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#1

PHANTASMA GORIA

A Sword and Planet Zine



PHANTASMAGORIA

ISSUE #1

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AUTOMATONS

Automatons are the universal debris of ambitious magitechnicians across the universe, thrown aside once they realize someone else has done it before and done it better. They are left to find a purpose and something to glean from their existence without any parental figures to guide them. Some automatons form insular communities, existing under the radar of larger cities or founding their own cities, while other automatons find a group that can recognize them for their talents, not for their past.

Automatons, despite being wholly mechanical, still have a few needs. They will need additional fuel every couple of months in order to keep running and need eight hours of rest each night in order to let their batteries recharge. Additionally, the magic wrapping an automaton's conscience allows mind-affecting magic to affect an automaton regardless of their artificial status. If an automaton does not rest for eight hours they will run out of energy and freeze 1d8+2 hours later.

Hit Points: An automaton gains 1d10 hit points at each level.

Weapon Training: An automaton is proficient with any weapon integrated into their chassis. Automatons begin play with one weapon of their choice integrated into their chassis. Automatons do not wear armor of any kind.

Alignment: The alignment of an automaton depends entirely on the alignment of their creator. As such there is an equal distribution of chaotic, neutral, and lawful automatons.

Table 1-1: Automaton

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will
1	1	1d6/l	1d16	0	1	0
2	1	1d8/l	1d16	0	1	0
3	2	1d8/l	1d16	1	2	1
4	2	1d10/l	1d20	1	2	1
5	3	1d10/l	1d20	1	3	1
6	3	1d12/l	1d20	2	4	2
7	4	1d12/l	1d24	2	4	2
8	4	1d14/l	1d24	2	5	2
9	5	1d14/l	1d24	3	5	3
10	5	1d16/l	1d30	3	6	3





Sociopath: An automaton can never truly identify with organic life forms, or 'organics', and for this purpose it has a maximum Personality score of 15. The actual personality score should be recorded in parentheses after the modified score like this: 15 (17), but for all game purposes the automaton's Personality score is 15. However, any ability loss affects the automaton's actual score and not the effective score until the actual score is less than or equal to 15.

Modularity: An automaton's chassis is built to accept various modules and upgrades. At every new level, including level 1, an automaton rolls 1d30 and consults the following table to determine what new module they have gained. Ignore and reroll any results you have already rolled.

Table 1-2: Automaton - Modularity

D30	Module Implanted
1	The automaton does not gain a module this level.
2	Integrated Weapon: Attacks move up one step on the dice chain with an integrated weapon.
3	Reinforced Chassis: +1d4 additional hit points.
4	Armored Plating: +2 bonus to Armor Class.
5	Targeting System: Attacks with any ranged weapons move up one step on the dice chain.
6	Mapping Module: The automaton has perfect recall of the layout of any building it has been in before.
7	Night Vision: The automaton can see in the dark. ¹
8	Vacuum Tubes: The automaton has an eidetic memory.
9	Spell Repeater: The automaton learns to cast one first level spell with an effective caster level equal to one-half of their level.
10	Rocket Propulsors: The automaton's speed doubles.
11	Nuclear Generator: The automaton does not need to rest for eight hours each night.
12	Trash Compactor: The automaton can crush ten cubic feet of loosely packed matter into a 1' cube.
13	Projector: The automaton can project their thoughts or the contents of a holodisc onto any flat surface.
14	Empathy Unit: The automaton has synthetic emotions and their Personality score can exceed 15.

Table 1-2: Automaton - Modularity

D30 Module Implanted

- | | |
|-----------|---|
| 15 | Medical Synthesizer: The automaton can synthesize basic medical compounds. This works as the cleric's Lay on Hands class ability except the base disapproval rate is one through four and they roll on the Automaton Malfunction table. |
| 16 | Encyclopedia Module: The automaton has approximate knowledge of many things. ¹ |
| 17 | RNG: The automaton can randomly generate numbers. |
| 18 | Self-destruct: The automaton's death causes a fiery explosion that deals 3d8 damage to all enemies in a 20' radius. |
| 19 | Navigations System: The automaton can adequately drive a spaceship.† |
| 20 | Infrared Vision: The automaton can see heat signatures. |
| 21 | Jack of All Trades: The automaton rolls a d12 instead of a d10 on all checks for untrained skills. |
| 22 | Holographic Disguise: The automaton can disguise itself through the use of an appropriate hologram. ¹ |
| 23 | Universal Translator: The automaton can understand but not speak all common languages. |
| 24 | Secondary Processor: The automaton increases their Intelligence by three points. |
| 25 | Beverage Dispensary: The automaton can create a nutritious sludge that vaguely resembles tea. |
| 26 | Taser Fists: The automaton can deal 1d8 damage with an unarmed attack. |
| 27 | Luck Siphon: The automaton can drain willing targets of their Luck up to three points per day. |
| 28 | Fireproof: The automaton is immune to fire attacks. |
| 29 | Nanobots: The automaton heals 1d6 damage/hour. |
| 30 | Roll twice and gain both results. |

¹ Consider this a skill that the automaton is trained in.





Automaton malfunctions: Whenever an automaton rolls a natural 1 on any roll of an action die they roll on the following table, adding their Luck modifier to their die roll.

Table 1-3: Automaton Malfunction

1D12	Malfunction
1 or less	The automaton catches fire, taking 1d6 damage every round until it is extinguished.
2	One of the automaton's modules breaks. Determine randomly.
3	The automaton's circuits explode and deal 1d12 damage to the automaton.
4	The automaton's gears catch and it cannot move until they are fixed.
5	The automaton's memory banks are temporarily wiped for 1d10 rounds.
6	The automaton is infected with a virus; all dice they roll for 1d7 days move one step lower on the dice chain.
7	The automaton runs into a paradox that prevents it from taking any action besides protecting itself.
8	The automaton's speed is halved.
9	The automaton suddenly runs out of fuel.
10	The automaton cannot hurt any intelligent or humanoid life for 1d14 hours.
11	The automaton's artificial brain stalls which causes it to become completely immobile for 1d8 rounds.
12 or more	The automaton desperately needs an oil bath.

