AMAZING ADVENTURES 5E

SOLAR BURN

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INTRODUCTION

Welcome back to **Amazing Adventures,** and welcome back to the stars!

Back in 2008, **Troll Lord Games** released our first effort at a SIEGE engine science fiction game, and it was met with great excitement by the fans. The original game was an exciting take on a science fiction application of the SIEGE engine rules that included a number of innovative takes on the system. Unfortunately, for many fans the learning curve was a bit too steep coming from **Castles & Crusades**, and sales slumped somewhat. As a result, we at TLG let the original version of **StarSIEGE** lapse as we considered what to do with the product.

Flash forward a few years, and **Amazing Adventures** was released in 2012. This take on a modern version of the SIEGE rules was designed to be highly compatible with C&C, have a minimal learning curve, and still allow players to approach modern gaming with customizable characters and a feel that allowed a broad and open scope of play. It has been acclaimed for its versatility and ease of play. With the launch of the **Amazing Adventures Companion** and **Manual of Monsters** in 2015, both of which contained options and hints for sci-fi play, it wasn't long before fans were asking for a re-launch of **StarSIEGE** using a similar approach.

Well, here we are in 2019 and the Kickstarter for AA 5e was an unqualified success, not only blowing through stretch goals, but unlocking our first genre book—this science fiction guide you hold in your hands right now. It has always been our intent to re-release this game as we feel sci-fi and space opera gaming is a natural extension of fantasy gaming in general, and conceptually we love the idea. We hope you'll enjoy what we've done with it.

WHAT YOU'LL FIND HEREIN

This new **Amazing Adventures Solar Burn** makes every attempt to retain the versatility and adaptability of the original rules set, while bringing the whole game in line with the Amazing Adventures 5e rules system. Yes, this means a return to class-and-level gaming, which we know some players will frown upon, but we ask that you give it a shot; you're going to find that ability checks, classes and levels work surprisingly well for modern gaming, especially in a system so straightforward and open as the Fifth Edition rules system.

Thus, while this new version of Solar Burn is inspired and informed by the original, it is entirely its own game, rebuilt from the ground up. This is an effort both to offer the most compatible option to players, and to respect the ownership of the original game and its author. Hopefully our fans are understanding of that fact.

Certain elements informed by that game will be retained. You will find, for example, an optional skills system in here that you can add onto your games, which will allow a degree of character customization. The Generic Class Ability system from Amazing Adventures will also optionally be expanded so that you can swap abilities from any two classes, offering a complete level of character customization to build precisely the character you want, while still retaining the class-and-level core of the game.

A brief glance of what you'll find here:

CHAPTER ONE: CHARACTERS

This chapter outlines the character classes you'll need for space opera gaming, as well as options for playing alien races. These have been held to broad archtypes of the kinds of characters you see in literature and films: races, for example, are things like the crab-men, the saurian, gray aliens, androids and the like, though guidelines will be in place to create new races specific to your campaign later on in the book.

For character classes, you'll find such staples as the gunslinger, the pirate, the psychic, the mercenary soldier, the noble, the scoundrel, the monk, and the techie-engineer. The beauty, however, of Amazing Adventures is that each class presents a broad archetype that you can use to get up and running with a space opera game quickly—no new character classes are needed; merely a new way to look at existing classes, especially with the customizability of Generic Class Abilities in play.

Also in chapter one you'll find a wealth of sci-fi equipment to outfit your adventurers, as well as the revised system for building equipment and gear specific to your campaign.

CHAPTER TWO: ADVANCED CUSTOMIZATION

Just as in the AA core rulebook, Chapter Two will present advanced customization rules that will allow you to tweak and build exactly the character you want from the broad archetypes in the first chapter. This chapter is expressly optional and is present for those who want more options for their character builds. In this chapter you'll find things like Generic Class Abilities, Skills, Traits and Backgrounds to create a unique persona from your character. Some of these will be reprinted from Amazing Adventures for ease of reference; others will be new to this sourcebook.

CHAPTER THREE: RULES AND SYSTEMS

Most of the rules you need to play are already contained in the Amazing Adventures rulebooks. This chapter will contain new and expanded systems for such things as space battles both between star fighters and capitol ships, radiation exposure, surviving in a vacuum, computer hacking, and other star-faring concerns.

CHAPTER FOUR: RUNNING THE SCI-FI GAME

Chapter four will look at the different sub-genres of science fiction, the tropes involved in running them, and how you can bring them into your game. It will also contain general guidelines for the GM on how to run a science fiction or space opera game, constructing stories and campaigns, and more.

CHAPTER FIVE: SOLAR BURN

Chapter five will explore a brand new setting which gives you everything you need to get up and running with your own game. This setting is a gritty space opera setting with low pure fantasy elements, but a number of conceits (explosions in space, for example) to action-adventure gaming among the stars. In it, humanity has spread across the Solar System, with colonies on several different planets and moons. It's recovering from a war half a century ago with an alien race, which now exists in an uneasy peace with colonies of its own. When a brand new threat emerges from the Vast Empty, humanity and its uneasy new allies must join forces for the sake of all life in the galaxy.

CHAPTER SIX: NEW MONSTERS

Chapter six presents a wealth of new alien species you can use in your game, either as allies or thrilling enemies to challenge your characters. Also included will be suggestions and guidelines for using monsters from Amazing Adventures or your 5e Fantasy books with Solar Burn.

WHAT YOU NEED TO PLAY

Solar Burn is not a core game unto itself; it is intended as a sourcebook for the Amazing Adventures role playing game. Thus, in order to use this sourcebook, you will need and a copy of the Fifth Edition core rules. It is recommended to pick up a copy of the Amazing Adventures core rulebook, which is available directly from Troll Lord Games or from your favorite local game store. Those who have Fifth Edition Fantasy rulebooks, but not Amazing Adventures should be fine with a bit of intuition, imagination and improvisational skills, especially if you also have the Game Master's Guide for that game, which has some science fiction options therein.

The differences between 5e Fantasy and AA are minor and it should not be difficult to intuit what is missing from one to the other. AA, however, offers a wealth of new modern character classes and equipment as well as additional rules options for such things as firearms and the like and extra Feats, Equipment, Systems, Backgrounds and the like that will come in handy for building your character.

DON'T RE-INVENT THE WHEEL

One final note: the entire point of the Amazing Adventures rules set is that it's a multi-genre role playing game that just out of the core book allows for just about any kind of setting, just by applying a bit of imagination and thinking outside the box. When switching genres in any game, but especially in the Fifth Edition Engine, never re-invent the wheel. When you need a solution to a genre-related problem, the best approach is always the simplest approach, and the one that already exists within game. Just as any check defaults to an attribute when there's not another system, almost any problem in the 5e rules can be solved by using the mechanics already present.

In the Amazing Adventures core rules, for example, super science is modeled using the effects from magic spells as a jumping-off point. Why do this? Again, the spells offer a very broad and comprehensive list of things you can accomplish, and this in turn provides an outstanding base for creating technology using those effects. With spells you can create explosive devices, handheld scanners, rocket packs, healing technology, particle beam weapons, power packs, holographic projections, portable shelters, and even space-warp technology that allows for reality-bending effects. There's no reason to create an entire new and complex system for technology design, when the spell lists in the game give you all the stats you need already.

Remember, the entire point of AA is to handle any genre of play with few to no changes or additions. Thus, much of what you'll find herein will be some optional systems and suggestions, new hazards and obstacles, and advice on how to adapt your game to the tropes of science fiction. We hope you'll give it a chance, and we think you'll find it works very well.

With that in mind, as you delve into the depths of the unknown black void of space, think outside the box, know your game, and know what's there for you to use. Make the best use of it before inventing an entirely new subsystem.

CHAPTER ONE: CHARACTERS

In this chapter we'll explore the different character archetypes that are commonly found in science fiction settings. First we'll explore new races and how they fit into your game. The example races presented are very generic presentations of the kinds of species often seen in space operas—lizard people, insect folk, cat people, etc. There will be guidelines in Chapter Six for creating races specific to your game, so you can let your imagination run wild!

Following races, you'll find archetypal character classes. These have been named using "space opera" terminology; however, you'll find that they are applicable to many different sub-genres of science fiction. In each class, we will include a suggested list of "re-naming" conventions for those wanting their character classes to match their chosen genre in name as well as in abilities. The Ace Pilot, for example, could be a wheel-man in a cyberpunk or alien invasion game. Likewise the Mercenary Soldier could in the aforementioned alien invasion game, be a resistance fighter. The Tech could be a starship engineer or a computer hacker.

CHARACTER RACES

After you generate your Ability Scores (See A*mazing Adventures*, page 26), you'll want to choose a race. In a space opera game, not everyone will be a human being. The following species are presented as possible alien races that can be portrayed in a space opera or science fiction game. Which races are available in your game is entirely up to the GM, so be sure to talk with her about the game you'll be playing before you choose!

If none of these species fit your game, you can check out Chapter Six for guidelines on creating brand new species tailored to your exact needs.

GUIDELINES FOR PLAYING ALIEN RACES

When playing a nonhuman race, you will gain certain benefits not available to humans. Many, for example, gain the ability to see in dim light or darkness. Most gain bonuses (and penalties) to attributes. Some gain skill benefits; others, bonuses to ability checks.

In exchange for these special abilities, alien species take on certain drawbacks. For the most part, these are outlines in Appendix C of the Amazing Adventures core rulebook, but as a refresher:

1. Nonhuman (Demihuman) races gain only 30 points for character creation if using point buy character creation.
2. If using the Standard Array, demihuman races reduce all ability scores by 1 point.
3. If using random generation, demihumans don't improve ability scores, but human characters improve all ability scores by 1 point

4. Demihumans don't gain the option to choose a feat and skill proficiency by reducing ability scores, as do humans.

Two additional races, the Decti and the Jalex, can be found in Chapter Five: Solar Burn.

HUMAN

Humans are the default species in most games. They are adaptable, tenacious and have a tendency to spread across the galaxy, be it in peaceful federations or militant empires. They are both good and evil, and the attitudes of any given species towards humans will depend on prior interactions.

Humans gain no special benefits or drawbacks, and are created as per the normal rules in Amazing Adventures..

ANDROID

Androids are mechanical constructs, generally robots who are intended to perform menial tasks and free up human beings for other pursuits. In science fiction they fulfill many roles, from advisors and valets to ship engineers and even warriors and assassins. They might look like mechanical beings, or they might be exceptionally human-like in appearance and action. Often they

are somewhere in between. The specific strictures of the robots in your game are left to you and your GM to determine, but in general, an android possesses a generally humanoid body with two legs, two arms and an artificial intelligence. Androids gain the following benefits:

ANDROID TRAITS

ABILITY SCORES: Your Intelligence increases by 1.

AGE: Androids are effectively immortal, are "born" fully-formed (save for a lack of practical experience), and are not affected by any game effects related to aging. So long as they have the technology to repair themselves, they will go on until killed by violence, disease, accident, or other non-natural means.

ALIGNMENT: At the moment of their birth, most androids are unaligned, but their programming quickly instills a sense of morals and ethics. They can be of any alignment the player chooses, with good aligned androids generally following the universal laws of robotics, while neutral and evil ones represent those who have "gone rogue" in some fashion. There are, however, those who have overcome their programmed limitations and still choose to act in a goodly way, maintaining their morality even in the face of lifted programming restrictions.

SIZE: You are medium-sized.

SPEED: Your base walking speed is 30 feet.

CONSTRUCT: Your creature type is construct. You are affected by any spells, psionic powers, or conditions that specifically affect constructs or objects.

DARKVISION: You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

EMPATHIC LIMITATION: Androids are programmed to mimic human emotion, but few if any can actually feel or truly understand emotions. You suffer disadvantage on Wisdom (insight) and Charisma (influence) checks due to your lack of empathy. You are also immune to being charmed, and you cannot be put to sleep by any means.

ELECTRICAL VULNERABILITY: You are vulnerable to lightning damage.

SPECIALIZED PROGRAMMING: You may choose a combination of any two Skills, Toolkits, or Vehicle classes, representing your specialized programming. When making checks with these, you gain Expertise, adding double your proficiency bonus.

SELF-HEALING: You cannot be healed by magical means, but your technology allows you to self-repair with great speed. For every Hit Die you spend during a short rest to heal, you gain double the result in hit points. You are im-

mune to poison damage, though computer viruses may still subject you to the poisoned condition.

Languages. You can speak, read, and write the language of the nation where you were created, plus four others of your choice. These languages are in addition to any you gain from Intelligence, character class, or background.

Function. You must choose a function for which your character was originally created. This function represents the way you see the world, and those areas at which you excel. Choose a function from Worker Robot or Combat Robot.

WORKER ROBOT

Ability Score Increase. You increase your Strength by 1.

Additional Proficiencies. Choose any one toolkit in addition to those you gain from Specialized Programming. You gain proficiency in that toolkit. You may alternately choose a toolkit in which you are already proficient and gain expertise in that toolkit.

COMBAT ROBOT

Ability Score Increase. Increase your Dexterity by 1.

Combat Expertise. You gain either the Combat Dominance or the Two-Weapon Fighting feat (choose one).

CRAB-MEN

"Crab-Men" are a species given this name by humans, based on their appearance similar to large, bipedal crabs. They have eye stalks, heavy chitinous shells, and long, visibly-jointed arms which end in huge pincers. A secondary set of arms with rudimentary hands appears below their claws, allowing them to manipulate tools. They hail from the star system of Al Tarf, or Beta Cancri, in Earth Terms, and speak in a series of clacks and whistles, making their own species name unpronounceable to the human tongue. They can form rudimentary human speech, just enough to make themselves understood, if necessary.

The primary goal of the crab-men is colonization and conquest. They are emotionless creatures who have a rigid and highly militant society. They seek to be the dominant lifeform in the galaxy and are dreaded by most other species as a result. It might be difficult, as such, to work a Crab-Man character into a campaign; doing so is left to the GM and player.

CRAB-MEN TRAITS

ABILITY SCORES: Your Constitution score increases by 1, but your Charisma score decreases by 1.

AGE: Crab-Men have shorter lifespans than humans, living approximately 40-50 years. They reach the age of maturity at roughly the same rate as humans, however, so most player characters will begin around age 16-20.

ALIGNMENT: Most crab-men are societally Lawful Evil in alignment. That being said, there are those rare representatives who do not agree with the conquest and forced colonization of the rest of their race. Player characters should nominally be Lawful, but can be good, neutral, or evil. Non-lawful Crab-Men are all but unheard of, but could exist with a good character background.

SIZE: Crab-Men stand between 5 to 5.5-feet tall on average. Your size is medium.

SPEED: Your base walking speed is 30 feet.

CHITINOUS SHELL: Your chitinous exoskeleton increases your class-based AC by 2, but you may not wear any other form of armor.

Tremorsense. You have tremorsense to a range of 60ft. You can detect and pinpoint the origin of vibrations within a specific radius, provided that you and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures.

Grappling Pincers. Your primary arms end in huge pincers which you can use as a natural weapon, dealing 1d6 bashing damage on a successful hit. In addition, you gain the Grappler feat.

Extra Hands. Beneath your pincer arms, you have a secondary set of arms with three jointed fingers and a thumb, allowing for normal fine manipulation of tools. You gain no special benefit from this extra set of limbs.

Amphibious. You can breathe in air and water. You have a swimming speed of 30ft.

Sunlight Sensitivity. While in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Languages. You speak the language of the Crab-Men. You may understand any languages that you learn as standard, but when trying to speak a language other than your own, you must succeed at a DC 15 Intelligence Check to make yourself understood in any but the most basic way. Players should portray this by speaking in broken sentences and misusing words (sometimes to comedic effect).

Subraces. Unlike many other races, Crab Men have no subraces. They are a species that prides themselves on absolute uniformity of appearance, thought, and action. PC Crab-Men will be seen as a near-blasphemous aberration from the norm.

Crab-Men and Spawn

Crab-men as presented in the New Monsters chapter possess the horrific ability to implant hosts with eggs, which turn the host into a zombie, and then erupt as new crab-men. Player character crab-men, for obvious reasons, do not have this ability. This could be a means of working a crab-man into a campaign; perhaps they are outcast from their society due to being sterile…

GRAY

Grays appear as short (4-5' tall) humanoid creatures that are extremely slender and possess large, egg-shaped heads, gigantic pupil-less black eyes, long and gangly limbs, and skin the color and texture of a marshmallow. They tend to go un-clothed and display no secondary sexual organs whatsoever. Their mouth is a small, thin line in their face and likewise, their nose and ears appear to be little more than holes in their heads (two nostrils and ear cavity openings without external ears). They are a mysterious race, whose purpose seems firmly rooted in science, though whether it is out of curiosity or an eventual plan for galactic conquest, none are certain. They act in secret and are ill-trusted by the rest of the galaxy.

GRAY TRAITS

ABILITY SCORES: Your Wisdom score increases by 1

AGE: Grays are a long-lived race, though physically frail. They reach maturity around 50 years old, and can live for hundreds of years.

ALIGNMENT: Grays are as good as they are evil, and can be of any alignment, though they are distrustful of others and at best tend to view other species as subjects for experimentation.

SIZE: Your size is small.

SPEED: Your walking speed is 20 feet.

Darkvision. You have darkvision to a range of 60ft. You can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured. However, you can't discern color in darkness, only shades of gray.

FRAIL FORM: You suffer disadvantage on Constitution saving throws. You also subtract 1 from every hit die you roll for healing or increasing maximum hit points, but you cannot roll lower than 1 on any hit die.

NATURAL STEALTH: You have a natural camouflage ability that renders you incredibly stealthy. You gain proficiency in the Dexterity (stealth) skill. If you are already proficient, you gain expertise in this skill.

PSYCHIC: You gain proficiency in the Psionics skill, and you gain the Wild Talent Feat

SCIENTIFIC/MECHANICAL GENIUS: Choose the Science skill or any one toolkit. You gain proficiency in that skill or toolkit.

SUNLIGHT SENSITIVITY: While in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

TELEPATHIC COMMUNICATION: You can communicate telepathically with any creature you can see within 150 feet. This communication is 2-way, but unwilling targets may resist with a Wisdom saving throw. The DC for this save is 8 + your proficiency bonus + your Wisdom modifier. Your communication is unaffected by effects such as silence, but may be interfered with by anti-magic and anti-psychic fields, requiring you to make a saving throw against the effect in order to communicate, or rendering you unable to communicate altogether just as a person with a voice cannot communicate while under the effects of a silence spell.

Languages. Grays can learn to understand any spoken language that they learn as standard, but have no vocal cords and cannot speak. You communicate telepathically. While communicating telepathically, you need not share a common language with the target, but the creature with whom you are communicating must have an intelligence score of at least 6. You may not telepathically communicate with beasts that have animal intelligence.

Caste. Grays are an extremely uniform species who communicate with a hive mind. Still, they seem to be divided amongst several castes. Choose from among the medical, engineer, or scout caste.

MEDICAL CASTE

The medical caste are those Grays who are responsible for experimentation on subjects and the study of biology and the natural sciences on the worlds they visit. Many among the medical caste are advanced psychics with the Mentalist class, while others of a more psychological bent tend towards Socialite.

ABILITY SCORE INCREASE: Your Intelligence score increases by 1

MEDICAL TRAINING: You gain proficiency in the Medicine and Science skills. If you are already proficient with a skill, you gain expertise.

ENGINEER CASTE

The engineer caste are those Grays who are focused on the physical sciences and technology. As opposed to theory, they are focused on the integration of technologies from new worlds with those that the Grays possess. Some possess biotechnology or cybernetic implants. Such characters make outstanding Gadgeteers or even Hooligans with the Hacker archetype..

ABILITY SCORE INCREASE: Your Intelligence score increases by 1

ENGINEERING KNOWLEDGE: Choose two tool kits of a scientific, mechanical, or technological nature. You gain proficiency with those tool kits. If you choose a toolkit with which you are already proficient, you gain expertise with that toolkit.

SCOUT CASTE

The scout caste of Grays are responsible with infiltration and information gathering on new worlds, before the abduction of subjects and exploration of technology begins. Some supposed "crashes" have in fact been scout efforts to make subversive contact, interrogating as they are interrogated. They make excellent Hooligans, Gumshoes, and Socialites.

ABILITY SCORE INCREASE: Your Dexterity score increases by 1

UNSEEN EYES: You gain proficiency with the Insight and Perception skills. If you are already proficient in a skill, you gain expertise with that skill.

RAKSHASA

Rakshasas are a feline race that has developed a proud warrior tradition. The native name of this species is unpronounceable to human beings, as their language is a series of yowls, growls, roars, and meows. As such, humanity has given them the name of a creature from our own mythology, a name the Rakshasa have come to respect.

Rakshasa appear in all ways as humanoid versions of great cats: lions, tigers, panthers, pumas, and the like, and seem to have come from a planet where cats evolved as the dominant form of life, as primates did on Earth. Their entire culture revolves around hunting and they tend to travel in Prides which are as tight-knit as any family or tribal unit, and which have a strict hierarchal structure. Rakshasas are fierce, aggressive and can seem extremely fickle to non-Rakshasa companions, but their loyalty to their Gang-mates cannot be questioned.

The nominal leader of a Rakshasa Gang is a male who dictates strategy and the overall activities of the group, but beneath the leader, females rule the roost. They are the fiercest warriors, the best hunters, and the male leader serves at their suffrage. If he displeases the females, they oust him in favor of a new leader—often violently.

RAKSHASA TRAITS

ABILITY SCORES: You increase your Charisma by 1

AGE: Rakshasa have roughly the same lifespan as human beings, reaching adolescence between 11 and 13, full adulthood by 18-20, middle age from 30-50, and elderly/senior years from 60-80.

ALIGNMENT: Rakshasa are as good as they are evil, but they tend towards a neutral or chaotic outlook, where the

leader of a pride is easily overthrown if they are not effective in their duties.

SIZE: Rakshasa stand between 6 feet and 7 feet tall. Your size is Medium.

SPEED: Your base walking speed is 30 feet.

NATURAL WEAPONS: You gain two natural weapons: claws that deal 1d6 slashing damage, and a bite attack that deals 1d6 piercing damage. You gain no special bonus actions to make additional attacks with weapons.

DARKVISION: You gain darkvision to a range of 60ft. You can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured. However, you can't discern color in darkness, only shades of gray.

EXCEPTIONAL BALANCE: You are proficient with the Acrobatics and Athletics skills.

Languages. You speak Rakshasan as well as any other languages you normally learn from Intelligence, class, background, etc.

Subraces. Rakshasan have a number of subraces, which humans generally denote to be similar to Earth species of great cats. Choose a subrace from Lion, Panther, or Cheetah.

LION

ABILITY SCORE INCREASE: You increase your Strength score by 1.

PACK TACTICS: While in combat, when you have an ally within 10 feet of you who is not unconscious or incapacitated, you gain advantage on attack rolls.

PANTHER

ABILITY SCORE INCREASE: You increase your Dexterity score by 1.

AMBUSH HUNTERS: You gain proficiency in the Stealth skill. If you are already proficient with the Stealth skill, you gain expertise.

CHEETAH

ABILITY SCORE INCREASE: You increase your Dexterity score by 1.

LIGHTNING FAST: Your base walking speed is 40 feet. You add your proficiency bonus initiative rolls.

REMONI

The Remoni are a silicone-based lifeform that live on a world that is constantly buffeted by severe electrical storms; they have, thus developed physiological adaptations to deal with these conditions, including the resistance to and generation of bioelectrical energy. They are a highly individualistic people and prone to severe mood swings, being exceptionally stoic one moment and raging over some slight (real or imagined) the next. They are a race of lusty creatures who embrace all that life has to offer, but woe betide one who accidentally insults a Remoni during a drinking binge.

Due to their unique bioelectric evolution, the Remoni have adapted to use biotechnology, which while it allows them a degree of space travel, tends to lack behind the purely scientific and technological advancements of other species. They are learning, as members of a big and dangerous galaxy, however, to catch up to this and over the past few decades their biotech has advanced by leaps and bounds. Some races are watching them carefully, concerned about what happens when a species advances too fast, too quickly…

Remoni are humanoid in appearance, with two arms, two legs, and a face, though their eyes sit somewhat low on their face, with a triangular ridge rising between them, just beneath which is a pair of constantly undulating nostrils, and a mouth that parallels the ridge, twisted into a constant and sharp frown, full of small, needle-like teeth. Their completely hairless skin is blue-black in color, somewhat shiny, and they possess grey eyes with no lids.

