

HULKS vs HORRORS

BASIC BLACK EDITION

A Science-Fiction Roleplaying Game
By John S. Berry III



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BY JOHN S. BERRY III

A SCIENCE-FICTION ROLEPLAYING GAME FOR 2 OR MORE PLAYERS AGES 13+
Contains complete rules for characters from levels 1 to 6

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Any resemblance to persons living or dead is probably coincidental, because seriously, this is a game with flying squid. Reality left the building. Pop culture references are intended in the spirit of parody and tribute and not as an infringement on their respective inspirations.

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INTRODUCTION

Long ago, before humankind had crawled from the primordial swamps, the galaxy was already teeming with life. A great galactic civilization spread far and wide, and beings of all species inhabited its many worlds and space cities and plied their trades through great ships that journeyed through the space lanes in the blink of an eye.

But then came the Great Plague. Our scientists know little of the Great Plague, as it struck suddenly and spread rapidly throughout the galaxy, and few records have survived from those ancient times. It is believed that the Great Plague was a mutagenic Virus, which spread across the Galaxy by starship and even through the fabric of space itself. It attacked the fundamental DNA of its host, sending most into an agonizing cancerous death, and leaving those that survived forever altered, mutated into hideous beasts and monstrous humanoids, some of which still breed and survive in the worlds they left behind.

Only those races still before sentience when the Great Plague struck survived, evolving and developing and eventually slipping the surly bonds of Earth only to find themselves all but alone in a universe of ruins and ancient hulks. Mankind has met a few of these races, and they have made fast friends in a lonely universe.

As sentience spread across the stars and encountered many dangerous beasts and monstrous things, most avoided these hazards, and the list of quarantined worlds is long. Yet some enterprising crews have sought out these ancient hulks and dead cities full of ancient and terrible things in search of the treasures they might hold, in knowledge, in tech, and in riches.

This is a game of those daring and foolhardy beings that seek fortune in the ancient places of the galaxy. May you find wealth before death!

What is a Roleplaying Game?

This is! That's not a very informative answer though. To expound in more detail, a roleplaying game is a game of pretend you play with your friends or strange people at a nerd convention, in which each participant takes on the role of a fictional character, except for the Dungeon Master or DM, who creates and describes the world that those fictional characters explore and adjudicates the rules of the game. The DM presents a game scenario to the players, and the players decide how their characters respond, what they want their characters to do, where to go, and then through the DM and the rules, those actions are resolved.

To make things easier and somewhat fairer, many of these actions are resolved using rolls of the die. The player declares what they want to do, and then the DM explains what die they need to roll and what numbers they'll need to get on the die to succeed at that action, and then further die rolls sometimes determine what effect that success or failure has, such as in combat.

In many ways, it is much like the games of pretend you played with your friends as a child, just with a little extra bit of rules to hopefully resolve just who shot who first without resorting to digital editing techniques. Roleplaying offers players the chance to explore worlds of imagination and wonder, and DMs the chance to indulge their creativity by creating those worlds and the dangers that lie within them.

A Word on Dice

Hulks & Horrors uses multi-sided polyhedral dice to resolve actions and determine damages and other effects. These dice are described by a simple notation of XdX or DX, where the number before the letter “D” indicates the number of dice to roll, and the number after the “D” indicates how many sides those dice should have. You may also see reference to a “d3” at times, this means to roll a d6 and divide the result by 2, rounding up. An XdX followed by an “H” means to roll the indicated dice and keep the highest result, while an “H” followed by a number means to roll the dice and take the top results up to that number. So 3D6H2 means roll 3 six-sided dice, and count the two highest values.

Polyhedral dice should be available in sets from your local hobby, comic, or tabletop game shop, or from online retailers. You will want a complete set of at least 1 each of all of the standard polyhedral dice: d4, d6, d8, d10, d12, and d20. You may also wish to acquire additional dice of these types, to make it easier when called upon to roll more than one of the same die type.

Alternately, one can also find dice roller software for an array of electronic devices from PCs to tablets to smartphones, though be sure to make clear to your DM and players that's what you're using so they don't think you're just goofing off online in the middle of combat!

If you're playing online, most software for playing tabletop RPGs online contain built-in dice rollers, and many IRC servers have dice roller software built into their servers. Ask your DM or server admin what options are available.

Rule Number One

The first rule of any tabletop roleplaying game is to *have fun*. If any rule in this book isn't fun for you and your group, talk it out, and feel free to change it, especially as a DM. The rules in this book are meant only as tools, to be folded, spindled, and mutilated to please the whims of the DM and the players. Do not feel bound by the rules as written: if you don't like something, throw it out! If something is missing, bash something together and throw it right in! Don't feel the need to cleave to the words of some dusty old designer huddled in front of his computer with a bottle of scotch in one hand and a keyboard in the other. It's your game, do what you must to make it fun for you.

But remember, as the referee and arbiter of the rules, the DM has the final say on what stays, what goes, and what changes. Feel free to suggest changes to the game if you feel they're warranted, but try not to do it in game, and whatever he decides, relax, maybe what you don't think is fun is still fun for him and the other players at the table. Just pick up your dice and keep rolling. Remember, this is just a game, and a cooperative one at that, so don't let hurt feelings or disputes at the table ruin the fun.

CHARACTER CREATION QUICK GUIDE

So, to start any roleplaying game, unless you're the DM, you're going to need a character. Making a character in H&H is a pretty simple process and takes just a few steps and hopefully just the right combination of simplicity, and agonizing over simple decisions. These steps are as follows:

1. **Generate your stats.** These are created by rolling 3d6 in order for the six basic stats described in Chapter 1. Record these on your character sheet, as well as any bonuses, as described in the table in Chapter 1.
2. **Choose your class.** This tells you what type of character you are. These are found in Chapter 2. Remember to check your stats against the stat requirements of the class before choosing!
3. **Roll hit points.** The die type will be indicated in the class description. Be sure to add your bonus from CON.
4. **Record To-Hit scores.** These are two separate values, one for Melee and one for Ranged, modified by the bonuses provided with STR and DEX. If you wish, you can also calculate your TAACO (To-hit Armor Class 0), which is your To-Hit bonus plus 5.
5. **Record Saving Throws.** There are three saving throws, DEX, CON, and WIS, that begin with a base value equal to their stat, and gain a +1 modifier to one based on class.
6. **Choose programs & powers.** Classes with science or psi abilities can choose as many powers as described in their class description, from the appropriate section in Chapter 3.
7. **Buy equipment.** Equipment is listed in chapter 4. Characters get an initial layout of 3d6x100 credits to buy basic gear and equipment.
8. **Name, background, etc.** As much or as little information as you like, though a name at least is recommended so folks know what to call you. More information on this kind of thing can be found in Chapter 5.

The following chapters will explain the process steps in more detail, and it's recommended that players read at least up to Chapter 5 to get a better idea of what their characters are like, what the numbers mean, and how they work.

CHAPTER 1: STATS

Table 1: Stats

	STR Melee To-Hit	STR Melee Damage	DEX AC	DEX Ranged To-Hit	CON HP	INT Charge	WIS Psi	CHA Languages
2-3	-3	-2	+2	-3	-1	Can't	Can't	0
4-6	-2	-1	+1	-2	0	Can't	Can't	1
7-9	-1	0	0	-1	0	0	0	1
10-12	0	0	0	0	0	1	1	2
13-15	+1	0	0	+1	+1	2	2	3
16-17	+2	+1	-1	+2	+2	3	3	4
18-19	+3	+2	-2	+3	+3	5	5	5
20	+4	+3	-3	+4	+4	6	6	6

Characters in H&H are defined by the following stats:

Strength (STR) – Ability to throw your weight around, lifting, swinging, striking, generally any violence committed with one's own limbs.

Intelligence (INT) – Brain smarts. High Intelligence means good book learning and analytical skill, and makes you real keen at sciencey things and operating technology.

Wisdom (WIS) – Gut instincts, perception, and mental will are the domain of Wisdom, and an important stat for those schooled in the arts of psychic manipulation. Also good for spotting things.

Dexterity (DEX) – One's raw agility and manual dexterity, important for jumping or hovering about, fancy rolls and flips, and shooting at things with instruments of ranged death.

Constitution (CON) – How tough you are against disease, laser blasts, getting hit in the face, poisoned, etc. Also affects endurance and breath control, like how long you can survive in the cold vacuum of space.

Charisma (CHA) – Sheer force of personality and how good you are at winning people over, as well as the gift of tongues. With a high enough Charisma, even an Omega Reticulan could talk you into an amorous night in the honeymoon suite.

Stats are generated with a roll of 3D6. Roll for each stat in order and record the result on your sheet. Each one also provides certain modifiers to derived stats as indicated on Table 1.

Stat Checks

In addition to serving as the basis for a number of important values as designated in the chart above, stats also govern how good a character is at doing stuff that doesn't involve murdering other life forms. Whenever a non-combat action is called for, roll a D20 and compare it to the appropriate stat. If the result is less than the stat, you succeed! If not, better luck next time, I hope that wasn't important.

If you want to do non-combat stuff versus someone else, shame on you, getting all competitive about your library research skills. But, if you must, have all parties roll off, and the closest to their stat number without going over is the winner.

If the DM thinks a task is really hard, he may provide a penalty to the player's stat for a roll. It is recommended this not exceed -5, but feel free to be more evil, the players probably deserve it.

Stat Caps

No stat may ever go above 20. If a bonus to a stat would bring it above 20, ignore the remaining value, and spending bonus stat points from leveling cannot bring a stat past 20.

In addition, if a stat is ever reduced to 1, it indicates the character has become functionally crippled and cannot attempt any action that involves that stat. If a stat is reduced to 0, the character dies, succumbing to the shutdown of his systems.

CHAPTER 2: CLASSES

Now that you've rolled your stats, it's time to decide what class you are. Classes define what special abilities you have, and what method of violence you are most skilled at, be it melee, ranged, or the awesome powers of science and the mind. There are 7 classes, 4 human, and 3 alien, briefly described in Table 2.

Table 2: Classes

Human

Pilot: Masters of all travel, be it land, sea, air, or cyberspace, and skilled pistoleers

Scientist: Experts at science and technology, able to perform scientific wonders with a good multi-tool

Soldier: Skilled combatants practiced in all forms of weaponry

Psyker: Intuitive geniuses who've mastered the powers of the mind

Alien

Hovering Squid: Squid-like beings that use their many limbs to make multiple attacks in combat

Omega Reticulan: A race of sentient amoeboid creatures, skilled in science and piloting

Bearman: A powerful race of bear folk, possessed of sharp claws and ancient mental powers

The following sections will detail each class, providing vital statistics, background, and detailed rules for each class' unique abilities and powers. These vital statistics include information about your secondary characteristics such as hit points and saving throws. Each class is structured to provide the following information:

Name: Printed in bold at the beginning of a class description, this tells you what the class is called.

Description: Next is a paragraph or paragraphs describing what sort of character the class represents, what kind of person becomes a member of that class, and some suggestions on what the best stats are for that class.

To-Hit Chart: This chart shows what the class's innate bonus to melee and ranged attacks is at a given level. This bonus is added to any bonuses from your STR and DEX stats, and determines how good you are at attacking things with your weapons. The chart also includes total Hit Dice for each level, and an optional rank name for that level.

Hit Die: This is the base die rolled to determine the character's hit points, which are a measure of how much damage he can take. One of these dice is rolled and added to any CON bonus the character has to determine how many he starts with.

Saving Throws: This describes any bonuses to the character's saving throws, which are rolled when certain dangerous things happen that the character is attempting to avoid, like poison or explosions or psychic assaults. Each class gets a bonus to one of the three stats, DEX, CON, and WIS, for the purposes of making these saving throws.

Stat Requirement: This is a list of required stat minimums and maximums that a character must have to take that class. If the stat mentioned doesn't meet the requirement, the player must choose another class. STAT X+ means the stat must be that number or higher to take the class, while STAT < X means a character's stat should be less than the indicated value.

Weapons: What sections of the weapons table in Chapter 4: Equipment the character is skilled at the use of. Unskilled weapon use incurs a penalty to attack rolls.

Armor: What sections of the armor table in Chapter 4 the character is allowed to wear armor from. Unskilled armor use incurs a penalty to DEX saves and attack rolls.

Favored Environment: What environment the class is best suited to. Operating outside of one's natural environment without a protective suit incurs hefty penalties and could even result in death.

Record each of these details on your character sheet as you read through the class you have chosen, then move on to Chapter 3 if they have any powers or programs from science or psychic abilities, otherwise skip ahead to Chapter 4 to choose your equipment.

Pilot

Pilots are the flyboys, fighter jocks, racing drivers, and ship's captains of the galaxy. Skilled in all forms of vehicle operations, they are known for their lightning reflexes, and intimate understandings of the workings of anything with a joystick, steering wheel, or keyboard. Treasure seeking pilots may be Space Academy dropouts, Martian crop-dusters, belter skiff operators, or ex-hoverbolt racers, but all share an innate talent for getting into and out of trouble in a vehicle. Good pilots should have a high DEX, and a good INT score is recommended as well.

Table 3: Pilot

Level	Melee To-Hit	Ranged To-Hit	Hit Dice	Rank
1	+0	+1	1d8	Airman
2	+1	+2	2d8	Co-Pilot
3	+1	+3	3d8	Pilot
4	+2	+4	4d8	Ace
5	+2	+5	5d8	Wing Commander
6	+3	+6	6d8	Captain

Hit Die: d8

Saving Throws: +1 to DEX

Stat Requirement: DEX 7+

Weapons: Pistol, Shotgun, Sword, Dagger

Armor: Light, Medium

Favored Environment: Oxygen, Medium Gravity, Zero Gravity

Special Abilities

Daredevil: As experts in the operation of vehicles of all stripes, be they starships or scooters, pilots can call upon their training in times of need to pull off maneuvers no untrained

pilot could possibly execute, and they are known for being willing and able to take great risks when needed. Whenever called upon to make a non-combat roll relating to the operation of any vehicle, he may choose to roll 2 d20s, and take the lowest roll. However, if he still fails, not only does the present roll fail, but his next roll of any kind fails automatically as well.

Expert Gunner: A crack shot with vehicle mounted weapons, a pilot has a +2 to hit with any ranged vehicle weapon.

Computer Nerd: This is the future, and in the future, everything is done on computers, even flying spaceships. The average pilot has probably been raised in front of a monitor screen, running simulators from the time he was 5 cycles old. As such, they are wizzes with any computerized device, and add +1 to their INT for the purposes of any check involving computers and computerized security.

Zero-G Training: Every pilot has had to bail out at least a time or two, and when they do it in deep space, it's pretty important they know how the hell to survive once outside the ship. Pilots have no penalties for operating in zero-G without mechanical assistance, and their AC in zero-G is reduced by 1, though they still must deal with vacuum as any human would.

Scientist

The scientist is a master of science, knowledge, analytical thought, engineering, and good old fashioned bench-thumping. Armed with his trusty multitool, the clever scientist is always a font of last minute solutions and quick fixes, and is the first person anyone asks if something needs knowing. A beginning adventuring scientist could be a disgraced university dropout, an avid tinkerer strapped for cash, or even a rogue lab assistant wandering the galaxy. A good scientist should have a high INT score, and high DEX is recommended for the armor, and maybe some good CHA for talking oneself out of scrapes best not attempted by combat.

Table 4: Scientist

Level	Melee To-Hit	Ranged To-Hit	Hit Dice	Rank
1	+0	+0	1d6	Intern
2	+0	+1	2d6	Assistant
3	+1	+1	3d6	Graduate
4	+1	+2	4d6	Researcher
5	+1	+2	5d6	Doctor
6	+2	+3	6d6	Professor

Hit Die: d6

Saving Throws: +1 to WIS

Stat Requirement: INT 7+

Weapons: Pistol, Dagger

Armor: Light

Favored Environment: Oxygen, Medium Gravity

Special Abilities

Science!: The scientist is a master of scientific practice. Using his trusty hand-built multi-tool he can perform a number of useful tasks so long as there's enough charge left in the batteries. As he gains in experience, he learns newer and more useful programs to execute with his multi-tool, as well as how better to use it efficiently and thus get more use out of the multi-tool on a daily charge. Each program is rated by Software Level, and uses an amount of Charge equal to this level when executed. Recharging the multi-tool requires at least 8 hours connected to a power source. Rules for each program are in the Software section later in this book.

The progression of abilities is as described in Table 5.

Table 5: Science Program Progression

Level	Charge	Programs		
		Level 1	Level 2	Level 3
1	2	2		
2	4	2		
3	6	3	1	
4	8	3	1	
5	11	4	2	1
6	14	4	2	1

What Is It, Doc?: Scientists are trained and practiced at being able to deduce the function and operation of mysterious bits of technology, alien life, strange writings, or any of the other mysteries the fortune hunter comes across. As an additional function of the multi-tool, as long as the scientist has Charge remaining in the battery, he may use its scanners to add +1 to his INT for the purposes of identifying a foreign object. The multi-tool also serves as the appropriate tool for most common engineering tasks.

Overload: Sometimes, that trusty multi-tool just needs that one bit more juice to save the party's bacon. Thankfully, the scientist has one last trick up his sleeve: the overload. By overloading the battery on his multi-tool, he can instantly execute any program regardless of present Charge, however, after doing this the multi-tool is fried and must be replaced. Once back to the safety of his home ship or base, he may build another one, but until then, best hope he can shoot straight.

Soldier

The consummate combat expert, the soldier is a trained killing machine, the best of the best at what he does, which is murdering a lot of squishy things, preferably in the face or similar neural center. A crack shot, and a mean fighter with any melee weapon, the soldier is not to be trifled with in a combat zone. A soldier just beginning life as a treasure hunter could be a discharged marine, a hired gun, or just a regular old violent thug. High scores in STR and/or DEX are a must, depending on her chosen weapons load out, and a high CON is useful for front line fighters.

Table 6: Soldier

Level	Melee To-Hit	Ranged To-Hit	Hit Dice	Rank
1	+1	+1	1d10	Private
2	+2	+2	2d10	Lancer
3	+3	+3	3d10	Corporal
4	+4	+4	4d10	Sergeant
5	+5	+5	5d10	Gunny
6	+6	+6	6d10	Master Chief

Hit Die: d10

Saving Throws: +1 to CON

Stat Requirements: STR 7+, DEX 7+

Weapons: All

Armor: All

Favored Environment: Oxygen, Medium Gravity

Special Abilities

Precision Strikes: The soldier is an expert killer, and even against an unknown enemy is a master of finding the best places to strike an opponent to deal the maximum amount of damage. The soldier adds +1 per level to all melee and ranged damage.

Favorite Weapon: Every worker has his favorite tools, and a soldier's tools are the instruments of war. As such, a soldier tends to gravitate towards a select weapon or weapons that seem to serve him best, and in turn, gets better and better with those weapons. At 1st, 3rd, and 5th levels, the soldier may choose a specific weapon, and he gains a +1 to hit with that weapon. This bonus may be taken multiple times with the same weapon.

Covert Ops: As a soldier of fortune, one must engage in many actions that require stealth and subtlety to execute without undesired consequences. The soldier is a master of camouflage and silent movement, and thus gains a +1 to his DEX for the purposes of any action involving stealth.

Sharp Eye: It takes a keen eye to survive a warzone. Booby traps, ambushes, snipers, wild beasts and other dangers could be lurking just out of view at any moment. A good soldier develops a keen sixth sense for such danger, and gains a +1 to WIS to saving throws vs. surprise.

Psyker

Psykers are those rare and unique individuals who have mastered the hidden powers of the mind. As mankind reached out to the stars they learned many secrets from the forgotten ruins of the Ancients, among them how to unlock gifts hidden away in the minds of some sentients, powerful psychic powers channeled through intuition and will to create seeming miracles and magic. A beginning psyker could be a natural, gifted but shunned by his home community, or an Academy-trained psychic warrior-diplomat. A good Psyker should have a high WIS score, and a high STR and DEX are common as they tend to rely on melee abilities when not using their mental muscles.

Table 7: Psyker

Level	Melee To-Hit	Ranged To-Hit	Hit Dice	Rank
1	+0	+0	1d6	Initiate
2	+1	+0	2d6	Novice
3	+1	+1	3d6	Practitioner
4	+2	+1	4d6	Observer
5	+2	+1	5d6	Diplomat
6	+3	+2	6d6	Master

Hit Die: d6

Saving Throws: +1 WIS

Stat Requirements: WIS 7+

Weapons: Sword, Dagger, Pistol

Armor: Light, Medium

Favored Environment: Oxygen, Medium Gravity

Special Abilities

Psychic Mastery: The Psyker is chiefly a wielder of the psionic arts. By channeling their pure will through the lens of the mind they can perform great feats, but the effort is difficult, and puts great strain on the mind. Psykers call on their Psi, a well of internal will, to fuel their powers, and must concentrate to effect it towards employing their powers. Each casting of a power costs a base amount of Psi, and some can be boosted by spending additional points at greater risk of failure. To cast a power, determine the cost of casting, and subtract it from your Psi reserve, then make a concentration check: subtract the power cost from your WIS and try to roll below that number on the D20. Once Psi is expended, the Psyker must have a full night's rest before their Psi is restored.

Psykers gain Psi and new Powers as described in Table 8.

Table 8: Psyker Power Progression

Level	Psi	Powers
1	2	2
2	4	3
3	6	4
4	8	5
5	11	6
6	14	7

Pushing the Limit: Using one's Psi fully is an exhausting experience, leaving the mind drained, if not the body. However, in times of great peril, sometimes it is necessary to call forth that last bit of will, albeit at great danger to oneself. Drawing from deep within in this manner strains the body, as well as the mind, destroying itself from within. The Psyker may cast additional spells after depleting their Psi reserves by taking 1D6 damage per Psi point spent on the power.

Mind and Body: In order to learn the discipline needed to control the hidden powers of the mind, Psykers also practice control over their bodies by practicing ceaselessly in agility and acrobatics. Psykers get a +1 to their DEX for the purposes of checks to jump or perform acrobatic feats.

Hovering Squid

Known as the Sl'ettexik in their native tongue, the amphibious Hovering Squid hail from a low gravity world with large oceans. Much of the life on their world never left the seas, but the Squid developed a unique ability to process hydrogen gas from the water around them and store it in a special air bladder within their mantle, enabling them to float about in the air above water, directing their movement through fins on their head and excretory jets. This gives them a large bulbous head, from which extends a cluster of tentacles, 4 manipulators (*krex*), and up to 8 smaller tentacles (*la'hx*) that provide balance and weight for their flight and increase in number as they mature. They have 4 eyes, grouped in sets of two on either side of the head, and a beak-like mouth peers out from a raised section of their mantle, forming a part in their tentacles that sometimes grows smaller tendrils almost like cilia. Their mantle itself can come in a range of colors, from ghostly white to reddish-brown to a sea blue, and various speckled patterns in between. Their tongue-like radula is covered in tiny spines, and as they breathe through gills in their sides beneath the mantle, they must force air through their mouths to speak, which makes language laborious and gives it a harsh and raspy quality, although skilled Squid can eventually learn to mimic human speech.

Their society often seems deeply disorganized to outside observers, as few permanent structures are formed except out of necessity. Their unique mass birthing ritual, in which male and female Squid alike release their seed and eggs into a collective birthing pool, means that Squid do not grow up knowing their true parent, only their place of spawning, and generally name themselves once they reach mature age about 6 years after hatching. This gives them a deeply individualist attitude, but a recognition of group necessity when needed, which makes them ideal crew members on treasure hunting ships. As such many idealistic young squid run off after maturity to explore the galaxy, only returning for the mating season, though older Squid often take work as ship's crew as well once they are no longer capable of mating. Adventuring Squid generally have a high DEX score, and often a high INT because their many arms make them effective handymen.

Table 9: Hovering Squid

Level	Melee To-Hit	Ranged To-Hit	Hit Dice	Rank
1	+0	+0	1d8	Kol-la'hx
2	+1	+1	2d8	Nel-la'hx
3	+1	+1	3d8	Yis-la'hx
4	+2	+2	4d8	Kuus-la'hx
5	+2	+2	5d8	Seis-la'hx
6	+3	+3	6d8	Ka'h-la'hx

Hit Die: d8

Saving Throws: +1 DEX

Stat Requirements: DEX 7+, STR < 16

Weapons: Pistol, Dagger

Armor: Light

Favored Environment: Oxygen/Water, Low Gravity

Special Abilities

Ambidexterity: The Squid's multi-lobed brain is adept at handling multiple tasks simultaneously with his manipulator tentacles. As such, the Squid may wield a light, one-handed weapon in each of his four tentacles, and the penalty for attacking with multiple weapons is reduced by 2. He can also perform up to two basic tasks at once if they are within reach of his arms.

Directional Awareness: The Squid's multi-directional eyes mean that it is capable of seeing in all horizontal directions easily, and parse information from them simultaneously. As a result, Squid cannot be surprised or flanked from any side, though they can still be surprised from above or below.

Entanglement: A creature with that many arms can quickly seize control of an opponent once in close range. The Squid can use its arms to strangle an opponent very effectively. When grappling an opponent, the Squid takes no to hit penalty for the attempt, the entangled enemy takes a -2 to its STR check to escape, and the Squid can deliver 1d6 crushing damage to the opponent each round it is entangled.

Sense Inorganic Life: Because of their need to constantly consume organic, hydrogen-based matter to keep their internal gas bladders full, Squid have an innate sense for the presence of organic elements within other life forms. As a side effect of this, it also means they can tell instantly if a life form they are faced with is not, in fact, organic, as it will feel "blank" to this sense, like a creature that has no smell. As such, they can instantly detect androids and robots within 30 feet of them.

Omega Reticulan

Known as Red-Red-Chartreuse-Blue in their color-based native language, the Omega Reticulans are an amoeba-like race hailing from a world with a very thin methane atmosphere around thick layers of surface ice not unlike some of our Galilean moons. The Reticulans evolved below the ice, in great caverns and underwater oceans once inaccessible from the surface, and due to the aquatic environment and low atmospheric pressure never fully grew out of their single-cellular stage, instead developing more and more complex cellular systems and protective functions. However, their unique physiology also makes it difficult for them to function outside their world, and so Reticulans are rarely seen outside of protective environment suits.

The Omega Reticulans are the oldest of the 4 known sentient races still extant in the galaxy, and due to their unusual evolution got a bit of a leg up on the rest of the races in the technology department. As such, they tend to be naturals with science and technology, and are especially skilled at bio-engineering, owing to their unique physiology. Soci-

etally, they are a technocratic race, valuing intellect and scientific achievement, and their leaders are among the finest minds on Omega Reticuli.

Omega Reticulans are difficult to tell apart for most non-Reticulans, appearing for the most part to be amorphous translucent bluish blobs. Out of a suit, the Reticulan generally comports itself in a slug-like shape, with its cilia-covered “belly” along the ground to propel it along, and an upright segment with an unusual glowing, color-changing organ that serves as their communication method with other Reticulans. When needed, they can extrude pseudopods from this upright section to handle tools or work with instruments and the like, however maintaining more than two is straining and frequently only one is employed. They appear slimy, and almost liquid, but actually the outer layer of their cellular body is covered in a chitinous substance that is actually smooth and hard to the touch while still being flexible. They are asexual, and reproduce by cellular division once they reach a certain age.

Omega Reticulans prize intellect above all other values, and generally have high INT scores. Travelling Reticulans may be explorers, archaeologists, or scientists for hire, and they have an innate curiosity that makes them well suited to adventuring, though it can get them into trouble, and their difficulty relating to other species due to their unusual language can make it hard to talk out of.

Table 10: Omega Reticulan

Level	Melee To-Hit	Ranged To-Hit	Hit Dice	Rank
1	+0	+0	1d6	Intern
2	+0	+1	2d6	Jr. Technician
3	+1	+1	3d6	Technician
4	+1	+2	4d6	Scientist
5	+1	+2	5d6	Explorer
6	+2	+3	6d6	Technocrat

Hit Die: D6

Saving Throws: +1 WIS

Stat Requirement: INT 7+, CHA < 16

Weapons: Pistol, Rifle, Shotgun

Armor: Light, Medium, Heavy

Favored Environment: Methane/Liquid Methane, Low Gravity

Special Abilities

Science: Like the Scientist, Reticulans have a number of useful sciencey tricks at their disposal, which they execute by means of the personal computing device that all Reticulans have installed within their cells at a young age. Like the Scientist's multi-tool, it can execute a variety of programs, each of which consumes Charge from a central battery. However, unlike the Scientist, the Reticulan's computer is recharged by their own cellular electric field, and as such recharges after a night's inactivity so long as they've absorbed a good meal recently (blue-green algae is a particular favorite). Omega Reticulan ability progression is described in Table 11.

Table 11: Omegean Program Progression

Level	Charge	Programs	
		Level 1	Level 2
1	2	1	
2	3	1	
3	4	2	
4	6	2	1
5	9	3	1
6	12	3	2

Pseudopods: The Reticulan's pseudopods are generally inefficient as limbs compared to that of other sentient species. They are slow to move and not as dexterous as an arm or a tentacle and thus ill-suited to melee combat. However, because their pseudopods are independent and fluid structures and do not depend on muscle mass like an arm does, they can easily support heavier weapons with a single pseudopod. Two-handed guns like Rifles and Shotguns can be wielded in a single pseudopod at no penalty, leaving the other free for other tasks like holding a Shield or operating a device of some type.

Natural Pilot: Because the Reticulans were among the first of the new races among the stars, many have grown up with spacefaring in their blood. Reticulan adventurers receive a +1 bonus to their DEX for the purpose of piloting checks for any space-going or airborne vehicle.

The Only Suit You'll Ever Wear: Reticulans generally prefer not to wear clothes; their naturally chitinous surface provides adequate protection from their natural environment. However, when traveling, it is a different story. To address this issue and enable travel to hostile worlds, the Reticulans developed the Nanosuit, a specially designed environment suit that protects them from hostile air and gravitational conditions. This suit forms to the wearer, interacting with the Reticulan's biochemistry to provide adequate methane to breathe by processing molecules around them (essentially operating as a rebreather), and stretching to provide natural movement of its pseudopods and cilia. It also contains a handy translator that can be programmed to translate the Reticulan's color-based language to any number of other sentient languages. It is thermally insulated, and can survive almost any hostile environment from -200 to +600 degrees F.

Wearing the suit is tiring however, and the Reticulan must have the opportunity to remove it and breathe its natural air approximately once a week, or it will become fatigued, taking 1 point of damage per day until the Reticulan is able to rest without it.

Bearman

The Bearmen are a race of stocky, bear-like creatures hailing from a hostile, densely forested world orbiting a binary star system. Their native name is difficult to translate, sounding mostly like a growling moan, but roughly transliterates to "Urr-A-Ar-fruf." Roughly humanoid, tall, covered with fur, and well-armed with vicious claws and teeth, these hardy beings are well-built to weather the many storms and violent seasonal changes on their home world, though the Bearmen seem almost primitive at times to human

conceptions of society. Deeply tribal and resistant to many modern comforts, the Bearmen nevertheless took to technology early, learning to adapt the many ancient tools left behind in the ruins on the far side of their home world. Unlike the other young species, the Bearman home world was once home to an Ancient colony which fell to the Great Plague while the Bearmen were still simply bears, wandering the forests and hunting for fish and wildlife by tooth and claw. The Plague Horrors spawned by that calamity permanently altered the ecosystem, and only the truly strong species could survive and thrive against these new horrific creatures.

As such, the Bearmen have evolved with an innate sense of the natural world around them, and are deeply shamanistic, committed to martial skill, and intensely loyal to their tribe. Bearmen value strength and wisdom above all, and their chieftains are chosen from the eldest and wisest of their tribe, seconded by their strongest warrior and chief hunter. They can also be violent, temperamental, and deeply defensive of their kith and kin. However, in tempering their hot-blooded nature, the Bearmen have developed an understanding of the powers of the mind as well, and those expecting a mere barbarian often find more than they bargained for.

Adventuring Bearmen are unusual among their species, but prized in ships crews. Their familial bonds are strong, and so wandering Bearmen are usually outcasts or orphans. Severed from the family ties that would normally bind them to their home world, they instead find new families in the crews they serve, and will defend a trustworthy crew to the death if need be.

A Bearman generally has good STR and WIS scores, and often has good CON as well to weather the hostile wilds of the Bearman home world.

Table 12: Bearman

Level	Melee To-Hit	Ranged To-Hit	Hit Dice	Rank
1	+1	+0	1d10	Scout
2	+2	+0	2d10	Retriever
3	+3	+1	3d10	Hunter
4	+4	+1	4d10	Warrior
5	+5	+1	5d10	Sage
6	+6	+2	6d10	Chief

Hit Die: d10

Saving Throw: +1 CON

Stat Requirement: STR 7+, WIS 7+, INT < 16

Weapons: None

Armor: Light

Preferred Environment: Oxygen, High Gravity

Special Abilities

The Wisdom of the Forest: In taming their inner rage, the Bearmen have practiced great mental discipline, and through that discipline they too have come to learn of the powers the mind can bestow, and bear the will to bring that mental might to bear. The Bearmen

employ psychic powers in much the way that Psykers do. They have an innate Psi reserve, which they use to fuel the powers they learn over time. To use one of these powers, determine the cost of the power, subtract that value from the Bearman's Psi, then make a concentration check: roll less than WIS minus the cost of the power to cast the ability. Psi recovers after a night's rest and meditation.

Bearman power progression is described in Table 13.

Table 13: Bearman Power Progression

Level	Psi	Powers
1	2	1
2	3	2
3	4	2
4	6	3
5	9	3
6	12	4

Rage of the Hunter: While the modern civilized Bearman is seldom the font of violence of eons past, he nevertheless bears within him an innate Rage that he may call upon to become a truly unstoppable force on the field of combat. Once per day, the Bearman may call upon this great rage, granting him an additional +2 to hit and -2 to AC for the duration of the combat, and allowing him to continue fighting on even after his hit points have been reduced to up to -10 below zero. Once all enemies have been destroyed, however, he must make a WIS check to contain himself once more. If he succeeds the check, his rage is contained, but should he fail, he will continue to fight whatever target he can find until he can once again reign in his temper. Should his hit points have fallen below zero during the fight, he will perish after his rage subsides. A Bearman who dies attacking his own comrades is considered dishonored by his tribe.

Strength of Claw: Bearmen are natural weapons, possessed of thick hides, strong claws, and powerful jaws. As such, they eschew artificial weaponry, preferring even to this modern day to fight bare-handed, regardless of the enemy. A Bearman has a natural unarmored AC of 8, improving at -1 per level, and his claws can deal 1D6 damage, plus an additional 1d6 at levels 3 and 6. When wearing armor such as envirosuits, the bearman loses his unarmored bonus to AC, determining AC as normal by armor-type plus or minus DEX bonus.

Sense of Nature: Bearmen have an innate sense of the natural environment around them, enabling them to readily detect the presence of unnatural creatures in the area near them. Bearmen can detect Plague Horrors within 60 feet.

CHAPTER 3: POWERS & PROGRAMS

Scientists, Psykers, Omega Reticulans, and Bearmen all have access to unique tricks or powers through their various talents, and it's important to know how those work and what options are available for learning. That's what this section is for: telling you all the wonderful ways you can learn to break stuff, explode people's minds, or vaporize small woodland creatures through the power of science and the mind. We'll start though, with some basic rules for how these abilities work.

Science!

Scientists and Omega Reticulans have access to special tools that allow them to employ all manner of cool tricks and hacks to nearby things living or dead. All Science programs require a tool, and the Charge to use it. Scientists have their multi-tool, which is a handheld device full of sensors and emitters and other doohickeys that every Scientist custom-builds to suit their needs. This device can be potentially lost or destroyed however, leaving them up a creek until a new one can be built, which gives the Omega Reticulans a certain advantage, as their built-in cybercomputers must be surgically removed to stop functioning.

Charge is determined by the user's level, and by a bonus applied based on their INT stat, as indicated in the tables in Chapter 1 and the class description. The character learns its abilities based on the progression detailed in the class description, each column indicating how many programs of that level the character knows at that level.

To use a Science ability, first determine its Charge requirement. The Charge it takes to cast is based on the Level of the program. Level 1 programs cost 1 Charge, Level 2 costs 2, and Level 3 costs 3. Subtract that amount from your current Charge, and then execute the program's effects as described in its description.

Once the Charge of the science-user's device is expended, he can no longer employ Science programs until the device's batteries are recharged. Scientists must connect their device to an external source of electrical power for 8 hours to recharge their multi-tools. Scientists often carry collapsible solar panels or fusion cells for recharging in the field. Omega Reticulans' internal computer recharges by the cells' internal electric field, and will recharge with a night's rest of 8 hours provided they have eaten that day.

Psychic Powers

Psykers and Bearmen have mastered the focus of the mind, and learned unique techniques for affecting the world around them through sheer force of will and concentration. These Psychic Powers are fueled by Psi, an internal well of willpower and mental force that psychically gifted individuals learn to channel into many seemingly magical ends.

Psi is determined by the character's level and a bonus applied by their WIS stat, as described in the stat table in Chapter 1 and the table in the class description. The latter table also indicates how many powers a character knows at a given level.

To use a Psychic power, first determine its cost in Psi. Powers have a base cost, and may have an additional optional cost that the user can add to enhance its effect. Sub-

tract the total cost for the power from your Psi reserve, then make a concentration check. Roll less than your WIS score minus the cost of the power on a D20, and the power succeeds. If you fail, your concentration is lost, and the effect fizzles, but the Psi points are still lost.

Once the psychic's Psi is expended, he is mentally drained, and can no longer employ psychic abilities until the Psi is restored by a good night's rest of 8 hours.

Saving Throws

Some powers offer their target a chance to avoid impending electric or psychic doom by giving them a chance to make a saving throw. There are three types of saving throws, based on three stats: DEX, CON, and WIS. To make a saving throw, add your class' saving throw bonus to the appropriate stat if applicable, then try to roll less than the resulting number on a D20. If you succeed, the effect is avoided.

Science Programs

Level 1

Skin Graft: An emission of synthetic skin polymer that covers up light wounds. Heals 1d6 Damage +1 per 3 levels of the user.

Lock Opener: A sonic disruption that disables mechanical locks. Does not work on dead-bolts. Alternate setting instead magnetically seals a lock for 1 hour.

Heat Ray: A concentrated burst of infrared radiation. Deals 1d6 damage +1 per 3 levels of the user to one target within 30 feet. Save vs. CON to resist.

Photon Flash: A bright flash of light, blinds all subjects with ocular vision within a 30 foot cone for 3 rounds +1 per 3 user levels. Alternate setting instead glows with soft light for 3 hours. Save vs. WIS to resist.

Targeting Display: A computerized target assist. Increases Ranged Hit by +1 for 5 rounds +1 per 3 user levels.

Detect Energy: Detects and identifies sources of nearby electromagnetic energy or radiation within 60 feet.

Translate Language: Internal camera reads any written language and translates it into the user's native language. Lasts for 1 hour +1 per 3 user levels.

Level 2

Cauterize Wound: Focused laser beam cauterizes larger wounds. Heals 2d6 Damage +1 per 2 levels of the user.

Personal Shield: Emits a field of disrupting particles to protect the user. Reduces AC by -4 for 1 hour +1 per 2 user levels.

Smart Drone: Sends out a tiny explosive probe that seeks the target even around corners. Deals 2d6 damage +1 per 2 levels of the user to one target at up to 120 feet. Save vs. DEX to avoid.

Hot Wire: Disables the security features of any vehicle, allowing it to be operated. Alternate setting fries the controls making them useless until repaired.

Create Nutrient Pill: Gathers organic matter from the surrounding space and processes it into small pills with enough nutrients to survive one day. Makes enough for the party.

Communications Array: Internal antenna can detect and listen in on any nearby radio or video signals, even encrypted ones. Lasts for 3 hours +1 per 2 user levels.

Level 3

Electric Burst: An overloaded taser bolt arcs from the device's emitters and electrocutes all targets within 20 feet, dealing 1d6 damage +1 per level of the user to each. Save vs. CON for half damage.

X-Ray Melter: A searing blast of concentrated radiation so powerful it melts flesh. Deals 3d6 damage +1 per level of the user to a single target within 30 feet. Save vs. CON for half damage.

Micro Wormhole: Creates a temporary wormhole between two surfaces within line of sight of the device. The hole is large enough for a man to walk through, and lasts for 1 minute.

Neural Disruptor: Subsonic signal disrupts the concentration patterns of all biological life forms within 60 feet, putting them to sleep for 4 rounds +1 per 3 levels of the user.

Microsurgery Bot: Tiny nanobots enter the target's wound. Heals 3d6 damage +1 per level of the user.

Psychic Powers

Ego Lance: Telepathic blast targets the inner ego of the target, crushing his psyche with self-doubt, and incapacitating him for 3 rounds +1 per 2 psyker levels. Base cost: 1, +1 per additional round up to a max of 3. Save vs. WIS to cancel.

Mind Trick: Seeds just the right amount of doubt in the mind of the target, making him susceptible to a single verbal suggestion from the psyker. Base cost: 1. Save vs. WIS to resist.

Psychic Strangulation: Telekinetically grips the throat of the target and raises him a foot from the ground, preventing movement and dealing 1d6 damage +1 per psyker level. Base cost: 2 + 1 per additional round of duration to a max of 3. Save vs. CON for half damage.

Telepathic Reflexes: The psychic sees into the mind of the enemies around him, enabling him to anticipate their movements. Bonus of -2 AC and +1 to hit for 4 rounds +1 per psyker level. Base cost: 2 + 1 per additional round to a maximum of 6.

Pyrokinetic Assault: Heats the liquids in the target's body, causing incredible pain and boiling its flesh from the inside. Deals 1d6 damage +1 per psyker level. Base Cost: 1 + 1 per extra 1d6 damage to a max of 3d6. Save vs. CON for half damage.