Luck: An automaton's Luck modifier applies to checks for all skills that they are trained in.

Languages: An automaton begins play knowing Common and the language that their creator spoke.

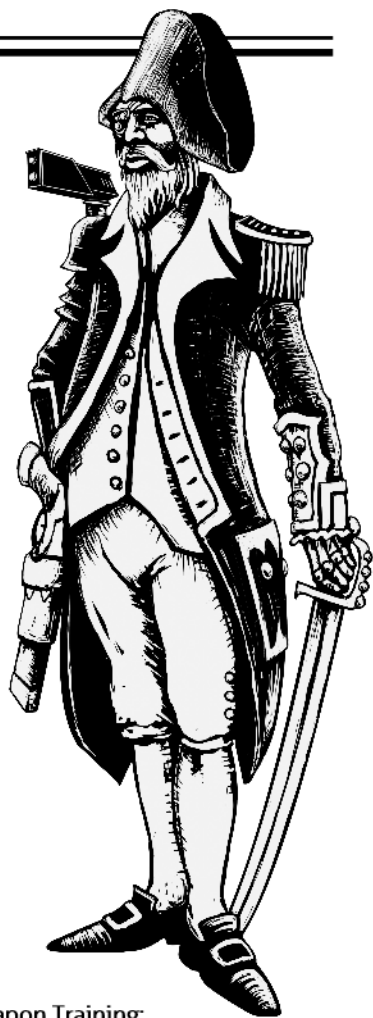
Action Dice: An automaton can use their action die for attacks or skill checks. They do not gain additional action dice as they level. Instead their action die increases in size (see chart).

CAPTAINS

Captains are beacons of hope, capable of uniting people and willing to do anything to protect their crew. They are also adept duelists and swashbucklers. Captains bring together their crews and inspire courage, especially in those on the front lines of a battle. Captains aren't necessarily the actual captains, as they are the emotional core of any team that they are in, yet they are often the best leaders in a group due to how motivating they can be.

Captains believe strongly in honor and this belief plays into how they carry themselves in every aspect of their life. Some captains even abstain from strong drink for fear of embarrassing themselves while inebriated. Every captain has their own personal code of honor that they obey. Chaotic captains' codes revolve around freedom, not taking prisoners when not necessary, and so on. Neutral captains' codes revolve around their own particular hang-ups, often based on wrongdoings in their early life. Lawful captains' codes often revolve around tradition and lawful conduct.

Hit Points: A captain gains 1d6 hit points at each level.



Weapon Training:

A captain is familiar with a dagger, flintlock pistol, longsword, and shortsword. Captains normally only wear light armor with some forgoing any armor at all.

Alignment: Captains are normally freewheeling spirits though there are some who don't care for law or chaos and others who appreciate order and dislike the entropy caused by chaos. Sixty percent are



**Table 2-1: Captain**

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will
1	0	1d10/III	1d20	1	1	1
2	1	1d12/III	1d20	1	1	1
3	2	1d12/III	1d20	1	1	2
4	2	1d14/III	1d20	2	2	2
5	3	1d14/III	1d20+1d4	2	2	3
6	4	1d16/III	1d20+1d16	2	2	4
7	5	1d16/III	1d20+1d20	3	3	4
8	5	1d20/III	1d20+1d20	3	3	5
9	6	1d20/III	1d20+1d20	3	3	5
10	7	1d24/III	1d20+1d20+1d14	4	4	6

chaotic while twenty percent are neutral and twenty percent lawful.

Inspiring Aura: Any allies within twenty feet of a captain who have a Deed Die move the Deed Die up one step on the dice chain. Additionally, any allies who do not have a Deed Die within ten feet of the captain move their primary action die one step up the dice chain.

Swordplay: Captains often participate in illicit private duels to maintain their honor. As such they are exceptionally good at one-on-one combat. When they are the only one fighting an opponent they increase their effective armor class by two against that specific opponent but take 1d4 additional damage from anyone besides the person they are currently engaging. A captain may declare they are dueling someone before they actually begin fighting but must fight them afterwards.

Additionally, when in a duel a captain may choose to apply one of the following effects:

Disarm: The duelist can choose to make an attack roll as normal but disarm the opponent instead of dealing damage. The target may make a DC 10+ duelist's level Ref save to avoid dropping their weapon.

Disorient: The target suffers a -2 penalty to their Armor Class due to being utterly overwhelmed by the sheer speed and unceasing nature of the captain's assault.

Feint: The captain pretends to be attacking their target but this false attack then rolls into the actual attack. The captain must roll their attack twice. If one is a failure and the other is a success the captain maximizes the damage (i.e. a

d8 would instantly be an 8). If both are a success the captain deals normal damage and if both are a failure the feint fails.

Parry: The captain may use their sword to deflect their opponent's attacks. The captain's Armor Class is increased by 2 against the opponent they are dueling.

Precise Strike: The captain decreases the die they are using to attack by one step on the dice chain but doubles the damage dice. For example, if the captain would deal 1d8+2 damage they would instead deal 2d8+2 damage.

Quick Draw: The captain has practiced drawing their weapon as quickly as possible. They may draw or sheathe their weapon without expending an action.

Riposte: The captain is able to launch a small counterattack after being attacked. When attacked they may roll an extra attack roll instantly but must use a d12 instead of their normal action die.

At fourth and eighth level a captain may apply one additional effect while dueling.

Luck: A captain's Luck modifier applies to all attack rolls with swords. This does not increase or decrease as their Luck score changes but remains static as per their 1st level modifier.

Languages: Captains are famous gentlemen. They begin play speaking Common and two other languages of their choice, picked up during their travels.

Action Dice: A captain may use their action dice for either attacks or skill checks.





GREMLINS

Gremlins, sometimes called goblins, albeit never to their faces, are technological wizards who also possess minor spellcasting abilities. Those who accept and hone their natural gifts are often known as magitechnicians, although the term is not exclusive to gremlins, and may be used to describe wizards who dabble in technological pursuits.