ABILITY SCORES: Choose any one ability score. That ability score increases by 1

AGE: The Remoni have relatively short lifespans compared to humans, living only to an average of 40 years. They reach maturity by age 10.

ALIGNMENT: The Remoni are as good as they are evil, and all alignments are allowed.

SIZE: Your size is medium

SPEED: Your base walking speed is 30 feet

AUGMENTATION: You gain the Power feat.

BIOELECTRIC ADAPTATION: You are resistant to lightning damage.

BIOELECTRIC SHOCK: you may use shocking grasp as a spell-like ability. Using this ability does not require verbal components, but does require you to make a standard melee attack with which you are proficient, and is considered finesse. In all other ways it functions identically to the spell of the same name. You may use this ability a number of times equal to your Constitution bonus (minimum 1 time). You regain all expended uses after a short rest.

BIOELECTRIC BURST: You may cause a bioelectric jolt to damage all creatures and electrical equipment within a 5-foot radius of you, dealing damage to creatures equal to your bioelectric shock damage and shorting out electrical and electronic machinery. All creatures within the

radius may attempt a Constitution save (DC=8 + your Constitution bonus + your proficiency bonus) for half damage. Machinery is entitled to a Death Save to resist being shorted out or ruined. Each time you use this ability, you suffer 1 level of exhaustion.

Darkvision. You have darkvision with a range of 60ft. You can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured. However, you can't discern color in darkness, only shades of gray.

Languages. You speak the Remoni language in addition to any languages you gain from your Intelligence, class, or backgrounds.

Subraces. Remoni are an utterly individualistic race—each one is completely unique. As such, they have no subraces or cultural castes which share similar stratified abilities.

SAURIANS

Saurians are alien beings from the star system orbiting the star we know as Sirius. They are a military-minded race bent on galactic conquest. They possess a high level of technology, including FTL travel, and have all but exhausted the natural resources on their world. Thus, they travel the galaxy, stripping other worlds of their own resources to maintain their military-industrial complex. They have even destroyed entire stars, mining them for plasma.

Their general modus operandi when arriving on a populated world is to spy on the populace from afar, becoming educated in the native cultures. They then disguise themselves as the dominant species and appear as friends, offering miracle technology to help the species in question. Meanwhile they secretly harvest the world's natural resources, passing off the environmental changes as dangerous climate change which they are attempting to stave off. They also secretly harvest the population, eventually creating fear and paranoia and establishing a military dictatorship. Finally, when the world is nearly uninhabitable, they generously offer to transport the people to a new home…and the population is completely consumed, both culturally and literally. They are in the common view of other races cannibalistic, meaning that in addition to "lower animals," they consume other intelligent bipedal species for food. They also enslave other species to serve as soldiers in their ongoing war with the galaxy.

Some saurians don't believe in their people's activities and have formed an offshoot society, battling against the Galactic Fleet. These may be important allies or freelance independents in the galaxy, and can make ideal player characters.

ABILITY SCORES: Your Strength score increases by 1

AGE: Saurians age at exactly the same rate as humans.

ALIGNMENT: Despite their apparent military junta structure, Saurians tend towards chaotic alignments, with advancement on ships coming from discrediting and even arranging "accidents" for those in their way. Still, they are as good as they are evil and all alignments are possible.

SIZE: Your size is medium.

SPEED: Your base speed is 30 feet

Darkvision. You have darkvision with a range of 60ft. You can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured. However, you can't discern color in darkness, only shades of gray.

Cold blooded. You have resistance to fire and cold damage.

Sunlight Sensitivity. While in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. You may wear polarized sunglasses to offset this weakness.

Amphibious. You can breathe air or water.

Venom. You have a bite attack that deals 1d4 piercing damage and 1d6 poison damage. You may also spray opponents within melee range with your poison. Creatures you spray must succeed at a Constitution saving throw with a DC equal to 8 + your Constitution bonus + your proficiency bonus or be poisoned and blinded for 1 hour. After biting or spraying an opponent, you must complete a short rest before you may use your venom again. Further bite attacks are possible, but deal only 1d4 piercing damage until your venom refreshes.

Languages. You speak Saurian, plus any other languages you gain from your Intelligence, class or background.

Specializations. Rather than subraces, Saurians have cultural specializations. They are born into such a specialization and trained their entire life to fulfill this specific purpose. Choose from Specialist or Soldier.

SPECIALIST

The specialist class are the rank and file of Saurian society. They are the technicians, manual laborers, and skilled workers of the species.

ABILITY SCORE INCREASE: Choose from Intelligence or Wisdom. That ability score increases by 1.

SPECIALTY TRAINING: Choose any two toolkits. You gain proficiency in those toolkits. If you are already proficient in a toolkit you choose, you gain expertise with that toolkit.

SOLDIER

Soldiers are the military of the species, from enlisted to the highest officers.

ABILITY SCORE INCREASE: Your Dexterity increases by 1

MILITARY PROFICIENCIES: You are proficient with all firearms. You are proficient with military air vehicles, including fighters and capital ships. If you are already proficient with a firearm or vehicle, you gain no additional benefit from this feature.

FANTASY RACES IN A SCI-FI GAME

There's no reason why, if the GM approves it, any of the fantastic races from 5e Fantasy couldn't fit into a science fiction game. An Elvish Imperium, Dwarvish Confederation, or Orcish Star Horde could all play a role in your campaign. You can also modify races as they sit, to reflect any sci-fi alien trope you like.

Consider, for example, elves that are completely emotionless, who have a bonus to strength instead of dexterity, and instead of weapon training, have the ability to issue a special attack: a nerve pinch that requires the victim to succeed at a Constitution save or fall unconscious for 1d6 x 10 minutes. All you have then to do is name your new race (which in this case looks quite familiar), briefly outline their planet and culture, and you're good to go.

The great thing about science fiction gaming is that the options are limitless; let your imagination run wild, and have at it!

CHARACTER CLASSES

Solar Burn games do not require new character classes to play; most science fiction, space opera, and science fantasy archetypes can be modeled with the existing characters from Amazing Adventures as it stands. It's a good idea, however, to rename some of those character classes for flavor-purposes.

The standard Amazing Adventures classes which cover most archetypes in a sci-fi game, and suggested re-naming conventions, are as follows. Remember, these are simply suggestions, and the GM and players can feel free to rename or reskin character classes however they like, or leave them as they are.

GADGETEER: Technical Engineer, Cybernetic, Cyborg, or Powered (if using superpowers).

GUMSHOE: Bounty Hunter or Star-Cop

HOOLIGAN: Scoundrel

MENTALIST: ESPer, Psychic, Psion, Psy, Syker, or the like.

PUGILIST: Brawler.

RAIDER: Scholar, Archaeologist, Anthropologist, Digger, etc.

SOCIALITE: Noble or Face

For the most part, these character classes, exactly as they sit, will function for a sci-fi game. Their class abilities transfer perfectly. In the end, almost any character class you wish to include can be easily made to fit into your science fiction game. At the GM's option, the class may be re-named to better suit the genre, and any needed abilities tweaked.

For the most part in science fiction, true magic will not be a part of the setting, and so the Arcanist, Hallowed, or Occultist may not be appropriate. In some games, especially those with a "Theocracy in Space" bent, there may actually be miracle-wielding clerics. In such games, the Arcanist may fit. It all depends upon the setting. If you decide to use mystical abilities in your science fiction or science fantasy game, the Arcanist, Hallowed, and Occultist already have names that are suitable for such a scenario, but again, may be renamed according to their tradition, order, or the like.

Remember, however, that any weapon proficiencies available to a given class, should reflect the sci-fi equivalents. Thus, a character who is proficient in swords is also proficient in vibro-swords. A character proficient in pistols can also fire small handheld particle beam weapons.

SCIENCE FICTION EQUIPMENT

In general, science fiction equipment and gear works just like modern gear. Much of it will be customized to the specific setting, but here we present some sample equipment that was originally presented in the Amazing Adventures Companion. The final version of Solar Burn will include more equipment, weapons, vehicles, and gear.

SCI-FI WEAPONRY

The following rules are excerpted from the Amazing Adventures core rulebook, and the table slightly expanded to add a few additional options.

What if you want to play a sci-fi game with Amazing Adventures? Adapting the existing weapon statistics to sci-fi variants is really as simple as changing or adding to the damage type. A heavy pistol could easily become a heavy blaster pistol, simply by changing the damage type from "piercing" to "radiant," for example. A long sword could be used to mimic a vibro-blade by making the damage type slashing and lightning. A plasma sword could be mimicked by changing the damage type to radiant and fire.

MULTIPLE DAMAGE TYPES AND RESISTANCE

For weapons with two damage types, in order for damage resistance to be effective, the target must be resistant to both types of damage.

Creatures with immunity to one type of damage gains resistance to the weapon. Creatures with immunity to both types of damage are immune to the weapon.

Creatures with resistance to one type of damage but vulnerability to the other are still vulnerable to the weapon.

Likewise, creatures with vulnerability to both types of damage are vulnerable to the weapon.

For example, a creature being shot by a particle beam weapon which is resistant to piercing damage, but not lightning, would take full damage from the weapon.

A creature resistant to both types of damage is resistant to the particle beam

A creature immune to piercing but not lightning is resistant to the particle beam.

A creature vulnerable to lightning or piercing, or both, is vulnerable to the particle beam.

More on damage types can be found in *Book 5: Rules of Play*.

The options are limitless. Here are a few very basic science fiction weapons you can use as a model from which to build others. These weapon statistics include additional numbers for use with the advanced firearms rules in Amazing Adventures Appendix A. If using normal rules, ignore "Rec," "Acc," and "RoF," and see the "Notes" section for semi-auto, select-fire or automatic function.

TABLE: SCI-FI WEAPONS

Weapon	Type	Range	Dam	Rec	Acc	RoF	Rcv	Cap	Notes
Blaster Pistol	R	40	2d8	2	+4	3	Bat	15	Semi-Auto; Radiant
Blaster Pistol, Heavy	R	30	2d8	3	+3	3	Bat	12	Semi-Auto; Radiant
Blaster Carbine	R	100	2d8	3	+4	3/A	Bat	10	Select-fire; Radiant
Blaster Rifle	R	200	2d10	3	+5	2	Bat	10	Semi-Auto; Radiant
Grenade Launcher	R	10	3d6	5	+1	2	Tube	10	10ft. radius/Dex save half (DC=attack)*
Grenade Launcher, Heavy	R	20	5d6	N/A	N/A	1	Tube	5	20ft. radius/Dex save half (DC=attack)*
Slug Pistol	R	30	1d10	1	+2	4	Mag.	20	Semi-Auto; Piercing
Pulse Rifle	R	50	d12+2	3	+1	5/A	Mag.	100	Select-fire; Piercing; May have mounted grenade launcher
Particle Beam, Hand	R	20	d8	0	+2	A	Bat	50	Automatic; Lightning, piercing
Particle Beam, Rifle	R	100	2d8+2	0	+3	A	Bat	50	Automatic; Lightning, piercing
Vibro Knife	M	n/a	1d8	n/a	n/a	n/a	n/a	n/a	Lightning, piercing
Vibro Sword	M	n/a	1d10	n/a	n/a	n/a	n/a	n/a	Lightning, slashing
Energy Sword**	M	n/a	1d12	n/a	+2	n/a	n/a	n/a	Radiant, fire

*On a miss, roll a d8 for direction of miss, starting at 1 (straight ahead) and moving clockwise to 8 (ahead and left), and d4 for distance in 5 foot increments.

**Extremely rare and unavailable on the open market. Few are proficient. Any non-proficient user who suffers an imploding result on an attack roll hits themselves, suffering the imploding d6 die results in damage. Non-proficient users also cannot take advantage of the Accuracy bonus. Proficiency in this weapon is at the discretion of the GM.

VEHICLES

Here are a few baseline mockups of generic science fiction vehicles. For more variety, up the various statistics of the modern and World War II vehicles found in the Amazing Adventures Core Rules, and give them a fresh coat of paint! Science fiction vehicles will generally go much faster and have far better capabilities and handling than modern vehicles—feel free to make full use of the full stat block version of vehicles when designing them.

In addition, many science fiction vehicles might have special sensor packages that add an Accuracy bonus to weapons or a bonus to Intelligence or Wisdom checks for pilots to watch for enemies, scan other ships, etc. In the table below, the "Men" column refers to the average of mental ability score bonuses when using these packages.

TABLE: SCI-FI VEHICLES

Vehicle	Dex	Con	Men	Cr*	Max*	Acc*	AC	DR*	HP	Weapons
Starfighter*	21 (+6)	15 (+2)	20 (+5)	500	Mach 5-plus	100	16	All	90	(2) Blaster cannons (3d8+5/A)
										(2) Torpedo cannons (4d6; 6 shots total)
Freighter	17 (+3)	15 (+2)	17 (3)	500	LS (?)**	75	18	None	150	(2) Blaster cannons (3d8+5/A)
										(2) Torpedo cannons (4d6; 6 shots total)
Hover Car	17 (+3)	15 (+2)	15 (+2)	75	220	25	12	None	50	(2) Blaster cannons (2d6+6)
Hover Bike	18 (+4)	10 (0)	12 (+1)	80	250	30	10	None	40	Blaster Cannon (2d6+6)

*Cr = Cruising speed / Max = Maximum Speed / Acc = acceleration. DR = Damage Resistance

**LS = May have light speed in settings with this option. Otherwise, the GM should set the maximum speed.

The statistics above are of the "short" stat block variety found in Amazing Adventures, and reprint the three vessels found in Book Three of the core rules, adding a new ship type: the freighter. The GM can feel free to tweak the capabilities of these ships however they like to reflect the tropes of their setting. In settings with FTL travel, for example, starfighters Maximum speed may be a factor of light speed, a warp factor, or whatever other limit you wish to set. In settings that use projectile weapons, cannons will fire physical rounds instead of blaster bolts. In the end, these are basic examples from which you can build your own custom vehicles for your setting.

Complete rules for vehicle stat blocks and vehicle combat can be found in the Amazing Adventures core rulebook. These rules are built to be fast playing and dynamic, and designed to make things easy while generally getting out of the way while you focus on the excitement and narrative of combat.

ARMOR

Formal armor may be in existence in science fantasy games, supplementing or replacing the normal Amazing Adventures armor and AC progression rules. You may, for example, have shock troops that are clad in gleaming energy-resistant armor, while your heroes gain their AC from their character class progression, if you choose.

Just remember, the two systems of armor are compatible, but do not combine. Characters gain AC either from armor or progression, not both.

In science fantasy or futuristic games, many types of armor may "soak" damage of a certain type. This occurs in the form of damage resistance attached to the armor. This is indicated in the DR column.

TABLE: SCI-FI ARMOR

Armor	AC	DR	Notes
Armored Coat	12+Dex Modifier	0	
Reflective Armor	16	Radiant	AC 14 vs. slug-throwers and projectile pistols.
Star Marine Combat Armor	18	All (but see notes)	No DR vs. piercing melee weapons. Helmet has HUD that adds +1 Accuracy to all weapons and low-light vision
Ballistic Vest	13+Dex Modifier	Piercing, Radiant	

OTHER TECH

This is just a basic rundown of a few very common items that may be encountered in a science fantasy setting. Using these ideas as a guideline, GMs can mine their favorite properties for other options and build an extensive equipment list. As mentioned earlier, the effects of many magic spells work wonderfully to use as a baseline for the functions of gadgets and technology, and the levels of these spells provide a rough estimate of just how powerful those effects are.

MODELING OTHER GEAR

Other gear can be created whole cloth by the GM, based on the trappings and limits of the setting at hand. One option is to simply create equipment from the ground up, designing it to be purpose-based for your setting and just inventing it whole-cloth. This is often the fastest way to create equipment, but may not be the best for inexperienced GMs who need more of a benchmark for balancing and adjudicating the effects equipment might have.

A second option is to look to the Gadgeteering rules as inspiration to create custom equipment. In this manner, you can examine various spell effects as inspiration for the technology you want to use, and then adapt/skin the effects to suit your needs. The various "Detect" spells, for example, are ideal for modeling scanners, while something like a fireball spell is a good way to mimic a grenade launcher.

As indicated above, healing spells of various types can be used to model nanotech, healing tanks, or other miraculous healing technology, with the right limitations. Perhaps in your setting, for example, limited uses of nanites allow for the healing of minor wounds, for which you use the cure wounds spell. For more intensive healing, such as that provided by a restoration or heal spell, on the other hand, the wounded character may have to spend 1d4 to 1d8 or more days in a healing tank.

Matter transmat devices can be modeled via the teleportation or gate spell, and the dimension door or plane shift spells allows for specialized space-gates that permit interdimensional or otherworldly travel. Technology that synthesizes food or other items can be modeled via create food or drink or permanent image.

In the end, spell effects provide a perfect benchmark for various technological devices in a Solar Burn game, but never feel tied to their specific uses and limitations. Use them as a starting point, and then model the exact technology you need from them. This can take some getting used to in the context of the game, but it provides an easy and fast reference for you to come up with game effects for technology on the fly, as well as building custom equipment for your game. Always remember, in the end, what Arthur C. Clarke said: "Any sufficiently advanced technology is indistinguishable from magic."

TABLE:SCI-FI EQUIPMENT

Item	Notes
Chameleon Suit	Advantage to hide and move silently
Data Pad	Tablet-like device that allows one to perform various computer-related tasks. Generally adds +2 to ability checks related to computer use or cyber jacking. Specific size and functions at GM's option (some may be specialized)
Pulse Detonator	Thrown grenade-like weapon deals 4d6 damage to 15 ft. radius.
Sensor Suite (worn or cybernetic)	Various functions which may include some, all, or different functions such as: low light vision, dark vision, thermal imaging, targeting computers that increase accuracy of weapons, radiation detection, etc.
Handheld Scanner	This device allows the user to scan for various things in their environment: radiation, medical conditions, life signs, meteorological phenomena, and more. In general, using one requires an Intelligence (investigation) check, at a DC set by the GM and based upon the type of phenomena being scanned for and the data interpolated. A failed check means the character has misread the data in some way. Range depends on the size and purpose of the device, from a few meters to hundreds of miles.
Medi-kit	Uses nanotechnology or bio-engineered bacteria to help treat illness and injuries; 1d10 uses; heals 1 hit die worth of damage per use or grants advantage to saving throws against poison and disease; alternately 1d4 uses can deliver the effects of a Lesser Restoration spell, 1d6 uses the effects of a Greater Restoration spell, and 1d8 uses the effects of a Heal spell.
Communicator	Ear-bud, handheld device, or terminal that allows communication with allies and contacts. Short range communications are generally within 1d4 miles. Medium-range allows communications across a planet or with ships in orbit, and long-range allows communication within a star system or even across the galaxy.

CHAPTER TWO: ADVANCED CUSTOMIZATION

Exactly as within the core Amazing Adventures rules, this chapter provides a number of optional systems to provide for full customization of characters in your science fiction game. Herein we will include a new Generic Class Ability: the Hacker or Cyber Jacker, as well as opening up every single class to the Generic Class Ability system, allowing for true customization of your class.

Following this, we will open up a new method of multi-classing, enabling you to pick and choose levels of individual classes to add abilities, at the cost of slower (and in some cases reduced) advancement, as well as at the cost of reduced effectiveness in both classes.

Included here as well is a complete skills system for the game, allowing you to better define the areas of specific expertise your character possesses, but without interfering with the open nature of the system.

Finally, we'll take a deeper look at vehicle combat, adding a few options for combat between starships such as obstacles in space, battles with capital ships, and how you can adapt existing rules to represent the unique aspects of fighting in outer space.

As with the same section of the Amazing Adventures core rules, everything in this chapter is considered expressly optional, and should not be assumed by players to form a part of the game. Always check with your game master to determine which, if any, of these options are in play. For the rules and systems surrounding the use of these options, see Chapter Three.

NEW FEATS

HACKER/CYBER JACKER

Your character is expert at the use of computers and at hacking into computer networks. You can take down security, send, intercept or disable communications, pull down information and input programs. All you need to do is access a network portal and patch your terminal in, and you can run code that allows you to access, control and program other systems on the same network. In settings with wireless networks, you can do this at range, so long as you are within range of a WAN.

- You gain advantage on all uses of Hackers' tools

- You gain the Hacker's Intuition ability of the Hooligan hacker archetype. If you already have this ability, or you later gain it as a class feature, you increase your pool of hacker dice by half again.

- When creating effects or implanting malware, you add double your proficiency bonus to your save DC, instead of just adding your proficiency bonus.

For complete rules on hacking and cyberjacking, see Amazing Adventures.

CHAPTER THREE: RULES AND SYSTEMS

COMPUTER HACKING AND CYBERJACKING

Complete rules for computer hacking and Cyberjacking are found in the Amazing Adventures core rulebook. These rules should contain everything you need to create a custom network for your game, whether you call it the Range, the Matrix, the Net, or whatever. In such games the Hooligan with the Computer Hacker archetype will function as a classic cyberjacker. It is recommended that such characters, assuming you are using such tropes, automatically be given a jack or port in their head to plug into the network, at no charge. This jack could replace or be a standard part of, the hacker's tools toolkit, and shouldn't require the expenditure of gadget points (see below).

It is also recommended that the Avatar rules option in Amazing Adventures be adopted, to allow each hacker to truly customize their online presence and role within the network. This allows for dynamic adventures within the network, which can even be portrayed as its own world where your hackers can have contacts and information sources they can track down, much like a Gumshoe, but in the virtual world.

CYBERNETICS AND BIOWARE

Cybernetics and bioware augmentations are modeled with the Gadgeteer character class, generally using the Powered archetype. As such, most characters with such augmentation will be created as Gadgeteers, whether it be single or multiclass. Others will choose the Powered feat to gain limited points for cybernetics.

Another option is for the GM, when circumstances allow, to simply award gadget points to player characters, which will allow them to "build" specific augmentations in the same manner as a gadgeteer (that is, they spend the awarded gadget points to purchase spell effects that go along with the augmentation they've received, be it a limb, organ, eye, ear, etc.)

LASER GUNS AND ENERGY WEAPONS

If your sci-fi game uses laser guns or other forms of energy weapon, you must decide how exactly these weapons work. There's a difference, for example, between weapons that fire a bolt of energy or plasma, and those which unleash continuous particle beams or streams of focused light.

In general, the rules for handheld energy weapons do not change from the standard firearms rules in Amazing Adventures; the only difference is the trappings (energy vs. projectiles). The one rule that should remain in place is that particle beam or continuous-energy weapons should be treated as automatic weapons that cannot be set to single-shot. That is, every shot from a particle beam weapon is, at minimum, a short burst, and can be anywhere up to a hose or spray.

Weapons that fire bolts of plasma (or another, fictional form of energy) can fire single-shot, and if the GM chooses, may have burst or full-auto settings. In short, these work just like guns in the core rules. And indeed, creating a broad range of weapons can be accomplished for your setting simply by adopting the statistics for firearms from the expanded list in the Amazing Adventures Companion, and re-describing them as energy weapons. Remember that weapon statistics in this game are fairly standardized, enabling you to adopt specialized stats for your sci-fi weaponry in a flash just by referencing what is already there.

VEHICLE COMBAT

As stated earlier, the standard vehicle combat rules in Amazing Adventures and the Amazing Adventures Companion are perfectly serviceable for combat at the starfighter level. Simply apply your vehicle stats and go! You can even choose to customize your vehicle rules to a level of detail that perfectly suits your game, using full vehicle stat blocks, brief stat blocks, or anywhere in between. There are a few issues, however, to address in terms of the genre.

PHYSICS

Dealing with issues of physics in outer space is difficult at best. We know that in outer space, there is generally no drag and momentum is unlimited, because of the lack of gravity and other forces acting against the ship—which of course, then, changes as one gets closer to planets, within star systems, near nebulae, and the like.

Theoretically, you can perform outstanding maneuvers in a spaceship with zero G-force to create dangers with which the pilot must contend. That being said, while issues of gravity, lift, and drag are not an issue to starfighters, it can be very hard to get one's head around these concepts, for purposes of running a role playing game. As such, it is generally best to treat starfighter combat exactly as any aerial combat. In short, even if you are trying to run a hard sci-fi game, assume that your starships are designed to fight in space, and operate the way an F-15 vs. a MiG-29 would within the atmosphere.

FTL CHASES AND TRACKING

The starship statistics in Book One do not include information on FTL drives; this is because the technology of faster-than-light travel varies wildly from setting to setting. Therefore, it must be left to the game master to determine the "mechanics" of defeating relativity in their setting. A few actual, "real world" theories for doing so are discussed in Chapter Four, for you to use as inspiration and a jumping off point.