Comprehend Language: By telepathically reading a target speaker, the Psyker can instantly understand his language for the next 2 minutes +1 per psyker level. Base Cost: 1 + 1 per extra minute, to a maximum of 3.

Telekinetic Push: Pushes a biological life form of up to 150lbs, or throws an inorganic life form or object of up to 50 lbs., up to 15 feet, dealing 1d6 + 1 per psyker level impact damage to both the pushed, and anything the pushed object impacts. Base Cost: 2 + 1 per additional 50 lbs. of weight to a maximum of 300/200lbs. Save vs. DEX to avoid damage.

Sense Emotion: The psychic reads the emotional state of the target, enabling him to instantly gauge how the target is feeling, and also detect if he is lying. Base cost: 1. Save vs. WIS to resist.

Mental Shield: The psychic concentrates on generating a field of telepathic noise, to defend himself against mental intrusions. The Psychic gains a +2 to WIS for the purpose of saving throws against psychic powers for 4 rounds + 1 per 3 psyker levels. Base cost: 1 + 1 per additional round, to a maximum of 3.

Levitation Leap: Telekinetically boosts the psyker's ability to jump, leaping up to 20 feet vertically in a single motion. Base cost: 1 + 1 per extra 5 feet to a maximum of 35.

Telecommunicate: By reaching out telepathically, the psychic can communicate with another friendly being across great distances, even through the vacuum of space. Lasts 1 minute. Base cost: 1 for within the planet, 2 for interplanetary distances, 3 for interstellar distances.

Maddening Shout: Unleashes a vocal and telepathic wave of pure insanity, driving its victims temporarily mad. All targets within 30 feet of the psychic double over into gibbering wrecks and seek the nearest means to harm themselves: their own limbs. Deals 1d6 damage +1 per psyker level. Base cost: 3 + 1 per extra round of effect to a maximum of 3 rounds. Save vs. WIS to avoid damage, but targets are still incapacitated for the duration.

Mind Blank: One of the most challenging maneuvers in the psychic's arsenal, the psyker temporarily blanks his presence from the minds around him, rendering him temporarily invisible. For 3 rounds + 1 per 3 caster levels, the psychic is completely invisible to sentient and non-sentient organic life forms. Base cost: 3 + 1 per extra round, to a maximum of 3.

CHAPTER 4: EQUIPMENT

Exploring the ruins of Ancient civilizations fallen to a mutagenic virus turns out to be pretty dangerous work. It is important to venture into these ancient hulks and crumbling cityscapes well equipped to deal with whatever you may encounter. The lost places of the galaxy are filled with things that want to rip your corpse apart, devour its insides, and then wear your leathery skin as a hat, and it's important to be able to shoot those things in the face before they can do so.

Beginning characters start with 3d6x100 credits to outfit themselves with basic gear and equipment, such as armor, weapons, and other handy tools like micro-fusion packs and music players. Players may carry on their person an amount of weight in gear of STRx5 lbs.

Some items are described as "Black market only." This means that the item is not available at character creation, and must be purchased in game from a supplier dealing in such goods, and their possession may be illegal on many civilized worlds, creating problems if the player is searched.

Weapons

The following tables describe the standard weapons available to the known sentient races, and their game effects. The tables are broken up into sections, which are the different categories of weapons in the game, and correspond to the available weapon types described in the class descriptions in Chapter 2. The meanings of the various columns are explained thusly:

Damage: The die or dice rolled to determine damage. Remember that STR bonus applies to damage from Daggers and Swords. The bigger the dice, the more damage dealt.

Cost: The cost of the weapon in Credits.

Weight in Lbs.: The amount of pounds the item weighs.

Ammo Cost/Uses: The cost of a single magazine or charge worth of ammo, and the number of rounds or shots it can take with on such charge, or its operating time on a charge.

Ammo Weight: The weight in lbs. of a single magazine or charge worth of ammo.

Table 14: Weapons

	Damage	Cost	Weight in Lbs.	Ammo Cost/Uses	Ammo Weight
Daggers:					
Shiv	1d3	10	1	--	--
Combat Knife	1d4	25	1	--	--
Vibro-Blade	1d6	100	2	--	--
Swords:					
Cutlass	1d8	85	3	--	--
Vibro-Sword	1d10	200	4	20/1 hr.	1
Laser Sword	2d10H	300	2	30/1 hr.	1

Table 15: Weapons (Cont.)

	Damage	Cost	Weight in Lbs.	Ammo Cost/Uses	Ammo Weight
Pistols					
Laser Pistol	2d6H	180	2	18/15shots	1
Slug Pistol	1d8	100	4	15/15rnds	2
Particle Beamer	1d10	250	3	25/10shots	2
Rifles					
Pulse Rifle	3d6H2	300	7	30/20brsts	4
Plasma Rifle	2d8	400	8	40/10shots	3
Bolt Rifle	2d10	500	10	50/15shots	6
Shotguns					
Naval Pumpgun	2d6	125	4	12/8shots	1
Sonic Wavegun	2d8	300	6	30/8shots	3
Plasma Burster	2d12	600	10	60/8shots	5
Heavy Weapons					
Minigun	4d6H3	500	20	50/30brsts	10
Flamethrower	1d8*	400	30	40/10shots	15
Microrocket Gun	3d8	700	40	70/5shots	20

Descriptions

Daggers:

Shiv: A short, simple blade best for stabbing.

Combat Knife: A standard fighting knife. Has serrated back edge.

Vibro-Knife: Uses microsonic vibration to cut flesh like butter.

Swords:

Cutlass: The classic naval saber, common with ship's crews.

Vibro-Sword: Microsonic tech allows it to carve bone like soap.

Laser Sword: Effortless slicing. Roll 2d10, take highest result.

Pistols:

Laser Pistol: Precise, but low damage. Roll 2d6, take highest.

Slug Pistol: An old-fashioned hand cannon.

Particle Beamer: Fires a beam of phased particles.

Rifles:

Pulse Rifle: Fires burst of small slugs. Roll 3d6, take highest 2.

Plasma Rifle: Fires blasts of superheated plasma, melting flesh into a puddle on a kill.

Bolt Rifle: Fires exploding shells at the target.

Shotguns:

Naval Pumpgun: Fires blasts of small pellets.

Sonic Wavegun: Blast of sonic waves knocks down target on hit. Make DEX save to avoid knockdown on impact.

Plasma Burster: Huge ball of molten plasma vaporizes target. Leaves only ash on kill.

Heavy Weapons:

Minigun: Sprays concentrated bursts of slugs. Roll 4d6 take 3.

Flamethrower: Ignites target, burns for 1d8/round until extinguished (DEX save).

Microrocket Gun: Fires heat-seeking mini-missiles. +1 to hit.

Armor

The following table describes the standard armor types available to the known sentient races. It is broken into categories, corresponding to the available categories listed in the class descriptions in Chapter 2. An entry is included for unarmored AC for reference.

AC: Armor Class. This is the base protection value of the armor, modified by one's DEX bonus to provide total AC. The lower the number, the better.

Cost: Cost of the armor in Credits.

Weight: Weight of the armor in lbs.

Description: A brief description of the armor and any special functions, such as a re-breather or filter mask.

Table 16: Armor

	AC	Cost	Weight	Description
Unarmored	10	—	—	The base AC for an unarmored individual.
<i>Light:</i>				
Envirosuit	9	50	3	Basic environmental protection against hostile environs. Filter mask.
Vacc Suit	8	75	5	Fully sealed envirosuit, suitable for use in Vacuum. Re-breather makes air.
Fiberweave	7	100	2	Weave of synthetic carbon fiber creates flexible protection.
<i>Medium:</i>				
EVA Suit	6	200	15	Sturdier envirosuit, with thrusters for longer space operations. Rebreather.
Carbon Shell	5	150	5	A hard suit made of high-carbon ceramic plates, highly resistant to damage.
“Jump” Suit	4	300	7	Constructed from synthetic muscle fibers. Boosts jump checks by +1 DEX.
<i>Heavy:</i>				
Combat Pod	3	450	40	Vacuum-sealed titanium armored EVA pod designed for combat. Rebreather.
“Mirror” Suit	2	600	20	Reflective suit made of crystalline plates. -1 AC vs. lasers.
<i>Powered:</i>				
Exo-Armor	1	1200	100*	Basic powered armor. Enhances wearer's STR by +2. Carry weight is 0. Sealed/rebreather.
Exo-Jet Suit	0	2500	200*	Advanced jump-capable powered armor. STR +2, jumps 100ft up/forward, carry weight 0.

Shields

Shields are handheld devices for deflecting attacks and providing portable cover against ranged attacks. Shields provide a bonus to the wielders AC, further reducing it and thus making the user harder to hit. A shield requires a free hand, and thus can only be used with one-handed weapons like Daggers, Swords, and Pistols (unless the character is an Omegan).

Table 17: Shields

	AC	Cost	Weight	Description
Plexsteel	-1	100	3	Basic clear plexsteel shield, provides a bonus to AC, requires a free hand.
Particle	-2	200	2	A particle field provides protection. Operates for 24 hours before needing charging by a power source.

Grenades

Grenades are single-use thrown weapons or devices that deliver an effect to an area on contact with the target. The following are some common grenade types, their damage or effect, and cost. All grenades weigh 1lb.

Frag: A high explosive charge with a fragmenting metal exterior. Deals 3d6 Damage to target and 1d6 damage in shrapnel to surrounding targets within 30 feet. DEX saves for half-damage. Cost: 75cr.

Incendiary: Ignites the target and the area around it within 30 ft. with flame. DEX save to avoid the area. Cost: 75cr.

Flash: Generates a blinding flash of light, blinding any subject within 60 foot range of the target point. WIS save to avoid the effect. Cost: 50cr.

Gas: Creates a cloud of choking gas within 30 feet of the blast point, causing -2 to all rolls unless a CON save is made, and causing a -2 penalty to hit any targets whose line of sight is blocked by the gas cloud. Cost: 50cr.

Plasma: Explodes in melting plasma vapor, searing the flesh of all targets within 30 ft. and dealing 4d6 damage. DEX save for half-damage. Cost: 150 cr.

Microfission: Less a grenade, and more a tactical nuclear device, the microfission bomb explodes with nuclear force, dealing 1 Kill of damage to all targets within 120 ft. of the blast zone, and irradiates the area to 1 round dosages. No save. Cost: 1000 cr. Black market only.

Protective Devices

Filter Mask: Filters out toxins in the environment and concentrates available gases to ensure a breathable source of air to the wearer. Filter lasts up to two weeks. Cost: 50cr. 10cr. per filter.

Rebreather: Processes the wearer's exhalates back into breathable air. System can operate safely for up to two weeks, after it begins having difficulty producing enough air to supply

the user. It will continue to keep him alive, albeit with a -1 penalty to STR, DEX, and CON, for another week, increasing to -2 after the second week, and finally failing altogether. Cost: 100cr. 1lb.

Air Tank: Supplements a rebreather's function with additional pressurized air supply. One tank is sufficient to double the rebreather's functioning time before running dry. Cost: 100cr. 10lbs.

Thruster Pack: Micro-thrusters attached to a back mounted unit allow for free movement in zero-G. Fuel tank provides enough use for 1 day's operations. Cost: 150cr. 15lbs. Backup Fuel Tank: 50cr. 5lbs.

Climbing Rig: Harness, carabiners, and pitons for rock/mountain/ice climbing. +1 to DEX checks for climbing. Cost: 70cr. Weight: 2 lbs.

Parachute: Backpack containing an expanding fabric that slows the wearer's fall. Sufficient to avoid falling damage from a descent of up to 20,000 feet, but must be deployed within 3,000 feet of the ground for safe operation. Cost: 100cr. 5lbs.

Power Sources

Collapsible Solar Panels: Man-portable set of solar panels for generating electrical charge. Sensitive enough to operate by starlight, however, must still have line of sight to the sky. Cost 200cr. 10 lbs.

Wearable Solar Panels: Flexible stick-on solar panels apply to clothing or armor transmit power wirelessly to portable battery to provide basic personal power source enough to charge small devices overnight. Must be in sunlight for 12 hours to provide an 8hr charge to up to 3 small devices. Cost: 100cr. 2 lbs.

Quick-Charge Pack: Single-use battery booster, can recharge a single electronic device within minutes, however, there is a 1 in 6 chance it will overload the charge circuit in the device, preventing charge until repaired. Cost: 75cr. 1 lb.

Nanoviral Battery Pack: Portable rechargeable battery station built by engineered nanoviruses, capable of charging up to 5 devices nightly for a week. Can be recharged at generator-class power stations like ship's engines, urban electrical sources, or stationary generators. Cost 250cr. 5 lbs.

Microfusion Generator: Portable microfusion power cell, generates energy using trace amounts of hydrogen isotopes compressed by microlasers, and storing it in internal nanoviral battery packs. Contains enough nuclear fuel to operate itself for up to a month, after which it will need refueling. Cost: 1200cr. 20lbs. Fuel pod cost: 200cr. 1 lb.

Drugs

Opacaine: A powerful pain killer and blood clotting agent, Opacaine is the go to combat drug for quick first aid in a fire fight. One shot of Opacaine instantly heals 1d4 HP to the target, however as it is a potent narcotic, additional doses in a single combat will begin to have a deleterious effect on concentration, temporarily reducing DEX and INT by -1 for each dose beyond the first. This effect lasts 1 hour per dose. Cost: 140cr. per dose.

Heal-X: Temporarily increases the body's healing factor by an incredible degree. One injection of Heal-X is enough to completely heal the user's hit points within a night's rest.

However, the reaction drains the body's natural healing process, and the user is unable to heal naturally for 1d10 days after use. Cost: 50cr. per dose.

PsiBoost: This dissolving oral stimulant targets the concentration abilities of the brain, allowing a psyker to call up additional temporary Psi points. The psychic gains 1d6 additional Psi points immediately, but they are lost in 1 hour after the drug's effects wear off, and there is a risk of addiction. There is a 1 in 6 chance that the psyker becomes addicted and must take one dose a day or suffer -1 WIS and -1d6 Psi for that day. Cost: 100cr. per dose, black market sale ONLY.

Immunol: Boosts the subject's immune system for 24 hours, making him resistant to disease. Increases CON by 2 for the purposes of saving throws vs. poison or disease, but there is a 1 in 6 chance the disease lies dormant and will attack once the drug has left the user's bloodstream. Cost: 75cr. per dose.

Clariphine: This combination of stimulants and opioid compounds is meant to drastically reduce pain response without affecting awareness and concentration. One dose is sufficient to make the wearer immune to pain but recklessly stimulated for about 1 hour, increasing DEX and CON saves by +2, reduces damage taken by 2, and allows the user to continue fighting past 0 HP until -10, whereupon the user drops dead. Incredibly addictive, it has a 2 in 6 chance per use to hook the user, requiring daily doses. Withdrawal symptoms deal 1 CON damage daily unless a CON save is made, and last for up to 1d6 weeks. Cost: 150cr. per dose, black market sale ONLY.

Smokes: Tobacco consumption is, even in the future, a great way to make oneself look hard-bitten and fatalistic, perhaps more so, as the abundance of pressurized oxygen environments have added an unusual element of danger to the practice beyond basic health hazards. Available in a variety of smoked forms, the chewed variety was outlawed a century ago when the galactic president lost a jaw to the stuff. Cost: 5cr./pack of 20 cigarettes, 10/cr. per cigar, 50cr. + 1cr. per smoke for a fine pipe and tobacco.

Computerized Devices

Scavenger's Guide to the Universe: A handy, if sometimes inaccurate, guide to life as a space-going scavenger of ruins, because the Internet doesn't run on unsettled worlds. Gives +1 to INT checks to identify or recall a piece of information. E-ink screen and long-life battery give it a one month battery life. Cost: 50cr. 1 lb.

GPS Tracker: Provides location tracking information and map information on plotted planets. GPS systems require a satellite for precise location information and thus don't work on uninhabited planets unless the players' vessel has a GPS satellite module, and only works above ground. Microwave radar upgrade can generate maps of traveled areas on uninhabited planets and penetrate up to 100ft. below ground. Cost: 150cr. + 100cr. for upgrade module. Weight: 3 lbs.

EarPod: A handy portable communication device that fits to the ear, enabling you to communicate instantly with other EarPod users within 100 miles (or anywhere on a planet with a commercial communications network), while also making you look like a complete tool. Also holds up to 40,000 stolen music files. Lasts 48 hours on a charge, charges in 4 hours if connected to any power source. Cost: 100cr.

Motion Tracker: Designed to be mounted on a weapon of Rifle size or larger, this device detects micro currents of air caused by movement in a 300ft cone ahead of the sensor, as well as 100 ft. in all directions. Runs for 4 hours on a charge, can be recharged with any power source. Cost: 400cr. 4 lbs.

Wrist Computer: Handy wearable device containing a number of useful tools like a digital *Scavenger's Guide*, network access, a really flashy holoprojector for displaying 3d maps, a calculator, the latest block-breaking puzzle game, a camera, and several terabytes of storage for storing holovids and old Allman Brothers albums from the mid-20th century. Cost: 200cr. 1 lb.

OrgAnalyzer: A vital tool for surviving on uncharted worlds, the OrgAnalyzer is a chemical spectrum analyzer for organic matter, as the name implies. This enables samples of possible wild foodstuffs to be scanned and checked for known and possible toxic compounds, as well as basic nutritional makeup and availability. A full battery can run 24 tests before needing to be recharged at a power source. Cost: 100cr. 4 lbs.

General Equipment

Rope: 100 ft. of high tensile strength synthetic rope. Cost: 30 cr. 5 lbs.

Backpack: For storing stuff in. Carries up to 50 pounds of gear. Cost: 40cr. 2 lbs.

Electric Torch: Multi-directional light rod, lights up a 60ft. area. 24 hr. charge, rechargeable. Cost: 20cr. 1 lb.

Head Strap Lamp: Head mounted unidirectional light, lights up 30 ft. cone ahead of the wearer. 48hr charge, rechargeable. Cost: 15cr.

Prybar: Solid steel bar with hooked ends for levering open doors or pulling out fasteners by force. +1 to STR checks for such tasks. Cost: 15cr. 5 lbs.

Collapsible Pole: 10-foot telescoping carbon-fiber pole collapses into 1-ft. bar. Cost: 25cr. 1 lb.

Clothing: While most aliens are comfortable in the buff, humans generally don't fare well without protective covering. One basic change of expanding fabric, one-size-fits-all clothing. Cost: 20cr. 1lb.

Nutrition Bar: Chewy, food-like, and bland. Provides enough concentrated nutrition for half a day's needs, but leaves one with a deep sense of ennui. Cost: 5cr.

Field Ration: Civilian version of military meal pack. Vacuum-sealed, heavily processed, loaded with salt, but 2,000 calories means you only have to eat one a day. Don't eat the Charms. Cost: 10cr. 1lb.

Filter Bottle: Filters and stores liquid water. Don't adventure without it. 16 oz. Cost: 30cr. 1 lb.

Pocket Knife: No scout leaves home without it. 1 damage. Cost: 20cr. 1 lb.

Refillable Firelighter: Compact folding lighter generates enough flame to start a fire or light a pipe. Cost: 15cr, 5cr. for refill.

First Aid Kit: Contains an assortment of bandages and ointments, sufficient aid to stabilize an incapacitated character, healing 1d6 HP on a successful INT check, to a maximum of 1HP above 0. However, the character remains unconscious unless a CON save is also made. 5 uses per pack. Cost: 100cr. 1lb.

Thermex: Reactive explosive compound burns when ignited, generates intense heat capable of melting solid 1" titanium. Great for cracking doors and safes. 4d6 damage vs. objects. Cost 50cr. /use. 1lb.

Compound S: High energy explosive charge capable of blowing the side off a house. 3d6 damage to all persons within 10 yds. 5d6 damage to objects. 100cr. /use. 1lb.

Cutting Torch: Compressed gas fueled hand torch, capable of cutting through bulkheads and doors up to 1" thick, if slowly (about 15 minutes for each foot cut.) Gas tank provides enough fuel for three hours of cutting time. Cost: 100cr, 60cr. /extra tank.

Goods and Services

Hot Meal: Meal for one. Generally need 2-3 of these a day. Cost: 5-10cr.

Group Buffet: Great for feeding a hungry crew. Cost: 15-25cr.

Weak Drink: Cheap beer, wine or other alien spirits, takes a fair few to get loaded. -1 to CON saving throw. Cost: 3-8cr.

Strong Drink: The good stuff. Gets you trashed proper on long shore leaves. -2 to CON saving throw. Cost: 5-10cr.

Hotel Room: A place to crash. Cost: Single occupancy: 30-50cr. Group Rate: 50-80cr.

Starliner Berth: "Stateroom" on a commercial Starliner, one-way. Cost: Single 150-300cr. Group Rate: 250-400cr. Discount after frequent flyer status (10 flights/25%).

Contract Freighter: Chartered freighter passage. Standard rate regardless of passenger count, up to 30. Cost: 300-500cr. base rate, +25-50cr. per parsec.

Public Transport Pass: Universal pass for planetary surface transport. Cost: 30cr. per month.

Hired Gun: Usually the player's job, but hired murderers can be had for an extra help on those hazardous missions. Cost: 3-500cr. /week, +50-100 per level. Can also be sometimes coaxed into taking a percentage share with a good CHA roll.

Pack M.U.L.E.: Robotic carrier animal. Can hold up to 500 lbs., and be used for other beast of burden tasks. Cost: 50/week rental with 200cr. deposit, or 2,000-3,000cr. to own. Financing available.

H.O.R.S.E. 2.0: Upgraded version of M.U.L.E., designed for human carriage. Can hold up to 500 lbs., or two passengers comfortably. Cost: 75/week rental with 300cr. deposit, or 3,000-4,000 to own. Financing available.

Hovercar: Now we have flying cars, Mr. Sisko. 150mph top speed, 400 mile range per tank of hydrogen fuel. Cost: 35/week rental with 150cr. deposit, or 1,500-3000cr. to own. Financing available.

CHAPTER 5: THE DETAILS

So, now you've rolled your stats, chosen your class, spent your lucre on hopefully useful gear to stave off the possibility of violent disembowelment, but what do we do with it all? What sort of person is he? Or she, or even it, for that matter? What is its name, and what depths of depravity or destitution or criminal acts led it to eschew normal society and pal around with a bunch of scavengers and tomb raiders, making their coin selling old computer parts from before the dawn of man? The following are a few helpful notes on coming up with details like this.

Name

We have to have something to call you, don't we? Unless this document has somehow quantum teleported into a separate plane of alien spider monsters, I'm assuming that you're human, and thus have a good grasp on what human names sound like and can easily come up with cool names like Alan Daring, Rock Fizzlemeat, Alia Takahashi, and other such things that sound right and proper for a space adventuring human person.

Aliens though, generally don't name themselves in convenient human-pronounceable names, ease of use for squishy pink ape things not being high on the list of priorities for alien parents naming their newly spawned young. Heck, they might not even have parents as we know them.

Hovering Squid have roughly the capacity for human language, possessed of beaks and tongue-like apparatus. They can speak human languages if they've taken them, albeit with the tone and pronunciation of a chain-smoking ventriloquist. Their native tongue, however, is more suited to a being without lips, meaning they don't have sounds that use them in their names. They lack the consonants B, F, M, P, V, W, and Y, sticking to sounds that can be produced with just tongue and open mouth. Their language is particularly rich in A and O vowels because of their tube like throat, and lots of T's, S's, and X's as they sound natural in their squawking tone. Because of their bladed tongues they also can easily trill and repeat consonants in a way that a human cannot as easily execute, and their names thus often contain stops and unusual consonant repetition. Sample names: T'Trailix, Arathatx, Hotlak.

Omega Reticulans have a color based language. They communicate via an organelle in their "face" region that can rapidly change color very quickly, enabling them to communicate very speedily with their own kind, but unfortunately makes them all but uninterpretable to the other races, which is why they invented the voice boxes in their nanosuits. Omega Reticulan names therefore, tend to be short sequences of color shades, and few Omegans ever share the same name because there are so many combinations possible. It also makes for easy nicknames for human crew, who will often simply take the first easy-to-pronounce color name and adopt it as the Omegan's name from there on. Sample names: Blue-lilac-hazel-red, Green-green-ocean-sienna-black, Purple-lichen-yellow-beeswax.

Bearman language is guttural and growly, spoken mostly from the throat and sounding mostly like a series of animal exclamations, varying between a bear growling and snorting and a dog's howling. Despite appearances, however, this snarling warble

does have a distinct language to it, but has the distinct disadvantage of being very difficult to transliterate into the Roman alphabet. The language has a remarkable variety of complex vowel sounds and few consonants, and many of the sounds are noises not even commonly used as language by humans, such as snorts and sniffs and various guttural vibrations of the throat. Imagine trying to write down the noises your dog makes in exacting detail, and then realize this is what human Bearman linguists must deal with every day. As a result, in speech with other races, Bearmen generally prefer to be referred to by the translations of their tribal name, an honorific name given based on some noble deed or accomplishment, or even a notable failure or hilarious event, chosen from the week prior to their ascension to maturity in the tribe. Sample names: Horror-Render, Eater-of-Testicles, Falls-Down-Stairs.

It is also not uncommon for alien crewmembers on a largely human vessel or party to adopt or be granted some kind of nickname in the dominant human language of the crew, a tradition adopted from the space pilots they encountered in our earliest meetings. These tend to be one world names chosen to sound cool, whether it be after some time of firearm, a usually carnivorous animal, a notable type of criminal, a reference to ancient human rock songs, or some humorous reference to sexual prowess or incompetence. Sample names: Barrett, Hawk, Tiger, Gangstar, Studmuffin, Boner.

Background

Where did your character come from? What did he do before he became an adventurer? What events led to them choosing such a dangerous life? Hulk hunting is a hazardous profession, which often brings one into the grey areas of the law, and into contact with things that may want to devour your tasty bits after a generous saucing of acidic salivations, or even lay their young inside your open chest cavity. It is not an easy life, and few citizens of the galaxy tend to consider it unless desperate, mad, running from some dark past, or simply foolhardy and desperate for greater and greater challenges.

What was his home world like? Humanity and its allies have settled across dozens of worlds in the century since first achieving space flight, and have learned to adapt to everything from Earth-like paradises, to frozen wastelands, rocky dust worlds, asteroid mining bases, space stations, and even shielded thermal generating factories on boiling hot planets like our Mercury and Venus.

What did his family do? What were they like? Did he grow up an algae farmer on some melted down ice ball like Europa? Were his parents military sorts, trucking from world to world on some assignment or another and leaving him to spend most of his time in a crew cabin around some hostile planet? Are his parents, if his species has those, still alive, or was his spawning pool destroyed in some calamity? Does your Omegan have a strong relationship with the preceding divisional ancestor of his gene line? Or was it a split and leave affair?

Did your character always work at this job, or was he something else before he became a pilot or a soldier or a scientist? Did he have a promising career in the legal profession? Was he actually a scientist himself before that incident in the bar that led to him being pressed into military service to avoid a court sentence? Was he a pool scrubber on

Hovering Squidworld 97-A until he finally got fed up and found his way onto a passing freighter?

Is he on good terms with his profession, or has some hardship or incident led him away from respected society and into the shady arms of a treasure hunting crew? Is the scientist a respected mind in his field, or a disgraced whacko with a history of ethical indiscretions? Is the soldier an honorable warrior, or a violent thug ejected from the service after one too many bar brawls. Is he on the right side of the law, or does he have a history with the criminal side of society? Does he have a rap sheet a mile long, or a reputation as a goody-goody? Is your Bearman in good standing with his tribe, or a disgraced and dishonored ronin?

These are the kinds of questions that you should consider thinking about to flesh out your character and make him feel like a person instead of a bunch of numbers on a page.

What Stats Tell Us

Of course, those numbers don't have to just be dry statistics on a page. Stats can tell us a lot about what a character is actually like, what his talents are, how he tends to solve problems, and even what his personality might be like.

A high STR character might be a bit of a tough guy, prone to solving problems with his fists. Or maybe a violent past makes him solitary, and he tends to avoid it. A low STR character might've been bullied as a child, or might be used to using other characters to do the heavy lifting.

A high DEX character could be a twitchy sort, often restless and prone to do things quickly, or lithe and graceful and calm. A low DEX character is likely to be pretty clumsy, and may have a bad reputation as someone around whom things get broken.

A high CON character may be a glutton for punishment, used to shrugging off wounds or maladies that a lesser person would crumple under, and may even be kind of insensitive about pain, not realizing others don't have the same tolerance as he does. A low CON person might be sickly, or prone to injury, or have some kind of health condition that makes them weaker.

A high INT character is likely to be a pretty smart cookie, apt to solve problems with brains, whether it's street smarts or book knowledge, while a low INT character is probably a bit of a dim bulb, a simple minded sort who gets flustered by complexity.

A high WIS character is often calm, collected, or determined, and may seem to have a sixth sense about things around them. A low WIS character could be unobservant, reckless, and prone to impulsive behavior.

A high CHA character is likely to be a real charmer, able to sweet talk their way out of sticky situations, or maybe they just have keen good looks and people ignore their faults because of it. A low CHA character is likely to be socially inept, boorish, or unpleasant looking to their own kind.

Try to picture what the stats on your page mean, and imagine what that character might be like if you extrapolate from those raw numbers to the kinds of competencies they represent. You might find it's more fully formed than you realized.

Appearance

What does your character look like? No doubt as humans you're relatively well familiar with the range of hair colors, eye colors, personal stylistic characteristic, and ethnic and physical traits found in that cornucopia of humanity, but what about aliens? What do they look like?

Hovering Squids are smallish creatures, but with their long tentacles they often appear fairly tall. Their main body is generally around 3 ft. tall (up to 5 ft. in females), composed of two sections, the underlying body which is generally brown to tan (unless it is an albino white squid, a more common trait in male squid than in females), and a covering mantle which comes in a variety of exotic colors and patterns, from simple brown and tan shades, to exotic blues, reds and purples, often mottled with darker colors like black or brown. Their 4 eyes come in a range of colors from red to violet to blue. The tentacles average around 4-6 feet long, and are generally the same shade as the underbody, but sometimes are "tipped" with lighter shades of white and pale yellow. The "beard" of micro-tentacles beneath their beak varies wildly, some Squid don't have any at all, and some Squid even "style" them by banding them together or even trimming or decorating them with small baubles. They generally come in darker shades than the rest of the body, ranging from blue to deep red to black.

The Omega Reticulans have few apparent distinctions between them to outsiders, other than some slight variations in the shade of the bluish-green body that makes up the majority of an Omegan's single-celled body, and the occasional sparkly bits within their cellular medium that form as a result of high mineral consumption in the diet. Omegans mostly distinguish each other by chemical receptors, essentially "smell", each one giving off a faintly different chemical trace that is unique to each individual. As a result of this apparent lack of distinction to other sentients, Omegans often make up for this by individualizing their nanosuits with colorful designs or even emulating human clothing styles. Some Omegans will even shape their nanosuits or armor into roughly humanoid shapes, to seem less alien, while others proudly comport in their natural slug-like form as a show of species identity. They are fairly short, generally ranging around 4-5 ft. in height, with about 2 feet of "tail" trailing behind them if comporting themselves in natural movement form.

Bearmen are tall, usually around 7 to 8ft. tall, with some males standing almost 9ft. It is generally not hard to distinguish one in a crowd, they're easily the tallest of the sentient species, and the largest, often weighing upwards of 6-700 lbs.! They are not unlike the bears of Earth, albeit with a more natural humanoid stance and more pronounced fingers on the paws, which is one reason why they tend to be the most readily compatible with humans, and form strong bonds. Coat color varies by regional climate of the bear's home tribal lands, with the most common color being various shades of brown, but also including black, white, red, grey, golden, and silver, and various patterns of each. It is common for many bears, especially those with uniform or blended coat colors, to paint the fur around their face, shoulders, and chest with plant dyes in various patterns, often quite elaborate. Red and blue are particularly popular colors for fur decoration. Bearmen who served as hunters and warriors to their tribe often wear a necklace or armbands decorated with small trophies from their most notable and difficult kills, bits such as teeth,

claws, spines, or small bones. Pierced ears are considered a sign of strength and endurance, as the large, furry ears of the bear are particularly sensitive.

Bearmen rarely wear any form of clothing beyond these decorative touches, save for perhaps a belt for carrying tools, as their natural hides and sharp claws are generally more than sufficient. However, during the breeding season when the male organ can sometimes be rather prominent, some male Bearmen away from their home tribe will wear a leather or fur loincloth, and others will prefer to wear it year-round lest they not wish to advertise their hormonal state to the world. Female Bearmen do not have this problem, though when pregnant their six nipples can become somewhat prominent towards the final stage of pregnancy and throughout the breast-feeding phase, but there is no particular social decorum concerning this effect, and most non-Bearmen fail to notice. Among human settlements, some Bearmen will wear human clothing however, to blend in more naturally (as naturally as can be for a giant humanoid bear anyhow). This can be a comical sight, as even in memory fabrics meant to fit all shapes, clothing generally wears strangely on a creature with such thick fur.

Languages

A character's CHA score provides him with a certain number of languages known. The first of these languages will always be the character's native language, whatever the character was born speaking. Any remaining languages can be taken as desired, whether from alien tongues or traditional human ones, though some may not be pronounceable by the character's species. Human speech can be replicated by all alien species, though they may have a heavy accent. A character with a CHA of 3 or less knows no languages, perhaps only a few words in his or her native tongue and a handful of expressive grunts and gestures.

There are three alien languages:

Sl'ettexik-sa: The language of the Hovering Squid. Can be spoken by Humans, Bearmen, and Omega Reticulans (through a nanosuit upgrade). Writing is a pictographic system of concentric circles and arcs.

Red-red-chartreuse-green-blue: The Omegan language. Cannot be produced vocally because it has no actual sounds. An individual with a wrist computer and an INT and DEX of at least 13 can however communicate in Red-red. Comprehension in real-time is impossible without translator assistance, however the camera in a wrist computer can slow down the stream enough that a fluent speaker can follow along, albeit slowly. Writing system is in fluid spectral lines, punctuated by white spaces.

Rrethuff: The language of the Bearmen. Humans can speak this, albeit crudely with a thick accent (it's hard to capture the deep bellows and roars of Rrethuff with Human vocal chords.) Squid are adept at Bearman speech because of their parrot-like talent for mimicry, and Omegan reproduction, being reproduced by the nanosuit's computer, is flawless. Writing system is similar to cuneiform or runic, carved or scratched into thin wooden sheets or inked onto paper with the Bearman's claws.

There are also a few notable human and common languages in use among the stars that have developed. These can be spoken by all races.

Tradespeak: A patois of Chinese, English, and Spanish, Tradespeak is a common tongue among space traders and ship's crew. Normally only a second language, but some space-born folk may speak it from birth.

Scilang: An artificial language, invented to provide a single universal language ideal for scientific communications. Common for sharing information on scientific discoveries, new multi-tool programs, or sounding smart in front of one's friends.

Interface: Another artificial language, this clipped descendent of Basic English is designed to be quickly and easily comprehended by a computer speech interface. Common second language for Pilots.

Precursor-A: The most common of the Ancient languages, and the first to be translated. Spoken pronunciation is still largely guesswork, but the writing system of right-angled characters punctuated with dots is at this point fairly well documented, and knowledge of it is common among treasure hunters and explorers.

Anthropophagi: A brutal race of cannibalistic humanoids with faces in their chest, these are believed to be surviving products of the Great Plague, twisted creatures with limited intelligence and instinctual understanding of Ancient technology. Communicating with an anthropophagi directly is generally a poor idea, but knowledge of their simple language can be handy for eavesdropping and interpreting the savage scrawls they pen on the walls of their dens in blood.

There may be other languages available in your game's world, especially if the DM has created his own aliens to expand the world of Hulks & Horrors. Be sure to ask your DM about any other options for language learning that might be available.

Conclusion

With these details and descriptions, it is hoped that the players will be inspired to take the time to think a little harder about what the numbers on the page mean, and about what isn't on the page, but similarly, do not be overwhelmed by so much information, or feel too much expectation of detail! Sometimes the fun of roleplaying is simply winging it, or even eschewing too much personal detail altogether to focus on the action. Create as much or as little detail as you feel you need and have in you to create for your character. Gaming is all about fun, after all, so if it isn't fun, don't do it!

CHAPTER 6: ADVENTURING

While one of the chief hazards in the adventurer's life is the constant threat of violent death from alien beasts and plague-corrupted former humanoids, life among the ruins of Ancients old contains many other challenges besides simple blood and claw, like toxic environments, deadly traps, decoding Ancient security systems, and simply avoiding starvation in the alien wilds. The following chapter will explain some of the basic systems for resolving these kinds of hazards and challenges as they come up in your games.

Stat Checks

The basic method of resolving an action that doesn't involve combat or immediate life threatening or dangerous consequences is the stat check. The player declares what action he wishes to attempt, and the DM decides what stat is most appropriate to that action based on the descriptions in Chapter 1. Once the appropriate stat is determined, roll a D20. If the result is less than the indicated stat, the action succeeds.

If the DM decides an action is especially difficult, he may apply a penalty to the action. This can range from -1 for mildly challenging tasks, to -5 for extremely hard ones, or even beyond if desired. A good rule of thumb for the DM to remember is that every -1 to the stat reduces the chance of success by 5%, and the chance of success for any stat check is $(\text{Stat} - 1) \times 5$ percent. The DM may even choose to reward the player with a bonus of a point or two, if he feels the character's plan of action is particularly clever or well-role-played.

Don't forget to apply any bonuses a character receives from a class ability that might be relevant to the situation. Many classes receive an extra point to one of their stats for the purposes of certain types of actions, like a Pilot hacking a computer or a Scientist trying to identify a found object.

Naturals

A natural 20 rolled on the D20 for any check, saving throw, or to-hit roll is always an automatic failure, regardless of the target number. Similarly, a natural 1 is always a success, regardless of the target number involved.

Hidden Checks

The nature of the stat check system means that a player always knows what chance he has to succeed and whether or not he's done so. This can be a problem if the DM wants to determine if the characters have detected something secret or clued in to an important piece of information. A good example of this is WIS checks to spot something hidden, or a CHA check to determine if someone they are talking to is lying, where the player even knowing a check is being made could give away a dangerous or important surprise.

In these cases, it is perfectly acceptable to simply make the roll for the player in secret and then reveal whatever the result appears to be from the character's perspective, or even not tell them at all. A failed WIS check to spot a hidden trigger for an alarm might simply go unmentioned until the players clumsily stumble onto it, and that shady in-

formation broker's undetected lie may not be realized into days later when the players are ambushed while returning from a mission.

Opposed Checks

Sometimes, a character is competing with another character at a non-combat task, rather than attempting something on a passive object. Rather than simply attempting something and succeeding or failing, their interest is in whether they succeed where the other fails, or which one succeeds first. In those cases, have each character roll the D20, and whomever has the highest roll while still being under the appropriate stat for the challenge at hand wins the check. In case of a tie, simply roll again.

Savings Throws

Sometimes rather than attempting something, the characters are confronted with some kind of dangerous hazard to be resisted or quickly avoided. It could be a falling beam that needs to be dodged, a burst of toxic gas from an Ancient security bot, or a psychic assault from one of the moonbeasts of Ceti Tau IV. In these situations, we make a saving throw, sometimes called a "save" for short.

There are three saving throws, each based on one of three of the stats described in Chapter 1: DEX, which is used whenever something requires quick movement or reflexes, CON, which is used whenever something must be resisted physically like pain, poison, or disease, and WIS, which is used whenever willpower or mental resistance is called for, such as against psychic powers or fear.

To make a saving throw, add any saving throw bonus from your class to the appropriate stat, and then try to roll under that number on a D20. If you succeed, you avoid or reduce the effect depending on the power or event in place. If you fail, you take the full effect.

Environmental Hazards

Life as a space explorer is dangerous, and there are many, many hazards and substances and environments that could kill you, maim you, or otherwise make for an unpleasant trip to the doctor's office. Here are some basic rules for common hazards and environmental issues you might encounter.

Fire

Man's oldest friend and greatest enemy. Attempting to walk through a roaring blaze is a guaranteed ignition, as is getting a blast from a flamethrower, but running can be attempted. Make a DEX saving throw for every ten feet traveled through open flame. If it fails, the runner is ignited. Armor will help protect against ignition; treat the flame as an attack with a To-Hit of 0, if it succeeds, the character is ignited. Once ignited, the future burn ward patient will take 1d6 per round of damage until he removes himself from the flames and extinguishes them. A "stop-drop-and-roll" method can be attempted once out of harm's way, make a DEX save to extinguish the flames. A water source or other fire extinguisher will instantly put them out.

Omega Reticulan nanosuits are resistant to flames, and thus will only ignite if the fire is sufficiently large and hot, like a building fire or a furnace. Squid must be extra cautious, because their gas bladder is filled with hydrogen. Every round that a Squid is ignited, there is a 1 in 6 chance that their gas bladder will ignite, exploding and dealing 4d6 damage and rendering the Squid unable to hover or move beyond a slow crawl.

Vacuum

Unprotected exposure to vacuum may not be the graphic event of lurid Hollywood films, but it is nevertheless dangerous. So long as the character does not attempt to hold his breath, one can survive exposure to vacuum without harmful effect for about 30 seconds, or three rounds. He will lose consciousness around the 2nd round unless a CON save is made, and will automatically fail this check on the third round. For the next 30 seconds, he will begin taking 1d4 damage per round unless brought to safety. After 30 seconds of this, permanent injury becomes likely. Per-round damage increases to 1d6, as well as 1d4 CON damage per round. After two minutes, should the character's body still be alive, it simply fails, succumbing to pressure and freezing.

A filter mask holds enough temporary air to delay the effects of vacuum for an additional 30 seconds, and a rebreather mask is sufficient to delay it for 2 minutes before the mechanism fails. A fully sealed armor like a Vacc Suit, EVA Suit, Combat Pod, or Power Armor is sufficiently safe to allow effective survival for up to 10 days minus its AC.