Before technology advanced to its present point gremlins used their powers as magic exclusively, unaware of their technical skills. At this point those gremlins who flew or teleported to planets where humans lived were called goblins due to their predisposition to playing tricks on the relatively magicless humans. Gremlins are still mischievous but hold a newfound respect for humans due

to their rapid advances in engineering.



Table 3-1: Gremlin

Level	Attack	Crit Die/ Table	Action Dice	Known Spells	Max Spell Level	Ref	Fort	Will
1	0	1d6//I	1d20	1	1	1	1	1
2	1	1d8//I	1d20	1	1	1	1	1
3	2	1d8//I	1d20	2	1	2	1	1
4	2	1d10//I	1d20	2	2	2	2	2
5	3	1d10//I	1d20+1d14	3	2	3	2	2
6	4	1d12//I	1d20+1d16	4	2	4	2	2
7	5	1d12//I	1d20+1d20	4	2	4	3	3
8	5	1d14//I	1d20+1d20	5	3	5	3	3
9	6	1d14//I	1d20+1d20	5	3	5	3	3
10	7	1d16//I	1d20+1d20+1d14	6	3	6	4	4

Hit Points: A gremlin gains 1d8 hit points at each level.

Weapon Training: A gremlin is proficient with the dagger, flintlock pistol, longsword, nuclear pistol, and short sword. Gremlins typically wear light armor.

Alignment: Gremlins have no tendency towards any alignment. Lawful gremlins tend to focus more on their technical skills, chaotic gremlins focus more heavily on their magical abilities, and neutral gremlins balance their skills.

Magic: Gremlins possess innate magical abilities and, unlike wizards or elves, have no need to make pacts with patrons. This innate ability is not as potent as the bargained for abilities of either wizards or elves.

Table 3-2: Gremlin Spells			
	1st Level	2nd Level	3rd Level
1	Animal summoning	Detect invisible	Dispel magic
2	Cantrip	Fire resistance	Gust of wind
3	Chill touch	Food of the gods	Haste
4	Detect magic	Invisibility	Water breathing
5	Feather fall	Levitate	
6	Force manipulation	Magic mouth	
7	Magic shield	Mirror image	
8	Mending	Scare	
9	Ropework	Shatter	
10	Second sight		
11	Sleep		
12	Spider climb		





Mechanically Inclined: Gremlin children play with gears and wires like human children play with clay horses and toy soldiers. As they grow up they become more skilled with technology. Gremlins may repair broken equipment and relics given 2d4 hours of work in a properly stocked workshop. Gremlins may also sabotage machinery, sometimes even on a time delay. If attempting to sabotage equipment they roll a d12, adding their Intelligence modifier, and consult the following table:

Table 3-3: Gremlin - Mechanically Inclined

Modified Roll	Result
1-2	The gremlin is incapable of sabotaging the device and their fingers get crushed. They take 1d4 damage and suffer a -1 penalty on sabotaging rolls for the next twenty-four hours. If the Judge deems the device is particularly volatile it explodes and deals 1d16 damage to the gremlin and 1d10 damage to everyone within twenty feet.
3-5	The gremlin hasn't encountered this particular variation of technology yet and is unable to disable the device in a sophisticated manner.
6-7	The gremlin may sabotage the device but the job isn't of great quality and their work is obvious under even rote inspection.
8-9	The gremlin may sabotage the device and their work is undetectable except to skilled mechanics or very close inspection in minute detail.
10-12	The gremlin may set a rough time frame for the device to malfunction. For example, if trying to remove the brakes on a robot horse-drawn chariot, they may say that the brakes will only malfunction after ten minutes of use.
13+	The gremlin is so skilled that they may determine a condition required to make the device malfunction. If they were trying to make brakes malfunction, like the example above, they may say the brakes will only malfunction when the chariot is travelling at maximum speed.

Alignment: Gremlins often become like the machines they adore and create: uncaring and impassive. Because of this almost all gremlins are lawful and the few who are not are usually neutral, although a few gremlins can see the benefits of chaos.

JOVIAN

Jovians were natives of a gas giant adapted to their home planet's crushing gravity. They lived in massive cities that floated above the clouds. Each city was ruled via committee with the head of each family being able to vote on communal affairs. For the most part the extended families

operated independently, but recently the floating cities were

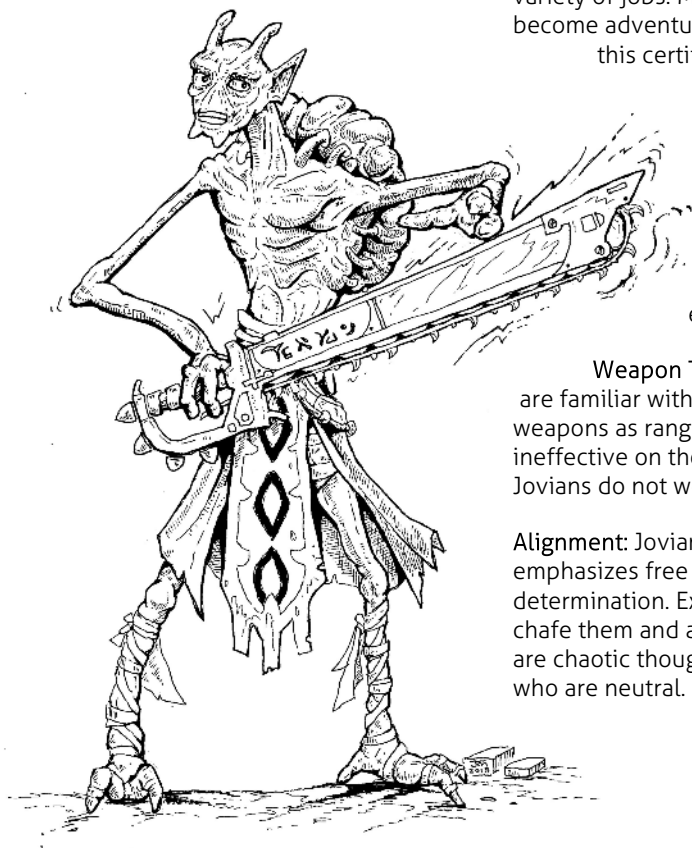
conquered by various empires and the native Jovians were taken as slaves by their conquerors.

