

HUMANSPACE EMPIRES



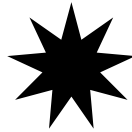
SCIENCE FANTASY
ADVENTURES

PLAYTEST DRAFT

tail
story

HUMANSPACE EMPIRES

SCIENCE FANTASY ADVENTURES IN THE STAR-FARING ANCIENT PAST
OF PROFESSOR M.A.R. BARKER'S WORLD OF TÉKUMEL



REVISED PLAYTEST DRAFT

Additional information for *Humanspace Empires at IX blog*,
<http://ixians.blogspot.com/>

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INTRODUCTION

In the early 21st century "Western Civilization" and the nations of Terra are obliterated by the Atomic Armageddon. Over thousands of years, the surviving peoples of Earth rebuild a technological civilization atop the radioactive ashes. Humankind again reaches for the stars and eventually encounters an advanced insectoid race near the star Procyon. This ancient alien race, the Pé Chói, gift the peoples of Earth with the

Three Light Drive and many other wondrous devices, and accept the Terrans as members of interstellar society.

The human space age is now fifty thousand years old. Humanity has spread across hundreds of light years of space; stellar empires have risen, endured for millennia, and fallen. The migrations and imperial expansions have ebbed and flowed, resulting from wars, commerce, religious impetus, and

HUMANSPACE EMPIRE

62000 AD

Hokum (Merkab)

Hutruq (Algenubi)

Nyeigga (Alhena)

Anoqqa (Achernar)

Veshga (Regulus)

Tinajja (Algol)

Pe Chot (Procyon)

Terrans (Sol)

Pachil Lei (Arcturus)

Hegletthya (Unukalhai)

Mihai (Dorsum)

Tusna Pelagus

Ninyal (Mirach)

Shen (Antares)

other mysterious compulsions. Countless alien species have been contacted; some have become friends and trading partners, some have been enslaved or decimated, and others persist as inimical foes of man across galactic space. Thousands of worlds have been colonized; colonies have been lost in deep space and developed strange new civilizations and even pocket star empires in the Beyond, the fringes of Humanspace.

The year 62011 AD is the 6082nd year of the Great Humanspace Empire and the 844th year of the Dynasty of the Veritable Autocrator. Mankind and its alien allies have reached a state of unprecedented technological advancement. Starships cross vast distances in days by travelling between dimensions, trade routes thread space like capillaries in living tissue, computers, androids and robots are built with advanced positronic brains, molecular machines reshape matter and interplanar power is tapped to transform worlds and even stars.

Still, it is not a time of tranquility and ease. Some feel that the Great Star Empire is crumbling under the weight of its bureaucratic and authoritarian excesses and its decadence. Human and alien foes of the empire are emboldened and active across the Orion Spur. Others know that the greatest threats lie in the unknown regions of deep and inter-dimensional space.

The following represents a partial chronology of major events in the history of Humanspace Empires:

2012-2013 AD "Western Civilization" and the nations of 21st century Terra are obliterated by the Atomic Armageddon.

ca. 8000 AD Earth struggles out of the radioactive ashes and slowly rebuilds a technological civilization

9767 AD -ca. 16800 AD Duration of the One-World Empire on Earth

ca. 12000 AD Generation ships from Earth encounter the Pé Chói in deep space. The Pé Chói gift the peoples of Earth with the Three Light Drive and many other wondrous devices. Humanity introduced to the Páchi Léi from Arcturus, the Heglethyál from Unukulhai, the Tinalíya from Algol, the Ahoggya from Achernar, and other alien species. The Pé Chói warn Terrans of dangerous species including the Mihalli from Dorsum, the Nyagga from Alhena, the Hokun from Markeb, the Hlutrugu from Algenubi.

ca. 12200 Nininyal Traders first visit Earth.

ca. 12200 - 16800 AD Duration of the League of Worlds. Members included the Pé Chói, the Terrans, the Páchi Léi, and the Tinalíya.

ca. 12300 First Regular War, earliest incursions of Algenubi into Humanspace

ca. 12600 Second Regular War, establishment of the Neutral Zone between Regulus and Humanspace

ca. 12600 - 16800 AD Lasting Peace

ca. 16800 Third Regular War, Collapse of the League

ca. 16800- 20000 AD First Interim

ca. 20000- 24000 AD Duration of the First Terran Empire

ca. 21200- 21500 AD Period of continuous interstellar warfare pitting the Terran Empire against the Regulans and the Hlutrugu.

ca. 24000 The Great War, widespread use of sub-atomic planetbuster bombs

ca. 24000 AD- 26117 AD Second Interim

ca. 25500 AD Rise of the Clonemasters in Humanspace

26117- 48044 AD Duration of the Second Terran Empire, the Clonemaster dynasties.

47987-48044 AD Clonemaster-Cymek War

48044 – 49002 AD Cymek Empire

49002- 49440 AD the Lesser [Third] Interim

49401 AD Ansible invented by the Pé Chói on Procyon

49440 – 54085 AD Duration of the (First) Humanspace Alliance

52940 AD Interfogulator invented

54044 –54085 AD nth Interstellar War ends, collapse of the (First) Humanspace Alliance

54085 - 55929 AD Fourth Interim

55929- ????? Humanspace [Third Terran] Empire

57013 AD Terran- Ahoggia War.

61167 AD First year, Dynasty of the Veritable Autocrator

ca. 61,800 AD First contact with the Shen of Antares, Shen-Transporter War

ca. 62,000 AD First contact with the Chima, the Urunen from Betelgeuse and the Hlaka from Ensis. Tekumel (Sinistra/ Nu Ophiuchi) is discovered by explorers from Humanspace amongst the trade routes of several stellar cultures including the Shen and pocket Empires in the Beyond.

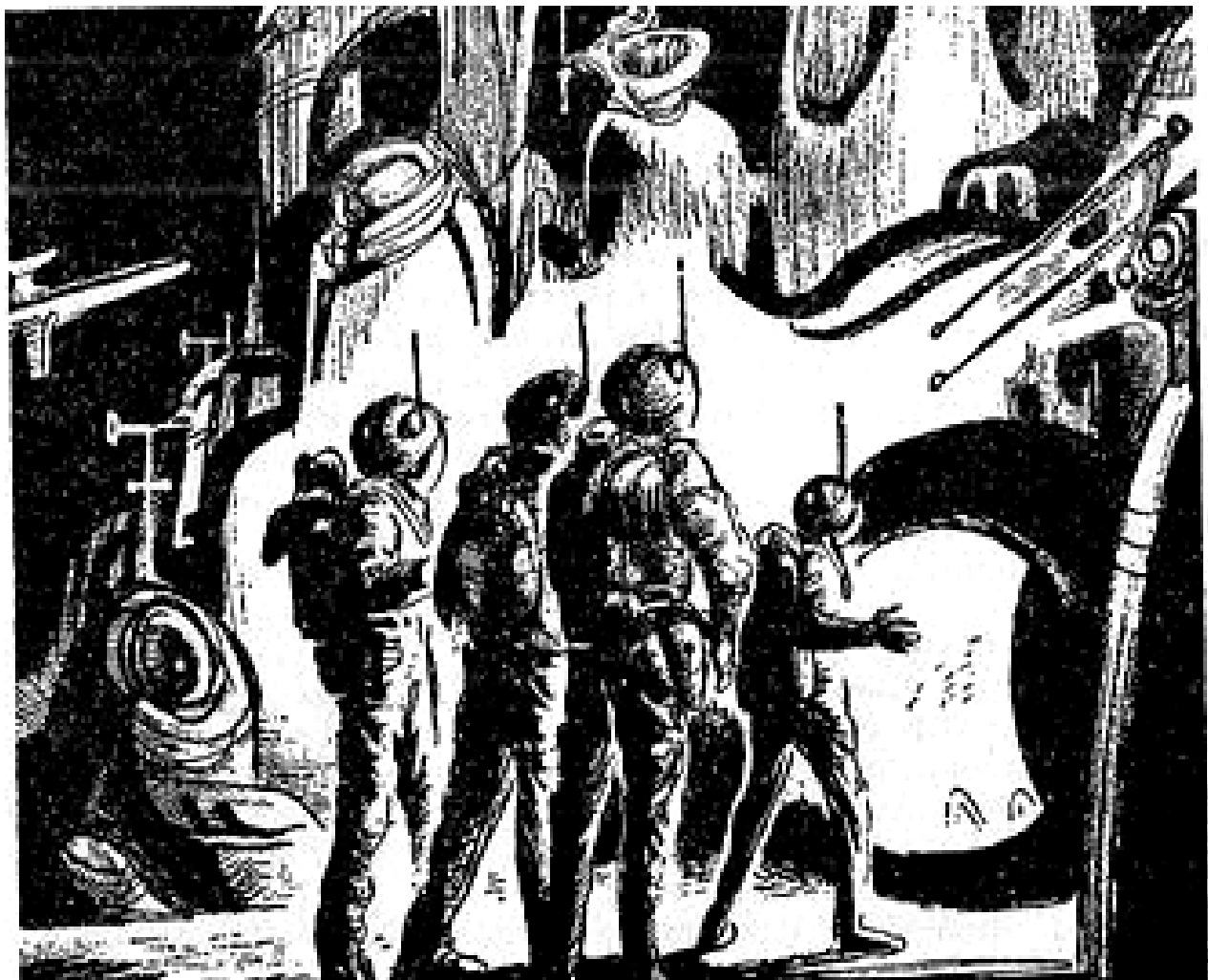
62,011 AD The present (Humanspace Empires)

62,000-62,110 AD The armies and fleets of the Humanspace Empire combat the indigenous Ssu and Hluss civilizations in the Sinistra system. Following the victory of Humanspace forces, Tekumel is terraformed. War and terraforming result in the extermination of 98% of the planet's native life . Surviving Ssu, Hluss, and related sentient species relocated onto closely guarded reservations

62,111-ca. 111, 912 AD Tekumel is the jewel of Humanspace, a pleasure planet and trading center

ca. 111, 912 AD Téikumel thrown into pocket dimension, the Time of Darkness. The same fate befalls 722 other worlds in Humanspace





CHARACTERS

CHARACTER GENERATION

Characters are generated by rolling 3d6 for each basic attribute, in the same order that they are described in this chapter, Strength, Dexterity, Constitution, Intelligence, Psychic Power, and Charisma, Record the rolls on a character sheet. The character sheet provided at the end of this book may be used.

After generating the basic attributes, note the various modifiers that each attribute provides

on the character sheet. Next, the species of the character is chosen from the various human and alien races of known space. Note that several species require minimum scores in certain attributes and several offer various specific advantages, disadvantages, and/or limitations.

Next, the character's background skills are chosen, followed by a profession, or class. Note that there are prime requisites for each class, and certain classes will require minimum scores for some abilities. Roll hit points using the appropriate die for the

character's class, and record the value on the character sheet. Also record on the character sheet any additional abilities provided by the character's class.

All characters receive a randomly determined stake of credits (CR), the currency of Humanspace. Consult the weapon and equipment lists, and use these starting funds to purchase armor, weapons and gear for the character. Record the character's *Armor Class (AC)*, weapons, and gear on the sheet.

Choose the character's sex, an appropriate name, and create a description of what the character looks like, his or her personality, and any information about the character's background.



BASIC ATTRIBUTES

A character's Basic Attributes are determined randomly. Roll 3d6 for each. Roll abilities in the order discussed below. The Referee may allow a player to roll abilities in any order; however this is not recommended.

Strength (STR) measures a character's raw physical power. High or low STR affects a character's ability to hit and cause damage in melee combat, and the chances of a character using brute force in various activities, such as forcing open a door.

STRENGTH SCORES

Score	Modifier to Melee Attack (Hit and Damage) and Force Rolls*
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

*All hits will do a minimum of 1 hit point of damage

Dexterity (DEX) measures coordination, agility, reflexes, and balance. High or low DEX scores affect armor class and probability that attacks will succeed.

DEXTERITY SCORES

Score	Armor Class Modifier	Attack Modifier*/ Initiative Modifier**	Saving Throw Modifier (to Energy Blast)
3	+3	-2	-3
4-5	+2	-1	-2
6-8	+1	-1	-1
9-12	0	0	0
13-15	-1	+1	+1
16-17	-2	+1	+2
18	-3	+2	+3

*These modifiers apply to hit and damage for melee and missile attacks.

**These adjustments are applied if the optional individual initiative rules are used.

Constitution (CON) represents a character's general health and stamina. A Constitution bonus increases a character's hit points and thus, his or her survivability.

CONSTITUTION SCORES

Score	Hit Point Modifier per Hit Die*	Saving Throw Modifier (to all Poison and Disease)
3	-3	-3
4-5	-2	-2
6-7	-1	-1
8-12	0	0
13-15	+1	+1
16-17	+2	+2
18	+3	+3

*A character will receive a minimum of 1 hit point per level regardless of the modifier to hit dice.

Intelligence (INT) determines how well a character learns, remembers, and reasons. This ability is particularly important for Scientists but useful to all classes as a high intelligence may provides additional skills, powers and languages.

INTELLIGENCE SCORES

Score	Additional Languages	Skill/Power Selection Modifier
3	0	-3
4-5	0	-2
6-8	0	-1
9-12	0	0
13-15	+1	+1
16-17	+2	+2
18	+3	+3

Psychic Power (PSY) represents a character's innate psychic potential, or his or her ability to tap into powerful inter-planar energies. Psychic power is vital to any character that will use PSY powers or super-scientific powers that rely on channeling inter-planar energies.

PSYCHIC POWER SCORES

Score	Saving Throw Modifier (to all PSY effects)	PSY Powers
3	-3	Unable to use PSY powers
4-5	-2	Unable to use PSY powers
6-8	-1	Unable to use PSY powers
9-12	0	Unable to use PSY powers from Group I-III.
13-15	+1	No restrictions or bonus
16-17	+2	+1 PSY power success rolls
18	+3	+2 PSY power success rolls.