Gravity

Each class has indicated a favored gravity environment, zero, low, medium, or high. Zero G is obvious, being a weightless or near weightless environment, 0.2G or less. Low gravity indicates sub-Earth gravity, around .3-.8G, medium is Earth gravity, generally around 1G, and High gravity is any G over 1.4 up to 2. Characters take a temporary -1 to STR and DEX for every level of gravity above their natural one, but gain +1 STR and +1 DEX for every level below their natural gravity.

The exceptions to this rule are zero-G, and G about 2. In a zero-G environment, STR is normal (though remember that objects have no weight), but DEX takes a -1 penalty for every level their natural environment is from zero-G. Movement is difficult, requiring precise shifting of body weight to avoid losing control; an untrained individual attempting to move without a thruster pack in zero-G must make a DEX save or simply be sent spinning. Extreme gravities on the other hand, those above 2G, are outright dangerous. In addition to the normal STR and DEX reduction, CON is also reduced by the same amount, and they must make a CON save every hour or take 1 damage from the strain. Above 4G, this check must be taken every minute.

Atmosphere

Every class also has an indicated favored breathing environment, Oxygen for most species, though some breathe Methane and others can breathe in Water. So long as the environment contains sufficient amounts of the necessary substance, a character can breathe so long as other toxic compounds are not present. Oxygen breathers, for instance, will sicken from extended exposure to too much methane, taking 1 damage a minute until safe air is available. Use of a filter mask such as that on an environment or nanosuit will

be sufficient to allow survival, so long as the needed gas is present, and even low concentrations are sufficient with a filter mask as it collects and concentrates the needed molecules to ensure sufficient breathable air.

If none of the required gas is present, however, then a character cannot breathe at all without a rebreather (which processes the oxygen from his own exhales), and he will suffocate. The average character can hold their breath for 3 minutes, modified by their CON bonus to HP in minutes. After this amount of time, their brain will become deprived of air and they must make CON checks every round to stay conscious. After 1 minute, the deprivation of oxygen begins taking its toll on the body, dealing 1d4 damage every round, after 2 minutes, this damage increases to 1d6 and begins taking permanent stat loss of 1d4 to a random stat (roll a D6).

These same rules apply in the case of drowning as well, however a rebreather or filter mask can process the oxygen from the surrounding water if present.

Falling

Sometimes, in the course of events, it falls upon a man to fall from a great height. And probably be severely injured in the process. Without safety equipment such as a climbing harness or a parachute, a character takes damage for every 10 feet fallen: 1d4 for low gravity, 1d8 for medium gravity, and 1d12 for high gravity. Extreme gravity damage deals 1d20, plus an additional D20 for every G above 2G.

Crushing

Other times, it's not so much a matter of one's character falling, as it is something falling on one's character. Ancient ruins are not often known for their structural stability, and sometimes things fall. If something is about to fall on a character, they make a DEX save. If they succeed, they avoid the falling object. If not, they take 1d8 damage per 50lbs of the falling object, plus the falling damage the object incurs based on the present gravity. So a 100 pound object falling 30 feet in a high gravity environment deals 2d8 + 3d12 damage. Should the victim survive the damage, a STR check will be needed to remove the object.

Temperature

Alien worlds can often be harsh and dangerous places, particularly as respects temperature. Hot, near-sun worlds and greenhouse atmospheres can create incredible temperatures, while those with thin atmospheres may produce temperatures that make Antarctica seem balmy. Exposure to ambient temperatures above 200F and below -50F without protective gear is dangerous, and can cause injury and even death. Every minute spent exposed to such temperatures requires a CON save, modified by -1 for every 20 degrees above or below. Should the save fail, the character takes 1d6 damage.

A standard environment suit or above extends this safe range to -300F to 600F, however, beyond these marks there is a significant chance the suit will simply fail and begin cooking the character within like a baked potato in tin foil, or start failing to provide adequate heat against the cold. There is a 1 in 6 chance this will happen, increasing by 1 for every 20 degrees beyond standard operating temperature, thus being guaranteed to

fail at 120 degrees above or below. Once this happens, the character begins taking double the normal damage from extreme temperature.

Lower temperatures can also cause problems. Normal “comfortable range” for a clothed person is about 32F to 100F for humans, 50 to 120F for Squid, 0 to 80 for Omegans, and -20 to 80 for Bearmen. Between these marks, and the hard mark above, severe fatigue sets in, and the character is at -1 CON and -1 STR, and will take 1 damage every hour unless a CON save is made.

Radiation

Radiation is a constant danger in space, especially aboard starships powered by massive nuclear engines, but also can be a problem on surfaces. Crumbling ruins of old reactors and failing radioactive equipment can make treasure hunting dangerous. Environmental suits are radiation shielded and will generally keep the character safe, but an unsealed suit or unarmored character is at risk. There are three levels of radiation risk, based on the mean-time of exposure before immediately noticeable negative effects: 1 hour, 1 minute, and 1 round. In each case, the time indicated is the duration between new symptoms as a result of the exposure. At the first interval, the character takes 1d6 damage in radiation burns. At the second, this increases to 2d6 damage and 1 STR and 1 CON damage. At the third, the damage increases to 3d6, and the character takes 1 stat damage to all stats. At the fourth, the damage increases again by 4d6, and the stat damage increases to 2. This cumulative effect continues until the character is dead or removed from the source of radiation. If removed, and properly treated with anti-rad drugs, the character will survive, but half of any stat damage taken becomes permanent.

Disease

Alien worlds are filled with all manner of life, including microbial forms, and alien bacteria and viruses are often less than choosy about the life forms they attack. Diseases tend to attack specific parts of the body, but then spread to additional regions as the infection festers. A disease is defined by the main stat it attacks, its vector, and by its virulence. The first will be a specific stat, the second is the means by which it travels (blood, fluids, ingestion, or airborne), and the final is a penalty to the CON save needed to resist it, from 0 to -5. When exposed to the disease vector, make a CON save, modified by virulence. If the save succeeds, the character avoids contracting the disease. If it fails, the character is now infected. Symptoms will begin to show in 24 hours, causing -1 damage to the stat indicated. Each day, make a CON save. On a success, the character has shaken the ailment, but on a failure, the condition worsens, incurring a further -1 damage to the stat. Once the main stat has reached -3, it will also begin applying -1 damage to another stat, selected randomly on 1d6. When the main stat has reached -6, the character is truly suffering, and begins taking actual HP damage, 1d6 per day. If either HP or a stat reach 0 from the ailment before the character has succeeded on a save, he dies. Damage from a disease heals at a rate of 1 point of stat damage per day.

Foot Travel

Sometimes, you can't always land right where you need to go straight from the ship, and teleports have a habit of being hideously inaccurate, all that quantum uncertainty nonsense gums up the works. So, sometimes, the characters will need to hoof it a bit, or catch a ride in a rented hovercar, to get where they're going.

On average, a party can travel about 20 miles per day so long as they receive adequate rest, food, and water along the way. On a forced march with fewer rests, they can travel up to 40 miles so long as they have adequate water and still rest at night, but must make a CON save on the second day at this pace. Failure means the subject takes 1 damage. Additional failures on subsequent days begin dealing temporary CON damage, 1 per day. A full 24 hour march with no rest will result in an extra 10 miles per day, however, the CON save is penalized -2 per day this is attempted, and the hikers also suffer temporary INT and WIS damage as well, 1 per day.

Difficult terrain such as jungle, desert, mountainous areas, frozen or snowy regions, or any other hazardous terrain, will slow foot travel by anywhere from 5-10 miles per day depending on the severity of the environment. Any environment requiring an environment or vacc suit will also take additional toll, reducing travel speed by up to 5 miles per day, and incurring a penalty to their daily CON save.

In the shorter term, if more immediate movement figures are required, assume a character runs about 60 feet per round, plus their DEX score. If a chase is required, handle this as an opposed check between the participants' DEX scores.

Food and Water

Without food and water, any sentient being will not survive long. In general, most sentient life forms require at least one meal a day, and about half a gallon of water to survive in good health, albeit perhaps with some discomfort.

After 1 day without water, physical and brain function suffers, causing -1 penalties to all rolls. After two days, severe dehydration sets in, and the character begins taking 1d4 damage a day as his body shuts down, and the penalty increases to -3. CON saves for half damage. After 4 days, the penalty increases to -5, and the damage increases to 1d8, and no CON save is allowed.

Due to their aquatic origins and amphibious nature, Squid begin suffering penalties in half the time as other sentients, while the nanosuit of an Omegan is capable of recycling water and ambient condensation as long as there is an atmosphere, taking twice as long to feel each stage of dehydration. Extreme hot or cold temperatures halve the time taken before negative effects begin.

Food is somewhat less urgent. A character can survive up to a week without food without more than discomfort, though concentration suffers, take -1 to INT, WIS, and CHA rolls. The second week, penalties become more severe, extending the -1 to all rolls in or out of combat. On the third week, severe malnutrition sets in as the body's lipid stores are depleted and it begins breaking down cells to survive, increasing the penalty to -2 and dealing 1 STR, DEX, or CON damage if a CON save is failed. This continues the third week, with the penalty increasing to -3, and each subsequent week thereafter. On the

fourth week, the body is on its last legs, and CON saves must now become daily to avoid taking 1d4 damage and 1 stat damage to a random stat. On the fifth week, this increases to 1d6 and 2 stat damage. On the sixth, the checks become hourly and the character is barely clinging to life. Stat damage taken at this point becomes permanent. Without immediate medical attention, he will die by the end of the week.

Bearmen have natural fat stores, the result of evolving from a hibernating species, and this enables them to stave off the initial effects of starvation for an additional week.

Experience

As characters fight and explore their way through the hostile places of the galaxy, they will eventually become more skilled at their craft, capable of surviving harsher environments, take more punishment in a fight, and be better able to strike their opponents in combat. This process is measured through character level, and the character's level increases by earning experience points, also known as "XP".

At the end of each session, the DM will reward the players XP based on their actions during the session. If a character earns enough XP to meet the requirement for the next level, he levels up, and gains the benefits therein. The table below indicates how much a character must earn to reach each level, to a normal maximum of 6. Additional rules are included in Chapter 12 on extending play beyond level 6.

Table 18: Experience

Level	XP Required
1	0
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000

On reaching the amount of XP required for a level, the character performs the following steps:

1. **Increase Stats:** At levels 3 and 6, the character gains 1 point to add to one of his stats. Be sure to adjust any earned bonuses and saves from that stat accordingly.
2. **Roll for new hit points.** Roll the hit die, and add or subtract the character's CON bonus. Add this number to the character's maximum number of HP.
3. **Improve to-hit bonuses.** Refer to the to-hit table for the character's class, and if either column has increased, increase the appropriate to-hit bonus on the character's sheet as needed.
4. **Learn new powers.** If the character has science or psychic abilities, he may learn new powers when levelling. Check the progression table in the character's class description. If the number of known abilities for a given level has increased, then the character may learn additional powers up to the amount shown on the table.
5. **Increase Psi/Charge.** When a character levels, he becomes more efficient at employing the energies needed to use powers. Increase the character's maximum charge to the amount shown on the table plus his bonus from INT or WIS.

CHAPTER 7: COMBAT

From the liver-eating gillapes of Thorax V, to the flying dracosnakes of Gallimus IV, to the infamous space pirates of the Velvet Expanse, the galaxy is full of creatures and things ready and willing to kill you, eat you, and sell your remaining parts to the highest bidder, and wild plague monsters are not known for their negotiation skills. When stealth, guile, and reason fail, an adventurer must depend on the sword and the gun to ward off danger, and this chapter covers how to resolve those fights.

Order of Combat

In order to resolve violence quickly and efficiently as befits a group of hardened killers, combat follows a very specific order of events, which is presented here and then detailed in the following sections.

1. **Check for Surprise:** Opposed WIS/Save check determines combat advantage
2. **Determine Initiative:** Turn order follows in DEX/Initiative order, modified by Surprise, if any
3. **Begin Combat Round:** Each player or NPC takes a turn doing the following:
 - a. *Apply periodic damage:* If the character is undergoing any periodic damage effects, roll these now.
 - b. *Make Saves:* If there are any ongoing saves required of the character, make these now.
 - c. *Decide Action:* This can be an attack, use of a power, movement, or another action like reloading
 - d. *Resolve Action:* If the action involves a roll, such as to-hit with an attack, roll that now.
 - e. *Apply Damage:* Roll any damage dice if an attack or power succeeds
4. **Play passes** to next player or NPC
5. **End Combat Round:** Once all players and NPCs have acted, the combat round ends, as do any effects indicated to end at the end of the combat round
6. **Check Morale:** NPCs must make a morale check, modified by state of health, to keep fighting
7. **Repeat steps 3 through 6** until combat concludes, whether by one side being defeated, or fleeing.

Surprise

It's important to know which side has the combat advantage once the shooting starts. When combat begins, a Surprise check is made to determine that advantage. This is a special opposed WIS check between the two sides, or WIS vs. Save in the case of monsters. The best score on either side rolls against their WIS or Save. If both sides succeed, or both sides fail, then there is no Surprise and Initiative follows as normal. If one side succeeds and the other fails, however, then the winning side has Surprise, and gains a +2 to their DEX/Initiative for the rest of the combat.

The DM may choose to forgo the surprise check however, if he feels the circumstances warrant, such as when both sides have clearly spotted each other before combat, or when the players have successfully snuck up on their opponents. In the latter case, the

DM may simply decide to give the player's surprise so long as they've made a DEX check to sneak up on the opponents.

Initiative

Initiative describes the order of who acts when in combat. Initiative is determined simply thus: play follows the order of the participants' DEX or Initiative scores. If one side has Surprise, they gain a +2 to their DEX/Initiative for the purpose of combat. Play then proceeds in order of highest to lowest DEX/Initiative, until all participants have acted.

Combat Rounds

A round is a unit of time used to divide up combats into discrete periods of time. Generally, each round takes about 10 seconds, and there are 6 rounds to a minute, and 360 rounds in an hour.

Actions

Once a character's turn arrives, he may take an action, from one of the following options:

1. **Attack:** Attack an enemy with a weapon or fists
2. **Use Power:** Employ a science or psychic power
3. **Move:** Close into melee range with an enemy, or move away from one, or move into cover
4. **Dodge:** Focus your round on avoiding enemy attacks.
5. **Use item:** If the character has any instant use drugs, or tools they can employ, he can take his action to use them, or to draw a different weapon from his pack
6. **Use Stat:** If the player is attempting some non-combat action, like trying to fix a broken engine, make the Stat check as their action this round
7. **Reload/Draw Weapon:** If the character's weapon has expended its ammo, he must spend an action to reload it.
8. **Flee:** Retreat from combat

The character gets one action per round, though some actions may contain multiple sub-actions such as if it has multiple attacks or is trying a stat check with multiple components.

Attacking

To make an attack, whether by a melee or ranged weapon, the character must be within range of a target. For melee attacks, the character must be within physical reach of their target. For ranged attacks, the target must be within line of sight, to a maximum of 200 yards, and the attacker expends a round of ammunition to take the shot.

To make the attack, one must make a To-Hit roll, attempting to roll under a target number determined by the relevant To-Hit bonus and the enemy's Armor Class (AC). An unarmored opponent is considered to have an AC of 10 unless otherwise indicated. This target number is determined by the following formula:

$$\text{Attacker To-Hit Bonus} + \text{Enemy AC} + 5 = \text{To-Hit Number}$$

Note that this number can never exceed 20, and in accordance with the rules on naturals in chapter 6, a 20 is always a failure, and a 1 is always a success.

If the character rolls under the To-Hit Number, he has struck his target and may proceed to roll damage. If not, he has missed his target, but still loses a round of ammunition if he is firing with a ranged weapon.

Thrown Weapons

Daggers can be thrown, instead of swung. Treat a thrown dagger as a ranged attack, with a limited range of up to STRx3 ft. Unlike other ranged attacks however, apply any STR bonus to the damage from the thrown dagger.

Grenades are thrown at a target or at a point on the ground, and deal damage or effect to an area surrounding them. Roll a ranged attack, with an AC of either the chosen target's AC, or 7 for a point on the ground. If the attack succeeds, it lands where the thrower intended. If it fails, it will bounce or scatter 2d6 ft. in a random direction. Roll 1d12, and treat the number as if it were the time on a clock, to determine the direction it scatters to.

Multi-Wielding and Multiple Attacks

A character has the option of wielding multiple weapons in combat, such as a sword in one hand and a pistol in the other. Each weapon must be light enough to carry in one hand: Only pistols, daggers, and swords. He may also carry a single one-handed weapon and a shield. Omegans, because of their pseudopods, can also count rifles and shotguns as one-handed weapons, however, they may only carry one such weapon and a shield, not two.

So long as the character still only makes one attack per round, there is no penalty to his attacks, however, if he wishes to attack multiple targets or times in a single round, there is an escalating penalty to his to-hit roll for doing so. The first attack is at -2 to-hit, and the second is at -4. For Squid, the first attack has no penalty, but the second and subsequent attacks have a cumulative -2 penalty, from -2 for the second, to -4 for the third, and finally -6 for the fourth and final blow.

There is another way to get a free second attack however, with no penalty. If the target's level or hit die is less than half of the character's attack bonus, the character may make a free second attack against that target at no penalty.

Using Powers

Use of powers like science and psyker abilities is covered in more detail in chapter 3, but generally speaking this follows one of four models:

- Science power with no save: The power simply succeeds, and the effects are applied immediately. Spend charge as necessary.
- Science power with save: The target has a chance to save to reduce or avoid the effect of the power. The enemy rolls the appropriate save value, and the effects are modified as described in the power description. Don't forget to spend charge!
- Psyker power with no save: The character subtracts the necessary Psi, and makes his modified WIS check as described in Chapter 3. Apply effects if check succeeds.

- **Psyker power with save:** Subtract the necessary Psi, then make the WIS check as normal. If it succeeds, the target may now make a save to modify the effects. Apply effects as described in the power description

Movement

Movement in Hulks & Horrors is dealt with abstractly, to save time and make combat quick and exciting, focusing on action rather than measurements. When a character makes a move action, he can move in one of three ways: moving into melee range with a target, moving away from melee range with a target, or moving into cover if present. This affects what sort of attacks the character can make against that target, and what attacks the enemy can make against him.

Moving into cover is a particularly important defensive maneuver as it allows the character to place an object between himself and an enemy shooter, and gives an extra line of defense if a character attempts to approach him in melee. A character in cover receives an AC bonus of -1 against ranged attacks, and enemies approaching a character in cover must make a DEX save. If the save fails, the covered character may make one free attack against the target.

Dodge

Sometimes cover is not enough, and the character wishes to make sure to avoid damage in combat. A character may spend his action focusing exclusively on defending himself and avoiding attacks. Make a DEX check. If the check succeeds, then the character gains a -2 bonus to his AC until his next turn, but can make no other action until then.

Use Item

In any given round, the character may extract and use one non-weapon item from his pack. This could be combat drugs, putting on a rebreather, or any other action that doesn't involve an instrument of death.

Use Stat

Any time the character makes a non-combat check during a combat round, he must be aware of the fact that he is in a dangerous situation, and could be attacked at any time. There is thus a trade-off: the character can focus solely on his task, or try to shield himself while acting thus making the task more difficult. The character must choose whether to take a -2 on the check, or a +1 to his AC for the rest of the round.

Reloading/Drawing a Weapon

Reloading or drawing a weapon or dangerous device such as a grenade or explosives takes time to do safely. Normally, taking such an action consumes a character's action for the round. However, he may choose to attempt a "quick draw": Make a DEX check, if the check succeeds, he may draw and then attack with the weapon in the same round, albeit at a -2 to-hit. If it fails, he loses his action for the round, and there's a 50/50 chance that one of two mishaps occur. Roll 1d6. On a 1-3, he drops the weapon and must

spend an action picking it up next round. On a 4-6, the weapon injures him while drawing it and he must make a DEX save or take full damage from the weapon.

Fleeing

A character on his turn may declare an attempt to flee combat. When fleeing, the character attempts to leave the field of combat by the nearest safe exit as quickly as possible, with some disregard for avoiding attacks. For the rest of the round, he is at +1 to his AC, and if he is struck he must make a DEX save or lose his balance and fail to escape. If he is not, then at the end of the round he will leave combat.

Damage

When an attack or power successfully deals damage to a target, that damage is rolled and temporarily removed from the target's hit points. Melee weapons roll a die and add or subtract the character's STR bonus, while damage from ranged weapons and powers is a simple die roll.

Subtract the resulting roll from the target's hit points. If their hit points are reduced to 0 or below, that character is now dying, and immediately becomes incapacitated. If immediate healing is not applied by the end of combat, he dies. The healing applied must be enough to bring him up to at least 1 hit point, otherwise the care is futile and the target dies anyway.

Lost hit-points heal naturally at a rate of 1d6 + CON bonus to HP per day, provided the character has a full night's rest and plenty of food and water, and is not suffering the effects of a hostile environment or hazard.

Morale

Fortunately for our brave adventurers, vile creatures and wild beasts tend to be cowardly sorts, and will often run away from combat when the going gets rough, though unfortunately, so do hired guns. At the end of each combat round, NPC participants must make a Morale check. The NPC makes a WIS save or Save roll, taking a -2 for each ally dead, and a -2 if he has been injured. If it fails, it will make its first action on the next round Fleeing, and will continue attempting to flee on each subsequent round. The PCs may spend their action attempting to pursue, however, if desired. Make opposed DEX or DEX/Save rolls between the pursuing PC and the fleeing NPC. If the PC wins, then he may make a single attack against the target. If not, the NPC escapes into the distance.

Unarmed Combat

At times, one may only have one's bare hands to fight with, or have a desire to not lethally harm an enemy in combat. In those times, one can make an unarmed combat attack against the opponent. Unarmed attacks roll to-hit as any normal melee attack, however, they deal only 1d3 + STR bonus in damage, and should they reduce a target's hit points to 0 with an unarmed attack, the opponent is only knocked unconscious, for an amount of minutes equal to the striker's damage roll.

Should an attacker wish to grapple with an opponent, have him make a melee attack as normal. If he succeeds, he has successfully restrained his opponent. In subsequent rounds, he may make additional unarmed attacks at a +1 to-hit, and his opponent's only choice of action is responding in kind with unarmed attacks at -1 to-hit, or attempting to escape. To escape, make an opposed STR check. If the restrained character succeeds, he escapes. If not, he remains restrained by his opponent.

Armor Class Limits

There is a limit on a character's Armor Class (AC). No character's armor class may ever go below -2, or above 10. Any penalties or bonuses that would cause a character's AC to extend beyond this range are lost, and any gear that would cause the character to exceed this limit has no effect.

Using Non-Proficient Equipment

Each character class has a list of weapons and armor they are proficient in. These are the types of equipment they have received training in using, and thus they can wield them expertly in combat with no penalty. Using a weapon or wearing armor the character does not have proficiency in incurs penalties due to his lack of skill in using the item in question.

A character wielding a weapon not listed in his class takes a -2 penalty to-hit with that weapon, and cannot make multiple attacks with that weapon. A character wearing armor not listed in his class takes a -2 penalty to-hit with all weapons, and a -2 penalty to DEX saves.

TAACO

An optional rule meaning "To Attack Armor Class 0," this shortens the math needed to determine one's To-Hit Number for an attack. A character's TAACO is his target number to hit an enemy with an AC of 0. This is calculated as his To-Hit Bonus plus 5, and can be pre-calculated on his character sheet for easy reference. To find the To-Hit Number to attack a target, simply add their AC to the character's TAACO, and roll under the resulting number to hit the target. Remember that To-Hit Number cannot exceed 20. Any bonuses or penalties to To-Hit Bonus also apply to a character's TAACO.

To-Hit Chart

If you instead prefer to simplify the math even further, and even avoid it altogether, you can use the To-Hit chart in Table 19. To use it, simply look up the character's bonus To-Hit or TAACO in the leftmost columns, and cross reference with the target's AC from the top row. The resulting coordinate will tell you the number needed to roll under in order to hit the target. Should the character's to-hit bonus or TAACO fall below or above the included rows, simply look at the nearest entry in the table, and count down or up by 1 for each row below or above the numbers on the table, remembering of course the maximum and minimum values of 20 and 1 respectively.

Advanced Movement

Hulks & Horrors was designed with seat-of-the-pants quick gameplay and easy online play in mind, and thus takes a relatively abstract approach to movement, and provides ranges mostly for reference purposes. For some groups, however, abstraction and eyeballing isn't sufficiently accurate for their style of play. For those wishing to handle movement more precisely, via grid or tabletop with counters or miniatures, treat each 1" increment or square/hex as 10 feet. Instead of moving automatically within or out of range of targets or cover, a character may move 30 feet per round, plus 10 feet if their DEX/Initiative is 10+, or run at 60 feet +10 feet at a +1 penalty to AC. Measure ranges using the same 10ft. increments, and line of sight as indicated by your play area.

Table 19: To-Hit Chart

To-Hit Bonus	TAACO	Defender's AC												
		10	9	8	7	6	5	4	3	2	1	0	-1	-2
-6	-1	9	8	7	6	5	4	3	2	1	1	1	1	1
-5	0	10	9	8	7	6	5	4	3	2	1	1	1	1
-4	1	11	10	9	8	7	6	5	4	3	2	1	1	1
-3	2	12	11	10	9	8	7	6	5	4	3	2	1	1
-2	3	13	12	11	10	9	8	7	6	5	4	3	2	1
-1	4	14	13	12	11	10	9	8	7	6	5	4	3	2
0	5	15	14	13	12	11	10	9	8	7	6	5	4	3
1	6	16	15	14	13	12	11	10	9	8	7	6	5	4
2	7	17	16	15	14	13	12	11	10	9	8	7	6	5
3	8	18	17	16	15	14	13	12	11	10	9	8	7	6
4	9	19	18	17	16	15	14	13	12	11	10	9	8	7
5	10	20	19	18	17	16	15	14	13	12	11	10	9	8
6	11	20	20	19	18	17	16	15	14	13	12	11	10	9
7	12	20	20	20	19	18	17	16	15	14	13	12	11	10
8	13	20	20	20	20	19	18	17	16	15	14	13	12	11
9	14	20	20	20	20	20	19	18	17	16	15	14	13	12
10	15	20	20	20	20	20	20	19	18	17	16	15	14	13

CHAPTER 8: SPACESHIPS

A crew's ship is its home base, a space borne place to lay one's head and clean one's gun, as well as a way to get from planet to planet. Whether it's an old rust-bucket bought off a salvage yard, or a shiny new one with a ridiculous mortgage on it, every crew needs to get a ship somehow, because running charter flights runs real expensive after a while, and commercial starliners don't run out to unexplored sectors. The following rules cover how to get a ship, what a ship does, how to operate it, and how long it takes to get where you're going in a ship.

Getting Your Spaceship

Spaceships are expensive. Really expensive. You may think you have a big car payment every month, but that's just peanuts compared to the price of even a cheap used ship off a back lot somewhere on Vega III. There are a few ways to get hold of one without necessarily coming up with a few hundred thousand credits right out of pocket, and each has some advantages and disadvantages.

Mortgage: This is the most expensive option. It means buying a ship brand new on a mortgage, which gives you the freedom to order exactly the ship you want, but is also likely to cost a pretty penny for every little detail, and spending too much could leave you with massive mortgage payments.

Used: You can save a fair bit on a ship by buying one off a used lot. This makes your options more random, but you have some choice in what you find, and your mortgage will generally be about half the price of a new ship.

Inherited: The cheapest option, obviously, this means you've inherited your ship somehow. Perhaps the previous captain died and left it to you, perhaps the family's shipping business closed. This gives you a free ship, but it's totally random what sort of a ship it is. Could be a palace in space, or a garbage scow. Just hope you can afford the maintenance.

The following sections detail creating your ship piece by piece, selecting a hull, armor, weapons, engines, and other details. Each step will have three options for determining that part and how much it costs, for each of the three ownership methods. Follow the instructions and record your results on the ship record sheet. The final step will explain how to calculate the ship's payment plan, if any.

There is also the question of ownership, whether the ship is owned by the whole group, or by a single individual. Collective ownership is common with mortgaged and used ships, as the lending houses will be more likely to loan out the cash if there's some responsibility spread around, while inherited ships are more likely to be deeded to a single owner, who likely serves as the ship's captain (though it's up to the crew whether that title is anything more than honorary). Talk it over with the group and the DM and see which seems like the best fit for all parties.

Step 1: Hull

A ship's hull is its inner structure, the base frame on which all the other parts of the ship are attached, and also its inner shell against the hostile environs of space on the

outside. Ship's hulls are described by a numeric class, and the classes are divided into two types: landers, and orbiters. Landers are smaller ships capable of atmospheric entry, while orbiters are larger class ships too big to enter an atmosphere and rely on shuttles and teleports to put people on the surface. Table 20 defines each of the classes by how many Hull points they have, the average length and mass, and how much they cost.

Table 20: Hulls

Landers

Class:	I	II	III
Hull	20	30	40
Length	50 yds.	75 yds.	100 yds.
Mass	150 tons	225 tons	300 tons
Cost	100,000	150,000	200,000

Orbiters

Class:	IV	V	VI	VII	VIII
Hull	50	60	80	100	120
Length	125 yds.	150 yds.	200 yds.	300 yds.	400 yds.
Mass	375 tons	450 tons	600 tons	900 tons	1200 tons
Cost	300,000	400,000	500,000	1,000,000	2,000,000

Selection Procedure:

Mortgage: Select your ship class, and record the base cost and specs on your ship sheet.

Used: To determine class, roll 2d6, and choose 1. Record the specs for that class of hull, but subtract $1d4-1 * \text{Class}/2$ from Hull points. Cost is $1/2$ base value.

Inherited: To determine class, roll 1d6. Record the specs, but subtract $1d6-1 * \text{Class}/2$ from Hull points. Cost is free.

Step 2: Armor

Because the hull of a ship makes up the base frame of the vessel, taking hits to one's hull can threaten the integrity of the vessel and cause danger for the crew inside. To compensate, ships are equipped with armor, generally a system of stronger reactive, reflective plates and magnetic shielding designed to protect the ship's internal workings from meteorites, collisions, and weapons fire. Each type of armor provides the ship with an AC, and with an amount of Armor Points (AP). Damage to the ship that fails to penetrate the armor instead deals damage to the ship's AP instead, sparing the softer hull inside. Table 21 lists the types of armor, their AC and AP, the additional mass they add, and the cost.

Selection Procedure:

Mortgage: Select your armor type as desired, record AC and AP and add the extra weight and cost to the ship's specs.

Used: To determine type, roll 1d4 twice and choose 1. Subtract $(1d4-1)*\text{Type}$ from AP. Cost is $1/2$ standard. Record weight and cost additions.

Inherited: To determine type, roll 1d4. Subtract $1d6*\text{Type}$ from AP. Cost is free. Record weight.

Table 21: Ship Armor

Type:	None	I	II	III	IV	V	VI
AC/AP	10/0	9/20	8/40	7/60	6/80	7/100	6/120
Mass	--	50 tons	100 tons	150 tons	200 tons	250 tons	300 tons
Cost	--	20,000	40,000	80,000	160,000	320,000	640,000

Step 3: Main Engines

A ship's main engine provides the main source of power to the ship's systems, provides main forward thrust, as well as powering the subspace drives. Ships in H&H travel between systems by slipping into subspace, a parallel phase of reality where the laws of physics function differently from our own, allowing for extremely fast, if fluctuating, travel speeds between the stars. Subspace travel times are thus not always relative to real space distances, so routes are calculated by time, and subspace speeds by a multiplier indicating their speed relative to the standard x1 calculation.

This shift is powered by the use of massive hydrogen fusion engines, the energy of which mostly provides the power needed for the subspace engines, but also pushing out exhaust gases that provide forward thrust at sub-light speeds for in-system travel, as well as being more than enough to run a ship's internal systems all but indefinitely as long as there's fuel. Table 22 describes the available engine types, their subspace multiplier, sub-light speed in AU/hour (astronomical units), additional mass, and cost. Engine's mass includes storage tank with enough hydrogen fuel for 1 month of operation. Additional fuel tanks can be added to the ship in Step 6.

Table 22: Engines

Type:	I	II	III	IV	V
Subspace Multiplier	x4	x3	x2	x1	x0.5
Sub-light Speed	1 AU/hr.	2 AU/hr.	3 AU/hr.	4 AU/hr.	5 AU/hr.
Mass	50 tons	100 tons	200 tons	300 tons	400 tons
Cost	10,000	20,000	40,000	80,000	160,000

Note: The tonnage of an engine cannot exceed the tonnage of the hull + armor that carries it.

Selection Procedure:

Mortgage: Select the desired engine class, making sure that the engine's size does not exceed that allowed by the weight of the frame, as mentioned above. Record specs, add weight and cost to total.

Used: Roll 1d3 twice and choose 1 for Engine type. Record specs, add weight and cost to totals.

Inherited: Roll 1d3 for type. Record specs, add weight to total. No cost.

Step 4: Weapons

Space is a hostile place. While few other sentients beyond the known four allied races have been encountered, and fewer still with space travel abilities, that doesn't mean the galaxy is a safe place. Unexplored and uncharted sectors are often havens for claim

jumpers, pirates, survivalists, and other sorts ready and willing to assault you the moment you drop out of subspace. As such, most ships plying the less safe regions of the galaxy tend to come equipped with some form of weapons, and galactic authorities often look the other way rather than enforcing weapons regulations on registered survey and exploration teams.

There are three types of weapons available for the modern space vessel: beam weapons, mass drivers, and missiles. Beam weapons emit concentrated beams of charged particles at the speed of light, which makes them more or less impossible to avoid and gives them very long range, but they tend to penetrate armor poorly and do the least damage. Mass drivers use magnetic or gravitic coils or explosives to propel projectiles at their target at high sub-light speeds, but are more easily avoided because of their relatively low velocity and thus have limited effect beyond medium ranges. Missiles are self-propelled guided rockets with shaped charge warheads that do high amounts of damage, but their slow speeds make them the shortest ranged and most easily avoided weapon.

Weapons deal damage in Kills. Kills are a measure of damage used for ship-class weapons, rather than the hit points used for person-to-person combat. 1 Kill is sufficient to vaporize any living target, and deals 1 Hull or Armor Point of damage to a ship.

Each weapon type is available in Mark I through IV models. Table 23 below details their base damages, material or energy type, mass, and cost, as well as ammo cost per shot for missiles and mass drivers. Note also that there is a limit to the number of weapons that can be installed on a ship. Each ship hull comes with a number of hard-points equal to its class. Beam weapons use up 1 hard-point, while missile and mass driver weapons consume 2 due to their ammo requirements. Also bear in mind that to use them, each weapon must be crewed, so don't buy more weapons than you have crew to fire them.

Selection Procedure:

Mortgage: Select the desired weapons, and record their damages and specifications on your sheet, taking note of hard-point and crew limitations. Add cost and weight to totals, and buy ammo as desired.

Used: Roll 2d3 and pick one for number of weapons, roll each weapon randomly using d3 for type and model, ignoring any rolls that would place the number of weapons over the hard-point limit. Buy ammo as desired, and add cost and weight to totals.

Inherited: Roll 1d4-1 for number of weapons, and 1d3 for type and model of weapon, ignoring any rolls that would place the total number of weapon hard-points over the hull limit. Any missile or mass driver weapons include 20 rounds of ammunition.

Table 23: Ship Weapons

Model:	Mark I	Mark II	Mark III	Mark IV
1 - Beam Weapons:				
Damage	1d6	2d6	3d6	4d6
Type	Laser	X-Ray	Meson	Neutron
Mass	20 tons	40 tons	60 tons	80 tons
Cost	5,000	10,000	15,000	20,000
2 - Mass Drivers:				
Damage	3d8	4d8	5d8	6d8
Type	Slug Cannon	Rail Launcher	Gravitic Mass	Plasma Projector
Mass	60 tons	80 tons	100 tons	120 tons
Cost	10,000	20,000	30,000	40,000
Ammo Cost	50cr./shot	75cr./shot	100cr./shot	150cr./shot
3 - Missile Weapons:				
Damage	5d10	6d10	7d10	8d10
Type	HE-AP	Thermex	Microfission	Helium Fusion
Weight	100 tons	120 tons	140 tons	160 tons
Cost	40,000	60,000	80,000	100,000
Ammo Cost	200cr./shot	400cr./shot	600cr./shot	800cr./shot

Step 5: Thrusters

In addition to a ship's main engine, it is also equipped with maneuvering thrusters. These thrusters are what turn and steer the ship, and are particularly important for being able to quickly avoid attacks in combat situations. They also affect a Lander type ship's ability to move in an atmosphere.

Thrusters are purchased a bit differently than the previous steps, where one simply selected a model and added it to the vessel in construction, because the effectiveness of a thruster is dependent upon the total mass of your ship. Total the tonnage of all the components so far, and divide the resulting number by 100, rounding up. That number is your Mass Rating, and is very important because it effects what thrusters you must buy.

Thrusters are bought by Thrust Rating (TR). This rating measures how much of the main engine's thrust the system can divert to maneuver the craft. The higher the Thrust Rating relative to the Mass Rating of the ship, the more maneuverable it is: A craft gains a Maneuverability Bonus or Penalty to AC based on the relationship between its Mass and Thrust. For every point the Thrust is higher than the Mass, it gains a -1 bonus to its AC. For every point Thrust is lower than Mass, it is subject to a +1 penalty to its AC. Neither bonus nor penalty may bring a ship below -2 or above a 10 AC. Note that Maneuverability Bonus/Penalty does not apply against Beam Weapons.

A Lander type ship must have thrusters of a Thrust Rating at least equal to their Mass Rating, in order to be able to maintain lift in an atmosphere. Otherwise it is simply a

lighter class of Orbiter. A Lander's airspeed is 400mph + 100mph per point of Thrust above Mass.

Thrust Rating costs a base of 20,000 credits per point, and add no additional mass to the vehicle.

Selection Procedure:

Mortgage: Choose the desired Thrust Rating and add its cost to the ship's total, then factor its Maneuverability Bonus or Penalty and record it on the sheet.

Used: Roll 1d6-3 two times and take the highest result, then add this number to the ship's Mass Rating to get its Thrust Rating. Calculate its Maneuverability Bonus/Penalty, and add the cost of the Thrust Rating to the total cost of the ship.

Inherited: Roll 1d6-3 and add the result to the ship's Mass Rating. The result is its Thrust Rating. Calculate its Maneuverability Bonus or Penalty accordingly.

Step 6: Additional Systems

In addition to the core systems in the previous steps, every ship comes with a number of basic systems included in the hull price and weight. This includes standard life support systems to provide breathable air, drinkable water, waste processing systems, crew quarters for (Class*2) people, cockpit, navigation system, standard subspace communications, and basic sensors capable of surface scans of a planet and the area around the ship to a distance of 10 AU. These systems combined compose about 20% of the total mass of the ship's hull. Another 20% is composed of the necessary internal components of the ship's weapon hard-point mounts.

The remaining 60% of mass can thus be filled with add-on systems. Add-on systems do not add mass like the systems in the previous section, rather, they take up mass within the ship's hull, filling up the available space therein. Any remaining mass after the ship's desired add-ons have been purchased is counted as cargo space, and can hold an amount of mass equal to that amount.

The following descriptions detail some optional systems that can be added to the ship, their function, cost, and mass. A ship cannot add more systems than 60% of its hull tonnage in mass.

Mortgaged ships may choose as many or as few as they like, while used ships may choose up to 2d8H systems at half-price, and inherited ships get 1d6 systems for free.

Food and Life-Support Systems

Waste Recycler: Recycles organic waste from air, water, and septic into edible "food" in a variety of "flavors" and textures, all of which taste like day old rice porridge. Operates indefinitely. Mass: 10 tons. Cost: 5,000cr.

Automat: Inspired by 20th century cafeterias, the Automat system presents a wall of self-restocking processed food stuffs, heated to order by pushing a few buttons. Tastes of sorrow and bachelorhood. Includes 2 month's supply. Mass: 20 tons. Cost: 7,500cr. + 300cr. per 2 month's supply, can store up to 12 months of food.

Full Galley: A complete kitchen, stocked with all the requisite tools and instruments of cuisine and a larder and freezer stocked with most common ingredients. 2 month's supply of

real delicious food (as long as the cook's any good). Mass: 30 tons. Cost: 10,000cr. + 500cr. per 2 month's supply, can store up to 6 months of food.

Artificial Gravity: Gravitic field installed in the floorboards generates equivalent to low gravity. Can be upgraded to higher gravities, if the engines provide sufficient power. Mass: 50 tons. Cost: 100,000cr. Medium Gravity upgrade requires type II engine, and costs 20,000cr. High gravity upgrade requires type III engine and costs 40,000cr.

Escape Pods: Small, sealed units, designed to hold two passengers in discomfort, enabling safe descent to a nearby planet in the event of a ship's accident or destruction. Low-speed thrusters only, capable of descent from orbit but not interplanetary travel. Enough life-support for one month. Includes 4 pods. Mass: 40 tons. Cost: 50,000cr. +10,000cr. per additional pod.

Transport Systems

Shuttle Bay: Unit containing a single shuttle and space for its repair/fuel/etc. Shuttle has Hull 5, AC 7, and AP 5, sub-light engines only at 1 AU/hr., no weapons, and space for 8 passengers. Mass: 40 tons. Cost: 50,000cr. Can be installed more than once for multiple shuttles.

Fighter Bay: Unit containing space, launch platform, and space fighter. Fighter has Hull 10, AC 6, and AP 10, sub-light engines at 1 AU/hr., Mark 1 Laser and Mark 1 HE-AP w/ 2 missiles. Mass: 60 tons. Cost: 100,000cr.