The one thing you must consider, however, is whether it's possible to engage in chases while in FTL travel, or whether it's possible to track a ship through this sort of travel. Often, this forms a plot point—a ship with a "jump drive" is generally not track-able once the drive is engaged, but somehow, the enemy devises a means to do it. A ship that travels through a wormhole cannot usually be chased, but advanced technology suddenly allows not only chasing, but firing weapons within the wormhole, something that the laws of physics in your setting declare normally impossible.

If you do allow chases and maneuvering within whatever means of FTL travel you have, the mechanics are quite simple: simply grant each ship a score and bonus for FTL maneuvering and speed, just as their Dexterity score functions for normal space maneuvering. Ability checks are made as standard, using the FTL ability instead of normal dexterity or speed.

CAPITAL SHIPS

Capital ships are the aircraft carriers and battleships of space combat. These ships, in general, are slow and ponderous, and function as flying bases of operations. They are not something that a single fighter can take down, and in general serve as a set piece for a battle, or an objective, rather than as a main participant in the battle itself.

CAPITAL SHIP STATISTICS

Much like starfighters, capital ships will need to be customized to the setting at hand—their size, crew complement, and abilities can vary wildly from setting to setting. That being said, a basic capital ship that can serve as a model or jumping off point for you is at the bottom of this page.

Capital ships will also likely have a complement of starfighters which can be launched to defend them. These ships will have standard stats, and the GM will decide how many squadrons of starfighters are present (and how many fighters are in a given squadron).

RUNNING THE GAUNTLET

Capital ships will have similar types of armaments as starfighters will—cannons and missiles—but could have dozens, or even hundreds, of gun emplacements, spread across the ship. Generally speaking, in order to approach a capital ship, a fighter will need to run a gauntlet through its cannons. This requires a piloting roll with a DC equal to 10 plus the number of guns that have the fighter within their firing arc. That is to say, if twelve guns can currently target the fighter, the fighter will need to make a DC 22 piloting check to fly through their arc undamaged.

Achieving a piloting check equal to half the DC means taking half damage. Thus, for the DC 22 piloting check, if the fighter achieves at least a DC 12 result, they take half damage. Essentially, the same roll is used both to avoid damage (the full DC) and as a saving throw for half damage (half the full DC).

A failure at DC 11 or below means taking full damage. The Fighter's Damage Resistance (if any) applies as normal, halving the total damage taken, or reducing it by half again if the fighter manages to make a piloting check for half damage as above.

For example, assume that the starfighter has DR 10, and again, is being hit by 12 cannons. If the fighter takes full damage, roll 3d8+5 times 12, then halve the total. The fighter would take 114 (19 x 12=228, halved). Probably still enough to blow it out of the sky. If the fighter made a DC 12 check, however, this would halve the damage again for a total of 57 damage. The fighter might still be in the battle. Of course, if the fighter succeeds at a DC 22 piloting check, he manages to evade all the damage entirely. That's one hell of a pilot!

To save time, the GM can simply determine that guns from a capital ship deal flat damage equal to the average damage of their weaponry, times the number of guns firing. Simply use the average value of the die code, rounded off. Thus, 3d8 would deal 15 damage.

As an advanced option, the GM can set the DC based on the number of guns as standard, and determine the number of guns that hit based on the difference between the piloting check and the DC. Thus, for the DC 22 gun, a pilot that makes a Dexterity (piloting) check of 13 takes damage from 9 guns (22-13=9). This option keeps combat much more dynamic, but also requires more record keeping, while potentially increasing options for starfighter survival. Calculating DR for fighters remains the same in

Vehicle	Dex	Con	Spd	Cr	Mx	Al	AC	DR	HP	Weapons
Capital Ship	7 (-2)	30 (+10)	10 (+0)	50	500	20	20	All	250	(48) Blaster cannons (3d8+5/A)

(20) Torpedo cannons (4d6; 10 shots total each)
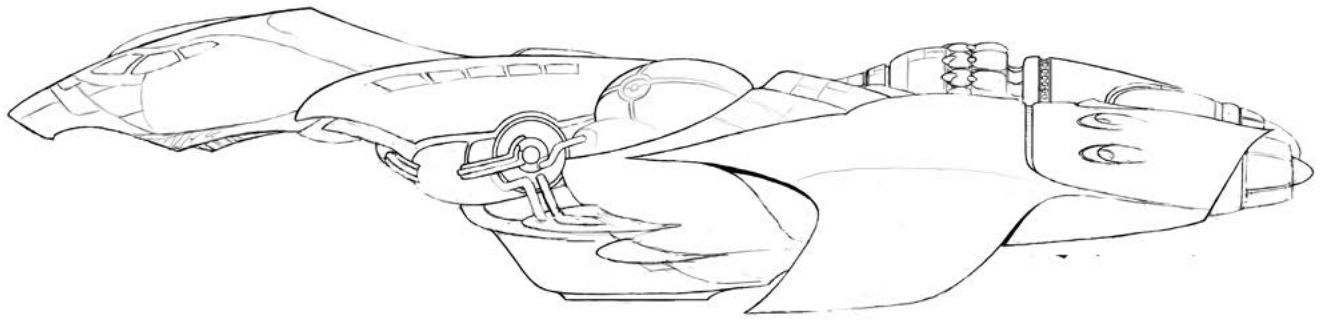
this system—half the standard and multiply by the number of cannons striking the ship.

Starfighters can attempt to limit the damage from a capital ship by taking out cannons or ordnance. Doing so requires flying into the firing arc of the weapons with an associated piloting check. From there, the pilot must attack the ordnance or cannons to be disabled. In general, cannons have an AC of 15 and 50 hit points, while ordnance is shielded with an AC of 18 and 70 hit points. Damage done to ordnance and cannons does not count against damage to the ship itself, but reduces the amount of weapons that can be brought to bear.

In general, consider that any given capital ship has four "firing zones" of 45 degrees each. With one quarter of all weapons being able to fire within a given firing zone. Calculate attacks from cannons and ordnance separately. For simplicity's sake, assume right front, left front, left rear, and right rear, with the firing arc covering all three dimensions (above and below as well as straight on).

DESTROYING A CAPITAL SHIP

Destroying a capital ship is no different than destroying any other ship or object: reduce its hit points to zero, and it's out of the fight. The GM can invent spectacular effects for the ship going down—perhaps it slowly crashes into a moon. Perhaps it breaks up in space as escape pods launch like a swarm of bees from it.

At the GM's option, for every 10% of the capital ship's hit points lost, it must make a Constitution save, with a DC equal to 10 + 1 per 10% loss. The ship is considered proficient in this Constitution save. A failed check means that some system or another has gone down, at the GM's discretion. Perhaps one of the ship's ability scores or stats is reduced by 1d4. Perhaps its shields are damaged, reducing its AC by 1 per 10% of hit points lost.. Perhaps its weapons systems go down, reducing the number of cannons or ordnance that can fire. Perhaps cascading explosions cause more damage to the ship. The options are limitless, and the GM is encouraged to be cinematic.

Crews can attempt to repair damage to ships damaged in this fashion; this requires Intelligence, Wisdom, or Dexterity checks at the same DC as the ship's last Constitution save, with the exact ability used dependent on the specialty of the character attempting the repairs, and the type of repairs being made. Such repairs, however, require 1d6 rounds to get the damaged system back up and working. A gadgeteer can always attempt to Jury Rig repairs on a ship to get it running quickly.

HAZARDS IN SPACE

Space, contrary to popular belief, is not a great big empty void. It's actually quite full of…things. These things get even worse when you throw in human and alien races littering the cosmos. When engaging in starship combat, the GM can throw in any number of obstacles and hazards that can get in the way and even pose serious risks. Some of these hazards can also be used as plot points—a colony ship on the way to its final destination can run afoul of one of them and have to deal with the (critical) consequences in order to achieve their destination.

ASTEROIDS, MOONS, AND SPACE JUNK

Asteroids and moons can present real danger in space, as can general space junk. After all, we all know the odds of successfully piloting a starship through an asteroid field! While moons and asteroids are self-explanatory, Space junk occurs when ships literally dump garbage in space, when derelict or destroyed vessels are left afloat, when satellites or exploratory vessels shut down, or any other foreign objects that essentially qualify as litter float around in space. In general, when these items are in the way, a piloting check is required with the size of the object, its proximity to the ship, the speed of the ship, and other factors playing in, as per the rules for avoiding obstacles in Amazing Adventures.

BLACK HOLES AND GRAVITY WELLS

Black holes and gravity wells exist in space, and are highly dangerous because they are not necessarily visible. While a larger ship such as a freighter, colony shop, or capital ship may be able to detect and avoid them, starships in the midst of a battle can be caught and sucked in. At the outer range of these systems, the ship may see its acceleration reduced, or its overall speed slowed. At closer ranges, piloting checks may be required to escape the object's pull, while getting too close may actually tear the ship (and its pilot) apart!

WHITE HOLES

White holes are the opposite of black holes. These theoretical singularities actually push matter away. It's not possible to approach them, as the closer one gets, the greater the thrust from the object, until it reaches infinite thrust at its event horizon. These objects can theoretically be used to accelerate a ship, increasing its acceleration rate or current speed. The degree by which the ship would be accelerated depends on how close it gets to the event horizon, which requires a piloting check. However, again, the thrust is so strong as one gets too close, that it will damage and even destroy a ship.

NEBULAS AND GAS CLOUDS

Nebulas and gas clouds are another space hazard, which can also potentially be a resource. A nebula is a massive interstellar cloud of various ionized gasses as well as dust and particles. Flying through a nebula could potentially be highly dangerous to a spacecraft due to the ionized nature of the gasses within (as well as the particles that occupy it). At very least, when flying through a nebula, a ship's sensors may become useless, meaning the pilot is flying blind. At worst, the ship could suffer systems or physical damage from ionic discharges or EMPs (see below).

HIGH-POWER ELECTROMAGNETIC PULSES

Space is a hotbed of energy. Electromagnetic pulses from stars and other bodies are common occurrences, and a ship that is subjected to a very powerful EMP could see its systems disabled. A ship that is exposed to a high power EMP must succeed at a Constitution check with a DC equal to 10 plus the level of the EMP; failure means that one or more systems simply stop working and must be repaired before they will function again.

COSMIC RADIATION, ANTIMATTER PARTICLES AND SOLAR FLARES

Much like nebulae and EMPs, cosmic radiation, solar flares, and even particles of antimatter can damage a vessel. These energy bursts (or clouds) can be treated in one of three ways, at the GM's discretion. First, they can make an attack roll to see if they strike the ship, dealing anywhere from 2d6 to 10d6 damage, which bypasses the ship's damage reduction. Second, if the ship flies through such a cloud, it could be forced to make a Constitution save against the damage, suffering no or half damage on a success, depending on the power level of the obstacle. Finally, a pilot who detects such an obstacle can be required to make a piloting check to avoid it just as any other obstacle, suffering full damage on a failure.

RANDOM PROJECTILES

Momentum is infinite in space, at least until an object enters the gravitational pull of another object. This means that when you fire a missile at another object and miss…that missile doesn't stop. It just keeps going. A ship can, at any time, be struck by some random bullet or missile that was a miss in a prior space battle. The GM can simply make an attack roll, and on a miss, the characters in their vessel are aware that something just zinged past and nearly struck them at a high velocity. A hit means full damage dealt.

BATTLE MECHS

The idea of giant robots (usually piloted by humans) standing up to fight these monsters is not new, but was popularized in the United States over the past few years in cinema. In truth, most of the rules you need to mimic mechs in Amazing Adventures are already built into the Gadgeteer rules.

There are two different approaches that can be taken to mechs: making them as vehicles, or building them as gadgets.

MECHS AS VEHICLES

The first is that the GM can build them as vehicles, making them available to the players, and then using the vehicle combat rules to run battle. If doing this, simply assign your mech a suitable weapons package, cruising speed, maximum speed, ability score bonuses, armor class and hit points, and you're ready to go! Building a mech as a vehicle is likely the easiest and most straightforward way to create them.

The key thing you'll have to account for, again, is balancing saving throws and the like. Attack rolls should remain standard—your characters will make attack rolls against the AC of the monster, as normal. Saving throws, however, can be tricky when you're dealing with creatures with such high levels of hit dice.

In the end, divide the number of hit points your mech has by 5. The resulting total is the bonus you add to any saving throws the mech needs to make against a creature's attacks or abilities. This number should, as with creatures, be a minimum of 10 and a maximum of 20. While in the mech, unless otherwise stated, the pilot always saves as the mech.

USING GADGET POINTS

Mechs can also be built—or more accurately, customized—by using gadget points. When spending points to build a mech or power armor, all aspects of the vehicle must be purchased—size, armor class, attacks, and other abilities.

POWER ARMOR/MECH SIZE

A base battle mech carries a cost of 1 gadget point for a medium-sized suit of power armor, plus an additional 3 points per size level above that, to a maximum of 13 for gargantuan. Amazing Adventures has a table that gives

hit dice by size for creatures; this shows the size progression from tiny to gargantuan.

SPEED

Such suits have a speed of 30ft, plus 10ft per level of size above medium. Purchasing the haste spell doubles existing movement.

HIT POINTS

A mecha has base hit points of 5d8 at medium size. At large size, it has 5d10. At huge size, the mech's hit points are 5d12. At Gargantian, the creature has 5d20 hit dice. If the gadgeteer purchases increased constitution for the mech, add +1 hit point per hit die, per 2 points of Constitution purchased. Do not add Constitution bonus for the pilot's hit points.

POWER ARMOR ATTRIBUTES

The power armor at its base form has no ability scores of its own; all saving throws and bonuses are based on the pilot's own ability scores if the save or check is based on Strength, Dexterity, Intelligence or Wisdom, or based on an assumption of an ability score of 12 (+0) for Constitution and Charisma.

Increased ability scores can be added via the enhance ability spell, which adds +4 to any ability score you wish, per gadget point spent, to the mech.

For example, a pilot with a Strength of 15 in a medium-sized power armor uses his Strength bonus of +2 for all Strength checks. Buying improve attribute (see the Gadgeteer in Amazing Adventures) and applying the +4 to Strength increases the pilot's Strength to 19 while he is in his armor; he now has a Strength bonus of +4.

Alternately, a pilot with a Constitution score of 15 in medium-sized power armor uses an assumption of 12, since he cannot apply his own Constitution score to the mech's Constitution. If he purchases improve attribute, the mech's Constitution increases to 16, for a bonus of +3.

Increasing Wisdom and Intelligence scores in a mech represents sensor packages or computer databases that aid in information, optics, hearing or the like. An increased Charisma score would simply affect the intimidation factor or impressiveness of the armor itself.

In any case, it is within the GM's rights to rule that with any given effect, the pilot may have to use their own ability score. For example, if an opponent uses a spell against the mech that requires a Charisma save to avoid the effects, the Charisma save may have to come from the pilot, without applying the intimidation factor from the mech's increased Charisma.

Base these decisions on common sense. Does the effect, mystical or otherwise, affect the pilot's mind or body directly, regardless of them being inside the mech? If so, use the pilot's ability scores instead of the power armor's.

ARMOR CLASS

The base Armor Class for a gadget-built suit of power armor is 15; each gadget point spent adds +3 to the AC, to a maximum AC of 19 for Medium and large, 23 for huge and giant, and 25 for massive and gargantuan suits.

ATTACKS AND SPECIAL ABILITIES

Mechs built in this manner have only a slam attack. At medium size, this attack deals 1d6 damage. At large, it deals 1d8. At huge it deals 1d10, and at gargantuan 1d12.

All other abilities must be purchased using gadget points. These are added to your power armor in exactly the same manner as any gadgets.

Sensor packages can be mimicked via various detect and divination-style spells.

Attack forms are mimicked by modifying damage-dealing spells. If, for example, a character wishes a mech with missiles, they would purchase fireball at whichever level of damage they want to deliver. Rail guns and energy weapons can be mimicked by modifying magic missile, lightning bolt, or other direct-damage-dealing spells.

By making use of the gadgeteering rules, just about any kind of customized mech or power armor you can imagine can easily be built. Of course, the costs can be significant in terms of points. For this reason it's often best for the GM in such games to create mechs and make them available to players for piloting against the kaiju. That being said, if a gadgeteer character wishes, they can take any existing gadgets they own and install them into a mech at no cost other than what they spend to buy the mech or power armor.

For example, a gadgeteer has a Tesla gun modeled after lightning bolt that deals 8d6 damage. He wishes to build a mech to fight a kaiju threat. He has 12 gadget points banked, so he chooses to build a gargantuan-sized battle mech. At its base level, this mech has AC 15, a slam attack of 4d6, and a move of 80ft. He could choose, then, to build his existing Tesla gun into the mech at no additional charge. It is left to the GM whether the gun could be removed for personal use, must be a permanent part of the mech, or somewhere in between (perhaps a requirement of an extra few gadget points are required to make it detachable).

TRANSFORMING MECHA

There's one final aspect of mechs to address: the ability of some to transform into multiple configurations. To create a mech like this, use the polymorph spell. Each purchase of this effect grants one additional form.

In addition, an additional form does not innately grant any special abilities; they must be purchased separately. However, since abilities are restricted to only one given form, any abilities applied to that form are at half cost.

This can be somewhat tricky, and it might be best to provide access to a functional vehicle into which additional power armor abilities can be added rather than requiring all abilities to be bought completely separately. It would be prohibitively expensive, for example, to build both a robot and an F-15 fighter jet, and then combine them into one mech.

If, however, the player begins with an F-15, they can purchase polymorph to then create a robotic form that is built into the F-15. All abilities they purchase for this robotic form are at half cost because they can only be used while the aircraft is in robotic form.

While in the F-15 form, the vehicle has all the normal abilities of an F-15 fighter, including its machineguns, missiles, speed, and the like. While in the robotic form, it has only the abilities purchased for the robotic form.

An ability can be made to be available in multiple forms, but costs 1.5 times its base cost for being available in two forms, increasing by .5 for each additional form—thus, for a transforming mech that has three forms, making an ability available to all three forms would cost twice its normal value.

It is left to the GM to determine the value of making conventional vehicle weapons (an F-15's missiles and machineguns, for example) available in robotic form.

Creating independent, artificially intelligent robots on this scale is somewhat outside the realm of these rules, but one simple guideline is to create a character as normal, build the robot as a gadget (using the Gadgeteer character class as its base), and then simply combine the character and robot. In essence, you would build a Powered character, adapting the guidelines herein for power armor and mechs to the abilities available, and simply state that your character is a robot.

DAMAGE SCALE

Mechs deal kaiju scale damage. They cannot be harmed by normal human-sized weapons, though vehicle scale weapons such as those from the aforementioned F-15, or tanks, will deal damage. At the GM's discretion, personal weapons designed to affect vehicles may be useful, such as a tripod-mounted .50 caliber machinegun or a LAW rocket.

PILOTING AND GADGET MECHS

There are two schools of thought regarding Mechs. They are vehicles, after all, so the easiest way to handle them is to add an additional class of vehicles in which one can be proficient: Battle Mechs.

Alternately, ground-based mechs could fall under Military Ground Vehicles while mechs with flight capabilities could be Military Air Vehicles. You could even rule that a mech that functions as both a ground and an aerial mech requires proficiency in both, or proficiency only applies when using the appropriate ability—that is, a pilot proficient in Military Ground Vehicles who pilots a ground and air mech, would use the better of his or the mech's bonuses when piloting on the ground, and the worse when piloting in the air.

THE REVERSE-ENGINEERING METHOD

In many cases, since having mechs available to characters in games of this type becomes requisite to the campaign itself (mechs tend to be part and parcel of a given setting); it's often best for the GM to design a single, archetypal mech for their game, and then reverse engineer the point value. This point value can then be provided to players for the purpose of designing their own mechs.

This, then, allows everyone to have personal mechs that are roughly equal and balanced, while still allowing gadgeteer characters to add a bit of extra customization and continue to shine. It is highly recommended that for kaiju and mech games this approach be taken, as well as for any games that use mechs as a standard part of the setting.

KAIJU

Kaiju films have a vast following in the East and the West, and recent films have explored the idea even further of humans creating gigantic battle mechs to take on invasions of these creatures. Amazing Adventures can handle such battles very well, with just a few rules tweaks and new subsystems, and Solar Burn seems the best vehicle for including these gigantic monsters.

Kaiju is a transliteration of a Japanese word that means, roughly, "strange beast." Originally used to refer to creatures from ancient Japanese legends, it interestingly first appears in an ancient Chinese text called Classic of Mountains and Seas. It was later adopted by the Japanese to refer to paleontological creatures, creatures from cryptozoology, and creatures of myth and legend.

Its use in reference to giant monsters comes from a Japanese film genre of the same name. Undoubtedly the most famous of these films are those produced in Japan with the aforementioned giant aquatic lizard; however, films that can be considered kaiju films have been produced all over the world, and even King Kong can be considered a kaiju film. In the 1950s and 60s there were a number of B-scale horror films produced in the United States by filmmakers like Roger Corman, which involved gigantic creatures—often reptiles or insects—that were generally irradiated and grew to massive size.

In the most purely technical form, a gigantic beast is a Daikaiju, while a human-sized kaiju monster is a Kaijin. This rules set will use the term kaiju to refer to Daikaiju exclusively, for the sake of brevity and to appeal to "common usage."

KAIJU AND GAMING

In their most basic sense, kaiju are simply giant monsters. This means that if you throw your adventure-oriented modern characters up against, say, a Tyrannosaurus Rex, that's technically a kaiju. Certainly a gigantopithecus ape, like King Kong, is a Kaiju. However, we usually think of these creatures having more alien features and powers, and we almost always think of them as far larger than a T-Rex. So the first step is to make your creature in some way strange and alien. There are several ways to do this. The first is to take a mundane creature and increase it to gargantuan size—the size of a building. The smallest of these creatures should be at least as tall as a house, while the largest approach the size of small skyscrapers.

There are three different paths to take to create kaiju for your gaming scenario. The first is to simply re-skin a dragon or elemental. The second is to build a kaiju from an existing animal. The third is to build your kaiju from scratch.

USING DRAGONS

One very fast way to create kaiju for your game is to simply use the tables for dragons in the 5e Fantasy Monsters Tome or the Systems Reference Document. Dragons are already massive creatures, and some of the most ancient already have over 28d20 hit dice. Remember that kaiju are not supposed to be creatures you can just shoot with a .45 and take down.

Of course, using dragons as kaiju presents its own set of problems. Do you want your creatures to have magic? Do you want them to be able to speak languages? These are decisions you must choose. Languages are easy enough to simply drop from the equation, and lowering a dragon's intelligence to a more bestial state is also not of major consequence. Magical abilities can be more problematic, as they form the core of many dragons, and these monsters are more firmly grounded in pulp science fiction, where aside from some psychic powers, magic usually doesn't appear.

That being said, it may be possible to use the magical abilities of dragons and re-skin them as powers in much the same way as gadgeteers do in Amazing Adventures. Simply choose fewer spells that the dragon knows and increase usage, treating them as powers per the Gadgeteer Powered archetype.

Assume that a given dragon, for example, possesses four first-level and two second-level spells. Instead, you could choose to give it one first-level spell (say, shocking grasp) that it can use four times, and one second-level spell (shatter) that it can use twice. You then skin these spells as special abilities—the kaiju can generate a bio-electric field around itself that deals damage to all who approach it, and its scream is so thunderous and/or piercing that it shakes the ground and causes damage to all in the area.

In this manner, Dragons make outstanding and near ready-made kaiju. You can even simply change the way it looks to represent any kind of alien-looking creature you like.

USING ELEMENTALS

Much like dragons, elementals make for outstanding kaiju right out of the box with just a couple very basic changes. As they are listed in Amazing Adventures, elementals have d10 hit dice. To make them kaiju, increase their hit dice to d12 and increase their hit dice to as many as double. Any attacks the elemental has see the die type of that attack increased by one step and double the dice. Thus, an Earth Elemental of 16+ HD normally has a slam for 14 (2d8+5) damage. A kaiju Earth monster would have a slam for 27 (4d10+5) damage.

Naturally, you will need to recalculate the Challenge of the monster as well. This can be a factor of trial and error, or you can check out the 5e Fantasy Game Master's Guide, if you own it, which includes guidelines for establishing Challenge Level of new monsters you create.