Charisma (CHA) measures a character's force of personality, guile, magnetism, leadership qualities, and physical attractiveness. This ability is important for all characters as it affects how beings or creatures will respond to a character in an encounter, and affects the morale of retainers and the number of retainers a character may have.

CHARISMA SCORES

Score	Reaction	Retainer	
	Adjustment	Retainers	Morale
3	+2	1	4
4-5	+1	2	5
6-8	+1	3	6
9-12	0	4	7
13-15	-1	5	8
16-17	-1	6	9
18	-2	7	10

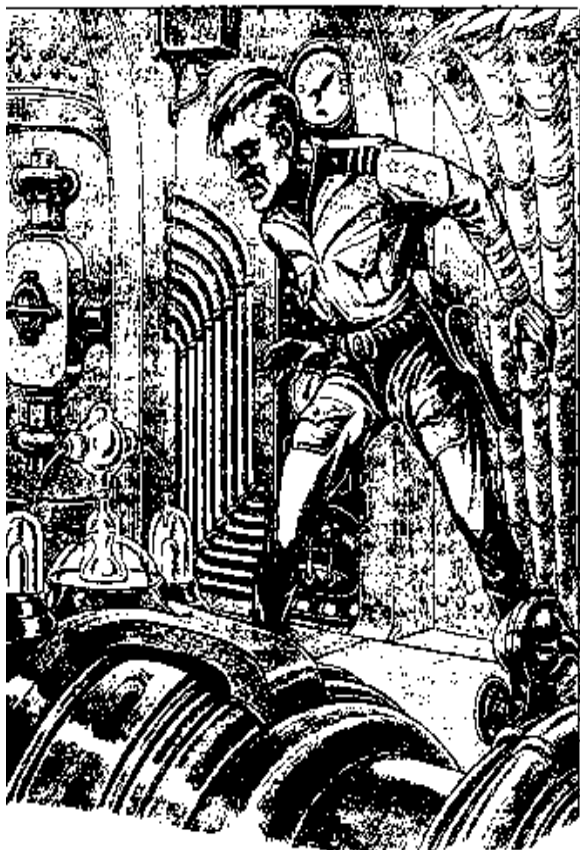
PRIME REQUISITES

Several classes discussed later in this text have listed ability prime requisites. The table below details the effect a score in a prime

requisite has on experience points earned by characters.

ABILITY PRIME REQUISITES

Score	Experience Adjustment
3-5	-10%
6-8	-5%
9-12	0
13-15	+5%
16-18	+10%



ATTRIBUTE INCREASES

Upon a character's attainment of a new level of experience, the player may roll to attempt to improve one of the character's attribute scores. If a player rolls 19-20 on 1d20, +1 point may be added to one attribute determined randomly. A roll that would

result in increasing an attribute above 18 is ignored.

ATTRIBUTE INCREASE

Roll	Attribute
1	STR
2	DEX
3	CON
4	INT
5	PSY
6	CHA

ALIGNMENT

In *Humanspace Empires*, characters are not created with an alignment; however monsters and certain beings and NPCs are described with an alignment that characterizes their relationship to the characters, or more generally, the dominant culture of Humanspace. The three alignments are generally self-explanatory, Inimical, Neutral and Allied.

Inimical monsters and beings stand in violent opposition to Humanspace, humanity and its allies in known space. Neutral creatures are, for various reasons, neither almost certainly hostile or friendly to characters, and Allied beings will usually be friendly.

Situational conditions and other factors will, in most cases, influence reactions between encountered beings, monsters and characters to a greater degree than alignment. Inimical beings will; however, almost always be hostile.

SPECIES

Humanity: Mankind is the dominant species in Humanspace, the most prolific, the most widespread, and possibly the most diverse. Humans are not limited in their advancement as Adventurers, Astronauts, Scientists or Warriors.

Ahoggyá: The Ahoggyá of Achernar are four-armed and four-legged, barrel-bodied, bristly and knobby alien sapients. Their muscular legs extend out from the base of the body in a crouch. Their four arms extend out at equidistant intervals from beneath a domed, thickly armored carapace at the top of their body. Their hands and feet both possess three digits and a thumb. Between and below their arms, protected by a horny ring, are two eyes and a fanged mouth on one side, and two eyes and other organs on each of the other three sides. They are somewhat shorter than an average human but considerably more massive. The species has eight sexes.

The Ahoggyá inhabit a semi-autonomous region of Humanspace rimward of Terra; their own star empire having been conquered by Terrans thousands of years ago. They are generally viewed as an inferior species and have adapted less well to Terran hegemony than many alien cultures. They are known for their great boxy trade ships loaded with what most races consider refuse.

Ahoggyá characters must have STR and CON scores of 13 or higher and a PSY score no greater than 9. They have a natural AC of 7 and if unarmed, attack for 1d6 damage with their claws. All Ahoggyá receive an additional 2d6 hit points at first level.

Some (1 in 4) Ahoggyá are anti-Psychic. These will have a PSY score of 8 or less; however they receive a PSY effect saving throw bonus in lieu of a penalty (equal to the absolute value of the penalty). PSY power success throws within 50 feet of these beings also suffer the penalty.

Ahoggyá are fully coordinated and may attack with all four arms at no penalty; however, because they are radially symmetrical, they can attack a single opponent no more than twice in a round. Ahoggyá Warriors do not gain additional attacks at high levels. Ahoggyá are unlimited in their advancement as Warriors. They may progress no higher than 8th level in the other classes.

Heglethyál: The Heglethyál of Unukulhai are a minor interstellar race that was contacted by the Pé Chói thousands of years prior to the arrival of humanity amongst the stars. Their homeworld is a tropical swamp planet located coreward of Terra.

Members of the species are generally human sized with a rotund, rubbery white body, four slender legs extending at equidistant intervals from the body, two upper arms with four digits and an opposable thumb, and a head with humanoid features. A bony crest rising from the forehead of their long skull curves over the back; from this crest flexible folds of skin fall down behind the shoulders to join the body at the base of the spine. The Heglethyál include two sexes; males (70 percent) and females (30 percent).

Heglethyál characters must have a CON score of 13 or higher and a PSY score no greater than 8. Many are anti-Psychic (see the Ahoggyá). They are unlimited in their advancement as Warriors but may progress no higher than 8th level in the other classes. Most star faring members of the species are merchants and their culture is known to produce fine diplomats.

Nininyal: The Nininyal, the Mole Men of Mirach IV, are amongst the most ancient interstellar species of Humanspace, having independently developed the Three Light Drive or received it from an unknown race, during the same era that it was invented by the Pé Chói.

Physically, the Nininyal are small, averaging about 3 feet tall and rodent-like, with a sharp-featured face, pronounced beak, large ears, and grey or black fur. They are bipedal, having two muscular legs, and two arms at the end of which are claw-like hands with three-fingers and a thumb. The species also has a short vestigial tail. Their sight and hearing are far more sensitive than those of humanity. A Nininyal sees clearly in near total darkness. Their night vision extends to a range of 120 feet.

The spoken Nininyal language, has proved impossible for the human tongue due largely to its extremely high speech rate, as such, it is not known what the species names itself, its language, or its home world.

Nininyal characters must have a DEX of 12 or higher and STR and CON scores no greater than 12. They may progress no higher than 8th level as Warriors. They are not limited in their advancement as Adventurers, Astronauts or Scientists.

Nlyss: Nlyss or N'lüss represent a genetically engineered human sub-species rarely encountered within the Empire but present in greater numbers in regions of the Beyond. The Nlyss are typically taller than average humans, averaging about seven feet in height, and they tend to have a light, ruddy complexion and coarse dark hair. As a clone race, they tend to vary little in individual appearance. They are devotees of an ancient code of honor and tend to be arrogant and aloof.

Nlyss characters must have Strength and Constitution scores of 12 or higher. They are best suited to be Warriors; however they are members of an Astronaut culture and not limited in their advancement as Adventurers, Astronauts or Scientists.

Páchi Léi: The Páchi Léi of Arcturus are another minor interstellar race elevated by the Pé Chói thousands of years prior to the arrival of humanity amongst the stars.

They have four short legs, a soft, grey-green pear-shaped body covered with small knobs and pendulous protuberances, four slender upper arms with four fingers and a thumb on each hand, and a heavy-jawed, toothy, animal-like head. Their huge, platter-shaped eyes permit them to see well in the dark, and they also possess an atrophied 'sixth sense'. They range from about 5 feet to 6 feet in height.

The Páchi Léi are asexual and reproduce by budding.

Páchi Léi characters have low light vision at a range of 120 feet, receive a +1 on all rolls to detect secret doors or other concealed objects and their sixth sense allows them to detect danger in a 10 foot radius on a roll of 1 or 2 on 1d6. They may attack with a weapon in their secondary arm at -2 to hit and with weapons in their other two arms, each at -5 to hit.

Páchi Léi characters must have a DEX of 12 or higher and a CHA no greater than 9. They are unlimited in their advancement in any class.

Pé Chói: This ancient race reached a state of cultural and scientific advancement during a period when most other species in known space were quite primitive. They are responsible for the invention of the Three-Light drive, a gravitic star drive that can propel a spaceship nearly as fast as the speed of light, the *ansible*, or inter-planar FTL radio, and have made significant contributions to the development of inter-planar studies and the interfogulator, that allowed for the equivalent of FTL space travel.

They are a philosophical and peaceful species. That contacted and elevated numerous developing species within Humanspace, including humanity, and these two races have remained close allies. The Pé Chói Garden Worlds remain an autonomous region within the Humanspace Empire; however, many members of the species travel to human worlds and choose to live amongst men, There are those that believe man is, and has been for millennia, a puppet of this great race.

The graceful, vaguely insectoid Pé Chói average about 6 feet in height, are covered with a chitinous exoskeleton, have two powerful rear legs, four smaller upper limbs ending in bony hands with three digits and an opposable thumb, and a segmented prehensile tail. They also possess two sets of lungs, one in the upper torso and another in the lower abdomen. Males are deep black in color and females are bone white, Their heads are long and slender, with two large green

eyes, a tapering proboscis, and two fan-like 'ears' at the rear of the skull.

The Pé Chói are divided into the two sexes, as noted supra, plus a 'neuter' stage which can be adopted by either sex. Males make up about 40 percent of the population, females 35 percent, and the neuters, 25 percent.

They are incapable of holding their breath and will die almost instantly if deprived of air. Members of the species heal at $\frac{1}{2}$ standard rate whether through rest, drugs, or other means. They may attack with a weapon in their secondary arm at -2 to hit and with weapons in their other two arms, each at -5 to hit.

All members of the species have excellent hearing and vision, and a basic form of PSY empathy that can detect the presence of another living creature within 10 feet. The same sense can detect when a member of their species has been slain within a radius of about 3 miles, and if they can ascertain who was responsible, they are implacable enemies thereafter.

Pé Chói characters must have a DEX of 12 or higher, a PSY of 9 or higher and a CON score no greater than 12. They are not limited in their advancement in any class.

Shén: 'The reptilian Shén of Antares are masters of a great star empire that rivals Humanspace in power and extent. They are generally neutral toward humanity and the allied races; however several wars with the Shén have been fought over disputed border worlds.

Humans view Shén as harsh and semi-civilized despite their great empire and super scientific culture. Shén are a Warrior culture and value physical power, ferocity and endurance.

Shén average 7 feet in height and are roughly humanoid, standing erect upon two powerful rear legs and with two forearms ending in three-fingered hands with an opposable

thumb. They are covered with shining black scales and have a thick, prehensile tail, a curved, beak-like snout, double rows of needle-sharp teeth, and a crest of glittering spines that become extended when the Shén is enraged.

The species has three sexes: males ('egg-creators') about 40 percent, females ('egg layers') 35 percent, and 'egg-fertilizers' 25 percent. They are divided into genetic lineages or 'egg-groups' that may be friendly, neutral or hostile to one another.

Shén characters must have Strength and Constitution scores of 12 or higher. Their psychic talents are weak, and they are limited to a PSY score of 10 or less. A few are anti-Psychic (see the Ahoggyá). They have a natural AC of 7 and if unarmed, may make up to 3 attacks per round; bite for 1d6 damage (at -2 to hit if additional attacks are made) and claw/claw for 1d6 damage each at -5 to hit.. All Shén receive an additional 2d6 hit points at first level. They are unlimited in their advancement as Warriors but may progress no higher than 8th level in the other classes.

Tinalíya: The Tinalíya of Algol are an intensely curious, learned, materialistic, often generous, and extremely literal-minded species. They are; however, respected throughout Humanspace as a great super-scientific culture and their devices, weapons, and starships are highly sought after.

The Tinalíya average only about 2 feet in height, have four short, outwardly-bowed lower legs, a spherical abdomen, two long arms ending in claw-like three-fingered hands with an opposable thumb, and sloping heads with huge eyes and vaguely humanoid features. Their body consists of several bulbous segments covered with a horny integument, usually tan, russet or deep brown in color. There are three sexes: males (10 percent), females (5 percent), and neuters (85 percent); the latter sex, and a few females, are usually the ones who wander

amongst the stars to explore, trade and satisfy their curiosity for a few years before returning to the intricate social life of their homeworld.

Tinalíya characters must have an INT of 12 or more, DEX and CON scores of at least 9, and a STR of 9 or less. Although the Tinalíya are highly effective combatants when necessary, they are not warlike and may progress no higher than 8th level as Warriors. They are not limited in their advancement as Adventurers, Astronauts or Scientists.

ANDROIDS AND ROBOTS

Rules for androids and robots as player characters have not been included in this draft playtest edition; however they are planned to appear in future editions as a player character class. Additionally, no specific rules are included in this edition for mutants, genetically modified characters, excepting the Nlyss, or cybernetic characters, known as *Cymeks* in Humanspace.

Despite the high degree of technological advancement in Humanspace, Cymeks and genetically-shaped beings are rare. This is, in part, a function of history, as the last Great Terran Star Empire fell through a massively destructive Civil War fought between Cymeks and Gene Shapers.