Teleport Bay: Teleport pad folds space for instant travel between orbit and surface for up to 6 people, if it works. Roll INT check, if it fails, target lands 1d4x25 miles from destination. Mass: 20 tons. Cost: 100,000 cr.

Countermeasure Systems

Radar Flare: Distracts incoming missiles. Roll DEX to deploy against incoming missile, success grants -2 AC bonus against that attack only. Includes 10 charges. Mass: 10 tons. Cost: 50,000cr. + 200cr. per charge.

Sandblaster: Dumps out silicate sand to dissipate incoming beam weapons, using 1 charge to increase AC vs. beam weapon by -2. Deploys automatically so long as system is active and charges remain. Includes 10 charges. Mass: 20 tons. Cost: 75,000 cr. + 50 cr. per charge.

Cloaking Device: Highly experimental (and illegal in some sectors), this modifies the magnetic shield around the ship's armor, distorting light and radar waves around the ship, making it very difficult to target. Grants -4 to AC while active, but drains the engine's fusion output, preventing weapons fire, and long term use causes 1 hour radiation doses to the crew. Mass: 50 tons. Cost: 150,000cr.

Sensor Systems

Ground-Penetrating Radar: Focused radar system can image sub-surface structures from space. Provides rough maps of underground structures though only in gross detail (rooms, halls, etc.). Mass: 10 tons. Cost: 20,000cr.

Trajectory Targeter: Tracking system for weapons follows targets in space, calculating their trajectories in real-time. Gives +1 to-hit with mass driver weapons. Mass: 10 tons. Cost: 30,000cr.

Fly-by-Wire System: Enables the pilot to manually control a missile in flight, increasing the chance of a successful hit. Gives +1 to-hit with missile weapons. Mass: 10 tons. Cost: 50,000cr.

Additional Rooms/Storage

Extra Fuel Tank: Sets aside a portion of the ship's cargo space for the storage of extra fuel for the main engines. Important for long-term exploration vessels. Each tank provides an additional 1 month run time. Mass: 10 tons. Cost: 10,000 credits. Can be purchased multiple times.

Additional Crew Quarters: Adds an additional bunk room for 1-2 crew members depending on how cozy they want to be. Mass: 5 tons. Cost: 5,000cr. Can be purchased multiple times.

Passenger Berth: Single or double occupancy room with space to breathe for long-term passengers. Mass: 10 tons. Cost: 10,000cr. Can be purchased multiple times.

Short-Term Seating: Airline style seating. Each unit can carry up to 20 passengers in lack of comfort. Mass: 10 tons. Cost: 7,500cr. Can be purchased multiple times.

Entertainment Room: Large screen display with holovid player, stereo system, karaoke machine, comfortable seating, gaming table. Mass: 30 tons. Cost: 10,000cr.

Sickbay: Medical facility, stocked with enough beds for 4 patients, and basic care equipment for most common wounds and ailments. Mass: 20 tons. Cost: 20,000cr.

Exercise Room: Important for staying fit, especially on those long trips in zero or low gravity. Mass: 20 tons. Cost: 10,000cr.

Petting Zoo: Room full of adorable small animals. Good for soothing the nerves on long trips. Mass: 80 tons. Cost: 25,000cr.

Japanese Garden: Lovely artificial arboretum, complete with artificial sunlight, Shinto sculptures and Zen garden. Mass: 80 tons. Cost: 50,000 cr.

Spa/Sauna: Soak in a tub of relaxing bubbles under an artificial sunlamp, or spend some time in the steam room. Mass: 40 tons. Cost: 20,000cr.

Microbar: Compact, but fully stocked bar, with all the standard drinks necessary in enough supply to get the crew fairly splashed every night for a month. Mass: 30 tons. Cost: 15,000cr. + 200cr. to refill.

Gaming Room: Stuffy, claustrophobic, stocked with salted snacks and high-energy beverages, and enough computers for up to 8 people to blast each other senseless in a virtual environment. Mass: 20 tons. Cost: 25,000cr.

Step 7: Paying For It

Those fortunate enough to have inherited their ship can skip this part, unless they've chosen to add additional parts or upgrades to their ship, because this is where we learn just how much debt your crew is now in to pay for all this stuff, and how much and how regularly they'll be expected to pay towards it.

Total up all the costs of all the ship components and add-ons purchased. This is the final market price of your vessel. It's probably a pretty big number. Well, you're in luck, because it gets bigger! Interplanetary banks are not known for their giving and charitable nature. They want to make money, and they want to make as much of it as possible, and that means interest.

Ship loans are made on a 10 year term, and payments are due every three months, with interest fees incurred on each payment.

Divide the total value of the ship by 40, then take that value and add 20% for interest fees, and you have your quarterly payment. This payment is expected on-time every three months precisely, and if it is late by more than a month, a repossession investigation will commence, and you can probably imagine what kind of repo men they send after ships armed with high-energy laser weapons and nuclear missiles.

The contract on a ship's loan is generally in the name of all senior crew members (the players), as this adds an element of protection for the bank if one party member dies. It is also frequently expected that the crew provide some proof or plan of income. Membership in the Surveyor's Guild is sufficient to satisfy this requirement (see the next chapter).

Ship Combat

Ship combat operates similarly to regular combat, with a few modifications to the process. First, it is important before combat begins to establish battle stations. Each ship needs its main stations staffed in order to operate, requiring a pilot, sensor operator, 1 crewmember for each weapon, and an engineer if you wish to attempt in combat repairs. Changing battle stations in combat takes up to 1d3 * Class/2 rounds, so switching places after the shooting starts is not recommended.

Combat order follows thusly:

1. **Check for Surprise:** Same as regular combat, but determined by the WIS of the sensor operator.
2. **Determine Initiative:** Determine initiative, +2 for surprise as always.
3. **Begin Combat Round:** Crew members take their actions in order of initiative.
 - a. *Declare Action:* Pilots declare their maneuver, sensor operators check target lock, weapon operators may fire weapons, engineers may attempt repairs
 - b. *Resolve action:* Make to-hit rolls for weapons, stat checks for other crew stations
 - c. *Apply Damage:* Roll weapon damage if necessary, and hit location for hull penetrations.
4. **End Combat Round**
5. **Check Morale:** Enemy vessels check morale as standard combat, taking penalty for each enemy ship lost, and any damage taken. Failed Morale checks mean enemy pilot automatically takes Flee for next action.
6. **Return to step 3,** until one side has fled or been destroyed.

Surprise and Initiative

As in standard ground combat, we begin a combat encounter by checking for Surprise. This is a special opposed check between the sensor operator of each vessel (or the best one per side if there are multiple vessels), based on WIS. If one succeeds, and the other fails, then initiative for that side is at +2 for the combat. Resolve actions in order of DEX/Initiative.

Range

Range in space combat is handled abstractly, with three range bands of distance between a vessel and its target: Close, Medium, and Far. Combat begins with all participants at Far range from each other, and they remain that way unless piloting maneuvers put them in a closer position. Range is important for the use of weapons: Beam weapons work at any range, but mass drivers only work at Medium and Close range, and missiles only work at Close range.

Piloting

Getting into range with a target involves piloting maneuvers. When the pilot's turn in the combat round arrives, he must choose which maneuver he wishes to execute, from the following options:

- **Approach:** The pilot attempts to maneuver closer into range with a target ship. If the target ship has not yet made a piloting roll this round, it may attempt to avoid this attempt: make an opposed DEX check between the two pilots. If the approaching pilot succeeds, his ship is now one range band closer to the target. If the target does not attempt to avoid, it is instead a simple DEX check. An attempt to avoid consumes the avoiding pilot's maneuver action for the round.
- **Withdraw:** The pilot attempts to widen the gap between his ship and a target ship. As before, the target ship may attempt to pursue: make an opposed DEX check. If it does not, this is a standard DEX check, and on success, the distance between the pilot's ship and the target extends by one.
- **Defensive Maneuvers:** The pilot weaves the ship in an attempt to glance or avoid incoming blows. Make a DEX check. If it succeeds, the ship is at -1 AC until the next piloting roll, but weapon gunners take -1 to-hit.
- **Flee:** The pilot attempts to flee the field of combat, cranking the engines to full bore. Any other ships that have not yet made a piloting maneuver can attempt to pursue the fleeing ship. Make an opposed DEX check between the fleeing pilot and the pilot of the pursuing ship. On a success, the pilot exits the field of combat. On a failure, the pilot is unable to shake his pursuer and remains at Far range from his enemies.

Whenever a pilot closes into range with an enemy ship, it is assumed he automatically becomes one range band farther from all other ships. If he withdraws, his range band with all targets increases by one. However, a ship may not exceed Far, thus ending the combat, without attempting to Flee.

Sensors and Target Lock

A sensor operator's job in a combat situation is to mark targets for his fellow crewmembers at the guns. The sensor operator does this by achieving target lock. Declare a target to be locked by the ship's systems. The sensor operator then makes an opposed WIS check against the target's INT. If he wins the check, all weapon operators are at +1 to-hit that target until the next round, when the sensor operator must make a fresh check to maintain weapon lock or switch to a new target.

Weapons Fire

Weapons fire is resolved as a ranged attack with the chosen weapon, with a distinct procedure depending on the type of weapon. It is also important to consider range. As mentioned before, Missiles only work at close range, while Mass Drivers only work at Medium and Close ranges. An out of range weapon will simply miss its target: due to the high speeds involved in space combat, targeting beyond those ranges with relatively slow, sub-light speed weapons is more or less impossible.

Make a ranged attack roll using the gunner's Ranged To-Hit plus any bonuses to firing mounted weapons, vs. the enemy ship's AC, remembering to add its maneuverability bonus or penalty as well for Missile and Mass Driver attacks. Resolve the attack's damage as follows depending on weapon type:

- **Beam Weapons:** Beam weapons technically automatically hit because they travel at light speed. All beam strikes deal damage, but it is a matter of how much, and where. If the gunner rolls a miss, the beam only glances, dealing half the damage rolled to AP. If the gunner hits, but does not roll less than the target ship's AC, full damage is dealt to AP. If the gunner hits and rolls under AC, the shot penetrates armor. Damage is dealt directly to Hull, and system damage may be called for (see below).
- **Mass Drivers:** Mass drivers can miss, however. If the to-hit roll misses, the shot flies wild and does no damage. If it hits, but does not roll under AC, it deals damage to AP. If it hits and rolls under AC, it has penetrated the armor, and deals damage directly to Hull and may cause system damage.
- **Missiles:** Missiles are deadly weapons, and although they can miss, they always penetrate armor when they hit. A missed roll flies wild and detonates clear of the target, but a hit deals damage directly to hull, and may deal system damage.

Subtract any damage from the appropriate pool, either AP or Hull. If a shot deals more than 20% of a hull's damage in one blow, it also suffers system damage. Roll 1d6 on Table 24 to determine which system is struck, and its effect.

Table 24: Systems Damage

Roll	Result
1	Main Engines: Main engines are damaged, slowing the ship. Maneuvers to Approach, Withdraw, or Flee are at -2. Second hit disables, preventing movement.
2	Weapons: Roll randomly to determine weapon struck. Weapon is disabled.
3	Thrusters: Thrusters are damaged, causing -2 to all maneuver checks. Second hit disables, preventing movement.
4	Add-Ons: Subsystem disabled. Roll randomly to determine which system is damaged. Damaged extra fuel tanks rupture, dealing an additional 2d6 hull damage and thus possibly damaging other systems.
5	Sensors: Sensors damaged. Checks for target lock are at -2. Second hit disables, preventing further target lock.
6	Engineering: Critical repair systems are damaged. All attempts at repairing systems are at -2. This effect is cumulative on subsequent hits.

In-Combat Repairs

The ship's engineer on his turn can attempt emergency repairs of the ship using remote systems. Any system that is damaged from a Hull hit, the engineer may attempt to repair to a previous level of damage. Disabled systems become damaged or repaired, damaged systems become repaired, and engineering damage has its penalty reduced by 2.

To make a repair attempt, roll an INT check, modified by any bonuses from class and any penalties incurred by engineering system damage. If successful, the system is repaired long enough to survive until the end of combat. If it fails, the system is permanently damaged and cannot be fixed until combat is over.

All damaged systems must have proper repairs after combat. Damaged systems take about 1 day of work to repair, while disabled systems take 1 week and require an INT check to repair, and on a failure, must be taken to a star base or other dry-dock for a full rebuild.

Destroying a Ship

If a ship's Hull is reduced to zero or below, the ship's hull is breached and it is dead in space. All crew members may make a DEX save to attempt to reach an escape pod or vacc suit before the ship's hull fails and begins rapidly decompressing. If a ship is reduced to more than 20% of its Hull below zero, the ship explodes, and all hands are lost. A dead ship is beyond repair unless it can be towed to dry-dock, but if the engines were undamaged during the fight, it may be steerable to safety so long as it is within planetary distances. Subspace travel is impossible with a breached hull.

Advanced Movement and Miniatures

The base combat system is designed for relatively small engagements, and the abstract movement is potentially problematic for larger battles. As such, it is recommended that large scale encounters be resolved via hex-grid or game table with counters or miniatures. Other groups may simply prefer the precision of a grid map. Treat each hex or 1" of table as an abstract unit of distance. A ship may travel up to 6 inches/hexes +/- the inverse of its Maneuver Bonus. Treat the range bands as follows:

Close: 1-6 hexes/inches

Medium: 6-12 hexes/inches

Far: 13 inches and farther

Piloting actions are modified in this system. Rather than checks to approach or withdraw, the pilot simply chooses his movement based on the movement allotment above. The pilot may also forgo movement to make defensive maneuvers, and instead only moves one hex forward. Fleeing still functions similarly: If any opposing ships attempt to pursue, make an opposing DEX check. Success escapes the field of combat, while a failure leaves the ship within Far range of the pursuing ship.

Fighter Craft

Ships have the option of purchasing fighter bays for their vessels. Each fighter must have a single crewman to pilot it, moves as if it had a Maneuver Bonus of -2 AC, and can employ all normal piloting maneuvers. The pilot of the fighter craft must choose on his turn whether to engage in a piloting maneuver, or fire a single weapon. Resolution for these actions are as normal.

Sample Ships

The following is a selection of sample ships, for DMs to use to provide quick stats for space pirates or other enemies, or as possible selections for players who do not wish to build their own ship from scratch. Each ship is also given a base DEX, INT, WIS, and To-Hit score, for easy stat purposes for NPCs, assume any NPC ship has all its crew positions staffed. Generally speaking, the larger the class of ship, the more skilled it's crew. DMs may also notice that pretty much all the ship part lists are conveniently given in numbers of entries that fit the number of sides on a die (or half-die in a few cases), this is deliberate! DMs wanting a unique ship, but lacking the time, can just randomly generate a design, and pick the crew skill numbers from those below or randomly roll them as in Chapter 1. Further notes on generating random ships, and on creating maps of ships, are included in Chapter 9.

Ship Class/Name: *Class I - Light Courier*

Hull: 20

Armor: Type I - AC9, AP 20

Engines: Type I - 4x, 1AU/hr.

Weapons: Mark I Laser

Thrusters: TR 4, Maneuver -1 AC

Add-Ons: Waste Recycler, Escape Pods (4), Extra Fuel Tanks (2), Passenger Berths (2), 30 tons cargo space

Crew Stats: DEX 6, INT 8, WIS 7, To-Hit +0

Cost: 300,000cr.

Mass/Length: 220 Tons, 50 yds.

Ship Class/Name: *Class II – Light Raider*

Hull: 30

Armor: Type I - AC8, AP40

Engines: Type I – 4x, 1AU/hr.

Weapons: 2 Mark I Lasers

Thrusters: TR 6, Maneuver -2 AC

Add-Ons: Waste Recycler, Fighter Bays (2), Cloaking Device

Crew Stats: DEX 9, INT 6, WIS 7, To-Hit +1

Cost: 685,000cr.

Mass/Length: 365 Tons, 75yds.

Ship Class/Name: *Class III – Explorer*

Hull: 40

Armor: Type III – AC 7, AP 60

Engines: Type II – 4x, 2AU/hr.

Weapons: Mark II X-Ray, Mark I Slug Cannon (20 shots.)

Thrusters: TR 7, Maneuver -1 AC

Add-Ons: Automat (12mos.), Artificial Gravity (Med.), Ground-Penetrating Radar, Extra Fuel Tanks (4), Entertainment Room, Exercise Room, Sickbay, 30 tons Cargo Space

Crew Stats: DEX 9, INT 9, WIS 10, To-Hit +2

Cost: 692,100

Mass/Length: 600 tons, 100yds.

Ship Class/Name: *Class IV- Planetary Liner*

Hull: 50

Armor: Type II – AC8, AP40

Engines: Type III – 2x, 3AU/hr.

Weapons: 2 Mark II Rail Launchers (40 Shots)

Thrusters: TR 8

Add-Ons: Automat (2 mos.), Artificial Gravity (Med.), Shuttle Bay, Short-Term Seating (380)

Crew Stats: DEX 9, INT 10, WIS 9, To-Hit +2

Cost: 883,000cr.

Mass/Length: 755tons, 125yds.

Ship Class/Name: *Class V – Beam Frigate*

Hull: 60

Armor: Type IV – AC6, AP80

Engines: Type III – x2, 3AU/hr.

Weapons: 3 Mark III Mesons, 1 Mark I HE-AP

Thrusters: TR 12, Maneuver -1AC

Add-Ons: Waste Recycler, Escape Pods (8), Fighter Bay (2), Teleport Bay, Sandblaster (10), Fly-By-Wire System, Extra Fuel Tanks (4), Exercise Room, Sickbay, 50 tons Cargo Space

Crew Stats: 11 DEX, 10 INT, 11 WIS, +3 To-Hit

Cost: 1,380,000cr.

Mass/Length: 1,130 Tons, 150yds.

Ship Class/Name: *Class VI – Heavy Cruiser*

Hull: 80

Armor: Type IV – AC6, AP80

Engines: Type IV – 1x, 4AU/hr.

Weapons: 2 Mark III Mesons, 1 Mark III Gravitic Mass (40 shots), Mark III Microfission (20 shots)

Thrusters: TR 14, Maneuver +1 AC

Add-Ons: Waste Recycler, Full Galley (6 mos.), Artificial Gravity (Med.), Escape Pods (8), Shuttle Bays (2), Teleport Bay, Ground-Penetrating Radar, Extra Fuel Tanks (2), Additional Crew Quarters (10), Entertainment Room, Sickbay, Exercise Room, Microbar, 40 tons Cargo Space

Crew Stats: 13 DEX, 12 INT, 13 WIS, +4 To-Hit

Cost: 1,749,000cr.

Mass/Length: 1,460 Tons, 200yds.

Ship Class/Name: *Class VII- Luxury Cruise Liner*

Hull: 100

Armor: Type V – AC7, AP100

Engines: Type IV – x1, 4AU/hr.

Weapons: 2 Mark IV Neutron, 1 Mark IV Plasma Projector

Thrusters: TR 16, Maneuver +2 AC

Add-Ons: Full Galley (6mos.), Artificial Gravity (Med.), Escape Pods (12), Shuttle Bays (2), Extra Fuel Tanks (2), Passenger Berths (20), Entertainment Room, Sickbay, Exercise Room, Japanese Garden, Spa/Sauna, Microbar, Gaming Room, 40 tons Cargo Space

Crew Stats: 12 DEX, 14 INT, 13 WIS, +3 To-Hit

Cost: 2,494,000cr.

Mass/Length: 1,730 Tons, 300 yds.

Ship Class/Name: *Class VIII – Attack Carrier*

Hull: 120

Armor: Type VI – AC6, AP120

Engines: Type V – x0.5, 5AU/hr.

Weapons: 4 Mark IV Neutrons, 1 Mark IV Plasma Projector (40 shots), 1 Mark IV Helium Fusion (20 shots)

Thrusters: TR 23, Maneuver +2 AC

Add-Ons: Waste Recycler, Escape Pods (8), Fighter Bays (12), Extra Fuel Tanks (4), Extra Crew Quarters (12), Sickbay, Microbar, Exercise Room, 20 Tons Cargo Space

Crew Stats: 14 DEX, 13 INT, 14 WIS, +5 To-Hit

Cost: 4,942,000

Mass/Length: 2,500 Tons, 400 yds.

CHAPTER 9: EXPLORATION

To explore the great unknown is one of sentient life's greatest drives. Something about the vast expanse of mysteries beyond the edge of an atmosphere fires the hearts of every sentient being from the time they crawl out of the muck and learn to make fire. Brilliant lights in the sky, streaking comets and meteors, the glowing orbs of moons and planets, all speak to the soul of the sentient mind on a level no terrestrial mystery ever could. In this chapter we will explore how space exploration takes place in Hulks & Horrors, how one travels the stars, how those stars are charted, and what one might find once they get to them.

The Surveyor's Guild

One of the most important bodies in galactic society, the Surveyor's Guild is the chief body for organizing the exploration of distant worlds. As mankind spread to the stars and began to realize the scope of the space before them, the allied worlds soon came up with a solution: privatizing the lot. To that end, the Surveyor's Guild was created.

The Surveyor's Guild's chief mission is organizing the exploration of space by privately contracted surveyor crews. Using an array of technologies for charting and selecting distant stars and detecting the presence of exoplanets, possible life, the presence of former space-bound habitations, and possible mineral or chemical sources, the Guild's observation posts then log these "interesting" stars for future exploration, and the Guild cartographers subdivide sections of space in to regions with at least a dozen or so such stars of interest, and offers them to Guilded surveyors as "claims."

Of course, being handed out by a massive galactic bureaucracy, actually getting a claim can be tricky. There is an extensive application process, in addition to a sizable application fee, but once acquired, a Guild claim grants it's holder or holders exclusive rights of exploration to that sector of space, at least in theory, and a finder's fee for each world charted. In exchange, the Guild takes exclusive rights to any major mineral deposits or significant sources of vital gases and chemicals, and sells these at auction to mining companies and colony developers to fund the Guild's continued operations.

Of course, there are other ways to get hold of a Guild claim. One might inherit it from a previous captain who's retired, or one might be the last survivor of a mission gone south, looking to make another run with a fresh crew. If the claim is considered particularly lucrative, one might even murder someone for it. Some shadier corporate outfits have been known to "disappear" a claim's holder and claim squatter's rights on its mineral resources. Since a claim's ownership is based on physical possession of the deed, it doesn't especially matter whether it came straight from the Guild or not as far as the higher ups are concerned, so long as the data eventually makes it back to the Guild.

Lost claims often become open season for treasure hunters and looters. If no owner is known, and a claim is thought to be particularly lucrative, it can become a rush for competing crews to pick over what is there without any concern of guild ownership or a better equipped surveyor's company moving into the territory. Claim jumpers will also trail fresh claimants thought to be easy pickings, ambushing them in deep space or at the edge of a sector and collecting the deed. Other times, bureaucracy miscommunication or paper-

work foul-ups lead to multiple deeds being issued for the same sector, which can cause fierce competition and even combat between rival claimants.

And of course, there's nothing guaranteeing that an arriving claim holder will find an empty sector when he arrives. Space pirates often make their homes in uncharted regions of space, and unlicensed explorers and treasure hunters may have beaten the claimant to the punch. Such individuals are often less than welcoming to new arrivals, and may be willing to kill to ensure their activities in the sector don't become known.

One might be forgiven then, for wondering why anyone would bother to become a surveyor at all. The Guild pays well enough for claim reporting but nothing spectacular, and the outlay for a ship is high, as is the danger involved in the job. The real prize however, is in the ruins of the Ancients. Littered with lost technologies, rare weaponry, priceless artifacts and jewels, the lost cities and dwellings and space stations of the Ancients are a gold mine for explorers and treasure hunters. Scientists, collectors, research teams, and shady black markets all will pay top dollar for Ancient goods, far more than one is likely to earn as a simple surveyor. So long as one is able to survive the hostile horrors and cut-throat competition involved, a lucky crew of explorers can retire quite wealthy from a single good claim. The experience gained also makes one a prime candidate for cushy military or civilian security jobs; they may wonder how you survived and if you can be trusted, but they can't deny the results. Other surveyors though, just can't seem to leave the life, addicted to the thrill of exploration and adventure, running from one claim to another while blowing the rewards on ship upgrades or long binges between fresh claims. It's a hard life, and no one leaves it unscathed, whether the scars are external, or just embedded deep in what's left of the mind.

Joining the Guild

The simplest way to join the Guild is to be invited by a current member, usually by taking a job a Guild crewed ship as an apprentice. Many space explorers get their start scrubbing decks on a class III, and working up to full Guild status by making good with the crew. Others get grandfathered in, literally even, by those rare family members who lived the surveyor's life and made it out alive still capable of bearing children. Sometimes it just takes befriending the right space captain.

For those who want to go it alone though, there is an application process. Veteran ship pilots and those with prior unlicensed exploration experience tend to be preferred candidates for Guild membership. The approval process can take months or even years, however, and applicants often spend their time working as "troubleshooters," taking on work as hired guns for companies on existing allied worlds, running secret ops on quarantine worlds, dealing with creature invasions, exploring ruins on charted worlds, pirate hunting, and other dangerous tasks. It's a good way to earn reputation, and paired with bending an ear or two, sometimes helps speed up the application process.

It is up to individual groups whether they wish to work under the Guild banner, who among the crew is a Guild member, and whether they wish to apply. Remember though that Guild established claims are considered the property of the claims-holder, and those wishing to engage in unlicensed exploration may find themselves dealing with legal

complications or angry claimants willing to shoot first and ask questions later when it comes to their territory.

Getting a Claim

The basic claims process is essentially dealt with in batches. Guild observatories scour and catalog a section of space for stars with interesting properties, and once a sufficient batch of them is available, they're subdivided into sectors, and the Guild announces a new batch of claims is available for application. Once a new batch of claims is available, Guild members who desire a shot at a claim must apply in person at a Guild office, submitting a thirty-page application form including details about their present income, crew experience, exploration plan for the requested claim, the spaceship that will be used for exploration, and any number of other seemingly trivial bits of personal information, along with a 2,000 credit application fee, plus another sliding fee based on the estimated value of the claim (generally around 2,000 to 10,000 credits).

Application preference is given based on a first-come-first-serve basis, which often leads to a rush on the Guild offices once a new batch of claims is announced, and if a batch of claims is believed to be particularly lucrative, things have been known to get ugly. Of course, the actual details provided for a claim are sparse, generally only a star map and the Guild's estimated value, but private intelligence networks and observation posts make their own crude stabs at identifying the sector and any key results therein, and while the data is often rather inaccurate, they still make a mint selling this information to surveyors interested in getting a leg up on the competition. Claim details have also been known to leak, leading either to a run on one particular claim (while others are left to a handful of applicants), or less scrupulous surveyors flooding into the sector before the claim has even been purchased.

Once applied, the actual approval process can take up to six months depending on the number of applicants, and claims must be collected in person or they pass on to the next qualified applicant. Most crews will tend to stick to nearby troubleshooting jobs while they wait for their application results.

Once collected, the claim deed is provided on a sheet of foldable plexsteel, along with a star map of the sector, estimated subspace routes and travel times based on celestial observations, and precise coordinates and subspace route to the nearest star within the sector. They also receive a document detailing the pay scale for planetary survey results, generally a fee of about 20,000 to 50,000 credits per planet scanned, based on the amount of lucrative mineral or other resource deposits found there.

Space Travel

Interstellar travel is achieved through the use of the subspace fold engine. Subspace engines fold the space around a vessel, sliding it into "subspace," a parallel phase of space where distance and space-time are distorted and velocity limits like the speed of light no longer apply. The result is that travel between stars can be accomplished in days or weeks, rather than thousands of years.

Subspace travel is not entirely without its hitches though. The amount of energy required is great, and massive amounts of fusion power are required to maintain a ship's

presence in subspace. Objects and matter in space like micrometeoroids, interstellar medium, and dark matter accretions also amplify or have strange equivalencies in subspace, and so routes that might appear like empty vacuum in real space can be turbulent seas of gravitational and physical distortions in subspace. This makes travel times difficult to predict, as subspace distortion can create weird results with some stars being closer in physical space but more distant in subspace, and some seemingly clear routes being all but impassable by safe means. It also makes flying blind into subspace incredibly dangerous, which is why the Guild spends so much time calculating probable safe routes before sending actual ships there.

As a result of this unpredictability, interstellar routes are recorded based on estimated travel time, rather than distance, as the latter measurement is all but meaningless in subspace, offering only a rough basis on which to make an estimation. Unexplored routes are calculated based on celestial observation of surrounding matter, and recorded on star maps, but actual results may vary, and as a result, generally only established, settled routes can really be counted on with regard to travel time.

Subspace drives themselves are rated by a multiplier, from $\times 4$ to $\times 0.5$, which is the modifier it applies to the charted travel time for a route, the $\times 1$ baseline being defined from the speed of unmanned interstellar probes often sent to scout regions intended for sentient colonization. Thus an $\times 4$ engine would travel a route charted at 3 days in 12, while an $\times 0.5$ drive would travel the same route in just a day and a half. These route times will be provided on the sector map, though if it is an unexplored claim, actual travel time may vary.

In game terms, a given route is provided with a base time, a variability rating, and a hazard rating. The base time is the amount of time in days the route is predicted to take at $\times 1$ speed. The variability rating is a range between 0 and 5, which is the range of variability in travel times along the route. The hazard rating is the level of danger predicted for travel along the route, a measure of the likelihood of subspace turbulence or other problems, and is rated from 0 to 5. The resulting combination of numbers is given in hyphenated "travel code" notation, like this: B-V-H, where B=base time, V=variability, and H=hazard.

When navigating a subspace route, the pilot first makes an INT check for navigation, adding any bonuses applicable, and subtracting the hazard rating of the route. On a success, the trip succeeds with normal variability, roll a number of D4s equal to the variability, counting 1s as -1, 2s and 3s as 0, and 4s as +1, and add this total to the base time to find how long the trip takes.

On a failure, the variability roll is doubled. Roll the same number of dice, but double the result, and there is a chance of a mishap. Roll 1d6 on table 25 for the results, if any.

Table 25: Subspace Mishaps

1d6	Result
1	<i>Improbability Event:</i> The ship arrives safely, but the instantaneous collapse of the possibility wave of the subspace fold spontaneously generates one of the following objects (1d6): 1-2: a sperm whale, 3-4: a bowl of petunias, 5-6: an Mk. I HE-AP missile, which attacks the ship at +0 To-Hit.
2	<i>Subspace Turbulence:</i> Gravity eddies in subspace rock the ship violently, dealing 1d6 Hull damage and thrashing the crew about like actors on a cardboard set.
3	<i>Drop Out:</i> Subspace field becomes unstable, and the ship is dropped out of subspace in deep space. The time rolled still applies, and the ship must now make another navigation roll to continue.
4	<i>Wrong System:</i> The ship becomes lost, and instead of arriving at its destination, instead pops out in another nearby system.
5	<i>System Damage:</i> Electromagnetic storms short out the ship's systems. Roll twice on the system damage table in Chapter 7: Spaceships. Everything tastes purple for a second.
6	<i>Relativistic Entry:</i> The ship careens violently out of subspace at near liminal velocities. The ship is thrust forward in time 1d6 days, and pilot must make a DEX save to avoid crashing the ship into a Kuiper Belt object, dealing 3d6 AP damage.

Generating Sectors

Claimed sectors are mapped in relative terms. Since sectors are subdivided based on the number of possibly interesting systems, rather than a unit in real space, sector maps are presented abstractly, with a number of key worlds connected by pre-calculated subspace routes designated as probably safe passages. These sectors are mapped on a 2D grid, with X and Y coordinates relative to the position of the nearest system of entry into the sector, which is always 1, 1, with the range being 1-20 in each coordinate.

To generate a system map, make a copy of the blank sector map in the back of the book, and follow the steps detailed below.

1. Roll 2d12H+6 to determine the number of notable systems within the sector.
2. Roll 1d4-1 to determine the estimated Value Rating (VR) of the system. This number determines the application cost of the sector (2000cr. + VR*1000), and the surveyor's fee for completed system reports (20,000cr. + VR*10,000).
3. Generate the coordinates of each system. The first system is always placed at 1, 1. For the remaining planets, roll 1d10 for both X and Y coordinates. Reroll in the case of duplicates.
4. For each system, roll 1d6 to determine the number of stars: 1-3: Single, 4-5: Binary, 6: Trinary.
5. Mark the system at the appropriate coordinates on the grid map, using the icon notation indicated in the legend on the map sheet. Assign it a number in order, starting with #1 for the origin system at 1,1 and mark it under the system on the map.
6. Name the system. System names are commonly named by a Greek letter or a number, followed by the name of the constellation they're found in from Earth, or named after a famous scientist, astronomer, astronaut, or mythological figure,

preceded by a number (roll d100), or by the probe that discovered them followed by a number (Roll D100). Table 26 in the next section indicates some common options, but feel free to choose from any number of real world catalogs or just make something up. Record its name and its coordinates in the system list under the appropriately numbered entry. Sector names generally derive from the star name of the origin system.

7. Now we plot the star routes to and from the origin system 1, 1. Roll 1d4+1. This is the number of routes originating from the system. One of these routes is always the route into the system itself, draw a line off the edge of the grid, and then generate its travel code: $B=2d12+6$, $V=1d6-1$, $H=0$. Mark the code along the route.
8. For the remaining routes, however many remain, draw a line from system 1, 1 to the nearest unconnected system, then generate that route's travel code and write it along the line. To find B, count the number of squares the line crosses through, and add $1d4-1d4$. V and $H = 1d6-1$.
9. Now we proceed to generate routes for the remaining systems. This works much the same as generating the routes for 1, 1. Starting from the lower most system in the far left column, work your way up from the bottom one star at a time. Roll 1d4 to determine the number of additional routes from that system, taking note of two rules: a route cannot cross through another route, and a route cannot cross through a system. If a system still has routes remaining but can't draw more because of these rules, just skip it, and move on to the next one. Generate travel codes for each route using the method in step 8 above.

Keep doing this until you've gotten to the last system in the upper right corner of the grid. Congratulations, now you have a sector map!

Naming Table

Table 26 contains a list of naming options for stars, as discussed in step 6 in the previous section. For classical styles, such as Omega Reticuli, roll on the Greek Letter column, then the Constellation column. The constellation can also be preceded by a number (roll D100), or a lower case Roman letter (column provided). For other options, a list of famous science figures and mythological figures is provided, as well as a list of famous planet surveyor probes. Precede these with a number (D100 again), or even a letter if you like. Some names of famous stars are also included. For multi-star systems, append an A for the main star, and B and C to the orbiting stars. Feel free to ignore the table and get creative, or pick instead of random rolling. There are other names and constellations out there not included on this table, so feel free to use those instead, this is just for ease's sake and quick generation.

Table 26: Star Names

d%	Greek Letter	Roman Letter	Constellation	Famous Figures	Probes	Famous Stars
01-04	Alpha	A	Andromedae	Asimov	HAT-P	Achernar
05-08	Beta	B	Aquarii	Clarke	WASP	Aldebaran
09-12	Gamma	C	Arietis	Copernicus	COROT	Betelgeuse
13-16	Delta	D	Aurigae	Aristotle	Kepler	Cygnus
17-20	Epsilon	E	Cancri	Plato	Webb	Deneb
21-24	Zeta	F	Canis Majoris	Zeus	Hubble	Electra
25-28	Eta	G	Capricorni	Hawking	Voyager	Fomalhaut
29-32	Theta	H	Cassiopeiae	Kaku	Horizons	Giedi
33-36	Iota	I	Centauri	Tyson	Pioneer	Heka
37-40	Kappa	K	Ceti	Tycho	Galileo	Kuma
41-44	Lambda	L	Draconis	Plait	Dawn	Lucida Anseris
45-48	Mu	M	Geminorum	Aldrin	TAU	Maia
49-52	Nu	N	Herculis	Armstrong	P-Orion	Nembus
53-56	Xi	O	Hydrae	Newton	Bracewell	Okul
57-60	Omicron	P	Leonis	Archimedes	Sanger	Polaris
61-64	Pi	Q	Lyrae	Grissom	Enzmann	Pollux
65-68	Rho	R	Ophiuchi	Lockhart	Daedalus	Procyon
69-72	Sigma	S	Orionis	Hephaestus	Longshot	Rigel
73-76	Tau	T	Pegasi	Hades	Starwisp	Sirius
77-80	Upsilon	V	Sagittarii	Poseidon	Medusa	Spica
81-84	Phi	X	Scorpii	Nieuw-Vennep	Icarus	Vega
85-88	Chi	Y	Tauri	Dyson	Ulysses	Korathraz
89-92	Psi	Z	Trianguli	Oppenheimer	Illthrax	Blue-Cauliflower
93-96	Omega	AA	Ursae Majoris	Feynman	Red-Mauve	Pink-Green-Teal
97-00	Alpha-Beta	BB	Virginis	Sagan	Graarluh	Rorolaah

Generating System Contents

Now that we have a complete map of our systems in the sector, we can start generating the contents of those systems, their planets, dwarf planets, asteroids, and the interesting characteristics found in them, on them, or orbiting around them.

Objects in a system are named for the stars they orbit, in ascending Roman numerals as one moves further from the star at the center. Traditionally, stars and belts and other such objects were not numbered but had other designation techniques; however for ease of recording the included sheet has been designed with the assumption that each key object will be so numbered, and modern Guild practice generally follows this method. The process for generating a system's contents follows a series of steps, explained in the following sub-sections.

Step 1: Generate the star type

For the first star, roll 1d8 on the following list. For subsequent stars in a multiple star system, add +1 to this roll for each star in the system. Some notes are provided on solar effects on the system by its central star.

1. **Black Hole** – Contrary to popular belief, black holes do not “suck,” they have the same gravitational force as a star of their same mass. A planet orbiting a black hole does not have a day and night cycle unless it is in a binary or trinary system, rather, it would be lit only by starlight, with a period of deep night when the planet faced the singularity.
2. **Neutron Star** – Neutron stars are incredibly tiny (just 8mi. across!) but extremely dense, the remains of collapsed giants who've gone supernova. Neutron stars are dim but still provide some light, however they provide great amounts of radiation, and their systems generally contain large amounts of nebular gases left behind by the original star. 1% of Neutron stars are Pulsars, and emit high volumes of radiation or radio waves at precise regular pulses.
3. **Blue Giant** – The largest and most luminous stars in the galaxy, they emit an incredibly large amount of ultraviolet light, and are very warm. Planets around them tend to be much hotter, and the light takes on weird qualities due to the UV concentration.
4. **Red Giant** – The most common kind of giant star, these huge red stars emit considerable heat and light. Cooler than a blue giant, they never the less are very bright, and emit such light that even a moon like ours orbiting a planet would appear almost as bright as our Sun at night, yet not so bright as to over shadow the night around it.
5. **Yellow Dwarf** – Sister Suns, these are one of the most common stars in the galaxy, particularly for those bearing life. Their yellow glow provides just the right amount of light for incredible diversity of species to develop within the inner systems.
6. **Red Dwarf** – Smaller, dimmer cousins to our Sun, these stars bathe their planets in a warm red glow, casting long shadows even in the day time and giving the light a reddish hue rather like the light on Mars.
7. **White Dwarf** – Collapsed dwarf stars that have cast off their outer layers as a surrounding planetary nebula, leaving only the very small, dim ball of cooling plasma at their center. Worlds around them are often rather cold, and even in daylight the stars still shine around it and the sky is very dark.
8. **Brown Dwarf** – A more or less dead star, just barely removed from being nothing more than a gas giant. It emits only faint light and infrared, if any, and most likely its fusion has long since stopped, though it often does cast off many rare metals in this stage of life and can thus make for lucrative mineral deposits on its planets.

The first star in a system is always the central point in a system. The second star is always the first object orbiting the central star. For the third, it may be anywhere within the system: roll randomly and place it as one of the number of objects in the system determined in step 2 below. Planets in multi-star systems may have no nighttime, or greatly shortened night-time for portions of the local year, because of the light from the other stars in the system.

Step 2: Determine Number and Distance of Objects

To determine the number of objects in the system: Roll 2d6. Note that these are in addition to any additional stars in the system.

Next we determine the distance between their orbits. Starting from the central star, we determine the distance between the current object, and the next one. Roll 1d100, and divide by ten, then multiply the results by 1d4/2. This gives you the AU range to the next object in the system. Keep doing this until there are no more next objects. The resulting progression can be recorded like so: Star – 0.3 – I – 1.2 – II – 5 – III – 4.7 – IV – 12.6 – V – 18 – VI.

Step 3: Determine Type of Objects in System

For each object in the system, we must now determine its type. Roll 1d10: 1-3: Terrestrial Planet. 4-6: Gas Giant. 7: Dwarf Planet. 8: Belt, 9: Deep Space Station, 10: Artificial World. Once the basic type is generated, we then further narrow down type by rolling on what sort of object it is, within that type. Each type is detailed in the subsections to follow, along with the different subtypes available and how to generate them.

Terrestrial Planets

These are the basic rocky world, like our Earth, or Mars, and are the most likely to support life. They develop in a variety of types, **rolled on 1d10** from the following list.

To determine gravity, roll 1d6: 1-2: Low, 3-5: Med., 6: High. Notes on atmosphere are included in each entry, roll 1d6.