ENERGY HEALING

Some kaiju actually feed on certain types of energy. At the GM's option, a kaiju can have the "energy healing" feature. Whenever targeted by a type of energy that is their source of feeding, a kaiju heals damage suffered on a 1:1 basis. For example, a kaiju that feeds on electricity who is the target of a 10d6 lightning attack, would instead heal 10d6. Kaiju that heal in this manner can exceed their normal hit point maximum, with the excess serving as Temporary Hit Points.

If the GM chooses to give energy healing to a kaiju, they should also consider giving a corresponding energy weakness feature, a type of energy that deals double damage to the creature in question.

USING ANIMALS AND OTHER MONSTERS

Animals and other monsters in the Amazing Adventures core book, Systems Reference Document, or other 5e-compatible books require two extra steps to get the basic abilities of the creature, but beyond that are similar to the method for using dragons and elementals. The extra steps required include increasing the hit dice of your monster or animal when you raise them to the gargantuan status of a kaiju, and determining their Armor Class.

ANIMAL KAIJU HIT POINTS

To determine the hit points of your new kaiju, take whatever creature you're using as a base, change its hit dice to d12, and apply a multiplier based on the scale below to tell you how many hit dice to use. This multiplier is determined as follows: Subtract the creature's original size from the final size, treble the result, and the resulting number is the multiplier you apply to the original creature's hit dice. Treat all creatures as having 1 hit die for these purposes. While an ant in normal situations has 1 hit point (at best), when determining the size for a kaiju ant, treat it has having 1 HD.

Finally, don't forget to increase any Constitution bonus by the new Hit Dice.

For example, you're creating a kaiju ant. The ant is diminutive in size, below even the minimum of Tiny. You're taking it to Gargantuan. Assuming the ant has to progress through Small, Medium, Large, and Huge to get to Gargantuan, you have a total of all 6 size levels to deal with. Trebling this gives you 18d20 hit dice.

Let's say you are doing the same thing with a small dog like a beagle, which has 2d6+2 hit dice and is size small. Going from Small to Gargantuan is 4 steps. This leaves you with a multiplier of 12; the kaiju beagle has 24d20+24 hit dice.

What about a gigantic elephant with 8d12+24 hit dice? Elephants are already huge sized. Raising them to gargantuan sees us adding only 1 step. Trebling this is 3. This leaves us with a kaiju that has a whopping 24d20+72 hit dice—a worthy challenge indeed!

ANIMAL KAIJU ARMOR CLASS

To determine your animal's AC, simply add 5 to 10 to its existing AC (at the GM's discretion), and set the minimum kaiju AC as 18. Remember, however, that in 5e stats, an AC of 25 is very difficult.

A NOTE ABOUT INSECTS

As a quick note, a common ant is used above as an extreme example of an insect. If you choose, starting with an available "giant" sized variety will yield far more powerful kaiju. Using a giant spider as depicted (Size Large, 4d10+4 HD) as your starting point for a kaiju, for example, would yield you a creature with 24d20+24, equivalent to our giant dog.

MONSTER AND ANIMAL ATTACKS AND ABILITIES

Again, as with Elementals, increase the damage die type of any special ability your creature has by one step, and double the dice. In this case, however, the minimum die type for damage is d6. Thus, a giant ant's acid sting, when the creature is elevated to kaiju status, deals 2d6 damage

for the stinger, plus 2d6 damage for the acid it injects, as opposed to the normal 1d2/1d4 damage.

In this manner, most creatures from Amazing Adventures, the Systems Reference Document, or any 5-compatible monster book can be used to simulate kaiju. Imagine a gargantuan-sized Sasquatch, a massive Fiend, a gigantic Hellhound, an even more gigantic Shambling Mound, or a fearsome massive-sized Aboleth emerging from the water.

DAMAGING A KAIJU

Guns, swords, knives, clubs, and even grenades are useless against kaiju! Handheld guns and human-sized weapons, even turret- or tripod-mounted machineguns do no damage to kaiju. They are simply too massive for puny human weapons to have any effect. Ordnance from tanks, missiles and the like may deal some damage…but such weapons may also be just as likely to heal and recharge the kaiju (see above).

The only weapons that can damage kaiju are those of other kaiju, or battle mech scale weapons, which we will deal with in the next section. At the GM's discretion, some vehicle-scale weapons such as the missiles from an F-15, tripod-mounted minigun, a tank cannon, or the like, may deal damage to kaiju.

KAIJU SCALE DAMAGE AND HUMANS

There are two schools of thought on how damage from a kaiju affects humans. In a standard Amazing Adventures game, human-sized characters can damage dinosaurs, and survive attacks from them. The tropes of a kaiju story, on the other hand, are vastly different. While the specifics of scale-based damage are left to the individual GM to determine, it's recommended that just as human-sized weaponry can't damage these creatures, kaiju-scale damage to normal humans results in instant death.

Alternately, you can multiply all kaiju scale damage by ten or more when a human is the victim of an attack, depending on how much of a fighting chance you wish to give your heroes.

KAIJU AND ABILITY SCORES

When talking about creatures with such a massive scale, the issue of attack rolls, checks and saving throws becomes somewhat problematic. In general, an ant is going to have a Strength score of 3…at best, and that's really fudging things in the ant's favor. Still, we know that ants can carry several times their body weight. Thus, when dealing with Kaiju, it is suggested to add 10 to both Strength and Constitution, with a maximum score of 30. Mental abilities and dexterity do not need to be adjusted, in general.

CHOOSING YOUR STYLE OF PLAY

The first thing you'll need to do when building your sci-fi campaign is decide what kind of game you want to run. Is it a planetary romance like Edgar Rice Burroughs' Barsoom tales? Is it the high-flying space opera of George Lucas, or the Flash Gordon serials of the 30s? Is it exploration of the galaxy in a Gene Roddenberry-influenced universe? Is it the hard science fiction of Isaac Asimov, the tech noir of Philip K. Dick, or the full-on cyberpunk of Gibson? Perhaps it's a space western set in a single, vast star system with dozens of planets and hundreds of moons that have been terraformed by a humanity fleeing a devastated Earth.
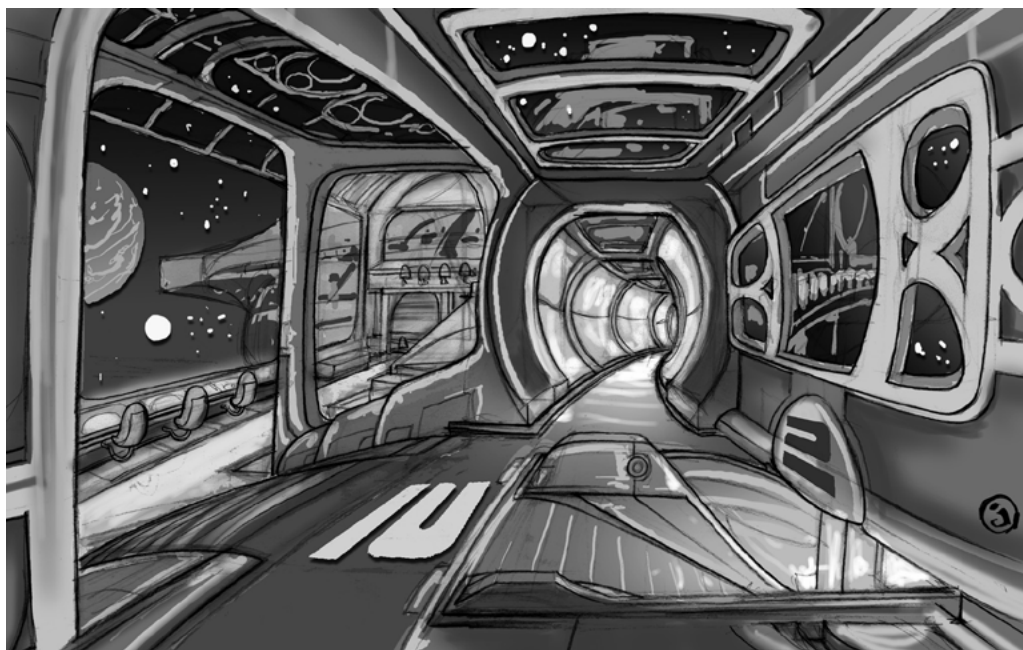
Another form of science fiction is the classic alien-invasion story. You could run a campaign like the classic War of the Worlds, with aggressive invaders attacking the planet. You could also run a more insidious invasion—the alien visitors who proclaim to be peaceful travelers, but who secretly want something from our planet, be it natural resources, slave labor, or to use us as food. Even stark isolationist horror can be explored, with a troubleshooting team visiting a remote colony that, upon arriving, they discover has been ravaged by an unknown, alien threat, and now they, too, are cut off from support and must survive the menace and escape with their lives.

Many games, in fact, will be some mix of all of the above. Let's start by examining some of the different, most popular, sub-genres of science fiction, and what each involves. After this, we'll look at the tropes of vehicles and technology in a science fiction game, and then explore the themes of a sci-fi game, how to think about using current sociopolitical issues in your games, and how to deal with issues of respect and boundaries at your table.

PLANETARY ROMANCE, OR SWORD-AND-PLANET

Sword and planet stories fall under the genre of science fantasy, a pulp style of sci-fi that flourished in the late 19th century through the early mid-20th century, and are perhaps best demonstrated by the Martian, Venus, and Moon tales of Edgar Rice Burroughs, but many other authors have tackled the genre over the years, including Robert E. Howard, Otis Kline, C.L. Moore, Leigh Brackett, Lin Carter and Michael Moorcock.

The "Science" in science fantasy is passing at best—it's a trapping that rarely holds up under real-life scientific scrutiny. In this type of story there are space ships and energy weapons, both beam and bolt-style. There may be laser swords and mystic powers. Not only is there sound in space, but ships rocket back and forth with rumbling and roaring engines, screaming laser cannons and spectacular explosions.

There is always a reluctant and roguish hero who is called to adventure through no choice of his own. There are princesses who are beautiful, deadly and capable, but may need rescuing anyway.

In many ways, this type of story takes the elements of all those above, from weird west to steampunk to swords-and-sorcery, and combines them together with a veneer of flashy technology layered on top. Here are some of the elements involved in creating a science fantasy game with Amazing Adventures.

In a planetary romance, or sword and planet story, the hero is whisked away from Earth to another world, through various mystical or technological means. The character may find their way to the alien world through astral projection, or it may be through an unexplained "scientific" apparatus that transports them bodily from one place to the other.

SUPERHUMAN PROTAGONISTS

While on the alien world, the character often finds that they can breathe and survive, much to their surprise, but may have vastly different physical or mental capabilities than they did at home. They can run faster, jump higher, hit harder, and think faster than they are used to. Many heroes in a planetary romance tale become superhuman.

CULTURE SHOCK

Despite their heightened abilities, heroes in these stories are fish out of water. They are often completely overwhelmed by culture shock and can often end up in a lot of trouble because of not understanding the new society into which they have been thrust. The differences between the societies of the alien world and earth are one of the main themes of a planetary romance. The initial stories in these sagas generally explore the new world and describe the various peoples, creatures and cultures while establishing various political and intrigue-based sub plots which are then detailed in later tales. The hero inevitably winds up playing a major role in these plots, sometimes rising to lead a tribe, kingdom or even the world.

Most cultures in sword and planet tales are broad and varied. There is almost always a human analog, whose inhabitants resemble humans in every way except perhaps for one minor detail: they may, for example, lay eggs instead of giving live birth, but in all other ways seem human. Their cultures range from enlightened to pseudo-medieval, to decadent and corrupt, depending upon the needs of the story, and there may be multiple human(ish) societies, with different levels of technological and cultural advancement.

These human-esque societies serve as a stark contrast to purely alien ones. These species not only live in barbaric societies, but often have starkly demonic or non-human features: great tusks, multiple limbs, wings, bulbous or multiple eyes, or any other number of monstrous features mark them as alien. Their cultures tend to be savage, but honorable (unless they are the villains of the piece, in which case they might have no honor in the eyes of the hero).

TECHNOLOGY VS. THE NAKED BLADE

One of the more important tropes of the sword and planet tale is the idea that while advanced technology exists—often in the form of flying vehicles and pulse or directed energy weapons—the protagonist and villains still often end up using swords, blades and their bare hands to do battle.

In some of the earliest examples, the rationale for this was a simple universal code of honor on the alien world: one never battled against a man using a more advanced weapon. In other examples of the sword and planet tale, the hero is either denied access to technology or simply prefers "the old ways."

In the end, it is the qualities of a warrior that define the characters in sword and planet tales. Even beyond physical and combat prowess, a stringent code of honor and ethics, chivalry and the desire and will to do what is right in the face of overwhelming evil are what mark these characters.

FANTASY WITH TECHNOLOGICAL TRAPPINGS

Those wishing to use 5e Fantasy to run science fiction will find no better option than a planetary romance tale. These stories very much tend to be traditional fantasy tales set within the trappings of a science fiction setting. That is, you'll be on a clearly alien world, but swords, sorcery, and mysticism exist alongside technology, and the stories are very much in the epic fantasy vein. When running a planetary romance campaign, keep the fantasy elements high, but always leave a reminder in place that this is an alien world with alien cultures and some level of super-science technology in place.

SPACE OPERA

Buck Rogers… Flash Gordon… Those world-famous and genre-defining epic films by George Lucas… The great space sagas of Gene Roddenberry… Glen Larson's military drama pitting human fugitives against their metallic enemies in a mad flight across the stars… all of these fall into the realm of science fantasy.

In space opera, "epic" is the key word. These are stories of grand heroics where galactic and planetary empires war against one another, with the main characters either championing one side or simply caught in the middle. Space operas represent human dramas.

Consider the farm boy from the desert planet called upon to exercise mysterious powers to re-establish an ancient order of mystical knights, and overthrow an evil galaxy-wide empire. Think on the ragtag fugitive fleet of human vessels being chased across the stars by a relentless cybernetic enemy bent on destroying all of humanity. What about the roguish crew of a freighter caught between the frontier outskirts of a terraformed star system, and the advanced-yet-corrupt central planetary alliance, with the heroes just trying to eke out a living in the middle? There is also the idea of the noble crew of a gigantic starship dedicated to exploring the galaxy and meeting new forms of life wherever they go, while spreading the ideals of a benevolent and enlightened planetary federation which may or may not be showing the beginnings of corruption from within.

All of these examples should be starkly familiar to fans of science fiction and fantasy, and they demonstrate a wealth of different concepts for a space opera campaign. What they have in common are great, galactic (or at least system-wide) governments, heroes that come from com-

mon origins, human (or alien) drama, and personal stories. These stories then come peppered with a healthy dose of action, adventure, roaring space battles, intrigue and excitement. There are as many (often more) fantasy elements in a space opera as there are science. It doesn't matter how a ship's faster-than-light technology works—that can be handled with technobabble that makes only passing sense at best.

PHYSICS DON'T ALWAYS APPLY

The laws of physics don't always apply in Space Opera. In these stories, there is sound in outer space and we needn't think too much on how that works. Ships explode spectacularly regardless of the amount of oxygen present to feed the blast. Laser guns fire bolts of plasma (which incidentally travel much slower than bullets) or visible particle beams that are comprised of particles that don't actually exist but have science-y sounding names.

Psychic and even mystical powers may be accepted to exist, even if they may not be commonplace. There are lightning staves and plasma swords that are made up of energy that is somehow shaped and restricted into a limited form, and yet doesn't burn everything with the heat of a star. Psychics or mystical priestly orders may be required to use their mental powers to activate space-folding gates for interplanetary travel—powers which require specially farmed chemical substances.

IMAGINARY TECHNOLOGY: TECHNOBABBLE

Going hand in hand with the lack of real-world physics, technobabble is a huge part of space opera. There are types of energy and matter that don't even exist in our world's physics. Chronoton particles, graviton particles, or any other type of "-on" particle can be concocted as an explanation for weapon energy, starship power, or dangerous radiation. Ships use imaginary terms like "Buffer panel," "primary sensor web dish," "quadricalcite crystals," and "anti-grav hyperdrive" to define operations. GMs running a space opera game would do well to check out any of the (many) technobabble and jargon generators online and pull up a list of possible terms that they can work into their game as needed, to maintain the mood and feeling, and even to provide context for engineering characters who would like to know what, exactly, they're fixing (and what it does!)

EPIC FANTASY WITH TECHNOLOGY

Similar to planetary romance, in many ways, a space opera game is not much different than an epic fantasy one, only on a much grander scale and with even more trappings of high technology. Whereas planetary romance is largely a high fantasy game with reminders that one is on an alien world, a space opera game travels between worlds, operates on a galactic scale, and the fantasy trappings take second stage to the technological trappings (as fantastical as they themselves may be).

Instead of two warring kingdoms on opposite ends of a continent engaging in castle sieges using ballistae and mounted cavalry, the two opposing empires may be on different planets in neighboring star systems, and star fighters may be the order of the day. Instead of a command tent, the general of an operation sits on board a gigantic capital ship or mother ship and oversees his troops using sensors and long-range communication devices.

A clever GM can create a space opera by slapping together the tropes of a fantasy game, a World War II era game with dogfighting aircraft, and a 16th-century pirate game with huge warships ponderously battling on the open sea, and stick it all into outer space.

"HARD" SCIENCE FICTION

Hard science fiction is rigidly and strictly based in real scientific theory. There's very little in the way of "technobabble" in hard sci-fi, and what there is, is carefully constructed to match real science. This means that many such stories don't involve fantastical technology like hyperdrives that can allow one to travel at multiples of the speed of light, made-up terms like chronoton particles, or specialized (entirely fictional) crystals that allow a specific matter/antimatter blend that permits the folding of space.

In many hard science fiction games, if there is FTL travel at all, it will often be using some sort of wormhole gate, painstakingly explained in terms of its actual technological function. More often, these stories deal with colony ships and cryogenically-frozen travelers. Many of the works of Isaac Asimov are hard science fiction; his rules of robotics, in fact, have become part and parcel of the philosophy of real-world AI developers.

Unfortunately, because of exactly what hard science fiction is, it's difficult at best to provide a comprehensive list of trappings or information on how to run such a game. For the most part, this is left to those who are intensely knowledgeable about past and current issues of applied, theoretical, and dimensional physics. Such games, however, can be great fun when run by a GM who really knows their stuff and is willing to build it into an interesting world.

One of the biggest aspects of hard sci fi is that it often deals directly with the idea of shining a mirror on humanity. Much of it will take current social issues, and project them into the near or distant future, positing what happens if they get out of hand (or if they work out as they should).

For the most part, much of the most popular sci-fi of the past several decades have mixed hard sci-fi with space opera tropes. These settings offer the use of real-world technology and physics theories with ideas like fantastical FTL travel to examine what happens, for example, when humanity learns to progress to the stars and explore new

worlds, new life, and new civilizations that populate the galaxy. In the end, it's your game so feel free to take ideas from actual physics and run with them. The key when blending real scientific theory with space opera tropes is to make sure that you remain internally consistent. Once you establish how a technology works, it must always work the same way.

NAMING CONVENTIONS: SOLAR SYSTEM VS. STAR SYSTEM

One easy bit of realism you can keep in mind in your games is the difference between "Solar" system and star system. Technically speaking, the term "Solar system" refers only to our system of planets. The name of our star is Sol, so our planetary system is the Solar system. While many sci-fi settings refer to Earth as Terra or Earth, in the designation commonly used to denote other astral bodies, Earth is designated as Sol 3, just as the third planet in the Alpha Centauri system would be Alpha Centauri 3, though it would very likely have its own name given by the inhabitants, just as we call our world Earth.

As such, other systems of stars and planets would simply be called planetary systems, or more appropriately, star systems. It might seem a nitpick, but in a lot of science fiction games, nitpicks matter, if for no other reasons than to maintain the flavor and spirit of what you're doing.

CYBERPUNK

Cyberpunk and its precursor, tech noir, are a grim and gritty approach to science fiction which combine a dystopian future controlled by corporations and greed, with the elements of the hardboiled detective stories of the 1930s. The technologies used in these types of story, though quite advanced from our current era, are more recognizable to readers than the fantastic starships and heavy blasters of space opera.

In a cyberpunk game, heroes use guns that fire bullets—though said bullets may be non-lethal gel or plastic rounds, or could be very high-end armor piercing bullets unlike any we have today. They hack into computer networks to conduct industrial espionage, though the hacking usually involves plugging the brain directly into the computer.

In this sense, much cyberpunk does fit into the trappings of "hard" science fiction. It deals with cybernetics that look like advanced versions of the prosthetics, VR, and AR we have today. It deals with computer hacking, wireless networks, and the greed and untouchable corruption of corporate society. There's very little that is purely fantastical about cyberpunk, and for many, it's the easiest form of hard science fiction to run.

Running a cyberpunk game using Amazing Adventures requires few to no adjustments. The GM can easily put a fresh coat of paint on existing firearm statistics, renaming them to fit the setting. Armor types from those in Chapter One can easily be adopted. In fact, one of the playtest campaigns for Amazing Adventures 5e was a Tech Noir game that ran from levels 1 to 20!

The biggest thing to add, system wise, is the ability to hack into computers. The computer hacker can be created using the Hacker Hooligan archetype in the main book, or the Computer Hacker Feat found earlier in this work (or both). In a Cyberpunk game computer systems are used for everything from building security to employee records, secret formulae, communications and even news…much like our own society. In fact, many Cyberpunk settings are nothing more than a dystopian take on the world we live in now, set somewhere around 20 minutes into the future (props to anyone who is old school enough to get that reference)!

If desired, the GM can concoct visuals for what the Web looks like when a jacker is plugged in, and can enhance computer hacking rules by allowing the character to purchase suites of cybernetic combat programs. Such characters would be built as gadgeteers with the hacker generic class ability. Gadget points would be spent building a suite of hacking programs (using spell effects as standard).

Of course, cybernetics and augmentation are essential to a cyberpunk game. These things are easily handled within the contest of Amazing Adventures. Cybernetics and biotech can be modeled using the gadgeteering rules, with cyborg characters possessing levels of the Gadgeteer class, either as single-class Gadgeteers, or using the multi-class or class-and-a-half rules to combine augmentation with another class. Your classic "street samurai" character could easily be modeled using the Fighter from 5e Fantasy combined with the Gadgeteer or the Power feat to mimic their augmentations.

Mentalists are eminently appropriate in a cyberpunk or tech noir game. Certain sub-genres of cyberpunk may even incorporate fantasy elements, allowing the use of Arcanists and even non-human races imported from 5e Fantasy. In the end, almost every character class can be used largely unmodified in this genre; it is only up to the GM which elements to include in your game.

TECHNOLOGY

The first thing to establish in a science fiction game is the level of technology you are going to use. Pistols may, in such games, include anything from projectile weapons that hurl radioactive plutonium or explosive rounds to handheld beam weapons to blasters that shoot ionized bolts of energy. Rifles can include projectile-firing pulse rifles to two-handed particle beam weapons. Blades can include energy swords or enhanced "vibro" weapons (using whatever definition of a such weaponry the GM wishes to cook up).

VEHICLES

Vehicles are part and parcel of sci-fi in general, and space opera games in particular, and you will need to create examples of base ships, Starfighters, and even land-based vehicles from hoverbikes to repulsor-lift sports racers. Using the existing vehicle combat rules, cooking up statistics for these should not be an issue: the GM need simply assign stats and go.

Huge, ponderous mother ships and capitol ships may not be as statistically detailed as starships; these should at least, however, be given Armor Class, DR, hit points and weaponry for various sections, with the GM cooking up effects for damage to areas like the bridge, engineering, weapons and the like, expanding upon the rules in Amazing Adventures and the guidelines for capital ships in this book. They will usually be heavily armored, with shields and devastating weaponry. The GM can cook up bonuses for crew expertise and targeting sensors to define the BtH bonus for their weapons, and run them off the cuff. In essence, when it comes to battle, these vehicles are incredibly formidable but are generally all but stationary targets.

As mentioned in Chapter 3, these base ships will generally be the object of a battle rather than an active participant. That is, PCs will be assigned to either protect or take out one of these ships, which will take a role in defending themselves (firing weapons and launching ships) but will otherwise not be rapidly flying around and dogfighting.

FASTER THAN LIGHT TRAVEL

FTL travel for ships is also part and parcel of science fantasy games. It is beyond the scope of this book to provide full rules for FTL travel—especially since how it works varies wildly between books, films, and television series. It is left to the discretion of the GM what the top speed is for faster-than-light ships and whether they work by warping space, dropping into an alternate hyperspace dimension, or use a form of "jump drive" which teleports ships across vast distances.