LANGUAGES

Most characters, excepting those from lost colonies, deep space, or primitive worlds, begin with the common language of Humanspace. This tongue is *Sunuz*, or Standard Star Empire and it is a descendent of the Tamil, Mayan, and Arabic languages of Ancient Terra.

There are four main branches of the universal language: High Sunuz, Standard Sunuz, Commercial Sunuz, and Scientific Sunuz. There are also many forms of low Sunuz, especially among lost colonies. The various dialects are; however remarkably uniform. Few lost colonies

have been found which do not speak a recognizable form of Sunuz even after millenia of isolation or with racial mutation almost beyond recognition. Some characters with high intelligence receive additional languages and use of super-scientific translator devices is wide spread throughout known space.



BACKGROUND SKILLS

All characters have a background; this includes a number of skills acquired during their youth. The skills listed in this section are not intended to represent the sum of a character's knowledge but include those that may be of use to during the game. The first group consists of Basic: skills, the skills of the proles of known space. The Technical group includes skills that require more advanced study or training. Finally the Expert skills include talents and skills that require considerable time and formal education or intensive training. To determine a character's starting skills, roll 1d20, add the intelligence attribute modifier and consult the table below.

BACKGROUND SKILL SELECTION

Roll	Background Skills
(-2)-1	Choose one basic skill.
2-4	Choose one basic and one technical skill.
5-9	Choose one skill from each category.
10-13	Choose 2 basic skills, 2 technical skills and one expert skill.
14-17	Choose 3 skills from each category.*
18-19	Choose 4 basic skills, 3 technical skills and 3 expert skills.*
20+	Choose 4 skills from each category.*

*Three basic skills may be exchanged for 2 technical skills or one expert skill.

The Referee may, optionally, have players roll on the following table to determine the technological sophistication of the character's homeworld. This will affect the skills available to the character.

BACKGROUND TECH LEVEL

Roll	Background Skills
1	Primitive
2-5	Advanced
6-9	Mixed
10-20	Super-Scientific

Background skills are chosen from the following table. **Bold, italicized** skills are available only to characters from advanced, mixed or super-scientific cultures. A player may select a single skill multiple times for his or her character. A skill selected twice is expressed as +1, a skill selected 3 times is expressed as +2 (e.g. brawler +1, pilot +2). No skill may be greater than +5. Each selection indicates a greater competency in the skill and the number associated with the skill is used as a modifier in some cases where skill success or failure is randomly determined,

BACKGROUND SKILLS

Basic	Technical	Expert
<i>agriculturalist</i>	<i>accountant</i>	archaeologist
	air pilot	<i>architect</i>
<i>brawler</i>	alien contact	<i>artist- sculptor</i>
<i>builder</i>	<i>animal trainer</i>	<i>assassin</i>
<i>cook</i>	<i>bureaucrat</i>	<i>astronomer</i>
driver	comms tech	<i>author</i>
<i>distiller</i>	comp tech	<i>entertainer</i>
factory worker	<i>courtesan</i>	<i>gladiator</i>
<i>gambler</i>	electrician	<i>jack</i>
<i>hunter</i>	lab tech	<i>journalist</i>
moisture farmer	mechanic	<i>mathematician</i>
<i>mountaineer</i>	<i>miner</i>	medic
<i>primitivist</i>	robo tech	<i>musician</i>
<i>scavenger</i>	<i>sailor</i>	<i>orator</i>

<i>steward</i>	<i>slaver</i>	<i>poet</i>
<i>survivalist</i>	<i>smuggler</i>	<i>scholar</i>
<i>swimmer-diver</i>	<i>thief</i>	security
<i>tailor</i>	tracer	<i>soldier</i>
<i>urbanite</i>	<i>trader</i>	spacer
	tubeway tech	<i>spy</i>

Any character attempting to use a skill with which they are not trained is treated as 1st level and penalized with -4 to their skill success roll. Any character attempting to use a weapon with which they are not trained is penalized with -4 to their attack roll.

Skill Descriptions

Most of the skills are self-explanatory, and it is left to the player and the Referee to determine the implementation and resolution of skill related actions. Some skills require additional explanation.

Brawler skill represents experience in unarmed hand to hand combat. Unskilled characters suffer a -2 penalty to hit in combat of this type. The brawler skill modifier is added to the hit and damage rolls,

Drivers are proficient in the operation of wheeled and tracked ground vehicles.

Hunters are skilled in tracking game in wilderness areas.

Moisture farmers typically hail from desert worlds. They are skilled in the operation and maintenance of various water collecting devices, the use of water-skins, still suits and desert survival.

Primitivists are adept at the manufacturing and use of primitive technology.

Survivalists are trained or experienced in wilderness survival techniques.

Air pilots are proficient in the operation of air cars, orinhtopters, and other aircraft.

Alien contacts are adept in dealings with alien species. A specific alien race may be associated with the skill implying great familiarity with that culture.

Animal trainers can train any semi-intelligent animal which is not completely aggressive to man. An animal may usually be trained in 1d4 months.

Comms techs, comp techs, electricians, lab techs, mechanics, robo techs and tubeway techs are experienced or trained in the operation and repair of communication devices, computers, electrical devices, laboratory equipment, machinery, and tubeway transport systems, respectively. A skill success roll may be necessary to repair inoperable or damaged devices.

The thief skill confers various talents including stealth, lock picking, picking pockets, etc. A skill success roll may be necessary to perform these actions.

Traders may be experienced various planetary and interstellar mercantile activities. Skill success rolls may be necessary to resolve haggling and other financial dealings.

Assassins are conferred various talents including stealth and the use of poisons,

Gladiators may select skill in any one primitive melee weapon. Selecting the skill additional times will allow increasing expertise in such weapons; however the gladiator bonus itself is not applied as a combat modifier but is representative of greater success and fame in the arenas.

Jack, or jack-of-all-trades, skill confers several advantages. Characters with this skill are considered to possess basic familiarity with many skills. They suffer a -2 penalty when the rules otherwise state that a -4 penalty would be applied to attempts to perform activities or use weapons without appropriate training.

Medic skill allows a character the use of drugs and medical kits. A skill success roll may be necessary to treat injured beings.

Security skill represents experience or training with security systems and protocol.

Soldiers may select one skill from amongst the first five Warrior class skills; additional selections of the skill may be applied to that weapon or one of the four remaining Warrior skills.

Spacers may select one skill from amongst the first 3 Astronaut class skills; additional selections of the skill may be applied to that skill or one of the two remaining Astronaut skills.

The spy skill confers various espionage related talents including stealth, lock picking, document forgery, etc. A skill success roll may be necessary to perform these actions.

Learning Background Skills

Additional background skills and increased proficiency in known background skills may be attained in game. A Basic skill may also be learned in one month at a cost of CR 1,000. A Technical skill may be learned in 4 months at a cost of CR 5,000 and an Expert skill may be learned in one year at a cost of CR 10,000. The time required to learn the skill assumes full-time study or practice. Part-time learners must multiply the time by 1d4+1.

Alternately, a character that has made use of an untrained skill on multiple occasions, been involved in activities related to the skill, or used a known skill may, upon gaining sufficient experience to increase in class level, roll on the skill success table to gain the skill or additional proficiency. The character's INT modifier applies and a successful roll acquires the skill. No more than two background skills or proficiencies may be gained per level.



ADVENTURER

Requirements: None
 Prime Requisite: None
 Hit Dice: d6
 Maximum Level: None

Adventurers are characterized by their personal independence and ability to master many disciplines for their own ends. The Adventurer lives by his wits and owes allegiance to no profession. His or her objectives are typically wealth, reputation and excitement. The Adventurer is multi-talented, but lacks the self-discipline to master any one of the profession.

The Adventurer utilizes talents of a Warrior, Astronaut and Scientist; however, is limited to the lesser talents of each. Adventurers are not limited in their use of standard super-

scientific weapons. Adventurers may not; however, wear Space Armor.

ADVENTURER LEVEL PROGRESSION

Experience	Level	Hit Dice (d6)
0	1	1+6hp
1,251	2	2+6hp
2,501	3	3+6hp
5,001	4	4+6hp
10,001	5	5+6hp
20,001	6	6+6hp
40,001	7	7+6hp
80,001	8	8+6hp
160,001	9	9+6hp
280,001	10	+1 hp only *
400,001	11	+2 hp only *
520,001	12	+3 hp only *
640,001	13	+4 hp only *
760,001	14	+5 hp only *
880,001	15	+6 hp only *
1,000,001	16	+7 hp only *
1,120,001	17	+8 hp only *
1,240,001	18	+9 hp only *
1,360,001	19	+10 hp only *
1,480,001	20	+11 hp only *

*Hit point modifiers from constitution are ignored

The character's initial professional skills are determined by rolling 1d20, applying any INT modifier and consulting the following tables. Skills and powers must be chosen in the order presented on the table;

The Adventurer may receive additional background skills and skills and powers from the Astronaut, Scientist or Warrior classes. Note that an adventurer with a low PSY score may not be allowed certain powers,

An adventurer that is allowed and chooses Scientist class powers is assumed to begin the game with a *Plastic Actualizer* or *Lens*, see the Scientist class description for more information.

ADVENTURER SKILLS/POWERS SELECTION

Roll	Background Skills
(-3)--5	Choose one additional basic background skill and 2 skills/Level 1 Powers from among the first 5
6-10	Choose 2 additional basic background skills and 3 skills/Level 1 Powers from among the first 6
11-14	Choose 2 additional basic or technical background skills and 4 skills/Level 1 Powers from among the first 7
15-17	Choose 2 additional basic or technical background skills and 5 skills/Level 1 Powers from among the first 8
18-19	Choose 3 additional background skills and 5 skills/Level 1 Powers from among the first 9
20+	Choose 3 additional background skills, and 6 skills/Level 1 Powers from among the first 10

ADVENTURER SKILLS/POWERS

primitive weapon (type)
space swordsman
energy pistol
projectile pistol
energy rifle
projectile rifle
PSY luck/holographic scanner
empathy /attractor field
grenades
demolitions
control of self /holographic projection
bio-PK I /heat ray
third eye/ machine empathy
suggestion / psychohistory
psychometry/ Z-ray
ESP/ Y-ray
telepathy/ control device

These skills and powers are either self-explanatory or detailed under the Astronaut, Scientist, or Warrior class descriptions.

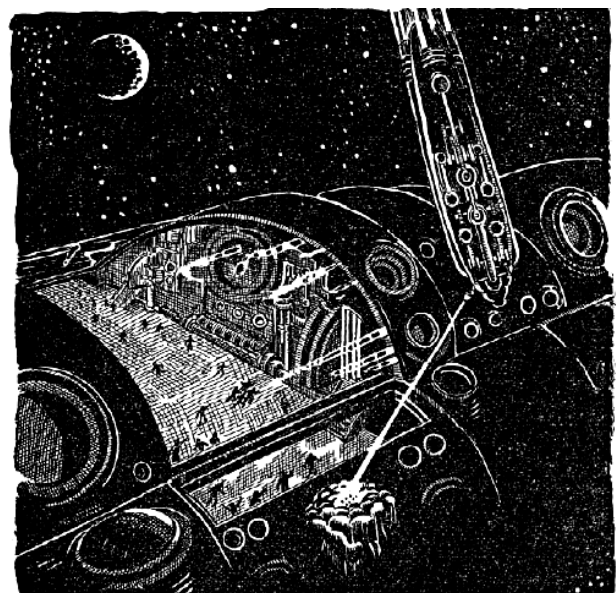
Progression to a higher experience level permits the Adventurer to add 1d4 + INT modifier Level 1 skills or powers with the least advanced skill, or lowest available on the list, being mandatorily chosen first.

At 3rd level an Adventurer may roll on the skill success table in an attempt to gain one Level 2 Astronaut or Scientist power. A successful roll acquires the power.

At 5th and 7th level an adventurer may roll on the skill success table in an attempt to gain two Level 2 and one Level 3 Astronaut or Scientist powers.

At 9th level an Adventurer may roll on the skill success table in an attempt to gain two Level 2 and two Level 3 Astronaut or Scientist powers.

Note that characters must have a PSY score sufficient to use the powers in order to acquire them. No Adventurer may gain powers greater than Level 3.





ASTRONAUT

Requirements: None

Prime Requisite: DEX and PSY

Hit Dice: d6

Maximum Level: None

Astronauts, through the use of Specific Professional Skills, pilot and crew the ships of Humanspace and Beyond. Due to their exposure to interplanar energies during space travel, astronauts with innate psychic potential become capable of tapping these energies to change reality with the power of their minds. Astronauts tend to be very mystical or religious; many become devotees of ancient weird religions.

Astronauts are only slightly less effective in combat than Warriors, due to the many dangerous alien encounters that they routinely face. Astronauts are not limited in their use of standard super-scientific weapons. They are not; however allowed to wear Space Armor.

ASTRONAUT LEVEL PROGRESSION

Experience	Level	Hit Dice (d6)
0	1	1+6hp
1,251	2	2+6hp
2,501	3	3+6hp
5,001	4	4+6hp
10,001	5	5+6hp
20,001	6	6+6hp
40,001	7	7+6hp
80,001	8	8+6hp
160,001	9	9+6hp
280,001	10	+1 hp only *
400,001	11	+2 hp only *
520,001	12	+3 hp only *
640,001	13	+4 hp only *
760,001	14	+5 hp only *
880,001	15	+6 hp only *
1,000,001	16	+7 hp only *
1,120,001	17	+8 hp only *
1,240,001	18	+9 hp only *
1,360,001	19	+10 hp only *
1,480,001	20	+11 hp only *

*Hit point modifiers from constitution are ignored

The character's initial professional skills are determined by rolling 1d20, applying any INT modifier and consulting the following tables. Skills and powers must be chosen in the order presented on the table.

