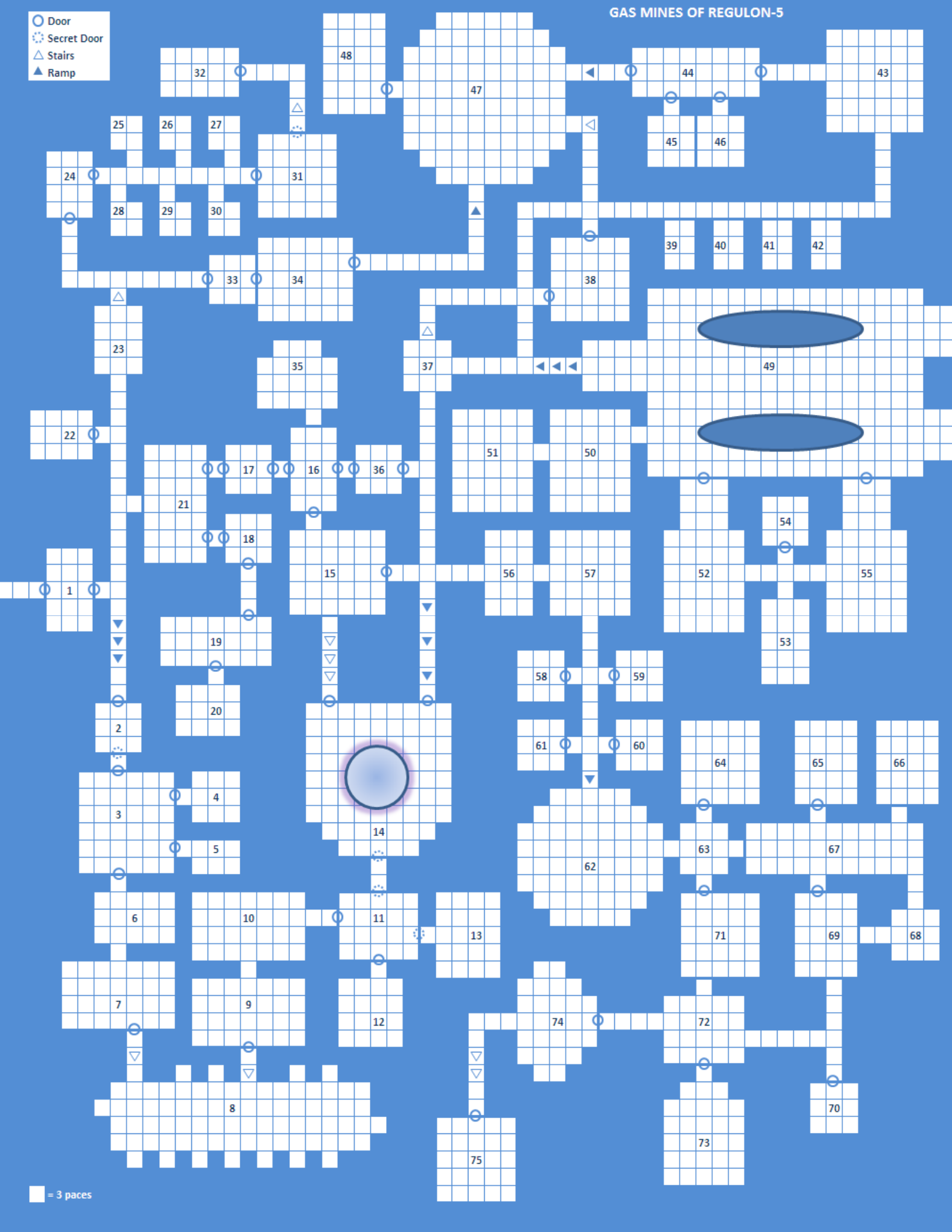
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SKILLS:

GEAR:

GAS MINES OF REGULON-5

- Door
- ⊗ Secret Door
- △ Stairs
- ▲ Ramp



■ = 3 paces