Jovians now dream of their old cities and chafe under the harsh rule of their new masters. Jovians often escape their masters and search for what little employment there is for a runaway slave. There are the lucky few who get freed either in a generous will or after years of service. They receive a certificate of freedom which enables them to access a larger variety of jobs. Most Jovians who become adventurers do not have this certificate and have been driven to adventuring by lack of any other viable jobs.

Hit Points: A Jovian gains 1d5 hit points at each level.

Weapon Training: Jovians are familiar with all melee weapons as ranged weapons were ineffective on their home planet. Jovians do not wear armor.

Alignment: Jovians' native culture emphasizes free will and self determination. Excessive laws chafe them and almost all Jovians are chaotic though there are some who are neutral.



**Table 4-1: Jovian**

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will
1	0	1d8/III	1d20	1	1	1
2	1	1d10/III	1d20	1	1	1
3	2	1d10/III	1d20	2	1	1
4	2	1d12/III	1d20	2	2	2
5	3	1d14/III	1d20+1d14	3	2	2
6	4	1d14/III	1d20+1d16	4	2	2
7	5	1d16/IV	1d20+1d20	4	3	3
8	5	1d20/IV	1d20+1d20	5	3	3
9	6	1d24/IV	1d20+1d20	5	3	3
10	7	1d24/IV	1d20+1d20+1d14	6	4	4

Homeland: Jovians are accustomed to living under gravity many times that found on the surface world. As such they have a +2 bonus to their Strength score. This bonus cannot bring their Strength score above 18.

Svelte: Jovians are exceedingly light and their bones resemble those of birds more than humans. They are also very thin yet what little weight they have is muscle. As such they may move 40' per action. If carrying enough to slow them down they are only slowed to three-fourths of their normal speed and they may carry up to one-and-a-half times their body weight.

Air Sacs: By storing large amounts of gas Jovians may temporarily gain the ability to float in midair. By taking a minute to center themselves and gain control of their air sacs they become able to float up to ten feet above the

ground for ten minutes. Their speed while floating in this manner is 15' per action. At 3rd, 5th, 7th, and 9th levels their speed while floating increases by 5' per action. If struck by a piercing weapon, such as a gun or bow and arrow, the floating Jovian must make a DC 10 + damage dealt Fort save or fall to the ground due to one of their air sacs being hit. Additionally, whenever a Jovian is hit by any weapon, they have the option to move five feet in the opposite direction of the attack.

Luck: A Jovian's Luck modifier applies to all attack rolls with melee weapons.

Languages: Jovians begin play speaking both Common and their native language, Jovian.

Action Dice: A Jovian's action dice can be used for attacks or skill checks.

STAR PRINCE

Star princes are the humanoid forms of the stars who have undergone the final phase of their metamorphosis. There are no star princes of 5th level or below and as such star princes should only be included in parties who are 6th level or above and will never be created in a funnel. This is because through their natural development as a star they effectively passed levels 1 through 5 before reaching their humanoid forms.

Star princes are forever burdened by their heavenly origins, unable to ever return to their former shape, and always able to be recognized as a former star. Star princes are biologically immortal and may only be killed in combat or by poison. They have lived for thousands of years and have seen countless empires rise and fall. If a star prince seems jaded or cynical it isn't because they have an unnecessarily negative outlook but rather because they have seen

more death in their life than is normally present in entire wars.

Hit Points: A star prince gains 1d10 hit points at each level. A star prince begins with 6d10 hit points at 6th level.

Weapon Training: A star prince is trained in the use of all weapons. They never wear armor and if they do they lose all of their special abilities.

Unearthly Charm: A star prince has an aura that makes it impossible for them to hide their true nature. How this aura manifests itself is based on what type of star they originally were:

Red Dwarf: The star prince is almost as short as the white dwarfs but has the luxurious locks of the red giant. Additionally, their faces always look flushed and bright red.

Red Giant: The star prince has luxurious red locks that cannot be cut by any blade known to man. They are also a minimum of eight feet tall with certain specimens

Table 5-1: Star Prince

Level	Attack	CRIT Die/ Table	Action Dice	Ref	Fort	Will
6	4	1d24/V	1d20+1d16	4	4	4
7	5	1d30/V	1d20+1d20	4	4	4
8	5	1d30/V	1d20+1d20	5	5	5
9	6	2d20/V	1d20+1d20	5	5	5
10	7	2d20/V	1d20+1d20+1d14	6	6	6





growing to a height of up to fourteen feet.

Supergiant: The star prince is almost twenty feet tall and almost three fathoms across. However, they are often very weak for their size and their skin is disproportionately thin. Hemophilia is much more common amongst supergiant star princes than any other race.

White Dwarf: The star prince is short, around three to five feet tall, and lacks any coloration whatsoever. Even their pupils and irises lack any color; their eyes are just milky-white orbs. In proper lighting the star prince looks like nothing so much as a white cutout of a dwarf or other small demihuman.

Scorching Heat: A star prince's body constantly emits vast amounts of heat, a byproduct of their time as stars. Any metal melee weapons they use deal an additional 1d4 points of damage due to the extreme heat and coming into contact with a star prince for longer than an instant deals 1 point of damage.

Flight: Due to their extraterrestrial origins star princes are capable of flight at a speed of 15' per action. They also do not require oxygen to survive. At every odd level their flight speed increases by 5' per action.

Luck: A star prince's Luck modifier applies to all saving throws they make.

Languages: Star princes begin play speaking both Common and Celestial.

Action dice: Star princes may only use action dice for attacking.

STARS VS. SUNS

Stars and suns are very different in the solar systems of Phantasmagoria. Stars are living creatures, around one to two miles in diameter, who will eventually metamorphose into star princes. Suns are gaseous fireballs and the center of solar systems like our very own Sun. They almost always are non-magical and behave the same way as stars do in real life. Stars are conscious and very cunning but their thoughts move at a hundredth of the speed of human thought. Almost all stars also possess magical powers of some kind.