A player may select a single skill multiple times for his or her character. A skill selected twice is expressed as +1, a skill selected 3 times is expressed as +2. No skill may be greater than +5. Each selection indicates a greater competency in the skill and the number associated with the skill is used as a modifier in some cases where skill success or failure is randomly determined. Note that Astronauts with low PSY scores will not be able to use certain class powers.

ASTRONAUT SKILLS/POWERS SELECTION

Roll	Background Skills
(-2)---5	Choose 2 skills/ Level 1 Powers from among the first 3
6-10	Choose 3 from the first 6
11-14	Choose 4 from the first 7
15-17	Choose 5 from the first 7
18-19	Choose 6 from the first 8
20+	Choose 7 from the first 10 and one power from Level 2

ASTRONAUT SKILLS/POWERS

engineer

gunner

space swordsman

energy pistol

navigator

pilot

PSY luck

empathy

control of self

bio-PK I

third eye

suggestion

psychometry

ESP

telepathy

PSY weapons

telekinesis

Several of the above listed skills are related to the operation of starships and interplanetary system-ships. These are briefly discussed below and will be more fully addressed in ***Book 3: Campaigns in Space and on Alien Planets***. The others include weapons skills and PSY powers; the latter are detailed in the next chapter.

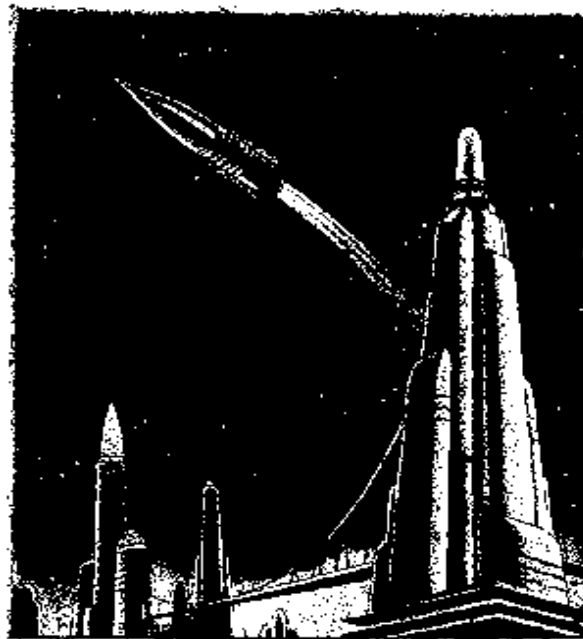
Engineer skill represents training and experience with the operation, repair, and modification of various ship systems including power plants, gravitic engines (the Three-light drive), and Interfogulators.

Gunner skill represents experience with ship's weapon systems.

Navigators are trained in astrography, computer use, ansible operation and Pilots man the ship's controls and usually serve as captain.

Progression to a higher experience level permits the Astronaut to add 1d4 (+ PSY Power Success modifier) Level 1 skills or powers with the least advanced skill, or lowest available on the list being mandatorily chosen first.

Additionally at 2nd level and all subsequent levels an Astronaut may roll on the skill success table in an attempt to gain up to 1d4 (+ PSY Power Success modifier) higher level powers. The player may select which powers he or she will attempt to acquire and the level of the power is applied as a penalty to the roll (e.g. an 2nd level astronaut attempting to learn a Level 2 power would need to roll 13 or better, a 9th level astronaut attempting to learn a 6th level power would need to roll at least 9. A successful roll acquires the power. A natural 20 is always a success and a natural 1 always fails.





SCIENTIST

Requirements: INT 10 or greater

Prime Requirement: INT and PSY

Hit Dice: d6

Maximum Level: None

The Scientists of Humanspace represent those whom have devoted their lives to scholarly pursuits, experimentation, research, and invention. Like Astronauts, Scientists with psychic potential are capable of manipulating inter-planar energies with their minds; however, unlike the Astronauts, they require technological devices to focus and direct these powers. Specific Professional Skills for Scientist characters will detail their research interests and areas of scientific expertise.

Scientists are limited in their use of standard super-scientific weapons and may only attain proficiency in the use of energy pistols. Any other weapon, if used, will be subject to a -4

penalty to hit. Additionally, scientists are not allowed to wear Space Armor.

SCIENTIST LEVEL PROGRESSION

Experience	Level	Hit Dice (d6)
0	1	1+6hp
1,251	2	2+6hp
2,501	3	3+6hp
5,001	4	4+6hp
10,001	5	5+6hp
20,001	6	6+6hp
40,001	7	7+6hp
80,001	8	8+6hp
160,001	9	9+6hp
280,001	10	+1 hp only *
400,001	11	+2 hp only *
520,001	12	+3 hp only *
640,001	13	+4 hp only *
760,001	14	+5 hp only *
880,001	15	+6 hp only *
1,000,001	16	+7 hp only *
1,120,001	17	+8 hp only *
1,240,001	18	+9 hp only *
1,360,001	19	+10 hp only *
1,480,001	20	+11 hp only *

*Hit point modifiers from constitution are ignored

The character's initial professional skills are determined by rolling 1d20, applying any INT modifier and consulting the following tables. Skills and powers must be chosen in the order presented on the table;

Scientist class characters that receive at least one Level 1 power are assumed to begin the game with a *Plastic Actualizer* or *Lens*. This technological device is worn on the head, or sometimes surgically implanted within the Scientist's skull. It focuses the character's innate psychic ability and allows the scientist to manipulate other planar energies with the power of his or her mind.

Scientists with low PSY scores will not be able to use certain class powers. Rare and expensive Lens models may actually provide a bonus to the Scientist's PSY score allowing

use of powers greater than would normally be allowed. Astronauts gain no benefits from the use of these devices as the approaches differ fundamentally.

Scientist Skills and Powers

SCIENTIST SKILLS/POWERS SELECTION

Roll	Background Skills
(-1)---5	Choose 4 skills/Level 1 Powers from among the first 8
6-10	Choose 5 from the first 9
11-14	Choose 6 from the first 10
15-17	Choose 7 from the first 11
18-19	Choose 8 from the first 12
20+	Choose 9 from the first 13 and one power from Level 2

SCIENTIST SKILLS/POWERS

biologist-botanist

physician

energy pistol

programmer

chemist

roboticist

astrophysicist

holographic scanner

attractor field

inter-planar physicist

holographic projection

heat ray

machine empathy

psychohistory

Z-ray

Y-ray

control device

Several of the above listed skills represent areas of super-scientific expertise that may be selected by Scientist characters. Scientists may utilize these skills to conduct research and experiments, solve scientific problems, and design, modify or create super scientific devices. A roll on the skill success table is needed to resolve such skill use. The others include Super-Scientific powers, detailed in the next chapter.

Progression to a higher experience level permits the Scientist to add 1d4 (+ INT modifier) Level 1 skills or powers with the least advanced skill, or lowest available on the list, being mandatorily chosen first.

Additionally at 2nd level and all subsequent levels a Scientist may roll on the skill success table in an attempt to gain up to 1d4 (+ INT modifier) higher level powers. The player may select which powers he or she will attempt to acquire and the level of the power is applied as a penalty to the roll (e.g. an 2nd level Scientist attempting to learn a Level 2 power would need to roll 12 or better, a 9th level astronaut attempting to learn a 6th level power would need to roll at least 8). A successful roll acquires the power. A natural 20 is always a success and a natural 1 always fails.



WARRIOR

Requirements: None

Prime Requisite: STR and DEX

Hit Dice: d8

Maximum Level: None

The Warrior represents those adventurers that live and die by the sword and/or raygun, such as barbarian warlords from backward

low tech worlds or the legionnaires of the star empires. Specific Professional Skills for Warrior characters will detail their weapon proficiencies and military training.

Warriors can use any weapons and armor. At 5th level, a Warrior gains one additional attack per round. One additional attack per round is gained every 4 levels to a maximum of 4 attacks per round at 13th level.

WARRIOR LEVEL PROGRESSION

Experience	Level	Hit Dice (d8)
0	1	1+8hp
1,251	2	2+8hp
2,501	3	3+8hp
5,001	4	4+8hp
10,001	5	5+8hp
20,001	6	6+8hp
40,001	7	7+8hp
80,001	8	8+8hp
160,001	9	9+8hp
280,001	10	+2 hp only *
400,001	11	+4 hp only *
520,001	12	+6 hp only *
640,001	13	+8 hp only *
760,001	14	+10 hp only *
880,001	15	+12 hp only *
1,000,001	16	+14 hp only *
1,120,001	17	+16 hp only *
1,240,001	18	+18 hp only *
1,360,001	19	+20 hp only *
1,480,001	20	+22 hp only *

*Hit point modifiers from constitution are ignored.



The character's initial professional skills are determined by rolling 1d20, applying any INT modifier and consulting the following tables. Skills and powers must be chosen in the order presented on the table.

WARRIOR SKILLS SELECTION

Roll	Background Skills
(-1)---5	Choose 5 skills from among the first 8
6-10	Choose 7 from the first 9
11-14	Choose 9 from the first 11
15-17	Choose 10 from the first 13
18-19	Choose 11 from the first 14
20	Choose 12 from the first 15

WARRIOR SKILLS

<i>primitive weapon (type)</i>
<i>space swordsman</i>
<i>space axeman</i>
<i>energy pistol</i>
<i>energy rifle</i>
<i>space armor</i>
<i>projectile pistol</i>
<i>projectile rifle</i>
<i>grenades</i>
<i>heavy weapons</i>
<i>demolitions</i>
<i>armored vehicle</i>
<i>combat medic</i>
<i>combat engineer</i>
<i>air pilot</i>
<i>gunner</i>
<i>strategist</i>

Warrior skills are generally self-explanatory.

Progression to a higher experience level permits the Warrior to add 1d4 + INT modifier skills with the least advanced skill, or lowest available on the list, being mandatorily chosen first.

CREDITS AND GEAR

Credits

Although scholars of ancient interstellar history believe that the First Humanspace Alliance had attained a level of cultural sophistication wherein near political and economic equality was granted to its citizens on hundreds of worlds, Humanspace of the 621st century has, despite its great super-scientific achievements, developed an interstellar culture characterized by accumulation of wealth amongst a few powerful elites, authoritarian bureaucratic government, and state capitalism.

The flow of Credits (CR), the currency of Humanspace, is controlled by the Khórum, a quasi-governmental network of information brokers who operate on most worlds, within the Empire and Beyond, that engage in interstellar commerce. Credit sticks are the common form of electronic currency. These devices, although not linked to specific users, may be verified via ansible and are nearly impossible to counterfeit. Precious metals, gems, technological devices and other trade goods are necessary for trade on primitive worlds or those not serviced by the Khórum.

Starting characters may be allotted 3d6 x 200 Credits to purchase adventuring gear. Alternately the Referee may decide to distribute Credits and/or gear in some other manner depending upon the nature of the campaign.

Gear

Adventuring equipment of various types is detailed later in this book.



USE OF SKILLS AND POWERS

Attempts by characters, non-player characters, and monsters to employ certain skills and the use of all PSY and Super-Scientific powers require resolution through random determination of the success or failure of the skill or power.

When necessary roll 1d20, apply appropriate modifiers and consult the table below. Index the character's class and level or the monster's hit die to the number or greater needed on 1d20 for success.

Note that a character or non-player character that attempts to use a power with a higher level than his or her own, the level of the power is applied as a penalty to the roll (e.g. an 2nd level Scientist attempting to use a Level 3 power would need to roll 13 or better, a 1st level astronaut attempting to use a 6th

level power would need to roll at least 18).

A natural 1 is always a failure and the user may experience negative effects at the Referee's discretion or if so stated in the skill or power description.

SKILL/POWER SUCCESS

Adventurer, Astronaut, Warrior	Android/ Robot. Scientist	Monster HD	Roll Needed
0			13
1		1 or less	12
2	1	1+ and 2	11
3	2	2+ and 3	10
4	3	3+ and 4	8
5	4	4+ and 5	7
6	5	5+ and 6	6
7	6	6+ and 7	5
8	7	7+ and 8	4
9	8	8+ and 9	3
10+	9+	9+ and up	2





SUPER SCIENTIFIC AND PSY POWERS

ASTRONAUT (PSY) POWERS

Level 1

Bio-PK I: the ability to influence living tissue on the molecular level. The most basic Bio=PK talent is psychic healing. This power restores 1d6 hit points and is usable once per day.

Control of Self: This power grants the user amazing control over his or her body (e.g. hold his or her breath indefinitely, stop his or her heartbeat, hold an object with an iron grip, have total recall, enter a trance, etc. The power can only be broken by monsters or

beings of 9 or more hit dice or levels and is usable twice per day.

Empathy: This power allows the user to detect the presence of living beings at a range of 50 feet; it lasts 2 rounds, and can be used twice daily. A general sense of the activity or function of the beings or any threat that they may represent to the user is also imparted.

ESP: This power allows one to detect the thoughts of living beings at a range of 100 feet; it lasts 2 rounds, and can be used twice daily.

Psychometry: This power allows the user access to visions from the past upon touching an object or body. He or she may see various scenes associated with past use or activity of the subject. Details of this power and the content of such visions are left to the Referee's discretion.

PSY Luck: This power adds +2 all attacks, PSY power success rolls and saving throws made by the character and it subtracts 3 points from any damage dice done to the character by an attacker. The benefits last 3 rounds and the power may be used but once per day.

PSY Weapon: This power allows the user to attune a PSY weapon to his or her own mental energies.

Telepathy: This power allows for mental communication with one target at a range up to 250 feet per level; this power can be used twice each day and has duration of 1 round.

Suggestion: This power allows the user to influence the minds of a being so that the being will be disposed to trust and listen to the user's words and follow his or her suggestions. 1d6 beings within a 20 foot radius may be influenced. The suggestion cannot enslave the target or influence the target to knowingly harm itself or its allies. This power has no effect on beings with which the user may not verbally communicate, androids, robots, mindless

creatures, inanimate objects, or beings with 6 or more hit dice or levels. It may be used twice per day.