1. **Gaia World:** Much like our earth, these worlds are highly sought after as colony worlds, because they offer the utmost diversity in their biomes and native life forms. Generally mostly water, their land masses display a wide range of climates. **Atmosphere: 1-3: Oxygen, 4: CO₂, 5: Nitrogen, 6: Methane.**
2. **Water World:** The surface of a water world is covered completely or almost completely with water. Land-crawling life will be rare here unless islands are plentiful, but aquatic diversity is wide, and some creatures may even live near the surface and breathe air. Hovering Squid hail from a water world. **Atmosphere: 1-2: Oxygen, 3-4: CO₂, 5: Hydrogen, 6: Methane.**
3. **“Hell” World:** Dense clouds of CO₂ gas and sulfuric acid, massive volcanic activity, rivers of flowing lava, hydrofluoric acid rain, searing solar heat; whatever the cause, these places are incredibly inhospitable, with temperatures in the hundreds of degrees and air almost certainly toxic to most life. Anything living here is not likely to be friendly, or easy to kill. **Atmosphere: 1: None, 2: Sodium, 3: Thin Hydrogen, 4: CO₂, 5: Methane, 6: Sulfur.**
4. **Swamp World:** These environments are often young planets, still developing from the primordial ooze, and still lacking the water needed for truly massive oceans. Instead, the planet is covered in humid swamps, jungles and primitive life forms, often stinking of molds and fungi. Disease is rampant on these worlds, so it's best to wear protection. **Atmosphere: 1-2: Oxygen, 3-4: Sulphur, 5-6: Methane.**
5. **Stony World:** A big ball of rock. Most likely lifeless, though if it once possessed richer sources of water like Mars, it's possible some of it still clings to life in the deeper places, away from the thin atmosphere on the surface. Often rich in min-

eral veins, especially metals. **Atmosphere: 1-2: None, 3-4: Thin Hydrogen, 5: Oxygen, 6: CO2.**

6. **Frozen World:** Harsh worlds of frozen liquids, they may be rocky with a thick layer of ice, a snowy tundra, or a layer of constantly shifting and cracking ice over a salty liquid ocean. These worlds are often inhospitable, but some life does sometimes survive, often under the ice or in permafrost regions. Omega Reticulans come from such a world. **Atmosphere: 1: None, 2: Thin Methane, 3: Thin Oxygen, 4: Methane, 5: Hydrogen, 6: Oxygen.**
7. **Monument World:** These rocky worlds are noted for their harsh wind and fierce river currents, creating incredible erosion and complex rock formations of staggering beauty and complexity. The deep canyons and plentiful caves make them popular pirate hideouts. **Atmosphere: 1-2: None, 3: Thin Hydrogen, 4-5: Oxygen, 6: CO2.**
8. **Radiated World:** Whether by celestial event or ancient nuclear conflict, radiated worlds bear the scars of intense bombardment by heat and radiation. Deserts of glass, wind-swept dead forests, and great dust bowls abound; life here is vicious, and the wildlife is often at its most bizarre after centuries of mutation. **Atmosphere: 1: None, 2: Thin Oxygen, 3: Ionized Hydrogen, 4: Potassium, 5-6: Oxygen.**
9. **Forest World:** Great rainforests cover the land on these worlds. Incredibly humidity makes for a moist tropical or temperate environment dense with trees and diverse wildlife, covered by a seeming perpetual fog and constantly cycling cloud cover. Bearmen hail from such a world. **Atmosphere: 1-3: Oxygen, 4-5: CO2, 6: Nitrogen.**
10. **Urban World:** The population hubs of Ancient times, these technological marvels are a wonder to behold, whole planet surfaces given over to an endless city. These dead cities are often rich with ancient technology and an explorer can spend a lifetime plumbing its depths, if they can survive the massive infestation by plague horrors and other mutant spawns of their polluted environments. **Atmosphere: 1-3: Oxygen, 4-5: CO2, 6: Sulfur.**

Gas Giants

Massive worlds made mostly of hydrogen and helium, there is less variation in these in terms of habitability, as most vary only in size. Gas giants have massive rings of dust or ice surrounding them, some of which can be quite prominent. **Roll 1d6: 1-3: Pure Gas, 4: Cloud World, 5: Rocky Core, 6: Liquid Core. Gravity 1d6: 1-2 Low, 3-4: Med., 5-6: High.**

1. **Pure Gas:** These worlds are composed of pure gas, and settlement is generally rare to impossible, focused instead on orbital platforms designed to siphon hydrogen fuel from their atmosphere. Ships can refuel their engines by skimming the tops of these atmospheres. **Atmosphere 1d6: 1: Sulfur, 2: Thin Hydrogen, 3: Hydrogen, 4: Methane, 5: Oxygen, 6: Nitrogen.**
2. **Cloud World:** These strange and rare gas giants bear a thick layer of heavier-than-air gases that allow for a thinner, more hospitable layer in the outer atmosphere to float across the top. Ancient floating cities may sometimes be found on these worlds, and others may bear floating islands or planetoids drifting in their upper atmosphere, even supporting life. **Atmosphere 1d6: 1: Sulfur, 2: Thin Hydrogen, 3: Hydrogen, 4: Methane, 5: Oxygen, 6: Nitrogen.**

3. **Rocky Core:** Beneath the densely pressurized gas of its atmosphere there is a solid rocky layer. Atmospheric pressures are immense but in some cases life still forms on these worlds, albeit in strange forms rather like walking versions of deep-sea creatures, and sufficiently sealed settlements can even be constructed here. **Atmosphere 1d6: 1-2: Dense Hydrogen, 3-4: Dense Methane, 5: Dense Nitrogen, 6: Dense Oxygen.**
4. **Liquid Core:** Below the atmosphere lies a bottomless sea, a fluid core of liquid water or methane that extends clear to the center of the planet where the fluid becomes so compressed it freezes instantly. Aquatic life of the most bizarre forms can often be found on these worlds, and carefully buoyed underwater research stations and settlements can even be found here. **Liquid: 1-3: Water, 4-6: Methane.**

Dwarf Planets

Dwarf planets are tiny worlds, often smaller than some moons, or even barely bigger than an asteroid. These small worlds barely have enough gravity to maintain an atmosphere, but their isolation often makes them popular research stations and they're known for strange and unique surfaces. **Roll 1d6 on the list below. Gravity 1d6: 1-4: Low, 5-6: Medium.**

1. **Stony World:** As the terrestrial world
2. **Frozen World:** As the terrestrial world
3. **Glass World:** Early in this planet's formation it underwent a violent, planet wide volcanic cataclysm, leaving the planet almost a single sheet of volcanic glass. Great obsidian spires rise from the surface, while deserts of silicate drift and blow great sandstorms across its surface, and sharp jagged canyons offer certain doom to those unfortunate enough to fall in. **Atmosphere: 1-3: Thin Oxygen, 4: Sulphur, 5: CO2, 6: None**
4. **Gravity World:** Pockets of strange and hyper dense matter litter this strange lumpy ball, creating bizarre gravitational and magnetic irregularities across its surface. Gravity varies wildly across its surface: every few miles, re-roll the gravity on 1d6: 1-2: Low, 3-4: Med., 5: High, 6: Super high. **Atmosphere is the same as stony world.**
5. **Prison World:** Because of their inhospitable environments, and frequently remote orbits, dwarf planets were often converted into prison worlds by the Ancients. The entire planet, its core long cooled and dead, is hollowed out, and beneath its surface is a rat's nest of cells, cages, and caves, all bristling with the former scum of society made all the more violent by the plague's touch. **Surface atmosphere is rolled as a Stony World, but the interior is rolled as a Gaia World.**
6. **Science World:** Some of the most sought-after sites in the galaxy, these planets were converted into massive scientific laboratories by the Ancients. Huge particle accelerators, nuclear fusion plants, biological research stations, terraforming experiments, and other mysterious wonders abound, though often guarded by vicious plague horrors and the results of forgotten genetic experiments long gone feral. **Atmosphere is rolled as per Gaia World.**

Belts

Belts are bands of objects or particles that form a circular orbit around a system's sun. **Roll 1d6: 1-2: Asteroid, 3: Ice Field, 4: Shattered Planet, 5: Nebular Ring, 6:**

Debris Field. In addition, roll 1d6 for possible habitable contents: 1-3 Nothing, 4: Dwarf Planet, 5: Deep Space Station, 6: Artificial World.

1. **Asteroid:** A belt of massive, and not so massive, lumps of stone and iron, these objects are difficult to navigate. Pilots make an INT check to pass through an asteroid belt, failure results in an asteroid strike: Resolve as an attack with +0 TH and 2d6 damage.
2. **Ice Field:** Akin to a comet belt or a planetary ring writ large, an ice field is a massive belt of floating ice crystals and comet-like asteroids made of frozen liquids, from hydrogen to water to methane.
3. **Shattered Planet:** The remains of a dead world, exploded in some forgotten mishap, the debris of which still orbits in a ring around the system's star. Often very rich in otherwise rare minerals, and occasionally some artifacts of the previous world survive.
4. **Nebular Ring:** Particularly common around White Dwarf and Neutron stars, this ring of gaseous material may be the result of cast off solar layers, or leftover remains from the planetary disc that formed in the system's beginning. Traveling through a nebula clouds sensors, giving an AC bonus of -2 while in the nebular ring, making them popular hideouts for pirates.
5. **Debris Field:** Often the remains of some tragic battle or the destruction of a deep space station or artificial world, this ring of technological remains can often be rich with salvage, and ripe with ruined hulks to explore.

Deep Space Station

Massive sentient-built stations set in orbit around their star. Roll 1d6 on the following list to determine its purpose.

1. **Military Base:** Military complex, filled with weapons, bunkers, and virus mutated former soldiers.
2. **Trading Post:** Once a hub of trade in the system, these are commonly filled with valuable artifacts.
3. **Residential Station:** Home to hundreds and even thousands of space-born residents, a warren of former homes in space.
4. **Refueling Station:** Built to refuel and repair ships headed further out into the system or beyond.
5. **Research Station:** Excellent stellar observation posts, but sometimes home to illegal experiments in weapons and biotechnology.
6. **Ark Station:** Sealed quarantined stations, built to allow their residents to survive a planetary or even system wide apocalypse.

Artificial Worlds

Some of the greatest wonders of the ancient world, these immense structures provided totally sentient-made homes for millions of inhabitants before falling to the plague. All artificial worlds have medium gravity, and generate their atmospheres as a Gaia World. Roll 1d4 on the following list to determine type:

1. **Dyson Sphere:** A huge sphere, appearing almost like a massive spheroid space station from the outside, this hollow world contains a miniature artificial sun at its center, with lush verdant lands covering the inside walls of the sphere.

2. **Ringworld:** Ring-shaped constructs, shielded by powerful magnetic fields and artificial atmospheres, these halos of green rotate on an angled axis to simulate a day and night cycle.
3. **Cigarworld:** Immense tube-shaped structures, their inner walls covered in artificially constructed fields and forests and huge cities, lit by powerful nuclear lamps at either end.
4. **Generation Ship:** An immense ship, adrift in solar orbit, built to be totally self-sustaining, each deck almost a world in itself. Capable of roaming for millions of years without any sentient interaction at all.

Step 3: Moons

Some worlds have moons orbiting them. Most of these moons are simply lifeless rock, the size and gravitational factors involved and their turbulent pasts as shields for their mother planets tends to mean that interesting characteristics are rarer.

Terrestrial and dwarf planets have up to 1d6-1 moons. Gas Giants can have vast number of moons, anywhere from just a few to dozens. Roll 3d20 for the number of moons around a gas giant.

More important though, is the number of actually interesting moons around a world. These moons are the ones that stand out from the crowd and may even bear life.

For terrestrial planets: Roll 1d4. On a 1, one of the moons around it is "interesting": Roll 1d6: on a 1-3, it is a fellow terrestrial world, roll on the appropriate table. On a 4-6, roll on the dwarf planet table instead.

For dwarf planets, the chance is smaller. Roll 1d8. On a 1, one of the moons around it is generated as if it were a fellow dwarf planet.

Gas giants, by reason of their immense number of moons, tend to be where the most interesting moons in the system are found. Roll 1d6-1. This is the number of moons of interest around the planet. Each moon is generated as either a terrestrial or dwarf planet, just like for terrestrial planets, but the odds are different. Roll 1d6: 1-4: Terrestrial, 5-6: Dwarf planet.

Moons of a planet are named by appending a Roman letter to the planet's numeric designation. Roll on the appropriate column for star naming in the preceding section on sector generation.

Step 4: Determining Life

As explorers human, amoeboid, squid, and bearman alike wandered the galaxy and explored new worlds, they soon formulated a saying: "Life finds a way." While actual sentient life in the galaxy is still incredibly rare thanks to the impact of the great plague, non-sentient life is relatively plentiful, and sometimes found in places no scientist ever thought possible until it swam up and bit them on the hindquarters. Life has been found that can even survive in the vacuum of space, often through methods and techniques still unknown to science.

To determine if life is still found on a given world, we make a simple check. Roll a D20. If the result is 15 or higher, there is life of some kind on the planet. This roll is given a cumulative bonus by a number of possible factors, based on the nature of the object:

- Artificial Worlds: +4

- Worlds with Water: +2
- Worlds with Oxygen: +2
- Red Dwarf system: +1
- Yellow Dwarf system: +2
- Within 0.5 to 3 AU of the central star: +2
- Gaia World: +4
- Water World: +2
- Swamp World: +3
- Forest World: +4
- Cloud World: +1
- Liquid Core Giant: +2
- Science World: +2

Life living on a planet will have adapted to comfortably survive in its environment, whatever that might be, and its preferred environment will thus be whatever its home world is. Note also that in the case of worlds defined by their vegetation or life like Forest Worlds, they can still prove devoid of life, their plant and animal life having died off leaving only dead trees and sun bleached skeletons.

Sentient life is far rarer. While the young races are currently the only species known to have achieved sentience in our corner of the galaxy, the presence of such sentient life is still quite possible, other young races may yet survive the galactic plague, and others still might've somehow resisted it altogether. To determine if a world with life has sentient life, roll 1d20: On a 20, there is indeed a sentient species living upon the planet. A further 10 on a 1d10 roll indicates they've developed space travel, and there is a 50% chance they will have developed a subspace drive. Species with space travel will likely have settled elsewhere in the solar system, and those with subspace may even have explored other nearby systems.

For further details on generating specific species, consult the chapter on Monsters and Adversaries later in the book.

Step 5: Determining Prior Habitation

The ancients were incredibly clever scientists and colony builders, and often found ways to build colonies and even whole cities on the surfaces of some of the most hostile worlds in the galaxy. Their mark is found within many systems, in the form of ancient ruins and lost colonies and abandoned hulks in orbit around their worlds.

Checking for Ancient habitation is easy: Roll 1d20. On a 15 or higher, the planet was inhabited at some point in the past. Add a +3 to the roll if the planet is life-bearing.

To find out what level of habitation they constructed, we roll on the following list with a 1d10:

1. **Space Station:** The ancients had a station in orbit. Roll as a Deep Space Station for type.
2. **Research Base:** A small base intended for researching the planet's environs or performing experiments.
3. **Underground Base:** A particularly popular alternative to surface dwellings for those facilities that desire either secrecy or protection from a hostile surface.

4. **Military Post:** A base or bases built for military purposes, such as a launch pad for smaller military vessels, a missile base, a barracks, or a weapons development facility.
5. **Colony:** An inhabited civilian colony or colonies, these are small village sized dome structures.
6. **Terraforming:** The planet shows evidence of terraforming. There may be remaining machinery left from the process, and colony buildings or even open air settlements are likely.
7. **Cities:** The colony was successful, and expanded into full cities, open air or domed/shielded depending on the hostility of the environment.
8. **Full Development:** A fully developed world, like our Earth, with many cities, roads, and other signs of sentient habitation.
9. **Hulk in Orbit:** Some form of large vessel, such as an exploratory vessel or military patrol, remains in orbit around the planet.
10. **Monument:** The planet was once inhabited, but some long-forgotten catastrophe wiped them out, leaving only strange monuments behind to commemorate their loss. Further habitation is likely buried beneath centuries of overgrowth, erosion, and earth.

But who were they? What sort of ancient beings were the original inhabitants of this forgotten world? What was their culture like, and what sort of marvels did they leave behind? Table 27 on the following page offers some options for DMs wanting to add a little background to their ancient ruins and settlements. Roll as much or as little information as you desire.

Step 6: Interesting Details

Sometimes just knowing what kind of world a planet is, or who lives there, just isn't enough to give it that extra bit of flavor. Table 28 on page 84 provides a list of little details you may want to add to the terrestrial and dwarf planets in your systems, to give them a bit more color and wonder. 1 in 4 systems will have one or more of the details found here, or ones like it.

Sample System

Page 85 contains a complete filled system form, using the same map sheet as used in the back of the book, and should help in demonstrating how to record a system's details on a sheet, showing what a complete system result looks like.

Table 27: Prior Civilization

d%	Society	Biology	Species	Language	Money	Tech
01-05	Theocracy	Radially Symmetric	Felids	Cuneiform	Stone	VR Matrix
06-10	Republic	Hovering	Bovines	Ideographic	Gold	Space Elevator
11-15	Kleptocracy	Hyperintelligent	Humanoids	Numeric	Gems	Stasis Chamber
16-20	Tribe	Telepathic	Cetaceans	Alphabetic	Paper	Time Machine
21-25	Technocracy	Cycloptic	Reptoids	DNA-Based	Obsidian	Moon Writing
26-30	Empire	Cannibalistic	Cephalopods	Waveform	Shells	Zero-Point Energy
31-35	Kingdom	Nocturnal	Insectoids	Binary	Chips	AI Network
36-40	Kritarchy	Cave-Dwelling	Protoplasts	Color-Based	Plastic	Mind-Link
41-45	Heirarchy	1d6-Sexed	Canids	Runic	Circuit	Teleport Gate
46-50	Autocracy	Robotic	Avians	Barcode	Hologram	Living Weapon
51-55	Corporation	Cybernetic	Fungi	Olfactory	Iron	Mind Control
56-60	Collective	Aquatic	Annelids	Gestural	Iridium	Servitor Race
61-65	Bureaucracy	Ectothermic	Arachnids	Textural	Teeth	Dyson Sphere
66-70	Oligarchy	Squamous	Gastropods	Pictographic	Bone	Cosmic Ark
71-75	Syndicate	Swarming	Pisces	Positional	Claws	Organic Construction
76-80	Federation	Parasitic	Polyps	Telepathic	Water	Planet Killer
81-85	Union	Mineral-Eating	Mollusks	Variable Current	Isotope	Genesis Device
86-90	Horde	Venomous	Medusas	Temperature	Blood	Universal Mind-link
91-95	Accretion	Armored	Gases	Molecular	Thread	Artificial Sun
96-00	Hive	Luminous	Silicates	Flavor-based	Dark Matter	Alpha Helix

Table 28: Interesting Planetary Details

d%	Description
01-05	Crystal Forest: Ancient trees, crystallized by some unknown process, create haunting music as the wind passes
06-10	Neon Seas: Traces of fluorescent chemicals or bio-luminescent foam make the seas glow in a rainbow at night.
11-15	Great Thistlewood: Massive thorned brambles rise from the ground, making a forest of jagged spines and vines
16-20	Fungal Spires: Huge towering mushrooms rise above the landscape, sturdy enough to support habitation.
21-25	Organic Cities: Rather than traditional construction, the world's cities and villages are grown from ancient trees.
26-30	Blood River: heavy traces of iron oxide and other chemicals in the mineral strata wash red in the rivers.
31-35	Great Bridge: man-made or naturally occurring, a great bridge stands across one of the planet's seas
36-40	The Tree of Eyes: Bizarre trees and vines grow with ever staring, blinking eyes watching their surroundings.
41-45	The Great Gyre: A polluted swirl of ancient debris and decaying matter, adrift in a standing point in the sea
46-50	10-Mile Canyon: A great canyon of incredible depth carves the width of the canyon, with a biome all its own
51-55	Floating Islands: Natural deposits of lighter-than-air gas rise peaks and islands up to drift among the clouds
56-60	The Frozen Tower: An ancient tower formed of pure ice, standing on a precipice above snowy forested tundra
61-65	Killdrones: Remnants of a forgotten war, robotic drones cruise the skies hunting animals to fuel their power cells
66-70	Floaters: Airy, drifting creatures, carried aloft by the breeze, surviving on sunlight
71-75	Neural Spores: Strange psychedelic spores drift in the air, inducing hallucination and madness in the inhaler
76-80	Grazers: Immense herds, sometimes the size of small nations, roam the grasslands like an ungulate sea.
81-85	Stone Faces: Strange stone faces rise from the ground as if grown from the rock across the planet's surface
86-90	Hive Mountains: A warren of caves and holes burrowed by wind or ancient creatures, like a great stone beehive
91-95	Convergent Night: Convergence between the planets casts a shadow of endless night for weeks at a time.
96-00	Cryptid: Some never-believed Earth myth wanders the planet in herds. Tribes of sasquatch, schools of Nessies.

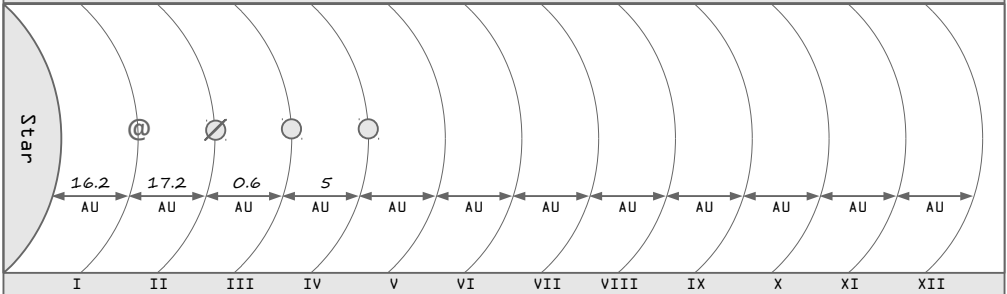


THE GALACTIC GUILD OF SURVEYORS

SYSTEM MAP AND DETAILS

FORM HS-97a/LV

DATE: 2 /25/13



Legend: Star Terrian Dwarf Gas @Belt Station Artificial

System Name		Primary Star Type		Sector of Origin	
Eta Trianguli		Yellow Dwarf		Eta Trianguli	
System Type		# of Objects	Previous Inhabitants		
☒ Single ☐ Binary ☐ Trinary		4	Autocracy of Nocturnal Protoplasmids		
Language	Currency	Key Technology		Claim Owner	
Ideographic	Paper	VR Matrix		Red-Red-Mauve-Evergreen	

I	Type Asteroid Belt	Gravity	Atmosphere	Life	Notes
II	Type Pure Gas Giant	Gravity Medium	Atmosphere Hydrogen	Life Prior Colony	Notes 18 Moons, 4 of Interest
III	Type Frozen Terrestrial	Gravity Medium	Atmosphere Carbon Dioxide	Life Research Base	Notes 4 Moons, Hive Mountains
IV	Type Monument Terr.	Gravity Medium	Atmosphere No Atmosphere	Life Life, Full Dev.	Notes No Moons
V	Type	Gravity	Atmosphere	Life	Notes
VI	Type	Gravity	Atmosphere	Life	Notes
VII	Type	Gravity	Atmosphere	Life	Notes
VIII	Type	Gravity	Atmosphere	Life	Notes
IX	Type	Gravity	Atmosphere	Life	Notes
X	Type	Gravity	Atmosphere	Life	Notes
XI	Type	Gravity	Atmosphere	Life	Notes
XII	Type	Gravity	Atmosphere	Life	Notes

MOONS

Ila: Stony Dwarf, Low G., CO2, Convergent Night
Ile: Frozen Dwarf, Med G., No Atmo
Ilf: Forest Terrestrial, Med. G, CO2, Floaters

IIh: "Hell" Terrestrial, Med. G., Sodium

CHAPTER 10: RUINS AND WRECKS

Ancient ruins, crumbling cities, domed colonies, and drifting hulks; these are just a few of the lost places that surveyors seek out in their search for ancient knowledge and treasure. These often hostile and crumbling remains of long dead civilizations are the jewels in a claim's worlds, the ones most sought after, and likely to be the most lucrative for a claim's surveyor crew. The following sections provide some guidelines, tables, and advice for generating maps and details of these places. Each one will detail how to create the map, either randomly or with some general guidelines, and how to determine the contents of its rooms, and whether loot, monsters, or hazards are present within them. This chapter also contains a table for generating loot and hazards. Sections for rolling these are contained further in this chapter, except for Monsters which have their own chapter following this one.

Pod Colonies

One of the most common styles of Ancient colony, especially on hostile worlds with unsafe atmospheres or environments, is the pod colony. These colonies are constructed from a system of interconnected domed pods, linked by tube passageways, and used for anything from research stations to military outposts to civilian habitation. They offer a fully sealed environment from the outside, but the insides are often inhabited by intruding wildlife and the plague spawn of its former inhabitants. Each pod contain a number of rooms of various functions, generally laid out around a central hub room, but other layouts are possible.

To generate a pod colony, we begin with Pod 1, which will be the main airlock or docking port of the colony. Pod 1 always has just 1 room, and connects to up to 4 other pods (roll 1d4).

Draw a number of passageways away from Pod 1 equal to the 1d4 roll. At the end of each passageway, we add another pod. Each pod has 1d6 rooms, each of which has a purpose and contents randomly assigned with the tables below. Divide up the pod into the rooms, and then roll 1d4-1 to determine the number of passageways branching from this pod. Each passageway has a 50/50 chance of ending in another pod, or an airlock or dead-end: Roll 1d4: 1: Airlock, 2: Dead-end, 3-4: Pod. The door to each passageway also has a chance of being locked or sealed: Roll 1d4: 1: Locked, 2: Sealed, 3: Open, 4: Unlocked. Sealed doors can be opened by an INT or DEX check to circumvent the mechanism, while locked doors can be opened by either of those, or a STR check to pry open.

Keep rolling and drawing fresh pods as called for, until all possible passageways have ended in either pods or dead-ends. Then you can begin generating contents for the rooms on the tables below.

Table 29: Pod Colony Rooms

1d12	Purpose	1d6	Contents
1	Quarters	1-2	None
2	Storage	3	Flavor
3	Lab	4	Hazard
4	Galley	5	Monster
5	Weapon Locker	6	Loot
6	Market Square		
7	Control Room		
8	Library		
9	Entertainment		
10	Shuttle Bay		
11	Brig/Containment		
12	Engineering		

Table 30: Pod Colony Room Flavor

1d12	Flavor
1	The walls are strewn with what appears to be alien pornography
2	A leaky pipe is dripping water, creating a large puddle
3	The bones of two former lovers, locked in an Escherian embrace
4	Crates of half-eaten food have become a massive fungal colony
5	There is a hull breach here, a rusty hole exposing the outdoors
6	Strange wiry plants have grown up through a grate in the center
7	A lone colonist, with a rusted gun in hand, and a missing head
8	The remains of some kind of six-legged dog and it's young
9	Half a dozen weapons, inexplicably dismantled to tiny pieces
10	Chemical beakers, mysteriously still warm and bubbling away
11	A dozen deceased colonists, huddled for warmth in a corner
12	Crude scrawls in blood line the walls of the room, speaking horrors

Space Stations

Like pod colonies, smaller space stations follow a similarly modular construction. Ancient space stations are built from stand-alone interconnected units, designed to make upgrading or modifying a station to suit a new purpose, or add on a new purpose, incredibly simple. It also provides a certain failsafe measure, in that damaged pods can simply be jettisoned in case of an emergency. The design is actually not dissimilar from that of our own International Space Station. This modularity even allows for multiple levels, unlike the pre-fab pod construction of colonies.

To create a space station, we begin with the first unit, the main airlock/docking unit. Connected to this unit are 1d4 additional units. Each of these units is then directly connected to 1d4-1 other units by a blast door. Unlike pods, each unit is always a single room. As before, keep generating these interconnected rooms until all possible branches end in dead ends. Each pod is connected by a hard-lock seal door, in case of emergencies. For each connecting point between rooms, roll 1d4: 1: Locked, 2: Sealed, 3: Open, 4: Unlocked. Sealed doors can be opened by an INT or DEX check to circumvent the mechanism, while locked doors can be opened by either of those, or a STR check to pry open.

When stairs are generated, they connect to another opposite stairs room in the level above, or below, depending. Generate each level one at a time, to prevent confusing results. For mapping purposes, space stations are best mapped on graph paper, with each room taking up an identical number of squares. This makes relationships between levels easier to puzzle out.

Table 31: Space Station Rooms

1d12	Purpose	Purpose (cont.)	1d6	Contents
1	Stairs (Up)	7 Laboratory	1-2	None
2	Stairs (Down)	8 Shuttle/Fighter Bay	3	Flavor
3	Quarters	9 Cafeteria	4	Hazard
4	Brig/Containment	10 Teleport Pad	5	Monster
5	Cargo Storage	11 Engineering	6	Loot
6	Trade Hall	12 Control Room		

Table 32: Space Station Room Flavor

1d12	Flavor
1	A practical joker has painted one wall to appear like a hull breach
2	"Sleestaks Go Home" is scrawled in Precursor-A on a window
3	A rather rotund skeleton is here, it's belly filled with bones
4	One wall of this room is decorated with a sheet of human-like skin
5	A powerful stench of death emanates from no apparent source.
6	A madman has monkeyed with the gravity, floor and ceiling reversed
7	A local spatial anomaly warps the room into a corkscrew shape
8	A large sculpture of an ungulate has been built from kitchen tools
9	A holoshrine to an ancient turtle god falls infinitely through the floor
10	An out of control lab experiment has grown vines along the walls
11	The temp control has failed, and the room is full of frozen corpses
12	A large, pulsating pink biomass lies throbbing on the floor.

Complexes

A “complex” is a generic term used to describe sprawling sections of interconnected rooms. Underground bases, ancient dungeons, colonized cave systems, sprawling networks of linked rooms or buildings, a complex can describe a wide variety of facilities and structures. Generally these structures lack the ordered nature of pod or unit-based construction, and can often be quite chaotic, seemingly random to anyone but the structure's original inhabitants.

Complexes are best generated on grid or graph paper. Each square should represent a 10'x10' area. Begin mapping with the entry hallway, this could be the cave entrance, a door, an airlock, whichever suits the type of complex being employed.

Follow the hallway forward 30' at a time. Every 30 feet, we roll for branching/rooms. Roll 1d6: 1: Straight, 2: Turn (1d6: 1-3: Left, 4-6: Right), 3: Dead End, 4: Intersection (1d6: 1-3: 4-Way, 4-6: T-section), 5-6: Room.

For each room, we generate purpose and contents as before, using the table below. We also generate its size: Each room is 2d6x10 by 2d6x10 feet in dimensions. Each room also branches into 1d6-1 additional hallways. Map each hallway branch by the same process. If a hallway connects with an existing room, simply join them. Keep continuing this process until all rooms and hallways end in dead ends. Each entrance into or out of a room also has a chance to contain a door or hatch. Roll 1d4: 1: No Door, 2: Unlocked Door, 3: Locked Door, 4: Door Collapsed. A locked door can be opened with a DEX or INT check to circumvent the security, or STR to pry or smash it open. A collapsed door will require explosives to open.

Note that like space stations, complexes may contain multiple levels. Each stairs room connects to an equivalent stairs room above or below it as indicated.

Table 33: Complex Rooms

1d12	Purpose	1d6	Contents
1	Stairs (Up)	1-2	None
2	Stairs (Down)	3	Flavor
3	Barracks	4	Hazard
4	Laboratory	5	Monster
5	Menagerie	6	Loot
6	Storage Room		
7	Containment		
8	Power Generator		
9	Control Room		
10	Rec Room		
11	Sickbay		
12	VR Access Node		

Table 34: Complex Room Flavor

1d12	Flavor
1	A loud speaker plays ancient recordings of Grateful Dead jams
2	Someone has carved what appears to be an alien member on the wall
3	A purple fog drifts from pores in the wall, causing hallucinations
4	A large deep pool of glowing green liquid, filled with toothy fish
5	The walls are covered in an undulating algal bloom
6	A dais stands, with a skeletal band still standing with their instruments
7	As the players enter, a cloud of small insects quickly scurry into walls
8	An apparently bottomless hole in floor. Objects dropped come out of ceiling
9	A table, with deceased players frozen in some alien card game
10	The entire wall is covered in intricately detailed skull imagery
11	Immense scratch marks drag across the floor, the claw marks of something huge
12	A toilet is here, stinking of the centuries since its last cleaning.

Hulks

Hulks are lost spaceships. Adrift in space, or trapped in orbit around some ancient world, a hulk's original crew is long since dead or mutated by virus. These hulks can often be goldmines of ancient technology and loot, and on some very rare occasions can even be reactivated and thus salvaged whole.

To begin generating a Hulk, we first create the ship, using the rules in the Starships chapter. Roll 1d8 for Hull class, 1d6 for Armor, and 1d10/2 for Engines. For weapons, the ship has 1d6 weapons, roll 1d3 for type (1: Beam, 2: Mass, 3: Missile), and 1d4 for Mark, but ancient weapons have an additional die of damage, and the ammo is not purchasable. Weapons requiring ammo have 2d6 shots remaining. For thrusters, the ship has sufficient thrusters to create a Maneuver bonus/penalty of 1d4-2. Finally, the ship has 2d6 add-on systems and 1d6x10 cargo space. Roll 1d10/2 for type:

1. Food and Life Support (1d10/2 for type)
2. Transport (1d3 for type)
3. Countermeasures (1d3 for type)
4. Sensors (1d3)
5. Additional Rooms (1d12 for type)

When mapping the inside of the hulk, each ship's system other than the Hull and Armor themselves, counts as a room. Remember to include rooms for standard components like the Cockpit, Life Support, Crew Quarters (Class*2 rooms), and Sensor Arrays. The most common layout of an ancient Hulk is in the style of the Arkwrights of Geidi IV. Arkwright ships are built around a central corridor, with the cockpit at one end, and the engine room at the other, and each of the remaining rooms attached to this central spine. Other layouts are possible, however. One other popular form of modular design is similar to that of space stations, with rooms for each system as single attached units, and one engine unit per engine type value at the back end. Feel free to be creative. For contents and

flavor, roll on the table below. You may also wish to make a map of the player's ship, in case of a boarding event.

The connecting openings between rooms will also be separated by bulkhead doors. These doors are designed to be totally vacuum sealed in case of an emergency. Roll 1d4: 1: Locked, 2: Sealed, 3: Open, 4: Unlocked. Sealed doors can be opened by an INT or DEX check to circumvent the mechanism, while locked doors can be opened by either of those, or a STR check to pry open.

For each room, we also determine if the system therein has been damaged or destroyed. Roll 1d4: 1: Intact, 2: Damaged, 3: Disabled, 4: Destroyed. If engine, thrusters, and cockpit are damaged or intact, the ship can potentially be salvaged, but will require a repair check, roll INT.

Table 35: Hulk Room Contents

1d6	Contents
1-2	None
3	Flavor
4	Hazard
5	Monster
6	Loot

Table 36: Hulk Room Flavor

1d12	Flavor
1	Someone has hastily scrawled navigation notes in magic marker on the wall.
2	In the corner lies a crouched skeleton, pants around its ankles.
3	All work and no play make Gruntharb a dull boy. All work and no play make Gruntharb a dull boy ...
4	Every piece of furniture in the room has been welded together in the shape of a space whale
5	On a shelf, a complete collection of alien organs occupies a system of jars. Each is labeled.
6	A pile of alien comics detailing the adventures of Lilfab the Eliminator, hero of Rexus IV.
7	An assortment of small polyhedrals with glyphs, a stack of spreadsheets, and a manual in alien writing
8	The door to the room is sealed. On opening, it's discovered a toilet has overflowed, and gray-water rushes out
9	Search of a nearby locker reveals a stash of powerful alien pharmaceuticals.
10	Carved in a solid titanium bulkhead are the words "THE TITAN ARISES DOOM IS NOW" in English
11	The room is littered with soiled laundry in a variety of clothing styles and humanoid shapes.
12	A collection of furry stuffed alien monsters has been neatly arranged along the walls.

Urban Ruins

The ancients built many cities, scattered across the galaxy among numerous worlds. Whether open air, or covered in great domes or energy shields to protect them from the outside world, or even floating among the clouds of a gas giant, it seems as if no environment was beyond the ancient's technology and will to colonize.

Ancient cities are generally laid out in a grid pattern. Blocks of buildings are separated by streets that run between them. In each block, there are 1d6+2 buildings, whose purpose can be generated on the table below. Smaller village and city buildings will have 1d6 floors, with 1d6 rooms on each, while larger cities will have huge buildings with anywhere from 1-100 stories (D100), and the larger buildings (those over 10 stories) may have some 3d12 rooms per floor. For those wishing for a quicker crawl experience, one can also simply treat each floor as a single room.

For large buildings (bigger than 10 stories), they are likely to be multipurpose: roll purpose for the first floor, and 1d4 for the number of floors dedicated to that purpose. Then reroll for the next floors, until all floors are accounted for.

Building stability and integrity is also an issue. The Ancients were great architects but nothing last forever, and in the centuries since their fall many buildings have crumbled or fallen to disrepair. Roll 1d4 for the number of building sides still intact. This must be at least 2 or the building has simply collapsed. In addition, stability of the higher floors becomes an issue. Take the number of floors rolled, and then multiply this by the number of sides divided by 4 (# of floors*(# of sides/4)). The result is the number of floors still intact. Higher floors are also dangerous, there's a 1 in 20 chance in any room above the 6th floor that the floor will fail, and those standing on it must make a DEX save or plummet through to the next floor.

Doors in urban environments are seldom particularly sturdy, meant primarily to survive the onslaught of casual thievery, not the harshness of space. For doors, roll a 1d4: 1-2: Unlocked, 3-4: Locked. Locked doors can be bashed in by a STR check, or circumvented by an INT or DEX check.

To generate an abandoned city, decide on whether it is a small settlement, or a larger city. Small settlement grids are generally 1d6+1 by 1d6+1 blocks, while larger cities are at least 3d8 by 3d8. Once the grid size is done, you can roll for number and size and content of buildings within each block in the grid, as indicated above. The table below will allow you to determine the purpose of a given building, as well as contents of rooms, and flavor suggestions.

Table 37: Urban Ruin Contents

1d12	Purpose	Purpose (cont.)	1d6	Contents
1	Residential	7 Jail	1-2	None
2	Library	8 Police Station	3	Flavor
3	Retail Store	9 Factory	4	Hazard
4	Food Vendor	10 Indoor Farm	5	Monster
5	Office Building	11 Arcology	6	Loot
6	Courthouse	12 Power Station		

Table 38: Urban Ruin Flavor

1d12	Flavor
1	A vending machine selling used undergarments rests in the corner.
2	An ancient slug rifle, the “Wynnch'esstyr”, is mounted on the wall.
3	An old jukebox, still functioning, plays twisted alien death metal
4	Crate upon crate of canned vegetables and meat strewn about
5	The room has been converted to an extensive torture chamber.
6	The floor of the room is inexplicably smeared with an alien lotion
7	A large screen display continually blares ads for Shrel'gek Cola
8	A stray catlike creature follows the party from room to room.
9	The wind makes an eerie wail that echoes through the building.
10	Pillows. Pillows everywhere. Like a Sultan's bedroom.
11	An array of networked computers all playing games against each other.
12	A large-nosed humanoid is illustrated on one wall captioned “Kilroy was here.”

Custom Dungeons and Interpreting Results

The above systems are of course just a few of the possible options and methods possible for creating ruins and dungeons and hulks for the players to explore, provided to make the job of the DM quicker and easier when needed. Many more possible techniques or combinations of techniques are possible. DMs are encouraged to use as little or as many of the systems included as they so desire, or to create their own custom maps by hand rather than by dice, or use other generators on the web or from other classic role-playing games. It is also highly encouraged that DMs add to or mix and match the tables for purpose and flavor in each section, for maximum variety in their created dungeons.

Being the product of random tables, you may also find that you have run across a result that does not make sense, or that a random dungeon is generating a result that isn't satisfactory to you. If you get a result that doesn't make sense to you, think about it for a moment longer and try to see how you can make an interesting bit of detail from it. Why is the generator room in the power station filled with potted meat? The possibilities could lead to colorful detail about that city's culture. But, if you still can't make sense of a result, feel free to ignore it or re-roll. Similarly, if you find the map itself ballooning past what you wanted, simply find a nice place to stop expanding, regardless of what the dice say.

Everything in this chapter is nothing more than a tool for the DM, something to make his life easier and give him a sense of the possible, and not meant as a straight-jacket or a rule of law. Make of these tools what you will!

Hazards

Besides of course the inevitable threat of alien beasties, alien ruins and hulks are often filled with all manner of other dangerous and lethal hazards, such as automated sentries, airborne diseases, failed radiation seals, burning fuel mains, and other potentially murderous obstacles. Each room has the potential to contain one of these hazards, as

rolled in the previous sections. In this section, we will roll for what manner of hazard is contained therein.

The table below details possible hazards and the rules for each. Common hazards are covered in more detail in chapter 6. Roll 1d100 and record the results. Each hazard room has a 1 in 4 chance to have loot in it as well. Roll 1d4, on a 1, there is loot.

Table 39: Hazards

D%	Hazard Description
01-05	Fire – A fuel leak or other flammable substance has ignited the room in flame.
06-10	Vacuum – A breach or air system failure renders this room a vacuum on entry unless DEX save is made to seal it before the air escapes.
11-15	Gravity – The room's gravity systems have failed. Shift the gravity level up or down 1d2 levels.
16-20	Atmosphere – Atmospheric filters have failed, making the air toxic and unbreathable.
21-25	Falling – A good old fashioned pit trap. DEX save to avoid, 2d4x10 feet deep.
26-30	Crushing – A loose section of ceiling comes loose. A large slab of it (1d4x50 pounds) falls on a failed DEX save.
31-35	Temperature – 1d6: 1-3: Cold, 4-6 Hot. Temperature system fails in this direction, generating +/-300F temperature
36-40	Radiation – Radiation leak delivers 1 round dosages to the crew as long as they're within the room.
41-45	Disease – Lingering airborne plague still infects a rotting carcass in the corner. 1d6 for stat, 1d6-1 for virulence.
46-50	Poison Gas – Make CON save or be dealt 1d4 damage and 1 random stat damage per round.
51-55	Sentry Gun – 1d4 automated sentry turrets have +1 To-Hit, 1d8 laser damage, and 10 HP.
56-60	Electrified Floor – The floor has been wired to electrocute on contact. WIS spots, DEX save avoids, INT disables
61-65	Force Field – Upon entry, the room seals with force fields. WIS to find panel, INT to disable panel. Air runs out in 10 minutes.
66-70	Laser Grid- Interlocked grid of lasers, requires DEX save to pass through room without taking 2d6H damage
71-75	Blade Launchers – Razor sharp blades fly from the wall at any motion. DEX save to avoid. 1d8 damage.
76-80	Tranquilizer Darts – Poison tipped darts knock the target unconscious for 1d8 rounds and trigger alarm. DEX save
81-85	False Chest – Appears to be a chest or crate, but electrocutes on touch. 1d8 damage. WIS spots, CON saves.
86-90	Secret Door – One or more of the doors in the room is concealed. Make a WIS check to spot.
91-95	Nanite Swarm – Swarm of hungry nanites assault the characters, dealing 1 damage per round until electrocuted.
96-00	Acid Jets – Streams of acid burst from a leaky pipe. DEX save or take 1d6 damage per round for 1d6 rounds.