Indeed, in some space opera settings there is no FTL travel and characters instead rely on cryogenic stasis to make long trips. Whatever your setting calls for, cook up rules for long-distance travel and run with it! In general, all you are really going to need to know is how fast ships can go, and what the degrees of hyper-speed are. A general convention is that a ship going faster than light cannot be tracked or followed (at least, not easily) so it can easily become flavor more than anything else.

For your information and inspiration, here are some "real world" theories of faster than light travel you can adapt for your games. These explanations are gathered from very complex theories and ideas, many of which haven't even been tested. As such, they are necessarily brief, but the core concept of each is listed, and you can feel free to research or flesh them out as you like for your setting.

ALCUBIERRE WARP DRIVE

Currently being investigated by NASA, this form of FTL travel is derived from a subset of Einstein's equations. We know from general relativity that gravity warps space-time. We also know from relativity that there is a "cosmic speed limit" of just below the speed of light; that is, no object in normal space can achieve or exceed the speed of light. In order to violate this cosmic speed limit, one doesn't move the ship, but rather, moves the space. As space bends around the still ship, the ship can then change position. To normal eyes, the ship might appear to move at hyper speeds, when in actuality, it's space that folds and shifts around it.

Many science fiction stories that use folding space, warp drives, or jump drives are making use of different visualizations of Alcubierre Warp Drive.

THE WORMHOLE DRIVE

Anyone who has seen a sci-fi movie is familiar with the idea of a wormhole. This theory looks at the idea of punching a hole in the universe and coming out on the other side. The idea is to generate a controlled singularity, or black hole, and use that to bend a tunnel through spacetime, ending up somewhere else instantaneously. The problems with this theory are many—not the least of which is the idea that nothing can actually escape a black hole, so how does one come out on the other side? One answer to this is the idea that the other side of a black hole may be a white hole, a hypothetical region in spacetime in general relativity where matter cannot enter, but may be expelled.

Often, science fiction properties that make use of "jump gates" or otherwise take advantage of travel through wormholes or other tunnels in space, are using visualizations of this concept.

MASS DAMPENING

The discovery of the Higgs boson particle, entire new avenues of thought in theoretical physics have arisen. Mass dampening takes advantage of the fact that we now understand how to control the property of mass in matter. This means that theoretically, we could use the Higgs to manipulate mass, and dampen the mass of a spaceship. This means that as the spaceship approaches the speed of light, its mass could be controlled so that it doesn't increase along with the speed, and thus, thrust would still be able to remain constant and the cosmic speed limit exceeded—in theory.

However, in this theory, we have yet to address the fact that time dilation still happens, meaning relative time still speeds up as you reach the speed of light, so while you would think you're traveling super-fast, in reality everything around you in normal spacetime is aging by many years…

EM DRIVES

Very little is known about this theoretical concept for FTL travel. Ostensibly, it functions by producing thrust without propellent, simply by bouncing electromagnetic fields around. In theory, this could generate the infinite thrust needed to get to the cosmic speed limit, but not exceed it—the speed limit is still in place, but this would get you as close as possible under general relativity.

Again, however, as speed increases, time begins to dilate, so the issue of travel vs. the passage of time remains a problem with the EM drive theory.

QUANTUM ACCELERATION

The field of Quantum Mechanics opens up entirely new realms that can essentially work around or defeat general relativity. The concept of quantum acceleration says that it's possible for matter to exist slower or faster than the speed of light, but not at exactly the speed of light. Thus, if it was possible to get to 0.9999999999999999999…999 the speed of light and then somehow skip over the speed of light to 1.000000000000…0001 the speed of light, you could achieve FTL travel. According to quantum physics, it's possible to actually "phase" through the singularity that is the speed of light, and then exist at faster.

The real problem with this idea is that quantum physics has yet to address the issue of how the quantum world exists within the macro world. That is, while quantum physics work in their own "space," they don't work in the physical world the rest of us inhabit. If, however, quantum physics could be made to work in regular space, quantum laws may even be able to solve the issue of time dilation—no one knows for certain, however, as much of quantum theory is still entirely theoretical.

QUANTUM PROBABILITIES

Another theory based in quantum mechanics, quantum probabilities are along the same lines as quantum acceleration, but instead of jumping over the speed of light, it uses the quantum space to manipulate the probability of simply appearing somewhere else, at the quantum scale. This theory says that if you can make quantum laws exist in the physical space, you can quite literally "pop" an object from one place to the other, just by increasing the probability of that happening until it does. This may not necessarily require increasing the odds to 100%--after all, even at a 10% chance of something happening…it can happen. Quantum mechanics is crazy stuff.

The ever-popular works of Douglas Adams make use of quantum probabilities to hilarious results.

INTERSTELLAR POWER

Another question to consider is, how are your starships powered? Certainly good old-fashioned gasoline or rock-

et fuel aren't going to do the trick for travel between the vast distances of outer space. You may, in a space opera game, simply invent a special kind of radioactive crystal that generates constant power unless it burns out, or you may be more interested in going a bit more "hard" with your energy and power. To that end, here are some actual theories on how we might power spacecraft. Some are more widely accepted than others, and some are even fringe theories that have been rejected by mainstream science. All, however, offer fun options for a sci-fi game.

Generation of power, however, is different than storage and use of power. The first section we'll look at here will deal with methods of generating power for a ship, and the complications with ongoing generation. The second section will examine methods for storing and using power once it is generated.

POWER GENERATION

SOLAR POWER

Solar power is the most common idea for powering a ship, and best of all, it's unlimited and free, if you have the panels to collect it. Whether these panels are on the ship, or in the form of vast sails that can be expanded, solar cells can generate power for a ship. The problem is that the efficiency of these cells diminishes exponentially based on how far from the source of radiation you are. That means when you're between star systems, there isn't much power to be had. Technology would be needed that would allow the enhancement or concentration of stellar winds into useful power.

NUCLEAR FISSION

This is good-old-fashioned nuclear power. We're all familiar with it; it powers much of the Earth right now. By splitting atoms, heat is generated, which can be gathered to power turbines, which in turn power a ship. There's tons of different ways to accomplish fission, but the end result is the use of heat under thermodynamics.

Most fission reactors use water or another working fluid, which could be liquid CO_2 or liquid metals. In an emergency, this radioactive fluid could then be used as rocket fuel. The problem with fusion, at least in a modern sense, is that it is massive and not suited well to smaller craft, and it generates large amounts of radioactive waste that can be devastating over years of exposure, or in the nightmare situation of a core meltdown. On the up side, it could theoretically power a large spacecraft for centuries, and even with a theoretical technology called a breeder reactor, create its own fuel and work indefinitely.

NUCLEAR FUSION

The holy grail of power. It uses the same idea of creating heat to generate energy, but since it works by putting atoms together instead of tearing them apart, it is cleaner and doesn't generate the waste and dangerous radiation that fission does. It does, however, consume fuel faster. On the up side, the byproducts are water and CO_2, which could be used as additional resources on ship. The issue, much like with fission, is that it requires a large facility, so it wouldn't do for smaller ships like cargo vessels or fighters…unless in your universe it's been shrunk down.

POWER BEAMING

Nicola Tesla envisioned the idea of wireless power transmission and dreamed of a net of electricity covering the world that anyone could tap into for any reason. Taking this idea to an extreme, entire star empires might have developed the means to generate power and beam it into space, possibly via firing high-powered lasers which are captured by the ship and converted to energy. RF (radio frequency) energy is another option. The down side to this kind of power is that ships would be dependent upon proximity to power generator stations. Still, even the smallest ships could make use of this power.

BIOELECTRIC POWER

Imagine a starship entirely powered by thousands (or hundreds of thousands) of electric eels, each of which generates up to 800 volts of power that can be sustained for over an hour! The idea is more than a little far-fetched with lots of complications (feeding the eels, for example), but in a science fiction sense, animals that generate their own powerful bio-electric field could be farmed to serve as generators. These creatures, perhaps could be fed water, waste, or garbage to sustain them, and prodded or encouraged to generate electricity that could power a ship.

POWER STORAGE

Some of the power generation methods above (solar power, beamed power, bio-electric power) have complications in terms of constant power generation. They require some means of backup or energy storage to use during those times when the creatures aren't generating electricity, there's no star nearby, or you can't access a power beaming station. That's where power storage comes into play.

BATTERIES

The most obvious form of power storage is batteries. We already have rechargeable batteries in our society, and electric cars are powered by lithium-ion and other types of these. An entire bank of batteries can capture and hold generated energy to power the ship during periods when constant power is not available (or as a backup in power outages).

HYDROGEN FUEL CELLS

Much like batteries, hydrogen fuel cells can store energy. Their advantage is that while batteries eventually lose a charge and the ability to even hold a charge, these can be regenerated or refueled. All you need is hydrogen ener-

gy, which you just put into the cell. The cell generates water as waste, which you need to extract and replace with more hydrogen. These cells are both a power generation and a power storage method, which create a closed-circle system that is, theoretically, unlimited in potential.

CAPACITOR BANKS

If you need to let all stored energy out at one time, capacitors are an ideal solution. While they may not, as such, be great for powering your ship in the long term, they are ideal for things like generating a singularity or warp drive, or for a weapon. Slow release capacitors don't exist in our world, but there's no reason that scientific advancement couldn't have developed capacitors that can be set to "bleed" energy for ongoing power.

INDUCTORS

Inductors are like capacitors, only they store magnetic, instead of electric, energy. The applications for this are many, but a means by which the magnetic energy is converted back into electricity or heat would be required to use it to power most technology.

A MIRROR ON SOCIETY

All of the information above gives you the tropes and mechanics to get your sci fi universe up and running. There is, however, one key factor to much of science fiction (perhaps not as much with science fantasy or sword-and-planet tales, but much) that you should always keep in mind with your game.

Take your inspiration from the real world.

Science fiction, its core mission and idea from the very first science fiction novel (arguably Mary Shelley's Frankenstein, or The Modern Prometheus) was to shine a light on society, a mirror darkly, if you will, to our world. The best science fiction converts the issues we face into entertainment and seeks to educate, but without getting up on a soap box and preaching. It's certainly a delicate balance to walk, but it is important to sci-fi. Thus, as you look for inspirations for your alien species, planetary confederations, and advanced or primitive cultures, feel free to make them subtle (or obvious) metaphors for the things we deal with today.

Consider the world we live in, in the early 21st Century: war, immigration issues, terrorism, domestic violence, racism, sexism, gender identity, corporate greed, international politics and economics, resurgent diseases we thought were gone, the drug epidemic, and all these dark ideas make for outstanding inspiration for your sci-fi enemies and obstacles to overcome. On the other hand, there are wonderful things as well: we can communicate with friends across the world instantly, we are exploring new ways to live responsibly while respecting the environment. We are learning new ways to respect other people even

as we fight against those who seem to have no respect for others. All of these can be tweaked, twisted, compressed, or exploded to form an integral part of your world.

RESPECT YOUR TABLE

It's vital, however, that you respect your table. We discussed this in the Amazing Adventures core rulebook, but it can't be stressed enough: be sure that when you dive into these societal issues, that the people at your table are okay with the themes you're exploring. Sexism and racism, in particular, are very sensitive topics (as they should be) for many people, and as such may be off-limits at your gaming table. Discuss with your group any issues that they absolutely are not comfortable exploring. Check back in with them every so often as you play to be sure that everyone is still enjoying themselves, and there aren't any uncomfortable areas from which you should pull back.

This, in the end, is simply common respect for your friends and fellow gamers.

SCI-FI AND CULTURAL APPROPRIATION

By the same token, beware of issues of cultural appropriation, which in science fiction can be a real danger. You may wish to base one of your alien races on the idea that, for example, the Hindu gods were actually ancient aliens that traveled the cosmos. In so doing, be careful not to engage in cultural appropriation of Indian culture. It's important to understand that cultural appropriation does not mean taking inspiration from another culture. What it means is inappropriately and disrespectfully adopting ideas of other cultures, without understanding or respecting them.

It can seem a tricky prospect, and it is—the Earth has seen so many cultures, and even one you make up off the top of your head can seem like it was stereotyped from another, just by coincidence. It does happen. Sometimes it's unavoidable. In the end, it's just a factor of being careful and responsible.

If you want to take inspiration from a real-world culture for your aliens, that's fine. The world is full of interesting and rich cultures, and the literal thousands of mythologies that have shaped our world are the root of our greatest stories. In so doing, however, just be sure you take the time to learn about the culture and avoid the broad stereotypes. You might even, in researching, learn about more interesting aspects of the culture to adapt. In the end, cultural appropriation is about misuse, stereotyping, and disrespect.

Always remember: gaming is about having fun with your friends. You can explore difficult societal issues, but before you go full dark, make sure everyone's okay with it. Avoid negative stereotypes, and know that everyone has different buttons, with some more easily pushed than others. It can be a difficult line to walk, and as the GM you have to be prepared to step back if necessary.

CHAPTER FIVE: SOLAR BURN

Solar Burn is a complete science-fiction setting for you to explore, or to adapt as a jumping-off point in designing your own setting. The setting is space opera in nature, with a hard and gritty feel taken from war stories. At the core of the setting are three species: humanity, who has long since colonized our entire solar system, but is just now beginning to explore interstellar travel; the Decti, a species who half a century ago invaded and touched off a devastating war, but who now live in uneasy peace among us; and the Jalex, a newly emerging threat to the system, who have forced humanity and the Decti into an uneasy alliance to save the future of both.

This setting combines elements of a number of types of science fiction as discussed in Chapter Four, but is removed from pure hard sci-fi through its playing fast and loose with technology and scientific theory. It is also kept relatively broad and open, so as to allow you to build upon the themes and ideas herein to create your own unique take on this classic interstellar warfare trope.

THE HISTORY OF THE FUTURE

Several centuries ago, humanity faced what at the time was the greatest crisis it had ever seen. The planet was ravaged by war, addiction, terrorism, disease, and strive. It began with a global pandemic that affected over half the population. Society collapsed gradually, over a period of months, as the infection rates only grew, businesses lost solvency, suicide rates soared, and crippling fear overtook the populace.

In the end, tired of waiting for the final fall, people flooded the streets. There was fighting in the streets of almost every city across the world, and within days, society was two steps beyond the brink of collapse. Thousands of years of historical records were lost in those times, as was much knowledge. It was during these times that an international coalition of scientists worked together, furiously searching for a solution to the problem, or an escape. Their names have been lost to history, but these brave men and women developed two vital technologies: quantum travel that enabled approaching the speed of light without time dilation, and rapid terraforming technology that would function at the atomic level.

became a savage war zone with humanity degenerating to a state of near-barbarism. Meanwhile, the knowledge of the scientists was scattered among the many colonies of the solar system, which gradually generated their own cultures and barriers.

Much history and technology was lost, all while vast technological advancements in travel, communication, and the like were uncovered. What knowledge remains of human history is "common knowledge" and of surface-level at best; humanity remembers that Ancient Egypt, Rome, Greece and the like existed, but conflates mythology with fact. They remember there were World Wars, but the events of these wars are often confused and mixed up.

Humanity can build repulsor-lift vehicles and starfaring technology, can rearrange the makeup of moons and planets at the sub-atomic level, but much of the technology to build a basic motor car has been forgotten. As such, the technological and cultural knowledge of humanity is a bizarre mish-mash of lost artifacts with high-end future tech.

Eventually, some semblance of order was restored, but so much had been lost…

THE COLONIES OF HUMANITY

A large portion of Humanity has escaped the war and degradation of the planet Earth by colonizing the Solar System. Each of these colonies has its own culture, its own system of government, and its own ideals and way of life, but all are bound by ironclad treaties of mutual respect and defense. Each colony is bound to provide its own military, which forms a part of the Solar Defense Forces, coming together to defend humanity against any threats.

The mutual interests of the Colonies are overseen by a corporate-style Board made up of elected officials from each Colony, which meets regularly to discuss the current state of affairs, work to maintain equity between the Colonies, and generally resolve disputes. The Board meets on rotating colonies, so each gets a chance to host on a regular basis.

Using this technology, and funded by a few independent billionaires who saw the writing on the wall, they undertook expeditionary missions, first establishing a base on the moon, and then reaching out to Mars. From there, other regions of the solar system saw expeditions, and the scientific coalition grew, gathering colonizers from handpicked representatives of humanity and establishing outposts on many areas of the system, even stretching as far as the moons of Jupiter.

Unfortunately, as these hand-picked representatives of humanity left the world, what was left were those without the knowledge, skills, or morality to hold up, and this expedited the collapse of society. Before long, Earth

EARTH

Earth, the homeworld of humanity, is barely aware that planetary travel is possible. For many, simply eking out a daily existence is a challenge. In many ways, the socio-political-economic uprisings of several centuries earlier led to a societal collapse and an utter dystopian society. World governments rapidly lost power along with the confidence of the people. Meanwhile, corporations grew ever more powerful, slowly taking control over the void left by the impotent world powers.

Today, the corporations all but run the world, while the streets are like a barely-contained anarchy. Police are almost fully militarized and entirely privatized, run by the corporations. Their efforts to keep the peace are brutal and all-too-often, final. They act as judges, jury, and when necessary, executioners with little oversight or restriction.

Few small businesses exist, and those that do are constant targets of gangs, organized crime, and corporate bullying. Success in one of these businesses means barely being able to keep a roof over one's head and food on the table. That being said, work for one of the corporations isn't much better, with the threat of "downsizing" constantly looming.

Criminal syndicates run the streets and back alleys, dealing in everything from human trafficking to drugs, racketeering, and contraband on the black market. Some of the highest living individuals are corporate espionage teams who work to sabotage and undermine other corporations. The level of technology on Earth itself is "day after tomorrow" level tech: cybernetics exist, wireless networks are ubiquitous and people pay a premium to get lost in highly addictive virtual reality gaming and forget their everyday lives. The drug problem is worse than ever, and computer hackers use augmented and virtual reality to navigate the Range, the colloquial name for the current iteration of the World Wide Web and corporate intranets. The Range is as anarchic as the outer world, with no oversight and no cybersecurity firms working to combat terrorism. In many ways it's as though the Dark Web took over the World Wide Web. Anything can be found, few people can be traced by the authorities, but everyone is the target of hackers and malware.

Virtual reality is the primary means by which people access the Range, with each person creating a custom avatar. The majority of people are equipped with a cyberjack which allows them to plug their brains directly into the Range; these jacks are provided at no cost by the corporations as a "Bread and Circuses" approach to controlling the populace, one which the masses have embraced wholeheartedly.

Many people have become addicted to the experience, and hundreds of thousands have died from logging on and simply failing to logout to eat and drink. It is easy to lose time within the Range, which is why dedicated Jackers (the modern name for computer hackers) always have auto-disconnect alarms that either forcibly pull them out or at least, let them know when it's time to jack out.

To deal with the problem of rising rates of Range Death, the corporations have offered a typically corporate solution: they have begun selling technology that allows for the conversion of human waste into processable nutrients, which are then delivered to the wearer intravenously. When the waste can no longer be recycled (usually after several days), the user is forcibly removed and reminded to consume more solid food. They can then jack in again. This ensures that the person who logs in won't die from forgetting to eat or drink, and thus die of starvation or thirst.

These people have become colloquially known as Range Zombies, and they can be seen plugged into wall outlets in alleyways, homeless and destitute, staring catatonic into space, their muscles all but atrophied save for moving about to find food and water every few days (usually at a corporate-sponsored food processing bank) and utterly uncaring.

Small-scale regional nuclear exchanges have occurred, some deliberately and some accidentally, some between nations trying to reassert power over corporations, some between corporations. As such, there are swaths of the world in former conflict hot spots that are currently uninhabitable from fallout. While most of the world remains functional, these exchanges have wrought massive changes on a climatarian scale, with sea levels up by tens of feet, many former coastal areas underwater, and global temperatures up. Cancer levels, as well, are off the scale as the entire planet has been bombarded with radioactivity, which has seen negative genetic effects on much of the populace.

The last nuclear strikes were over 50 years ago and everyone seems to have learned their lesson since then, but the damage has been done. Today, corporate espionage is conducted by surgical strike teams and dedicated Jackers who engage in stealing secrets, destroying projects in development, and kidnapping or outright murdering line developers and CEOs. Many feel that if you have the talent and skill to pull off being a member of a freelance corporate strike team, that's the real way to live in relative comfort. Still, it's a life of constant danger and threat.

Earth is not a good place to be, but for most people, it's simply the reality of day to day life. It has become the very definition of the haves and have-nots, with nothing in between.

Perhaps the closest anyone gets to peace are those who live in the wilderness, off of the "grid." These people live a pioneer-style life, hunting, fishing, and farming to make ends meet. They are also, however, always at risk from roving bands of bikers and gangs looking to raid for what they need, and even the most peaceful of farmers conduct occasional raids of their own, infiltrating cities or attacking gangs to steal things like power cells, ammunition, and even food and entertainment.

THE KNIGHTS OF WILLIAM ST. JOHN

The only group that exists on both the Earth and throughout the colonies is a group whose legacy dates back literally thousands of years, into the long-lost mists of Earth's history. This group, the Knights of William St. John, are descended from the original Brotherhood of William St. John (see Amazing Adventures and the Brotherhood of William St. John sourcebook) and are dedicated to the same mission as ever: exploration and standing up for truth and justice in the face of encroaching darkness.

On Earth, the Knights monitor humanity and look for ways to subtly guide it back to some semblance of true civilization, but understand that it's a daunting task at best. They fight against corporate corruption and bullying, always keeping their existence a complete secret. One of their most formidable agents on Earth is the cybernetic private investigator, Dan Davenport. It is Davenport's mission to track activities on Earth and stay in touch with the greater group on the Colonies. Davenport has an emergency means of egress to Luna, in case things get too hot on Earth. Thus far he has not needed to use it.

On the colonies, the Knights hold a more open identity, forming part of an elite unit among the Colonial Defense Forces. Led by Commander Miranda O'Malley with her Decti wingman and fiancée Clental, they have racked up more successful missions in the Solar-Jalex War (see below) than any other squadron. They have also discovered recently that an age-old enemy of the Knights has resurfaced: The ancient Order of the Black Dragon, led by Doctor Serpent.

The Dragons have allied with the Jalex and seek to overthrow the colonies, then stretch their hands out to Earth. It is possible that the Order has its current roots within the Earthbound corporate ecology, and Miranda's greatest fear is that they will reveal the existence of the colonies to the corporations, potentially setting off the most devastating conflict the Solar system has ever seen.

LUNA

The moon was the first colony, of sorts, established by the scientific conglomerate that sought to escape the dystopian world that the Earth had become. Somehow, they managed to pull off the feat, with the help of a few billionaire futurists who saw the writing on the wall, and even more miraculously, kept their technology out of the hands of the corporate ecology and warlike world governments.

The Luna colony is small, and the people who have lived there for several years aren't capable of returning to earth, because their muscles and bones have adapted to the lower gravity of the moon. It's also contained in a number of biodomes, which increase the energy of the sun while filtering out excess UV rays to create a relatively temperate means of existence, where plants grow and life is simple, egalitarian, and focused on being the technological epicenter of solar travel. Most of the records of the first scien-

tific expeditions are kept here, which makes the moon the most important power base among the colonies. Being at the relative center of the colonies, it's also well-defended.

MARS

Mars was the first true colony established using the quantum terraforming technology, and by any metric, it has been a success. The availability of water both at the poles and beneath the surface allowed for the re-creation of a true atmosphere and oceans, and it in many ways looks like a second earth. Transmutation of elements within the planet, while its size remained constant, have increased its mass to near that of Earth, so most colonists here can easily, if they choose, move between earth and the colony without much trouble.

Along with Venus (see below), Mars has become an archaeologist's paradise, as the remains of ancient civilizations, possibly millions of years old, have been found beneath the surface of the planet. There are ongoing efforts to decode the ruins left behind and learn about the strange races that once lived here, races that, by all indications, were somewhat technologically advanced, but never achieved space travel.

Indeed, the remnants of at least four different races have been found here, three of which appear largely humanoid, the fourth a large, bipedal, and four-armed species. Skeletons of strange alien creatures have been found as well, indicating the existence of a very complex ecology.

VENUS

The second planet terraformed by colonists, Venus represented both a great success among colonists, and one of the greatest archaeological mysteries ever discovered. Venus had all of the necessary components to offer an ideal Earth-like setting, but had fallen victim to two cataclysmic events in its history: something "flipped" the planet on its axis, causing it to rotate in the opposite direction of other planets, and a runaway greenhouse effect that utterly destroyed its ecosystem. Due to one, both, or neither of these situations, the planet also lost its magnetosphere.

None of these problems were insurmountable when quantum mechanics were applied, and within a generation, Venus was once again completely habitable, with an atmosphere, Earth-like seasons and temperatures, oceans, continents, and the like.

What was astonishing to scientists, once we were able to land on Venus, was the leftover signs of massive planetary habitation to the tune of billions of people. There were apparently a multitude of different intelligent species sharing this world, living together both in harmony and in war. Though long cast to ruin, the remains of this ancient world (thought to be millions of years gone) are still scattered across the world to be unearthed, studied, and puzzled out. Though the inhabitants seemed to have technology

bordering on Renaissance-era at best, they also seemed to have individuals who could access the quantum realm to produce astounding effects thought of by the population as magic. In this ancient world, actual sorcery was their version of science, and theories exist that there was "bleed through" between this world and Earth, leading to many of Earth's ancient myths and legends.

Even more miraculous have been the discovery of several large "gateways," gigantic brass rings surrounded with runic inscriptions. At first the function of these gateways was uncertain, though they were discovered to be in remarkably good condition, compared to the rest of the remains, and appeared to give off low levels of EM-band radiation.

Eventually, one of these "Rings of Brass" was accidentally activated by a researcher, who was pulled through, to end up outside of a similar ring…in the rainforests of South America. Current theory is that these rings could be used to travel almost anywhere once the secret to their control is determined, but that if there was not a second ring on the other side, such travel would be one-way. Some scholars feel that these gateways can even allow one to pass backwards and forwards in time, if one knew how to operate and control them. Research to capture, operate, and exploit this technology is actively ongoing.

In addition, cryptolinguists have worked for decades to decipher the writings and languages of this world, and recently they have managed the very beginnings of unlocking these secrets. Perhaps most exciting of all are documents revealing the name by which these early inhabitants called their world…Aihrde.

CERES

The Ceres colony is largely a mining colony whose sole responsibility is to farm and mine the Asteroid Belt for resources, which are then shipped to all of the other colonies. It has by and large become massively successful, and while it could put a stranglehold on resources necessary to life in the Solar System, it doesn't, as the inhabitants of this colony are largely dependent on others for things like agriculture, art, and entertainment. While the Ceres biodomes (similar to those on the moon) could sustain agricultural activities, the colonists are so focused on mining that no agricultural efforts have been undertaken.

IO, EUROPA, GANYMEDE, AND CALLISTO: THE GALILEAN COLONIES

The four largest moons of Jupiter have been terraformed in a very similar way to Mars, increasing their mass, while still keeping them balanced so that their orbit of Jupiter is not compromised. They are colloquially referred to as the Galilean Colonies, after the name for the group of former moons they inhabit.

The story of the Galilean Colonies is also the story of a completely altered Solar system. The first step taken, af-

ter decades of study regarding the potential effects on life throughout the system, was to use quantum physics to ignite the core of Jupiter and establish a constant fusion reaction. In short, Jupiter was turned into a small star, so that now, most planets in the Solar system see two stars in the sky when they look up. The ignition of Jupiter doubtless contributed to the ecological runaway on Earth, but the colonies determined that humanity would survive on its homeworld, and were somewhat disdainful of the way society had collapsed, so they frankly considered such negative effects acceptable losses when compared to the overall prosperity of the species.

Because of Jupiter's ignition, Mars, too, has benefitted from a much more Earth-like climate. Further, the gravitational pull of the new star drew a veritable storm of asteroids from the Asteroid Belt to strike its various moons, increasing their size and mass until the four largest grew to near the size of Mars. These increased-mass moons were then subjected to quantum terraforming and reclassified as planets. When they had stabilized, colonization began.

Today, these colonies host three billion souls overall; they thrive and are centers of arts, culture, and manufacture for future-tech that will hopefully lead humanity beyond the Solar system, as well as being major centers of manufacture for weapons of war and the Solar Defense Forces. In almost every way that counts, they are the new center of human society.

These four colonies have formed a confederation of sorts, sharing resources and communications, and being governed by a representative parliament formed of elected officials from each colony, who come together once per standard Solar Year (which is still 365 days, to provide a common frame of reference among all colonies) to address any issues of governance needed. Other colonies have worried that this alliance could overshadow that agreed upon by all colonies, but as yet it has not become an issue.

Indeed, they were the first to offer olive branches to the other colonies, from Venus to Titan, and suggested the creation of a formal Confederation and shared government—essentially, offering these planets the opportunity to add their own representatives to the parliament, and act as one system-wide government, which would learn from the mistakes of Earth, and be forward-facing, looking towards exploring the universe at large. While this system-wide true government has not yet been formally established, with the establishment of the Board, the recent war against the Decti, and the ongoing war against the Jalex, it is looking likely to be ratified and become reality.

TITAN

The farthest colony from Earth is on Saturn's moon of Titan. Unfortunately, the small size of this moon as compared to the planetary colonies means humans from this colony suffer the same issues as those on the Luna colony—they cannot visit worlds with higher mass or gravity

without suffering serious penalties to their strength, and even eventual death, as they have adapted to the lower gravity of their colony world.

It is also a military giant, as the outermost line of defense against invaders. The natural resources provided by the gas giant Saturn offer a wealth of elements that are essential to building and powering spacecraft, as well as providing heat and other resources to various planetary worlds. This advanced technology has also allowed the residents of Titan to create exosuits which enhance their strength and physical capabilities, so they are now able to walk amongst other humans, with strength and agility beyond those of normal humans.

As such, the populace of Titan have evolved a sort of warrior culture where honor and "face" are highly prized. They have adopted a sort of clan structure, where intelligence, physical prowess, and wisdom are equally prized, and family units mean a great deal.

If one combines ancient Norse culture with that of the Plains cultures of ancient Native Americans, and adds elements of the Samurai, this is what Titan's culture looks like to the outsider. It's one of complex social mores and strata, where victory and success equate to upward mobility, and the only things looked down upon are laziness and sloth. They are highly advanced in their production of weapons, and provide some of the best warriors in the Solar Defense Forces.

Fortunately for the rest of the Colonies, they respect humanity above all else, which has held them back from moving against any of the others; they take great pride in their role as caretakers of humanity, though they do tend to look down on less militant societies. They also tend to have a powerful bigotry against alien species, which has caused problems in the tentative and tenuous relations between humanity and the Decti, who are also a warlike culture that value honor and bravery above all else.

THE DECTI-HUMAN WARS

About fifty years before the campaign begins, the Solar system saw its first major threat from an alien species known as the Decti. The Decti are travelers with interstellar transport capabilities, able to traverse vast spaces at faster-than-light speeds through the use of quantum jump gates they had established throughout the galaxy, the farthest of which was beyond Neptune.

The war between humanity and the Decti was long and brutal, and humanity was very nearly subjugated by this species, who simply "appeared" one day in the middle of the Solar system, and unleashed an attack on humankind. At first, humanity had no idea what the reason for this attack was, or what brought these invaders to the Solar system. It later became clear that the Decti were intergalactic explorers who were fleeing from their own devastated star system. They had detected the detonation of Jupiter,

and thought that the human race was creating weapons of mass destruction. Viewing humanity as an imminent threat (as well as offering a wealth of resources that the Decti could claim), they attacked in a pre-emptive strike.

The war was devastating to both species and lasted for twenty five standard years, with humanity advancing its military technology by leaps and bounds after the brutal first strike from the Decti, which decimated the outer colonies. Over the ensuing two-and-a-half decades, battles went back and forth, with technologies being developed and wiped out, generations being lost, and deep-seeded hatred of one another seething and growing hotter with each passing year.

One of the greatest victories for humanity, and greatest losses for the Decti, was the destruction of the Decti's jump gate at the edges of the solar system. The Decti force who had attacked humanity was thus trapped; they had no jump gate engineers in the attack force, and as refugees, no records for the building or maintaining of such technology. In fact, as it turned out, the Decti had no jump gate engineers in their culture; the gates themselves were technology that the Decti had discovered and learned to use over generations but could not work out how to build or repair. With the destruction of the gate beyond Neptune, the jump gate tech was lost.

Eventually, it was the Decti who called a halt to the conflict, even as they were beginning to press further into the Solar system. This occurred because Decti agents, having infiltrated human colonies with a strategy of destroying humanity from within, learned of the history of humanity, the reasons for detonating Jupiter, and their colonization efforts. The Decti saw in humanity a species at a turning point, who could either achieve true greatness from the tragedy of societal collapse on their homeworld, or the same sort of barbarism that destroyed the Decti's own system.

One day, the entire Decti fleet surrounded Titan—a culture they had come to greatly respect for their bravery in war—and sued for peace, offering a formal apology, assistance in rebuilding the human colonies, and restitution in the form of guidance in developing new technologies and resources. All they asked in return was license to establish their own colonies, and mingle with humanity as co-habitants of the Solar system.

Titan reached out to the Galilean Colonies, who sent representatives to discuss the proposal. Knowing that humanity could not survive a prolonged conflict, the colonies accepted the offer, and ever since, have lived side by side. It has only been two decades since the war ended, and bitterness, resentment, and bigotry still exist on both sides, but humanity and the Decti are slowly building a joint society, which may form the beginnings of a galactic federation, if it succeeds.

THE DECTI

The Decti are a roughly humanoid race who may have begun, millions of years ago, very similar to humans. Over the years, however, a movement took root in Decti society which if it occurred on Earth would be referred to as transhumanism. The Decti began to practice cybernetic augmentation, genetic manipulation, and bioengineering to "force" evolution. Because of this, they have become a society that "grows" biotechnology, which forms the basis of all of their advancements, from weaponry to star travel and beyond.

Unfortunately, the Decti became so obsessed with becoming "more," that they forgot to focus on the basics. They allowed their planet, and eventually their entire star system, to be stripped of all of its resources, they lost the ability for agriculture and food farming, and even caused their own star to nova. They were forced to flee their star system, taking with them all of the advanced biotechnology they had developed.

Upon fleeing their system in a number of vast fleets, the entire Decti civilization met in deep space to discuss their next step. Some factions were militant and insisted that they should continue their ways; after all, what were resources for but to be exploited, and there was a vast galaxy out there to exploit. They could take what they wanted, and move on. Another faction, which comprised the majority, advocated changing their ways, finding a new system to establish colonies, and starting over, seeking a balance between transmogrifying their species and building a sustainable society.

A brief civil war broke out then, with the militant faction seeking to seize control. Eventually, they were driven off to parts unknown, to continue their ravaging ways and splitting off from their race. This militant faction has never been heard from since, but the Decti secretly fear the day their prodigal children return.

It was the supposedly peaceful Decti faction that went to war with the Solar colonies, however, having misinterpreted the detonation of Jupiter as a threat to surrounding systems and the act of a violent and militant race. Upon realizing their mistake after a long and costly war, they made peace with humanity and since have sought to guide the human colonies as they look to the future.

DECTI TECHNOLOGY

Even Decti ships are grown from biomass, and then augmented with practical technology. In a very real way, Decti vessels and weapons are cyborgs. They are powered by bio-energy that the vessels themselves generate, while feeding on stellar winds. They use bio-electric capacitors to absorb energy, which is unleashed in devastating particle beam blasts, and can generate explosive pulses which generate controlled singularities that destroy everything in a given range, before collapsing in upon themselves.

This does not mean that Decti have all of their weapons and technology built in. They still do recognize the utility of being separate from some of their equipment; as such, they use handheld scanners and weaponry, which still functions as biotech and interfaces with their biology. In game terms, these weapons work exactly the same as particle beam weapons (see Chapter Two) which unleash a charge of bio-energy; instead of batteries, they simply run out of charge, which the weapon then must regenerate over time (if a weapon runs out of charges, it takes 1d12 rounds to recharge). "Built-in" weapons that form a part of the Decti can be purchased as part of the class' power points using their Bio-Technology racial ability, with additional purchases of the Power feat, or with power points using the Gadgeteer class with the Powered Archetype.

TABLE: DECTI/JALEX STARSHIPS (QUICK STATS)*

Vehicle	Dex	Con	Cr	Mx	Al	AC	DR	HP	Weapons
Starfighter	22 (+6)	16 (+3)	250	750	100	17	All	100	(2) Bioelectric cannons (3d10+3/A)
									(2) Singularity Cannons (10d6; 5 shots each)*
Freighter	18 (4)	16 (+3)	100	500	75	16	No	150	(2) Bioelectric cannons (2d10+5/A)
Capital Ship	4 (-3)	28 (+9)	50	500	20	18	All	250	(60) Bioelectric cannons (3d10+3/A)
									(4) Singularity cannons (10d6x10; 5 shots each)**

* Instead of singularity generators, the Jalex use nuclear bombs which deal the same damage to the same radius, but do not ignore DR. In addition, Jalex ships are not biological in nature.

**Force damage to 200-meter radius; ignores damage reduction; Dexterity save (DC 18) for half damage.

THE JALEX-SOLAR WAR

About two standard Solar years ago, another threat emerged on the scene. The Jalex, an insectoid species who travel the galaxy as conquerors and subjugators, also had detected the detonation of Jupiter and sent spies to observe. They monitored the entire Dacti-Human conflict, and waited for the outcome to end, intent on easily conquering the survivors and forcing them into servitude under their empire.

When the war ended, surprisingly, with the Decti suing for peace, the Jalex stood back to see what would happen. Ten years after the armistice, they became satisfied that the alliance not only would bear fruit and not fall apart as they'd hoped, but could potentially become a threat to their intended galactic dominance. They began to draw up plans for invasion.

Now, less than 20 years after the end of the Earth-Decti War, the Jalex have arrived and unleashed a brutal invasion of the Solar system, with no quarter asked nor given, and the colonies, still in the throes of recovery from their last war, are forced into another galactic conflict. This time, however, they have powerful allies at their side.

This is the situation in which the player characters currently find themselves: they are representatives of one or more colonies (human or Decti), fighting for their very survival against a brutal enemy bent on nothing less than their complete subjugation. On Earth, the populace continues to exist in misery, unaware of the conflict in the skies above, while the colonies desperately race to come up with new ways to combat this enemy which attacks in swarms of suicidal glee and seems to have no end of soldiers with which to overrun the colonies.

NEW TECHNOLOGIES

Fortunately, the close, if strained, collaboration between Decti scientists and human engineers have produced powerful new weapons of war. As humans are unable to operate Decti starships, and Decti have been unable to operate human starships, a hybrid version of starfighter has been developed which has become the standard superiority fighter of the Human-Decti Alliance forces in the war. These fighters are called Cha-kûl class fighters, after a Decti term that roughly translates into "Peace through War." They are built for sleek maneuverability, speed, and brutal weaponry.

Cha-kûl Class fighters have the following statistics.

CHA-KÛL CLASS FIGHTER

Huge space superiority starfighter

ARMOR CLASS: 20
HIT POINTS: 120
SPEED: 570/Mach 2 (Mach 5 for short bursts)
ACCELERATION: 150

STR:	DEX:	CON:	INT:	WIS:	CHA:
17 (+3)	24 (+7)	20 (+5)	18 (+4)	17 (+3)	17 (+3)

DAMAGE IMMUNITIES: Bludgeoning, piercing, and slashing from non-vehicle-scale weapons
DAMAGE RESISTANCE: Fire, lightning, radiant
SENSES: Advanced optics package provides passive Perception 16, Blindsight (250 miles)
SKILLS: Acrobatics +10, Athletics +6, Perception +6

Special Qualities:

- **Advanced Controls and Optics (Recharge 6).** The pilot can add both their dexterity and the fighter's dexterity bonuses to all piloting rolls for the round.

Actions

- **Bioelectric cannon.** Ranged Weapon Attack: +10 to hit, one target, range 1,000 yd/7,400 yd. Hit: 19 (3d10+3) lightning damage (B).

- **Quantum missiles.** Ranged Weapon Attack: +5 to hit, one target, range 1,000 km/3,000 km. Hit: 30 (5d10+2) bludgeoning and fire damage.

- **Singularity Cannon.** Ranged Weapon Attack: +3 to hit, 50-meter radius, range 1,000 km/3,000 km. Hit: 180 (5d6x10) force damage unless the target succeeds at a DC 18 Dexterity save. A successful save means the target suffers half damage. Each fighter may only fire its Singularity Cannon once. After firing, the fighter must succeed at a DC 18 Constitution save (with +3 proficiency bonus added) or lose power for 3 (1d6) rounds. On a miss, the target suffers half damage and may save for 1/4 damage. On a natural 1, the cannon fails to go off, but the shot is still expended as normal, including the need for the fighter to make a save to avoid losing power.

THE JALEX

The Jalex are an insectoid species of conquerors, who ravage the galaxy seeking to extend their control as far as they possibly can. So vast is the Jalex empire, in fact, that no one even knows where their original homeworld is, or what their means of government is. They make vague references to a Divine Leader, or a God-Queen, who communicates telepathically with the entire hive. They are both connected to one another by a psychic net, enabling them to act perfectly in concert, but still have individual personalities and can act independently as they desire.

What makes the Jalex even more of a threat is that they treat subjugated races as resources to be exploited; they strip planets dry, and use their subjects as both food, and as birthing pods for their young, laying hundreds of eggs in a living body, which hatch in mere days, devouring their host when they do. These eggs grow to adulthood within weeks, educated continuously by the shared knowledge of the hive mind.

JALEX TECHNOLOGY AND TACTICS

Jalex technology is roughly equivalent to that of the Decti, and their ships use the same statistics, though it is not biological in nature, and they tend to overwhelm their opponents with numbers. Instead of singularity generators, they use nuclear bombs which deal the same damage to the same radius, but do not ignore DR. Always assume that for every human or Decti ship in a conflict, there are at least two Jalex.

Further, Jalex always act in perfect concert and coordination. They should seem to have an eerie grasp on strategy and tactics, and always have an answer to whatever the heroes devise, forcing them to think outside the box and creatively to get out of any given situation. This is a factor of their hive mind, a psychic net that connects all Jalex to one another at all times. If this psychic net could somehow be

Jalex FTL technology makes use of wormhole generators, and like the Decti, they must access jump gates which they construct in space in order to travel great distances—otherwise, the trip is always one-way. This is why it took them decades to arrive in the Solar system, though they are currently building jump gates outside of Pluto that will allow them to freely travel to our region of the galaxy from their other holdings. The human-Decti alliance has yet to capture or destroy one of these jump gates, but it is a high priority for the war effort. Unfortunately, the Jalex have firmly established control over all trans-Saturnian space in the system.

Jalex also possess holo-emitters and are bio-adaptive, meaning they make for perfect spies and infiltrators. They are as insidious as they are overtly threatening.

STORIES IN SOLAR BURN

The Solar Burn setting offers a wide variety of options for stories to tell, depending on what kind of game the GM wishes to run. Let's look at a few different approaches to such a campaign.

EARTH-BASED CYBERPUNK

The world of Earth in the setting is very much a classic cyberpunk setting. Characters could be engaged in corporate espionage between megacorporations, they could portray members of street gangs, or even a vigilante group whose purpose is to defend the innocent from the corrupt.

Working the greater aspects of the setting could come into play as the PCs hear rumors of off-world colonies and a secret consortium of scientists that abandoned humanity to its fate. A corporation might employ the PCs to steal information, plans, or technology that turns out to enable interplanetary travel. They might also, in their misadventures, encounter one of the Rings of Brass and find themselves on Venus.

They might also run afoul of Jalex agents seeking to undermine Earth itself while creating a base of operations to destroy the colonies, and thus find out about what's going on in the Solar system, or even meet a stranded Dacti in need of help getting off-world before they are discovered. The possibilities for a Cyberpunk game that still has an effect on the greater picture are endless.

THE CLASSIC WAR STORY

The PCs are a part of the Solar Alliance military, standing against the Jalex invaders. This campaign could take any number of forms, and could involve rousing space battles, planetary strike force encounters, liberating or conquering outposts, or any number of other missions. War stories are big on action, drama and pathos. They should be full of great victories, crushing defeats, and the very personal pain of loss. Work to build up character relationships and interactions, and give a PC the spotlight of having a beloved companion die in their arms. Put them in situations that seem insurmountable, take away their resources, and let them use their mind and wits to escape, while still finding victory over an horrific enemy.

War stories need to juxtapose over-the-top heroics with stark horror and deep emotion. Consider the heroes landing in an enemy zone to unleash a ground assault, but as soon as the doors open, their allies' heads explode as an enemy who was supposed to be nowhere near the landing zone unleashes on their ships. The fight to take the landing zone is a brutal, bloody grind with explosions all around and barely surviving.

The PCs then have to fight their way through injury, loss of resources, tired, desperate, injured, and hungry, all to take one zone that may or may not be strategically important. In the midst of this, one lone child is crying, holding onto the hand of her dead parent, while explosions land around her. Can she be saved? What happens with her if the characters do save her? Each step forward can seem like it leads to two steps back, but somewhere in there, a pyrrhic victory occurs, and that means the world. One victory leads to another. Characters die, and new ones arrive on the scene. Strategies rise and fall, and slowly, one step at a time, they make progress against an horrific enemy.

War stories can also vacillate between massive battles and small, intimate actions. The characters might form a fire team assigned to take out a very specific target, rescue a hostage or ally, or capture a town by taking out a warlord. They might be assigned to capture a traitor or rogue element in their own forces—a captain who has gone off the rails and is torturing and abusing prisoners, ignoring directives to the contrary. There are literally thousands of war movies you can watch that can easily be adapted to your game, both sci-fi war movies and historic war movies. In the end, what will make it science fiction is the trappings you choose to apply.

One example of a classic war story has the players "planet hopping" from place to place, fighting through the Jalex forces to try and uncover their strategies and greater mo-

tivations. Eventually, the Solar Alliance discovers that the Jalex are building the Jump Gate outside of Pluto, and the heroes must undertake a daring mission to destroy the gate, which of course is guarded by a devastating superweapon, a fleet-killer that they have to find the weakness and destroy before they can get to the gate itself…

ESPIONAGE ADVENTURES

War stories can also take a deeper, more interpersonal nature, as the heroes have to undertake espionage-style raids to undermine the Jalex. Such stories could involve the Jalex Fifth Column, which seeks to help the heroes by offering military secrets and technology. The characters could be the very ones who discover the plans to build the Jump Gate or superweapon, and they have to obtain the plans and smuggle them out so that the Alliance can undertake a mission. Perhaps they also uncover the Jalex agents that have infiltrated Earth, and they must return home to root out the threat, while keeping the secret of the colonies from the corporations that would exploit such technology to the detriment of humanity as a whole.

In fact, what if the Jalex are partnering with one or more corporations, presenting themselves as an ally and offering vast technology and the prospect of exploiting the entire galaxy, in exchange for the opportunity to take down the human colonies from within? The PCs have to undermine this alliance, before it not only takes down the Alliance, but before the Jalex turn on their corporate ally dupes, and take over all of humanity.

Another espionage scenario involves the heroes entering a Jalex colony ship to hopefully rescue human colonists which have been kidnapped and are being used either as food or incubators. Can they get the colonists out in time, and worse, can the Jalex eggs be removed safely, without destroying the innocent victims into which they've been implanted?

EXTRATERRESTRIAL ARCHAEOLOGY

Colonists on Mars and Venus have unearthed the remains of ancient civilizations, with the one on Venus in particular being enticing due to the presence of the Rings of Brass. For more on the Rings of Brass, see the Castles & Crusades Codes of Aihrde, which may also give some insight into the kinds of ruins and ancient civilizations that the colonists find. What if the PCs are scientists researching one of the Rings, or archaeologists delving into the ancient civilizations and they stumble across a threat that after millions of years, is now awakening to unleash a brand new threat on the galaxy?

Alternately, what happens if they actually work out how to use, control, and build Rings of Brass? This could allow for near instantaneous travel to anywhere in the multiverse, which would give the Alliance a distinct advantage against the Jalex, but which could also be potentially captured and exploited by the Jalex, or by human or Dacti agents who have unsavory interests, possibly tied to the corporations on Earth, or by other factions among the Al-

liance seeking to take advantage of a delicate situation to extend their own influence or power base.

These remains found on Mars and Venus are alien, and the GM should never forget that. That means that any number of secrets could be unveiled there, which could open the door to greater capabilities among humankind (psychic powers, even magic), or a darker take, unlocking the doors to the Deeper Dark, where ancient entities of unfathomable power and sanity-blasting horror awake. What happens when the PCs unlock an ancient vault deep in the heart of Mars, only to discover that the stars are right, and something even worse than the Jalex is about to come forth…?

Finally, what if the Rings of Brass or another means of technology allows humanity and their Dacti allies to take the fight to the Jalex? What if they can finally attack the Jalex homeworld itself, and defeat a galactic empire that has been a blight on the entire galaxy? In this story, humanity enters the Galaxtic community as heroic saviors and liberators, alongside their Dacti allies, and witnesses the birth of a true Galactic Confederation of Systems from a desperate final gambit to survive.

SURVIVAL HORROR

Survival horror stories are also very possible in the setting of Solar Burn. As war ravages the solar system, the PCs can become trapped and separated from support and help in any number of ways. Perhaps they are on a mission to deliver aid to or investigate loss of contact with a remote mining outpost in the Asteroid Belt, and they are shot down or otherwise crash, only to find the miners decimated by an unknown horror. As they try to discover where the colonists went, or what happened to them, while racing to repair their ship or get word to the Alliance, they discover that the Jalex have brought in a new weapon: a creature that is fast, deadly, and always hungry. A creature with horrific natural weapons which functions as an apex predator among the Jalex which even terrifies that species, but now has been unleashed upon humanity.

What if, in the course of their struggle to survive, they discover that human corporate interests are responsible for the creature being brought here. What if they encounter a lone Jalex, who may have been responsible for the creature's transport, but who now represents their only real hope of survival, and who is eager to defect to the Alliance…if they can get it out alive and safely.

INTO THE FUTURE...

What happens if the Alliance discovers the means to conduct interstellar travel? Perhaps the Dacti have this capability, but for whatever reason it is entirely incompatible with human biology, so humanity has been working to find their own means of generating a jump or warp drive. At some point in your campaign, they do, in fact, uncover the technology. Do they flee the colonies to seek solace elsewhere, or do they use the technology to win the war,

and then seek to expand humanity's influence to the stars, exploring unknown new worlds, making first contact with new civilizations, and…you know how the rest of that goes.

Alternately, what if the Dacti suddenly vanish, leaving behind only a token military force in support, and no information about where they went, or why? The PCs are left to struggle in the absence of their tentative allies. Perhaps the Dacti have gone for reinforcements; after all, they have other branches of their own civilization out there. Perhaps they've gone to prepare a new colony to which they intend to guide humanity, hidden from the Jalex. Perhaps they have simply decided to abandon humanity to its fate.

What if the children of the Dacti return? What are they like? Do they still call themselves Dacti, or have they adopted an entirely different name to go with their purely warlike culture. They could be allied with the Jalex, a purely warlike offshoot of the Dacti race. They might be temporary allies, of the opinion that nobody gets to destroy the Dacti but them. They could form a third faction in the war, which takes on an entirely new tenor. Finally, they could be contrite, seeking to reunify with their parents, and they discover a desperate situation, flying in as saviors to give the Alliance a last, fighting chance for survival against this overwhelming foe.

These are just a few of the potential stories you can run in a Solar Burn campaign. The details of the colonies are left vague to allow you to flesh them out as you like, to build your own societies, drama, and interactions among the human, Dacti, and Jalex forces, while providing for a galaxy of adventures.

NEW PLAYER CHARACTER RACES

THE DECTI

The Decti are a perfect marriage of biology and technology. They are a wise race, having learned a great deal from their own past mistakes. They tend to be very serene and calm at all times, but have a quiet sense of humor that their friends can learn to appreciate and enjoy. Decti are slow to make friends, but are fiercely loyal to those that they come to respect. They do have a disconcerting habit of recommending "upgrades" to the biology of others, which can be very uncomfortable for races like humanity, who value their unaltered form and view technology as a means to repair damage, not necessarily as a way to force evolution.

They are a warrior culture, viewing battle as a means by which they can test their enhancements; they value honor above all else, and do so un-ironically. Both personal honor and "face"—the way one is seen by others—are of utmost important to a Decti, and the sins of the father are often visited upon the son, and vice-verse. What one does, affects everyone with whom they are associated. That being said, the Decti have also learned from thousands of years of mistakes, and are also a cerebral race; paradoxically, while they value the challenge of combat and aren't ones to back down

from a fight, neither do they rush into battle without just cause. They prefer to consider the consequences and negotiate when possible, though they are quick to take insult and they have been prone to make critical errors in judgment, such as the one that led to the Dacti-Human war.

Because the Decti are constantly modifying and engaging in transhumanist (or trans-Decti-ist, as the case may be) pursuits, no two Decti look the same. They are, however, disconcerting to view by human standards because they pride functionality over appearance, and their modifications, both biological and technological, can be grotesque to other species. They do, however, have a basically humanoid structure with two arms, two legs, and a roughly human-like face with eyes, nose, mouth, and ears (though sometimes they do have extra eyes, larger ears, or the like, depending on augmentation). Their biology is amphibious as opposed to mammalian, and they tend to generate a thin slime that keeps their skin moist when they are not in water. They prefer to be in or near water whenever possible, though they are also biologically adapted to extreme cold.

ABILITY SCORES: Choose any one ability score. Increase that ability score by 1

AGE: The Decti live a similar lifespan to humans, though slightly shorter by an average of about 10 years. They mature at the same rate as humans, reaching adolescence between 11 and 13 years of age (by Earth reckoning) and adulthood around 18-20 years.

ALIGNMENT: The Decti are as good as they are evil, but are generally an honor-bound culture so they tend towards lawful alignments, and chaotic alignments are rarely seen.

SIZE: Your size is medium.

SPEED: Your base walking speed is 30 feet

DARKVISION: You have darkvision to a range of 60 feet. You can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured. However, you can't discern color in darkness, only shades of gray.

BIO-TECHNOLOGY: You gain the Power feat. Whatever you buy with this feat represents a biotechnology graft that forms a part of your body.

PROFICIENCIES: You gain proficiency with all weapons. In addition, choose one skill, toolkit, or vehicle class. You gain proficiency with it.

Languages. You speak Decti, Jalex, and any one human language of your choice, in addition to any languages you learn from your class, background, and Intelligence.

Subraces. The Decti have no subraces to speak of.

HUMAN SUB-RACE: TITAN COLONIST

If a player wishes to portray a Titan Colonist in game, they create their character as a standard human, and then apply the following modifications:

ABILITY SCORE ADJUSTMENTS: Reduce all ability scores by 1 point after character creation except for Strength and Dexterity, which increase by 3 points each. Abilities can go over 20 in this fashion.

BONUS PROFICIENCIES: You are proficient in all weapons. In addition, choose one skill, toolkit, or vehicle class. You are proficient in it.

STRONG AND FAST: You gain advantage on all Strength and Dexterity checks. You add your proficiency bonus to Initiative checks, and have a base walking speed of 40 feet.

CONSTANT DISCOMFORT: The suit is very uncomfortable, resulting in disadvantage on any Intelligence or Wisdom checks requiring any form of focus or concentration while it is worn.

SUIT DEPENDENCY: Unfortunately, you are tied to your suit. If the suit ever fails to function or you are removed from it, you see all physical ability scores reduced to half of their normal score. This affects the ability itself, not the ability bonus. The suit itself provides no special protection from external damage, but if an opponent rolls a critical hit when attacking, there is a 50% chance that half the damage you suffer will be to your suit, which can take 50 points of damage before ceasing to function.

None of this applies while you are on Titan, where when outside of your exosuit you simply have your normal ability scores and do not gain the benefits or drawbacks of the suit.

Note: If you play a Titan colonist, you may not choose a feat and skill proficiency as permitted to other humans in Amazing Adventures. The abilities above replace that option.

THE JALEX

As the primary antagonists of Solar Burn, the Jalex are not 100% suited as a PC race. They are violent warriors who have no driving goal other than mass conquering, subjugation, and exploitation of the cultures they overrun. They are, in many ways, like a beehive with a locust mentality. That being said, this is an open setting, so it's not outside the realm of possibility that a Fifth Column may exist within the Jalex, which seeks to undermine their invasion and support the human-Dacti alliance. A player character could be a member of this column, or could be an outcast from Jalex society—perhaps because they are "psychically dead" and cannot access the hive mind.

One thing that is certain: Player character Jalex cannot access the greater Jalex hive mind. They are individuals entirely, without access to the knowledge and wisdom of the entire culture. This leaves many bitter, angry, and lonely. Some aggressively seek companionship as a result, while others brutally push others away as a reaction. Regardless, PC Jalex have the following game statistics.

Jalex are an insectoid race, though their second set of limbs is all but vestigial; they support tasks requiring fine dexterity, but do not serve as a full set of additional arms or legs. They look like a humanoid variety of dragonfly, with iridescent body tones and vestigial wings (they do not fly); they are, to the eyes of human beings, strangely attractive in an inexplicable way, due to a combination of their shape, colorization, and the pheromones they exude.

They are vicious warriors who see combat and conflict as the only purpose they have in life. They are quick to anger, and slow to forgive even an imagined sleight. They have a disturbing tendency to consume their prey, right on the battlefield, and do so quickly (it takes one round to consume an entire human-sized body). They also eat several times their body weight in food daily, to maintain their high metabolism.

Jalex are also highly sensual creatures, constantly seeking new experiences in the physical realm. Much like Earth praying mantises, however, woe betide the one a Jalex chooses as a mate. The aftermath of such relations is often fatal, and sexual relations among the Jalex are separate from their egg-laying behavior. Jalex are hermaphroditic and biomorphic; their body can alter its own biology to be compatible with almost any species.

They fertilize their own eggs internally, but require mating with another to set off their own internal biological mechanisms to fertilize their eggs, which are then laid inside the body of a captive victim, who is held, usually in a drugged state, until the eggs hatch, at which point the young devour the victim within minutes. Sometimes, though not always, this victim is the same as the victim with whom they mated to fertilize their eggs.

ABILITY SCORES: Your Charisma score increases by 1

AGE: Jalex have similar lifespans to human beings.

ALIGNMENT: The Jalex are overwhelmingly lawful and evil in their outlook. Player characters, however, can be of any alignment so long as they provide a good justification.

SIZE: Your size is medium.

SPEED: Your base walking speed is 30 feet

DARKVISION: You have darkvision to a range of 60 feet. You can see in darkness as if the darkness were dim light, so areas of darkness are only lightly obscured. However, you can't discern color in darkness, only shades of gray.

NATURAL PSYCHIC: You are proficient with the psionics skill and you gain the Wild Talent feat.

BIO-ADAPTABILITY: You may use disguise self as a spell-like ability. This ability requires no components. After using this ability, you must complete a long rest before using it again. When you reach 4th level, you may also use alter self as a spell like ability. You may use each spell like ability once, and after using either spell-like ability, you must complete a long rest before you may use it again.

Languages. You speak Jalex, Decti, and one human language of your choice, in addition to any languages you gain from your class, background, or Intelligence.

Subraces. Jalex have no subraces to speak of.

CHAPTER SIX: ALIENS AND ROGUES

This chapter contains information on new aliens and monsters for you to use in your science fiction game, as well as statistics for the three named members of the Knights of William St. John for you to use as you like in your game. Other monsters, including robots, Lovecraftian horrors, a full range of human enemies and NPCs, and full rules on how to use monsters in your game.

ALIENS

CRAB-MEN

Type, Alignment

ARMOR CLASS: 17 (Natural Armor)
HIT POINTS: 33 (5d8+10 HD)
SPEED: 30 feet, 30 feet (swim)

STR:	DEX:	CON:	INT:	WIS:	CHA:
15 (+2)	13 (+1)	15 (+2)	12 (+1)	11 (+0)	9 (-1)

DAMAGE RESISTANCE: Bludgeoning
SENSES: Passive Perception 10, Tremorsense 60ft
LANGUAGES: Crab-Men; may understand and speak broken versions of other languages.
CHALLENGE: 2 (450 XP)

Special Qualities

- **Amphibious.** The crab-man can breath in air or water.

- **Create Spawn**. A crab-man who successfully grapples his prey for more than 2 (1d4) rounds begins to pump eggs into the victim. Once inside, the eggs make their way into the victim's abdominal cavity, where they are nourished by food from the victim's stomach and intestines. Victims are entitled to a DC 12 Constitution saving throw after every long rest to resist the infection. Within 2 (1d4) days, the victim dies as its abdominal cavity explodes and 12 (3d6+2) new crab-men (albeit in larvae form) emerge. These larvae crab-men then spread across the victim's body, covering it with a slime that almost instantly hardens in to a chitin that protects the larvae and, incidentally, the body, upon which the new crab-men children feed. If the victim is rushed to surgery before death, the eggs may be removed with a DC 15 Dexterity (Medicine) check. This also requires the victim to succeed at 3 Death Saves just as though they were at 0 hit points, though with the benefit of surgery, these Death Saves are made at advantage.

- **Undeath.** Those killed by crab-men larvae rise as a zombies under the control of any Crab-Man within 500 feet. These creatures have the same statistics as normal zombies (see Amazing Adventures), except that they have AC 17 and move 30ft. These zombies remain in existence until destroyed or the larvae mature within 2(1d4) weeks, at which point the body has

been consumed down to the bones and falls to the ground, worthless.

- **Sunlight Sensitivity.** While in sunlight, Crab men have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

- **Multiattack.** The crab-man makes two attacks with its claws, or one attack with its death ray and one attack with its claws.

- **Claws.** Melee Weapon Attack: +4 to hit, reach 5ft, one target. Hit: 5 (1d6+2) bludgeoning damage and victim is grappled and restrained (Escape DC 12). The crab-man may automatically deal claw damage to a grappled opponent every round. The crab-man may only grapple 2 creatures in this manner, and while grappling a creature, the crab-man can attack no other creatures with the claw that is being used to grapple the creature.

- **Death-Ray.** Ranged Weapon Attack: +3 to hit, range 60/150 ft., one target. Hit: 6 (1d10+2) necrotic damage.

Description

These malign alien beings resemble humanoid crabs, with eye stalks, a heavy, spiked chitinous shell, and long, visibly-jointed arms that end in enormous pincers. They are approximately the size of human beings, and speak in a series of clicks and whistles. Whether they have the faculties to speak human languages is unknown, as no attempt at communication has ever been successful.

Aggressive Colonizers. They hail from the Al Tarf star system—what we on Earth know as the star Beta Cancri—and boast a vast empire. Their primary goal is to seek out

planets that are habitable to their species and colonize. The means of colonization, unfortunately, results in the extermination of any intelligent humanoid life already present on the planet, who the crab-men use as incubators for their species, and thereafter as food and zombie slaves.

In the past, the Crab-Men warred extensively with the Grey aliens and to this day the two are mortal enemies. This does not, however, make the crab-men allies to humanity, but rather as competitors for the conquest of the Earth.

Biomechanical Infesters. Crab-men travel the cosmos in massive biomechanical vessels that resemble giant crab shells and possess devastating energy weapons. No ship has ever been captured, so no one knows how they are constructed or grown, or the secrets of their operations.

Crab-man implant larvae into their victims, which explode from the body cavity within several days; these larvae then animate the body as a zombie until they mature to fighting age within one to four weeks of birth. By this time the body of the victim is completely consumed and of no further use. The larvae then undergo a massive growth-spurt overnight, shedding their skin and increasing in size ten times over. Within another day they have grown their exoskeleton and are ready to begin training as adults.

DECTI

Medium humanoid (Decti), lawful neutral

ARMOR CLASS: 15 (natural armor)
HIT POINTS: 23 (5d8 HD)
SPEED: 30ft.

STR:	DEX:	CON:	INT:	WIS:	CHA:
12 (+1)	16 (+3)	11 (+0)	14 (+2)	14 (+2)	10 (+0)

SKILLS: Perception +4, Science +4
VEHICLES AND TOOLKITS: Military Air Vehicles, Mechanical Toolkit, Electrical Toolkit, Electronics Toolkit
SENSES: Darkvision 60ft, Passive Perception 14
LANGUAGES: Decti, Jalex, Various Human Tongues
CHALLENGE: 1 (200 Xp)

Special Qualities

- **Bio-Technology.** The Decti have biotech implants. Assign 10 points into spell effects which function as biotech implants that the Decti can use as normal for a gadgeteer.

Actions

- **Blaster.** Ranged Weapon Attack: +5 to hit, range 30/150, one target. Hit: 11 (2d8+2) radiant damage.

- **Vibro-Blade.** Melee Weapon Attack: +5 to hit, reach 5ft, one target. Hit: 6 (1d8+2) piercing and lightning damage.

See above for a full description and discussion of the Decti.

GRAY

Small humanoid (Gray), Neutral

ARMOR CLASS: 13 (Intelligence and Technology)
HIT POINTS: 10 (3d8-3 HD)
SPEED: 20ft.

STR:	DEX:	CON:	INT:	WIS:	CHA:
9 (-1)	12 (+1)	10 (+0)	17 (+3)	16 (+3)	9 (-1)

SKILLS: Medicine +7, Psionics +5, Science +7, Stealth +3
VEHICLES AND TOOLS: Electronics Tools, Mechanics Tools, Portable Science Lab
SAVES: Intelligence +5, Wisdom +5
SENSES: Darkvision 60ft
LANGUAGES: Telepathic Communication
CHALLENGE: 1/2 (100 Xp)

Special Qualities

- **Frail Form.** Grays suffer disadvantage on Constitution saving throws.

- **Sunlight Sensitivity.** While in sunlight, Grays have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

- **Psionic Powers.** Grays have one or more psionic powers. Typical powers include one or more of the following: Biokinesis, Mental Stun, Telepathy, Electrokinesis, Empathy, Empathic Transmission, and Telekinesis. Their save DC is 13.
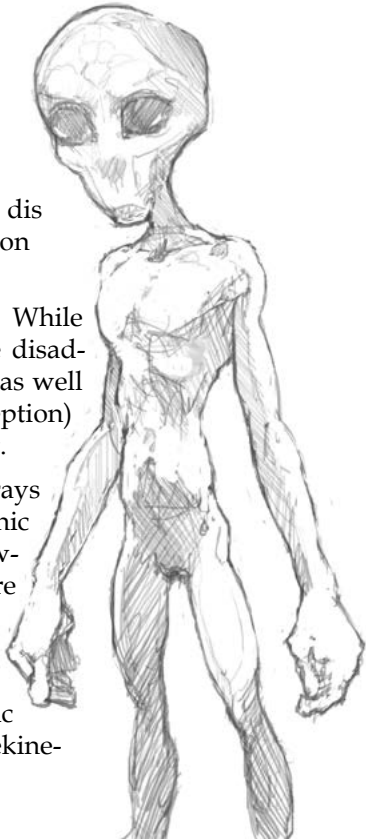
Actions

- **Electro-Ray.** Ranged weapon attack: +3 to hit, range 30/150' ray, all targets in ray. Hit: 23 (5d8+1) lightning damage unless the target succeeds at a DC 11 Dexterity save. A successful save means the target suffers half damage.

Description

The classic "Invaders from Mars," these mysterious creatures appear as short (4 to 5 ft. tall) humanoids, extremely slender, with large, egg-shaped heads, huge black eyes, long limbs, and light gray skin with the texture of marshmallows. They appear to have no noticeable nose or ears, simply possessing holes in the sides of their heads and small nostrils in their faces, and their mouth is tiny and lipless. Often, they travel naked, but have no discernible anatomy to differentiate secondary sexual characteristics. They are clearly alien, though whether they come from another planet or another

dimension is a matter of some debate, as is their agenda in coming here. One thing that is true: the Grays have a deep, abiding, and vicious enmity with Crab Men and People of the Worm; the species have been at war for centuries.

Infiltrating researchers. The grays act in secret, rarely making intentional contact with human beings, save to abduct humans from their lives, perform medical and scientific experiments on them, and return them, often with little to no memory of what occurred during this "lost time." Most encounters describe their mode of transportation as being silver, saucer-shaped vessels with no visible means of propulsion. These vessels emit a quiet and constant hum and can apparently shed blinding white light. They are believed to be behind thousands of abductions across the world, as well as the mutilation of livestock. They are viewed as a tangible threat by many world governments, who feel the grays are gearing up for an invasion of Earth. There are rumors that one or more governments have entered into clandestine agreements with the grays, but to what end nobody knows.

Keepers of secrets. Those grays who have been captured or encountered in situations where communication has been possible have never spoken. Rather, they are powerful psychics who use telepathy and empathy to communicate their intentions and responses. One gray, being held captive by an amateur scientist and his paramilitary friends, threatened, "I am here because it suited me to be here. You should let me go, now, or suffer the consequences." The next day, only the scientist was found, gibbering madly in the smoldering ruins of the compound, all of his friends little more than charred remains.

Subversive invaders. grays shun direct confrontation, but when provoked attack either with ray-guns of alien origin or using their formidable psychic powers.

JALEX

Medium humanoid, lawful evil

ARMOR CLASS: 15 (natural armor)
HIT POINTS: 33 (6d8+6)
SPEED: 30ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
14 (+2)	15 (+2)	13 (+1)	10 (0)	12 (+1)	16 (+3)

SKILLS: Perception +5, Psionics +3
VEHICLES: Military Ground And Air Vehicles
SENSES: Darkvision 60ft, Passive Perception 15
LANGUAGES: Jalex, Decti, Various Human Tongues
CHALLENGE: 2 (450 Xp)

Special Qualities

- **Bio-Adaptability.** The Jalex may use disguise self and alter self as spell-like abilities. These abilities require no components. The Jalex may use each ability once, after which they must complete a long rest be-

fore using them again.

- **Iron Will.** The Jalex has advantage on Wisdom saves against mind-altering effects and the charmed condition.

- **Natural Psychic.** The Jalex has one Basic Psionic power chosen from Combat Awareness, Empathy, Psychic Defense, Psychometry, or Telepathic Probe.

Actions

- **Multiattack.** The Jalex attacks twice.

- **Heavy Blaster.** Ranged Weapon Attack: +4 to hit, range 30/150, one target. Hit: 7 (1d10+2) radiant damage.

- **Vibro Blade.** Melee Weapon Attack: +4 to hit, reach 5ft, one target. Hit: 7 (1d10+2) slashing damage.

For a complete description of the Jalex, see above.

PEOPLE OF THE WORM

Medium aberration, neutral evil

ARMOR CLASS: 15 (natural armor)
HIT POINTS: 52 (8d8+16)
SPEED: 30ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
12 (+1)	13 (+1)	15 (+2)	13 (+1)	14 (+2)	7 (-2)

SKILLS: Psionics +4, Any Skills Possessed By Their Host.
CONDITION IMMUNITIES: Charmed, Grappled, Incapacitated, Restrained, Unconscious
DAMAGE RESISTANCE: Bludgeoning, Piercing, And Slashing
DAMAGE VULNERABILITY: Lightning
SENSES: Darkvision 60ft, Passive Perception 12
LANGUAGES: Any Languages Spoken By Their Host
CHALLENGE: 4 (1,100 Xp)

Special Qualities

- **Hive Mind.** The People of the Worm gain advantage on all intelligence and wisdom checks and saves. They can also send out a telepathic call for help, drawing all people of the worm within 250 yards to their position within 3 (1d6) rounds of sending the call.

- **Mentalism.** The People of the Worm have a range of psionic powers. The average member of the species possesses Combat Awareness, Empathic Transmission, Empathy, Mental Stun, Mesmerism, and Telepathic Probe.

- **Regeneration.** The People of the Worm regenerate 4 points of damage every round. They may not regenerate damage above their normal hit point maximum.

- **Replicate Target**. When The People of the Worm take over a target, they are an exact replica of that target in every way. Medical scans, knowledge, memories, capabilities, skills, etc., are all perfectly duplicated. Two things can give the duplicate away: its ability scores remain constant as per the stats above, and it does not

have a grasp of human emotion, so it can vary between extremes of emotion and utter lack of empathy.

Actions

- **Infection (Recharge 6).** People of the worm can detach individual members of their species without harm and use these to infect others. The worm-person will spit the worms from his or her mouth, requiring the target to succeed at a DC 13 Dexterity saving throw, or a worm crawls up the potential new host's nose, requiring a DC 14 Constitution save. If the save is successful, the victim's body kills and expels the worm with no further ill effects. If the save fails, the victim is wracked by exhaustion and must make a save every hour, suffering a level of exhaustion on failure. If the infected creature reaches 6 levels of exhaustion. If the creature manages to reduce its levels of exhaustion to zero, the worms are expelled and the creature recovers. The only way to save an infected person is brain surgery performed within 2 hours of being infected. Surgery requires a DC 18 Dexterity (Medicine) check to perform, with failure indicating the victim dies from the surgery..

- **Blaster.** Ranged Weapon Attack: +3 to hit, range 30/150, one target. Hit: 5 (1d8+1) radiant damage.

Description

People of the worm are a vile alien species made up of tiny creatures who possess genius-level intellect and share a hive-mind. In their natural form they appear as maggots, albeit with a circular proboscis surrounded by tiny barbs at their front end. If caught in this form, people of the worm have a mere 1 hit point and can be killed simply by stepping on them. Unfortunately, it is rare that people of the worm are ever found singularly. Rather, they travel in packs of thousands whenever they arrive in a new place.

Infiltrating Invaders. Their M.O. is to send out scouting parties of 1-4 worms, who are generally small enough to avoid detection. These scouting parties will find slumbering hosts, and make their way into the victims' bodies through the ear or nose. When the worm reaches the brain, it begins to feed, engaging in parthenogenic reproduction as it does so; its spawn also feed and reproduce themselves. When the brain is consumed, the worms move on to other parts of the body, until eventually the entire host is consumed by the worms, which take on the form and function of whatever body part they have eaten—thus, brain worms adapt the form of the victim's brain, while bone worms appear as bones, and so forth. The process is fast, requiring less than eight hours to complete.

When the victim has been replaced by the worms, it rises possessing all of its former memories and knowledge, but having only the most rudimentary emotions and largely existing in a state of blank emotion. Only when driven to what humans would consider ex-

tremes of emotion does it exhibit any emotion at all. In addition, its alien morality kicks in, and it exhibits a failure to understand human morals and values.

Unknown agenda. So far the creatures' true agenda is not known, but they have mounted several small-scale invasion efforts against rural towns and villages, including experimentation on humans that has gone so far as to grafting strange biotechnology composed of worms onto human hosts, and it is not unreasonable to suspect these efforts are a testing ground for a larger-scale invasion. It is known, however, that the People of the Worm worship deities of the Deeper Dark, and are violent enemies with the grays.

Violent revelation. When killed, the creature explodes into thousands of worms, revealing its true form. Of these worms, the several hundred that formed the brain may still survive and move away to seek other victims; the rest will die without their link to the brain stem.

RAKSHASA

Medium humanoid (Rakshasa), neutral

ARMOR CLASS: 15 (natural armor)
HIT POINTS: 39 (6d8+12 HD)
SPEED: 40ft.

STR:	DEX:	CON:	INT:	WIS:	CHA:
14 (+2)	15 (+2)	14 (+2)	13 (+1)	10 (0)	16 (+3)

SKILLS: Acrobatics +4, Athletics +4, Perception +2, Stealth +4
VEHICLES: Military Ground And Air
SENSES: Darkvision 60ft, Passive Perception 12
LANGUAGES: Rakshasan, One Or More Human Tongues
CHALLENGE:

Special Qualities

- **Pack Tactics.** While in combat, when the Rakshasa has an ally within 10 feet who is not unconscious or incapacitated, they gain advantage on attack rolls.

- **Lightning Fast.** The Rakshasa adds its proficiency bonus (+2) to initiative rolls.

Actions

- **Multiattack.** The Rakshasa makes two attacks.

- **Claws.** Melee Weapon Attack: +4 to hit, reach 5ft, one target. Hit: 5 (1d6+2) slashing damage.

- **Bite.** Melee Weapon Attack: +4 to hit, reach 5ft, one target. Hit: 5 (1d6+2) piercing damage.

- **Blaster.** Ranged Weapon Attack: +4 to hit, range 30/150 ft., one target. Hit: 7 (1d8+2) radiant damage.

Rakshasas are a feline race that has developed a proud warrior tradition. The native name of this species is unpronounceable to human beings, as their language is a se-

ries of yowls, growls, roars, and meows. As such, humanity has given them the name of a creature from our own mythology, a name the Rakshasa have come to respect.

Alternate evolution. Rakshasa appear in all ways as humanoid versions of great cats: lions, tigers, panthers, pumas, and the like, and seem to have come from a planet where cats evolved as the dominant form of life, as primates did on Earth.

Consummate hunters. Their entire culture revolves around hunting and they tend to travel in Prides which are as tight-knit as any family or tribal unit, and which have a strict hierarchal structure. Rakshasas are fierce, aggressive and can seem extremely fickle to non-Rakshasa companions, but their loyalty to their Gang-mates cannot be questioned.

Matriarchal control. The nominal leader of a Rakshasa Gang is a male who dictates strategy and the overall activities of the group, but beneath the leader, females rule the roost. They are the fiercest warriors, the best hunters, and the male leader serves at their suffrage. If he displeases the females, they oust him in favor of a new leader—often violently.

REMONI

Medium humanoid (Remoni), any alignment

ARMOR CLASS: 14 (natural armor)
HIT POINTS: 16 (3d8+3 HD)
SPEED: 30ft.

STR:	DEX:	CON:	INT:	WIS:	CHA:
14 (+2)	16 (+3)	13 (+1)	12 (+1)	10 (+0)	9 (-1)

DAMAGE RESISTANCE: Lightning
SENSES: Darkvision 60ft., Passive Perception 10.
LANGUAGES: Remoni, Various Human Tongues
CHALLENGE: 1/2 (100 Xp)

Special Qualities

- **Augmentation.** The Remoni has 5 power points to spend on any given power as per the Power feat in Amazing Adventures. These points can be used to imbue either two, 1st-level spell effects, or one, 2nd-level spell effect as a power into the being. Common effects used for these powers include various detect and locate features, spider climb, web, invisibility, acid arrow, protection from poison, and the like.

Actions

- **Bioelectric shock.** Melee Weapon Attack: +5 to hit, reach 5ft, one target. Hit: 7 (1d8+3) lightning damage.

- **Bioelectric burst (recharge 6).** As a bonus action, the Remoni may cause a bioelectric jolt to damage all creatures and electrical equipment within a 5-foot radius of you, dealing 7 lightning damage to creatures within the radius unless they succeed at a DC 11 Constitution save. A successful save means the creature suffers half damage. Electronic machinery is entitled to a Death Save to resist being shorted out or ruined.

Description

Remoni are a silicone-based lifeform that is humanoid in form, with two arms, two legs, and a face, though their eyes sit somewhat low on their face, with a triangular ridge rising between them, just beneath which is a pair of constantly undulating nostrils, and a mouth that parallels the ridge, twisted into a constant and sharp frown, full of small, needle-like teeth. Their completely hairless skin is blue-black in color, somewhat shiny, and they possess grey eyes with no lids.

Electrical Adaptation. The Remoni live on a world that is constantly buffeted by severe electrical storms; they have, thus developed physiological adaptations to deal with these conditions, including the resistance to and generation of bioelectrical energy.

Highly individualistic. The Remoni are a highly individualistic people and prone to severe mood swings, be-

ing exceptionally stoic one moment and raging over some slight (real or imagined) the next. They are a race of lusty creatures who embrace all that life has to offer, but woe betide one who accidentally insults a Remoni during a drinking binge.

Biotech Explorers. Due to their unique bioelectric evolution, the Remoni have adapted to use biotechnology, which while it allows them a degree of space travel, tends to lack behind the purely scientific and technological advancements of other species. They are learning, as members of a big and dangerous galaxy, however, to catch up to this and over the past few decades their biotech has advanced by leaps and bounds. Some races are watching them carefully, concerned about what happens when a species advances too fast, too quickly…

SAURIANS

Medium humanoid (Saurian), any non-lawful

ARMOR CLASS: 15 (natural armor)
HIT POINTS: 28 (5d8+5 HD)
SPEED: 30 feet, 20 feet (swim)

STR:	DEX:	CON:	INT:	WIS:	CHA:
14 (+2)	15 (+2)	13 (+1)	14 (+2)	10 (+0)	9 (-1)

SKILLS: Medicine +4, Science +4, Stealth +4
TOOLKITS: Disguise Kit, Portable Science Lab
DAMAGE IMMUNITIES: Saurian Poison
CONDITION IMMUNITIES: Poisoned (Saurian Poison Only)
DAMAGE RESISTANCE: Cold, Fire, Poison
SENSES: Darkvision 60ft.
LANGUAGES: Saurian, One Or More Human Tongues.
CHALLENGE:

Special Qualities

- **Sunlight Sensitivity.** While in sunlight, the Saurian has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. They often wear polarized sunglasses to offset this weakness.

- **Amphibious.** You can breathe air or water.

Actions

- **Multiattack.** The saurian attacks twice with its blaster, or once with its bite and once with its blaster.

- **Bite.** Melee Weapon Attack: +4 to hit, reach 5ft, one target. Hit: 4 (1d4+2) piercing plus 3 (1d6) poison unless the victim succeeds at a DC 13 Constitution save, in which case poison damage is negated. After biting, the additional poison effect has Recharge 6, though the Saurian can still bite for piercing damage.

- **Blaster.** Ranged Weapon Attack: +4 to hit, range 30/150, one target. Hit: 6 (1d8+2) radiant damage.
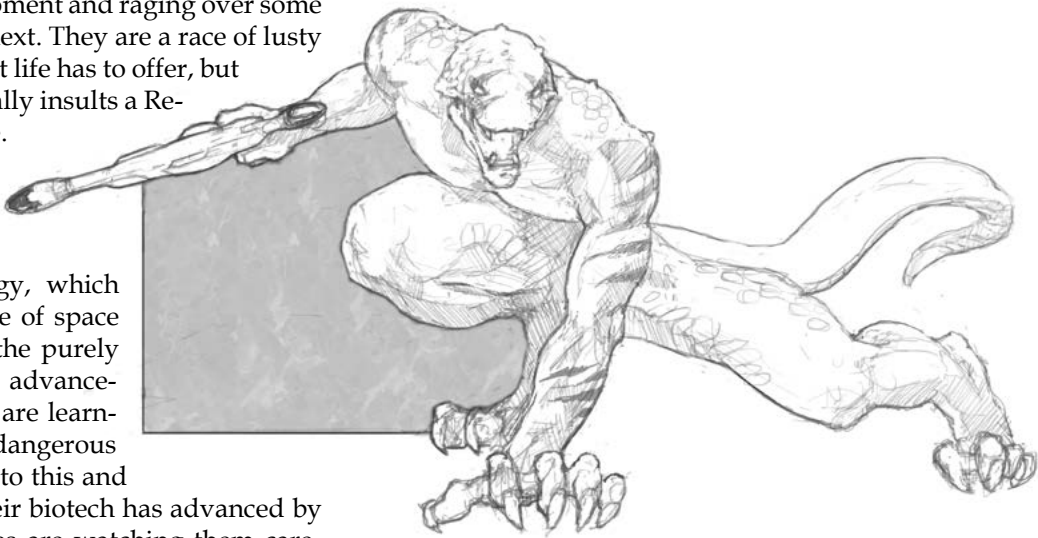
- **Venom Spray (Recharge 6).** The saurian sprays a 5-foot cone in front of them. Any creature in the area must succeed at a DC 13 Constitution save or be poisoned and blinded for 1 hour. An affected creature may repeat the save at the end of each turn, ending the effect on itself with a success.

Saurians are cold-blooded reptilian humanoids who evolved on a planet in a neighboring star system where reptiles emerged as the dominant species. They are an insidious and canny foe, one of several alien species at war for dominance throughout the galaxy. They have clashed with the Greys, the Crab-Men and the People of the Worm (for whom they reserve their greatest hatred). Should Earth become a battleground for two or more of these species, the effects could be nothing short of apocalyptic.

Resource exploitation. Their sole purpose is to move from system to system gathering up natural resources for their armada. They have laid waste to entire planetary systems in this manner, even mining stars for plasma.

Infiltration and subjugation. As a general rule, they avoid planets that contain intelligent life until they have bled the rest of the star system (save the star) dry of resources, all the while spying on planets that host life. At this point they move on any life-bearing planet, often appearing first as friends and disguising themselves as the dominant species. When they have integrated themselves into society, they quietly begin taking over by partnering with world governments, offering technology in the guise of friendship and advancement. They often will solve an entire world's problems, eliminating war, violence, crime and setting up a near-utopian society.

This is all a ruse. While they masquerade as friends, they quietly begin harvesting the people of their target planet for food. By the time the populace realizes what happens it is often too late. If the population does realize the truth in time to organize a resistance force, the Saurians attack with all their might, toppling governments from within and leveling cities with mother ships the size of a small town.

Disciplined Tacticians. Saurians are a disciplined military force. As such they act with all of the tactics one might expect and may have special forces units, infantry, air corps, or any other branch. They act with an uncommon unity and sense of purpose, and are near-flawless in their tactical execution.

THE KNIGHTS OF WILLIAM ST. JOHN

CMDR. MIRANDA O'MALLEY

Medium humanoid (human) raider, Lawful Good

ARMOR CLASS: (description)
HIT POINTS: 39 (5d10+5 HD)
SPEED: 30ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
13 (+1)	15 (+2)	12 (+1)	17 (+3)	14 (+2)	12 (+1)

SKILLS: Athletics +4, History +5, Investigation +6, Perception +5, Religion +5, Stealth +5, Survival +5

WEALTH: +5

TOOLS: Archaeologist's Tools
VEHICLES: Military Air Vehicles/Starfighters, Civilian Land Vehicles, Military Land Vehicles
SAVES: Intelligence +6, Dexterity +4
SENSES: Passive Perception 15
BACKGROUND: Military
LANGUAGES: Decti, English, Gaelic, Jalex, Latin, German, Arabic, French

Background, Feat and Class Features

- **Cryptolinguist.** You gain a special skill: Intelligence (cryptolinguist). You are proficient in this skill. By making an Intelligence (cryptolinguist) check, you understand the general content of a piece of writing you are attempting to decipher. Doing so takes time and is at a DC set by the GM.

- **Cultural Chameleon.** You can impersonate general types of people, as well as individuals, within reasonable limits. For example, a European raider might impersonate a Bedouin, or pass for a local in an alien country. To accomplish this, you make a Charisma check against the Passive Insight score of any suspicious observers. It also takes time and preparation to accomplish.

- **Natural Explorer (jungle).** When you make an Intelligence or Wisdom check related to your favored terrain, your proficiency bonus is doubled if you are using a skill that you're proficient in. You also can't become lost, aren't hampered by difficult terrain, are always alert to danger, can move stealthily at your normal pace (if alone), find double food if foraging, and learn detailed information about creatures you track.

- **Jack of All Trades.** you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

- **Archetype:** Archaeologist

  o Secrets of the Ancients: Gain advantage on Wisdom (perception) checks to spot unusual stonework or construction, signs of traps, or to avoid surprise.

- **Scale.** you gain advantage on Strength (athletics) checks to climb such natural inclines.

- **Background Feature: Tactical Mindset.** Whenever you're assessing a situation for tactical advantage or the best possible approach, you can automatically discern weak points, defensible locations, good setups, and all the details of the surrounding terrain or circumstances.

Actions

- **Extra Attack.** Whenever you take the attack action on your turn, you may attack twice instead of once.

- **Heavy Pistol (Explosive Slug Thrower).** Ranged Weapon Attack: +5 to hit, one target, range 30/150. Hit: 7 (1d10+2) bludgeoning and fire (explosive rounds). Notes: 8-shot capacity, reload, double-action (double tap), can be loaded with standard piercing rounds.

- **Vibro blade (short sword).** Melee Weapon Attack: +5 to hit, one target, reach 5ft (20/60 thrown). Hit: 5 (1d6+2) piercing and lightning.

Description

For more about Miranda, see the various intro fiction sections of Amazing Adventures, and the Brotherhood of William St. John sourcebook.

CAPT. CLENTAL

Medium humanoid (Decti) gadgeteer (powered), Neutral Good

ARMOR CLASS: 16 (Class and Wisdom bonus)
HIT POINTS: 18 (5d6 HD)
SPEED: 30ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
13 (+1)	15 (+2)	10 (+0)	12 (+1)	16 (+3)	8 (-1)

SKILLS: Athletics +4, Insight +6, Medicine +6, Perception +6, Survival +6
WEALTH:
TOOLS: Electronics Tools, Mechanics' Tools
VEHICLES: Military Air Vehicles/Starships, Civilian Land Vehicles, Military Land Vehicles
SAVES: Intelligence +4, Wisdom +6, Constitution +3
DAMAGE RESISTANCE: Radiant
DAMAGE VULNERABILITY: Piercing
SENSES: Darkvision 60ft, Passive Perception 16
BACKGROUND: Military
LANGUAGES: Decti, Jalex, English, Latin

Background, Feats, and Class Features

- **Bio-Technology.** Decti gain the Power Feat. He gains an additional 5 Power Points.

- **Powers.** Clental has 23 points to spend among powers, including those from his Power Feat. He has spent 17 and banked 1. His ability for using powers is Wisdom. His save DC is 14. His powers represent biotechnology enhancements and are as follows.

  o Mounted Forearm Blaster (see Actions, below) (cost: 11)

  o Bioforce Armor Field (See Actions, below) (cost: 3)

- **Background Feature: Tactical Mindset.** Whenever you're assessing a situation for tactical advantage or the best possible approach, you can automatically discern weak points, defensible locations, good setups, and all the details of the surrounding terrain or circumstances.

Actions

- **Mounted Forearm Blaster.** Ranged Weapon Attack: +5 to hit (advantage), range ft, one target. Hit: 5 (1d4+3) force damage. The blaster fires 4 bolts per shot; these can be all directed against a single target, or split up among up to 4 different targets, as Clental desires, but all darts use the same attack roll (he rolls to hit once, and applies the result to each of his 4 blasts).

- **Bioforce Armor Field.** Clental generates a bioelectrical force field around him. This field lasts for 8 hours, and increases his armor class to 18 for 8 hours. Once activated, it cannot be deactivated. After it expires, Clental must complete a long rest before using it again for the implant to recharge.

- **Biorhythmic Repair.** Clental can infuse bioelectrical energy into a wounded creature (including himself) with a touch. This ability heals 7 (1d8+3) damage. Clental can use this ability once, after which he needs to complete a long rest before using it again.

- **Heavy Blaster.** Ranged Weapon Attack. +5 to hit, one target, range 30/150. Hit: 7 (1d10+2) radiant. Notes: 8-shot capacity, reload, double-action (double tap)

Description

For more on Capt. Clental, see the chapter intro fiction pieces in Amazing Adventures, and the Brotherhood of William St. John sourcebook.

DAN DAVENPORT, P.I.

Medium humanoid (human) gumshoe, Chaotic Good

HIT POINTS: 34 (5d10)
SPEED: 30ft

STR:	DEX:	CON:	INT:	WIS:	CHA:
13 (+1)	14 (+2)	10 (0)	15 (+2)	16 (+3)	12 (+1)

SKILLS: Insight +9, Investigation +9, Medicine +6, Perception +9, Persuasion +4, Stealth +5
WEALTH: +1
TOOLS: Hacker's Tools, Surveillance Tools, Thieves' Tools
VEHICLES: Land-Based Civilian Vehicles
SAVES: Dexterity +5, Wisdom +6
SENSES: Passive Perception 20
BACKGROUND: Mean Streets
LANGUAGES: English, Spanish, German, French, Latin, Japanese, Street Lingo

Background, Feat and Class Features

- **Investigation Expertise.** Expertise in Perception, Insight, Investigation.

  o Urban Tracking. This ability allows the gumshoe to pick up a trail and follow it for one hour through a combination of physical evidence and asking the right questions of the right people.

  o Gaining Advantage. By choosing to double the amount of time it takes to gather information, the gumshoe can make a check to track down a mark at advantage.

- **Adversary (Corporate ecology):** You have advantage on all Investigation checks related to this adversary, as well as on any Intelligence checks to recall information about them.

- **Face in the Crowd:** Through quick changes of clothing and posture, disguise or impersonate to blend into a crowd. This disguise is not complete; it is used to throw off a tail, stalk prey without being noticed, or other similar effects. Impersonating specific individuals is not normally possible; change in gender, race, or social class is possible. Requires Charisma (performance) check and 1d4 rounds; change of height or weight no more than one-tenth original.

- **Archetype (Detective):**

  o Sherlock. You make all Intelligence (investigation) checks at advantage.

  o Natural Scrapper. Once per turn whenever you strike a creature with an unarmed or melee weapon attack, and that creature is already below its hit point maximum, you deal an extra 1d6 damage.

- **Precision Shot:** Double proficiency bonus when attacking with handguns.

- **Deduction Dice (3d8).** Spend a deduction dice and add its total to any Ability Check, Attack Roll, or Saving Throw. Spent dice are recovered after completing a long rest.

- **Feat: Power (2x).** You have a cybernetic implant that gives you a benefit above and beyond those of normal people. In your case, this is a cybernetic eye which allows you to scan a person's life signs, granting you advantage in Wisdom (insight) and Wisdom (medicine) checks when dealing with a creature you

are scanning. You may use the eye's ability once for up to 10 minutes, after which it must recharge over a short rest before you may use it again. In addition, you may use the eye to gain darkvision to a range of 60 feet. When active, the eye grants you darkvision for 8 hours, then must recharge over a long rest before it can do so again.

- **Background Feature:** Law of the Streets. When on your home turf, you don't need to roll Investigation or Survival to find the quickest path between two points, or to find any resource or community you need on the streets. When you're in another city, you gain advantage on Investigation rolls to do so.

Actions

- **Blaster Pistol.** Ranged Weapon Attack: +9 to hit, one target, range 30/100ft. Hit: 7 (1d8+3) radiant. Notes: 8-shot capacity, reload, double-action (double tap)
- **Vibro Knife.** Melee/Ranged Weapon Attack: +6 to hit, one target, reach 5ft (range 20/60 ft). Hit: 6 (1d6+3) piercing and lightning.

Background:

The name's Davenport. I solve problems.

For a price, that is. A fella's gotta keep a roof over his head, and upkeep on these cybernetic bits ain't cheap. Neither is livin' outside of the corps. Keep the wetwork, though. I'm a P.I., not a hitman.

And the thing about us gumshoes? We're good at keepin' secrets. And the one I got's a doozy.

See, I'm not yer average shamus. I got me a gig with the Knights of William St. John. Haven't heard of'em? There's a reason for that. We're pretty much the last hope for this sad excuse for a planet. We know about the off-world colonies the Big Brains set up out there all quiet-like. I could ditch this joint and go up there, too... but my job's down here dirtside, makin' sure the corps don't learn how to manage that little trick.

One of these days, I'll be done with this job. Maybe settle down on my own little corner of Venus or Mars.

That day ain't today.

AFTERWORD

There you have it! The first look into our new approach to science fiction gaming using the Amazing Adventures 5e rules. We have greatly expanded the character customization options for Amazing Adventures and tried to show how this toolkit game can really be used, with a little outside-the-box thinking, to manage a game in just about any genre you like, including the many varied sub-genres of science fiction. Whether you're looking to run high-flying space opera, sword-and-planet fantasy romance, hard-boiled cyberpunk noir, or purely science-based adventures with colony ships and the laws of robotics, this game can handle the job.

We are hoping that in the not-too-distant future, we'll be able to present even more genre books with similar guidelines to tackling a wide range of play styles using this rules set. In fact, we'd love to expand further on Solar Burn setting itself. If you dig the setting herein and you'd like to see more adventures, expansions on the colonies, alien races, Earth in the future, and more, let us know by all means!

As we continue development, we hope to bring you an entire world of action, excitement and adventure. Stay tuned for swashbuckling renaissance adventure, post-apocalyptic adventures in a wasteland of devastation, survival horror, and even more. We are looking forward to big plans, but it all depends on you. Keep spreading the word, and above all: Go! Play!

—Jason Vey, March 2020

AMAZING ADVENTURES 5E

Welcome to Solar Burn, a science fiction and science fantasy genre book for Amazing Adventures 5e! Within these pages are additional guidelines to take your futuristic or modern game to the next level of excitement. Whether you're looking to run a game of classic planetary romance, a space opera with roaring starfighters, an utopian hard science fiction game of exploration to the furthest reaches of the galaxy, or a dystopian hardcore cyberpunk game, Solar Burn has you covered.

This sourcebook contains additional alien races, weapons and equipment statistics, alien monsters, and even a full, pre-packaged campaign setting to get you off and running. Beyond the Next Horizon lies the uncharted future where science and fiction merge, a line beyond which lies a stellar wilderness defined by our own imagination! Engage your quantum drive and wormhole into the next dimension with Solar Burn!

TROLL LORD Games