Third eye: This power warns the user of danger or nearby beings of inimical alignment. It does not indicate the exact nature of the danger. This power lasts 2 rounds and can be used once per day.

Level 2

Bio-PK II: This power restores 2d6 hit points and be used once per day.

Cryokinesis This power manifests as a powerful cold ray doing 1d6 points of damage per every two user levels (rounded up) to its target. The target receives a saving throw versus energy blast. A successful save results in ½ damage. The ray will freeze substances it strikes. This power can be used twice per day.

Disbelieve: This power operates against illusions and holograms and will destroy any within a 10 foot radius. It can be used once per day.

Inter-planar barrier: This power manifests a wall of crackling force in front of the user. Any being attempting to pass it must roll 18 or better on 1d20 (PSY save bonus may be added to the roll). This wall does not stop projectiles or energy, however the user is blurred and all attacks against her are made at -2 to the hit. This power only protects the user and lasts for 2 rounds per level. This power can only be used once per day.

Levitate: This power allows the user to rise into the air and remain there for 2 rounds per level of the user. He or she moves upwards 2 feet per round and lands softly at the end of its duration. This power only affects the user, vertical movement is not possible and it can be used once per day.

Pyrokinesis: This power manifests as a powerful heat ray doing 1d6 points of damage per every two user levels (rounded up) to its target. The target receives a saving throw versus energy blast. A successful save results in ½ damage. This power can be used twice per day.

Sleep: This power induces instantaneous hypnotic sleep in beings with 4+1 Hit Die or fewer. The user may only affect one creature if it has 4+1 Hit Dice, but the power will otherwise affect up to 2d8 Hit die of creatures. Calculate monsters with less than 1 Hit Dice as having 1 Hit Die, and monsters with a bonus to Hit Dice as having the flat amount. Creatures with the fewest Hit Dice are affected first. Sleeping creatures are helpless and can be killed instantly. Slapping or wounding awakens an affected being, but normal noise does not. Sleep does not affect androids, robots, or other beings that do not normally sleep. This power can only be used once per day.

Slow/Haste: This power causes 1d6 targets within 30 feet of the user to slow their movement to ½ their normal movement rate, or speed to twice their normal speed at the discretion of the user. Hasted individuals are allowed twice their standard number of attacks per round and slowed individuals are limited to attacking only once per two rounds or ½ their standard number of attacks per round. This power lasts 2 rounds per level of the user and can be used once per day.

Telekinesis: This power allows the user to move objects through air, void, or water. The weight of the object and distance it can be moved depends on the level of the user. A user can move 1d6 pounds about 10 feet per level. Objects being moved can be hurled fast enough to stun an un-armored being. a roll to hit is necessary. This power is usable twice per day.

Level 3

Astrakinesis: This power manifests as a strong arcing electrical discharge that is 60 feet long and 5 feet wide. It deals 1d6 points of electricity damage per user level to any creature within its area. The discharge sets fire to combustibles and damages objects in its path; if the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if its range permits. Any creature within the area of effect is allowed a saving throw versus energy blast. A successful save results in ½ damage. This power can be used twice per day.

Fear: This power causes a target to panic and flee in terror. A saving throw against PSY powers is allowed. The range of the power is 20 feet, and 2 rounds elapse between its use and its effect, this leaves time for the target to employ Psychic Surgery and nullify the effect. The power can be used only once per day.

Fly: This power allows the user, with up to 250 lbs of additional weight, to fly at a speed of 120 feet per round for 3 turns per level. The flyer may rise to a height of 180 feet. The power can be used only once per day.

Mind Bar: This power allows its user to force a target to engage in or refrain from any action or actions he or she specifies. The power only affects one target and has a range of 120 feet, lasts 12 rounds, and a saving throw against PSY powers is permitted. It has no effect on androids, robots, mindless creatures or beings, inanimate objects, or beings with 6 or more hit dice or levels. It may be used once per day.

Mind Blank: The user or one target subject is protected from all devices and powers that detect, influence, or read emotions or thoughts. This power also protects against all PSY or super-scientific mind-affecting powers and effects. It has a range of 30 feet. a duration of 2 rounds per user level and may be used once per day.

Mind Flux: This power creates a blast of psychic energy that has a range of 120 feet and can strike up to 1d8 targets. The blast causes 1d6 damage per level of the user. A successful saving throw against PSY powers reduces the damage taken by half. This power can be used in a confined space with no danger to the user or his or her allies and it has no effect on androids, robots, mindless creatures or beings, or inanimate objects. This power can only be used once per day.

Level 4

Invulnerability: This power renders the user or a target of his or her choosing impervious to all weapons. This power is not proof against inter-planar weapons or PSY attacks, with the exception of powers that mimic weapons, Doom-kill, Silver Halo, and telekinesis. The effect lasts one round per level of the user and can be used only once per day.

Mind Control: This power allows the user to control 1d4 intelligent beings for 3 rounds per level of the user. A saving throw against PSY powers is allowed and any being greater than 7th level or 7 Hit Dice is not affected. The power can be used only once per day and has a range of 50 feet.

Psychic Surgery: This power will remove negative PSY effects and restore the sanity of beings driven mad by psychic or inter-planar powers. This power can be used on one being once per day.

PSY-Kill: This bio-kinetic power may be used to kill a living being, typically by restricting its breathing and stopping its heart. A saving throw against death is permitted; if the saving throw fails, the target is instantly incapacitated and dies in 3d4 rounds unless the attack is aborted or the attacker is killed or rendered unconscious. The range of this power is 120 feet. It is usable once per day.

Space Madness: This power greatly disturbs the minds of targeted intelligent beings. A saving throw against PSY effects is permitted to avoid the effect. If the saving throw fails the victim must roll on the Space Madness table. This power affects 2d6 targets of levels (or hit dice) 1 to 3, 1d6 targets of levels (or hit dice) 4 to 5. It does not affect any being of 6 levels (or hit dice) and above. It does not affect one using the Control Self power, automatons, robots, androids, or unintelligent and mindless beings. The madness may only be cured by Psychic surgery. The range of this power is 100 feet and it can be used once per day.

Level 5

Dead Zone: This power functions as Mind Block but it prevents any PSY or Super-scientific power from being used or taking effect within a 30 foot radius. This power has duration of 1 round per user level and may be used once per day.

Quest: This power will compel 1d6 targeted intelligent beings to undertake a quest of the user's choice. A saving throw is permitted. If the saving throw is not successful the targets must complete the quest before returning to normal activities. The power has a range of 30 feet and can only be used once per week. A quested being can be released from the compulsion by Psychic surgery; however the success roll must be made with a penalty equal to the level of the Astronaut that quested the individual.

Silver Halo: This glittering halo of inter-planar energy flies towards its target encircles its head and removes the target's consciousness, leaving the being a mindless automaton. A successful saving throw against PSY powers will negate the attack and it can be deflected by an already established Invulnerability power. If the halo is deprived of its intended victim, there is a 25% chance that it will strike a randomly determined target nearby. Once a target's consciousness has been taken only use of Alter Reality

power can restore it. This power has a maximum range of 30 feet and can only affect one target. It is usable once per day.

Teleportation: This power allows the user to transport herself and up to 1d12 beings (or equivalent weight) from her current location to another place with which she has firsthand knowledge. The power has a range of 360 feet, if this range is exceeded; there is a 25% chance (+1% per level of the user) of the party arriving safely. If the roll fails, there is a 50% chance of death for the entire transported party (lost forever in some inter-dimensional void), there is a 30% chance they are lost somewhere on the planet (or nearest planet), and a 20% chance they are on another planet.

Level 6

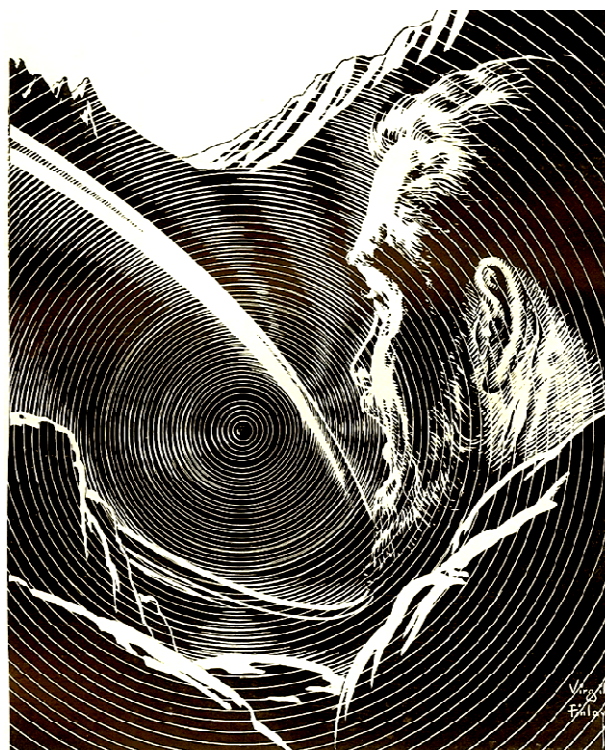
Alter Reality: This power allows (within limits imposed by the Referee) the user to alter reality in a significant if not cosmic manner; this is accomplished by contacting an extremely powerful inter-dimensional being. If the alteration is major, the being may force the user into a compact. This power can only be used once per week.

Call Inter-Planar Demon: One large and terrible demonic being may be called to serve the user for 2 rounds per level of the user. This demon will have 1d8 +8 hit dice. This power may not be used by anyone under 9th level. After using this power, the user will be unable to use any psychic powers for one week.

Doom-Kill: This power erupts as an invisible inter-planar explosive force. The blast has a range of 240 feet, a 2d6 is rolled to see if the target is hit (a hit occurs on 7-9), any roll below 7 indicates that the blast has fallen short, and any result higher than 9 means the target has been overshoot. If a user rolls 2 on the 2d6 roll, he or she is the target! The explosion requires a 30 foot area within which it explodes. Anything inside this area is destroyed if a saving throw vs. energy blast at

-4 is not made. All failed saving throws mean instant death, and if the save is successful 2d6 damage is taken by the target. A being killed by this effect may be revived with an ultra-high intensity Y-ray or through alter-reality; however 3 full weeks will be needed for recovery.

Nexus Point: This power will be detailed in subsequent editions.



SCIENTIST (SUPERSCIENRIFIC) POWERS

Level 1

Attractor Field: This power allows the user to move objects through air, void, or water. The weight of the object and distance it can be moved depends on the level of the user. A user can move 1d4 pounds about 10 feet per level. Objects being moved can be hurled fast enough to stun an un-armored being. a roll to hit is necessary. This power is usable twice per day.

Control Device: This power allows the user to take control of simple mechanical or electronic devices. A door may be opened or closed; simple mechanical or electronic locks may be subverted; a projectile or ray gun may be temporarily jammed or otherwise inoperable. Effects may be canceled by another's use of control device power but otherwise last 1 round per level of the user. This power may be used three times per day.

Heat Ray: This power manifests as a powerful heat ray doing 1d6 points of damage per every two user levels (rounded up) to its target. The target receives a saving throw versus energy blast. A successful save results in ½ damage. The power may be used twice per day.

Holographic Projection (I): A holographic image is displayed, overlaying the user. A successful save vs. PSY powers will allow disbelief in the holographic image. Semi-intelligent creatures suffer a -2 penalty to the roll. Automatons, androids, and mindless creatures never believe in illusions. Damage from an illusion is treated as real by those that believe in them. Note that the illusion is limited to the user only. This power is usable once per day and has a duration of 3 rounds per user level.

Holographic Scanner: This power functions as a sensor orb and allows the user to see, hear and create holographic recordings of any activity within a 50 foot radius, even if walls or other obstacles intervene. The remote viewing may be done three times per day.

Machine Empathy: This power allows the user to detect the presence of robots, androids, and positronic computers at a range of 100 feet; it lasts 2 rounds. A general sense of the activity or function of the machine and any hostility or threat that it may represent to the user is also imparted. The power may be used three times per day.

Y -Ray (I): This power allows the user to generate a low intensity Y-ray that will heal

1d6 hit points. The range is 30' and the power may be used two times per day.

Z-Ray (I): This power allows the user to generate a wide Z-ray that will unerringly strike a target doing 2d8 points damage. The target is allowed a save vs. energy blast and if successful takes ½ damage. The range is 60' and the power may be used twice per day.

Level 2

Control Machine: This power allows the user to control 1d4 robots, androids, or computers for 3 rounds per level. A saving throw against Death is allowed and any target greater than 7th level or 7 Hit Dice is not affected. The power can be used only once per day and has a range of 50 feet.

Disbelieve: This power operates against illusions and holograms and will destroy any within a 10 foot radius. It can be used twice per day

Extra-Vision: This power infers 120 foot range low light and infra red vision on the user, allows the user to project his or her vision through solid substances up to a distance of 120 feet and provides visual magnification to 5000 feet in well lit conditions.

Invisibility Ray: The targeted being or object becomes invisible, vanishing from sight, even from vision enhancing equipment and holographic scanners. If the target is a being carrying gear, that vanishes, too. The target, if not the user, becomes invisible to the user and any allies. Items dropped by an invisible being become visible; items picked up disappear if tucked into worn clothing or containers worn by the creature. The effect ends if the subject attacks any being, but is otherwise of indefinite duration. This power has a range of 30 feet and may be used once per day.

Paralysis Ray: This power generates a green ray that paralyzes one target for one round per level of the user. A saving throw vs. energy blast is permitted. This ray has a range of 30 feet and may be used once per day.

Scanner Jam: A 30 foot radius per user level is protected from all super-scientific scanning devices or detection powers. This power does not interfere with PSY powers and effects of any kind. It may be used twice per day.

Y -Ray (II): This power allows the user to generate a mid- intensity Y-ray that will heal 2d6 hit points, neutralize normal toxins, and cure all minor natural diseases. The range is 30' and the power may be used two times per day.