Loot

The ultimate goal of every treasure hunter, surveyor, and explorer. This is the good stuff, the valuables. Weapons, armor, strange pieces of technology, artifacts from lost cultures, gold, platinum, and gems, all of it worth a fortune to the right buyer. The following system of tables and random rolls is designed to allow you to generate loot rewards for dungeons and adventures.

To start with, we must first determine how much loot there is, which determines the number of treasures found. For treasure discovered in a monster encounter (1 in 6 chance), we make as many as the Hit Dice of the most powerful monster in the group. For treasure found with Hazards, or unattended in a room, we roll 1d6. Then we roll for type on Table 40 that many times:

Table 40: Loot Type

1d6	Treasure Type
1	Weapon
2	Armor or Shield
3	Misc. Equipment
4	Gems/Valuables
5	Artifact
6	Technological Wonder

Once we know what kind of loot it is, we can now proceed to the appropriate following sections to determine more specifically what each treasure is. We must also determine how the loot is contained. Roll 1d3: 1: Scattered about, 2: Unlocked container, 3: Locked container, INT check to open.

Weapons

For a weapon, we must first determine two things: Its bonus, and whether it is old tech, or new tech. The bonus is a value from 0 to +2 that gives a bonus to-hit with the weapon, as well as to its base damage. "Modern Tech" is tech that is similar to existing human technology, and may not even be alien at all; it could have been abandoned by a previous lost crew. "Ancient Tech" is unfamiliar tech left behind by the Ancients, totally alien to the young races' current technical understanding. These weapons often have remarkable extra abilities beyond that of a normal weapon.

To determine bonus, we roll 1d3-1. To determine old tech vs. new tech, roll 1d4: 1-3: Modern, 4: Ancient. For Modern Tech, we roll 1d6 and 1d3 on Table 41 to determine what type of weapon it is. Full stats for these weapons can be found in Chapter 4.

Ancient tech weapons however, have no modern counterparts, because they are built with technology lost to time, developed by the ancients countless ages ago. For Ancient tech weapons, we must build them from scratch. Roll on Table 42, 1d6 for type, and 1d10/2 for base damage, then on Table 43 for the technology powering the weapon.

Next, we must determine if it requires ammunition/charge. Roll 1d6, and on a 1 or less, it has infinite ammunition. Subtract 2 from the roll if the weapon is a melee weapon. On any other number, it requires ammunition. Melee weapons have a charge

time remaining of 1d6 hours but on an INT check can be hotwired to a power source to recharge. Pistols, Rifles, and Shotguns have 3d10 shots remaining, while Heavy Weapons have 1d10.

One must also check if the weapon contains any special features. These are unusual effects in addition to its damage. To check for special features, roll 1d4: on a 1, it has one. Roll on Table 44. If the rolled feature is incompatible with the weapon being generated, the weapon simply has no special features after all.

Table 41: Weapon Type

	1- Dagger	2- Sword	3- Pistol
1	Shiv	Cutlass	Laser Pistol
2	Combat Knife	Vibro-Sword	Slug Pistol
3	Vibro-Blade	Laser Sword	Particle Beamer
	4- Rifle	5- Shotgun	6- Heavy
1	Pulse Rifle	Naval Pumpgun	Minigun
2	Plasma Rifle	Sonic Wavegun	Flamethrower
3	Bolt Rifle	Plasma Burster	Microrocket Gun

Table 42: Ancient Weapon Damage

	1- Dagger	2- Sword	3- Pistol	4- Rifle	5- Shotgun	6- Heavy
1	1d4	1d8	1d8	2d8	2d6	3d8
2	1d6	1d10	1d10	2d10	2d8	3d10
3	1d8	1d12	1d12	3d10H2	2d10	3d12
4	1d10	2d12H	2d8	2d12	2d12	4d8
5	2d10H	3d12H	2d10	3d6	3d10H2	4d10

Table 43: Ancient Weapon Tech

1d6	Dagger/Sword	Pistol/Rifle
1	Monomolecular	Neutron Slug
2	Phasic	Disintegrator
3	Plasma	Electric Arc
4	Hard Light	Quark Accelerator
5	Synthdiamond	Pain Ray
6	Chitin	Dark Matter Beam
1d6	Shotgun	Heavy
1	Graviton Wave	Existential Dequantifier
2	Spatial Disruptor	Remote Fusion Inducer
3	Field Projector	Antimatter Pod Launcher
4	Waveform Collapser	Matter Melter
5	Superfluid Blast	Uncertainty Resolver
6	Molecular Vibrator	Polarity Reverser

Table 44: Weapon Special Features

1d12	Description
1	Bone Seeking: Weapon locks onto calcium signatures. +3 to hit against vertebrate and skeletal life forms.
2	Ammo Generator: Weapon can be feed blocks of metallic matter. 1 pound of metal reloads 10 shots
3	Teleporting Ammo (Ranged Only): Shots teleport through up to 2 walls to strike target.
4	Self-Destruct: The weapon has a self-destruct mode. When activated, the weapon will explode in 10 rounds dealing 4d6 damage to all within 30 feet.
5	Pass-Through: Weapon passes through target, dealing second strike to an additional target, with same damage.
6	Salad Shooter: Conveniently slices, chops, or grates vegetables, dried meats, and cheeses.
7	Remote Control: Weapon hovers, and can be operated remotely from up to 60ft by built-in camera.
8	Vorpall Blade (Melee Only): Ancient blade, honed to seek heads. To-Hit roll of 1 automatically decapitates target
9	MP3 Player: Inexplicably human tech compatible storage plays appropriate battle music during fights.
10	Smart Bullets (Ranged Only): Bullets are capable of curving around corners to strike a target up to 60 yds. away.
11	Poison Injectors (Melee Only): Nanoinjectors poison the target, causing 1d6 STR damage. CON saves.
12	Googly Eyes: Targets struck with the weapon display "googly eye syndrome" and are at -2 To-Hit from now on.

Finally, we determine the weapon's value. For modern weapons, the value is its base value from chapter 4, multiplied by its bonus + 1. For Ancient weapons, this value is its roll on the damage table times 200, and this value is doubled if it has a special feature. Ancient weapon weight is its number of damage dice, times the die type.

Ancient weapons are complicated, and often contain interfaces built for alien digits or may even have no apparent controls at all. In order to use an ancient weapon, one must first identify it. This is an INT check, with a penalty of -1 to -5: -1 for each die of damage it rolls, and an additional -1 if it has a special feature.

Armor and Shield

The process for creating armor and shield rewards is similar to that of weapons. Like weapons, armor comes with a bonus, between 0 to -2 to AC, and can be found in Modern Tech or Ancient Tech varieties.

To generate AC bonus, roll 1d3-3. For Modern vs. Ancient, the split is the same as weapons. Roll 1d4: 1: Ancient tech. 2-4: Modern tech. To find Modern tech, roll 1d12 on Table 45. Full rules for their base types are in Chapter 4.

For Ancient tech, we must again build from scratch. Roll bonus as before. For base AC and type, we roll Table 46.

We now determine what type of technology it uses, by rolling on Table 47, based on what type of armor it is.

We also must determine a few extra traits for armor, like whether it has a re-breather and how much STR/DEX bonus a powered armor provides. Shields do not have life support tech. To determine life-support tech installed, roll 1d6: 1-2: None, 3-4: Filter Mask, 5: Rebreather, 6: Rebreather/Sealed. Heavy/Powered armors add +2 to this roll. All Ancient armors count as environment suits. For powered armors, we also roll for its stat bonuses. STR is 1d3+1, and DEX is 1d3-1.

Armors also have special features, just like weapons do, though shields do not. Roll 1d4. On a 1, it has one, and we roll on Table 48.

Table 45: Armor Type

1d12	Armor Type
1	Envirosuit
2	Vacc Suit
3	Fiberweave
4	EVA Suit
5	Carbon Shell
6	"Jump" Suit
7	Combat Pod
8	"Mirror" Suit
9	Exo-Armor
10	Exo-Jet Suit
11	Plexsteel Shield
12	Particle Shield

Table 46: Ancient Armor Class

1d4	1 – Light	2- Medium	3- Heavy	4- Powered	5- Shield
1	9	6	4	1	-1
2	8	5	3	1	-1
3	7	4	2	0	-2
4	6	3	1	0	-2

Table 47: Ancient Armor Tech

1d6	Light/Medium	Heavy/Powered	Shield
1	Hard Light Suit	Diamond Weave	Hard Light
2	Chitin	Neutronium Plate	Pauli Field
3	Steelskin	Schrodinger State	Smart Shield
4	Megafauna Hide	Crystal Timber	Dark Matter
5	Titanium Foil	Labyrinthum	Micro-Singularity
6	Uncertainty Field	Depleted Uranium	Dephasic

Table 48: Armor Special Features

1d12	Description
1	Cloak Field: Bends light and sound around the wearer, giving a +2 to DEX for rolls to sneak or avoid being seen.
2	Heads-Up Display: Eyepiece tracks enemy targets, granting +1 To-Hit.
3	Chameleon Circuit: Array of holoprojectors allows wearer to disguise himself. +2 CHA to fool a subject.
4	Jet Pack: The dream of all races. Graviton jets allow flight. Height limit of 20,000 feet, or 60,000 feet for sealed.
5	Vibration Mode: Vibrates in just the right places for the wearer's pleasure, and that of his or her companion.
6	Utility Belt: Belt serves as multi-tool, and also provides a seemingly endless supply of 1d4 damage throwing stars.
7	Weapon Mount: Brace mount in the arms allows for one-handed use of Rifle/Shotgun/Heavy weapons.
8	Reflex Enhancer: Network of nerve boosters and artificial muscle fibers enhances wearer's DEX saves by +1.
9	Neural Soother: Relaxes the wearer's mind, increasing concentration. +2 WIS for Psi concentration checks.
10	Wrist Computer: As the standard equipment, but in a completely alien language and thus indecipherable.
11	Communicator Headset: Allows radio and broadband communication on all frequencies. Bluetooth support.
12	Mental Repel: Attacks the brain of surrounding targets with hypnotic suggestion, preventing approach without WIS save.

For value, Modern armors have a value of their base value from the equipment section, multiples by the inverse of their bonus + 1. In other words, drop the negative, add one, and multiply by the base value. So a -2 EVA suit has a value of $200 * 3$: 600cr.

Ancient armors are more expensive. The value of an ancient armor is 10 minus the total AC with bonus, multiplied by 400, and doubled if the armor has a special feature. For shields, the value is 4 plus the absolute value of the shield's total AC bonus times 200. Ancient armor weight is its AC subtracted from 10, and multiplied by 3. For shields, the weight is 1 lb. for every -1 of bonus to AC.

Ancient armor must also be identified, though it's usually pretty easy to figure out. Make an INT check, modified by the armor's bonus. On a success, the armor can be worn at full value, and on a failure, the wearer has donned it wrong, and its armor bonus is lost (but base AC still applies).

Miscellaneous Equipment

This is all that other stuff in the equipment chapter. Grenades, protective devices. Much of this stuff is either familiar tech, or old equipment left behind by forgotten claim jumpers and missing surveyor crews. This is a simple roll by type (1d6) and item (die indicated) on the following tables.

Table 49: Misc. Equipment

1- General (D100)	2- Computerized Devices (1d6)	3- Drugs (1d6)
1-5 Rope	1- Scavenger's Guide	1- Heal-X
6-11 Backpack	2- GPS Tracker	2- PsiBoost
12-17 Electric Torch	3- EarPod	3- Immunol
18-23 Head strap Lamp	4- Motion Tracker	4- Clariphine
24-29 Prybar	5- Wrist Computer	5- Smokes
30-35 Collapsible Pole	6- OrgAnalyzer	6- Opacaine
36-41 Clothing		
42-47 Nutrition Bar		
48-52 Field Ration		
53-58 Filter Bottle		
59-64 Pocket Knife		
65-70 Refillable Firelighter		
71-76 Thermex		
77-82 Compound S		
83-88 M.U.L.E.		
89-94 H.O.R.S.E.		
95-100 First Aid Kit		

Table 50: Misc. Equipment (cont.)

4- Power Sources (1d10/2)	5- Protective Devices (1d6)	6-Grenades (1d6)
1- Collapsible Solar Panels	1- Filter Mask	1- Frag
2- Wearable Solar Panels	2- Rebreather	2- Incendiary
3- Quick-Charge Pack	3- Air Tank	3- Flash
4- Nanoviral Battery Pack	4- Thruster Pack	4- Gas
5- Microfusion Generator	5- Climbing Rig	5- Plasma
	6- Parachute	6- Microfission

Gems and Valuables

Ancient coinage, rare gems, jewelry; the ancient ruins of the galaxy are rife with the littered and abandoned valuables of those long dead races, and the statute of limitations on grave robbing ends after 100 years, so loot away! These tables are for generat-

ing the rare valuables that players may discover in raiding the forgotten places of the universe in their endless quest for the next mortgage payment.

To determine the type and value of the find, roll the appropriate columns in Table 51, and feel free to extrapolate any additional description desired. To determine the weight of a find of valuables, divide the value by 1000.

Table 51: Gems and Valuables

1d6	Type	Metal	Gem	Value
1	Gems	Gold	Diamond	500
2	Coins	Platinum	Jade	1000
3	Necklace	Silver	Ruby	2000
4	Ring	Titanium	Sapphire	4000
5	Piercing	Labyrinthum	Neutronium	8000
6	Bracelet	Iridium	Torbernite	16000

Artifacts

Artifacts are remnants of a prior culture that visited or lived in the ruin. Ancient statuary, old audio recordings, tablets or documents detailing local cultural history, these are the kinds of items that bring top dollar from museums and private collectors, as well as being a perfect opportunity for DMs to slip a little bit of local color into the proceedings. When describing these pieces, try to reference back to the information you generated for the local species back in the previous chapter.

Table 52 can be used for generating possible artifact types, and their value (roll once on each column). To determine the weight of a given find, divide the value by 1000.

Table 52: Artifacts

1d10	Type	Value
1	Statuary	100
2	Religious Icon	500
3	Grave Marker	1000
4	Audio Recording	2000
5	Printed Book	4000
6	Graphic Novel	6000
7	Religious Scroll	10000
8	Holovid Recording	15000
9	Holocube	20000
10	Ancient Tool	50000

Technological Wonders

The cream of the crop. These are those rare bits of still functioning ancient technology that can be found within the ruins of some of the great Ancient places of the gal-

axy. Devices whose function is beyond that of any modern technology, they are highly sought after by the wealthiest collectors, and by surveyor crews for their unmatched utility and rarity of function.

Operating an Ancient tech device requires identification of its function. Make an INT check, with a penalty of -1 for every 10,000 credits of value. On a success, the device can be operated, but on a failure its function remains a mystery.

Each bit of Ancient tech is provided with a description, value, and weight if any, and can be generated by rolling a D20 on Table 53, and consulting the appropriate entry on the following pages.

Table 53: Wonders

D20	Wonder
1	Bioweapon Suit
2	Cellular Motility Boost
3	Collapsible Jetbike
4	Corneal Implants
5	Fluid Transmogrifier
6	Forest in a Can
7	Hoverboard
8	Instant Gumbo Cooker
9	Nano-Augment Capsule
10	Panacea
11	Pet Rock
12	Pocket Dimensional Case
13	Slave Collar
14	TED-3
15	The Axe
16	The Brutalizer
17	The Meatpuppet
18	Universal Credential
19	Vector Jet Harness
20	Water Pants

Bioweapon Suit: A failed attempt at reverse-engineering the mutagenic plague to serve the last surviving sentients in the galaxy, the bioweapon suit is an organic augment that embeds itself at the base of the wearer's spine, and on command expands, temporarily fusing the host's body with the outward form of a plague horror, granting him a natural AC of 5, +2 To-Hit in melee combat, a +2 to DEX and STR, and replacing his hands with jagged chitinous blades that deal 1d12 damage each.

However, the experience is excruciatingly painful as the virus tries to crawl its way into the body, and the character must make a CON save every round at a progressive -1 per round penalty in order to maintain the transformation, and the virus constantly

assaults the mind. Every time the suit is used, a WIS save must be made or the character loses 1 point of INT permanently, and on falling to 3, the character is consumed by the suit and becomes a mindless plague horror that will only kill and eat all organic life it surveys until dead. Value: 100,000cr. Weight: 1lb.

Cellular Motility Boost: This powerful concoction of micronanites and chemical bonding agents enhances the strength and agility of a unicellular organism considerably. By modifying the cell walls, protoplasm, and other internal mechanisms, the user's body is permanently boosted +1 STR and +1 DEX. Poisonous to multicellular organisms. Single dose. Value: 40,000cr.

Collapsible Jetbike: Anti-grav equipped jet-powered motorcycle conveniently folds into a kick-ass skull-shaped belt-buckle when not needed. Travels up to 200mph in atmosphere, and even contains a protective force field and air supply allowing travel within deep space at 1AU/hr. speeds. Value: 20,000cr. Weight: 5 lbs.

Corneal Implants: User-installable implants drill directly into the eyes, replacing the biological lenses with synthetic ones. The implants are permanent, and grant the ability to clearly distinguish objects up to 1 mile distant at high speed, but also play havoc with depth perception. WIS checks to spot objects within sight range or avoid surprise are at +1, however to-hit with ranged and thrown weapons is at a -1. Value: 10,000cr.

Fluid Transmogrifier: Internal fusion/fission chamber can transmute any fluid into drinkable water, or high-grade moonshine. Note: prolonged consumption of artificial alcohols may lead to slurred speech, temporary blindness, and liver failure. Value: 5,000cr. Weight: 5lbs.

Forest in a Can: This small canister contains a concentrated dose of fertilized soil, genetically altered tree and plant life, and even a large tent. Simply press the button on the can, and the contents spring out, instantly creating a little forest campsite complete with a roaring, self-tending campfire. Excellent for making a comfortable shelter on the go, and the tent is even sealed against environment, and large enough to sleep 4. Value: 20,000cr. Weight: 5lbs.

Hoverboard: Somewhat impractical mode of transport popular with Ancient youths, this polycarbonate board is equipped with small, primitive anti-gravity generators, which enable it to hover up to 20ft. in the air and travel at up to 88mph. Unfortunately this particular model does not function over water or wet surfaces, for no reason that can be explained by modern science. Value: 20,000cr. Weight: 5lbs.

Instant Gumbo Cooker: Xenoarchaeologists have discovered that this classic Cajun dish apparently appears in some form or another throughout the galaxy, a mildly spicy concoction of local shellfish, sausage, and rice or similar grains. The Instant Gumbo Cooker is one of the most popular innovations in ancient food science, and is capable of turning up to 5lbs. of any organic matter into a tasty pot of alien gumbo in minutes. Value: 5,000cr. Weight: 5lbs.

Nano-Augment Capsule: A small pill filled with bio-activated nanites, these nanites comb through the subject's body, highlighting weak points in the neural and muscular pathways and rebuilding them to be more efficient. On consumption, the pill increases the character's lowest stat by 1. Value: 10,000cr.

Panacea: The universal curative. Engineered bacteria travel through the host's bloodstream, repairing damaged tissues and wounded organs instantly, as well as combating diseases and purifying poisons too. One pill instantly heals all ailments and injury within 1d6 rounds. Contains ten capsules. Take with water. Value: 30,000cr.

Pet Rock: Developed centuries ago by Ancient pet breeders, this revolutionary pet requires no maintenance of any kind, needing neither food, nor water, nor toilet services, nor any form of grooming. Interactivity is fairly limited though; it is not recommended for families desiring an active companion. Value: 50cr. Weight: 10lbs.

Pocket Dimensional Case: Small briefcase about 2ft. by 1.5ft., contains opening into pocket dimension of near limitless storage. Capable of storing up to 500lbs., so long as the object can fit through the opening. Value: 15,000cr. Weight: 5lbs.

Slave Collar: Despite their enlightened technology, slavery seems to have been widely practiced among the galactic nations of the Ancients. One of the most common tools for the ancient slave trader was the slave collar. This powerful device bombards the wearer's mind with hypnotic suggestions making them more pliable to command: the wearer must make a WIS check to resist any order given them by the collar's controller. It is also bound by a security field that causes instant electric shock if tampered with, and can even kill the wearer. If an individual attempting to remove it fails an INT check, the wearer must make a CON save to resist fatal shock, and even on success the wearer takes 2d6 damage. This effect may also be triggered manually by the controller's remote. Value: 40,000cr. Weight: 5lbs for collar, 1lb. for remote control.

TED-3: Adorable fur ball of an android bear conceals a deadly thirst for blood. An artificially intelligent companion developed originally for the infant daughter of a powerful galactic nobleman, this little guy is both adorable, and an unstoppable killing machine. Once activated, it bonds to its owner, and will protect it at all costs, including its own destruction. Bear stands 3ft. tall, has AC3, Init 15, Save 15, HP 20, and To-Hit of +3, and is equipped with razor-sharp claws dealing 1d6 damage, and a concealed ion blaster that inflicts 3d6H2 damage. Value: 50,000cr. Weight: 20lbs.

The Axe: Part instrument, part instrument of death, this hybrid of blades and strings bears a shaft crafted from a working electric guitar with built in amplifier, and massive blades to either side. Bust out a wicked solo, or end someone's career; either way you'll look awesome doing it. Counts as a 1d12 Sword for damage purposes. Value: 10,000cr. Weight: 10lbs.

The Brutalizer: Wrist mounted launcher shoots spinning razor-sharp electrified blades. On contact with the target, the blades deal 2d6 damage, and electrocute the target, preventing him from movement, attack, or really anything but violent thrashing and shaking for 1d6 rounds unless a CON save is made. Launcher holds 5 blades, which can be recovered from the bodies and reloaded into the weapon. Value: 10,000cr. Weight: 3lbs.

The Meatpuppet: A full body suit, configurable to resemble nearly any humanoid form. Constructed from real engineered flesh and bone complete with artificial organs, and equipped with a scanner proof interior for the wearer, this disguise can successfully fool just about any sensor or doctor, short of an actual full cavity autopsy. AC9. Value: 30,000cr. Weight 10lbs.

Universal Credential: Intelligent paper instantly reconfigures itself into any form of identification, and even credit cards (though the credit limit is terrible, just 200cr. a day). Good for sneaking into secure facilities, or just buying a round of drinks for the bar on some long-dead alien's tab. Value: 50,000cr.

Vector Jet Harness: This unique harness was designed by a lost ancestor of the Hovering Squid, and interfaces with the Squid's natural maneuvering jets and internal gas bladder in such a way as to boost the altitude and maneuverability of the Squid. Once in the harness, a Squid can fly up to 10,000 feet in altitude, and gains a -1 bonus to AC due to its enhanced maneuverability. Value: 30,000cr. Weight: 5lbs.

Water Pants: A crude nickname for an incredibly useful undergarment, this pair of form-fitting pants processes and filters the wearer's sweat and urine into drinkable, albeit creepily warm, water delivered through a tube that can be attached near the mouth for easy access. This enables the wearer to easily go up to 3 weeks without any other water supply, though eventually some fresh water must be consumed, and prolonged wearing produces a considerably ripe aroma. Value: 15,000cr. Weight: 3lbs.

CHAPTER 11: MONSTERS

The ancient places and distant worlds of the galaxy are full of dangerous and hostile creatures. The unexplored places of the world are full of strange beasts with eyes in their teeth, semi-sentient tribes of spear-wielding rodents, living weapons engineered for death and unstoppable replication, and the twisted plague horrors left behind by the pandemic that warped and mutated what remains of sentient life.

What follows are rules and guidelines for many common monsters, how they are described in Hulks and Horrors, how to roll your own, and how to generate random encounters. These tools combined should allow DMs to create all sorts of nasty threats lurking in the hulks and ruins their players explore.

Monster Stats

In order to easily present the information that DMs actually need to handle a monster or hostile encounter in combat, and to simplify the process of tracking enemy abilities, monsters use a somewhat different, simplified stat set than player characters do. Each monster is defined by the following stats.

Hit Dice (HD): This is the number and type of dice rolled to determine the monster's hit points. This will generally be between 1 and 6 dice (though it can be higher), ranging from a d4 to a d12 depending on how durable the critter is. An average is also provided for quicker numbers when needed.

To-Hit (TH): The bonus the monster has to-hit a target. Unlike characters, monsters do not have a split value for melee vs. ranged attacks. This value is generally linked to Hit Dice: d12 HD monsters get +1 for each die, d8 and d10 monsters get +1 for every other die, and d4 and d6 monsters only get +1 for every third die.

TAACO: For those DMs and groups using the optional TAACO rule, this calculation is provided.

Armor Class (AC): The armor class of the monster.

Initiative: The character's base value for determining initiative order in combat.

Save: This is the number the monster must roll under whenever called upon to make a save, a Morale check, or a non-combat roll.

Attacks: The nature and damage of the beast's attacks. Each attack is denoted with an (M) for Melee attacks, or an (R) for ranged attacks. If the monster has any special attacks, they will also be listed here, denoted by an (S), and further described in the monster's description.

Appearing: The number of monsters that typically appear in a group. Generally given as either a standard number, or a die roll

Behavior: This is a general descriptor of the monster's behavior, from one of the following classifications. Each type of behavior also provides a modifier to Morale checks involving that creature, denoted in parentheses after each behavior classification.

- **Docile (-4):** The monster generally ignores the party unless the beast feels threatened, such as if attacked, or its young or nest are threatened.
- **Opportunistic (-3):** The monster will not immediately attack unless it feels the party is weakened and will make for an easy meal.

- Territorial (+1): Generally avoids confrontation, but if its domain is entered it will attack to defend it.
- Stalker (-1): Prefers stealth to open assault, will hide and hunt prey until a chance for ambush arises.
- Savage (+2): A creature of power and hunger, this monster will attack any apparently weaker prey it encounters unless it has recently eaten.
- Sentient/Semi-Sentient (0): Possesses intelligence, if only in basic form for the semi-sentient. Attack decisions will be based on goals, territory, and basic strategy, and reasoning with the being may be possible.
- Killer (+4): This monster is a being of pure malevolence, craving only the death of all it surveys. It will attack and attempt to kill any life-form it encounters purely for the joy and lust of killing.

Description: A description of the monster's appearance and nature. If the monster has any special abilities, they will also be described here.

Creating New Monsters

The following sections in this chapter cover random encounter tables for a number of common monsters that are found in some form or another scattered across the galaxy, but these are not the only beasts in the sky. The galaxy is vast, and capable of infinite diversity when it comes to murdering techniques. As such, here are some general guidelines for creating your own unique monsters for the players to encounter. Nothing in this section is a hard rule, feel free to adjust any numbers as you see fit based on what feels right for the kind of creature you are creating, and what will provide the right challenge for the group.

For starters, try to think of what your monster is like. What kind of species is it? What environment did it evolve in, and how did it adapt to its environment? Is it an herbivore, a carnivore, or some other strange thing? Is it some kind of plague horror, and if so, what was the species it mutated from like? Is it sentient? How does it live? What does it eat? What traits make it unique? What does it look like? By starting with some of these questions you can have a better idea of what to choose as you begin to stat up the monster.

Once you know what the monster is like, the first step in creating your monster is determining its Hit Dice. This is one of the most important measures of how strong your monster is, deciding not just its hit points, but also a number of other stats derived from it. As a general rule of thumb, 1 HD is roughly equal to 1 character level of the same hit die in power. The choice of die is also important: a D12 is a very powerful combatant, like a Soldier, while a d8 or d10 is a competent fighter like a Squid or Pilot but not as deft, and a d6 or d4 is best suited to the weaker species and is similar to classes like the Scientist, and probably relies on some special skills to make up for poor basic combat ability.

Once you've pegged the HD, you should also record the average HP that hit dice can generate. To do this, just find the maximum roll and split it: Multiply the number of dice by the number of sides, then divide that number in half and add 1.

Now that we've determined Hit Dice, we can next determine To-Hit. A monster's to-hit is based on his Hit Dice. The number of sides of the die determines how fast it pro-

gresses, and the number of die determines how far. As we noted above, there's a general rule to this: D12 goes up +1 per die, d8 and d10 go up +1 every other die, and d6 and d4 go up every third die. For ease of reference, you can also consult the left-hand portion of Table 54. You can also calculate it's TAACO as normal, by adding 5 to their To-Hit number.

Table 54: Monster To-Hit and Save

To-Hit Bonus				Save					
Hit Dice	D12	D8/D10	D6/D4	Hit Dice	D4	D6	D8	D10	D12
1	+1	+0	+0	1	5	6	7	8	9
2	+2	+1	+0	2	6	7	8	9	10
3	+3	+1	+1	3	7	8	9	10	11
4	+4	+2	+1	4	8	9	10	11	12
5	+5	+2	+1	5	9	10	11	12	13
6	+6	+3	+2	6	10	11	12	13	14
7	+7	+3	+2	7	11	12	13	14	15
8	+8	+4	+2	8	12	13	14	15	16
9	+9	+4	+3	9	13	14	15	16	17
10	+10	+5	+3	10	14	15	16	17	18
11	+11	+5	+3	11	15	16	17	18	19
12	+12	+6	+4	12	16	17	18	19	20

Next we can determine its Armor Class. A good rule of thumb here is to start with 10, and subtract the number of Hit Dice the creature has, to get a base AC value. From here, we can shift down if it's particularly durable or agile, or up if it's a fairly fragile creature.

Now we can determine the creature's base Initiative score. To find a baseline for this, start with the creature's number of Hit Dice, and add 7. Particularly quick creatures will be a bit higher than this baseline, while slower creatures will be lower.

For Save value, we determine it similarly. 7 plus the number of hit die, but also +1 for every die type above D8, and -1 for every die type below D8. Note that this value can never be higher than 20. Some pre-calculated base numbers for this are summarized in the right-hand portion of Table 54 above for ease of use.

Now we come to the creature's attacks. How does the creature attack its prey? Teeth? Claws? Protruding spines? Laser beam eyes? If it's a sentient or semi-sentient species that uses tools, what sort of weapon does it typically use? Once you've decided what weapons it uses, you can determine what damage it does. A good guideline is 1 die of damage, of the same type as its hit die, for every 2 hit dice it has. So a HD 5d6 monster might have a 2d6 attack. For each, be sure to determine if it's a ranged (R) or melee (M) attack and note accordingly. If it has more than one attack type, use the previous number for its main attack, then use 1 die for every 3 hit dice for the second, then simply 1 die for the third, and any further attacks if necessary descend in die type.

For the number appearing and behavior information, there is no easy rule of thumb, instead one must consider the type of creature being created. Is it a solitary creature or a social one? How well does it get along with its own kind, or with other creatures? Is it prone to being nomadic, or to staying in one place? Does it eat other creatures? Ask yourself these questions, and look back over the concept you have in mind for the monster, and this should give you an idea of what is needed.

Finally, be sure to describe your creature in as much detail as you like, so that you can then easily recall these details when introducing it to your players. If you have a good hand for drawing, you may even want to draw one or two of the creatures, to be able to easily demonstrate their appearance to your group. Have fun, and be as creative as you can be. The galaxy is a weird and wondrous place: if you can imagine it, it's probably out there on some planet somewhere.

Random Encounters

DMs creating their dungeons and ruins may wish to speed the process by randomly generating the monster encounters found there. The following table is broken into four general categories, based on exploration environments. To generate a monster encounter, we first roll 1d3 to determine the number of monster types encountered. Once we know this, you then roll 1d100 on the appropriate column on the tables below for the characters' level and the environment. For number appearing, roll as described in the monster descriptions in the next section.

Table 55: Urban/Pod Encounters

Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	
1-12	1-10	1-7	1-6	1-5	1-5	Sentient Crew
13-25	11-20	8-14	7-12	6-11	6-10	Felix 1d4
26-37	21-30	15-21	13-18	12-16	11-15	Floaters 1d4
38-50	31-40	22-28	19-25	17-22	16-20	Vilefin 1d10
51-62	41-50	29-35	26-31	23-27	21-25	Lobstermen 1d6
63-75	51-60	36-42	32-37	28-33	26-30	Capyfolk 1d6
76-87	61-70	43-50	38-43	34-38	31-35	Anthropophagi 1d8
88-100	71-80	51-57	44-50	39-44	36-40	Walking Dead 2d6
	81-90	58-64	51-56	45-50	41-45	Nagahide 2d12
	91-100	65-71	57-62	51-55	46-50	Clawmen 2d12
		72-78	63-68	56-61	51-55	Hiverbugs 3d8
		79-85	69-75	62-66	56-60	Caerbannog 3d12
		86-92	76-81	67-72	61-65	Seeker Drones 3d12
		93-100	82-87	73-77	66-70	Neurovore 1d6
			88-93	78-83	71-75	Pod Plants 4d8
			94-100	84-88	76-80	Ferrovore 4d8
				89-94	81-85	Tree of Death 6d8
				95-100	86-90	Living Weapon 6d12
					91-95	Terror Lizard 8d10
					96-100	Mountain Wampus 8d8

HULKS AND HORRORS

Table 56: Wilderness Encounters

Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	
1-14	1-11	1-7	1-6	1-5	1-5	Sentient Crew
15-28	12-22	8-15	7-13	6-11	6-10	Felix 1d4
29-42	23-33	16-23	14-20	12-17	11-15	Floaters 1d4
43-57	34-44	24-30	21-26	18-23	16-20	Capyfolk 1d6
58-71	45-55	31-38	27-33	24-29	21-25	Vermid 1d8
72-85	56-66	39-46	34-40	30-35	26-30	Vilefin 1d10
86-100	67-77	47-53	41-46	36-41	31-35	Anthropophagi 1d8
	78-88	54-61	47-53	42-47	36-40	Pinbirds 2d6
	89-100	62-69	54-60	48-52	41-45	Nagahide 2d12
		70-76	61-66	53-58	46-50	Hiverbugs 3d8
		77-84	67-73	59-64	51-55	Ultratigris 3d12
		85-92	74-80	65-70	56-60	Seeker Drones 3d12
		93-100	81-86	71-76	61-65	Caerbannog 3d12
			87-93	77-82	66-70	Gorilloids 4d8
			94-100	83-88	71-75	Pod Plants 4d8
				89-94	76-80	Gulpers 5d8
				95-100	81-85	Tauroid 5d12
					86-90	Living Weapon 6d12
					91-95	Terror Lizard 8d10
					96-100	Mountain Wampus 8d8

Table 57: Station/Hulk Encounters

1-14	1-9	1-7	1-6	1-5	1-5	Sentient Crew
15-28	10-18	8-14	7-12	6-11	6-10	Felix 1d4
29-42	19-27	15-21	13-18	12-16	11-15	Skinless 1d6
43-57	28-36	22-28	19-25	17-22	16-20	Skeletals 1d10
58-71	37-45	29-35	26-31	23-27	21-25	Lobstermen 1d6
72-85	46-54	36-42	32-37	28-33	26-30	Vermid 1d8
86-100	55-63	43-50	38-43	34-38	31-35	Walking Dead 2d6
	64-72	51-57	44-50	39-44	36-40	Servicebot 2d12
	73-81	58-64	51-56	45-50	41-45	Nagahide 2d12
	82-90	65-71	57-62	51-55	46-50	Clawmen 2d12
	91-100	72-78	63-68	56-61	51-55	Zapbats 2d8
		79-85	69-75	62-66	56-60	Hiverbugs 3d8
		86-92	76-81	67-72	61-65	Seeker Drones 3d12
		93-100	82-87	73-77	66-70	Neurovore 1d6
			88-93	78-83	71-75	Maw 4d8
			94-100	84-88	76-80	Ferrovore 4d8
				89-94	81-85	Blind Troll 5d10
				95-100	86-90	Toxic Ooze 6d6
					91-95	Living Weapon 6d12
					96-100	Space Whale 8d6

Table 58: Underground Encounters

Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	
1-12	1-10	1-8	1-7	1-5	1-5	Sentient Crew
13-25	11-20	9-16	8-14	6-11	6-10	Felix 1d4
26-37	21-30	17-25	15-21	12-17	11-15	Skinless 1d6
38-50	31-40	26-33	22-28	18-23	16-20	Skeletals 1d10
51-62	41-50	34-41	29-35	24-29	21-25	Lobstermen 1d6
63-75	51-60	42-50	36-42	30-35	26-30	Cave Mushroom 1d6
76-87	61-70	51-58	43-50	36-41	31-35	Anthropophagi 1d8
88-100	71-80	59-66	51-57	42-47	36-40	Capyfolk 1d6
	81-90	67-75	58-64	48-52	41-45	Nagahide 2d12
	91-100	76-83	65-71	53-58	46-50	Clawmen 2d12
		84-91	72-78	59-64	51-55	Hiverbugs 3d8
		92-100	79-85	65-70	56-60	Seeker Drones 3d12
			86-92	71-76	61-65	Neurovore 1d6
			93-100	77-82	66-70	Paleworm 5d6
				83-88	71-75	Gulpers 5d8
				89-94	76-80	Centipod 5d6
				95-100	81-85	Blind Troll 5d10
					86-90	Scumsucker 6d8
					91-95	Living Weapon 6d12
					96-100	Megaworm 8d10

Monster Descriptions

Anthropophagi

Hit Dice: 1d8 (5)

To-Hit: +1

TAACO: 6

Armor Class: AC8

Initiative: 9

Save: 7

Attacks: Axe 1d10 (M/R), Bite 1d6 (M), Fist 1d4 (M)

Appearing: 2d4

Behavior: Savage (+2)

The anthropophagi are a plague horror, one of the oldest survivors of the plague, mutated from ancient humanoid stock. These naked, mostly hairless creatures lack heads, and instead bear large eyes between the shoulder-blades and a hideous snaggled-toothed maw in its chest. While technically bearing sentient intelligence and even a crude language, their minds and goals are deeply primitive and savage, and they are prone to vicious cannibalism. Some tribes of anthropophagi even keep herds of their own kind as food stock in areas with limited resources, feeding them on rotted meat and wild plants. Their written language is in the form of crude pictograms usually drawn with the blood of

a fresh kill, and depict boasts of recent savagery, or warnings to enemy tribes to stay clear of their grounds. Anthropophagi females are rarely seen, usually kept deep within their camps, but are particularly fearsome and territorial fighters. Their children are similarly rare, as they mature rapidly, reaching full height of about 6 feet within just a year of development.

Blind Troll

Hit Dice: 5d10 (26)

To-Hit: +2

TAACO: 7

Armor Class: AC5

Initiative: 10

Save: 12

Attacks: Club 2d12 (M), Fist 1d12 (M), Pustulence

Appearing: 1d3

Behavior: Territorial (+1)

Giant pale-skinned plague-horrors descended from humanoid stock, these massive 8-ft. tall creatures have been rendered completely blind from centuries of subterranean habitation, and maneuver instead by echolocation, using their massive ears and constant savage bellowing to locate enemies. Their skin is covered in warts and boils which constantly ooze and spray noxious gases and fluids.

Pustulence: Characters in melee contact or closer must make a CON save to resist the effects of the cloud of diseased filth that the blind troll exudes. On a failed save, the character is infected with troll fever, a bacterial infection that attacks CON, is airborne, and has a virulence penalty of -2. On a successful save, the plague is avoided, and further saves are not necessary.

Capyfolk

Hit Dice: 1d6 (4)

To-Hit: +1

TAACO: 6

Armor Class: AC7

Initiative: 9

Save: 7 (9 to WIS)

Attacks: Spear 1d8 (M/R), Bite 1d6 (M)

Appearing: 2d6

Behavior: Semi-Sentient (0)

Sharp-eyed beings descended from rodent stock, this runtish beings are equally at home on two legs, or four, but generally stand roughly 3-4 feet tall, and wear crude clothing crafted from local woods and grasses, and wield spears carved from sharpened hardwood. Covered in thick fur, their large heads display prominent noses and a distinct rodent-like tooth structure. Fairly intelligent creatures, they possess a basic spoken language of clicks and squeaks, and can even do basic counting operations, and often display strong tactical skills when confronted in combat. They generally will not attack unless

provoked, or if they suspect an approaching crew might be encroaching upon their home nests or carrying food.

Caerbannog

Hit Dice: 3d12 (19)

To-Hit: +3

TAACO: 8

Armor Class: AC5

Initiative: 12

Save: 12

Attacks: Vorpall Bite 2d12 (M), Kick 1d12 (M)

Appearing: 1

Behavior: Territorial (+1)

Named for an ancient Welsh legend, this small 1-ft.-tall long-eared rodent creature conceals a killing instinct and a thirst for blood unrivaled by nothing else in the galaxy its size. Its tiny jaws are capable of severing the heads from most humanoid creatures, and its strong legs make it capable of leaping 10 ft. in the air from a standing jump. For some reason, they gravitate towards archways and entrances, and will set up a nest within such openings and viciously guard them from all who might dare enter.

Vorpall Bite: If the caerbannog rolls a 1 in a combat roll, its opponent is killed instantly unless a CON save is made.