WEAPONS & KIT

Due to the patchwork technology levels across the galaxies there are many more items that characters can buy, steal, or craft than just those available in a medieval setting. For the most part the average technology level is a medieval one, similar to that of the core rules. Additionally, the primary currency in this setting is credits, not gold pieces. One gold piece is approximately equal to one credit for purposes of purchasing equipment.

WEAPONS

There are many weapons present in a Phantasmagoria game that you would not find in a normal swords and sorcery setting, from blunderbusses to chainswords. The ones presented here are just the more common ones; any number of additional weapons are also commonly available. Any weapons found in the core rulebook or any other rulebook you are using are available depending on how much you are willing to pay.

Table 6-1: Weapons

Weapon	Damage	Range	Cost in Credits
Chainsword	2d16L1 ¹	-	50
Laser sword	1d20	-	3,000
Monomolecular sword	1d16	-	1,000
Taser	Special	-	30
Grenade	3d8	20/40/60	15
Flamethrower	1d12	40 ²	500
Ring blaster	1d4	20/30/40	10
Rifle, flintlock	1d12	50/100/150	60
Rifle, nuclear ³	1d16	30/60/90	400
Pistol, flintlock	1d8	20/40/60	25
Pistol, nuclear ³	1d12	20/10/1930	200
Blunderbuss	2d4	30 ⁴	100
Sonic blaster	1d12	25/50/75 ⁵	250
Hand cannon	2d8	15/30/45	50
Cannon	2d10	75/150/225	500
Nail gun	1d6	20/10/1930	50

¹ 2d16L1 means that when you are rolling damage for a chainsword you roll two sixteen-sided dice and use the lower result to calculate damage.

² A flamethrower emits a line of fire exactly thirty feet long and the user rolls to hit everyone in that line.

³ Whenever a 1 is rolled on the damage die with a nuclear weapon a miniature explosion occurs. This deals 1d8 damage to the wielder and 1d4 damage to anyone within five feet but does not affect the weapon dealing the damage. A nuclear rifle exploding deals 1d12 damage to the wielder.

⁴ A blunderbuss deals damage to everyone inside a thirty-foot long, ninety degree wide cone in front of the wielder and does not require an attack roll.

⁵ A sonic blaster deals 1d12 damage to targets within short range, 1d8 damage to targets within medium range, and 1d4 damage to targets within long range.

Blunderbuss: The blunderbuss is an ancestor of the shotgun. It can be loaded with scrap iron and rocks or smaller lead shot.

Cannon: The cannon is small and fires two pound stone balls as ammunition. Typically a cannon is mounted on wheels so that it can be moved about the battlefield or on a ship for ship-to-ship combat.

Chainsword: The chainsword resembles a greatsword with a reinforced crossguard except that on the edge of the blade it has a cutting chain like that of a chainsaw.

Flamethrower: Flamethrowers use highly pressurized gasoline or propane as fuel and emit massive lines of fire. If successfully attacked by a flamethrower you must make a DC 15 Ref save or take 1d4 damage per turn until you use an action to extinguish the fire.

Grenade: A grenade is gunpowder compacted into a metal casing. It is lit and then quickly hurled at a target before it explodes. Grenades deal 1d8 damage to everyone within fifteen feet of the target.

Hand Cannon: Hand cannons are oversized pistols, commonly recognized as the forerunner to the flintlock pistol. The hand cannons commonly sold are little more than souped-up pistols for use in combat.





Laser Sword: Laser sword is a bit of a misnomer. A laser sword gains the 'laser' effect by using a very precise magnetic field to trap magnetically charged plasma which is then used to produce the deadly effect.

Monomolecular Sword: A monomolecular sword has been sharpened to the point where the edge of the sword is only one atom thick. A monomolecular sword must be sharpened with a special sharpener (worth 250 credits) after every use. Sharpening takes one action.

Pistol, Flintlock: Flintlock firearms use flint to create a spark to ignite the gunpowder. They are very slow and not very accurate. A flintlock pistol may only be fired once before it must be reloaded, which takes an entire round

Pistol, Nuclear: Nuclear pistols are the equivalent of a ticking time bomb. The nuclear power sources are extremely unstable and someone not proficient in their use will often end up irradiated or scorched.

Rifle, Flintlock: Just like the flintlock pistols, flintlock rifles are very slow and need to be reloaded often. However, flintlock rifles are more dangerous and have a longer range.

Rifle, Nuclear: Nuclear rifles carry all the same problems as nuclear pistols but their issues are

exacerbated due to having a larger power supply.

Ring Blaster: A ring blaster is a miniature blaster concealed entirely in a gaudy, cheap ring. A ring blaster has three charges and after those charges are spent the ring's internal wiring is fused together and it becomes useless.

Nail Gun: Nail guns are misused construction tools originally designed to nail things together. In Phantasmagoria they are used to launch nails at enemies. They require pressurized cartridges of gas to propel their ammo.

Sonic Blaster: Sonic blasters utilize advanced acoustics to weaponize sound. The user must wear a pair of earplugs (normally included with a sonic blaster) or take 1d6 points of damage every time they fire the blaster.

Taser: A taser is a special weapon used in self defense. On a successful hit the target must make a DC 10 Fort save or fall unconscious.

Clerics are familiar with the blunderbuss and the grenade.

Thieves are familiar with the flintlock pistol, hand cannon, and nuclear pistol.

Warriors are familiar with the chainsword, cannon, flintlock rifle, laser sword, monomolecular sword, and nuclear rifle.

ARMOR

Armor in a science fantasy setting is much different than in a straight fantasy setting as it not only needs to guard against swords and arrows but also against nuclear blasts, chainswords, and bullets. The armor detailed below is available in addition to the armor in the core rulebook.

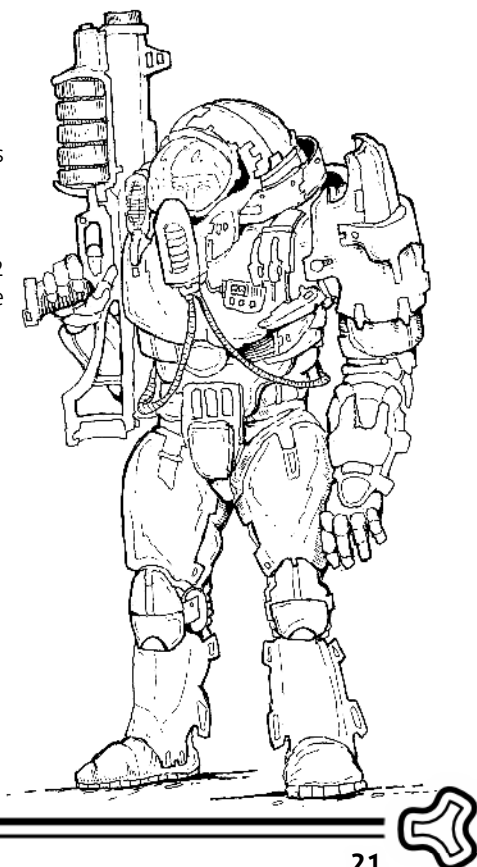
Table 6-2: ARMOR

ARMOR	AC Bonus	Check Penalty	Speed	Fumble Die	Cost in Credits
Fungal armor	+4 ¹	-1	0	d8	100
Nanofiber suit	+4	-	0	d6	750
Power armor ²	+5	-3	-5'	d10	3,000
Carbon fiber vest	+5	-2	-5'	d10	350
Personal force field	+6	-2	-10' ³	d8	2,000
Graphene bodysuit	+7	0	0	d6	7,500

¹ Fungal armor is a living organism. Everytime it gets hit the AC bonus is reduced by 1 until two or more hours pass for the armor to regenerate. If it reaches an AC bonus of +0 the fungal armor dies and is no longer useful.

² Power armor grants an effective +2 bonus to the wearer's Strength score and has a HUD that grants a +1 bonus to attack rolls with any ranged weapons. Additionally, when wearing power armor you may wield a two-handed weapon in one hand.

³ You may move faster than ten feet below your normal speed in a force field but this means you are going faster than the force field can properly render. For the next turn after you move faster than normal speed you lose all benefits from the force field.





EQUIPMENT

The following are six items that are added to the items in the core rules. A level 0 character should roll a d30 instead of a d24 to determine starting equipment when playing in Phantasmagoria.

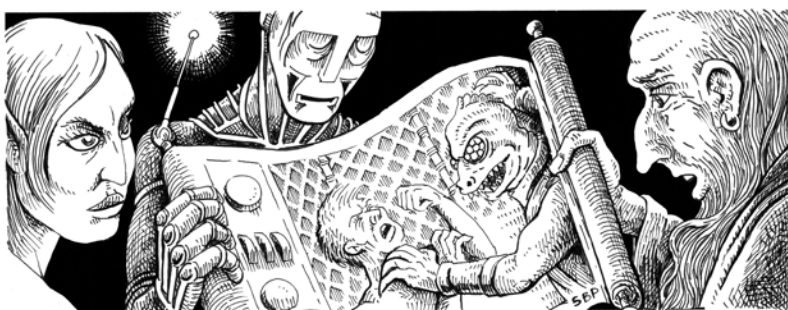
Celestial Compass: A celestial compass is designed for work outside the magnetic field of a planet. It faces towards a designated planet at all times. The inner workings of celestial compasses remain a mystery.

Encyclopedia: An encyclopedia is a rather hefty tome that contains one or two sentences about almost everything.

Forged I.D.: Despite being of rather shoddy quality this I.D. will resist cursory inspection.

Rebreather: A rebreather reuses the exhaled oxygen from each breath and makes it possible for the user to survive longer in space. The user may survive for up to five minutes without an oxygen supply.

Telescreen: Rolled up like a scroll, when unfurled, it becomes a functional screen for viewing telecasts.



Translator: A translator makes it possible to communicate in another language. It does not let the user understand the language and it only functions for one randomly determined language.

Table 6-3: Equipment

Roll	Item	Cost in Credits
25	Celestial compass	35
26	Encyclopedia	45
27	Forged ID	25
28	Rebreather	15
29	Telescreen	50
30	Translator	10

OCCUPATIONS

In the setting of Phantasmagoria occupations for 0-level characters are much more varied and are very different than those in your normal fantasy setting. Use the following table instead.

Table 7-1: Occupations

Roll	Occupation	Trained Weapon	Trade Goods
1-2	Altar boy	Athame (as dagger)	Candle
3	Amnesiac vagrant	Flintlock pistol (one bullet)	Spiffy suit, sunglasses
4-5	Announcer	Dagger	Megaphone
6	Author	Stick (as club)	Quill, parchment
7-8	Automaton	Any	-
9	Barber	Razor (as dagger)	Scissors
10-11	Barge driver	Staff	Broken keys
12	Beggar	Sling	Begging bowl
13-14	Bookbinder	Club	Book glue
15	Burglar	Dagger	Lockpicks
16-17	Caravan escort	Longsword	Preserved rations
18	Carpenter	Hand axe	Hammer
19-20	Cartographer	Club	Calipers
21	Clone	Knife	Locket
22-23	Cobbler	Clogger's knife	Sheet of leather
24	Conman	Dagger	Rigged die
25-26	Cultist	Club	Religious text
27	Custodian	Shovel (as staff)	Broom
28	Disgraced squire	Short sword	Worn wax seal
29	Dog breeder	Club	Large angry dog
30	Drug mule	Dagger	Encoding ring
31	Dwarven mercenary	Battle axe	Pick axe
32	Elven sage	Dagger	Crystal necklace
33	Escaped prisoner	Club	Handcuffs
34-35	Factory worker	Staff	Thick leather gloves
36	Farmer (fruits)	Dagger	Basket of assorted fruit