Level 3

Holographic Projection (II): A limited illusion of one approximately human sized being is created. A successful save vs. PSY powers will allow disbelief in the holographic image. Semi-intelligent creatures suffer a -2 penalty to the roll. Automatons, androids, and mindless beings never believe in illusions. Damage from an illusion is treated as real by those that believe in them. This power is usable once per day and has a duration of three rounds per user level.

Electrical Discharge: This power manifests as a strong arcing electrical discharge that is 60 feet long and 5 feet wide. It deals 1d6 points of electricity damage per user level to any creature within its area. The discharge sets fire to combustibles and damages objects in its path; if the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if its range permits. Any creature within the area of effect is allowed a saving throw versus energy blast. A successful save results in ½ damage. The power may be used once per day.

Z-Ray (III): This power allows the user to generate a wide Z-ray that will unerringly strike 1d6 targets doing 2d8 points damage to each. The targets are allowed a save vs. energy blast and if successful take ½ damage. The range is 120' and the power may be used twice per day.

Level 4

Electromagnetic Pulse: This power creates a massive energy pulse that will jam all unshielded electrical equipment (including energy weapons, robots, androids and force fields) in the effect radius for 2 rounds per level. Shielded devices, androids and robots are allowed a save vs. death to avoid the effect. The scientist may establish a zone of no more than a 10 foot radius within the area of effect within which the pulse is negated. The power may be used once per day.

Holographic projection (III): This power allows the user to create the illusion of any one being that he or she can imagine, up to about five times the size of a human or up to five human sized illusory beings. These last for 2 rounds per level of the user. The holographic beings can move up to 240 feet away from the user. A successful save vs. PSY powers will allow disbelief in the holographic image. Semi-intelligent creatures suffer a -2 penalty to the roll. Automatons, androids, and mindless creatures never believe in illusions. Damage from an illusion is treated as real by those that believe in them.

Mind Blank: The user or one target subject is protected from all devices and powers that detect, influence, or read emotions or thoughts. This power also protects against all PSY or super-scientific mind-affecting powers and effects. It has a range of 30 feet. a duration of 2 rounds per user level and may be used twice per day.

Nega-sphere: This power creates a black globe of force, with a radius of ten feet that protects those enclosed against all attacks or

approach. No attacks of any kind may be launched from within the sphere and no visibility in either direction is possible. The sphere lasts 1 round per level of the user and can be used only once per day.

Level 5

Replication: This power deconstructs and reassembles matter on a sub-atomic level. Any standard inanimate object or objects of up to one pound per user level may be created from refuse or a similar mass of any other matter. The scientist will need an example or complex code based on a previously analyzed example of the object to be created. The created objects will function exactly as the replicated object and are permanent. This power requires one hour per pound of matter transmuted and may be used once per day.

Temporal Stasis: The subject, whom must be touched by the user, is placed into a state of suspended animation, and for the subject, time ceases to flow; it grows no older, and its body functions virtually cease. This state persists until the effect is removed (such as by alter reality). A successful saving throw vs. death negates the effect. The power may be used once per day.

Weather Control: This power allows the alteration and control of rain, storms, snow, temperature, cloud cover, etc, within a radius of 2 miles per user level. Weather beyond local extremes cannot be created. The power may be used once per day.

Y -Ray (III): This power allows the user to generate a high- intensity Y-ray that will heal 4d6 hit points, neutralize all toxins, cure all

natural diseases and radiation sickness and cancel any negative PSY effects excepting Space madness. The range is 30' and the power may be used once per day.

Level 6

Disintegrate: This power manifests as a thin, green ray. No attack to hit is necessary, but targets may save versus death to negate the effects. Any corporeal being or construct of any size struck by the ray is instantly disintegrated. When used against an object, the ray disintegrates as much as one 10' cube of inanimate matter; disintegrating only a part of any very large object or structure targeted. The power may be used once per day.

Monster from the Id: This power creates a very powerful 2d4 +8 hit dice invisible monster from the user's subconscious. The monster will serve for 3 rounds per level of the user. Note this power cannot be used by anyone of 6th level or less. If the user is of 7th to 8th level, he or she must subsequently rest for one full week. A 9th level or higher user may use this power once per day but must rest one full day between uses.

Nexus Point: This power will be detailed in subsequent editions.

Y -Ray (IV): This power allows the user to generate an ultra high- intensity Y-ray that will restore one being to life. The revived being must rest for one week. The power is effective up to one week after death and is usable once per week. Scientists of 8th level or below may not utilize this power.



WEAPONS AND GEAR

This section provides statistics for a selection of the advanced and super-scientific weapons, armor, and adventuring gear available to characters in Humanspace. No details for primitive weapons are included in this draft. Details for these weapons may be obtained from *Labyrinth Lord* or another broadly compatible game system.

The price and availability of the various weapons, armor, and gear presented in the following pages will vary from world to world.

Grenades, explosives, and certain types of military equipment will be typically very difficult to obtain and atomic, sub-atomic and thermostellar bombs are available only to the Imperial military within Humanspace.

Projectile weapons require ammunition which must be purchased and accounted for. Advanced energy weapons must be recharged daily and Super-scientific weapons are powered by wavium crystals and do not need to be recharged as the crystals will normally last for at least one

year; however, as detailed in the *Combat* chapter, they may be temporarily disabled or broken in combat.

Primitive weapons and armor are readily available as gladiatorial games wherein combatants fight with such weapons are popular on many worlds.

Primitive weapons and armor are not effective against Advanced or Super-scientific armor and weapons. Primitive weapons are assessed a -4 penalty when attempting to hit an individual wearing Advanced or Super-scientific armor and all Also, all Primitive armor is treated as AC 8 when attacked with Advanced or Super-scientific weapons.

WEAPONS

Super Scientific Melee Weapons

Weapon	Variable		CR
	Damage	Weight	
Psy-knife	1d10	0.5 lb.	1000
Psy-sword	2d6	1 lb.	2000
Space ax	2d6	5 lb.	300
Space sword	1d10	3 lb.	200
Vibro blade	1d8	1 lb.	100

Super Scientific Ranged Weapons

Weapon	Range	Variable		CR
		Damage	Weight	
Disintegrator pistol (inter-planar)	60'	-	1 lb.	-
Disintegrator rifle (inter-planar)	60'	-	3 lb.	-
Disintegrator rifle (sub-atomic)	60'	-	20 lb.	10000
Disruptor pistol	300'	2d6	1 lb.	300
Disruptor rifle	360'	2d8	3 lb.	500
Heat ray pistol	300'	1d8+1	0.5 lb	175
Heat ray rifle	360'	1d10+1	3 lb.	300
Laser pistol	240'	1d8	1 lb.	75
Laser rifle	300'	1d10	3 lb.	150
Lightning pistol	60'	2d8	15 lb.	550
Lightning rifle	90'	3d8	20 lb.	400
Needle gun	360'	1d10	3 lb.	150/10*
Tangle gun	30'	-	2.5 lb.	175/10*
Wavium pistol	300'	2d6+1	2.5 lb.	300/3*
Wavium rifle	360'	3d6	6 lb.	500/5*
X-ray pistol	300'	1d8	1 lb.	200
X-ray rifle	360'	1d10	3 lb.	350
Z-ray pistol	300'	2d6	1 lb.	300
Z-ray rifle	360'	2d8	3 lb.	500

* Projectile weapons require ammunition, available at the cost shown per shell or clip.

Psy-knife: These rare weapons are used only by powerful psionics and each device must be hand crafted and attuned to the mental energies of its user. The psy-knife appears as a small polished metallic cylinder. The psionic energy of its bearer may be projected through the cylinder forming a blade, about one foot in length, of pure mental energy, capable of cutting through any known substance,

Psy-sword: Similar to the psy-knife, these more powerful weapons allow for the projection of a blade of mental energy over three feet long.

Space-axe: These heavy weapons have an axe blade on one end and a needle-sharp spike on the other and are heavily inlaid with or entirely composed of ultra-dense duranium. As the use of super scientific energy weapons or projectile weapons may be very hazardous in the environment of a starship and the shields of space armor are typically attuned to resist the output of energy weapons, the space-axe is often employed by space marines in boarding actions.

Space-sword: Similar to the space-axe, these weapons are typically rapier like swords composed entirely of ultra-dense duranium and capable of being thrust through space armor and shields.

Vibro blade: Similar in appearance to a space sword, these weapons are composed of less dense metals but ultrasonic vibrations generated within the device increase the effectiveness of the blade making it nearly as efficient in piercing space armor and shields as a space sword.

Disintegrators (inter-planar): Although inter-planar powered disintegrators are often installed in Eyes or other devices equipped with interfogulators, hand held and man

portable versions are beyond the Super-scientific capabilities of Humanspace in the 621st century; however a few examples from inter-dimensional or contra temporal sources have been found,

A thin, green ray is emitted from these devices. No attack to hit is necessary, but targets may save versus death to negate the effects. Any creature of less than 16 HD struck by the ray is instantly disintegrated. A creature with 16 HD or greater that's fails to save will be partially disintegrated and suffer 8d8 damage. When used against an object, the ray simply disintegrates as much as one 10' cube of nonliving matter; the weapon disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force.

Disintegrator rifle (sub-atomic): Although experimental and somewhat rare, these heavy weapons are available in 621st century Humanspace. A beam of crackling black energy is emitted from these devices. No attack to hit is necessary, but targets may save versus death to negate the effects. Any creature of less than 12 HD struck by the ray is instantly disintegrated. A creature with 12 HD or greater that's fails to save will be partially disintegrated and suffer 6d8 damage. When used against an object, the beam disintegrates as much as one 8' cube of matter. The atomic disintegrator also affects objects constructed of force.

Disruptors: These weapons emit a bluish white pulse that disrupts matter at a sub-atomic level. Sustained disruptor fire will disintegrate one 1' cube of matter in 3 rounds. These weapons are rare in Humanspace and are the typical arms of the Regulan and Hlutrgu.



Heat Rays: Heat ray weapons emit a red ray of thermal energy. Sustained heat ray fire will melt all but the densest matter (one 1' cube of matter in 10 rounds). These devices can also be used to ignite flammable materials.

Lasers: Lasers are more primitive energy weapons, similar to heat rays, found on less developed worlds.

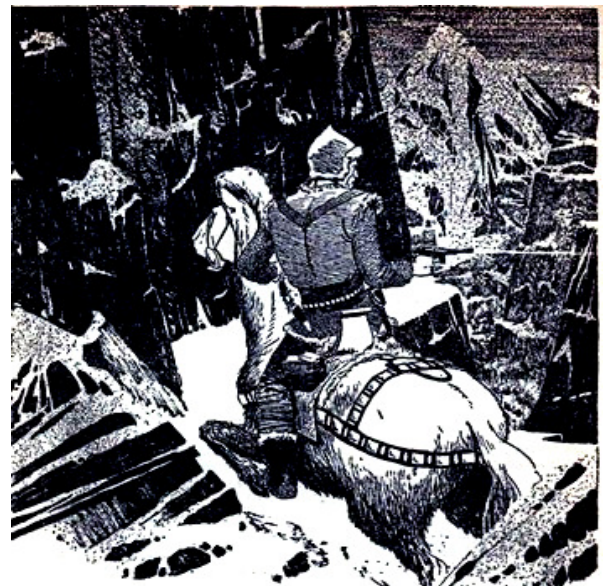
Lightning pistols: These bulky pistols are attached by coils to a power supply worn on the back and emit a powerful discharge of electricity similar to naturally occurring lightning that is 60' long and 2' wide. The discharge will set fire to combustibles and damages objects in its path. It can melt metals with a low melting point. Any creature caught in the area of effect receives a saving throw versus energy blast. A successful save reduces damage by half.

Lightning rifles: These weapons are generally similar to lightning pistols but the discharge is 60' long and 5' wide.

Needle Gun: These weapons, sometimes called needlers, look like ancient submachine guns, and rapidly fire bursts of small high

velocity metal darts. A clip of ammunition weighs 0.5 pounds and is sufficient for 20 rounds of fire.

Tangle Gun: These large pistols fire a multi-layered mass of strong, sticky strands. Creatures caught within the tangle become entrapped among the gluey fibers. Entangled creatures can't move, but can break loose depending on their strength. Any being with strength in a human range can break free of the webs in 2d4 turns. Creatures of higher strength can break free in 4 rounds. The strands are highly flammable. All creatures within the burning tangle mass take 1d6 points of fire damage from the flames for 2 rounds. After this time surviving creatures are free of the strands. A clip of ammunition weighs 0.5 pounds and is sufficient for 6 shots.



Wavium pistol: These bulky pistols fire shells filled with depleted wavium pellets which explode when exposed to oxygen. The thin coating of the shell breaks on contact with the target, thus creating the explosion. These devices are not usable in space or other environments devoid of oxygen. A clip of

ammunition weighs 0.5 pounds and is sufficient for 6 rounds of fire.

Wavium rifle: Similar to wavium pistols; these weapons are very long cumbersome rifles. A clip of ammunition weighs 1 pound and is sufficient for 12 rounds of fire.

X-ray weapons: These weapons emit an invisible ray of x-radiation that only affects living tissue. X-rays are capable of penetrating up to 15' of all but the densest

matter and still injuring a target. Due to their invisible beam, these weapons are popular with snipers and assassins

Z-ray weapons: Also known as blasters, emit a blue ray of z-radiation. Sustained z-ray fire will disintegrate one 1' cube of matter in 5 rounds.