Cave Mushroom

Hit Dice: 1d6 (4)

To-Hit: +0

TAACO: 5

Armor Class: AC8

Initiative: 8

Save: 7

Attacks: Bite 1d6 (M), Spores

Appearing: 1d8

Behavior: Opportunistic (-3)

A strange species of motile fungus, these tiny beings stand only 1-2ft. tall, but possess a row of sharp teeth beneath their caps, and exude a hallucinogenic cloud of spores. Cave mushrooms rely on these spores to lull their prey into a delusional haze, completely oblivious to the still-present mushroom now slowly eating its victim alive.

Spores: Cave mushrooms can expel a cloud of spores, exposing all creatures within 20 feet to a hallucinogenic inhalant. On a failed CON save, the inhalant takes effect, and the victim descends into a near-comatose delusional state for the next 2d6 rounds.

Centipod

Hit Dice: 5d6 (16)

To-Hit: +1

TAACO: 6

Armor Class: AC4

Initiative: 12

Save: 11

Attacks: Legs 2d6 (M), Poison Bite 1d10 (M), Multi-Attack

Appearing: 1

Behavior: Stalker (-1)

Terrifying subterranean creatures of nightmare, these freakish arthropods dwell in caves and hunt in the dark by luring their prey by the glint of their reflective crystalline carapace. Growing upwards of 12 feet in length, these chitinous creatures resemble something between an Earth spider and a centipede, with dozens of long, pointed legs around a segmented oblong body, and over a dozen beady eyes that appear to glow by the reflection of a light source.

Multi-Attack: The centipod may attack with its legs up to 4 times in a round with no penalty to its attack roll.

Poison: The bite of the centipod contains a paralyzing poison, which freezes the victim's muscles on contact. If bitten by a centipod, the victim must make a CON save or by paralyzed for 1d6 rounds.

Clawmen

Hit Dice: 2d12 (13)

To-Hit: +2

TAACO: 7

Armor Class: AC6

Initiative: 11

Save: 12

Attacks: Claws 1d12 (M), Multi-Attack

Appearing: 1d6

Behavior: Stalker (-1)

Deranged six-limbed plaguespawn, these incredibly agile and spindly predators bear four arms with hands twisted into long, sword-like claws, and skin as black as coal. They are often heard before seen, screeching a mad wail before descending on an unsuspecting victim, as its kin swarm from nearby hiding places, summoned by the being's hideous cry. Some terrified crew have had mere moments from the sound before they were quickly torn apart and devoured alive before their comrades' eyes.

Multi-Attack: Because of their extra limbs, clawmen can attack up to twice with their claws in a round.

Felix

Hit Dice: 1d4 (3)

To-Hit: +0

TAACO: 5

Armor Class: AC8

Initiative: 10

Save: 5

Attacks: Bite 1d4 (M), Claw 1d3 (M)

Appearing: 2d4

Behavior: Opportunistic (-3)

Named for an ancient Earth cartoon, these diminutive creatures have an appearance and size ranging somewhere between a domestic tabby and a bull terrier, with a striped coat that comes in an array of colors from blue to red to pink and beyond. Felixes were originally bred as house pets, and popular throughout the galaxy, but as civilizations collapsed, these creatures were left behind unattended, and eventually formed feral packs that still roam many worlds and settlements across the cosmos.

Ferrovore

Hit Dice: 4d8 (17)

To-Hit: +2

TAACO: 7

Armor Class: AC6

Initiative: 11

Save: 11

Attacks: Pincers 2d8 (M), Acid Bile 1d8 (R)

Appearing: 1d3

Behavior: Stalker (-1)

A large, scorpion-like arthropod, this 8-legged terror feeds on raw metals, and is particularly well adapted to survival in space, capable of surviving in vacuum, drifting from asteroid to asteroid with chemical jets in its hind legs. At the back of the 6-ft. long monstrosity is a large tail with a gland in the end that excretes an acidic bile capable of dissolving metals into an edible goo, which the beast then devours. A single ferrovore can potentially eat his way through an entire space station if given enough time.

Acid Bile: The ferrovore shoots a jet of acidic bile at the target. If it strikes, the splash of bile dissolves the target's armor or weapon. Roll 1d6: on a 1-4, the armor's AC is raised by 1. On a 5-6, one of the character's weapons has been disabled, and must be repaired before further use can be made of it. A second hit to a weapon destroys it.

Floaters

Hit Dice: 1d4 (3)

To-Hit: +0

TAACO: 5

Armor Class: AC9

Initiative: 8

Save: 5

Attacks: Tentacle 1d4 (M), Fairy Dust

Appearing: 3d6

Behavior: Docile (-4)

A strange, jelly-fish-like creature, held aloft by lighter-than-air gas bags in its body, the floater would be a largely harmless and innocuous creature, save for its excretions. Nicknamed "fairy dust" by the first explorers who encountered them, this strange powdery substance is actually the creature's waste, formed by the consumption of atmospheric gases and airborne microplankton. This dust, when inhaled, causes a powerful euphoric effect in many species, making for an excellent defense mechanism. These creatures were sometimes seeded onto troublesome worlds by more oppressive civilizations, the powerful narcotic effect of the fairy dust making for a more cowed and pliant populace, though the effect of repeated exposure can be of such intensity that some victims would become so lost in euphoria that they starved to death, literally unable to feed themselves or do anything but inhale more fairy dust. The dust itself, if collected, fetches a valuable price on the black market, 200cr. per ounce, one ounce being enough for 10 doses of the stuff.

Fairy Dust: The floater periodically excretes a powdery substance that attacks the pleasure centers of the brain. Those exposed to fairy dust must make a CON save, or be consumed by a paralyzing euphoric state in which the entire world around them seems shiny, and violent impulses are completely suppressed. Should the save fail, the effect lasts 1d6 hours, and repeated exposures extend the effect. Fairy dust can be destroyed by fire, and a filter mask or rebreather is sufficient to protect the wearer from the effect.

Gorilloids

Hit Dice: 4d8 (17)

To-Hit: +3

TAACO: 8

Armor Class: AC6

Initiative: 11

Save: 11

Attacks: Fist 2d8 (M), Poison Horn 1d8 (M), Bite 1d6 (M)

Appearing: 1d3

Behavior: Territorial (+1)

Powerfully built purple primates, the gorilloid stands a good 5-6 feet tall, and bears sharp poisonous horns on its head. Generally an herbivore, these beasts are nonetheless fiercely territorial, and will rip apart and eat any intruder that encroaches upon their home grounds or their mates. They also possess a significant skill for climbing, and of-

ten rest within the trees, making for a terrifying surprise for those unfortunate enough to wander unwittingly into its domain.

Poison Horn: The horns of the gorilloid contain a conduit for a powerful debilitating poison meant to weaken attackers, and reduce their threat as an opponent in combat. When struck by the poison horn of a gorilloid, the victim must make a CON save, or take 1d4 STR damage immediately.

Gulpers

Hit Dice: 5d8 (21)

To-Hit: +1

TAACO: 6

Armor Class: AC5

Initiative: 12

Save: 11

Attacks: Bite 2d6 (M), Scratch 1d6 (M), Swallow

Appearing: 1

Behavior: Savage (+2)

A huge amphibian, descended from deep-sea or high-pressure aquatic life-forms, the gulper is particularly notable for its massive, jagged toothed maw. Appearing much like a large, 10ft. long legged eel, the gulper generally attacks with claws or teeth only to weaken or slow a prey. Its main method of consumption is simply to swallow the prey whole, capable of consuming a single human-sized enemy entirely, though the digestion process is slow and can take weeks to fully process. There is a 1-in-4 chance an encountered gulper will have already eaten, in which case it will prefer to avoid the party and display noticeable lethargy, suffering -2 to hit and +1 to AC.

Swallow: The gulper attempts to swallow the target, rather than bite it. Treat this as a grappling attempt, however, once the creature has its target grappled, it may swallow it whole, trapping the target within its belly. A target within the belly of the gulper takes 1 damage per round from the digestive enzymes, but can attempt to carve its way out with weapons.

Hiverbugs

Hit Dice: 3d8 (13)

To-Hit: +1

TAACO: 6

Armor Class: AC7

Initiative: 11

Save: 10

Attacks: Scissor-arms 1d8 (M), Bite 1d6 (M)

Appearing: 2d6

Behavior: Territorial (+1)

The second great scourge of the galaxy, the hiverbugs are a never-ending pestilence, spread across countless worlds. Relatively easy prey one on one, the danger of the hiverbug is in its great numbers and remarkable survivability, able to survive in the vacuum of space almost indefinitely. Hiverbugs are rarely seen solitary, and even a small swarm

such as indicated by their number appearing is likely only a scouting party for a larger hive nearby. Hivers are tall, standing about 6-feet high to the head, and most strongly resemble wingless mantises, with a hard carapace ranging in color from green to yellow to black, and powerful forearms that hinge back on themselves with scissor-like blades.

1 in 6 hiverbugs will be a “blasterbug,” a separate caste of shock trooper bugs. These bugs replace one of their scissor-arms with a gun-like arm that shoots jets of its own digestive bile, dealing 1d6 damage at range, and they gain a -1 bonus to their AC.

A hiverbug queen will generally be found at the center of a hive, a huge, corpulent creature some 15 ft. high and upwards of 60ft. long when fully engorged with eggs. The queen will be guarded by 4d6 hiverbugs, and has the following stats:

Hit Dice: 6d8 (25)

To-Hit: +3

TAACO: 8

Armor Class: AC4

Initiative: 9

Save: 13

Attacks: Scissor-Arms 3d8 (M), Bite 2d8 (M), Digestive Bile 1d6 (R)

Appearing: 1

Behavior: Docile

Living Weapon

Hit Dice: 6d12 (37)

To-Hit: +6

TAACO: 11

Armor Class: AC2

Initiative: 15

Save: 15

Attacks: Claws 3d12 (M), Acidic Spines 2d12 (R), Bite 1d12 (M), Tail Whip 1d10 (M), Acid Blood

Appearing: 1

Behavior: Killer (+4)

One of the most terrifying creatures in the galaxy, the living weapon is an engineered killing machine, created as a weapon of war by a race struggling to fight off the ever expanding waves of plague horrors flooding their society. Engineered using the best possible genetic material from a range of intelligent and non-intelligent beings, the living weapon stands roughly humanoid, with a hard, silver-black chitinous exoskeleton infused with molecular titanium, razor-sharp claws made from a crystalline mineral unknown to modern science, powerful jaws, a bladed tail, and the ability to spit sharp spines coated in its own acidic blood. The ruthless killing machines instead turned on both plague horror and creator alike, fueled by an insatiable killing lust, slaughtering their entire home world before escaping their original home by whatever means necessary to continue killing elsewhere. Devastatingly intelligent, unmatched in its lethality, a single living weapon can lay waste to entire settlements before being brought down, only to rise again and kill over and over unless properly destroyed.

Acid Blood: The blood of the creature is pure corrosive acid, contained only by a layer of non-reactive silicate lining its veins. When struck in combat, there is a chance of splatter, as the acid is liberated from its vessels. Roll 1d4, and on a 4, the attacker takes 1d12 damage from the arterial spray. If the creature is killed by anything explosive, this acidic blood splashes all targets within 30 ft. of the creature for 1d10 damage.

Regeneration: The living weapon is not so easily destroyed as simply stopping its movement. An apparently dead living weapon is actually just in a regenerative coma. Unless the body is completely destroyed, such as by incineration or explosives, the creature will restore itself and revive again with full health in 1d6 days plus a number of days equal to the number of hit points below zero it was reduced to.

Survivability: The living weapon is the ultimate survivor, requiring no air, able to survive in the vacuum of deep space, as well as environments of extreme pressure and heat or cold of -400 to 400 degrees Fahrenheit. It requires only trace nutrients gained from devouring rock and the bodies of its victims, able to survive indefinitely without food by suspending its body functions as needed.

Lobstermen

Hit Dice: 1d6 (4)

To-Hit: +0

TAACO: 5

Armor Class: AC8

Initiative: 8

Save: 6

Attacks: Pincers 1d6 (M)

Appearing: 1d6

Behavior: Opportunistic (-3)

Perhaps the most pathetic of all plaguespawn, this strange bright red humanoid figure barely constitutes a "horror," but rather an easily frightened, bottom-feeding scavenger. Covered in a hard shelled carapace, and bearing two snapping pincers for hands, the lobsterman would be a potentially threatening predator if not for its complete ineptitude and its tendency to announce its attacks with a loud, comical whooping sound. Surprisingly, the lobsterman appears somewhat intelligent, seemingly capable of producing speech and a lone lobsterman may even try to sweet-talk its way into a sentient's good graces if singled out. Allow it to live, and it will follow you like a lost puppy, begging for scraps and licking the remaining morsels from your food garbage, while regaling you with ill-remembered comedy bits from ancient times, passed down through degraded genetic memory.

Maw

Hit Dice: 4d8

To-Hit: +2

TAACO: 7

Armor Class: AC6

Initiative: 11

Save: 11

Attacks: Severing Bite 2d8 (M), Toxic Lash 1d8 (R), Grapple

Appearing: 1

Behavior: Savage (+2)

A creature of pure and insatiable hunger, the horrifying maw is a beast of limitless appetite and violence. A squat stalk of mottled color some 4 feet high bears 5 legs around its base, and above these, large, bi-pupiled eyes. Topping this off is a morass of tentacles dripping with toxic slime, and in the center, an enormous mouth with jagged translucent teeth that seem to be carved roughly from shards of glass. Within its maw burns an unceasing nuclear furnace, the digestive pit of the beast, which breaks down all matter it eats and reconstructs it into the needed nutrients, and also produces the cripplingly toxic radioactive sludge that it secretes over its tentacles. This bizarre atomic digestion requires almost constant feeding, and a single maw will devour its way through a ship, eating furniture, life forms, and eventually bulkhead, until it is sucked into space and drifts until starvation claims it or it finds another object to devour. It is not known from whence the maw comes, but some believe it to be an interloper from the subspace realm.

Severing Bite: The maw's hideous glinting teeth are expert at the severing of whole hunks of its victims, and it often prefers to take its victims apart bite by bite, still screaming within its grasp. On a roll of 1 on the bite's to-hit roll, the maw severs and swallows a limb of its victim, be it arm, tentacle, pseudopod, or other appendage. The maw cannot bite a victim without first grappling it with its tentacles.

Toxic Lash: The tentacles of the maw are dripping with a toxic sludge, the by-product of its unusual nuclear digestive process. By lashing out with a tentacle, and snapping it like a whip, the beast can flick globs of this greasy glowing filth at its enemies, to weaken them. The caustic nature and heat deals damage on contact, and until washed off, deals radiation doses of 1 round.

Grapple: The maw chiefly prefers to grip its prey within its tentacles, the better to bite off hunks of the terrified and screaming victims of its insatiable hunger. Treat this as any other grapple attempt, making opposed STR/Save checks, however, each round within the creature's grasp deals radiation doses of 1 round level, and from this vantage point the creature can attempt to bite. If a character dies while within the grasp of the maw, it immediately swallows him whole, offering no body to recover or revive.

Megaworm

Hit Dice: 8d10 (41)

To-Hit: +4

TAACO: 9

Armor Class: AC2

Initiative: 15

Save: 16

Attacks: Bite 4d10 (M), Cutting Beam 3d10 (R)

Appearing: 1

Behavior: Territorial (+1)

Theoretically a simple mining instrument, the massive megaworm is an engineered monstrosity built for a singular purpose. Covered in self-healing plates of titanium nanites, measuring over 120 ft. in length and some 8 feet in diameter, this enormous worm-like robot is equipped with a massive jaw of constantly whirling teeth capable of devouring its way through solid rock at a rate of 1 mile per hour. The megaworm was built to mine; whole groups of them would be seeded onto planets, and programmed to seek out, harvest, and protect, any valuable mineral or crystal deposits, and wait for their masters to return. A squadron of megaworms can bore out an entire planet of its resources in just a decade, and each one is programmed and designed to easily withstand the assaults of any claim jumpers who might dare intrude upon its programmed territory. Left behind and unattended, they continue their silent work, boring passage after passage through the planetary rock.

Self-Healing: In order to reduce necessary repairs to the robot, each megaworm is equipped a legion of nanites designed to patch any damage incurred through the use of the mineral stores it collects. Every round, the robot heals 1d6 hit points.

Mountain Wampus

Hit Dice: 8d8 (33)

To-Hit: +4

TAACO: 8

Armor Class: AC4

Initiative: 13

Save: 15

Attacks: Claws 3d8 (M), Bite 2d8 (M)

Appearing: 1

Behavior: Territorial (+1)

A large, powerfully build reptomammalian creature, this 15 ft. tall centaur-like monstrosity is covered in greasy, greyish brown hair, save for its four scaled legs, and the forearms of its powerfully built arms and clawed hands. Its face seems small, compared to the mass of it, small beady slit-pupiled eyes above a piggish snout and a maw of large crooked teeth. Usually nesting in caves in nearby mountains or hills, the wampus ventures out into surrounding areas to hunt and to patrol its territory for rival predators like other wampuses. The wampus is known for its climbing ability: trees and cliffs are no escape from this creature. Fortunately, it generally prefers not to waste its time on smaller prey

like humanoids, preferring instead to save its energy for larger herbivores, so once out of its territory it will generally back down unless sufficiently angry at the interlopers.

Nagahide

Hit Dice: 2d12 (13)

To-Hit: +2

TAACO: 7

Armor Class: AC7

Initiative: 11

Save: 11

Attacks: Claws 1d12 (M), Constrict 1d10 (M), Paralytic Bite 1d8 (M)

Appearing: 1d8

Behavior: Opportunistic (-3)

A plague horror mutated from reptilian stock, the nagahide have descended back to their more serpentine routes, their once humanoid legs being replaced by a long tail, long enough to ensnare and crush its victims to death. Their scales have developed a strange kind of surface adhesion, enabling them to slither along walls and other surfaces silently. They will often form packs, and lie in wait on ceilings or in trees and then quickly descend upon and grip their prey all at once.

Constrict: When grappling a victim, the nagahide uses its long tail to envelop the enemy, slowly crushing it to death. Once a nagahide grapples a victim, it automatically deals 1d10 damage each round, in addition to any attacks it may make with its teeth against the victim.

Paralytic Bite: The bite of the nagahide contains a powerful toxin, meant to eliminate resistance from its victims by rendering them frozen and stiff as their bodies are crushed. When a victim is bitten by the nagahide, it must make a CON save, or be paralyzed and unable to move for 1d6 rounds.

Neurovore

Hit Dice: 1d6 (4)

To-Hit: +0

TAACO: 5

Armor Class: AC9

Initiative: 11

Save: 7

Attacks: Bite 1d4 (M), Attach (R), Eat Brains

Appearing: 1d6

Behavior: Opportunistic (-3)

The neurovore is a tentacled, shape-shifting, octopus-like parasitic creature. They nest in small pods of their kind and conceal themselves using their natural camouflage, lying in wait for lone stragglers from nearby sentient settlements or herd creatures. Once one is foolish enough to wander into the pod's nest, one of the neurovore will leap from its concealed position and attach itself to the face of the victim, using its camouflage to mimic the appearance of its prey, while seizing control over its neural function as it slowly de-

vours the victim's brain from the inside. Once in control, it will attempt to return the victim to its own kind, in order to lure others back to the nest for further feeding.

Shapeshifting: The neurovore, like the Earth octopus, has incredible powers of camouflage and disguise, able to change its shape, color, texture, and appearance to mimic its surrounding environment as it lies in wait for prey. The neurovore thus has a +2 bonus to Save for the purpose of surprise checks, and spotting one is at a -2 to WIS. The neurovore can as well mimic the appearance of its victim's face in order to better fool future victims. However, its powers and technique are largely adapted to humanoid shapes, making them easier to spot on less conventionally shaped aliens. +2 to spot a neurovore attached to an Omegan or Squid.

Attach: The creature flings itself at the target, essentially hurling itself at its prey using a quick thrust of its tentacles. If it succeeds in its to-hit roll, it immediately attaches to the victim's face. Once attached it begins sinking tendrils into the victim's brain, to prevent it from wanting to remove the creature immediately. Make a WIS save: on a success, the victim remains in control for the round, but must keep making WIS saves each round until the creature is removed. On a failed save, the creature has taken mental control of the victim, and it will not attempt removal.

Eat Brains: The neurovore's chief food stuff is gray matter, the living brain tissue of its victims, finding sentient gray matter especially tasty. Once a neurovore has become attached and taken neural control of its victim, it will then insert a second stage of tentacle into the brain through the nostrils and ears. Each tentacle is tipped with tiny mouths, that slowly gnaw their way into the brain pan and begin feasting on the goodies inside, with the victim helpless to do more than listen to the constant sound of tiny teeth chewing on its own brain. For every hour that a neurovore is attached, the victim suffers 1 permanent INT and 1 permanent WIS damage. Once the creature has attached itself, there is also the risk of shock if removed. When extracted, there is a 1 in 4 chance that the neurovore will take one last big hunk out of the victim's skull with its teeth, dealing bite damage and an additional 1 INT and WIS damage, and the victim must make a WIS save or go into catatonic shock from the agony and mental anguish of being severed from its former master.

Paleworm

Hit Dice: 5d6 (16)

To-Hit: +2

TAACO: 7

Armor Class: AC6

Initiative: 12

Save: 11

Attacks: Bite 2d6 (M), Scream

Appearing: 1d4

Behavior: Territorial (+1)

The unfortunate result of a peculiar plague mutation, the paleworm's ancestors were a human-like race, pale-skinned, two arms, two legs, all the usual characteristics. When the virus struck their kind however, it attacked the genes that command the developmental cycle. Thereafter, rather than bringing children to term and giving birth to a live in-

fant, instead came a twisted half-formed larval worm, somewhere between an infant embryo that failed to escape its embryonic sack, and a large maggot, burrowing its way from the parent's womb and then devouring said parent alive. Once at full size, the paleworm is some six feet long and 3 feet wide, a bloated, fleshy, pink skeletal worm, throbbing with visible veins and showing through the underlying humanoid skeleton now malformed and mostly non-functioning. Its mouth is round, with rows of human-like teeth ground to points by the creature's habit of constantly gnawing on the bones of its prey. It's most terrifying feature however, is an unholy scream, somewhere between the scream of a murdered woman and that of a feral infant, magnified to ear splitting decibels.

Scream: The paleworm's cry is a wail that pierces the very existence of a being, preying on primal sounds and instincts of protection deep within the mind of most every sentient being. By letting out its terrifying screech, it lures the victims to protect it, and it rewards that protection by assaulting and devouring the cowed victim, as it weeps in confusion all the while caressing its devourer to comfort its perceived fear. All PCs except Omegans within earshot of the creature's scream must make a WIS save, or be compelled to protect the beast from all that threaten it and make no hostile moves towards it or its kin, for 1d8 rounds.

Pinbirds

Hit Dice: 2d6 (7)

To-Hit: +0

TAACO: 5

Armor Class: AC8

Initiative: 9

Save: 7

Attacks: Quills 1d6 (R/M), Peck 1d4 (M)

Appearing: 2d6

Behavior: Docile (-4)

Graceful birds of great beauty, these lithe four-winged crane-like creatures drift through the air in flocks, darting back and forth across the skies as they hunt for smaller prey. Generally harmless to larger animals, they can become defensive if a larger being strays too close to their nesting grounds or if attacked. Once attacked, they can raise their feathers to sharp points and even fling clusters of them at their enemies.

Quills: The pinbird's quills are both a defensive, and an offensive mechanism. They can hurl their quills at a target, making a ranged attack as normal, but they also offer a defense against attacks. Any attack roll in melee combat against a pinbird that is not lower than the creature's base AC value, deals quill damage to the attacker. The pinbird's quills are barbed as well, making them extremely difficult to remove. Damage dealt by a pinbird cannot be healed naturally without medical attention.

Pod Plants

Hit Dice: 4d8 (17)

To-Hit: +2

TAACO: 7

Armor Class: AC6

Initiative: 11

Save: 11

Attacks: Lash 2d8 (M), Spines 1d8 (M)

Appearing: 1

Behavior: Docile (-4)

Once one of the most sought after plant species in the galaxy, the pod plant is so named because of the fruit pods it bears on its upper branches. These fruits are thought to be among the most delicious and nutritious foodstuffs in the universe, so tender and rich and sweet that even carnivorous species in the wild will take a break from meat-eating just to try and score a single pod.

Of course, harvesting those pods can be a truly risky affair. After thousands of years as the universe's favorite foodstuff, the pod plant has developed a host of remarkable defense mechanisms in order to protect its precious seed from predators. The pod plant is covered in poisonous thorns, and can lash at foes with long vines with violent force, and if necessary, even uproot itself and become ambulatory in order to flee its aggressors. Actually retrieving the pod of such a plant has resulted in the untimely demise of many an adventurous eater.

Spines: The pod plant is covered in poisonous, barbed spines. Any person attempting to approach the plant to grab it or retrieve some of its pods, or that fails a melee attack against the plant by more than 5, must make a DEX save to avoid the spines. Failure delivers the damage listed above, and also triggers a second CON save to avoid taking 1 point of DEX damage for each 3 damage dealt by the spines.

Pods: The fruit of the pod plant is both delicious and nutritious, and worth getting hold of if it can be done safely. Each plant will have 1d6 pod blooms, each bloom containing 7 fruits. Each fruit provides sufficient nutrition to survive an entire day without any other food or water. However, anyone depending on pod fruit for sustenance for more than a week's time risks becoming addicted to the stuff, such is the power of its flavor. Make a WIS save. On a failure, the character must obtain another fruit daily, or go into withdrawal, temporarily reducing all stats by 2 for a week.

Scumsucker

Hit Dice: 6d8 (25)

To-Hit: +3

TAACO: 8

Armor Class: AC4

Initiative: 13

Save: 13

Attacks: Envelop 3d8 (M), Tendril Lash 2d8 (M)

Appearing: 1d3

Behavior: Stalker (-1)

A massive living skin that dwells on cavern walls, the scumsucker takes its name from its regular diet, subsisting by scraping fungus and other organic life from the stone as it slowly slides along the surface, clinging to walls and ceilings. However, it prefers larger prey and on detecting a juicy meal it will spring into action, descending on larger prey and enveloping it, devouring it atom by atom. Its body is composed of discrete, self-sufficient cell clusters, each bearing uniquely adapted “teeth”, small sharp hollow barbs with an orifice in the center that swallows the matter the teeth scrape from the surface of the rock or tear from the flesh of larger prey. Because each section of its mass is independent, it can survive dismemberment without harm, though severed sections do die quickly when disconnected from the larger circulatory system. It also enables the creature to shape its body when needed, extruding tendrils to whip at its foes when threatened.

Envelop: By wrapping itself around a foe, the scumsucker can begin the process of tearing it apart with its many tiny teeth. Attempt a grapple as normal, and once grappled, the victim takes damage per round as listed, and breaking the grapple requires a successful attack that deals at least 5 damage, the victim essentially cutting or blasting its way out of the living skin enveloping it.

Seeker Drones

Hit Dice: 3d12 (19)

To-Hit: +3

TAACO: 8

Armor Class: AC6

Initiative: 12

Save: 12

Attacks: Blaster 1d12 (R), Blades 1d10 (M)

Appearing: 2d4

Behavior: Killer (+4)

Small, sleek, metallic drones designed for the sole purpose of wiping out anything that moves, the seeker drones were dropped in waves onto planets otherwise thought lost to the plague, another desperate measure to try and create new worlds safe from its ravages. Ideally, the seekers would be unleashed in force onto a planet, wipe out all animal life, and vaporize the remains, leaving a world of only plant life that could then be repopulated by plague-free settlers, who would send a kill signal to the drones. Unfortunately, the plague spread too fast, and few of those worlds ever were actually repopu-

lated, and manufacturing shortages meant that few worlds got enough of them to do the job.

The ones that remained, however, have proved remarkably resilient and long lasting. The seekers' fuel cells are powered, cleverly enough, by the consumption of organic matter, which meant that so long as they could keep killing, they never ran short on power and shut down. The result is planet after planet harangued by swarms of carnivorous robotic drones, and a definite danger to any adventurers unfortunate enough to encounter them.

Sentient Crew

Hit Dice: 2d8 (9, Rookie), 4d8 (17, Experienced), 6d8 (26, Expert)

To-Hit: +1 (Rookie), +2 (Experienced), +3 (Expert)

TAACO: 6 (Rookie), 7 (Experienced), 8 (Expert)

Armor Class: AC8 (Rookie), AC6 (Experienced), AC4 (Expert)

Initiative: 9 (Rookie), 11 (Experienced), 13 (Expert)

Save: 9 (Rookie), 11 (Experienced), 13 (Expert)

Attacks:

Rookie: Gun 1d8 (R) OR Sword 1d8 (M)

Experienced: Gun 2d8 (R), Knife 1d6 (M)

Expert: Gun 3d8 (R), Sword 2d8 (M)

Appearing: 2d3-1

Behavior: Sentient (0)

Provided here are some generic statistics for quickly generating other sentient surveyor crews the players may encounter in the ruins and hulks of the galaxy. Few claims exist without some competition, and these surprise encounters could be claim jumpers, pirates, a lost crew, or worse. Try to consider what the crew is doing there and how they are likely to react to the players' crew stumbling upon them. The crew can be any species, though if you make them one of the non-human species you may wish to keep in mind their racial talents.

The stats are broken into three possible categories, meant to match roughly to player levels: Rookie (lvl.1-2), Experienced (Lvl. 3-4), Expert (Lvl. 5-6). Choose whichever suits the party and the desired challenge best, or even mix and match.

Should you wish them to be a more serious threat, you should consider instead generating some or all of them using the normal rules for player characters, instead of monster stats.

Servicebot

Hit Dice: 2d12 (13)

To-Hit: +2

TAACO: 7

Armor Class: AC6

Initiative: 9

Save: 11

Attacks: Laser Blast 1d12 (R), Saw Blade 1d10 (M)

Appearing: 1d2

Behavior: Territorial (+1)

Primarily designed for maintenance and custodial tasks aboard ships and space stations, it was nevertheless a common practice of the old races to enlist servicebots in last ditch service as defensive personnel in case of an invasion by plague horrors or hostile forces, disabling the bot's safety protocols and instructing them to protect the ship at all costs.

Unfortunately, it was fairly common for such crews to wind up dead anyway, leaving the bots still running on guard mode with no one to switch them back off, making for a dangerous hazard for salvage crews and surveyors, and at times, even the ancients' own rescue crews.

Servicebots generally come in one of two appearances: A standard humanoid like frame, and a more utilitarian frame with a number of flexible arms spread out from a hovering spherical body, though other configurations exist.

Skeletals

Hit Dice: 1d10 (6)

To-Hit: +1

TAACO: 6

Armor Class: AC8

Initiative: 8

Save: 8

Attacks: Sword 1d10 (M), Claws 1d8 (M)

Appearing: 2d4

Behavior: Savage (+2)

These emaciated humanoid plague horrors have had much of their internal muscle and organ matter eaten away, including the brain mass, leaving them appearing to be nothing more than skin and bones. Looks are deceiving, however, and the remaining muscle tissue is incredibly well adapted, and their skin has been infused with the bone itself, giving it a pale white color and greater durability.

Skinless

Hit Dice: 1d6 (4)

To-Hit: +0

TAACO: 5

Armor Class: AC9

Initiative: 8

Save: 6

Attacks: Strangle 1d6 (M), Fist 1d4 (M)

Appearing: 2d6

Behavior: Opportunistic (-3)

Among the most unfortunate victims of the plague are the skinless. Barely contained roughly humanoid assortments of exposed meat and organs, the skinless have the appearance of one somehow flayed alive, and their constant moans and wails suggest that this experience leaves them in near constant pain. Shuffling, awkward, and easily injured, the skinless are well aware of their limitations, and tend to take a stealthy approach as best they can, often preferring to ambush their targets, the better to expose them to threat of strangulation, rather than direct confrontation.

Strangle: The skinless' most devastating attack is also its most gruesome. Pouncing on its prey, the skinless attempts to strangle the target with the skinless' own intestines. The skinless must successfully grapple its opponent before it can apply this damage.

Space Whale

Hit Dice: 8d6 (25)

To-Hit: +4

TAACO: 9

Armor Class: AC3

Initiative: 13

Save: 13

Attacks: Fin Slap 3d6 (M), Gas Spout 2d6 (R), Swallow (M)

Appearing: 1

Behavior: Docile (-4)

An enormous creature, looking somewhere in appearance between a carp and a sperm whale, and weighing several tons and hundreds of feet in length, these gentle giants drift through the void on solar currents, their larger fins serving as solar sails. While able to survive for long periods of time by processing the interstellar medium, they also are attracted to large sources of organic compounds and do consume small life forms as well. Because of this attraction, it is not uncommon for them to seek out hulks and space stations and attempt to gain entry, plowing with great strength through bulkheads, and becoming wedged therein, unable to escape.

While generally quite docile and gentle, this beached state sometimes induces a panic in them, especially when presented with the sudden arrival of unknown entities, so approaching one must be done with caution as their response can be unpredictable.

Swallow: A space whale in melee range may attempt to swallow an opposing life form, consuming the thing whole. Make a melee attack as normal, and on a success,

the target is now trapped within the mouth of the beast. Cilia within its throat will attempt to pull it down towards the stomach; avoiding their grasp requires two successful DEX checks in a row. Should the victim succeed, he is free to move and may attempt to escape the whale's maw the next round. Should it fail, he is pulled into the stomach, and the acids there will deal 1d6 damage per round unless he can find a method of escape.

Tauroid

Hit Dice: 5d12 (31)

To-Hit: +5

TAACO: 10

Armor Class: AC4

Initiative: 12

Save: 14

Attacks: Eye Lasers 2d12 (R), Double Fists 1d12 (M)*, Horn Charge

Appearing: 1

Behavior: Territorial (+1)

A massive robotic beast standing some 10 feet tall, this four-armed armored monstrosity is a sight to behold, and a danger to confront. Designed by the ancients as the ultimate defensive android, the horn-headed tauroid will stop at nothing to defend its assigned guard post. Clad in bands of titanium alloy armor, the hulking minotaur-like machine is an equal threat at range or up close, but prefers to charge inward at its foes, and then clobber any survivors with its many fists.

Double Fists: Because of its additional limbs, and its innate ambidexterity, the tauroid may attack twice with its fists in a given combat action.

Horn Charge: When closing from a distance to melee range, the tauroid may attempt to make a horn charge, barreling into its foe with the massive horns on its head. Make an attack roll at -2 to hit. If the attack succeeds, it deals 2d12 damage to the target and stuns it for one round, preventing action. If the attack fails, the tauroid loses its balance, and must spend its next round regaining its footing.

Terror Lizard

Hit Dice: 8d10 (41)

To-Hit: +4

TAACO: 9

Armor Class: AC3

Initiative: 13

Save: 14

Attacks: Bite 4d8 (M), Tail Lash 2d8 (M)

Appearing: 1

Behavior: Savage (+2)

Among the most fearsome predators in the galaxy, the massive terror lizard hearkens back to a parallel evolution of the lost dinosaurs of earth. Standing dozens of feet tall, with enormous jaws capable of severing solid steel, and a thick scaly hide, the terror lizard lives up to its name in the most vivid of fashions. Ravenous, vicious, and fear-

ing nothing, the terror lizard is a truly formidable predator, hampered only by its limited intelligence and awkward size.

Toxic Ooze

Hit Dice: 6d6 (24)

To-Hit: +2

TAACO: 7

Armor Class: AC4

Initiative: 11

Save: 12

Attacks: Tendril 3d6 (M), Toxic Splash 2d6 (R), Smother

Appearing: 1

Behavior: Stalker (-1)

An undulating mass of radioactive bacteria slick with its own toxic sludge, the toxic ooze is often found as a byproduct of nuclear accidents of one form or another contaminating local bacteria colonies and causing runaway mutation. The ooze survives by breaking down and absorbing its prey, smothering them with its mass and then dissolving the lifeless remains for sustenance. It can be particularly difficult to spot before it is too late, as the ooze can spread itself incredibly thin, seeming only to be a harmless puddle of inert mass on the floor of an area, until such time as prey makes the mistake of walking across it, where upon it will seize the moment to attempt to smother its victim.

Radioactive: The toxic ooze is highly radioactive. Any unprotected characters in melee range with a toxic ooze suffer radiation poisoning at 1 round risk.

Smother: The ooze's chief method of consuming its prey is to envelop it, filling its breathing orifices and surrounding the victim until it succumbs to suffocation and radiation poisoning. Treat a smother attempt as a grapple, with a few special considerations. Because of the thoroughness of the ooze's envelopment, breaking the grapple is at a -2 to the victim's STR check to escape. In addition, a character without a protective mask or sealed suit immediately begins suffering the effects of suffocation, unless he can make a STR check to resist the creature's fluids entering his lungs.

Tree of Death

Hit Dice: 6d8 (25)

To-Hit: +3

TAACO: 8

Armor Class: AC5

Initiative: 12

Save: 12

Attacks: Bite 3d8 (M), Blade Leaves 2d8 (R), Branch Swipe 1 d8 (M), Grapple

Appearing: 1

Behavior: Opportunistic (-3)

A deceptive and dangerous plant predator, the tree of death relies primarily on luring its prey into its grasp, where it can devour them. It appears as a normal tree, not out of the ordinary, save for its unique bait. The tree possesses a latent psychic ability, which allows it to probe the minds of its victims and determine their basal urges, and then uses a

unique shapeshifting appendage to create the image of that desire to attract prey. It could be a beautiful woman, a spawning squid, a side of beef, a particularly delectable looking lichen growth, or any number of other such carnal desires. Once the prey approaches, it turns its gaze to face the incoming victim, attempting to grapple it with its branches and devour it.

Psychic Lure: The illusion of the tree of death's psychic lure is a powerful one. In addition to the shapeshifting ability of its lure appendage, the psychic link itself also serves to fool the victim. The target of the tree's hunger must make a WIS save to notice the illusion.

Ultratigris

Hit Dice: 3d12 (19)

To-Hit: +3

TAACO: 8

Armor Class: AC7

Initiative: 11

Save: 12

Attacks: Claws 2d12 (M), Bite 1d12 (M), Pounce

Appearing: 1

Behavior: Stalker (-1)

A powerful, and intelligent predator, the felinoid ultratigris is a master of both stealth and brute force. Bearing six strong legs, and weighing upwards of half a ton, the ultratigris can leap an impressive distance, able to quickly close the gap between predator and prey in a single bound. Its outer fur contains natural enzymes that allow it to change color to blend into its surroundings, making it incredibly effective at hiding from its prey or from larger enemies. Its most dangerous trait, however, is its berserker rage, a natural reflex that triggers when the creature feels threatened or in danger, massively increasing its size, strength, and agility. Those hunting the ultratigris would be wise to take it down quickly, or they may face certain doom.

Camouflage: The striped, color-changing coat of the ultratigris allows it to blend into its surroundings, making it particularly difficult to spot in the wild. Unless the ultratigris is on open ground, it has a +2 to its Save value for stealth check purposes.

Rage: When the creature feels angry, or threatened, or seriously injured, it may go into a berserker frenzy, undergoing an incredible transformation in which its whole body becomes larger and more powerful. If the creature fails a Morale check, it makes a second Save roll. On a success, instead of fleeing, the beast becomes enraged, doubling in size and strength. Its Hit Dice effectively doubles, adding 3d12 (19) HP instantly, gaining an additional +3 to-hit, reducing AC to 4, and adding +2 to Save and Initiative. In addition, the beast's natural weapons' damage increases by an additional 1d12.

Pounce: The powerful legs of the ultratigris enable it to pounce on targets quickly from across the field of battle. The ultratigris can effectively attempt a grapple from range.

Vermid

Hit Dice: 1d8 (5)

To-Hit: +0

TAACO: 5

Armor Class: AC8

Initiative: 8

Save: 8

Attacks: Bite 1d8 (M), Scratch 1d6 (M)

Appearing: 2d6

Behavior: Opportunistic (-3)

Simple-minded pestilent scavengers, the vermid are the most populous verminous lifeform in the galaxy. Presenting a bizarre mix of fur and chitin, these skittering 8-legged lap dog sized creatures adapt quickly and easily to nearly any environment, including the vacuum of space, and can survive on pretty much any organic foodstuff, from grass to meat to insects to wood.

Vilefin

Hit Dice: 1d10 (6)

To-Hit: +1

TAACO: 6

Armor Class: AC8

Initiative: 9

Save: 8

Attacks: Spear 1d10 (M/R), Bite 1d8 (M)

Appearing: 1d6

Behavior: Semi-Sentient (0)

A race of semi-intelligent amphibious humanoids, the vilefin dwell primarily near lakes, rivers, and oceans. Standing approximately 4 to 5 feet in height, with large eyes set to either side of their head, and a finely scaled, slick hide, the vilefin come in a wide variety of colors, usually genetically specific to their tribal group. Vilefin are cunning hunters, expert fishermen, and well adapted to surviving coastal weather, living often in open air domiciles that serve as little more than shade against the sun. Their most threatening trait, however, is their numbers. While usually encountered as small hunting parties, there are seldom times when others are not nearby, either hiding in wait for an ambush, or simply at some nearby village. In time of danger, a vilefin will let out a loud gurgling wail, and summon more of the tribe to assist.

Summon Assistance: A vilefin party may attempt to summon additional assistance from outside the battlefield. Make a Save for the vilefin party. On a success, an additional 1d4 vilefin will charge into the field of battle the next round. So long as the vilefin do not fail this reinforcement roll, they can continue attempting it on subsequent rounds, however, each roll is at a cumulative -2 to the Save.