**Table 7-1: Occupations**

Roll	Occupation	Trained Weapon	Trade Goods
37-38	Farmer (fungus)	Dagger	Fine mushroom wine
39	Farmer (grains)	Scythe (as polearm)	Loaf of bread
40-41	Farmer (poultry)	Club	Chicken
42	Farmer (vegetables)	Dagger	Seeds of various crops
43-44	Fisherman	Dagger	Fishing rod
45	Gladiator	Long sword	Padded armor
46-47	Gremlin hedge mage	Sling	Tattered spellbook
48	Gremlin mechanic	Flintlock pistol (3 shots)	Wrench
49	Halfling wanderer	Sling	6 credits
50	Homeless drunk	Club	Tin flask
51	Indentured servant	Staff	Locket
52-53	Jovian convict	Club	Prisoner's outfit
54	Jovian refugee	Cleaver (as axe)	Bag of trinkets
55-56	Jovian slave	Dart	Small journal
57	Librarian	Dagger	Dogear manual
58-59	Locksmith	Dagger	Brass lock
60	Lumberjack	Battleaxe	Firewood
61-62	Maid	Taser	Cleaning supplies
63	Messenger	Dagger	Pack of important letters
64-65	Miner	Pick axe (as mace)	Torches, 5
66	Moisture farmer	Sling	Dowsing rod
67-68	Moonshiner	Club	Jug of moonshine
69	Musician	Dagger	Musical instrument
70-71	Nurse	Dagger	Bandages
72	Photographer	Sling	Camera
73-74	Pickpocket	Dagger	3 credits
75	Poacher	Bow	Roasted rabbit
76-77	Punk	Blackjack	Leather jacket
78	Rancher	Spear	Branding iron
79-80	Repairman	Blackjack	Assorted tools
81	Salesperson	Taser	2 credits

Table 7-1: Occupations

Roll	Occupation	Trained Weapon	Trade Goods
82-83	Scrapper	Short sword	Scrap metal, 10 lbs
84	Scribe	Dagger	Empty scroll
85-86	Slave	Club	Certificate of freedom
87	Street artist	Club	Can of paint
88-89	Street meat vendor	Cleaver (as hand axe)	Rack of mystery meats
90	Student	Club	Brand new textbook
91-92	Taste tester	Fork (as dagger)	Gilded plate
93	Telecast extra	Dagger	Fancy clothes
94-95	Therapist	Taser	Nice notebook
96	Wannabe alchemist	Staff	Flask of oil
97-98	Weaver	Scissors (as dagger)	Spool of thread
99	Welder	Club	Welding equipment
100	Wizard's apprentice	Dagger	Huge grimoire





SPACESHIPS

Spaceships are very expensive but not so prohibitively that a character may not own one. A spaceship is as much a mark of status as material wealth. A thief who is planetbound is just a ruffian but a thief who has his own spaceship is a space pirate, an eccentric scoundrel. Interplanetary shipping is one of the most profitable businesses as certain planets have valuable luxuries not found anywhere else. A good campaign idea would have the party as a shipping company transporting precious goods from planet to planet and fending off pirates and corrupt government officials.

Spaceships aren't just a collection of weapons and an engine; spaceships have personality. For proof, look at the Star Wars films. The Millennium Falcon isn't just a tricked out light freighter, it definitely is a lucky ship. A spaceship has three stats generated by rolling 3d6: Evasion, Luck, and Targeting. Evasion and Targeting are both added to a select number of the players' rolls while Luck is used very similarly to how Luck is used for player characters.

Evasion: A ship's Evasion modifier is added to the pilot's rolls to evade obstacles and also to the ship's Armor Class and hit points. It represents how easy to maneuver a particular ship may be and also how quickly it responds to the controls.

Luck: Luck is the passive fortune of the ship. A lucky ship is a great boon while an unlucky ship is more of a curse. The party can decide to burn Luck for any roll made using the ship or equipment attached to the ship.

Targeting: Targeting measures how the ship passively helps the passengers use the weapons on board. A high Targeting score likely corresponds to automatic stabilizers for the turrets and heads up display for the gunner. The Targeting modifier is added to all attack rolls for turrets and cannons that are permanently affixed to the ship.

Hit points are a bit more tricky to calculate. A spaceship has a number of hit dice based on what ship it is. A one man fighter may have three hit dice while an escape pod only one. You add the Evasion modifier to each hit dice for a spaceship. For example, the aforementioned one man fighter might roll a 3, 5, and 4 for hit points and then add one to each result from a high Evasion score to get 15 hit points.

The type of ship also determines the number of weapons, passengers, and tonnes a spaceship can hold and can be determined from the table below. Number of passengers includes crew and cargo space accounts for

stores of food, water, and fuel. Number of weapons is the cap for how many weapons may be installed on the ship. It does not represent how many weapons the ship comes with at purchase.

Table 8-1: SHIP TYPE

TYPE OF SHIP	HIT Dice	NUMBER OF WEAPONS	NUMBER OF PASSENGERS	CARGO SPACE	COST IN CREDITS
1-man FIGHTER	3d8	2	1	0 T	4,000
2-man FIGHTER	4d8	3	2	0.5 T	6,000
Dreadnought	10d8	5	100	5,000 T	30,000
FREIGHTER	5d8	3	10-75 ¹	20,000 T	20,000
ESCAPE POD	1d8	0	1	0 T	2,000
LUXURY CRUISER	2d8	1	15	5 T	10,000
PATROL SHIP	4d8	3	5	0 T	5,000

¹ A freighter's maximum number of passengers depends on whether it is fully loaded (10 passengers) or empty (75 passengers).

After rolling for the ship's three attributes and choosing a size an engine, armor, and weapons still have to be picked. Weapons and armor are optional but highly suggested. Engines are required for sustained flight.





ENGINE

Table 8-2: Ship Engine

d8	Engine	Cost in Credits	Description
1	Solar sail	6,000	Spun from the silk of spiders that live on the surface of suns.
2	Portal chain	4,000	Generates portal after portal to skip vast distances very quickly.
3	Magic siphon	5,000	Drains magical energy from a spellcaster or 'battery' to use as fuel.
4	Timeforge	10,000	Drains time from one object to accelerate time for the entire ship.
5	Spatial folder	8,000	Folds the fabric of space-time to reduce the distance between two points.
6	Planar disruptor	6,000	Travels through a different plane where distance is more fluid.
7	Atomic projector	12,000	Sends individual atoms at the speed of light to the destination.
8	Alchemical engine	9,000	Burns a secret concoction known only to alchemists but generally acknowledged to smell of burnt hair.

Solar sail: A solar sail allows the ship to cruise at the speed of light. With the proper enchantment the sail is able to catch light from both the future and the past, allowing it to move at incomprehensible speeds.

Portal chain: A portal chain creates small apertures in reality through which the ship slips, teleporting several light-years at a time before returning to reality and slipping through another portal.

Magic siphon: A magic siphon drains magic from any source divine or arcane. It may travel a number of light-years per the number of spell levels expended cubed at one time.

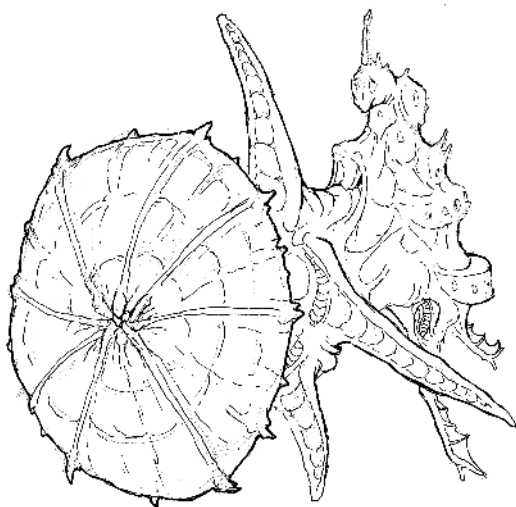
Timeforge: Exactly how a timeforge functions is unknown. It was the invention of a long forgotten empire but it has been deduced that it ages the item used as fuel a number of years equal to how long it would take the spaceship to mundanely travel the required distance.

Spatial folder: A spatial folder requires manual intervention. A pilot must stick their hands into specially made gloves, normally resembling red ceramic, and manipulate the fabric of space-time by hand.

Planar disruptor: A planar disruptor breaks down the barriers between the natural plane and another plane, often only accessible through the planar disruptor. The spaceship then travels a short distance through this foreign plane which corresponds to a much more sizeable distance on the natural plane.

Atomic projector: An atomic projector breaks down a spaceship and its passengers and cargo on an atomic level before launching each individual atom across the boundless reaches of space. When queried on the subject of how the atoms are reassembled most philosophers will merely mutter something about 'unknowable divinities.'

Alchemical engine: An alchemical engine is the crowning achievement of alchemy. The actual fuel is a carefully kept trade secret and known only to members of the prestigious alchemists' college. All attempts at replicating it to date have ended with debris scattered amongst the stars.





WEAPONS

Please note that all damage has been adjusted for use against spaceships. Damage against actual characters may be far higher. The listed reload time does not include the action used to fire the weapon.

Table 8-3: Ship Weapons

Name	Damage	Reload Time (in Actions)	Cost in Credits
Cannon	1d10	4	500
Mounted Rifle	1d4	1	75
Ballista	1d8	2	300
Corvus	None ¹	3	25
Catapult	1d16	6	750
Greek Fire	1d8 ²	N/A; one use only	50
Halberd	1d6 ³	N/A; affixed to hull	100
Heat Ray	1d16	1	2,500

¹ A corvus does not deal damage. It is a device used to board enemy spacecraft. A corvus may be used to board any spacecraft within one hex distance. However, a corvus can be removed by anyone on that ship by taking two actions, one to detach the corvus and another to remove it from the ship.

² After being thrown Greek fire continues to deal 1d4 damage every turn until someone on the afflicted ship takes an action to extinguish the flames.

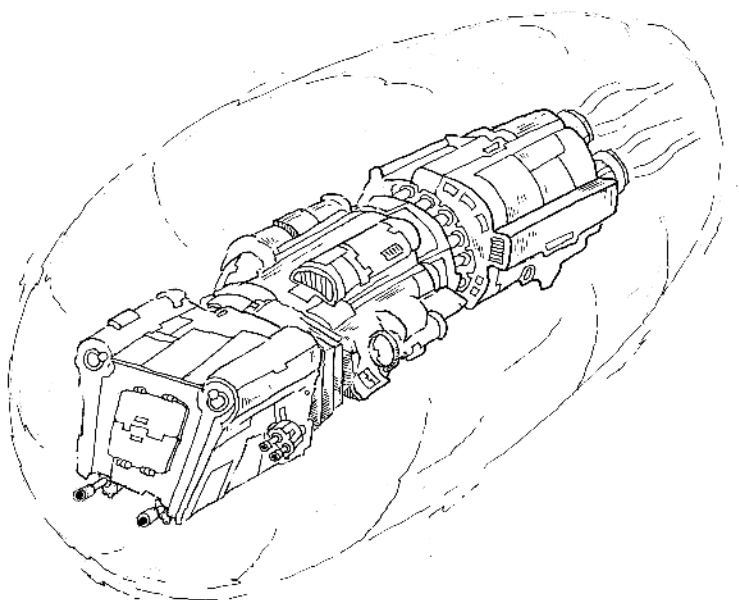
³ Halberds are axe blades attached to the hull of the ship. They deal damage when the ship is rammed into another.

ARMOR

Armor for spaceships functions differently than armor for characters. In addition to increasing the armor class of the ship it also provides a buffer for damage. It reduces the amount of damage taken by the buffer value but this number is reduced by 1 every time the ship takes an amount of damage (in one blow) greater than the buffer value. Once the buffer value falls to 0 without the armor being repaired the armor breaks. However, due to the vast amount required, armor for spacecraft is exceedingly expensive and often limited in use to strictly military vessels.

TABLE 8-4: SHIP ARMOR

Armor	AC Bonus	Buffer value	Cost in credits
FORCE FIELD	6	5	3,000
STEEL PLATING	8	4	5,000
ROCK SHEETING	4	6	2,000
WYRM HIDE	7	6	10,000





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A Sword and Planet Zine

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Explore the ruins of lost alien civilizations or sail through space in a massive freighter, weighed down with all manners of gold, jewels, and relics.

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