SUPER SCIENTIFIC GRENADES AND EXPLOSIVES

Weapon	Blast Radius	Variable Damage	Weight	CR
Atomic bomb	1000'+	Special	25 lb.+	-
Diambrite (D-4 Explosive)	90'	Disintegration	1 lb.	5000
Fire bomb	20'	8d8	1 lb.	2000
Flash grenade	20'	-	0.5 lb.	100
Nerve gas grenade	20'	Death	0.5 lb.	150
Planet Buster bomb (sub-atomic)	20 mi.+	Special	500 lb.+	-
Pulse Grenade	10'	-	1 lb.	150
Shock bomb	30'	4d8	3 lb.	1000
Shock grenade	10'	2d8	0.5 lb.	150
Smoke grenade	30'	-	1 lb.	1 lb.
Stun bomb	30'	-	0.5 lb.	50
Stun grenade	10'	-	0,5 lb.	100
Tangle grenade	10'	-	1 lb.	100
Thermostellar bomb (Interfogulator)	200 mi. +	Special	1000 lb.+	-
Wavium bomb	50'	8d8	3 lb.	3000
Wavium grenade	20'	4d8	1 lb.	500

Atomic bomb: These devices derive their immense destructive force from nuclear reactions of fission or fusion. Atomic bombs vary widely in yield. An atomic bomb is treated as a diambrite explosion (see below) within its blast radius, as a 10X power firebomb in a zone 5x its blast radius, and as a wavium bomb in a zone from 5x its blast radius to 20x its blast radius. The powerful electromagnetic pulse created by the explosion will also jam electrical equipment (including energy weapons, robots, androids and force fields) in the blast radius for 2d8

hours. Additionally any living being caught in the blast must save vs. death or die from radiation exposure in 3d6 days.

Diambrite (D-4 Explosive): Diambrite is a very powerful and stable, synthetic plastic explosive. Any being of less than 20 HD within the inner one-third of the blast radius is instantly disintegrated. A being within the outer blast radius or a being with 20 HD or greater within the blast radius that saves against Energy blast will suffer 12d8 damage, a failed save results in disintegration. All

inanimate matter, excepting super dense metals is disintegrated; super-dense matter and energy within the inner blast radius are also destroyed.

Fire bomb: This spherical bomb will melt 50% of all but the densest matter and ignite flammable materials within the blast radius.

Flash grenade: This spherical grenade emits a burst of photons that damages or destroys the optical nerve endings of all unprotected beings in the blast radius. A failed save versus energy attacks results in permanent Blindness, a successful save indicates that the victim is blinded for 1d4 hours. Space armor and most space suit helmets protect against this effect.

Nerve gas grenade: This type of grenade emits a colorless and odorless nerve gas that attacks the central nervous system. Each round a target remains in the blast radius; he or she must make a saving throw versus poison or die. Space armor and space suit helmets offer complete protection from the gas.

Planet Buster bomb (sub-atomic): These terrible weapons derive their destructive energy from sub-atomic forces. Treat as an atomic bomb with a much greater blast radius. A bomb of sufficient size may result in seismic aftershocks that are capable of shattering a world.

Pulse grenade These spherical grenades emit a powerful electromagnetic pulse that jams electrical equipment (including energy weapons, robots, androids and force fields) in the blast radius for 2d4 rounds. Robots and androids are allowed a save vs. energy blast to avoid this effect. Electronic devices of less than super-scientific level are permanently short-circuited.

Shock bomb: This cylindrical bomb releases a pulse of electricity in the blast area; protection and cover is not afforded by metal obstacles. In addition to the damage caused

by the burst, victims are stunned for 2d8 rounds. A successful save vs. Energy blast halves damage and avoids the secondary effect of the bomb.

Shock grenade: This spherical grenade is similar too, but less powerful than the shock bomb; the stun affect lasts only 1d6 rounds.

Smoke grenade: A smoke grenade emits an inert thick white smoke that obscures all vision within its blast radius. The smoke is treated as darkness for effects on visibility and combat. The cloud persists for 1d3+6 turns.

Tangle grenade: These large cylindrical grenades burst on impact expelling a mass of gluey fibers Beings caught within the tangle become entrapped and can't move, but can break loose depending on their strength. Any being with strength in a human range can break free of the webs in 2d4 turns. Beings of higher strength can break free in 4 rounds. The strands are highly flammable. All creatures within the burning tangle mass take 1d6 points of fire damage from the flames for 2 rounds. After this time surviving creatures are free of the strands.

Thermostellar bomb (interfogulator): The weapon without answer. These devices are weaponized interfogulators that derive their destructive energy from inter-planar forces. If exploded within a star a sufficiently large bomb may induce collapse or supernova. Treat as an atomic bomb with a much greater blast radius. Objects "disintegrated" are 50% likely to be shifted into a bubble plane or another dimension.

Wavium bomb: These spherical bombs are filled with depleted wavium pellets which explode when exposed to oxygen. The outer casing of the device is fragmented by a small timed diambrite charge exposing the pellets to air and creating the explosion. The explosion may be timed or remotely detonated. Wavium bombs are not usable in

space or other environments devoid of oxygen.

Wavium grenade: This spherical grenade is generally similar to a wavium bomb; however the explosive charge is timed.

ARMOR

SUPER SCIENTIFIC ARMOR

Armor

	AC	Weight	CR
Heavy clothing	8	10 lb.	30
Skin suit	6	7 lb.	500
Space armor (light)*	4	50 lb.	1000
Space armor (medium)*	3	100 lb.	3000
Space armor (heavy)*	2	150 lb.	8000
Space suit*	5	20 lb.	500
Shield belt (Mk I)	8	1 lb.	550
Shield belt (Mk II)	7	2 lb.	1000
Still suit	7	5 lb.	300

* DEX AC modifiers are not applied when wearing this armor.

Shield belt: A shield belt creates a scintillating force field around the wearer that may absorb some energy attacks and deflect some projectiles. The protection from a shield belt is cumulative with other armor. A Mk I shield belt reduces AC by 1 and a Mk II shield belt reduces AC by 2.

Skin suit: Skin-suits are super-scientific form-fitting, light weight space suits with a bubble hood. They are generally no bulkier than standard clothing; however the wearer suffers no effects from vacuum, gas or disease so long as the suit has not been breached. A suit is breached when the wearer takes damage. Skin suits have limited self sealing capability and breaches will be repaired on a roll of 1 or 2 on a 1d6.

Space armor: Three types of armored space-suits are available on super-scientific worlds, light, medium, and heavy space armor. All

three types include an armored helmet and are equipped with powered exoskeleton that increases the strength in the wearer. This equipment in light armor merely offsets the weight of the suit. Heavy and medium armor confer an effective STR of 18 on the wearer. Space armor is breached when the wearer takes damage; however these suits have excellent self sealing capability. Breaches will be repaired on a roll of 1 -8 on a 1d10 for light armor and on a roll of 1 -9 on a 1d10 for medium or heavy armor.



Spacesuit: Spacesuits are considerably bulkier than form fitting skin suits and include a body suit, gauntlets, boots, and a bubble helmet. The wearer suffers no effects from gas or disease so long as the suit has not been breached. A suit is breached when the wearer takes damage. Advanced spacesuits have limited self repair capability and breaches will be repaired on a roll of 1 or 2 on a 1d6. Super-scientific space suits repair breaches on a roll of 1-3 on a 1d6.

Still suit: Still-suits are tight fitting garments made of a synthetic osmotic equipped with waste water recycling systems to maximize recovery of all water loss. Assuming any atmospheric water is present an individual wearing a properly fitted suit can subsist on recovered water indefinitely. These suits do not protect against vacuum or extremes of heat and cold but provide some armor protection.

GEAR

Air Tablets: When placed in a bubble helmet, each tablet provides 8 hours of breathable air. CR 10 each; Weight: negligible.

Canteen: A container that holds one quart of liquid. CR 10. Weight: 1 lb.

Climbing gear: These kits include crampons, pitons, and a safety harness and provide a +5 to Mountaineer skill rolls. CR 200; Weight: 15 lb.

Cold weather clothing: A set of heavy clothing that protects against frigid temperatures; includes a parka, trousers, gloves, and boots. CR 150; Weight 12 lb.

Backpack: Synthetic container that holds up to 100 pounds, CR 40; Weight: 5 lb.

Communicator (Micro-set): The standard handheld communication device has a range of 100 miles unless connected to a comm network and can be adjusted to a range of frequencies. These devices also contain a chronograph, destination compass, holographic camera, holographic ray, sound recorder and basic computer. CR 50; Weight: 0.5 lb.

Contra-grav belt: This device allows the user with up to 250 lbs of additional weight to fly at a speed of 120 feet per round. The flyer may rise to a height of 180 feet. CR 2000; Weight: 1 lb.

Eye spy: These very small (about 1 inch diameter) flying robotic sensor devices may be remotely controlled with a communicator or hand scanner. The eye travels up to 120' each round and will send visual information back to the controller, and can see with 60' extra-vision. If detected the device may be attacked. It has an effective AC: 3 and 2 hit points. CR 1500; Weight: negligible.

Sensor orb: A handheld multipurpose scanner that can sample and measure atmospheric conditions, take gravitic readings, detect and define life in a 50 foot radius, provide chemical analysis of substances, make holographic recordings, etc, Science skills are needed to make full use of the device. CR 1500; Weight: 1 lb.

Laser flashlight: This small handheld device generates a powerful beam of light to 120 feet. It may also be used as a heat ray with a range of 3 feet, primarily for starting fires or heating objects. CR 50; Weight: 0.5 lb.

Lockpick: A device designed to foil mechanical and electronic locks, +2 to lock picking skill success rolls. CR 100; Weight: 0.5 lb.

Magnetic Clamps: These devices may be fitted to boots and allow the wearer to cling to metallic surfaces, walk on spaceship hulls, walk up metallic walls, etc. CR 200; Weight: 4 lb.

Med-kit: A small utility bag that contains a med-scan, one container of skin spray, two doses each of Anti-Tox, Flask, and Vax, bandages, gauze, etc. CR 500; Weight: 6 lb.

Med-Scan: A character with physician or Medic skill may use this device to accurately assess the physical health of any known being. CR 300; Weight: 2 lb.

Perimetric orbs: A security system consisting of four small floating silver globes designed to be set in a perimeter around a camp and programmed to monitor an area and sound an alarm if an intruder is detected. One set may enclose a 900 square foot area. . It has an effective AC: 4 and 1 hit point. CR 1000; Weight: 0.5 lb.

Rope: A durable, narrow gauge synthetic cord that can safely handle 300 pounds. CR 10 and Weight: 5 lb. per 50 feet.

Scan goggles: These devices are similar to the Scan-scope, below, but are designed to be worn. They provide magnification of up to 1000X and infrared and night vision capabilities up to 60 feet. CR 200; Weight: 0.5 lb.

Scan scope: These binocular devices have a magnification of up to 2000X and provide infrared and night vision capabilities up to 120 feet. CR 200; Weight: 0.5 lb.

Survival rations: Survival rations contain enough preserved food and nutrient pills for one person for one week. Rations are available to suit every race. CR 50. 3 lb.

Telescopic pole: This device may be extended from a small duranium alloy baton to a 10 foot pole that can support up to 2000 pounds. CR 75; Weight: 1 lb.

Translator orb: These small golden globes are super-scientific devices worn in the ear and programmed with one or more languages that will be automatically translated into the speech of the wearer. The wearer may also mentally speech and the device will provide the foreign or alien words. The translations are not perfect and there is a slight delay in receiving the translation. The user will also be limited in his or her ability to speak some words in difficult alien languages. CR 100 per programmed language; Weight: 0.5 lb.

Utility belt: A durable synthetic belt with several compartments that hold a laser flashlight, a multi-tool, a 3 foot square of heavy duty waterproof film, a telescopic 10 foot pole, and a micro-weave compressed heat reflective blanket. CR 200; Weight: 2.5 lb.

Water skin: A water skin is a thin sheet of osmotic film that measures approximately 3 square feet. It may be unfolded and spread on the ground where, assuming any atmospheric or ground water is present, it will absorb up to one gallon. When placed in a container of water the skin will purify up to 10 gallons. CR 30; Weight: 0.5 lb.

Drugs

Anti-Tox: This drug is a powerful multi-purpose anti-toxin. Each dose allows a poison victim to make an additional saving throw vs., poison at +4 to overcome the effects of the toxin. Certain poisons cannot be treated with this drug as special ingredients may be needed. CR 50; Weight: 0.5 lb. per dose.

Boon: This drug provides a temporary boost of 1d2 points to the individuals STR, CON, and DEX attributes and 1d6 additional hit points. The effect lasts 1d2 turns and no attribute may be increased beyond 18. CR 600; Weight: 0.5 lb. per dose.

Flask This drug is a potent bio-stabilizer, mild narcotic analgesic and tissue regenerative serum. One standard dose delivered by hypo-spray injector will heal 1d6 +1 hit points. CR 60; Weight: 0.5 lb. per dose.



PSY drug: This drug is a derivative of rare anti-synthetic life extending and mind altering drug Slan, found only on Canopus 3.

One dose, delivered by hypo-spray injector, provides a temporary boost of 1d4 points to the individuals PSY attribute. The effect lasts 1d4 turns and the attribute may not be increased beyond 18. CR 800; Weight: 0.5 lb. per dose.

Skin spray This drug is a plasti-skin and tissue regenerative mixture in aerosol form. One container yields 6 doses, each will heal 1d4 hit points. CR 120; Weight: 1 lb.

Vax: This drug is used to combat diseases. A dose allows one afflicted with a natural disease to make an additional saving throw vs. death at +2 to overcome the effects of the illness. CR 40; Weight: 0.5 lb. per dose.



ENCOUNTERS AND COMBAT

ENCOUNTERS AND TIME

When an enemy or monster confronts the characters (or vice versa), this situation is called an *encounter*. In encounters and during combat, time is typically measured in rounds.

Details for generating random encounters will be given in ***Book 3: Campaigns in Space***

and Alien Planets. The monster descriptions in Book 2: Space ***Monsters*** will include the number of monsters encountered. If a random encounter occurs the Referee will roll $2d6 \times 10$ to determine the distance in number of feet separating the characters and the

encountered beings.