Walking Dead

Hit Dice: 2d6 (7)

To-Hit: +1

TAACO: 6

Armor Class: AC8

Initiative: 9

Save: 8

Attacks: Bash 1d8 (M), Bite 1d6 (M)

Appearing: 2d6

Behavior: Killer (+4)

Perhaps the only known surviving remnant of the great plague is the horrible contagion that resides in the blood of the walking dead. Not actually dead, per se, the walking dead are so called for their mortified appearance, the plague that still ravages their bodies causing intense necrotization of the flesh, giving them the appearance of a walking, rotting corpse. Once consumed by the plague, the walking dead lose all rational thought, and desire only the flesh of whatever living being they can find to hunt.

The walking dead contagion infects a wide variety of sentient hosts, from humanoids, to squid, to any number of other species. Use the predominant species of the world or system in question, though other species of walking dead may be present.

Infected: The greatest threat of the walking dead is not their attacks or bite itself, but rather the infection that is still active in the blood stream. Any sentient being bitten by the walking dead risks succumbing to the plague and becoming like them. Make a CON save for the player in secret. If it fails, the player will succumb within 2d6 hours, becoming a walking dead himself.

Zapbats

Hit Dice: 2d8 (9)

To-Hit: +1

TAACO: 6

Armor Class: AC8

Initiative: 9

Save: 9

Attacks: Electroshock 1d8 (R), Bite 1d4 (M)

Appearing: 1d8

Behavior: Territorial (+1)

The zapbat is a small, leathery, winged creature, commonly found in space stations and abandoned starships, where it feeds on the vessel's power conduits to fuel its internal batteries. The zapbat is blind, and sees its way around its environment not by echolocation, but rather by an innate sense of the electrical fields of matter. This sense is linked to a special defensive organ that enables the creature to actually project arcs of electricity at its prey, allowing it to take down and stun creatures far larger than itself.

Electroshock: The electrical attack of the zapbat has a paralytic effect on its victims. A target struck by the arc of a zapbat must make a CON save or be paralyzed for 1d4 rounds.

CHAPTER 12: DUNGEON MASTERING

The preceding chapters have presented a host of tools for generating and creating the details of your scenarios and adventures. It is hoped that with these tools and a little imagination, DMs can quickly put together fun environments for their players to explore, but a handful of random tables is only part of the story. This section offers some additional advice on how to spin interesting scenarios from the random assortments of worlds and ruins you have created in the previous section, and how to run your games in a harmonious fashion.

What is Dungeon Mastering?

The Dungeon Master is the man or woman who brings the game together, the one who creates the “dungeon” and the world around it, and then adjudicates the results as the players set about exploring it. In fantasy tradition this is often a literal dungeon, but in a science fiction game such as *Hulks and Horrors* this can be an ancient ruined space station or the hulk of a lost spacecraft. DMs create the world the players will run amok in, set the scene, and then watch in cackling menace as the players are one by one slaughtered by the arsenal of death traps and hideous beasts that await them within. Being a DM is not quite like any other role in any other game, and involves a renaissance man’s assortment of skills, but the experience can be most rewarding.

First and foremost, the DM is a world builder and a scenario designer, not unlike the great Tolkien or a video game level designer, but with far less work because let’s face it, 90% of what you create is going to get a laser pistol in the face the first time the players encounter it. The GM designs the sectors and planets and hulks and dungeons, and then presents them to the players, responding as they go by describing the consequences of their actions and the world around them.

It is in this latter role that the DM is also rather like a referee. While there is an element of friendly competition between DM and players in some groups who seek a truly challenging gaming experience, the DM should take pains to be fair with the players in adjudicating their actions and governing the NPCs’ and monsters’ reactions to the party. Remember that as the DM, you are the creator of the world, the lord of your domain, but a successful ruler is one who is fair to his subjects; you should build your dungeons and scenarios to challenge your players, but also reward clever play and smart thinking.

It’s important as well to give the players plenty of latitude in how they approach the world you have constructed. Players want to feel like they are part of a real world that exists apart from them, not simply an arbitrary sequence of events propped up like cardboard sets for the purpose of one “scene” after another. Try to create your worlds as an open sandbox, with places to go in every direction. *H&H* is chiefly a game about exploration, which lends itself well to this kind of play if the GM is well prepared. Simply set up your sector, and let the players loose and see where they go, like putting rats in a maze. You might wish to start them off at the gateway system in the sector, so that you can hit the ground running from the first session with well-prepared material, or you can have a character creation and introduction section where the characters meet and discuss their

plans and how they wish to tackle the sector, thus giving you time to prepare material for whatever system they intend to explore next.

In play, the role is simply a matter of describing the world before the characters and then responding to their actions accordingly using the rules and the DM's own sense of reality, calling for die rolls as needed when an action has a chance of failure, acting out the role of NPCs, and controlling monsters during combat. Much of the nitty-gritty is down to the DM's common sense and the world he is representing, almost as if he is the computer simulating the world in a computer game, but far more flexible. In general, the world should respond the way that the DM feels is most sensible and how it would actually react if it were real. If the player wants his character to club open a steel door with a wooden table leg, the DM is quite right in describing it shattering uselessly against the surface with nary a scratch. Conversely though, if the player wants to attack it with a cutting torch or a laser sword, the result may be far more favorable. In general, the GM's goal is to maintain verisimilitude, to uphold as best as can be the illusion that the players are being confronted with a real world, if one that can be a bit silly or weird or frightening from time to time as befits the tone of the game.

Remember Rule Number One

Of course, sometimes the rules on paper just don't line up with what you and your group think is the most sensible result. And that's OK! No game system can ever be perfect for every group, there are simply too many kinds of people in the world, with too many ideas of fun, and as much as we designers sometimes get lost in our own egos and wish to design games that make everyone like the same things, that doesn't really ever work out.

So take the words in this book not as some holy canon or strict legal document, but merely a set of guidelines for play, to be modified as needed to suit your group. Role-playing game rules are meant to be malleable, and H&H is no exception. If a rule or result doesn't create the game you want, write a new one, or modify an existing one. If something isn't covered, make something up, roll a die, call for a stat roll, or whatever seems like it'll give the most appropriate result. The role of the GM can at times call for one to be a bit of an amateur game designer oneself, but the secret is that you probably aren't any more "amateur" than the guy who wrote this book.

Preparation and Improvisation

It is generally best when attempting to present a believable world to the players, as well as to be prepared for what the players throw at you once the game begins, to be as prepared as one can be prior to the beginning of the adventure. Improvisation is an important, even vital, skill for a good DM, but without something to improvise from the game can quickly dissolve into chaos if you are unpracticed with such a freeform approach, and it can ruin the players' suspension of disbelief if they realize the entire game is being pulled out of the DM's arse with maybe a bit of assistance from the random tables. Further, interpreting the results of the random tables for generating systems and dungeons and the like is far easier with time to consider their meanings than it is trying to make sense of chaotic results on the fly during the game.

That said, one only has so much time to devote to a game, and one can only prepare for so much. Players are also resourceful and clever little devils, and will often come up with ideas that you simply never considered. Having a prepared background and sense of the environment will help you respond logically to these surprises, giving you something to build off of. You can thus know for instance, when the player asks if there are any electrical mains about, what the answer is, not because you've considered that detail necessarily, but because you know that as a Precursor military base, the presence of electrical power generators is pretty likely. With the right combination of broad stroke background details like this, and well recorded notes from your creation process, the answers to player questions and actions will fall naturally from simply thinking about what makes practical sense given the environment the characters are presently exploring.

Making Sense of Chaos

Hulks and Horrors makes extensive use of randomized tables, for creating everything from spacecraft to space stations, and from pistols to pocket dimensions. It is often the case that the results of such tables appear on first glance to make a limited to non-existent amount of sense. One might be tempted, therefore, to simply re-roll things often, in order to make them comply with said sensibilities, but while this is certainly a valid approach and the prerogative of the DM, this author wishes to recommend letting the results stand as often as seems reasonable. The advantage of randomized results is that the players are never left complacent as they come to learn the DM's sensibilities, there are always those random tables to account for and naught but the tyrannies of the random number gods can be blamed for the result.

So it is recommended that as much as possible the DM try to make sense from the nonsensical, taking a strange result and rather than hammering it into a more "realistic" option, instead embracing the insanity and letting the tables dictate how such a result might've come about. Why, for instance, does this colony of the Hierarchy of Luminous Canids have so many advertising placards in the police station? One's first impulse might be to find such a result silly, but perhaps it is worth considering that alien cultures being what they are, there are other explanations that might not immediately leap to mind and that can even turn such randomness into genuine plot hooks or interesting back story for your settings. Perhaps the Canids funded their police services through advertising, or perhaps they are not ads at all and the Canids actually worshipped Shrel'gek Cola like some strange cargo cult. The imagination spins with the possibilities as to why something that might not immediately fit our expectations can instead provide unique backstory that the DM might not have come up with on his own.

Empty Rooms Are Not Empty

Another important consideration when making use of random dungeon content tables is what to do with "empty" rooms. It is important to realize that no room is truly "empty," every room has its purpose, and when describing each room it is most important for giving the players a sense of their environment to try and add little details to your descriptions to make the dungeon seem like a real place, instead of merely a collection of containers for monsters and loot. Keep your room descriptions short, but evocative: you

want to set the mood, not bore the players. This is a game, after all, not a novel, but a leaky pipe here, some overgrown metal-eating vines there, and the occasional sparking wire or crumbling floor plate will go a long way towards driving home the sense of decay and danger of these lost ruins.

Premise vs. Plot

It is a common mistake of many new DMs, drunk on creative freedom and wanting to emulate their favorite mediums, to try and create “stories” in their games, mistaking their role as scenario designer for one of a script writer. However, such approaches are best avoided, as they lead largely towards frustration for DM and player alike. Players are rambunctious and unpredictable beasts, and they relish freedom of action and the belief that their characters are free agents in the game world. No pre-scripted plot will survive contact with the players: most likely they will simply come up with something else to do that the DM did not foresee, leaving all that work for naught unless he employs increasingly heavy-handed manipulation to try and force the game to follow his expected path, and such “railroading” only serves to frustrate the players and deprive them of any feeling that their characters possess meaningful free will in the game world.

One can think of this distinction by meditating on the section heading above, that of the difference between premise and plot. A premise is a simple statement of idea, a background, penned in broad strokes with flexibility in mind, which can be taken in any number of directions, which makes it perfect for our purposes as DMs. By sticking to setting up an initial premise, and the environment around that premise, we can leave the events that unfold from it to be the product of the players’ actions creating their own story.

A plot, by comparison, is a specific order of events that follow one after the other, often with a kind of formula to them in order to best build to a dramatic climax and conclusion. This makes for a very satisfying story to watch or read, and it is for this reason that it can be a tempting structure to attempt to employ in a roleplaying game as well. Yet there is an important distinction to keep in mind here. Characters in a film or a book are constructs, they have no will of their own but what the author imbues in them. Characters in a roleplaying game, however, are created on the fly by players, who have their own minds and their own ideas of what each character might want to do that don’t necessarily have to agree with the rules of dramatic tension. Better to let those characters breathe free, and enjoy the results that come of it, than try to force them to follow some preordained plot.

Instead, when creating adventures, think in terms of a simulation with unpredictable actors. Create the initial variables and the field of play, and then let the characters loose within and savor what comes. You will want, of course, to put characters of your own in that world, and you may even create circumstances in that world that may need attention once discovered, but how that attention plays out should be the responsibility of the players. Avoid trying to force them to any one particular solution or goal, but let the players respond how they will. Design your dungeons and settings such that this multiplicity of approaches is possible: no sector of space is a straight line, and the dungeons you create were once inhabited by living beings, and thus should not simply be linear corridors, but branching structures full of rooms with all manner of contents.

On Setting

Most times, the only premise you will need to drive your games is that space is there, and the players will want to explore it and see what they find. The most basic premise of a Hulks and Horrors adventure is that of the newly acquired Surveyor's claim. The characters have recently acquired a claim on a sector, and now they're taking their ship straight for the gateway system to see what awaits them within.

It is the job of the DM to make sure there are interesting things to find when they get there. Of course there will be ruins and hulks and other remnants of the Ancient civilization, but also perhaps pirates, claim jumpers, border outposts, and perhaps even on very rare occasion new sentient life, be it friendly or hostile. The precursors who lived there will have had a whole society once, before the fall, and thus details on how they lived and what life was like will further add flavor to the ruined environs the player characters will explore. Creating these interesting details is part of the process of building your game's setting. The goal is to create a world that feels like it is not merely there for the players' benefit and to provide things to kill for XP.

Much of the basic work of this can of course be accomplished with the help of the tools in the preceding chapters. With the various tools for generating sectors, planets, their precursor inhabitants, and the dungeons and monsters to be found there can all be generated and thus provide the basic skeleton for the setting of the game, and from which the DM need only embellish with some extra detail and interpretation. Do not feel restricted by those tables though! These tools are merely to provide the kindling for the fires of imagination. If you should be hit with an idea that doesn't fit within the usual results, create away! Dungeon mastering is a creative endeavor, and the more imaginative your creations the more excited the players will be to explore them game after game.

Science vs. "Science!"

Hulks and Horrors aims to create a science fiction universe inspired by classic SF and space opera, unbridled by dull considerations of "realism" or "physical possibility." This is not a "hard" or "proper" SF setting, to use the terminology of the genre, but one that hearkens back to classical imagery and the importance of fun and imagination, not slavish adherence to the treatises of quantum physicists and professional engineers. The technology presented in this game has been selected as much or more for aesthetics than scientific justifiability.

The "modern" tech of the humans and their sentient allies has been roughly designed through a combination of influences from 70s and 80s sci-fi, real-life technological advancement, and the requirements of the setting and mode of play. Ancient tech, meanwhile, is the product more of Douglas Adams, classic space opera, and Marvin the Martian cartoons, along with an overly generous interpretation of Clarke's First and Third Laws: any time a scientist claims something is impossible he is probably wrong, and any sufficiently advanced technology is indistinguishable from magic. Ancient technology is the stuff of limitless possibility, and when imagining new Ancient tech the DM should take the assumption that pretty much anything is possible if you throw enough technobabble at it.

Similarly, the planetary creation systems have been designed principally to produce results consistent with the expectations of classic SF and space opera, rather than that of modern astronomical theory on the formation of systems. It has been assumed that, put simply, everything we think we know about what a “normal” planetary system might look like is probably wrong, and that in a nearly infinite expanse of space and a universe with beings as advanced as the Ancients having once inhabited it, that all things are possible.

Creating NPCs

Many of the beings the characters will encounter in the hulks are simply mindless beasts and slaving monsters, for whom the only important information is enough game stats to know how and if they can be killed by the player characters. From time to time, however, it may be desirable to inject a little more intelligent character into the proceedings in the form of actual non-player characters of note. Perhaps there is a particularly notable pirate lord in the sector, a travelling merchant, a fellow explorer, or even a whole frontier colony with a cast of notables. These characters may be hostile or friendly, but the key is that they are important to the world around them and to the players, important enough to have an actual name and perhaps even full stats as a class, instead of simply monster stats.

When creating a new NPC, it can be helpful to think of them in terms of a set of questions that journalists call “the 5 W’s,” of which there are actually 6 and include an H (suddenly the state of our media makes a bit more sense, doesn’t it?). These questions are: who, what, when, where, why, and how. To elucidate, we will employ another bulleted list:

- **Who?** For starters, clearly if we’re doing the extra work here, this person has a name, and species, and possibly a gender. You’ll also want to know what class or monster type they are, and what their job is.
- **What?** What do they want? What are their goals and desires? Are they pirates after easy spoils, a Cappyfolk looking to protect its village, or a stern colony commander who gets off on power?
- **When?** When are they likely to act on those desires? What will prompt them to strike? Do they have a plan that will proceed independent of the players, or will they be responding to player action or intrusion directly?
- **Where?** Where do they live? Where do they make their base of operations? Where do they intend to act? Is there somewhere specific they will flee to if things go south?
- **Why?** Why do they want what they want? This may be purely psychological considerations, but it can actually be practical as well: if the NPC is acting for a specific need, solving that need might mean they don’t have to act. A desperate pirate who robs to feed his colony might instead invite assistance rather than attack, if the offer is made.
- **How?** How will they go about getting what they want? What is their plan of action?

Once you know these details about your NPC, you will of course want to design any applicable game statistics. This can be in the form of a full class write up similar to that for a player character, or done merely with the monster stats. This is largely up to you

as a DM and how much work you wish to do, and should probably be related to how important they are within the game setting. A character who is head of a rogue colony and expected to be a long running influence, may warrant a more thorough write-up than a simple leader of a pirate band who isn't expected to survive past its first encounter with the players.

Running Monsters

Of course, for the rest of the creatures the players encounter, such detail, while perhaps always good to keep in the back of one's mind, is mostly unnecessary. Wild beasts, plague horrors, and other such hostile beings tend to have a pretty simple set of desires, and it is for this reason that this book defines a set of behavior classifications. While Sentient and Semi-Sentient classified beings will be prone to the usual complexity or simplicity one expects from intelligent creatures, the other categories each describe a type and pattern of animal behavior. Morale saves are also an important element, and should not be neglected. Monsters may be animalistic and operate mostly on instinct but that does not mean they do not have their own kind of intelligence, and most creatures not tagged as Killers will display more complex behavior than a simple mindless need to kill for no other reason than the joy of it. They will attack for defense, for food, and even for fun, yes, but they will also weigh the risks of their actions and may even be amenable to bribery or distraction. Try to imagine how an animal of similar nature might react in a situation.

Do not be afraid, however, to kill the players' characters. Surveying is dangerous work, casualties do happen, and DMs who fudge the rules too much to keep their players alive will lose the sense of risk vs. reward that is vital to keeping an air of suspense and strategy to the game. Players who know they can't die are players who will quickly grow either bored, or disruptive.

Experience Points

Characters in Hulks and Horrors earn experience points (XP) in one of two ways: dealing with threats, and making money. This is, after all, a game about treasure hunting and danger.

Threats come in three forms: monsters, hazards, and enemy ships. Each one has a different calculation for how much of a reward is received for bypassing it. Note that with enemy attackers, the players need not actually kill their foe, only to survive the encounter to fight another day. If the enemy flees, the participating players still gain full experience point rewards for each enemy in the fray. Similarly, should the players find other means such as stealth or guile to bypass an enemy, they still receive full experience points. Should the players be forced to flee a combat, they still gain XP for the fight, but the reward is reduced in half. The calculations for threat XP are as follows:

- **Monsters:** Multiply the number of hit die, times the number of sides on the hit die, to find the reward per enemy.
- **Hazards:** Evading or bypassing a hazard rewards the character its level times 10 in XP. Disabling it rewards level times 20 XP.
- **Enemy Ships:** Each enemy ship is worth 100 times the ships Class in XP.

In addition, characters also earn experience for making money. The principal means for earning XP in this fashion is selling the loot that the characters discover in the dungeons, as well as through surveyors' fees earned for charting planets and systems. Once this cash is earned, whether through a sale, or a reward, or any other earned income, the amount is divided between the participants, and then each character also earns an amount of XP equal to the amount earned divided by 100.

Alternate Concepts

Hulks and Horrors is chiefly built around a specific mode of play: that of surveyors and their quest for Ancient treasure in the ruins of the precursor civilizations, taking the fantasy dungeon crawl and injecting it with some much needed sci-fi flair. The DM tools provided have been largely aimed at giving one the tools for preparing for such a game, but this is by all means not the only possible use of these rules! H&H should adapt well to many genres of classical science fiction, from a more non-violent sort of exploration to straight up military SF, though few efforts have been made to particularly conform to expectations of harder and more "realistic" SF styles. DMs are encouraged to use these rules for whatever your science-fiction needs, and make modifications as necessary to suit the purpose. A military SF campaign, for instance, might want to modify or supplement the Soldier class in order to allow for more character differentiation. Other campaigns might have a wider variety of sentient aliens, and so new classes and technology can be added for that purpose. More wide distribution of Ancient-style technology might suit a more futuristic, ultra-tech type of science fiction.

Chapter 11 should contain sufficient detail for designing new monsters as needed, and Chapters 4, 8, and 10 should provide sufficient models for new gear and tech, but for designing new classes in line with that included in this book, some rough guidelines may be worth keeping in mind. Class design is not an exact science, and you will need to use some personal judgment in keeping a class fitting approximately the same power per level as the existing classes, as well as fitting the concept for that class.

There are three Hit Die categories used for the classes in this book: D6, D8, and D10. To-Hit bonuses for Melee and Ranged also each follow one of three models, +1 per level (Strong), +1 per 2 levels (Average), and +1 per 3 levels (Poor). D10 classes are heavy hitters, and generally have one or both To-Hit bonuses as Strong, but have relatively limited and specialized class abilities. D8 classes are work horses, and usually have one Strong and one Average To-Hit bonus depending on their specialty, and will have specialist abilities that make them very useful in their field. D6 classes generally have one Average and one Poor to-hit bonus, but usually have powerful abilities like access to Psi and Science! Abilities.

Each class will have one Save specialty, which is a +1 bonus to either WIS, DEX, or CON for making saving throws. Stat requirements are usually 7+ in one or two stats based on whatever the class in question's specialty is, and non-humans may also have a maximum on a particular stat, usually of <16, in order to reflect humankind's unique flexibility and potential. Armor, weapon, and environment training will be largely up to the concept of the class, though in the latter case the default for humans is Medium Gravity and Oxygen unless they have special training.

Special abilities have generally been designed with the assumption that all space-going personnel have at least minimal training in all fields of spacefaring, though of course they will have widely varying skill levels. As such, it is generally the approach, especially with human classes, to provide bonuses to certain types of task in favor of exclusive abilities. Exclusive abilities should usually be limited to perhaps one or two at most in the case of human classes, though if the class has Psi or Science! Abilities, it may have none at all. In addition, most classes have three or four special abilities. In the case of alien classes, they may have more unique abilities as befits the peculiar capabilities of their species.

Tweaking the Rules

One may also wish to further modify the rules in order to better suit the specific style of the campaign. Hulks and Horrors has been designed with an eye towards keeping a certain old-school mechanical feel in the tradition of classic editions of popular fantasy roleplaying games. The rules are designed to play quickly and with often lethal and dangerous results. Some DMs, however, aiming to run a different sort of campaign with a different feel in play may want to modify those rules to make them more or less lethal or better match the feel of their game worlds and settings. The following sections will hopefully provide some ideas for common rules modifications that DMs may wish to add to their campaigns. A near infinite panoply of others are of course possible, the most important thing is to consider how the game world you aim to simulate works, and play from there. A heroic, high-adventure space opera game may need tweaks to make the ships zippier and combat less dangerous for the heroes, while a grim and dark military SF campaign may require rules that are even more lethal than those presented here.

Alternate Stat Generation Methods

It is felt that the nature of the H&H check system, and the ranges involved, are as such that a character rolled entirely randomly will still produce a reasonably competent adventurer, and that randomly rolling makes for an added element of excitement to the game.

However, some groups may wish to minimize the randomness, or produce higher powered characters, and for those groups, the following optional alternate methods are presented:

- **Beat the Average:** Roll 3d6 in order 6 times, as normal, however, if the average of the 6 stats is under 10, you may re-roll the entire attribute set if desired.
- **High Powered:** Instead of a 3d6, roll a 4d6, but drop the lowest die for each stat in order.
- **More Choice:** Roll 3d6 6 times, but assign the numbers as desired, rather than in order.
- **Stat Array:** Instead of rolling randomly, assign the following array of numbers as desired to the stats: 15, 14, 12, 11, 10, and 8.
- **Point-Buy:** Instead of rolling randomly, instead, divide 65 points evenly between the stats.

Levels Past 6

The game has been primarily built around a range of levels 1 through 6. This provides a reasonable amount of advancement, but a short plateau where the players have become competent at their jobs, but will continue to be challenged even by groups of low hit die monsters, and prevents the numbers from escalating beyond the reasonable.

If however, you wish to allow them to continue to advance beyond level 6, the following rules provide a short guideline for taking things past the limit. In theory, you could continue taking additional levels indefinitely, though the DM will have to start coming up with some new monsters to keep them challenged!

After level 6, whenever a character reaches 64,000 XP, he levels up again. Increase his level, and provide the following boosts:

- If the character's Hit Die is a d6 or d8, it gains +2 Hit Points, and if the level is a multiple of 3, then its To-Hit numbers go up by 1.
- If the character's Hit Die is a d10 or d12, it gains +3 Hit Points, and if the level is a multiple of 2, its To-Hit numbers increase by 1.
- If the character's level is a multiple of 3, one additional point is added to its stats.
- If the character has science or psychic powers, it gains an additional point of Psi or Charge, and if the level is a multiple of 3, it may learn a new power or program.

Stats Above 20

Normally speaking, stats are capped at 20. This is largely for mathematics purposes: Save for penalties to action, numbers beyond 20 are largely meaningless because you are always rolling on a 20-sided die.

However, for those who want to play a higher powered game, or feel uncomfortable defining such a hard limit, there is an additional option to allow abilities to exceed this value.

When a stat goes over 20, rather than simply adding the additional points, you instead define the stat as 20/X with the X equaling the number that it went over the normal cap.

When rolling on that stat, roll as usual against a stat of 20, but if the roll fails, make a second D20 roll against the number after the slash.

This effectively extends the attribute cap another 20 points to 20/20, and can be used with monsters as well, allowing their Save scores to exceed the usual cap, useful for very powerful monsters with higher than 12 Hit Dice, such as might be encountered when using the rules to extend levels past 6.

Extra Hit Points

Hulks and Horrors is a lethal and dangerous game. The galaxy is filled with hazards and dangerous creatures that can and will viciously devour the player characters with ease. This is a common trait in many old-school roleplaying games, but it is not for everyone's tastes.

If you prefer to give your players' characters a bit more survivability, you may wish to boost the amount of hit points they possess, particularly at starting level. Rather

than starting with their Hit Dice plus their CON bonus at first level, instead, characters start with their CON **score** plus their Hit Dice for first level.

Injury

Life as a surveyor is dangerous work, and few, if any, make it to retirement without some significant scars. For those who want to better reflect the more long-term dangers of adventuring, consider introducing permanent injuries.

Whenever a character is brought to 0 or fewer Hit Points and survives, he has taken permanent injury, in the form of scars, deep-tissue damage, etc. Roll 1d6 and count down the list of stats. The resulting stat is permanently reduced by 1. It is suggested that some kind of in-character excuse be mapped to this, based on the attribute affected and the source of the damage. For example, a character hit by a laser blast who lost 1 CHA might have scarring on his face, while a character slashed with the claw of an ultratigris and lost 1 DEX may have a torn ligament that reduces his agility.

For further danger, you may also introduce wound penalties during combat. For every 1/4 threshold of Hit Points a character takes during combat, incur a -2 to the target number of all rolls, whether to-hit, or checks.

The Redshirt

It is possible, if unlikely, that a character generated at creation will be unable to qualify for one of the classes, due to poor stat rolls. In this instance, rather than allowing a re-roll, the DM may instead require the player to take the Redshirt class.

Redshirts are the nickname given to ship's crew trainees, owing to an ancient Earth tradition of assigning such uniform colors to the lowest crewmembers on the totem pole. In modern times, this is often essentially an internship or apprenticeship position. Young men and women with dismal job prospects and either fresh but useless degrees, or simply no degree at all, sign on to serve a surveyor crew as on-the-job training of the most dangerous sort.

Table 59: Redshirt

Level	Melee To-Hit	Ranged To-Hit	Hit Dice
1	+0	+0	1d6
2	+0	+0	2d6
3	+1	+1	3d6
4	+1	+1	4d6
5	+1	+1	5d6
6	+2	+2	6d6

Hit Die: d6

Saving Throws: None

Stat Requirement: None

Weapons: Pistol, Shotgun, Sword, Dagger

Armor: Light

Favored Environment: Oxygen, Medium Gravity

Special Abilities

Fast Learner: Redshirts have no special training yet, however as innately curious trainees who are often placed in the line of fire, those who survive tend to learn quickly. Redshirts gain an additional stat point every level, so long as they remain redshirts.

Promotion: Once a redshirt has gained sufficient stat points to qualify for one of the four human classes, he may be promoted to that class immediately. The redshirt's stats and class features immediately convert to that of a member of the new class of the same level. Melee and ranged to-hit bonuses change to that of the chosen class, and hit dice for this level and beyond are rolled as per the new class.

Learning Science/Psi

DMs may wish to allow other classes to learn a limited number of Psi or Science! Abilities. Psi and Science! Abilities are generally speaking the result of exceptional genius or natural talent. Science! Abilities are about more than mere scientific knowhow, they're the extra step into the kind of raw genius that can generate a microwave out of some old stereo parts, and Psi powers take a consider amount of natural will and focus. That said, nothing about them makes them especially innate to any particular class, save that those classes that specialize in them have had extensive training and practice in their use.

Characters who have sufficient INT or WIS to acquire bonus points in Psi or Charge may potentially have the natural talent to pick up a few tricks of the trade. At character creation, have the character roll a D20 against a target number of 1 + either their Psi bonus, or their Charge bonus, whichever is higher. If they successfully roll under the number, they are a "natural talent" at the appropriate special ability.

Natural Science ability means the character may construct a basic multi-tool from spare parts, and program it with one level 1 program, and an additional level 1 program at level 3. They have a base Charge of 0, and thus only have as much Charge as their stat bonus adds. Natural Psi ability means the character may learn one psionic power as a natural talent. This power cannot be boosted with additional Charge at level one, but at level 3 the natural psyker can boost with an additional point. They have a base Psi of 0, and thus only have as much Psi as their stat bonus adds.

Converting To/From Other RPGs

In general, Hulks and Horrors should remain roughly cross compatible with most editions of the world's most popular fantasy roleplaying game and its clones, and was particularly patterned after that game's "Basic/Expert" edition. Of particular note when making the transition between H&H and other editions is that the TAACO rule in Hulks and Horrors is essentially inverted from similar rules in other games, and thus should be recalculated using the appropriate rules based on level or hit dice.

For those editions that do not specify a die type for monster Hit Dice because they only use D6, you may wish to use your own judgment based on the capability of the monster and adjust upward or downward as appropriate. For "1/2" and "1/4" Hit Dice creatures simply treat this as a 1d4 HD creature for simplicity's sake. In general though, most stats can be translated straight across to their equivalents between versions.

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THE GALACTIC GUILD OF SURVEYORS

APPLICATION FOR MEMBERSHIP

FORM 42-DA/Q-36

DATE: / /

Personal Details

1. Name		2. Date of Origination / /	
3. Gender (Check all that apply) ☐ Male ☐ Female ☐ Other ☐ None		4. Planet of Origin	
5. Guild Sponsor		6. Galactic ID # - - RS	7. Stationed Aboard
8. Species	9. Class/Job	10. Exp. Lvl.	11. Current XP
12. Appearance/Distinguishing Features			

Stats

STR Strength	
INT Intelligence	
WIS Wisdom	
DEX Dexterity	
CON Constitution	
CHA Charisma	

Stat Bonuses

Melee To-Hit	Melee Damage
Charge Bonus	
Psi Bonus	
AC Bonus	Ranged To-Hit
HP Bonus	
Languages	

Combat

HP		
Total	Current	
Psi		
Total	Current	
Charge		
Total	Current	
Melee To-Hit		
Base	Total	TAACD
Ranged To-Hit		
Base	Total	TAACD
AC		
Armor	Total	
Saves		
WIS	DEX	CON

Equipment

Psi/Science Powers

Special Abilities

THE GALACTIC GUILD OF SURVEYORS

SPACESHIP ACCOUNTING AND RECORD

FORM FF-K64/MF

DATE: / /

1. Ship Name	2. Title Holder	3. Acting Captain
4. Planet of Registration	5. Registration # GSS -	6. Payment Method ☐ Mortgage ☐ Used ☐ Inherited

Step 1: Hull

Class: Hull: Length: Mass: M1 Cost: C1

Step 2: Armor

Type: AC/AP: / Mass: M2 Cost: C2

Step 3: Main Engines

Type: Subspace Multiplier: x Mass: M3 Cost: C3
Sub-Light Speed: AU/hr.

Step 4: Weapons

Type:	Damage:	Ammo:	Mass:	Cost:
Type:	Damage:	Ammo:	Mass:	Cost:
Type:	Damage:	Ammo:	Mass:	Cost:
Type:	Damage:	Ammo:	Mass:	Cost:
Type:	Damage:	Ammo:	Mass:	Cost:
Type:	Damage:	Ammo:	Mass:	Cost:
Total:			M4	C4

Step 5: Thrusters

$(M1+M2+M3+M4)/100$ = Mass Rating: MR Thrust Rating: TR Cost: C5
MR-TR = Maneuverability: MB $(MB \times 100) + 400$ = Airspeed: mph

Step 6: Additional Systems

$M1 \times 60\%$ = Add-on Space: M5

Type:	Mass:	Cost:
Type:	Mass:	Cost:
Type:	Mass:	Cost:
Type:	Mass:	Cost:
Type:	Mass:	Cost:
Type:	Mass:	Cost:
Type:	Mass:	Cost:
Type:	Mass:	Cost:
Total:		M6
Total:		C6

M5 - M6 = Cargo Space:

Step 7: Paying For It

Total C1 through C6 for Total Value: TV
 $(TV / 40) \times 120\%$ = Quarterly Payment:

Current Status/Systems Damage

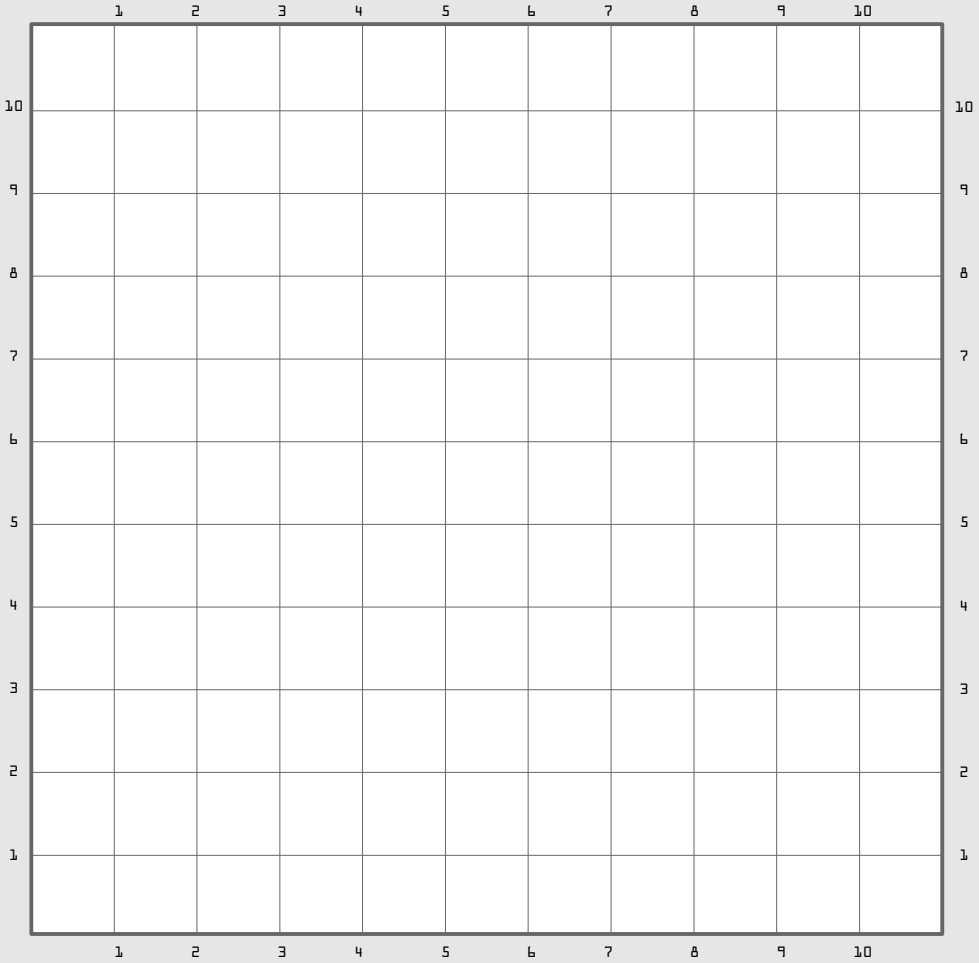
Hull	AP	Engines	☐ ☐
		Thrusters	☐ ☐
Engineering	☐ ☐ ☐ ☐	Sensors	☐ ☐



THE GALACTIC GUILD OF SURVEYORS
SECTOR CLAIM MAP AND DETAILS

FORM T4-700/1NE

DATE: / /



Legend:  Single  Binary  Trinary

1. Sector Name		2. Guild Designation Number SGS -	
3. Origin System	4. Travel Code - -	5. Value Rating	6. # of Systems
7. Claim Holder	8. Claimant ID # - - RS	9. Claimant Vessel	
10. Notes			



THE GALACTIC GUILD OF SURVEYORS

SECTOR CLAIM SYSTEM LIST

FORM K3-553L/MF

DATE: / /

Sector Name	Designation # SGS -	Claim Owner
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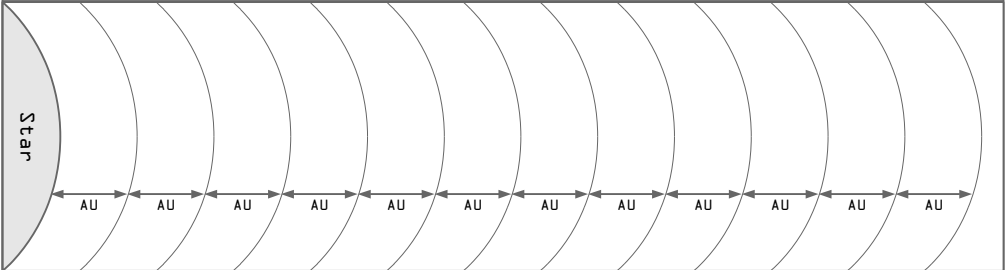
1	System Name	System Type ☐ Single ☐ Binary ☐ Trinary	Coordinates X: Y:
2	System Name	System Type ☐ Single ☐ Binary ☐ Trinary	Coordinates X: Y:
3	System Name	System Type ☐ Single ☐ Binary ☐ Trinary	Coordinates X: Y:
4	System Name	System Type ☐ Single ☐ Binary ☐ Trinary	Coordinates X: Y:
5	System Name	System Type ☐ Single ☐ Binary ☐ Trinary	Coordinates X: Y:
6	System Name	System Type ☐ Single ☐ Binary ☐ Trinary	Coordinates X: Y:
7	System Name	System Type ☐ Single ☐ Binary ☐ Trinary	Coordinates X: Y:
8	System Name	System Type ☐ Single ☐ Binary ☐ Trinary	Coordinates X: Y:
9	System Name	System Type ☐ Single ☐ Binary ☐ Trinary	Coordinates X: Y:
10	System Name	System Type ☐ Single ☐ Binary ☐ Trinary	Coordinates X: Y:
11	System Name	System Type ☐ Single ☐ Binary ☐ Trinary	Coordinates X: Y:
12	System Name	System Type ☐ Single ☐ Binary ☐ Trinary	Coordinates X: Y:
13	System Name	System Type ☐ Single ☐ Binary ☐ Trinary	Coordinates X: Y:
14	System Name	System Type ☐ Single ☐ Binary ☐ Trinary	Coordinates X: Y:
15	System Name	System Type ☐ Single ☐ Binary ☐ Trinary	Coordinates X: Y:
16	System Name	System Type ☐ Single ☐ Binary ☐ Trinary	Coordinates X: Y:
17	System Name	System Type ☐ Single ☐ Binary ☐ Trinary	Coordinates X: Y:
18	System Name	System Type ☐ Single ☐ Binary ☐ Trinary	Coordinates X: Y:



THE GALACTIC GUILD OF SURVEYORS
SYSTEM MAP AND DETAILS

FORM HS-97a/LV

DATE: / /



Legend: Star Terran Dwarf Gas @Belt Station Artificial

System Name		Primary Star Type		Sector of Origin	
System Type ☐ Single ☐ Binary ☐ Trinary		# of Objects		Previous Inhabitants	
Language		Currency		Key Technology	
				Claim Owner	

I	Type	Gravity	Atmosphere	Life	Notes
II	Type	Gravity	Atmosphere	Life	Notes
III	Type	Gravity	Atmosphere	Life	Notes
IV	Type	Gravity	Atmosphere	Life	Notes
V	Type	Gravity	Atmosphere	Life	Notes
VI	Type	Gravity	Atmosphere	Life	Notes
VII	Type	Gravity	Atmosphere	Life	Notes
VIII	Type	Gravity	Atmosphere	Life	Notes
IX	Type	Gravity	Atmosphere	Life	Notes
X	Type	Gravity	Atmosphere	Life	Notes
XI	Type	Gravity	Atmosphere	Life	Notes
XII	Type	Gravity	Atmosphere	Life	Notes

MOONS	
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We are not alone in the Universe, but we have few friends. As we emerged on the galactic stage, we found a universe stripped bare of sentient life by a great Plague, leaving only the wild beasts and twisted plague horrors wandering the ruined hulks of lost civilizations.

We are the Surveyors. We explore the uncharted sectors of space and hunt these ruins for the treasures they contain and the riches they might bring to what sentient life remains. We are not brave, merely foolhardy and desperate. Those who survive become rich beyond dreams. Very few survive.

Hulks & Horrors is a science-fiction roleplaying game of galactic exploration and adventure for 2 or more players ages 13 and up. Inside you will find:

- Complete rules for characters up to Level 6 and beyond
- 7 character classes: Pilot, Scientist, Soldier, Psyker, Hovering Squid, Omega Reticulan, and Bearman.
- Easy to learn old-school inspired game rules and combat system
- Weapons, armor, and equipment inspired by classic science-fiction
- Spaceship construction and combat rules
- Random tables for creating whole sectors of space
- Loot generation rules
- Dozens of alien monsters as well as guides for designing your own
- Dungeon-mastering advice for sandbox space exploration
- Optional rules for customizing Hulks & Horrors