INITIATIVE, REACTIONS AND SURPRISE

At the outset of any random or pre-planned encounter, the Referee rolls 1d6 for each group; a roll of 1 or 2 on 1d6 means the group is surprised and cannot act for one round. The referee may modify the rolls based on any unusual situation or activity that may influence the result. When both sides are surprised, they do not act the first round, but the second round initiative is rolled for each side normally, if neither group is surprised, each rolls initiative immediately. If one side is surprised but the other is not, then the side that is not surprised can attack.

Next each opposing group must roll 1d6 for initiative, the groups act in turn from highest roll to lowest.

As an optional rule each character and monster in the encounter would roll separately for initiative. Characters adjust their roll by applying their DEX bonus, and the Referee may apply a bonus to the monsters' or opponents' rolls if they have a high movement. The character or monster with the highest modified roll may act first followed by the character or monster with the next highest, etc.

The Referee will next check the monster's reaction by rolling 2d6. At this point the characters can decide what actions to take, whether to fight, flee, or try to talk to the monster.

Initiative is rolled again for each side at the start of each round. Usually an encounter is over when one side either dies or flees.

Many monsters, particularly inimical beings, will always attack when they encounter characters.

MORALE AND RETREAT

Retainers and monsters have morale ratings, indicated by the hiring character's CHA in the former case and as a part of the monster's description in the latter. This rating can be adjusted at the Referee discretion. The Referee rolls 2d6, and if the result is lower than the morale rating, accounting for any adjustments, the roll has succeeded. If the roll fails, the retainer or monster will attempt to retreat, or flee if the situation is particularly intimidating.

If an encountered monster or group is surprised, characters may opt to retreat. In some cases, encountered monsters or beings that surprise the characters may also elect to retreat. Otherwise, the probability that one group can escape from another must be determined by the Referee based on particulars of the situation.

COMBAT MOVEMENT

Players announce that their characters movement during a melee round prior to the initiative roll. A combatant may move its encounter movement and attack in the same round, but if a greater distance is traversed no attack is possible. Note that higher level Warriors, hasted characters or beings, and some monsters are allowed multiple attacks per round and may sacrifice one attack for additional movement.

A fighting retreat allows a character or monster to move backwards at $\frac{1}{2}$ normal

encounter movement. However, there must be a clear path for this movement.

A full retreat occurs when a combatant disengages from combat at a rate greater than $\frac{1}{2}$ of encounter movement. The combatant making the movement forfeits any attack, and opponent's attack with a +2 to hit.

ATTACKS

Characters may move and make a ranged weapon attack, or move and make a melee attack in one round. Readyng, switching or reloading weapons is done in lieu of one attack. Most characters can only attack once each round, but high level Warriors and some monsters are allowed multiple attacks. A player or the referee will roll 1d20 to determine if most types of attack are successful. The modified result of the roll is compared to the attack table for either characters or monsters, as appropriate. A result that is equal to or above the attack value that corresponds to the character's level or the monster's hit dice and the opponent's armor class results in a hit.

Damage is then rolled by weapon type or monster attack, taking into account any bonuses or penalties. See the attack tables later in this section.

Melee and and-unarmed attacks are possible when opponents are within 5 feet of one another. Ranged, or energy and projectile weapon, attacks are usually possible only when opponents are greater than 5 feet from one another.

MELEE COMBAT

Melee attacks are made by hand-held weapons such as swords or axes. The ability to hit and damage done is affected by STR



adjustments, as well as bonuses for magical weapons. Characters only have 1 attack in a round, except for high-level Warriors. Some monsters are allowed multiple attacks.

The Referee will use discretion in determining how many attackers can strike at one opponent. Usually only two characters may fight side-by-side in a 10 foot wide hallway.

AUTOMATIC FAILURE

If a natural 1 is rolled on the 1d20 attack roll, the attack is an automatic failure and misses the target regardless of the number needed to hit and any modifiers.

Additionally, the player or Referee must roll a 1d6. A roll of 4 or 5 indicates that the weapon used in the attack was dropped, jammed, or otherwise rendered inoperable for one additional round and a roll of 6 indicates that the weapon is broken and unusable until repaired.

DOUBLE DAMAGE AND INSTANT DEATH

If a natural 20 is rolled on the 1d20 attack roll, the attack is a critical hit; the damage dice are doubled and any damage modifiers are subsequently added.

Additionally, the player or Referee may roll a second 1d20. A roll of 19 or 20 indicates that the attack resulted in instant death for the opponent.

RANGED ATTACKS

All ranged weapons are statted with maximum effective ranges, which must be taken into account when trying to strike an opponent at a distance. If an opponent is

further away than the range listed, the weapon cannot hit that opponent.

An attacker with most types of ranged weapon cannot hit any opponent that is entirely behind a barrier. However, the Referee may apply attack penalties of between -1 and -4 if the target is only partly under cover.

UNARMED COMBAT

Unarmed combat functions as melee combat, but damage by generally human sized beings without natural weaponry is determined by 1d2 + STR modifiers.

AERIAL COMBAT

Some flying monsters or beings and even flying characters may make a swooping attack on surprised opponents. The referee may improvise an array of other situations that may occur.

DAMAGE AND HEALING

Damage dealt in combat is subtracted from the target's hit points. For all characters and nearly all monsters, when hit points reach 0 the individual is dead.

All living beings recover hit points through rest. Most androids and robots recover also hit points over time through the use of internal self-repair mechanisms. For each full day of complete rest, a character or monster will recover 1d3 hp. If the rest is interrupted, the character or monster will not heal that day. Healing also occurs through other means including PSY and super-scientific powers, devices, drugs, and medical treatment.

Attack Table by Class

Classes			Attack Values: Roll 1d20 and hit the Armor Class with the listed value or higher																
Adventurer, Android/Robot	Astronaut	Warrior	Scientist	Armor Class															
Level Ranges			-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	
	0	1-2	20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	
1-2	1	3-5	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	
3-4	2-3	6-8	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	
5-6	4	9-11	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	
7-8	5-6	12-13	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	
9-10	7	14-15	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	
11-12	8	16-18	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	
13-14	9	19-20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	
15-16	10-11	21-23	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	
17-18	12	24+	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	
19-20	13		16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	
21+	14		15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	
	15		14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	
	16		13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	
	17		12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	
	18		11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	2	
	19+		10	9	8	7	6	5	4	3	2	2	2	2	2	2	2	2	

Monster Attack Table

Attacking Monster HD	Attack Value for Armor Class																
-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9		
1 or less	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10		
1+ and 2	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9		
2+ and 3	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8		
3+ and 4	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7		
4+ and 5	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	
5+ and 6	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	
6+ and 7	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	
7+ to 9	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	
9+ to 11	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	
11+ to 13	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	
13+ to 15	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	
15+ to 17	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	
17+ to 19	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	
19+ to 21	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	
21+ and above	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	2	

SAVING THROWS

All characters and monsters can make saving throws to avoid the full effects of certain powers, attacks, and effects. When a saving throw is required, the player or Referee will roll 1d20 and consult the appropriate table below. A result that is greater than or equal to the value listed for the saving throw is a success. However, the roll is failed if the result is less than the listed number. Certain modifiers may apply.

Some successful saving throw rolls will completely negate an effect, while others will result in only half damage rather than full damage. There are times when an attack, like a poisonous bite, can do damage from both the bite itself and from poison separately. Poison usually kills if the saving throw is failed. The appropriate saving throw to use and the effects with a success or failure will be indicated in the description of the power, monster attack, or Referee.

ADVENTURER/ ASTRONAUT SAVING THROWS

Level	Death	Energy Blast	Poison and Disease	PSY Effects
1-4	11	16	14	12
5-8	9	14	12	10
9-12	7	12	10	8
13-16	3	8	8	6
17+	2	6	6	5

MONSTER SAVING THROWS

HD	Death	Energy Blast	Poison and Disease	PSY Effects
0 to 4	13	16	14	14
4+ to -8	11	14	12	12
8+ to 12	9	12	10	10
12+ to -16	7	8	8	8
16+ and up	6	6	6	6

ANDROID/ROBOT/SCIENTIST SAVING THROWS

Level	Death	Energy Blast	Poison and Disease	PSY Effects
1-4	13	16	13	13
5-8	11	14	11	11
9-12	9	12	9	9
13-16	7	8	7	7
17+	6	7	6	6

WARRIOR SAVING THROWS

Level	Death	Energy Blast	Poison and Disease	PSY Effects
0-4	13	16	14	14
5-8	11	14	12	12
9-12	9	12	10	10
13-16	7	8	8	8
17+	6	6	6	6



ADVENTURING

ALIEN RUINS, HULKS, AND BASES

Many adventures will take place in underworld or enclosed environments including ancient alien underworld ruins, space hulks, abandoned or active bases or other installations, etc.. Rules relevant to exploring such environments are included herein for the draft play-test edition. A revised version of these rules and rules for planetary and space adventures will be

included in *Book 3: Campaigns in Space and on Alien Planets*.

TIME AND MOVEMENT

Game time in *Humanspace Empires* is measured in turns and rounds. One turn is the equivalent in game time to 10 minutes and one round represents ten seconds of game time; there are 60 rounds in a turn. Character actions that take one turn can include

searches for secret doors or traps in a 10 foot by 10 foot room, or cautiously moving the full movement rate (120 feet unless heavily encumbered). The low rate of movement in cautious exploring considers that characters are exploring, watching their footing and surroundings, mapping and taking care to avoid obstacles. This is referred to as exploring movement. Combat movement occurs when characters encounter enemies or face other immediate challenges. In these cases characters move at 1/3 their movement rate per round, typically 40 feet, unless heavily encumbered. At running speed, a character may normally travel, 120 feet in one round.

In all matters of time and movement, the Referee is the ultimate authority on what may be accomplished in a given period of time.

REST

Characters can explore, fight, or otherwise remain active for 5 turns before needing to rest for 1 turn. If a character chooses not to rest at that point, he or she suffers a penalty of -1 on hit and damage rolls, saving throws, and any other roll under the adjudication of the referee, until they have rested for 1 turn.

ENCUMBRANCE

Encumbrance is measured in pounds, and is calculated based on adding the weights of all significant items carried, including weapons and armor. A character may normally carry no more than 10 pounds per each one point of their strength attribute. A character's movement rate is reduced 25% for each 25% of his or her maximum carrying capacity that is exceeded by carried or worn items.

LIGHT AND DARKNESS

Various super-scientific light sources and vision enhancing equipment are detailed elsewhere in this book. Primitive light sources such as torches or lanterns emit light in a 30 foot radius. Lanterns use flasks of oil as fuel; a lantern can burn continuously on 1 flask of oil for 24 turns. Torches burn continuously for 6 turns before burning out.

Characters or monsters that carry a light source are unable to surprise opponents. Characters with infravision can see the heat energy that radiates off of living things. Generally, living things will

be visible as tones of red, yellow, and blue, while cool items are gray and very cold objects are black. Any beings that cannot see due to darkness or blindness suffer -4 to hit when attacking.

Air and Gravity

An unprotected human or other air breathing planetary being exposed to the vacuum of space suffers no damage during the first round of exposure, but each round thereafter 4d6 points of damage are taken with no saving throw allowed.

An air breathing being may remain underwater or within an airless environment or an environment with toxic atmosphere for a number of rounds equal to their CON attribute +1d4 without suffering damage. Subsequently, the character takes 4d6 points of damage per round; each round a saving throw vs. poison is allowed. A successful roll results in ½ damage.

Combat in a zero-gravity environment is difficult. Adventurers, Astronauts, or Warriors from advanced or super-scientific with any weapon skill and similar enemies are assumed to have some relevant experience; other characters and enemies suffer a -4 penalty to all attack, damage and saving throws and other penalties determined by the Referee. Characters in environments with significantly lower or higher gravity than that which they are accustomed to will be, respectively, granted or penalized 1d4 additional STR and DEX points (to a maximum of 18). Additional effects, such as increased leaping ability or speed, may be determined by the Referee.

DOORS

Doors may be significant obstacles in space dungeons. A character with thief skill may attempt to pick locks. Characters may also

attempt to force a door open. Forcing doors (and other force tests) are resolved by rolling 1d6. A result of 2 or less means the door has been broken down. Strength adjustments apply, but no matter what the adjustment there should always be a chance of success or failure. Bonuses cannot take the success range above 5 or below 1 on 1d6.

Secret doors can only be spotted if characters search for them. The Referee rolls 1d6 when a player declares that his cannot be made in the same area. Si character is looking for secret doors. A result of 1 on 1d6 succeeds. Characters with superior vision or thief skill succeed on a roll of 1 or 2 on 1d6. A character can only attempt to look for secret doors once in any given area, and the search requires 1 turn.

Should characters attempt to listen at a door the Referee rolls 1d6. A roll of 1 results in success, and a roll of 1 or 2 succeeds for beings with superior hearing or thief skill.

TRAPS AND TRAP DETECTION

All characters may succeed in spotting a trap on a roll of 1 on 1d6. Beings with superior or

augmented senses succeed on a roll of 1 or 2 on 1d6. Players must declare that their characters are actively looking for traps,. This roll may only be made once in a particular location, and it takes 1 turn per effort.

A character will trigger a nearby trap on a roll of 1 or 2 on 1d6,

AWARDING EXPERIENCE

All characters that survive an adventure are awarded experience points (XP). Experience points are gained from three sources, the recovery of treasure, defeating monsters or foes, and arbitrarily at the discretion of the Referee. Characters gain XP from treasure at the rate of 1 XP per 1 CR value. The values of all items are added together, converted to CR units and the equivalent amount of XP is divided evenly between the characters.

All defeated monsters or foes yield XP based on how great their challenge. Monsters and foes are worth 50 XP per value per level or hit die. The value is doubled if the monster or foe possessed any special powers. The total is divided amongst any characters that participated in the encounter.

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PSY:

CON:

CHA:

HP:

AC:

ARMOR:

WEAPONS:

LANGUAGES:

BACKGROUND SKILLS:

CLASS SKILLS:

POWERS :

CR/GEAR: