OVERLORDS

OF DIMENSION-25

A PULP SCIENCE-FICTION
ROLE-PLAYING GAME
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OVERLORDS OF DIMENSION-25

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The Event

On January 9, 2029, a freak particle accelerator experiment at the Pennsylvania National Laboratory in rural Rogers county created a sphere of spatial instability roughly twenty miles in radius that included the small towns of Williamsburg and Buck's Head as well as the nearby Gerard Air Force base.

The people within the sphere witnessed a blinding flash before being buffeted by a hurricane-like gust of wind.

The winds stopped. The sky was a different color.

Then it happened again.

In all, the area experienced twenty-four meteorological episodes. Each flash was followed by strange colors, peculiar atmospheric phenomena, and powerful winds.

When it was all over, the entire region had become surrounded by a strange desert wasteland.

In time the survivors of the Event learned that they had been rapidly transported through a succession of parallel dimensions. Their final destination came to be known as Dimension-25.

The Aftermath

The first hours after the Event were marked by confusion and panic. Civilians quickly returned to their homes. The police, fire, and emergency responders of both small towns were activated and told to stand by. Military police from Gerard Air Force base were deployed to assist the responders if needed. Other than a few isolated incidents of looting and panic the civilian populace largely remained calm and orderly and remained in their homes while they waited for information and instructions.

The area lost communication and contact with the outside world. Power generators still supplied electricity to the local grid and local tv, radio, and internet functioned, but there was no cable, no outside internet, no radio contact. There was no connection to the regional power grid. Everything within the twenty mile sphere looked as it had before. But beyond that radius, the trees abruptly stopped. Roads ended. Utility lines lay severed on the ground. Only the desert lay beyond.

Martial law was imposed while government officials from Williamsburg and Buck's Head met with the scientists from the West Penn Energy Laboratory and leaders from Gerard Air Force base to devise a plan to reestablish law and order.

The next day strange flying warships made of red metal appeared in the skies over the region. The hovering warships bombarded many of the larger structures with deadly beam weapons before disgorging dozens of battle-armored shock troops. The troops ignored all attempts at peaceful communication. They killed those identified as community leaders on sight and demanded the immediate surrender of all others. Those who surrendered were whisked away as prisoners on the first of what would be a succession of flying warships.

The other survivors fled the area. They scattered in all directions with no destination. Many died of hunger and thirst in the desert wasteland. Some were captured or killed by gangs of marauders or tribes of primitive mutants. Some were attacked and eaten by strange beasts or died from radiation exposure.

A lucky few were found and rescued by friendly forces from a band of guerilla fighters and saboteurs known as the Earth Resistance. The Earth Resistance took as many of the refugees as they could aboard their own aircraft and returned to their secret underground bunker over two hundred miles away. The Earth Resistance gave the refugees food, shelter, and protection from the red armored shock troopers looking for them.

Dimension-25

It was from the Earth Resistance that the refugees learned the lay of the land. At first the surviving scientists from the believed they had been transported to the future or to an alien world. Instead, to their surprise, they were on Earth, just outside what in our universe was the city of Buffalo.

The West Penn scientists determined that their high energy physics experiments were responsible for multiple dimensional breaches. The entire Rogers county region had been rapidly shifted through twenty-four separate parallel dimensions. The scientists began referring to their home universe a Dimension-Prime and dubbed their final destination Dimension-25.

The Solar System

In the months after their arrival the refugees soon learned that, unlike the universe of Dimension-Prime, the Solar system of Dimension-25 boasted many inhabitable worlds populated by myriad ecologies and life forms. Whether life evolved independently on each planet or was spread by some ancient diaspora was unknown.

- **Mercury**: a rocky airless world with an interior riddled with cavern cities.

- **Venus**: a humid jungle world with tall plateaus overlooking toxic swamps.

- **Earth:** a desert wasteland covered in cities destroyed by orbital bombardment.

- **Mars:** a cold world whose northern hemisphere is covered by a vast shallow ocean.

- **Jupiter:** a massive ocean world populated by genomorphs descended from cephalopods.

- **Saturn**: a world of vast orange skies and floating cities populated by flying genomorphs.

- **Uranus:** a world covered in bogs, forests, and mountains shrouded in cool white mist and fog and populated by large intelligent arachnids.

- **Neptune**: a twilit world covered in an ocean of viscous slime. The native Neptunians are intelligent amorphous blobs.

- **Pluto**: a dark and mysterious world where unspeakably ancient pyramids harbor an alien necropolis.

Between them are hundreds of **hollow asteroids and self-sufficient space habitats** built long ago and forgotten. Left to their own devices many of the populations of these "bottle worlds" have become feral and primitive.

Most of the planets of the Solar system are ruled, either directly or via puppet regimes, by an interplanetary conglomerate known as the Amalgamated Resource Extraction and Synthesis (ARES) Consortium.

Standing against the ARES Consortium is the Earth Resistance, a rag-tag insurrection that uses sabotage and espionage to disrupt the operations of the fascist mega-corporation.

The Terran Empire

The ancient Terran Empire ruled Earth and dominated the space lanes of the Solar system for five thousand years. It was eventually toppled when Earth was decimated by invaders from Mars nearly five hundred years ago. The ruins of its once great cities can be found across Earth.

Amalgamated Resource Extraction System (ARES) Consortium

The ARES Consortium is a conglomerate of Martian mega-corporations and royal families that have come together to form a de-facto government with its own military and civil services. The ARES Consortium maintains a massive interplanetary military and space fleet which it uses to enforce its economic monopoly, collect tribute, and suppress opposition.

The current leader of the ARES Consortium is a ruthless tyrant named Mogul Han, one of the grey-skinned immortal cyborgs that form the elite upper echelons of Martian society.

United Earth Administration [UEA]

The UEA is the puppet regime set up by the ARES Consortium to govern the handful of domed cities and spaceports that remain on Earth.

The Earth Resistance

The Earth Resistance is a revolutionary organization pledged to toppling the control of the ARES Consortium in the Solar system. They seek to replace it with a democratic representative form of government where all individuals are free and guaranteed basic sentient rights. The Earth Resistance operates from small independent cells spread throughout the Solar system. Each cell is dedicated to committing acts of sabotage and insurrection against the ARES Consortium. The cells are coordinated via couriers and secret encrypted local communication networks.

The Lunar Union

The Lunar Union is an independent alliance of several heavily populated dome cities on Earth's moon Luna. The Lunar Union considers itself neutral in the conflict between the ARES Consortium and the Earth Resistance. The Lunar Union contributes considerable resources and rocketships towards eliminating smuggling and space piracy, especially that performed by the Syndicate, and considers itself a de facto interplanetary police force.

The Venusian Collective

The Venusian Collective are masters of medicine, genetics, and biology. Venusians are one with their natural environment, living in harmony with the flora and fauna around them. The Venusian cities are constructed of soaring columns and Gothic arches of white marble.

The Venusian government consists of a council of elders composed of representatives from each of its highland provinces. The Venusian Collective is peaceful and neutral. Its military serves a purely defensive purpose.

The Venusian Collective does not recognize the sovereignty of the sauroid genomorphs of the lowland swamps. This has resulted in distrust and conflict between the two groups.

The Trade Confederation

The Trade Confederation was formed as professional union of deep space pilots that, over time, became the de-facto government of the outer Solar system, though this role is contested by both the Lunar Union and the ARES Consortium.

Genomorphs

Thousands of years ago the scientists of the ancient Terran Empire spliced genes and traits from other species into human colonists in order to better survive in the harsh extremes of the terraformed colony worlds.

Today these so-called genomorphs have formed cultures and societies of their own, distinct from their human origins.

The Syndicate

Though not technically a government, the massive criminal organization known as the Syndicate sometimes serves as a de-facto government on some of the lawless frontier planets and bottle worlds. Little is known about the inner workings of this secret society. The Syndicate is able to circumvent the monopolies and restrictions of the ARES Consortium by providing illegal alternative goods and services as well as smuggling those products and services into Consortium-held territories.

INTRODUCTION

Overlords of Dimension-25 is a role-playing game and setting inspired by the pulp science fiction role-playing games of the late eighties and early nineties. Those games were, in turn, based upon the novels, comic strips, and movie serial adventures from the 1930s about a man frozen in time for five hundred years. This product is unaffiliated with the inspirational source material, the original game, its author, or its publisher.

Dimension-25 is a strange alternate universe in which our solar system more closely resembles the pulp science fiction of the 1930s and 40s.

In this game player characters are refugees from our Earth transported to this strange dimension via a freak accident. There they discover a world ravaged by five hundred years of interplanetary war, a world where fighters from the Earth Resistance struggle to overthrow the oppression of the Martian ARES Consortium. In this strange and alien world the player characters become adventurers and explorers seeking the ancient ruins of the Terran Empire in search of clues that might lead to a way home.

Character Creation

Characters in Overlords of Dimension-25 can be survivors and refugees from the Rogers County Event, transported from the ordinary world of Dimension-Prime into a strange universe of danger and mystery, or they might be natives of Dimension-25.

Dimension-Prime

Most survivors were separated from their families and friends in the days after the Event.

Is your character one of those who were captured by the ARES raid? If so, then your character became a prisoner of the UEA and was sent to a work camp in the wasteland. Perhaps they were able to escape their work camp or perhaps they were set free as part of a deranged hunt put on by the camp guards.

Perhaps your character is one of those who managed to escape capture by fleeing into the wasteland. If so then they fought to survive against the harsh elements. Perhaps they were captured by or made friends with one of the nomadic bandit gangs that ply the wastelands and now fight just to survive.

The lucky characters were rescued by the Earth Resistance. These characters were given shelter, food, and water, as well as the opportunity to fight back against Earth's oppressors.

Whatever their background, it is assumed that months have passed since the Event and that the character has had sufficient time to adapt their skills from their previous life to those of an appropriate career in this strange new world

Dimension-25

Characters native to this dimension can be a human from any planet or they can be a genomorph. Perhaps they are miners from Mercury or an aristocratic scientist from the Venusian highlands. They could be a nomad raider from Earth's wastelands or a freedom fighter from one of its underground Org-bunkers or an engineer from Luna.

Your character might be a defector from Mars or an independent smuggler or cargo hauler from one of the hundreds of bottle-worlds in deep space.

Indeed your character may not even be human. Your character might be a reptilian sauroid from the toxic jungles of Venus, or an bestial tigrhi from the nomadic tribes of Mars.

Is the character friendly, indifferent, or opposed to the ARES Consortium? Are they a member of the Earth Resistance? Are they independent operators or members of a criminal cartel?

Step 1: Roll Attributes

Roll 3d6 six times. Assign each result to one of six attributes:

- **Strength**
- **Dexterity**
- **Constitution**
- **Intelligence**
- **Wisdom**
- **Charisma**

The seventh attribute, **Technical Aptitude**, is not determined randomly. It is derived from your character's Intelligence and Wisdom.

Strength

Strength represents the character's physical power and muscle mass. It measures how much the character can lift, push, carry, bend, or break. A character's strength plays an integral part in the character's hand-to-hand fighting ability by adjusting their to-hit rolls and damage rolls in melee combat.

Melee To-Hit Modifier: this number is added or subtracted to the d20 roll when making unarmed or melee attacks.

Melee Damage Modifier: this number is added or subtracted to the damage done by the character's unarmed or melee attacks.

Weight: The weight in pounds that the character can carry without becoming encumbered.

Maximum Lift: the heaviest load in pounds that the character can pick up and hold at waist level.

Strength Feat: the percentage chance of a character successfully performing a feat of great strength.

> **OPTIONAL RULE - D20 STRENGTH FEAT**
> If the gamemaster wishes to use a d20 instead of percentiles for a strength feat, simply add the number in brackets to a d20 roll. If the total of the d20 roll plus the number in brackets equals or exceeds 20, the strength feat was successful.

Strength Table

Score	Melee To-Hit Modifier	Melee Damage Modifier	Weight	Max Lift	Strength Feat
1	-5	-4	1	3	0 [+0]
2	-4	-3	2	5	0 [+0]
3	-3	-2	5	10	0 [+0]
4	-2	-1	10	25	0 [+0]
5	-2	-1	15	40	0 [+0]
6	-1	+0	20	66	0 [+0]
7	-1	+0	25	70	0 [+0]
8	+0	+0	30	90	1 [+0]
9	+0	+0	35	100	1 [+0]
10	+0	+0	40	115	2 [+0]
11	+0	+0	45	125	3 [+0]
12	+0	+0	50	140	4 [+0]
13	+0	+0	55	155	5 [+1]
14	+0	+0	60	170	7 [+1]
15	+0	+0	65	180	9 [+1]
16	+0	+1	70	195	10 [+2]
17	+1	+1	85	220	15 [+3]
18	+2	+2	110	255	20 [+4]
19	+3	+4	200	400	40 [+8]
20	+3	+6	300	500	50 [+10]
21	+4	+8	450	650	60 [+12]
22	+4	+10	600	800	70 [+14]

DEXTERITY

Dexterity represents their hand-eye coordination, balance, reaction time, and overall flexibility and adroitness. A character's dexterity score adjusts their initiative rolls, range combat attack rolls, and Armor Class.

Initiative Modifier: the amount added or subtracted to the character's initiative result at the start of each combat encounter.

Ranged To-Hit Modifier: this number is added or subtracted to the d20 roll when making ranged weapon attacks.

Armor Class Modifier: this number is added or subtracted from the character's Armor Class. If using the optional rules for Ascending Armor Class, use the value in brackets.

CONSTITUTION

Constitution measures the character's health, pain resistance, and stamina.

Hit Points each Level: A character's constitution score adjusts their hit points rolled at each level. Characters of the Warrior class receive a larger bonus than other classes. This larger bonus is represented in parenthesis.

System Shock: The character's percentage chance to survive severe physical trauma.

INTELLIGENCE

Intelligence represents the character's mental acuity, recall, and deductive capabilities. A character's intelligence determines the effectiveness of their skills involving knowledge and detail.

WISDOM

Wisdom represents the character's judgement and determination. A character's wisdom determines the effectiveness of their skills relating to common sense and quick thinking.

CHARISMA

Charisma represents a character's ability to influence the opinions and emotional states of others using empathy, charm, and attractiveness. A character's charisma determines the effectiveness of their interpersonal skills.

TECHNICAL APTITUDE

Technical Aptitude represents a character's ability to understand, operate, repair, and modify machines and technology. A character's Technical Aptitude is the average of their Intelligence and Wisdom. A character's Technical Aptitude determines the effectiveness of their technical skills.

ATTRIBUTE TESTS

An Attribute Test allows a Referee to determine the success or failure of a character's action using nothing but innate capability. For example, a successful Strength test holds an airlock door open. A successful Dexterity test caught a falling tool. A successful Constitution test allows the character to stay up all night on watch. A successful Intelligence test remembers a forgotten password. A successful Wisdom test spots a fugitive in a crowd. A successful Charisma test makes a good first impression. A successful Technical Aptitude test flips the right switch when you don't have time to read the manual.

To attempt an Attribute Test, simply roll a d20. If the result is equal to or less than the appropriate Characteristic, the action is a success. If the result is greater, the action fails. A roll of 1 is always a success and a 20 is always a failure.

DEXTERITY TABLE

Score	Initiative Modifier	Ranged To-Hit Modifier	Armor Class Modifier
1	+6	-6	+5 [-5]
2	+4	-4	+5 [-5]
3	+3	-3	+4 [-4]
4	+2	-2	+3 [-3]
5	+1	-1	+2 [-2]
6	+0	+0	+1 [-1]
7	+0	+0	+0 [+0]
8	+0	+0	+0 [+0]
9	+0	+0	+0 [+0]
10	+0	+0	+0 [+0]
11	+0	+0	+0 [+0]
12	+0	+0	+0 [+0]
13	+0	+0	+0 [+0]
14	+0	+0	+0 [+0]
15	+0	+0	-1 [+1]
16	-1	+1	-2 [+2]
17	-2	+2	-3 [+3]
18	-2	+2	-4 [+4]
19	-3	+3	-4 [+4]
21	-4	+4	-5 [+5]

CONSTITUTION TABLE

Score	Hit Points each Level	System Shock
1	-3	25
2	-2	30
3	-2	35
4	-1	40
5	-1	45
6	-1	50
7	+0	55
8	+0	60
9	+0	65
10	+0	70
11	+0	75
12	+0	80
13	+0	85
14	+0	88
15	+1	90
16	+2	95
17	+2 (+3 for warriors)	97
18	+2 (+4 for warriors)	99
19	+2 (+5 for warriors)	99
20	+2 (+5 for warriors)	99
21	+2 (+6 for warriors)	99
22	+2 (+6 for warriors)	99

STEP 2: CHOOSE YOUR RACE

In addition to humans, the solar system of **Overlords of Dimension-25** is populated by a number of intelligent post-human species. They are the descendants of humans who were genetically modified in order to better survive in specific off-world environments such as Venus, Mars, or even in deep-space.

Attributes: Each race has been given genetically engineered gifts that enhance or degrade various physical and mental traits. These manifest as permanent modifications to the attributes you rolled for your character during Step 1 above.

Saving Throws: Each race has been genetically engineered to prioritize survival in different types of potentially dangerous events over others. These are represented as modifiers to the player's d20 Saving Throw roll when reacting to different events.

Movement: The distance the character can move in a six-second game turn.

Average Height: The range of heights for a typical representative of the species.

Average Weight: the range of weights for a typical representative of the species.

HUMAN

Humanity has expanded beyond Earth and now occupies the many worlds of the Solar system. Millennia of terraforming and genetic modification has resulted in five major distinct genetic strains of human - each tailored and adapted to survive on a newly terraformed planet.

Lunarian

Earth's moon Luna is home to a number of pressurized city-colonies built in surface-level domes and within warrens constructed deep underneath the lunar surface. Lunarians are generally short and slight of build. Lunarians tend to possess excellent night vision and sharp visual acuity. Lunarians tend to have stronger resistance to radiation. Lunarians are able to hold their breath for long durations in the case of an emergency loss in air pressure. Lunarians are also susceptible to extreme heat or cold.

Attributes: Strength -2, Dexterity +1, Constitution -1, Intelligence +2

Saving Throws: Explosion/Plasma +0, Electrical Shock +0, Paralysis/Stun/Fall +0, Toxic/Gas/Poison -1, Suffocation +2, Radiation +2, Heat -1, Cold -1

Movement: 30' running, 10' climbing, 15' swimming

Average Height: 4-5 feet

Average Weight: 120-180 pounds

Martian

Terraformed Mars is a cold dry world with a shallow sea covering most of its northern hemisphere. Mars possesses a much lighter gravity and colder and thinner atmosphere than Earth. The light of a Martian day is significantly dimmer than that of Earth. The full light of the noonday sun resembles twilight on Earth. The lower gravity causes Martian humans to grow taller and thinner than their Terran cousins. Martians are genetically modified to possess a stronger tolerance for cold temperatures and low atmospheric pressure.

Attributes: Strength -1, Dexterity +1, Constitution -1, Wisdom -1, Charisma +1

Saving Throws: Explosion/Plasma +0, Electrical Shock +0, Paralysis/Stun/Fall -1, Toxic/Gas/Poison 0, Suffocation +1, Radiation +1, Heat -1, Cold +1

Movement: 30' running, 10' climbing, 15' swimming

Average Height: 6-7 feet

Average Weight: 120-200 pounds

Mercurian

Mercury is a desolate rock orbiting dangerously close to the sun. Mercurian humans live deep underground in pressurized chambers connected by a labyrinth of tunnels and passages. Mercurian humans tend to be short and stocky in order to live in cramped underground warrens. They have a strong resistance to radiation and heat but tend to have low physical body strength and are poorly suited for cold temperatures.

Attributes: Strength -1, Dexterity +1, Constitution +1

Saving Throws: Explosion/Plasma +0, Electrical Shock +0, Paralysis/Stun/Fall +1, Toxic/Gas/Poison +0, Suffocation +3, Radiation +3, Heat +4, Cold -3

Movement: 30' running, 10' climbing, 15' swimming

Average Height: 5-5.5 feet

Average Weight: 120-250 pounds

Terran

Most of Earth is an uninhabitable radioactive wasteland filled with mutants and strange life forms - the result of unchecked biological weapons from a bygone war. Life is confined to enclosed domed environments and city-sized mega-structures known as arcologies. Humans born on Earth are adapted to the standard gravity and air pressure of Earth.

Attributes: Constitution +1, Wisdom +1

Saving Throws: Explosion/Plasma +0, Electrical Shock +0, Paralysis/Stun/Fall +1, Toxic/Gas/Poison +0, Suffocation +0, Radiation +0, Heat +0, Cold +0

Movement: 30' running, 10' climbing, 15' swimming

Average Height: 5-6 feet

Average Weight: 120-250 pounds

Venusian

Venus is similar in size to Earth but possesses a dense hot atmosphere that is poisonous to other humans. Venusians possess heavy body types. Venusian humans dwell in sealed floating sky-cities suspended high over the deadly surface environment by gas-filled balloons. Their nostrils and ears are capable of pinching themselves closed and their eyes possess a nictitating membrane to protect them from the acid rains and deadly gases of the Venusian atmosphere.

Attributes: Dexterity -1, Constitution +1, Wisdom +1, Charisma -1

Saving Throws: Explosion/Plasma +0, Electrical Shock +1, Paralysis/Stun/Fall +1, Toxic/Gas/Poison +3, Suffocation -2, Radiation +1, Heat +3, Cold -2

Movement: 30' running, 10' climbing, 15' swimming

Average Height: 5.5 feet

Average Weight: 127 pounds

Genomorphs

Genomorphs are genetically engineered post-human beings. They are the descendants of humans whose genes were spliced with genetic information from other species. The resulting physical modifications allowed early colonists to better survive in terraformed off-world environments and pass on those modifications to their offspring. Over the millennia, genomorphs have developed their own distinct racial and cultural identities. Most genomorphs consider themselves separate species from homo sapiens. Indeed, genomorphs are unable to reproduce with humans or other types of genomorphs.

Aquatic

Aquatics are the descendants of humans whose genes were spliced with genetic information from pinnipeds and cetaceans. The Earth's surface is nearly uninhabitable and is incapable of producing enough food to sustain its surviving population. Aquatics were engineered to live and work underwater in order to tend to the undersea fish and kelp farms.

Aquatics have smooth rubbery skin colored blue, gray, or black. Their ears are folded flat against their heads to reduce drag. Their nostrils are thin closable slits located near the top of their heads above their eyes. They possess thin lips, sharp teeth, and thick tongues. They have webbed hands and feet. An aquatic's respiratory and circulatory systems are designed to allow them to go several minutes without needing to take a breath. They are also able to make deep dives without worrying about changes in pressure.

Attributes: Strength +2, Constitution +1, Charisma -3, Technical Aptitude -2

Saving Throws: Explosion/Plasma +2, Electrical Shock +1, Paralysis/Stun/Fall +3, Toxic/Gas/Poison +1, Suffocation +4, Radiation +1, Heat -4, Cold +2

Movement: 25' running, 5' climbing, 30' swimming

Average Height: 7-8 feet

Average Weight: 200-400 pounds
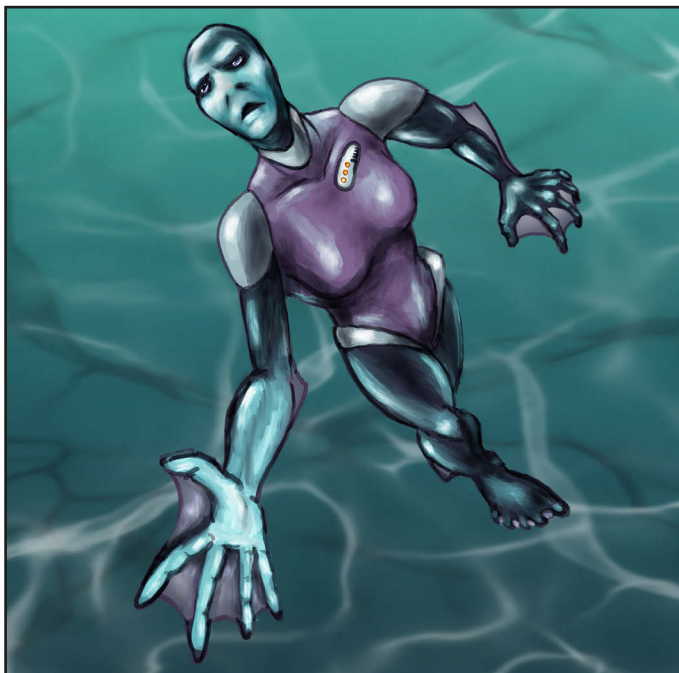
Battler

Battlers are the descendants of humans whose genes were spliced with genetic information from sharks to serve as warriors and soldiers.

They are tall and muscular with coarse skin like sandpaper. They lack body hair. Their eyes are black and glassy with transparent eyelids. They possess nasal slits with no protruding nose. They have cup-shaped ears like a cat which can be rotated 180-degrees or folded flat against the head. Battler fingers and toes terminate in sharp claws. Additionally, sharp spines extend from battler elbows and heels.

Attributes: Strength +2, Dexterity +2, Constitution +2, Intelligence -2, Wisdom -1, Charisma -3

Saving Throws: Explosion/Plasma +4, Electrical Shock +3, Paralysis/Stun/Fall +3, Toxic/Gas/Poison +3, Suffocation +1, Radiation +2, Heat +2, Cold +2

Movement: 35' running, 10' climbing, 20' swimming

Average Height: 6-7 feet

Average Weight: 250-300 pounds

Special: Claws (1d6+3 damage); Natural Armor (AC 7 [13])

Brute

Brutes are the descendants of humans whose genes were spliced with genetic information from large primates such as gorillas and chimpanzees to serve as heavy laborers.

Brutes are short with thick muscular frames and thick leathery skin, wide flat faces, and heavy brows. They are capable of long hours of physical exertion with little need for rest. Brutes are known for their prodigious appetites as well as their reputation for deep uninterruptible slumber when resting.

Attributes: Strength +3, Constitution +3, Intelligence -2, Wisdom -2, Charisma -3, Technical Aptitude -1

Saving Throws: Explosion/Plasma +0, Electrical Shock +0, Paralysis/Stun/Fall +0, Toxic/Gas/Poison +0, Suffocation +0, Radiation +0, Heat +0, Cold +0

Movement: 20' running, 5' climbing, 10' swimming

Average Height: 4-5 feet

Average Weight: 150-300 pounds

Cloud-walker

Cloud-walkers are the descendants of humans whose genes were spliced with genetic information from rays, heavily modified to survive in the crushing pressures and exotic atmospheric conditions of Saturn.

Cloud-walkers resemble very tall incredibly thin humanoids with a large manta ray grafted to their back. Their long arms and legs end in similarly long digits that terminate in sharp talons. The ray-like wings growing from their backs creates a wide leathery surface which they use to fly in the thick yellow atmosphere of Saturn. When not in use the wings wrap around the cloud-walker's shoulders and drape over the body like a cloak.

They live in floating cities made of bioengineered living coral kept aloft in the Jovian sky by membranous balloons filled with buoyant gases.

Attributes: Strength +2, Dexterity -2, Constitution +2, Technical Aptitude -2

Saving Throws: Explosion/Plasma -2, Electrical Shock +2, Paralysis/Stun/Fall +0, Toxic/Gas/Poison +4, Suffocation -4, Radiation +1, Heat +0, Cold +3

Movement: 35', 120' flight

Movement: 20' running, 5' climbing, 10' swimming, 60' flying

Average Height: 15-20 feet

Average Weight: 800-1,200 pounds

Tigrhi

Tigrhi are the descendants of humans whose genes were spliced with genetic information from both canine and feline predators. They were created as shepherds to follow and tend the genetically engineered stock animals as they migrated across the surface of terraformed Mars.

Tigrhi are thin and covered in red striped fur. Some possess a large mane around their head and neck. They have bestial faces with an elongated snout, fangs, large yellow or green eyes, and long ears. They have long arms and legs that end in clawed digits. They are capable of running on all four limbs.

Tigrhi are adapted to the cold thin air and twilight conditions of Mars.

**Attributes:** Strength +2, Dexterity +2, Constitution +1, Charisma -1

Saving Throws: Explosion/Plasma +1, Electrical Shock +1, Paralysis/Stun/Fall +2, Toxic/Gas/Poison +0, Suffocation +2, Radiation +2, Heat -3, Cold +4

Movement: 40' running, 10' climbing, 20' swimming

Average Height: 6-7 feet

Average Weight: 150-200 pounds

Special: Claws (1d6+1 damage); Natural Armor (AC 8 [12])

Gremlin

Gremlins are the descendants of humans whose genes were spliced with genetic information from small primates such as lemurs and gibbons to work in the small cramped tunnels, passages, and shafts of underground colonies.

Gremlins are short with thin builds and long dexterous fingers. They are covered with a fine layer of fur and have simian faces. They have an affinity for and innate understanding of machines and technology.

Attributes: Strength -2, Dexterity +3, Constitution -2, Technical Aptitude +3

Saving Throws: Explosion/Plasma -3, Electrical Shock -2, Paralysis/Stun/Fall +0, Toxic/Gas/Poison -1, Suffocation +0, Radiation +0, Heat +0, Cold +0

Movement: 25' running, 5' climbing, 10' swimming

Average Height: 2-3 feet

Average Weight: 60-80 pounds

Sauroid

Sauroids are the descendants of humans whose genes were spliced with genetic information from reptiles. They resemble hairless humanoid reptiles with thick scaly skin, elongated heads, nasal slits, a wide mouth filled with sharp teeth, and clawed hands and feet with thick muscular digits.

Sauroids were created to survive in the hostile toxic jungle lowlands of terraformed Venus and are the only race, human or genomorph, that can survive unprotected there. They are immune to the effects of extreme heat and are resistant to poisons and acids. Sauroids must wear a special breathing apparatus outside of the toxic atmosphere of Venus. The breathing apparatus provides the sauroid with 72 hours (3 days) worth of breathable atmosphere. A sauroid will die of asphyxiation after ten minutes without their breathing apparatus.

Attributes: Strength +3, Constitution +1, Charisma -3, Technical Aptitude +1

Saving Throws: Explosion/Plasma +2, Electrical Shock +3, Paralysis/Stun/Fall +2, Toxic/Gas/Poison +4, Suffocation -4, Radiation +1, Heat +6, Cold -6

Movement: 25' running, 5' climbing, 10' swimming

Average Height: 4-5 feet

Average Weight: 200-300 pounds

Void-born

Void-borns are unique among genomorphs in that they were not the recipients of genetic information from another species. Instead they were created by heavily altering human genetic information with artificial modifications.

Void-borns are adapted to survive in space. They have large bald heads with glassy eyes. They derive most of the oxygen they need from special bacteria that dwell inside their digestive system. The bacteria convert body heat and chemical sustenance into breathable oxygen. Special respiratory slits near the void-born's jaw allow the void-born to breathe air like a human.

Attributes: Dexterity +1, Constitution +2, Charisma -1, Technical Aptitude +2

Saving Throws: Explosion/Plasma +0, Electrical Shock +3, Paralysis/Stun/Fall +5, Toxic/Gas/Poison +4, Suffocation NA (immune), Radiation +4, Heat +5, Cold +5

Movement: 30' running, 10' climbing, 10' swimming, 30' space

Average Height: 5-6 feet

Average Weight: 150-200 pounds

Special: Immune to Suffocation

STEP 3: CHOOSE YOUR CAREER

Your character's career defines the character's capabilities and role in the team. Is your character a survivor of the Event or a native to Dimension-25?

SURVIVOR OF THE EVENT

What was your character's life like before the event? Perhaps they were a scientist conducting research at West Pennsylvania National Laboratory. Perhaps they were a US Air Force officer, pilot, aircraft mechanic, or airman stationed at Gerard Air Force base.

A civilians from nearby Williamsburg or Buck's Head could be a doctor, professor, teacher, police officer, firefighter, engineer, mechanic, an local outdoor enthusiast or hunter, or even just a regular person with a regular job or family.

NATIVE OF DIMENSION-25

They can   select any career for which their choice of race is eligible.

CAREER DESCRIPTIONS

Minimum Requirements: Your character must meet these prerequisites in order to select this career.

Eligible Races: Only characters of these races may select this career.

Experience Level: Your character's experience level is a measurement of their competence and is rated from 1 (beginner) to 12 (seasoned expert). Your character begins play at first level. As you play the game your character earns experience points for completing missions and accomplishing goals. When the character has earned enough experience points the character increases their experience level. Every time a character increases their experience level they may roll the die indicated by their Hit Die and increase their hit points by that amount (see below). Depending on the career, the character may also increase their To-Hit Bonus (see below). The character also gains +8 skill points to spend on their Career Skills (see below).

Hit Points: The die you roll to determine the number of hit points you gain when you increase your experience level.

THAC0 [To-Hit bonus]: The number you need to roll on a d20 to hit an opponent with an Armor Class of Zero (see Personal Combat, page 33). If you are using the optional Ascending Armor Class rules, the number in brackets is what you add to your d20 roll.

Special Abilities: Any modifiers or capabilities unique to characters that choose this career.

Career Skills: A beginning character at first level may spend 40 career skill points to increase the skill rating of these skills, +1 percentage point per 1 skill point spent, no more than +15 percent to any one skill rating per experience level. A character gains an additional +40 skill points each time they increase their experience level.

ENGINEER

Engineers are mechanics and technicians who design, build, maintain, and repair technology. Most engineers specialize in one field such as mechanics, rocketry, electronics, or computers.

Minimum Requirements

Strength 10, Constitution 12, and either Intelligence or Wisdom of either 8 or 13 (one must be 8, the other 13, player's choice).

Eligible Races

Any except gremlin or cloud-walker

Experience Level	Experience Points	Hit Points	THAC0 [Bonus]	Saving Throw Bonus
1	0	1d8	20 [+0]	+0
2	1,250	+1d8	20 [+0]	+0
3	2,500	+1d8	20 [+0]	+1
4	5,000	+1d8	18 [+2]	+1
5	10,000	+1d8	18 [+2]	+1
6	20,000	+1d8	18 [+2]	+2
7	40,000	+1d8	16 [+4]	+2
8	70,000	+1d8	16 [+4]	+2
9	110,000	+1d8	16 [+4]	+3
10	160,000	+2	14 [+6]	+3
11	220,000	+2	14 [+6]	+3
12	440,000	+2	14 [+6]	+4

Special Abilities
- Can use any tool as a weapon with +2 to attack and 1d6 damage

Career Skills
- Jury Rig
- Maneuver in Zero-G
- Notice
- Repair Electrical
- Repair Life Support
- Repair Mechanical
- Repair Reactor
- Repair Rocket Hull

MEDIC

Medics are trained professionals able to provide first aid, medical diagnosis and treatment, and surgery to the injured and the unwell.

Minimum Requirements

Dexterity 12, Intelligence 12, Wisdom 12.

Eligible Races

Humans and gremlins only.

Experience Level	Experience Points	Hit Points	THAC0 [Bonus]	Saving Throw Bonus
1	0	1d6	20 [+0]	+0
2	1,500	+1d6	20 [+0]	+0
3	3,000	+1d6	20 [+0]	+1
4	6,000	+1d6	18 [+2]	+1
5	12,000	+1d6	18 [+2]	+1
6	24,000	+1d6	18 [+2]	+2
7	48,000	+1d6	16 [+4]	+2
8	96,000	+1d6	16 [+4]	+2
9	192,000	+1d6	16 [+4]	+3
10	384,000	+2	14 [+6]	+3
11	768,000	+2	14 [+6]	+3
12	1,536,000	+2	14 [+6]	+4

Special Abilities
- Can operate a drug fabricator or auto-surgeon

Career Skills
- Diagnose
- Life Suspension Tech
- Treat Critical Wounds
- Treat Disease
- Treat Light Wounds
- Treat Poisoning
- Treat Serious Wounds
- Treat Stun/Paralysis

ROCKET PILOT

Rocket Pilots are pilots trained in maneuvering rocketships through the void of space. Most interplanetary journeys are uneventful exercises in complex mathematics. Rocket Pilots must factor complex vectors and forces in order to calculate fuel consumption and delta-vee. When the rocketship comes under attack the Rocket Pilot must turn their vessel into a ballet dancer - turning and moving to avoid enemy attacks while acquiring their own optimum attack position.

Minimum Requirements

Dexterity 13, Intelligence 11, Charisma 12.

Eligible Races

Human (any type), aquatic, tigrhi, void-born.

Experience Level	Experience Points	Hit Points	THAC0 [Bonus]	Saving Throw Bonus
1	0	1d6	20 [+0]	+0
2	1,250	+1d6	20 [+0]	+0
3	2,500	+1d6	19 [+1]	+1
4	5,000	+1d6	19 [+1]	+1
5	10,000	+1d6	18 [+2]	+1
6	20,000	+1d6	18 [+2]	+2
7	40,000	+1d6	17 [+3]	+2
8	70,000	+1d6	17 [+3]	+2
9	110,000	+1d6	16 [+4]	+3
10	160,000	+2	16 [+4]	+3
11	220,000	+2	15 [+5]	+3
12	440,000	+2	15 [+5]	+4

Special Abilities
- +10 percent to all skill checks involving piloting or driving
- [+2 to all skill checks involving piloting or driving if using optional d20 skill system]
- +1 CHA on every even-numbered level.

Career Skills
- Drive Jetcar
- Drive Groundcar
- Maneuver in Zero-G
- Notice
- Pilot Fixed-Wing
- Pilot Rocket
- Pilot Rotorwing Aircraft
- Use Rocket Harness

ROGUE

Rogues are individuals trained in deception, stealth, and larceny. They range from charismatic confidence artists to pick-pockets to smugglers to burglars.

Minimum Requirements

Dexterity 13, Intelligence 8, Wisdom 9, Charisma 13.

Eligible Races

Humans only.

Experience Level	Experience Points	Hit Points	THAC0 [Bonus]	Saving Throw Bonus
1	0	1d6	20 [+0]	+0
2	1,250	+1d6	20 [+0]	+0
3	2,500	+1d6	19 [+1]	+1
4	5,000	+1d6	19 [+1]	+1
5	10,000	+1d6	18 [+2]	+1
6	20,000	+1d6	18 [+2]	+2
7	40,000	+1d6	17 [+3]	+2
8	70,000	+1d6	17 [+3]	+2
9	110,000	+1d6	16 [+4]	+3
10	160,000	+2	16 [+4]	+3
11	220,000	+2	15 [+5]	+3
12	440,000	+2	15 [+5]	+4

Special Abilities

- +10 percent bonus to all career skill checks

- [+2 bonus to all career skill checks if using the optional d20 skill system]

Career Skills

- Bypass Security
- Climb
- Fast Talk/Convince
- Hide in Shadows
- Move Silently
- Notice
- Open Lock
- Pick Pocket

SCIENTIST

Scientists are educated individuals who are able to bring their considerable knowledge to bear to solve complex cerebral problems. Scientists are adept at creating new inventions or genetic modifications.

Minimum Requirements

Dexterity 16, Wisdom 12.

Eligible Races

Humans, gremlins, sauroids, aquatics.

Experience Level	Experience Points	Hit Points	THAC0 [Bonus]	Saving Throw Bonus
1	0	1d4	20 [+0]	+0
2	1,250	+1d4	20 [+0]	+0
3	2,500	+1d4	20 [+0]	+1
4	5,000	+1d4	18 [+2]	+1
5	10,000	+1d4	18 [+2]	+1
6	20,000	+1d4	18 [+2]	+2
7	40,000	+1d4	16 [+4]	+2
8	70,000	+1d4	16 [+4]	+2
9	110,000	+1d4	16 [+4]	+3
10	160,000	+2	14 [+6]	+3
11	220,000	+2	14 [+6]	+3
12	440,000	+2	14 [+6]	+4

Special Abilities

- Invention (see Invention)

- Exclusive access to the Bioengineering and Gadgeteering skills.

Career Skills

- Bioengineering
- General Knowledge
- Gadgeteering
- Memorize
- Notice
- Library Search
- Any three of the following:
  - Astronomy
  - Biology
  - Botany
  - Chemistry
  - Geology
  - History
  - Mathematics
  - Metallurgy
  - Physics

SCOUT

Scouts are specialists in wilderness survival and reconnaissance.

Minimum Requirements

Constitution 8, Intelligence 8, Wisdom 9, Charisma 8.

Eligible Races

Humans only.

Experience Level	Experience Points	Hit Points	THAC0 [Bonus]	Saving Throw Bonus
1	0	1d8	20 [+0]	+0
2	2,250	+1d8	19 [+1]	+0
3	4,500	+1d8	18 [+2]	+1
4	9,000	+1d8	17 [+3]	+1
5	18,000	+1d8	16 [+4]	+1
6	36,000	+1d8	15 [+5]	+2
7	75,000	+1d8	14 [+6]	+2
8	150,000	+1d8	13 [+7]	+2
9	300,000	+1d8	12 [+8]	+3
10	600,000	+2	11 [+9]	+3
11	900,000	+2	10 [+10]	+3
12	1,500,000	+2	9 [+11]	+4

Special Abilities

- A scout adds their level x 5 percent to all career skill checks.
- [A scout adds their level to all career skill checks if using the optional d20 skill system.]
- Level 1-4: -3 [+3] to the Scout's AC when parrying/dodging.
- Level 5+: -4 [+4] to the Scout's AC when parrying/dodging.

Career Skills

- Animal Riding
- Befriend Animal
- Climb
- Move Silently
- Notice
- Planetary Survival
- Planetology
- Tracking

WARRIOR

Warriors are soldiers and fighters. They are trained in combat and are adept as surviving fights.

Minimum Requirements

Strength 10, Dexterity 8, Constitution 10, Intelligence 8.

Eligible Races

Any except gremlins or cloud-walkers.

Experience Level	Experience Points	Hit Points	THAC0 [Bonus]	Saving Throw Bonus
1	0	1d10	20 [+0]	+0
2	2,000	+1d10	19 [+1]	+0
3	4,000	+1d10	18 [+2]	+1
4	8,000	+1d10	17 [+3]	+1
5	16,000	+1d10	16 [+4]	+1
6	32,000	+1d10	15 [+5]	+2
7	64,000	+1d10	14 [+6]	+2
8	125,000	+1d10	13 [+7]	+2
9	250,000	+1d10	12 [+8]	+3
10	500,000	+2	11 [+9]	+3
11	750,000	+2	10 [+10]	+3
12	1,000,000	+2	9 [+11]	+4

Special Abilities

- A warrior can attack with their fists twice per round for 1d6 damage.
- +1 specialization bonus to a weapon of choice every even numbered level.
- A warrior with a Constitution of 17+ receive bonus Hit Points (see Hit Point Bonus column under Constitution).
- At eighth level a warrior attracts 1d10+10 loyal followers who obey the warrior's every reasonable command.
- Level 1-4: -3 [+3] to the warrior's AC when parrying/dodging.
- Level 5+: -4 [+4] to the warrior's AC when parrying/dodging.

Career Skills

- Battle Tactics
- Demolitions
- Leadership
- Maneuver in Zero-G
- Move Silently
- Notice
- Repair Weapon
- Use Rocket Harness

STEP 4: PURCHASE SKILLS

Your character's skills help further differentiate your character from other characters with the same career.

SKILL RATING

The Skill Rating of any skill is determined by the skill's governing Characteristic (e.g. - Dexterity, Intelligence, etc.). These skill ratings can then be increased by spending percentage points on Career Skills and General Skills (see below). Certain career special abilities may also increase a character's skill rating in certain skills (see Rocket Pilot, Rogue, and Scout).

Career Skills

Each first level character has 40 percentage points with which to increase the skill rating of their career skills. Each percentage point allocated increases the character's skill rating in that skill by +1 percentage point. You may allocate no more than 15 percentage points to a single skill.

A character gains an additional 40 percentage points each time they increase their experience level. These 40 percentage points can be allocated according to the same restrictions above.

Career skills can increase over 100 percent. Having a very high career skill improves the characters change of passing a difficult or impossible skill test.

General Skills

A first level character has 20 percentage points with which to increase the skill ratings of any skill that is not a career skill for their chosen career and is not a medic skill. Each percentage point allocated increases the character's skill rating in that skill by +1 percent. You may allocate no more than 15 percentage points to a single skill. General skills cannot be increased above 100 percent.

SKILL CHECKS

When a character attempts to perform a task pertaining to that skill, the player will roll percentage dice and compare the result to the character's percentage Skill Rating. If the result is less than or equal to the percentage Skill Rating, the task was successfully performed.

Example: A character attempts a piloting maneuver with a risk of failure. The gamemaster calls for a Piloting skill check. The character has a Dexterity of 16 and a percentage skill rating of 15 percent. The player rolls percentage dice and compares the result to 16+15 = 31 percent. The result of the dice is 30. The character succeeds!

Untrained Skill Checks

Player Characters without the proper training can still attempt a skill check for any task using just the governing Characteristic for that skill. NPCs cannot attempt untrained skill checks.

Example: A scout who is untrained in rocketship drive technology tries to repair a rocketship engine. The governing Characteristic for Repair Reactor is Technical. The scout has a Technical of 7. The character's chance of success is 7 percent.

Automatic Success and Failure

Any roll of the percentile dice that results in 01-05 is a success so long as the character has at least 1 point in that skill.

Conversely, any roll of the percentile dice that results on 96-00 is a failure no matter how good the character is in that skill.

Difficulty

All skill checks are defined by their risk of failure. If there are no consequences or risk of failure, the skill check should be automatic.

- **Easy** = double skill rating
- **Average** = skill rating
- **Difficult** = one half skill rating
- **Impossible** = one quarter skill rating

Example: A character attempts a difficult piloting maneuver. The gamemaster calls for a Difficult Piloting skill check. The character has a Dexterity of 16 and a percentage skill rating of 15 percent . The player rolls percentage dice and compares the result to 16+15 = 31 times ½ = 15 percent. The result of the dice is 30. The character fails!

Opposed Skill Checks

Sometimes a character's skill is tested against the skills and abilities of an opponent. For example, sneaking past an alert guard, telling a convincing lie to a supervisor, or convincing a passerby to provide aid.

OPTIONAL RULE - D20 SKILL CHECKS

If the game master prefers skill checks to more closely resemble the combat rules of the rest of the game, they can opt instead to use a d20 instead of percentile.

Using this optional system, the Skill Rating of any skill is determined by the skill's governing Characteristic (e.g. - Dexterity, Intelligence, etc.) divided by 5 rounded down. These skill ratings can then be increased by spending points on Career Skills and General Skills (see below). Certain career special abilities may also increase a character's skill rating in certain skills (see Rocket Pilot, Rogue, and Scout).

Characters in this system have 8 points with which to increase the skill rating of their class skills. Each point allocated increases the character's skill rating in that skill by +1 point. You may allocate no more than 3 points to a single skill.

A character gains an additional 8 points each time they increase their experience level. These 8 points can be allocated according to the same restrictions above.

In this system, a first level character has 4 points with which to increase the skill ratings of any skill that is not a career skill for their chosen career and is not a medic skill. Each point allocated increases the character's skill rating in that skill by +1. You may allocate no more than 3 points to a single skill.

When a character attempts to perform a task pertaining to that skill, the player will roll a d20, add the character's Skill Rating. If the result is equal to or higher than 20, the task was successfully performed.

When using a d20 for skill checks, any result of 20 on the die roll indicates an automatic success so long as the character has at least one point in that skill. Conversely any result of 1 on the die roll indicates an automatic failure, regardless of the character's proficiency in that skill.

Difficulty in this system works the same as normal.

- **Easy** = double skill rating
- **Average** = skill rating
- **Difficult** = one half skill rating
- **Impossible** = one quarter skill rating

Any modifier to the roll given in terms of plus or minus a percentage is divided by 5.

SKILLS

CHARISMA SKILLS

Charisma Skills	Prerequisites	Career Skill
Act		
Animal Training	Befriend Animal +20%	
Befriend Animal		Scouts
Distract		
Etiquette		
Fast Talk/Convince		Rogues
Hypnosis		
Intimidate		
Leadership		Warriors
Sing		

DEXTERITY SKILLS

Dexterity Skills	Prerequisites	Career Skill
Acrobatics		
Animal Riding		Scouts
Climb		Rogues and Scouts
Drive Groundcar		Rocket Pilots
Drive Heavy Ground Vehicle		
Drive Jetcar		Rocket Pilots
Drive Motorcycle		
Hide in Shadows		Rogues
Maneuver in Zero G		Engineers, Rocket Pilots, and Warriors
Move Silently		Rogues, Scouts, and Warriors
Paint/Draw		
Pick Pockets		Rogues
Pilot Fixed Wing Craft		Rocket Pilots
Pilot Rocket		Rocket Pilots
Pilot Rotorwing Craft		Rocket Pilots
Pilot Ship/Submersible		
Play Instrument		
Swimming		
Use Rocket Harness		Rocket Pilots and Warriors

INTELLIGENCE SKILLS

Intelligence Skills	Prerequisites	Career Skill
Astrogation	Astronomy +20%, Mathematics +25%	
Astronomy		Scientists
Battle Tactics		Warriors
Bioengineering	Biology +20% or Botany +15%	Scientists
Biology		Scientists
Botany		Scientists
Chemistry		Scientists
Composition		
Cryptography		
Design Engineering		
Diagnose	Medic career	Medics
Disguise		
Economics		
Gadgeteering		Scientists
General Knowledge		Scientists
Geology		Scientists

Intelligence Skills	Prerequisites	Career Skill
History		Scientists
Law		
Library Search		Scientists
Life Suspension Tech	Medic career	Medics
Literature		
Mathematics		Scientists
Memorize		Scientists
Metallurgy		Scientists
Mimic		
Navigation	Astronomy +15%, Mathematics +25%	
Physics		Scientists
Planetology		Scouts
Programming	Mathematics +10%	
Ship Lore		
Speak/Read (Language)		
Treat Critical Wounds	Medic career, Treat Serious Wounds +40%	Medics
Treat Disease	Medic career, Diagnose +25%	Medics
Treat Light Wounds	Medic career	Medics
Treat Poisoning	Medic career, Diagnose +15%	Medics
Treat Serious Wounds	Medic career, Treat Light Wounds +30%	Medics
Treat Stun/Paralysis	Medic career	Medics

Technical Skills

Technical Skills	Prerequisites	Career Skill
Bypass Security		Rogues
Communication Operation		
Cook		
Demolitions		Warriors
First Aid		
Jury Rig	Repair Electrical +10%, Repair Mechanical +10%	Engineers
Open Lock		Rogues
Repair Computer	Repair Electrical +40%	
Repair Electrical		Engineers
Repair Life Support	Repair Electrical +30%, Repair Mechanical +20%	Engineers
Repair Mechanical		Engineers
Repair Reactor	Repair Mechanical +10%	Engineers
Repair Rocket Hull	Repair Mechanical +10%	Engineers
Repair Weapon		Warriors
Sensor Operation		

Wisdom Skills

Wisdom Skills	Prerequisites	Career Skill
Notice		Engineers, Rocket Pilots, Rogues, Scientists, Scouts, and Warriors
Planetary Survival	Planetology +10%	Scouts
Read Lips		
Shadowing		
Tracking		Scouts

Acrobatics (Dexterity)

The character knows how to move their body through the air with precision and land on their feet. Examples include flips, tumbles, rolls, cartwheels, etc. Acrobatics skill tests are called for whenever the character's feet go over their heads.

Act (Charisma)

The character can convincingly portray a character or persona.

Animal Riding (Dexterity)

The character is able to maintain control and balance on a riding animal while it performs a dangerous maneuver or action.

Career skill for: Scouts

Animal Training (Charisma)

The character can train, handle, and properly care for a type of animal such as dogs, cats, horses, cows, elephants, etc.

Prerequisites: Befriend Animal +20%

Astrogation (Intelligence)

The character knows how to factor vectors, mass, momentum, gravitational forces, fuel, time, and complex spatial geometry in order to plot a course through space from one point in space to another point in space while maximizing fuel efficiency and minimizing transit time.

Prerequisites: Astronomy +20%, Mathematics +25%

Astronomy (Intelligence)

The character is familiar with the location and arrangement of the stars, nebulae, galaxies, constellations, and planets. The character possesses knowledge of astronomical facts such as the physical composition and life cycle of stars and nebulae, planets, and more exotic stellar phenomena such as quasars, pulsars, and black holes.

Battle Tactics (Intelligence)

The character possesses a knowledge of military history and tactics which they can use to study and predict the actions of an opponent in battle, allowing them to counter with just the right move.

Career skill for: Warriors

Befriend Animal (Charisma)

Through a combination of behaviors, sounds, and body posture, the character can calm and befriend wild animals. Hostile animals become neutral while neutral animals become friendly.

Career skill for: Scouts

Biology (Intelligence)

The character is a scientific expert on living organisms, their morphology, physiology, anatomy, behavior, origin, and distribution.

Bioengineering (Intelligence)

Bioengineering is the application of biology towards the creation and modification of life forms. Life-forms may only be modified prior to or as a part of their conception in a laboratory. Modifying a life form during development results only in mutation, disease, or death.

Prerequisites: Scientist, Biology +20% for creatures or Botany +15% for plants. Note that each special application of biotechnology below may possess special prerequisites.

Career skill for: Scientists

Specific applications of biotechnology include the following.

Alter Human

The character alters or enhances the capabilities of a human life-form's offspring. Examples include increasing its running speed, enhancing its metabolism, increasing its endurance, etc. These enhancements modify the ability scores of a human offspring by plus or minus two. Every positive increase to an ability score must be accompanied by a corresponding equivalent decrease to one or two different ability scores.

The resulting embryo can be grown to physical maturity in a laboratory in 1d8+6 months. At the end of the maturation period the biotechnologist makes a successful Difficult Bioengineering skill test to determine the survivability of the offspring. A failed skill test results in the death of the offspring.

Special prerequisite for Alter Human: Biology +50%.

Create Genoform

The character alters or enhances the capabilities of the offspring of a genoform. The character makes an Average Bioengineering skill test to create a viable offspring with the desired traits and abilities. See the rules for creating new Genoforms for more information.

Alter or Enhance Existing Lifeform

The character alters or enhances the capabilities of the offspring of an animal. The character makes an Average Bioengineering skill test to create a viable offspring with the desired traits and abilities. The exact nature of the enhancement and capabilities are left to the Game Master.

Combine Lifeforms

The character combines features from different creatures or plants to create new hybrid life forms called chimerae. The character makes a Difficult Bioengineering skill test to create a viable offspring with the desired traits and abilities. The exact nature of the enhancement and capabilities are left to the Game Master.

Create New Lifeform

The character creates a brand new life form for which there is no precedent. The character makes an Impossible Bioengineering skill test to create the new lifeform. The exact nature and capabilities of the new life form are left to the Game Master.

Botany (Intelligence)

The character is a scientific expert on plants, including their physiology, structure, genetics, ecology, distribution, classification, and economic importance.

Bypass Security (Technical)

The character knows how to design, set up, maintain, circumvent, and disable non-computerized physical intrusion detection or prevention systems such as video cameras, motion sensors, heat sensors, etc.

Career skill for: Rogues

Chemistry (Intelligence)

The character is a scientific expert on chemical elements and compounds, how they interact, their synthesis, and their use.

Climbing (Dexterity)

The character is skilled in using hand and foot-holds to scale structures and surfaces such as walls, trees, and buildings. The character is also trained in the use of climbing safety equipment such as ropes, pitons, and harnesses. The difficulty of the Climbing skill test depends on the type of surface being scaled.

Climbing a steep hill	a single Easy skill check
Climbing a rock face	an Average skill check every round
Climbing a brick wall	a Difficult skill check every round
Climbing a glass wall	an Impossible skill check every round

A climbing character moves at one quarter their normal movement rate.(Dexterity Skill)

Career skill for: Rogues and Scouts

Communication Operation (Technical)

The character is trained in the operation and maintenance of communication devices, jamming communication, circumventing jamming, or tracing a communications signal to its source.

Composition (Intelligence)

The player must select a specialty - either musical composition or writing. Depending on the specialty selected the character can create and compose works of music or write prose or poetry of professional quality.

Prerequisite: +20% Sing or Play Instrument for musical compositions, +20% Literature for prose or poetry.

Cooking (Technical)

The character can use ingredients to prepare delicious and nutritious food with an appealing meal preparation.

Cryptography (Intelligence)

The character can create and decipher secret codes and messages.

Demolitions Expert (Technical)

The character is trained in the proper storage and handling of explosive materials, how to use demolitions equipment such as detonators, fuses, and timers, and where to place explosives for maximum destructive effect. The skill also encompasses defusing detonators and explosives or otherwise how to render an explosive device inert, if possible, or minimize the destructive effects of an explosive blast.

A character who is skilled in Demolitions can spend one minute carefully preparing, placing, and activating demolitions. At the time of detonation, if the character makes a successful Demolitions skill test the explosives do maximum damage.

A character who is skilled in Demolitions can defuse or disarm demolitions with a successful Demolitions skill test.

Disarming in one hour	Easy
Disarming in one minute	Average
Disarming in 1d6 rounds	Difficult
Disarming in 1 round	Impossible
Disarming using improper tools	Increase one step.

Career skill for: Warriors

Design Engineer (Intelligence)

The character is an expert on architecture and structural engineering and is able to design buildings and structures that are safe, stable, and functional.

Diagnose (Intelligence)

The character may diagnose an illness, disease, or internal injury. The difficulty of the skill check depends on the rarity of the disease and the amount of time spent examining the subject.

5 or more minutes	Easy
3-5 minutes	Average
1-2 minutes	Difficult
Less than 1 minute	Impossible
Rare or obscure disease	Increase one step.

A correct diagnosis only identifies the disease. Treatment requires a successful Treat Disease skill check. External physical trauma does not require diagnosis.

Prerequisite: Medic career

Career skill for: Medics

Disguise (Intelligence)

The character is adept at altering their appearance through techniques including masks, make-up, costumes, and body and facial expression in order to assume a real or fictional identity or otherwise hide the character's true identity.

Distract (Charisma)

The character can divert attention to themselves without raising suspicion or revealing their true motive.

Drive Ground Cycle (Dexterity)

The character is trained in the operation and general maintenance of ground vehicles with two or less wheels. The character must succeed at a Drive Ground Cycle skill test to perform unusual or dangerous stunts or maneuvers or to operate any unusual or uncommon ground cycle.

Drive Ground Vehicle (Dexterity)

The character is trained in the operation and general maintenance of ground vehicles with 3 or more wheels. The character must succeed at a Drive Ground Vehicle skill test to perform unusual or dangerous stunts or maneuvers or to operate any unusual or uncommon ground vehicle.

Career skill for: Rocket Pilots

Drive Heavy Ground Vehicle (Dexterity)

The character is trained in the operation and general maintenance of heavy wheeled or tracked ground vehicles such as transport trucks, tractors, bulldozers, or armored battle tanks. The character must succeed at a Drive Heavy Ground Vehicle skill test to perform unusual or dangerous stunts or maneuvers or to operate any unusual or uncommon heavy ground vehicle.

Drive Jetcar (Dexterity)

The character is trained in the operation and general maintenance of anti-gravity jetcars. The character must succeed at a Drive Jetcar skill test to perform unusual or dangerous stunts or maneuvers or to operate any unusual or uncommon jetcar.

Career skill for: Rocket Pilots

Economics (Intelligence)

The character possesses an expert understanding of how wealth is produced, consumed, and transferred within various economic systems and is able to anticipate the effects any changes might have upon the system.

Etiquette (Charisma)

The character knows what is socially acceptable or taboo behavior within any class or group. Players must choose the type of group. Examples include high society, criminal gangs, specific pre-industrial societies, military officers and leadership, military enlisted personnel, interplanetary diplomacy, or a specific culture.

Fast Talk/Convince (Charisma)

The character can convincingly tell a falsehood, bluff, confuse someone with incoherent babble or circular fast-talk, or instigate a confidence scam.

Career skill for: Rogues.

First Aid (Technical)

The character can provide treatment to minor physical trauma, wounds, and injuries. This does not include the diagnosis of disease and internal injuries (see Diagnose) or prescription of appropriate medicines (see Treat Disease).

A successful First Aid skill test can instantly negate 1d6 points of damage from a wounded character. Once treated, the injured character cannot benefit from additional first aid until they take additional damage equal to or greater than the amount previously negated.

Gadgeteering (Intelligence)

The character is an expert in inventing new devices or technical solutions on the fly. The Gadgeteering is related to the Jury Rig skill. Instead of improvising a repair to an existing design, the character is improvising an entirely new design.

Prerequisite: Scientist

Career skill for: Scientists

Modifying an Existing Design

A character with Gadgeteering can modify one or more existing devices to achieve one of the following outcomes.

- Combine the features of two or more existing devices
- Inventing a new device involves the following process. A successful Gadgeteering skill check is required for each device being combined.
- Make one or more modifications to an existing device. A successful Gadgeteering skill check is required for each modification.
- Increase the power or range of an existing device.
- Decrease the size of an existing device without reducing its effectiveness.

Modifying an existing device normally requires an Average Gadgeteering skill check. If the modified device has more than one function the test becomes Difficult. If the character lacks the proper tools or equipment the skill check becomes Difficult or Impossible.

Simple tasks such as temporarily boosting the range of a radio transmitter or temporarily increasing the damage of a weapon a small amount might be an Easy skill check at the Gamemaster's discretion.

The time required to modify an existing device is determined by the difficulty of the skill test. The skill test(s) are made after the required time has elapsed.

Difficulty	Time
Easy	1d4 hours
Average	1d10 hours
Difficult	1d3 days
Impossible	1d4+4 days

The cost of modifying an existing device is equal to the cost of the basic unmodified device plus ten percent.

Invention

A character with Gadgeteering can also invent entirely new devices. Inventors must complete three steps when creating a completely new technology.

1. Research Points

An item's Research Points indicates the required skill and minimum skill level in that skill needed to create the device. The lists below provide example designs and their associated skill requirement and minimum skill level. Find the closest equivalent to determine an appropriate amount of research points. For items with multiple functions the character must meet the skill and level requirements for every function.

INVENTIONS

Basic Invention/Discovery	Skill	Points
Super Healing Ray	Physics	20
Super healing drug	Chemistry	20
Super growth ray	Physics	15
Super growth drug	Chemistry	15
Mind control ray	Physics	30
Mind control drug	Chemistry	30
New explosive	Chemistry	10
New energy ray	Physics	20
Improved energy ray	Physics	10
New communication device	Physics	10
New energy field	Physics	30
New power source	Physics	20
New type of propulsion	Chemistry or Physics, depending on specifics	30
New metal	Metallurgy	20
New plastic	Chemistry	10
New chemical	Chemistry	20
New mathematical formula	Mathematics	20
Discover new natural chemical compound	Geology or Chemistry	40
Discover new astronomical body	Astronomy	10
Discover lost city/wreck/object	History	25

Size (for devices)	Points
Invention is pocket-sized	20
Invention is portable	10
Invention requires some form of vehicle to move it	5
Invention cannot be moved	0

Range/Effect (for devices)	Points
Several feet or less	0
Hundreds of feet	5
Hundreds of yards	10
Hundreds of miles	20
Thousands of miles	30
Millions of miles	50

Power/Damage (for devices)	Points
1-20 hit points	5
21-100 hit points	10
101 or more hit points	50

Problems	Points
Invention requires special equipment or materials	20
Scientist lacks proper lab, research site, or tools	25
Scientist being forced to do work	50

2. Cost
The development cost of a new invention is equal to its Research Point value multiplied by 10,000 credits.

3. Time
The time required to develop a new invention is a number of days equal to the Research Points of the invention.

Once the required money has been spent and the character has spent the required amount of time developing the invention, the character makes a Gadgeteering skill test. The character's Gadgeteering skill is reduced by an amount equal to the Research Point value of the invention. Additionally, for the purposes of invention, a die roll of 01-05 does not result in an automatic success though 96-00 still results in an automatic failure.

General Knowledge (Intelligence)
The character is an expert on recent historical events, current social and political trends, and general trivia.

Geology (Intelligence)
The character has an expert scientific knowledge of the earth's physical structure and substance, its history, and the processes that act on it.

Hide in Shadows (Dexterity)
The character is an expert in avoiding detection by hiding behind cover and slipping into shadows. If the character is not being directly or carefully observed and succeeds at a Hide in Shadows skill check they become hidden and cannot be directly seen or attacked. A successful Hide in Shadows skill check generally lasts for one minute. The hidden character immediately reveals their location by taking any substantive action such as making an attack, moving position, or making a noise.

If attempting to hide from casual observation, such as a sentry on guard duty, the character must not only succeed at their Hide in Shadows skill check but the sentry must fail at their Notice skill check.

Career skill for: Rogues

History (Intelligence)
The character has an expert scholarly knowledge of notable events in the past, social movements and trends, how past societies once lived and what they believed.

Hypnosis (Charisma)
The character is familiar with psychological techniques for placing individuals within an altered state of consciousness in which they lose voluntary action and are responsive to suggestion or direction. A successful Hypnosis skill check allows the character to implant in a willing subject a reasonable command or memory that lasts 1d10 hours. The difficulty of the skill check depends on the amount of time available to perform the hypnosis.

One hour	Easy
One minute	Average
1d6 rounds	Difficult
One round	Impossible
Loud noise	Increase one step
Bright light or motion	Increase one step

Intimidate (Charisma)
The character is adept at influencing people through the threat of physical harm either actual or implied. Intimidation is used to generate a sense of danger, threat, or general unease in a person or a group. Individuals may attempt to intimidate other individuals or even small groups. As a result of a successful Intimidate skill check, the subject or group being intimidated must succeed at an immediate saving throw vs. paralyzation or suffer one of the following effects chosen by the character making the Intimidate skill check:

- Frozen in place, unable to move or act, for 1d4+1 rounds.
- Flee in fear, unable to take any action other than to move away at top speed, for 1d4+1 rounds.
- All actions suffer -4 penalty for 1d4+1 rounds.

Jury Rig (Technical)
The character can improvise a temporary repair using available, often inappropriate, parts and tools. A successful Jury Rigging skill test can instantly negate 2d10 points of damage to any rocketship system. A rocketship system can only benefit from one improvised repair at a time. However, after 1d6 minutes the repair fails and the damage is reapplied. Additional successful Jury Rig skill tests can then temporarily repair 2d10 damage again for an additional 1d6 minutes.

Prerequisites: Repair Mechanical +10% and Repair Electrical +10%

Career skill for: Engineers

Law (Intelligence)
The character is knowledgeable in local, regional, planetary, and interplanetary laws. A successful Library Search skill test will reduce the difficulty of a Law skill test by -1 step while a successful Law skill test will reduce the difficulty of any subsequent Fast Talk/Convince skill test by -1 step when arguing a legal point to a magistrate or jury.

Leadership (Charisma)
The character can leverage a sense of authority or urgency to convince a person or group to immediately do something the character wants them to do. Leadership relies on immediate orders and isn't generally useful for permanently changing someone's beliefs philosophical persuasion while oration uses eloquence and presentation to convince a person or group into taking action or changing an opinion. Oration uses many of the same qualities as Command but requires a full speech and the effects last longer.

Career skill for: Warriors

Library Search (Intelligence)

The character is adept at scouring books, reference materials, archives, records and computer databanks in order to find pertinent facts or details and then summarizing and collating the data for later use. The difficulty to find useful information depends on the time available and the obscurity of the information.

One week	Easy
One day	Average
One hour	Difficult
One minute	Impossible
Common information	Decrease one step
Obscure or esoteric information	Increase one step

Life Suspension Tech (Intelligence)

The character is trained in the operation and maintenance of suspended animation equipment that can save those at the brink of death. Using the proper equipment, a character making a successful Life Suspension Tech skill check at Average difficulty within five rounds of a character being reduced to zero hit points will preserve the dying character for up to one year. The patient dies on a failed check. A medic can later attempt to treat the dying character's disease or injury. A successful Life Suspension Tech skill check at Impossible difficulty is required to revive the character for treatment. The patient dies on a failed check.

Prerequisite: Medic career

Career skill for: Medics

Literature (Intelligence)

The character has an expert scholarly knowledge of published writing, authors, styles, and trends.

Maneuver in Zero-Gravity (Dexterity)

The character is trained on how to efficiently and effectively move in freefall using hand holds, body movements, and momentum. A character must succeed at a Maneuver in Zero-Gravity skill check when fighting or performing complicated acrobatics or technical repairs while in freefall. A failure results in an increase in difficulty of all physical actions by one step.

Career skill for: Rocket Pilots, Warriors, Engineers

Mathematics (Intelligence)

The character has an expert scientific knowledge in the study of numbers, formulae, logic, and geometry.

Memorize (Intelligence)

The character is able to accurately recall events they experienced as well as any information to which they have been exposed.

Metallurgy (Intelligence)

The character has an expert scientific and technical knowledge of the properties of metals and their production and purification.

Mimic (Intelligence)

The character may convincingly reproduce the voice and mannerisms of any person they observe for an appropriate amount of time.

Move Silently (Dexterity)

The character is able to carefully move in such a way as to minimize sound. If the character is not being directly or carefully observed and succeeds at a Move Silently skill check they can change position without making a noticeable sound. A successful Move Silently skill check generally lasts for one minute. The silent character immediately reveals their location by taking any substantive action that produces noise.

If attempting to avoid casual observation, such as a sentry on guard duty, the character must not only succeed at their Move Silently skill check but the sentry must fail at their Notice skill check.

Career skill for: Warriors, Rogues, and Scouts

Navigation (Intelligence)

The character is trained in the use of maps, position finding equipment such as compasses or astrolabes, and celestial and geographical landmarks to determine their location on any given planet and the safest and shortest route to travel to a desired destination.

Prerequisites: Astronomy +15%, Mathematics +25%

Notice (Wisdom)

The character is trained to notice inconsistencies in the environment such as evidence or clues, spot people attempting to conceal their position or movement, or find hidden items.

Career skill for: Rocket Pilots, Engineers, Rogues, Warriors, and Scouts

Open Lock (Technical)

The character is trained in the design, installation, maintenance, circumvention, and disabling of mechanical locks or intrusion detection devices.

Career skill for: Rogues

Painting/Drawing (Dexterity)

The character is proficient at creating works of visual art in a variety of media.

Physics (Intelligence)

The character has an expert scientific knowledge of the nature and properties of matter, energy, mass, velocity, and momentum.

Pick Pockets (Dexterity)

The character is adept at removing small items from other people's hands, pockets, purses, or clothing without detection. Picking the pockets of an unsuspecting victim requires only a successful Pick Pockets skill check. A wary or observant target who is on guard may also make a Notice skill check to detect the attempt.

Career skill for: Rogues

Pilot Fixed Wing Aircraft (Dexterity)

The character can pilot and maneuver aircraft that rely on aerodynamic wings for lift. The character must succeed at a Pilot Fixed Wing Aircraft skill test to perform unusual or dangerous stunts or maneuvers or to operate any unusual or uncommon fixed wing aircraft.

Career skill for: Rocket Pilots

Pilot Rocketship (Dexterity)

The character can pilot and maneuver spacecraft. The character must succeed at a Pilot Rocketship skill test to perform unusual or dangerous stunts or maneuvers or to operate any unusual or uncommon fixed wing aircraft.

Career skill for: Rocket Pilots.

Pilot Rotorwing Craft (Dexterity)

The character can pilot and maneuver aircraft that rely on rotating blades for vertical lift. The character must succeed at a Pilot Rotorwing skill test to perform unusual or dangerous stunts or maneuvers or to operate any unusual or uncommon rotorwing aircraft.

Career skill for: Rocket Pilots.

Pilot Ship/Submersible (Dexterity)

The character can pilot and maneuver vessels designed to travel on or under water. The character must succeed at a Pilot Ship/Submersible skill test to perform unusual or dangerous stunts or maneuvers or to operate any unusual or uncommon ships or submersibles.

Planetary Survival (Intelligence)

The character knows and is able to perform the skills and behaviors necessary to minimize the effects of hostile climates and conditions, find food and water, build shelter, practice proper behaviors for different climates, know the effects of different hostile climates or conditions, etc.

Prerequisites: Planetology +10%

Career skill for: Scouts.

Planetology (Intelligence)

The character has an expert scientific knowledge of the various geologic, atmospheric, hydrologic, biological, and social forces that comprise the complex ecological and social systems of each of the planets in the solar system.

Career skill for: Scouts.

Programming (Intelligence)

The character can create or modify computer software. Simply using a computer is covered by the General Knowledge skill.

Prerequisites: Mathematics +10%

Read Lips (Wisdom)

The character can discern what someone else is saying purely by carefully observing the movement of their lips.

Repair Computer (Technical)

The character can repair, maintain, and modify computer hardware.

Prerequisites: Repair Electrical +40%

Repair Electrical (Technical)

The character knows how to design, build, maintain, modify, repair, and effectively disable any electronic system or component not already covered by another technology skill.

A successful Repair Electrical skill test will permanently repair 2d10 points of damage to a ship's sensor system.

Career skill for: Engineers

Repair Life Support (Technical)

The character knows how to repair, maintain, disable, and modify the equipment and systems necessary to distribute breathable air and remove and recycle waste gases within a closed system. A successful Repair Life Support skill test will permanently repair 2d10 points of damage to a ship's life support system.

Prerequisites: Repair Mechanical +20%, Repair Electrical +30%

Career skill for: Engineers

Repair Mechanical Device (Technical)

The character knows how to repair, maintain, disable, and modify any non-electronic mechanical system or component not already covered by another technology skill. A successful Repair Mechanical skill test will permanently repair 2d10 points of damage to a ship's control system.

Career skill for: Engineers

Repair Reactor (Technical)

The character knows how to design, build, maintain, modify, repair, and effectively disable a rocketship's Reactor.

A successful Repair Reactor skill test will permanently repair 2d10 points of damage to a ship's engine system.

Prerequisites: Repair Mechanical +10%

Career skill for: Engineers

Repair Rocket Hull (Technical)

The character knows how to design, build, maintain, modify, repair, and effectively disable a rocketship's outer hull.

A successful Rocket Hull Repair skill test will permanently repair 2d10 points of damage to a ship's hull.

Prerequisites: Repair Mechanical +10%

Career skill for: Engineers

Repair Weapons (Technical)

The character knows how to design, build, maintain, repair, or disable a single type of weapon such as primitive melee weapons, archaic ranged weapons, modern blasters, modern power-weapons, etc.

Career skill for: Warriors

Sensors Operation (Technical)
The character is trained in the operation and general maintenance of a rocketship's active and passive electronic sensor systems.

Shadowing (Wisdom)
The character knows several tricks that enable him to follow a subject without being observed or alerting the subject to the tail. This knowledge also allows the character to detect such attempts when employed against himself.

Ship Lore (Intelligence)
The character possesses detailed knowledge of rocketship designs, capabilities, and histories. Upon sighting a rocketship a character can identify its layout, armament, defenses, thrust, maneuverability, and other technical and performance specifications.

Singing (Charisma)
The character is a proficient singer who is able to entertain an audience with a song.

Speak/Read Language (Intelligence)
The character can speak and read one language other than English. The skill must be taken multiple times to speak and read multiple languages.

Swimming (Dexterity)
The character is capable of swimming through calm water at a pace equal to one quarter their normal movement rate. The character makes an Easy Swimming skill check every minute. Faster or more turbulent waters will increase the difficulty and reduce the pace. A failed skill check indicates a reduction in speed, the character's swim speed is halved again.

Tracking (Wisdom)
The character can follow a person or animal over natural terrain by following the minute evidence such as footprints, disturbed foliage, and other spoor left in their wake.

Career skill for: Scouts

Treat Critical Wounds (Intelligence)
The character can diagnose and treat life-threatening external physical trauma such as compound fractures, deep lacerations, severe burns, bullet wounds, etc.

A successful Treat Critical Wounds skill test requires ten minutes and will negate 3d8+3 hit points lost to physical damage. Once treated, the patient cannot benefit from an additional Treat Critical Wounds until they take additional damage equal to or greater than the amount previously negated.

Prerequisites: Medic career, Treat Serious Wounds +40%

Treat Disease (Intelligence)
The character knows the proper course of treatment for a disease or malady not associated with external physical trauma. A successful Treat Disease skill test requires ten minutes and will restore a patient to wellness in 1d10+2 hours.

Prerequisite: Medic career, Diagnose Diseases +25%

Career skill for: Medics

Treat Light Wounds (Intelligence)
The character can diagnose and treat minor external physical trauma such as sprains, small lacerations, light burns, and abrasions, etc.

A successful Treat Light Wounds skill test requires one minute and will restore 1d8 hit points lost to physical damage. Once treated, the patient cannot benefit from an additional Treat Light Wounds until they take additional damage equal to or greater than the amount previously negated.

Prerequisite: Medic career

Career skill for: Medics

Treat Poisoning (Intelligence)
The character knows the proper antidotes or course of treatment for exposure to toxins, poisons, or radiation. A successful Treat Poisoning skill test will restore a patient to wellness in 1d10+2 minutes.

Prerequisites: Medic career, Diagnose Diseases +15%

Career skill for: Medics

Treat Serious Wounds (Intelligence)
The character can diagnose and treat major external physical trauma such as fractures, lacerations, serious burns, stab wounds, etc.

A successful Treat Serious Wounds skill test requires three minutes and will restore 2d8+1 hit points lost to physical damage. Once treated, the patient cannot benefit from an additional Treat Serious Wounds until they take additional damage equal to or greater than the amount previously negated.

Prerequisites: Medic career, Treat Light Wounds +30%

Career skill for: Medics

Treat Stun/Paralysis (Intelligence)
The character can treat a patient who has suffered a concussion or has been exposed to the effects of a sonic stunner or paralyzing drugs or other temporary effects not associated with permanent physical injury. A successful Treat Stun/Paralysis skill test requires one minute and will restore a patient to wellness in 1d4 minutes.

Prerequisite: Medic career

Use Rocket Harness (Dexterity)
The character is trained in the operation and maintenance of rocket harnesses which allow the wearer to make tremendous leaps and fly for short periods of time.

Career skill for: Rocket Pilots and Warriors

Career skill for: Medics

STEP 5: PURCHASE EQUIPMENT

The unit of currency accepted throughout the Solar system is the credit. All beginning characters possess 1d10 x 200 credits with which to purchase starting equipment.

WEAPONS

Item	Cost	Damage	Weight	Notes
Improvised Weapon	0	1d4	2-5	Club, bottle, rock, anything that can be held in one hand
Knife	10	1d3	1	4" blade, useful tool
Dagger	15	1d4	1	Larger than a knife, not useful as a tool
Dart	15	1d4	1/2	ROF 1, can be retrieved after thrown
Grenade	50	special	1	ROF 1, various types
Cutlass	100	1d6	4	Cutting and slashing weapon
Crossbow	100	1d4 or 1d8	4	Reloads: 5cr, 2 lbs (bolts); 10 cr, 4 lbs (shells)
Pole arm	120	1d10	4	Long shaft, useless in close quarters
Sword	150	1d8	6	Cutting, slashing, and piercing weapon
Mono Knife	200	1d6	1	Recharge unnecessary during normal use
Needle Gun	200	1d3	3	ROF 3, 20 Shots; Reload: 10 cr, 1lb.
Bolt Gun	250	1d4	2	ROF 2, 10 Shots; Reload: 10 cr, 2 lbs.
Laser Gun	300	1d8	1	ROF 3/2, 7 Shots; Reload: 25 cr, ¼ lbs.
Sonic Stunner	300	special	2	ROF 1, 14 Shots; Recharge
Microwave Gun	350	1d10	2	ROF 2, 10 Shots; Recharge
Heat Gun	400	2d6	2	ROF 1, 7 Shots; Reload: 80 cr, 1 lb.
Rocket Pistol	400	1d10	3	ROF 2, 5 Shots; Reload 50 cr, 1 lb.
Grenade Launcher	500	special	3	ROF ½
Rocket Rifle	500	2d8	6	ROF 1, 10 Shots; Reload: 100 cr, 2 lbs.
Laser Rifle	600	1d12	5	ROF 1, 14 Shots; Reload 50 cr, ½ lb.
Plasma Thrower	800	4d10	35	ROF ½; Reload 80 cr, 4 lbs.
Rocket launcher	1000	5d10	30	ROF ½; Reload: 100 cr, 2 lbs.
Mono Sword	2000	1d10	1	Recharge unnecessary during normal use.
Martian Crossbow	100	1d4 (bolts) or 1d8 (shells)	4	ROF 1; 10 Shots per clip; Reload 5 cr (bolts) or 10 cr (explosive shells), 1 lb.
Venusian Power Staff	NA	2-12 (staff) or 1d6 (laser)	4	Staff delivers electric shock, target must save vs. stun Laser ROF 1; 10 Shots; Recharge

ARMOR

Armor	Cost	Armor Class (AC)	Weight	Notes
Smartsuit	1000	4 [16]	30	+3 Saving throw vs. Radiation
Spacesuit	1200	4 [16]	25	+3 Saving throw vs. Radiation, 24 hour air supply
Light Body Armor	250	7 [13]	15	-5' movement
Heavy Body Armor	1500	2 [18]	35	-10' movement
Battle Armor	2500	0 [20]	75	-15' movement
Battle Armor with Fields	3000	-2 [22]	80	-20' movement

GEAR

Gear	Cost	Weight	Notes
Canteen	1	3	Holds 1 quart of water
Hand Light	2	½	Range 100 feet; powerpack lasts 20 hours
Goggles	2	½	Protects against bright light, dust, acid
5-gallon Jug	2	6	Holds 5 gallons
Mess Kit	5	1	Cooking pot, frying pan, bowl, cup, knife, fork, spoon
Entrenching Tool	5	1	Lightweight foldable shovel for digging
Carry all	10	1	Small 1'x2' backpack/duffel bag
Personal Communicator	10	½	Hand-held communicator with a broadcast range of 100 miles
Ice axe	20	1	Lightweight pickaxe for climbing
Rope (300')	25	1	¼" diameter, supports 1,000 lbs
Camp Light	30	1 ½	Powerful electric light with retractable pole, illuminates 200' radius.
Rations (1 week)	30	2	Protein bars provide minimum sustenance for one human for one week
Snow Shoes	30	2	Wide platforms for walking on snow or sand
Breather Helmet	40	1	For tigrhi, sauroids, and cloud-walkers. Replacement tanks: 20 cr.
Translator	40	1	Translates all known languages
Aerosol Mist Grenade	50	1	Creates 30 foot radius cloud that obscures vision and blocks beam weapon attacks
Aerosol Mist Shell (5)	50	2	Creates 30 foot radius cloud that obscures vision and blocks beam weapon attacks
Backpack	50	2	Holds 40 lbs. Or 6 cubic feet of gear
Chaff Shells (5)	50	2	Disrupts radar and lidar sensors
Night Vision Goggles	50	1	Allows wearer to see in darkness
Tracer	50	-	The size of a grain of rice with a range of 50 miles
Cutting Torch	60	1	Hand-held cutting torch with 1 hour of fuel
Swim Fins	60	2	Increases swimming movement speed by 50 percent
Locator	70	½	Can locate direction and position on any planet
Sleeping Bag	100	3	Holds 1 person; rated to -50 degrees F
Macroglasses	150	½	Advanced binoculars
Technical Tools	150	3	Small leather case with basic tools
Personal Computer	200	3	Hand-held personal computer
Gillmask	200	5	Extracts breathable oxygen from water
Powerpack Charger	200	10	Recharging pack for weapons and tools
Rocket Motor Tools	200	8	Large case with vise grips, adjustable wrenches, gloves
Signal Scrambler	200	½	Device the size of a paperback book, jams communication within 30 feet
Pressurized Tent	250	6	Protects two occupants
Bioscanner	400	2	Additional memory modules: 50 cr each
Watchbox	400	3	Mobile autonomous security drone
Drug Fabricator	500	3	Chemical supply pack: 1000cr, 8 lbs.
Technical Scanner	500+	2	Diagnoses problems with electrical devices
Power Generator	600	10	Powers a small ship or building for 72 hours
Force Field	900	8	Protects from lasers and smart bullets
Autosurgeon	1000	15	Medical robot for simple procedures
Rocket Harness	1000	10	Fuel pellet reload: 100 cr, 1 lb.
Space Harness	1000	8	Gas canister reload: 20cr, 1 lb.
Flight Pod	15,000	1000	Single-occupant flying vehicle
Jetcar	20,000	1200	Two-occupant flying vehicle
Flier	35,000	2000	Three-occupant flying vehicle
Gravity Treatment Drugs	50/dose	-	Negates bone loss from extended periods in freefall
Life Extension Drugs	100/dose	-	Suspends physical degradation due to aging

WEAPONS TECHNOLOGY

Mono Knife

A mono knife has a blade cut from synthetic diamond. A cutting beam is projected through the blade to enhance the razor-edge, creating a weapon with unparalleled cutting power.

Needle Gun

A needle gun uses powerful electromagnets to accelerate a thin metal needle to extreme velocities.

Bolt Gun

A bolt gun uses powerful electromagnets to accelerate a metal quarrel roughly the same size and shape as a three-inch-long metal pencil to extreme velocities.

Laser Gun

A laser gun releases the charge held within its capacitor as a short beam of coherent light. The beam of light is powerful enough to melt steel and vaporize water or living tissue.

Sonic Stunner

A sonic stunner produces high frequency sound that disrupts the target's equilibrium and balance. The frequency causes the target's to fall helpless to the ground.

Disruptor

A disruptor fires a microwave beam at the target which causes organic matter to create thermal energy and water to flash to steam. Disruptors are very effective against unarmored targets but the microwave beam can be easily deflected by metal. Disruptors are therefore ineffective against any target wearing heavy body armor or battle armor.

Heat Ray

A heat ray directs a powerful beam of infrared radiation at the target which generates extreme heat and causes severe burns.

Rocket Pistol

A rocket pistol fires a self-propelled projectile which accelerates towards its target like a miniature missile. Rocket pistols can fire unguided ammunition or guided "smart" ammunition that locks onto a target and actively corrects its flight path to correct for any deviation. Rocket pistols can also be loaded with specialty warheads such as chaff clouds which confuse smart ammunition and radar sensors or aerosols which diminish the effectiveness of beam weapons like lasers, disruptors, and heat rays.

Rocket Rifle

A rocket rifle works on the principle as the rocket pistol. The ammunition is larger and therefore has a longer range and higher impact velocity.

Laser Rifle

A laser rifle works on the same principle as a Laser Gun. The rifle has a heavier power supply and can store a larger charge in its capacity allowing it to fire more shots and do more damage.

Disruptor Rifle

A disruptor rifle works on the principle as a disruptor. The rifle has a heavier power supply and can store a larger charge in its capacity allowing it to fire more shots and do more damage.

Grenade Launcher

A grenade launcher is a large tube with a grip and a stock that is designed to propel a grenade up to 200 feet.

Plasma Thrower

Plasma Throwers are heavy weapons, often mounted on a bipod, connected via a metal cable to a heavy backpack power source. The weapon directs a stream of high energy plasma towards the target. The plasma stream delivers an electric shock, high temperature burn, and explosive reaction to the target.

Rocket Launcher

The rocket launcher is a heavy weapon mounted on tripod capable of deploying self-propelled rockets towards an enemy.

Mono Sword

A mono sword works on the same principle as a mono knife but with a longer cutting blade and more powerful laser edge.

Venusian Battle-Staff

A six foot long staff favored by the temple priests from Venus. In addition to the damage of the staff, on a hit the staff delivers an electric shock ranging from 2 to 12 points at the attacker's discretion. Changing the shocking damage setting takes one action. In addition, the target must make a Saving Throw vs. Stun to avoid being knocked unconscious. The target receives a modifier to their Saving Throw depending on the damage setting of the staff.

Damage Setting	Modifier to Saving Throw
2	+5
3	+4
4	+3
5	+2
6	+1
7	+0
8	-1
9	-2
10	-3
11	-4
12	-5

Finally, the staff can be used as a ranged laser weapon.

Martian Crossbow

A powerful crossbow preferred by the tigrhi of Mars. The crossbow can fire solid metal bolts or bolts fitted with explosive shells. Completely silent.

ARMOR

Smartsuit

A smartsuit is a skin-tight uniform made of durable fabrics. A smartsuit has built-in heating and cooling elements and limited radiation protection to keep the wearer comfortable and safe while traveling in space.

Smartsuit Accessories

A smartsuit has built-in interfaces that allow it to integrate with plug-in accessories that enhance the wearer's capabilities.

Spacesuit Enhancement

A spacesuit is a skin-tight suit of thick smartsuit material that includes special gauntlets, boots, helmet, and backpack. The spacesuit is a fully enclosed environment with a 24-hour supply of air.

Backup Power Pack

A backup power pack adds an additional 24 hours of power to any smartsuit accessory.

Electronic Warfare Enhancement

The electronic warfare enhancement allows the wearer to choose one of three modes. Only one mode can be activated at a time.

Mode 1: all communications are jammed within 100 feet.

Mode 2: all radar-guided "smart" ammunition aimed at the wearer will miss with 50 percent effectiveness. This also affects radar-guided ammunition fired by the wearer.

Mode 3: The wearer is invisible to radar and electromagnetic sensors.

Stealth Enhancement

The stealth enhancement uses special "counter-noise" to render the wearer's movement silent. All Move Silently skill checks are made at Easy difficulty whether the wearer possesses the skill or not. The enhancement also masks the wearer from infrared sensors and night-vision.

Security Package

The security package creates a fifty-foot radius sensor field around the wearer. The sensor field detects and tracks all moving objects larger than four feet within the field on a small display worn on the wrist.

Communications Package

The communications package adds an integrated communication system with a broadcast range of 20 miles.

Light Body Armor

Light body armor is composed of overlapping protective plates that protect vulnerable areas.

Heavy Body Armor

Heavy body armor is similar to light body armor but denser and provides better protection.

Battle Armor

Battle armor is a suit of fully enclosed articulated powered exoskeleton. Battle armor is air-tight and fully self-contained and can operate as a fully functional self-sealing spacesuit. Donning a suit of battle armor takes ten minutes.

The exoskeleton will operate for 24 hours before needing to be recharged. Once the exoskeleton charge is depleted the wearer suffers -4 to all Dexterity tasks and may only move at half normal speed. Battle armor can be recharged to full in one hour.

Smart suits can be worn under battle armor. Battle armor is designed to integrate with smart clothes allowing the wearer to benefit from smart suit capabilities even while wearing the armor.

Battle Armor with Fields

Battle armor's plate may be enhanced by integrated force fields that reduce damage from projectile attacks, explosions, and shrapnel by 75 percent and refractive fields that disrupt all lasers, disruptors, and heat rays within 25 feet. The field is ineffective against sonic stunners, plasma throwers.

The force fields operate for ten hours before needing to be recharged. Battle armor with force fields can be recharged to full in one hour.

GEAR

Carry all

A carry-all is a large duffel bag that can be carried by one hand, using a shoulder-strap, or as a back-pack.

Personal Communicator

A personal communicator is a small hand-held communicator with a clear broadcast range of 100 miles and a garbled broadcast range of at most 150 miles. A communicator is solar powered with a battery backup. The battery lasts 48 hours on a full charge and needs only be exposed to bright sunlight for one hour to recharge.

Rations

Rations are dried blocks that contain sufficient calories and nutrients to sustain someone for an entire day as long as they conserve their energy. A box of rations contain seven blocks.

Breather Helmet

A breather helmet is a bubble that rests on the shoulders. The helmet is connected to a small tank containing an eight hour supply of a planetary atmosphere such as Venus, Mars, or Jupiter. A breather helmet allows genomorphs from those worlds to function within an Earth-like atmosphere.

Translator

A translator is a small palm-sized card, often worn attached to a shirt or on the neck, that converts spoken speech from one language into another language.

Aerosol Mist Grenade or Shell

A projectile with an aerosol mist payload will explode into a cloud of fine mist that lingers in the air. The grenade creates a sphere 100 feet in diameter while a shell creates a sphere 25 feet in diameter. The aerosol refracts beam weapons fired within or through it, rendering them ineffective.

Night Vision Goggles

Night vision goggles resemble a set of small ski goggles or welding goggles. They allow the wearer to see infrared radiation as monochromatic visible light.

Tracer

A tracer is a small device about the size of a grain of rice that transmits a special signal with a broadcast range of 50 miles. A special hand-held receiver detects the signal and indicates its direction and distance.

Plasma Torch

A plasma torch is a hand held tool that uses a concentrated steam of highly charged plasma that can cut through one foot of quarter-inch steel in about one minute creating a one-foot weld in about two minutes. Each disposable torch has enough plasma for one hour of operation. A separate one-foot rod of flux is required to weld and costs 2 credits.

If used as a weapon a plasma torch does 1d4 damage and suffers -2 to all attacks.

Locator

A locator is a computerized hand-held device that displays the character's location on any planet. The display works like a digital map that can zoom in and out, display everywhere the device has been, and show the safest and most direct route to a given destination.

Technical Tools

A small set of useful tools necessary for making light mechanical, technical, or electrical repairs in a portable carrying case.

Handheld Computer

A small hand-held computer that can be worn on a wrist or belt. A remote interface allows users to access the computer's functions using a personal communicator. For an additional 50 credits, a handheld computer can also be used as a digital camera.

Gillmask

A device consisting of a facemask attached to an oxygen extraction filter by a flexible hose. The filter is typically worn on the back or chest. The gillmask uses chemical processes to oxygen from the water much like the gills of a fish. They are no moving parts, require no power, and can function indefinitely.

Powerpack Charger

A small portable power supply that can fully recharge the powerpacks of devices and hand weapons in about an hour.

Rocket Repair Tools

A large portable case equipped with the heavy tools needed to repair rocket engines.

Signal Scrambler

A handheld device that jams all radio communication within 30 feet.

Pressurized Tent

A compact emergency shelter capable of housing two humanoids within a sealed pressurized environment for up to five days. The skin of the tent has an Armor Class of 3 [17]. One person can unpack and erect the tent in 15 minutes. Two people can do the same in five minutes.

Larger versions of the tent are available. A six-person tent costs 750 credits while a twelve-person tent costs 1500 credits. A single individual can unpack and erect the six-person tent in 30 minutes or the twelve-person tent in 45 minutes.

A life support unit provides breathable air and warmth and is capable of processing bodily wastes into drinkable water. A portable powerpack charger can keep the tent's temperature control operating indefinitely but the air and waste filters must be replaced after five days of use. A replacement filter unit costs 25 credits.

Bioscanner

The bioscanner is a handheld display with a small detachable sensor unit the size of a coin. When placed on the chest of a living human the sensor relays biomedical information about the subject to the handheld display. A bioscanner decreases the difficulty of any Diagnose Disease skill check.

Watchbox

A watchbox is a small autonomous robot equipped with a camera, microphones, and recognition sensors. The watcbox patrols a designated route and will sound an alarm if it detects any unauthorized intruders within 20 feet.

Drug Fabricator

A drug fabricator is a device that can be used by a trained doctor, pharmacist, or chemist, to create any desired chemical or pharmacological compound. The process may take up to sixty minutes depending on the formula. Drug Fabricators are unable to create proprietary compounds such as gravity treatment drugs or life extension drugs.

A standard chemical resource pack costs 1000 credits and provides enough components to create 50 doses of common compounds, drugs, or medications, or 10 to 20 doses of more unusual or esoteric compounds.

Technical Scanner

A technical scanner is a handheld display with a detachable sensor probe that scans any simple mechanical, electrical, or computerized device, defined as any device with a cost equal to the value of the technical scanner minus 400 credits.

Power Generator

A portable emergency energy reactor capable of powering a rocketship up to 30 tons for 72 hours.

Force Field Generator

A force field generator is a cylindrical device on top of a six-foot pole which is inserted into the ground. The generator creates a powerful field of repulsive force five feet in radius. Nothing short of a charging rhino or vehicle can penetrate the field. The field repels all physical projectiles and beam weapon attacks. When a series of generators is placed ten feet apart, it creates a nearly impenetrable defensive fence.

Autosurgeon

An autosurgeon is a portable box that, when unpacked and assembled, resembles a technological coffin. The autosurgeon has sensors that are able to quickly identify any physical trauma and dozens of small robotic arms that perform the surgical procedures needed to repair the damage. Despite its automation an autosurgeon must still be operated by a qualified medical professional. An autosurgeon simply provides an automatic success for any Easy, Average, or Difficult skill test involving Treat Light Wounds, Treat Serious Wounds, or Treat Critical Wounds. The operator must still possess the necessary skill in order to successfully operate the autosurgeon.

An autosurgeon requires one minute or less to treat a light wound, three minutes to treat a serious wound, and ten minutes to treat a critical wound. During that time the operator can leave the autosurgeon to its work to focus on other patients.

Rocket Harness

A rocket harness is a device worn like a backpack with straps around the arms, over the chest, around the waist, and between the legs, which provides sufficient jet thrust to allow a humanoid to gain 20 feet of altitude per minute and fly aloft at speeds up to 15 miles per hour for up to 30 minutes in Earth gravity. A rocket harness will not operate in the vacuum of space. A replacement fuel pellet costs 100 credits. Replacing a fuel pellet takes two minutes.

Space Maneuvering Harness

A space maneuvering harness is similar to a rocket harness but uses hydrazine rockets to provide thrust and maneuverability. A space maneuvering harness' fuel tank has sufficient propellant for 30 bursts. One burst will add or subtract 120 feet per round to the wearer's velocity. Colliding with an object with a much higher or lower relative velocity causes 1d8 points of damage per 200 feet per round of velocity difference. A replacement fuel canister costs 20 credits. Replacing a fuel canister takes two minutes.

Flight Pod

A flight pod is a small enclosed single-seat aerial vehicle that can fly at 20 mph for up to 20 hours. Flight pods are designed to work in the Earth's atmosphere or equivalent and cannot operate in planetary atmospheres with much lesser or greater densities. The flight pod has minimal cargo space, essentially just enough to carry the occupant's personal belongings.

Jetcar

A Jetcar is a small enclosed two-seat vehicle that can fly over the surface at a maximum altitude of two feet at a cruising speed of 30 mph with sufficient fuel for 8 hours of operation. The vehicle is able to attain a maximum speed of 50 mph at the cost of double the fuel consumption rate. The jetcar has minimal cargo space, essentially just enough to carry the occupant's personal belongings.

Flier

A flier is an enclosed four-seat aerial vehicle that can fly at a cruising speed of 50 mph with sufficient fuel for 3 hours of flight. The vehicle is able to attain a maximum speed of 100 mph at the cost of double the fuel consumption rate. The flier has a maximum vertical climb rate of 15 mph. A flier is equipped with 50 cubic feet of cargo space, the equivalent to a cube roughly three feet on each side.

Gravity Treatment Drugs

Prolonged exposure to freefall or zero-gravity will result in bone loss and degradation of physical ability. Taking one dose of this proprietary gravity treatment drug will halt this degradation for thirty days. See the information on Space Travel for more information on the physiological effects of prolonged exposure to freefall.

Life Extension Drugs

Life extension drugs, also called "anagathics", reduce the physiological effects of aging. The drug, if taken daily, essentially halts aging. The effects of the drug degrade over time so the subject will eventually age, albeit more slowly. The oldest recorded user of life extension drugs died at age 150.

ENCUMBRANCE

A character can carry as much equipment as the weight allowance of their Strength score will allow before they become encumbered. Worn armor does not count against this weight limit. A character carrying more than their weight allowance becomes encumbered. Beyond a character's weight limit, the gamemaster is the final arbiter over whether a character is encumbered or not. Large unwieldy items may still encumber a character despite their low weight.

The movement rate of an encumbered character is halved.

Strength Score	Weight Limit in Pounds
1	1
2	2
3	5
4	10
5	15
6	20
7	25
8	30
9	35
10	40
11	45
12	50
13	55
14	60
15	65
16	70
17	85
18	110
19	200
20	300
21	450
22	600

STEP 6: OTHER DETAILS

Determine other important details about your character.

Gender: What is their apparent gender?

Age: How old is the character?

Name or Nickname: What is the character called?

Personality: Is the character friendly or off-putting? Are they helpful or selfish? What are their quirks or habits?

EXPERIENCE

As a character survives many dangerous adventures and escapades they will learn from their successes and mistakes. These hard-earned lessons help the character to survive even greater dangers.

The increased competence and survivability of an experienced character is represented by their level. Whenever a character completes a mission or survives a dangerous adventure, the Gamemaster awards the character with experience points. As the character accumulates experience points they will surpass level milestones. Each level provides benefits to the character in the form of more hit points, more skill points, and additional career benefits.

Gamemasters typically award experience points to characters at the end of a session of play. Characters earn experience points by accomplishing goals and defeating bad guys. Here are some guidelines gamemasters should use for awarding experience points.

EXPERIENCE POINT AWARDS
FOR MISSION SUCCESS

Successfully completing the primary objective	1000
Successfully completing a secondary objective	750

EXPERIENCE POINT AWARDS
FOR SUCCESSFUL OR IMAGINATIVE SKILL USE

Impossible Skill Check	500
Difficult Skill Check	300
Average Skill Check	100
Easy Skill Check	25
Creative Skill Use	200
Unique Skill Use	350

EXPERIENCE POINT AWARDS
FOR WISE CHOICES MADE IN PLAY

Correct Decision at a Critical Moment	350
Correct Decision at an Important Moment	150

EXPERIENCE POINT AWARDS
FOR DEFEATING AN ENEMY IN COMBAT

Level 1	15
Level 2	40
Level 3	75
Level 4	125
Level 5	200
Level 6	300
Level 7	450
Level 8	625
Level 9	850
Level 10	1500
Level 12	2000

EXPERIENCE POINT AWARDS
FOR DESTROYING A HOSTILE ROCKETSHIP

Opponent's Tonnage x 20
Plus (Opponent's Speed - Character's Speed) x 100
Plus (Opponent's Tonnage - Character's Tonnage) x 2
Plus (Number of Opponent's Weapons - Number of Character's Weapons) x 200
The minimum award is the Opponent's Tonnage x 10.

Although experience points are earned during play the Gamemaster does not award the points until after the session is finished. At the end of the session, if the character has earned enough experience points to attain a new level, the character may increase their level and receive the accompanying benefits. A character may only increase one level at the end of a session regardless of how many experience points they earned. If they earned enough to increase two levels they may have increase only one level before the next session and may increase the next level before the next session.

As a general rule, for sessions of play lasting roughly four to six hours, a character should expect to earn enough experience to gain one level after roughly five or six sessions of play. Additionally, a character should expect to reach ninth level after 45 to 50 sessions of play.

Personal Combat

Combat Round

The combat round represents 6 seconds - an amount of time sufficient to perform a quick action such as dash across a room, attack an opponent, shout an order, or use a piece of equipment.

During a combat round, every combatant gets the opportunity to perform one action - called a turn. Once every combatant has taken their turn the combat round is complete and a new combat round begins.

Initiative

Each combat round, each combatant takes their turn in order of ascending Initiative score.

Initiative is determined at the beginning of each combat round by rolling 1d10 and applying the modifiers below.

Dexterity 15	-1
Dexterity 16	-2
Dexterity 17-18	-3
Dexterity 19-20	-4
Dexterity 21-22	-5
Weapon drawn	-2
Encumbered	+2
Knee deep water	+2
Slippery ground	+2
Chest deep water	+4
Climbing, swimming, entangled, otherwise hindered	+3
Alien environment	+6

> **Optional Rule - d20 Initiative**
> Gamemasters, at their option, may choose to roll a d20 for initiative instead of d10. Choosing this option reduces the effect of the initiative modifiers above.

> **Optional Rule - Persistent Initiative**
> As an option to speed up play a gamemaster may opt to have player character make an initiative roll and each like group of NPC combatants make an initiative roll at the beginning of the combat and simply use that result each round for the rest of the combat.

Movement

Every race has a listed movement rate for running, climbing, swimming, and sometimes flying. The movement rate is the distance a typical representative of this race can run, climb, swim, or fly during a combat round.

Each combat round, a combatant may move this distance in addition to performing their action.

A combatant may, as their action, opt to move again.

Attack

A combatant that chooses to cause harm to another combatant declares an attack action. The attacker then compares the result of their Attack Roll to the target's Armor Class to determine if their attack successfully caused harm to the target.

Armor Class

A combatant's Armor Class represents a combination of nimble dodging and armor durability.

> **Optional Rule - Ascending Armor Class**
> An alternative Armor Class uses ascending values where a higher number represents better armor. If using this alternative rule, use the number in brackets instead.

Type	AC
No Armor	10 [10]
Light Body Armor	7 [13]
Spacesuit	6 [14]
Smart Clothes	4 [16]
Heavy Body Armor	2 [18]
Battle Armor	0 [20]
Battle Armor with Fields	-2 [22]

Attack Roll

To determine the outcome of an attack action, the attacker rolls 1d20, plus any other applicable modifiers such as those from Strength or Dexterity or situational modifiers such as visibility, and compares the result to the THAC0 for the character minus the Armor Class of the target. If the 1d20 is greater than the THAC0 minus Armor Class, the attacker has successfully caused harm to the target.

A character's THAC0 is determined by their career and level, see the table below. Creatures and NPCs without class levels use the hit dice and type of die to determine their THAC0.

> **Optional Rule - Ascending Armor Class**
> If using the optional rules for Ascending Armor Class, use the numbers in brackets instead. Roll 1d20 and add the bonus for the character's career and level, plus any other applicable modifiers such as those from Strength or Dexterity or situational modifiers such as visibility, and compare to the target's ascending Armor Class. If the attacker's result is greater than the target's Armor Class, the attacker has successfully caused harm to the target.

TO-HIT TABLE

Level or Hit Dice of Attacker	Warriors, Scouts, Creatures using d10 for Hit Dice THAC0 [Bonus]	Rocket Pilots, Rogues, Creatures using d8 for Hit Dice THAC0 [Bonus]	Medics, Engineers, Creatures using d6 for Hit Dice THAC0 [Bonus]
1	20 [+0]	20 [+0]	20 [+0]
2	19 [+1]	20 [+0]	20 [+0]
3	18 [+2]	19 [+1]	20 [+0]
4	17 [+3]	19 [+1]	18 [+2]
5	16 [+4]	18 [+2]	18 [+2]
6	15 [+5]	18 [+2]	18 [+2]
7	14 [+6]	17 [+3]	16 [+4]
8	13 [+7]	17 [+3]	16 [+4]
9	12 [+8]	16 [+4]	16 [+4]
10	11 [+9]	16 [+4]	14 [+6]
11	10 [+10]	15 [+5]	14 [+6]
12	9 [+11]	15 [+5]	14 [+6]
13	8 [+12]	14 [+6]	12 [+8]
14	7 [+13]	14 [+6]	12 [+8]
15	6 [+14]	13 [+7]	12 [+8]
16	5 [+15]	13 [+7]	10 [+10]
17	4 [+16]	12 [+8]	10 [+10]
18	3 [+17]	12 [+8]	10 [+10]
19	2 [+18]	11 [+9]	8 [+12]
20	1 [+19]	11 [+9]	8 [+12]

MODIFIERS

Other factors may adjust the target's Armor Class on any given Combat Round.

Dexterity

A character with a very low dexterity score is an easier target while one with a very high dexterity score is a more difficult target.

Dexterity Score	AC
Dexterity 1-2	+5 [-5]
Dexterity 3	+4 [-4]
Dexterity 4	+3 [-3]
Dexterity 5	+2 [-2]
Dexterity 6	+1 [-1]
Dexterity 15	-1 [+1]
Dexterity 16	-2 [+2]
Dexterity 17	-3 [+3]
Dexterity 18-20	-4 [+4]
Dexterity 21-22	-5 [+5]

PARRYING/DODGING

A combatant may forego any other action and instead focus on fighting defensively.

A combatant that chooses to parry or dodge may add half their current career level rounded up to their Armor Class until the beginning of their next turn. Warriors and Scouts may modify their AC by an additional -3 [+3] at levels 1-4 and -4 [+4] at higher levels.

BACKSTABBING

Any combatant that is able to make a successful opposed Move Silently skill check against their opponent in the combat round immediately prior to their attack may add +2 to their attack roll against that combatant. If the attack is successful, the damage is doubled. Rogues may instead add +4 to their attack roll against that combatant and may triple or quadruple this damage at higher levels.

UNARMED COMBAT

Unarmed attacks, using the attacker's bare fists, open hands, or feet, inflict 1d4 non-lethal damage plus any applicable modifier from Strength.

An opponent reduced to zero hit points by an unarmed attack must make a d00 roll vs. the opponent's System Shock value. If the roll is a failure, i.e. greater than the opponent's System Shock value, the opponent is knocked unconscious for 1d10 rounds. If the roll a success, i.e. equal to or lesser than the opponent's System Shock value, the opponent instead has 1 hit point.

BLUDGEONING

Attacks made with blunt or bludgeoning weapons such as clubs, bats, rifle butts, pistol grips, sword pommels, etc. are made at a -4 penalty. Damage is applied normally but the opponent must make an immediate d00 roll vs. half the opponent's System Shock value. If the roll is a failure, i.e. greater than half the opponent's System Shock value, the opponent is knocked unconscious for 1d10 rounds. If the roll is a success, i.e. equal to or lesser than half the opponent's System Shock value, the opponent instead has 1 hit point.

MELEE COMBAT

Melee combat occurs when a combatant attempts to touch, strike, or cause injury to an opponent by using a hand-held item or weapon such as a heavy rock, club, sharpened stick, knife, sword, axe, or spear.

MELEE WEAPONS

Weapon	Reach	Damage
Knife	3 ft.	1d3
Dagger	3 ft.	1d4
Club, Bottle, heavy rock, etc.	3 ft.	1d4
Mono-knife	3 ft.	1d6
Cutlass	6 ft.	1d6
Sword	6 ft.	1d8
Mono-sword	6 ft.	1d10
Spear, Pole arm	9 ft.	1d10

REACH

The reach listed for all melee weapons refers to the reach of the weapon away from the attacker's body. Any opponent that enters this radius is subject to attack by that weapon. Note that any combatant with a weapon possessing a long reach, such as a spear or pole-arm, may opt to keep their distance from opponents armed with weapons of lesser reach. However, weapons with a long reach prove ineffective close quarters or tight spaces.

DAMAGE

A successful strike against a target with a melee weapon results in injury to the target.

The combatant's player determines the amount of rolls the damage die indicated for the weapon plus any modifiers from a high or low Strength score. The result is subtracted from the target's current hit points.

RANGED COMBAT

Ranged combat occurs whenever a combatant projects an energy or object at a target from a distance. Examples include throwing a rock or grenade, discharging a firearm, releasing a crossbow quarrel, or loosing an arrow from a bow.

There are three primary factors that influence the outcome of a ranged attack - the range from the attacker to the target, the target's visibility, and the size of the target.

RANGE

Determine the distance from the attacker to the intended target. Compare this value to the maximum range listed for the weapon or attack. If the distance to the target is greater than the maximum range listed for the weapon or attack the attack automatically misses.

If the target is farther than one-half the maximum range of the weapon but nearer than the maximum range the target is at long range. Any attack made against a target at long range is made with -5 range penalty to the attack roll.

If the target is beyond one-quarter the maximum range but nearer than one-half the maximum range of the weapon or attack the target is within medium range. Any attack made against a target at medium range is made with -2 range penalty to the attack roll.

If the target is nearer than one-quarter the maximum range of the weapon or attack the target is in close range. Any attack made against a target at close range is made with no range penalty to the attack roll.

COVER AND CONCEALMENT

A target standing behind a wall or column, hiding behind a fallen tree, or other type of hard obstruction can benefit from cover. Likewise foliage or poor lighting may make it difficult to strike an opponent.

Cover and Concealment	AC
Partial cover (covers one arm or up to knees)	-2
Half cover (covers half body or up to waist)	-4
Heavy cover (covers all but one arm or up to shoulders)	-7
Total cover (peeking around corner)	-10
Light concealment (light foliage)	-1
Medium concealment (medium foliage)	-2
Heavy concealment (dense foliage)	-3
Total concealment (completely hidden)	-4
Dim Light	-2
Darkness	-4

TARGET SIZE

A large target is easier to hit while a small target is more difficult to hit. The modifiers for size are usually already factored into the target's Armor Class so no additional bonus or penalty need be applied.

RANGED WEAPONS

Weapon	Maximum Range	Damage	Rate of Fire	Shots
Needle Gun	300 ft	1d3	3	20
Bolt Gun	400 ft	1d4	2	10
Laser Gun	800 ft	1d8	3/2	7
Rocket Pistol	400 ft	1d10	2	5
Microwave Gun	400 ft	1d10	2	10
Laser Rifle	3000 ft	1d12	1	14
Heat Gun	60 ft	2d6	1	7
Rocket Rifle	2000 ft	2d8	1	10
Sonic Stunner	40 ft	special	1	14
Martian Crossbow	200 ft	1d4 or 1d8	1	10
Venusian Battle-Staff	400 ft	1d6	1	10

DAMAGE

Ranged weapons inflict the damage listed for the weapon against the target. No bonuses or penalties are applied for the attacker's Strength or Dexterity.

The damage for a martian crossbow is variable and depends on the type of ammunition used.

The damage for a sonic stunner is listed as "special" because it does not cause the target to lose hit points. The target of a sonic stunner must win a saving throw against paralyzation or fall unconscious.

RATE OF FIRE

A weapon can be used a number of times in a combat round equal to its rate of fire. A weapon with a rate of fire equal to 1 can be used once per round. A weapon with a rate of fire of 2 can be used twice a round. A weapon with a rate of fire of 3/2 can be used three times in one round but only twice in the subsequent round. A weapon with a rate of fire of 1/2 can be used once every other round.

SHOTS

A weapon's "shots" indicates how many times the weapon can be used before it must be reloaded. Reloading a weapon takes one entire round.

THROWN WEAPONS

Generally speaking, an attacker can throw an object weighing five pounds or less in earth gravity a maximum distance equal to their Strength x 5 feet with a minimum of 30 feet and a maximum of 100 feet. The maximum distance is halved for every additional five pounds of weight. The maximum distance an attacker can throw a weapon represents its maximum range. The standard range penalties for ranged attacks then apply to thrown weapons.

Objects such as balanced knives and hand grenades which are designed to be thrown suffer no penalty for awkward shape. Other objects not designed to be thrown suffer a -4 penalty to the attack roll.

GRENADES AND EXPLOSIVES

Thrown explosives and hand grenades do not need to make direct contact with their intended target to damage them. Instead explosives are thrown at a stationary point on the ground. The effective Armor Class of the target zone is AC 6 [14]. If the attack misses, the grenade or explosive missed the intended target zone and has landed nearby. Roll 1d4 to determine the direction from the intended target zone and 2d20 to determine how many feet the grenade rolled or bounced in that direction before the grenade exploded.

Hand grenades and explosives explode, damaging everything within its blast radius.

BLAST RADIUS IN FEET

Explosive Grenade	10 feet
Stun grenade	15 feet
Dazzle grenade	15 feet
Gas grenade	20 feet

Any creature within five feet of an explosive grenade when it explodes takes 4d10 damage. Any creature more than five feet away from the grenade but still within its blast radius take half damage with a successful saving throw vs. explosion but take full damage on a failed saving throw.

HEAVY WEAPONS

Heavy weapons are simply ranged weapons that are too heavy to operate without a tripod, weapon mount, or otherwise bracing the weapon on some kind of support.

Heavy Weapon	Maximum Range	Damage	Rate of Fire
Grenade Launcher	200 ft	By grenade	1/2
Plasma Thrower	400 ft	4d10	1/2
Rocket Launcher	1000 ft	5d10	1/2

Human Saving Throw Modifiers

	Explosion/ Plasma	Electrical Shock	Paralysis/ Stun/Fall	Toxic/Gas/ Poison/ Disease	Suffocation	Radiation	Heat	Cold
Lunarian	+0	+0	+0	-1	+2	+2	-1	-1
Martian	+0	+0	-1	+0	+1	+1	-1	+1
Mercurian	+0	+0	+1	+0	+1	+3	+4	-3
Terran	+0	+0	+1	+0	+0	+0	+0	+0
Venusian	+0	+1	+1	+3	-2	+1	+3	-2

Genomorph Saving Throw Modifiers

	Explosion/ Plasma	Electrical Shock	Paralysis/ Stun/Fall	Toxic/Gas/ Poison/ Disease	Suffocation	Radiation	Heat	Cold
Aquatic	+2	+1	+3	+1	+4	+1	-4	+2
Battler	+4	+3	+3	+3	+1	+2	+2	+2
Brute	+0	+0	+3	+0	+0	+0	+0	+0
Cloud-walker	-2	+2	+0	+4	-4	+1	+0	+3
Gremlin	-3	-2	+0	-1	+0	+0	+0	+0
Sauroid	+2	+3	+2	+4	-4	+1	+6	-6
Tigrhi	+1	+1	+2	+0	+2	+2	-3	+4
Void-born	+0	+3	+5	+4	*	+4	+5	+5

* Void-born are immune to suffocation.

Saving Throws

A Saving Throw allows your character to avoid or mitigate a potentially dangerous event or environment. The Saving Throw represents the character ducking for cover, holding their breath, closing their eyes, covering their head, etc.

You make a Saving Throw by rolling a d20 die and comparing the result to a target number for the specific situation. The target number can be modified up or down depending on the character's human or genomorph type and career level.

Explosion/Plasma	14
Electrical Shock	13
Paralysis/Stun/Fall	15
Toxic Atmosphere/Gas/Poison/Disease	14
Suffocation	16
Radiation	13
Extremes of Heat or Cold	13

If the d20 roll is higher than the target number the character was able to avoid or mitigate the effect of the dangerous event.

Saving Throw Priority

When a character is exposed to multiple effects that might each require their own separate saving throw, the saving throws must be made in descending order of importance according to the following table:

1. Explosion/Plasma
2. Electrical Shock
3. Paralysis/Stun/Fall
4. Toxic Atmosphere/Gas/Poison/Disease
5. Suffocation
6. Radiation
7. Heat
8. Cold

OPTIONAL RULE: SAVE VS. 20

Instead of keeping track of the variable difficulties for each saving throw, the gamemaster could set the difficulty for all Saving Throws at 20. This requires an adjustment to the modifiers for each type of human and genomorph. Using this system, whenever the gamemaster calls for a saving throw, the player simply adds their modifier for the type of saving throw to the d20 roll. If the result is 20 or more, the saving throw is a success - the character was able to avoid or mitigate the effect of the dangerous event.

HUMAN SAVING THROW MODIFIERS FOR SAVE VS. 20

Humans	Explosion/ Plasma	Electrical Shock	Paralysis/ Stun/Fall	Toxic/Gas/ Poison/ Disease	Suffocation	Radiation	Heat	Cold
Lunarian	+6	+7	+5	+5	+6	+9	+6	+6
Martian	+6	+7	+4	+6	+5	+8	+6	+8
Mercurian	+6	+7	+6	+6	+5	+10	+11	+4
Terran	+6	+7	+6	+6	+4	+7	+7	+7
Venusian	+6	+6	+6	+9	+2	+8	+10	+5

GENOFORM SAVING THROW MODIFIERS FOR SAVE VS. 20

Genomorphs	Explosion/ Plasma	Electrical Shock	Paralysis/ Stun/Fall	Toxic/Gas/ Poison/ Disease	Suffocation	Radiation	Heat	Cold
Aquatic	+8	+8	+8	+7	+8	+8	+3	+9
Battler	+10	+10	+8	+9	+5	+9	+9	+9
Brute	+6	+7	+8	+6	+4	+7	+7	+7
Cloud-walker	+4	+9	+5	+10	+0	+8	+7	+10
Gremlin	+3	+5	+5	+5	+4	+7	+7	+7
Sauroid	+8	+10	+7	+10	+0	+8	+13	+1
Tigrhi	+7	+8	+7	+6	+6	+9	+4	+11
Void-born	+6	+10	+10	+10	NA*	+11	+12	+12

DAMAGE AND MORTALITY

A life of conflict and adventure goes hand in hand with injury and trauma. A character's capacity to endure injury and trauma is represented by their hit points. Hit points are a general measure of a character's ability to take abuse and keep fighting.

DYING

A character reduced to zero hit points from damage has died from their injuries.

LIFE SUSPENSION

Dead characters can be revived by a medic with the proper skills if they are placed within a high tech life suspension device within five rounds of being reduced to zero hit points.

HEALING

A character that receives no medical treatment for their wounds will heal 1d3 hit points a day by simply resting and recuperating.

Medical treatment by a trained professional might heal 1d8 points (treat light wound, minimum medic skill +20), 2d8+1 hit points (treat serious wound, minimum medic skill +30), or 3d8+3 (treat critical wound, minimum medic skill +40).

Space Travel

The world of **Overlords of Dimension-25** posits a future where mankind has explored and colonized the far reaches of the solar system using rocketships. Rocketships in **Overlords of Dimension-25** are as ubiquitous and commonplace as commercial and military jet aircraft in our current world. Commercial rockets carry goods, cargo, and passengers to and from each planet and orbital habitat of the solar system on a daily basis. Indeed, rocketships have become a standard implement in the arsenals of war possessed by the various states and factions of this future time.

Worlds of the Solar System

Mercury

Mercury is a dead airless world. A handful of domed surface cities constructed at or near the poles serve as ports for cargo spaceships. The interior of Mercury is riddled with a network of artificial warrens, tunnels, and caverns. The native Mercurians are squat humanoids that have been genetically modified to live and work within the cramped confines of sub-surface mines and caverns. Mercurians mine the world's core for metals. The metals are refined in massive underground cities before being transported to the domed spaceports on the surface to be shipped to factories on Luna and Mars.

Venus

Venus is a warm humid world dominated by three two continental plateaus – Ishtar and Aphrodite. The highland plateaus are covered in sparse forests of dense hardy trees that resist the high winds that constantly scour the upper atmosphere.

The lowlands are perpetually shrouded in yellow acid fog and rain. The dark forests of the lowlands are filled with swamps of acidic water, forests of strange crystal trees, and a dense mat of acid-resistant moss and lichens. The two biomes are separated by a dense layer of yellow cloud.

The mountains of Venus are populated by domed cities occupied by colonists that are able to survive the harsh environment and atmosphere. These so-called "Highlanders" are golden-skinned humans with an advanced society that values culture, art, and scholarship.

The lowlands are home to hulking reptilian genomorphs known as Sauroids. Sauroids extract mineral resources and perform much of the industry of Venus and are exploited by the Highlanders.

Venus is also home to several contra-gravity cities that hover in the upper atmosphere and serve as ports for visiting rocketships.

Earth

For millennia Earth reigned as the focal point of a vast and decadent interplanetary hegemony known as the Terran Empire.

Five hundred years ago, the predecessor of the ARES Consortium conquered Earth after a catastrophic war that destroyed most of its cities and infrastructure. To this day, Earth remains a desolate wasteland covered in ruined cities, strip mines, industrial complexes, and toxic deserts.

Officially, Earth is governed by the Unified Earth Administration, or UEA, a puppet regime controlled by the ARES Consortium. The UEA administers the domed cities and space ports in which much of Earth's remaining population resides. Outside the domed cities, small tribes of nomadic scavengers and raiders travel the wasteland eking out a meager survival.

The Earth Resistance occupies a series of secret subterranean bunker cities called "Orgs".

Luna

Terra's sole moon is a lifeless world covered by a thin barely breathable atmosphere. It is home to several large domed surface port-cities as well as hundreds of massive underground factory-cities. The native Selenites are thin hairless humanoids. The Lunar Union maintains its independence from the ARES Consortium via trade arrangements and a powerful military.

Mars

With the fall of the Terran Empire 500 years ago, the planet Mars has become the dominant military and economic power of the Solar system of Dimension-25. Mars is a cold world with large shallow seas and mountainous red deserts. The pyramid-shaped Martian cities are governed by the powerful ARES Consortium and ruled by a cadre of elite immortal grey-skinned cyborgs aristocrats. The deserts are home to tribes of cat-like nomads called tigrhi while the mountains shelter tribes of xenophobic insectoids.

The Asteroid Bottle-Worlds and Vivaria

Nine of the largest asteroids orbiting the sun are hollow shells. These shells are filled with either densely populated cities called "bottle-cities" or thriving biological ecosystems called "Vivaria".

Vesta is a 310 mile diameter ARES Consortium military base bottle-city with a population of 7 to 10 thousand.

Fortuna is a 135 mile diameter independent research station and deep-space factory bottle-city controlled by the Fortuna Corporation with a population of 5 thousand. Although the Fortuna factory is independent of any planetary government, it is generally allied with the ARES Consortium.

Ceres is a 663 mile diameter bottle-city with a population of 20 thousand. Ceres is administered by and is headquarters for the Trade Confederation.

Ceres is a massive factory, space-ship construction and repair yard, and way station for miners exploring the moons and asteroids of the outer Solar system. The bottle-city is protected by a mysterious super-weapon that has destroyed all attempts to conquer or destroy it.

Pallas is a 335 mile diameter terrarium of 7 thousand monks who live an isolated self-sufficient existence of religious contemplation and meditation.

Psyche is a 127 mile diameter independent space-ship construction and repair bottle-city.

Juno is a 145 mile diameter space-ship construction bottle-city and ARES Consortium military base.

Hygeia is a 254 mile diameter space-ship construction independent bottle-city that specializes in the manufacture of civilian habitats.

Aurora is a 136 mile diameter Trade Confederation bottle-city that is also called the "Pleasure Dome" for its many casinos, brothels, and sports arenas.

Thule is a 100 mile diameter bottle-city that serves as a deep-space prison for the ARES Consortium.

JUPITER

Jupiter is a massive ocean world lashed by constant hurricanes. The native Jovians are intelligent cephalopods that live in aquatic cities deep beneath the turbulent waves. The ARES Consortium maintains several domed cities and space ports mounted on giant pillars above the ocean-world's surface.

Several of the moons of Jupiter are inhabitable and are home to diverse ecologies and intelligent species.

Thebe is a 45 mile diameter factory bottle-city controlled by the Trade Confederation

Io is a hot volcanic world with a small population of around 9 thousand Ioans. The native Ioans are protected by a hard outer shell of silicates that protects them from the extreme heat. The inhospitable environment and small population of Io has allowed it to remain neutral.

Europa is a cold world of icy seas filled with massive icebergs. The native Europans are intelligent aquatic mammals who live a nomadic tribal existence. All of the major political factions and corporations maintain water-extraction factories on Europa and the moon has been the site of many underwater battles.

Ganymede, like Europa, is a cold world of icy seas. However, Ganymede's seas are completely covered by a thick shell of ice and rock. Ganymede is inhabited by a race of humanoid fish known as Ganymoids. All of the major political factions and corporations maintain water-extraction factories on Ganymede and the moon has been the site of many territorial battles on the surface.

Callisto is a cold mountainous world that is home to a primitive society of white-furred simians with long curving horns. Callisto is home to a handful of domed cities occupied by wealthy humans from throughout the Solar system.

Sinope is a 30 mile diameter bottle city that is home to the Solar Syndicate, a secret society of space pirates, smugglers, and raiders that has become the de-facto government of some of the least desirable corners of the Solar system.

SATURN

The orange clouds of the ringed planet of Saturn is home to the floating contra-gravity cities occupied by leathery-winged cloud-walkers.

Titan is where the ARES Consortium extracts much of its rocket fuel and the surface of the world is covered in drilling platforms and refineries. The many lakes of Titan are filled with toxic waste and the atmosphere is so polluted that it is nearly impossible to breathe.

URANUS

The planet Uranus is covered in bogs, forests, and mountains shrouded in cool white mist and fog. The native Uranians are a race of large intelligent arachnids.

NEPTUNE

Neptune is a twilit world covered in an ocean of viscous slime. The native Neptunians are intelligent amorphous blobs.

PLUTO

The tiny dark world of Pluto is covered in ice and rock. It is a dead world with no known native life forms. Pluto is home to gigantic black pyramids constructed millions of years ago by an ancient alien race. These structures are massive necropolises housing the remains of these strange creatures held in temporal stasis. Direct observation of these bizarre alien entities have been known to induce madness. It is said that the halls and chambers of these dark sepulchers are haunted by the psychic memories of these otherworldly intelligences which are capable of animating or controlling biological matter.

Charon is the largest of Pluto's satellites. It is an orb of dark basalt that absorbs the life energy of any being caught in its gravity well. It is wisely avoided by all intelligent travelers.

SPACEPORTS

Spaceports are facilities from which rocketships may take off, land, and be refueled and serviced. A large spaceport is equipped with dozens of launch bays and features amenities such as hotels, restaurants, shops, and countless services. All spaceports feature a control tower that communicate with pilots to coordinate take-offs and landings.

CLASS A

Class-A spaceports provide the best services and amenities. Class-A spaceports have facilities for rocketship construction, modification, and repair as well as any service or amenity a rocketship crew may require.

CLASS B

Class-B spaceports have facilities for standard repairs and replacements. A class-B spaceport will have a needed replacement part on hand only 75 percent of the time. If the needed part is unavailable, it can be ordered and delivered in 1d6 days. Class-B spaceports have basic amenities and services.

CLASS C

Class-C spaceports provide facilities suitable for making basic refueling and repairs to a rocketship but systems cannot be replaced. Class-C spaceports offer few, if any, services or amenities.

Travel Times

The planets and major asteroids of the Solar system are in constant motion as they orbit the sun and their positions relative to each other change throughout the Earth year. The original game provided a map of the inner solar system with the location of the planets on January 1st, 2456. The gamemaster then kept track of the position of each planet and asteroid as time progressed within the game, moving the marker for each planet each game month. Players then used a ruler to measure the distance between their starting location and their destination to determine travel times at different rates of acceleration/deceleration.

In lieu of that system, this document provides a gazetteer of each major planet, moon, and asteroid with the distance in millions of miles at closest approach, when the two bodies would be closest to each other, and farthest approach, when the two bodies would be on opposite sides of the sun. The table below then provides the travel time in hours or days at constant acceleration and deceleration. The intention is to provide the gamemaster a rough idea of how far apart the planets and asteroids might be in order to decide upon a reasonable distance when necessary.

These travel times are rough estimates. They do not take into account such factors as cutting acceleration or deceleration and drifting during the journey, the sun's gravity, using the gravity of a third planet for a free velocity boost, orbital mechanics, etc. Such complex factors are beyond the scope of this document. Also note that when two planets are at their farthest distance, the sun is directly between them, so any journey would have to account for steering clear of the massive stellar object blocking the way.

Travel times are given for different rates of acceleration. A rate of acceleration/deceleration of 1g is standard and costs 10 hit points of fuel per day. A rate of acceleration/deceleration of 2g costs 20 hit points of fuel per day while 3g costs 40 hit points of fuel per day.

In addition to travel times, the table below also provides the communication delay encountered when sending a radio signal from one planet to another planet. For example, a radio message sent from Earth to Mercury at their closest approach would take 5 minutes to arrive at Mercury. It would then take another 5 minutes to receive the response.

Of course, technically, no radio message can be sent between two planets or asteroids at their farthest distance because the bodies would be occluded by the sun. Radio messages would have to be relayed through a third planet or a communication satellite.

Freefall and Simulated Gravity

Characters in rocketships or space stations that are in orbit around a planetary body or are in transit but neither accelerating or decelerating experience freefall or zero-gravity. Prolonged exposure to freefall has a detrimental effect on the body. Any character in freefall will lose one point of Strength and one point of Constitution after thirty days. Longer exposure results in the lost of another point of Strength and Constitution after sixty additional days, then another after ninety additional days, and so on. A character reduced to 2 Strength or 2 Constitution from freefall will become incapacitated should they experience gravity or simulated gravity.

To counteract this, rocketships accelerate at a constant rate equivalent to 1G or the gravity of Earth. This constant acceleration creates the sensation of gravity on the decks of the rocketship. At the mid-way point the rocketship turns around and decelerates at the same rate as they near their destination.

Space stations and orbital habitats achieve simulated gravity by using spin rotation. The constant spin forces any character in contact with the inner or outer surface of the station away from the center of spin, creating a sense of gravity. The effect of the simulated gravity decreases as one approaches the center of spin, as does the disorienting sense of vertigo.

People who are exposed to freefall for extended periods of time are able to counteract the effects by taking gravity treatment drugs which reduce bone and muscle loss.

DISTANCE AND TIME DELAY

	Distance (Millions of miles)	Travel Time			Communication Delay
		1g	2g	3g	
Earth to Luna	0.25	3.6 hours	2.5 hours	2.1 hours	1.3 seconds
Earth (or Luna) to Mercury					
Closest approach	55.8	2.2 days	1.6 days	1.3 days	5 minutes
Farthest distance	130.2	3.4 days	2.4 days	2 days	11.6 minutes
Earth (or Luna) to Venus					
Closest approach	27.9	1.6 days	1.1 days	21.7 hours	2.5 minutes
Farthest distance	158.1	3.7 days	2.6 days	2.2 days	14.1 minutes
Earth (or Luna) to Mars					
Closest approach	48.8	2.1 days	1.5 days	1.2 days	4.4 minutes
Farthest distance	234.8	4.5 days	3.2 days	2.6 days	21 minutes
Earth (or Luna) to Vesta					
Closest approach	120.9	3.3 days	2.3 days	1.9 days	10.8 minutes
Farthest distance	306.9	5.2 days	3.7 days	3 days	27.5 minutes
Earth (or Luna) to Ceres, Pallas, or Juno					
Closest approach	167.4	3.8 days	2.7 days	2.2 days	15 minutes
Farthest distance	353.4	5.6 days	3.9 days	3.2 days	31.6 minutes
Earth (or Luna) to Hygeia or Aurora					
Closest approach	199.95	4.2 days	3 days	2.4 days	17.9 minutes
Farthest distance	385.95	5.8 days	4.1 days	3.4 days	34.5 minutes
Mercury to Vesta					
Closest approach	176.7	3.9 days	2.8 days	2.3 days	15.8 minutes
Farthest distance	251.1	4.7 days	3.3 days	2.7 days	22.5 minutes
Mercury to Ceres, Pallas, or Juno					
Closest approach	223.2	4.4 days	3.1 days	2.6 days	20 minutes
Farthest distance	297.6	5.1 days	3.6 days	3 days	26.6 minutes
Mercury to Hygeia or Aurora					
Closest approach	255.7	4.7 days	3.4 days	2.7 days	22.9 minutes
Farthest distance	358.05	5.6 days	4 days	3.2 days	32 minutes
Venus to Mercury					
Closest approach	27.9	1.6 days	1.1 days	21.7 hours	2.5 minutes
Farthest distance	102.3	3 days	2.1 days	1.7 days	9.2 minutes
Venus to Vesta					
Closest approach	148.8	3.6 days	2.6 days	2.1 days	13.3 minutes
Farthest distance	279	5 days	3.5 days	2.9 days	25 minutes
Venus to Ceres, Pallas, or Juno					
Closest approach	195.3	4.1 days	2.9 days	2.4 days	17.5 minutes
Farthest distance	325.5	5.3 days	3.8 days	3.1 days	29.1 minutes
Venus to Hygeia or Aurora					
Closest approach	227.8	4.5 days	3.2 days	2.6 days	20.4 minutes
Farthest distance	358.05	5.6 days	4 days	3.2 days	32 minutes
Mars to Mercury					
Closest approach	104.6	3 days	2.1 days	1.8 days	9.4 minutes
Farthest distance	179	4 days	2.8 days	2.3 days	16 minutes
Mars to Venus					
Closest approach	76.7	2.6 days	1.8 days	1.5 days	6.9 minutes
Farthest distance	206.9	4.3 days	3 days	2.5 days	18.5 minutes

DISTANCE AND TIME DELAY (CONTINUED)

	Distance (Millions of miles)	Travel Time			Communication Delay
		1g	2g	3g	
Mars to Vesta					
Closest approach	72.07	2.5 days	1.8 days	1.5 days	6.4 minutes
Farthest distance	355.7	5.6 days	4 days	3.2 days	31.8 minutes
Mars to Ceres, Pallas, or Juno					
Closest approach	118.57	3.2 days	2.3 days	1.9 days	10.6 minutes
Farthest distance	402.2	5.9 days	4.2 days	3.4 days	36 minutes
Mars to Hygeia or Aurora					
Closest approach	151.12	3.6 days	2.6 days	2.1 days	13.5 minutes
Farthest distance	434.77	6.2 days	4.4 days	3.6 days	38.9 minutes
Vesta to Ceres, Pallas, or Juno					
Closest approach	46.5	2 days	1.4 days	1.2 days	4.2 minutes
Farthest distance	474.3	6.5 days	4.6 days	3.7 days	42.4 minutes
Vesta to Hygeia or Aurora					
Closest approach	75.8	2.6 days	1.8 days	1.5 days	6.8 minutes
Farthest distance	506.85	6.7 days	4.7 days	3.9 days	45.3 minutes
Ceres, Pallas, or Juno to Hygeia or Aurora					
Closest approach	32.55	1.7 days	1.2 days	23.4 hours	2.9 minutes
Farthest distance	553.35	7 days	4.9 days	4 days	49.5 minutes

ROCKETSHIPS

The exploration and colonization of the solar system is possible through the use of rocketships. rocketships range in size from small short-range craft to massive warships the size of skyscrapers in space.

In general Rocketships are capable of planetary, orbital, and/or interplanetary space travel.

Rocketships capable of planetary space travel use chemical rockets to take off from a planet's surface, accelerate to a velocity sufficient to maintain an orbit around that planet, and/or decelerate while in orbit to a point where the spacecraft may descend and land safely on the planet. Taking off and landing from orbit is a maneuver that typically takes an hour each way. Fighters and shuttles are typically only capable of planetary space travel while the largest warships are incapable of planetary take off or landing.

Orbital space travel also allows spacecraft that are already in orbit around a planet to accelerate to a higher orbit, decelerate to a lower orbit, or travel to nearby moons or other destinations orbiting the same planet. Orbital maneuvers take hours to perform while travel to destinations within the same planetary system might take several days. All spacecraft are capable of orbital space travel.

Interplanetary space travel can be performed by rocketships equipped with powerful energy reactors. Such rocketships are capable of producing tremendous thrust for prolonged periods of time. Interplanetary rocketships are able to transit from one planet to another in days or weeks.

ROCKETSHIP SYSTEMS

All rocketships are defined by the following compartmentalized systems.

SENSORS

A rocketship's sensors are sensitive electronic instruments that detect electromagnetic radiation emitted from or reflected by other rocketships.

CONTROLS

A rocketship's control systems allow the pilot to navigate the vessels across the vast expanse of interplanetary space. Pilots combine complex mathematical computational instruments with delicate maneuvering and thruster controls to calculate courses and maneuver their vessels with precision.

LIFE SUPPORT

A rocketship is a sealed environment in the vacuum of space. A rocketship's life support systems deliver air to its inhabitants and remove dangerous waste gases such as carbon dioxide. Life support systems provide heat and cooling to maintain a habitable temperature within the vessel as well as shielding and insulation to protect its inhabitants from dangerous solar radiation. Life support systems also include basic sustenance in the form of food and water as well as biological waste storage and processing.

FUEL

A rocketship's fuel system stores and distributes the volatile chemicals that are used by the rocketship's engines to propel the vessel through space. A vessel might store multiple types of fuel depending on the needs of the various types of thrusters employed by the vessel.

ENGINES

A rocketship's engine system creates thrust by accelerating the vessel's chemical fuel, also called "reaction mass", at high velocity away from the vessel. This high energy thrust propels the vessel through space. A vessel's engines system includes its primary thrusters, smaller secondary thrusters, and a network of maneuvering thrusters distributed around the vessel.

Larger rocketships are equipped with powerful energy reactors that boost the performance of a rocketship's chemical rockets. The enhanced thrust allows rocketships to travel between planets at high rates of constant acceleration and deceleration.

ROCKETSHIP CLASSIFICATION

Rocketships are classified by their size and function.

FIGHTERS

Fighters are small short-range craft designed for speed and maneuverability. They are typically designed to intercept and destroy other fighter craft though specialized fighters may be equipped with more powerful munitions designed to damage or destroy larger craft or installations. Their short range and emphasis on speed and maneuverability mean that fighters are rarely designed for more than one or two crew members and rarely exceed 100 feet in length.

CRUISERS

Cruisers are medium sized combat spacecraft, typically 50 to 200 feet in length, with a cylindrical hull. Cruisers are the smallest craft designed to take off from a planet's surface, travel to another planet, and land on that planet's surface. Most cruisers are designed with cramped utilitarian multi-purpose cabins for a small crew.

SHUTTLES

Shuttles are short-range utilitarian all-purpose craft meant to ferry passengers from the surface of a world to orbit and back or to and from different locations in a planet's orbit. They possess few amenities and are not designed for long-term habitation.

WARSHIPS

Warships are massive long-range spacecraft designed to engage enemy forces with heavy munitions, fighter craft, armored vehicles, and combat infantry. The smallest warships are over a thousand feet long with accommodations for more than 200. The largest warships measure over two miles in length and boast a crew of thousands. Because of their size and mass, warships are incapable of landing on a planet or performing complicated maneuvers.

A battle fleet might contain one or two warships accompanied by 10-12 cruisers, shuttles for landing troops on the surface, and as many as 50 fighters.

TRANSPORTS

Transports are specialized cruisers that sacrifice armament for cargo space. Like cruisers, transports are capable of planetary take-off and landing and possess sufficient range for interplanetary travel.

FREIGHTERS

Freighters are small multi-purpose spacecraft that combine the speed and armament of a cruiser with the utility and cargo space of a transport. Essentially, they are small well-armed cruisers.

SHIP CONSTRUCTION

Players and game masters may use the following rules for determine the statistics, capabilities, and cost of custom rocketships.

TONNAGE

The first and most important design factor of any rocketship is its mass. How big is it?

Type	Tonnage
Fighter	10-20
Shuttle	20-30
Scout Cruiser	20-50
Light Freighter	30-50
Heavy Freighter	55-80
Medium Cruiser	55-200
Light Transport	80-200
Heavy Transport	205-350
Large Cruiser	205-500
Space Liner	500-800
Warship	1,000-5,000

Length and Width

The length of a rocketship in feet is equal to its tonnage times 2.

The width of a rocketship in feet is equal to its tonnage times 2.

OPTIONAL RULE - ALTERNATIVE TONNAGE

For a more realistic but more complex alternative to the values above, consider the tonnage as "Build Points" for determing cargo, speed, hit points, armor class, weapons, length and width as normal. Once the rocketship is constructed, the actual mass of the rocketship is one-half the original tonnage squared.

Type	Original Tonnage	Actual Mass
Fighter	10-20	25-100
Shuttle	20-30	100-225
Scout Cruiser	20-50	100-625
Light Freighter	30-50	225-625
Heavy Freighter	55-80	756-1,600
Medium Cruiser	55-200	756-10,000
Light Transport	80-200	16,00-10,000
Heavy Transport	205-350	10,056-30,625
Large Cruiser	205-500	10,056-62,500
Space Liner	500-800	62,500-160,000
Warship	1,000-5,000	250,000-6,250,000

CARGO

The available cargo space in a standard rocketship hull design is its tonnage divided by 2. Each ton of cargo space can occupy no more than 125 cubic feet - a cube five feet on each side. Thus a rocketship weighing 30 tons can carry 15 tons of cargo no larger than 1875 cubic feet - a cube 12 feet on each side.

Cargo space can be traded for weapons at a cost of 10 tons of cargo for one weapon space.

SPEED AND MANEUVERABILITY

The speed of a standard rocketship is rated from 1 to 5. The rating is not a measurement of actual velocity but is simply a relative measure. 5 is faster than 4 and 4 is faster than 3 so a rocketship with a speed of 5 will always escape or intercept a rocketship with a speed of 4.

A rocketship's maneuverability acts like a character's Dexterity characteristic in that it affects the rocketship's initiative and its Armor Class.

Assuming a standard rocketship hull design with standard power plant, a rocketship's speed and maneuverability will be determined by its tonnage.

Tonnage	Speed	Reaction Bonus	AC Defense Bonus
5-15	5	-2	-4 [+4]
20-45	4	-1	-2 [+2]
50-100	3	0	0 [+0]
105-200	2	0	+1 [-1]
205-500	1	-1	+2 [-2]
505+	1	+2	+3 [-3] or more

HIT POINTS

Each system in a rocketship has its own hit points based on the rocketship's overall tonnage.

- Hull = rocketship's tonnage x 4.
- Sensors/Communication = rocketship's tonnage x 1.
- Controls = rocketship's tonnage x 1
- Life Support = rocketship's tonnage x 2
- Fuel System = rocketship's tonnage x 3
- Engine = rocketship's tonnage x 3

When a rocketship is damaged in a fight or dangerous maneuver, the damage is subtracted from one or more of the rocketship's systems. That system ceases to function when its hit points are depleted.

ARMOR CLASS

There are four classifications of a rocketship's Armor Class.

- AC 8 [12] represents civilian armor. It is common on transports, freighters, shuttles, and civilian cruisers.
- AC 6 [14] represents military armor. It is standard on fighters and military cruisers.
- AC 4 [16] represents heavy military armor. It is only found on spacecraft heavier than 100 tons.
- AC 0 [20] represents battle-class armor. It is found only on warships.

WEAPONS

A standard rocketship hull design has a number of weapon spaces equal to its tonnage divided by 10. Some weapons occupy more than one space. A rocketship can also trade ten tons of cargo space for an extra weapon space or vice versa.

Weapon Type	Spaces
Beam Laser	1
Pulse Laser	2
Gyrocannon	1
Missile Mount	1
Heavy Missile Mount	2
Super-heavy Missile	5
Light Acceleration Gun	1
Heavy Acceleration Gun	2

BUYING A SHIP

The cost of a rocketship depends on its age and condition.

GOOD CONDITION

The vessel is well maintained. All of its systems are fully functional and none of the systems are missing any hit points. The cost of a standard rocketship in good condition is its tonnage multiplied by 10,000 credits.

POOR CONDITION

Older vessels can be purchased at a discount. However, these older rocketships are often in need of repairs or replacements. The cost of an older rocketship is its tonnage multiplied by 5,000 credits.

However, after making the purchase the game master rolls a 1d10 for each system other than the hull to determine any flaws the system may possess.

SYSTEM FLAWS

Roll	Flaw
1-3	The system is in good repair
4-6	The system is damaged and is missing 25 percent of its maximum hit points.
7-9	The system is badly damaged and is missing 50 percent of its maximum hit points.
10	The system has zero hit points. It is inoperative and needs to be repaired or replaced

The game master then makes another 1d10 roll for the vessel's hull.

HULL FLAWS

Roll	Result
1-5	The hull integrity is sound and is missing no hit points.
6-10	The hull is damaged and is missing 25 percent of its maximum hit points.

NEW OR EXCELLENT CONDITION

The cost of a brand new rocketships or vessels that have been kept in excellent condition is its tonnage x 20,000 credits.

Each of the systems of all Brand new top of the line rocketships have 100 percent of their maximum hit points plus an additional 10 percent of their maximum hit points which serve as a temporary bonus. Once these temporary bonus hit points are depleted they will never return.

ARMOR

AC 8 [12] civilian armor, common for transports, freighters, shuttles, and civilian cruisers, comes standard and adds nothing to a rocketship's cost.

AC 6 [14] military armor, standard on fighters and military cruisers, adds an additional 20 percent to the rocketship's cost.

AC 4 [16] heavy military armor, found only on spacecraft heavier than 100 tons, adds an additional 40 percent to the rocketship's cost.

AC 0 [20] battle-class armor is found only on warships and adds an additional 100 percent to the rocketship's cost.

FINANCING

Borrowing money to purchase a rocketship requires a down-payment of 20 to 30 percent of the purchase price. The remaining balance, plus 10 to 20 percent fee, is divided into 60 payments which must be paid monthly.

For example, a rocketship that costs 300,000 credits requires a down payment of 60,000 credits. A 10 percent fee of 24,000 credits is added to the remaining 240,000 credits for a total of 264,000 credits. The remainder and fee is divided by 60 to determine the monthly payment of 4,400 credits.

Failure to pay the monthly payment results in the lending authority hiring agents to repossess the rocketship.

OPERATIONS

Rocketships are expensive machines to operate. Ongoing flight of a rocketship consumes fuel. Parts and repairs must be purchased. Regular maintenance must be performed. Even when a rocketship is resting in a space dock there are docking fees that have to be paid.

FUEL

A Rocketship's chemical fuel costs 20 credits per hit point of fuel.

Main reactors operate for five years before needing to be refurbished. Refurbishing the main reactor costs 1000 credits or more.

Fuel for interplanetary journeys is expended at a rate of 10 hit points per day at 1g or acceleration/deceleration, 20 hit points per day at 2 g, and 40 hit points per day at 3g.

PARTS AND REPAIRS

Any of a rocketship's systems are modular and can be replaced at a spacedock in 1d6+4 hours. Replacing a system requires an Average Repair skill check - Electrical for sensors, Mechanical for fuel system, etc. Repairing a rocketship's hull takes one hour per hit point repaired.

System	Cost
Sensor/ Communications Unit	4000-6000 (1d3+3 multiplied by 1000)
Controls Unit	3000-5000 (1d3+2 multiplied by 1000)
Life Support Module	7000-9000 (1d3+6 multiplied by 1000)
Fuel System	8000-10,000 (1d3+7 multiplied by 1000)
Main Reactor	20,000-40,000 (1d3+1 multiplied by 10,000)
Hull	100 per hit point repaired

SPACEPORT FEES

Owning a rocketship costs money even when it is sitting in dock.

Service	Fee
Class-A docking	200/day
Class-B docking	100/day
Class-C docking	50/day
Contract Pilot	200/hour
Towing to and from repair facility	100/hour
Local transportation by tube	2c/mile
Local transportation by flier	6/mile
Lodging	20-100/night
Meal	10-40

CARGO AND SUPPLIES

Each occupant of a rocketship requires five pounds of food and water per day. The supplies must be stored and accounted for in the vessel's cargo bay.

Other items, such as the personal effects of the crew and passengers, tools, weapons ammunition, spare parts, and vehicles must also be stored in the vessel's cargo bay.

> **OPTIONAL RULE - SUPPLY VOLUME**
> Five pounds of food and water occupy roughly 1 cubic foot of space.

SPACECRAFT WEAPONS

Weapons	Spaces	Cost	Reload Cost	Reload weight	Reload Volume*
Beam Laser	1	1000	0	0	0
Pulse Laser	2	1500	0	0	0
Gyrocannon	1	2000	100	400	6 cu ft
Missile Mount	1	2000	300	400	6 cu ft
Light Acceleration Gun	1	2500	900	1200	20 cu ft
Heavy Missile Mount	2	3000	1500	4000	64 cu ft
Heavy Acceleration Gun	2	5000	200	1500	24 cu ft
Super-heavy Missile	5	10,000	400	3000	48 cu ft

*Optional

SPACE COMBAT

COMBAT PROCEDURE

Combat between two or more rocketships is played out in deep space at ranges of hundreds or thousands of miles. To facilitate keeping track of position and range it helps to play out space combat on a map with a hexagonal grid. Each hex on the grid represents a distance of 50 miles. Miniatures, tokens, or other markers can be used to indicate the position and facing of each rocketship.

ROUNDS

Combat is played in rounds similar to character combat. On every round each rocketship will have the opportunity to perform one or more actions.

Beginning of each Round

At the beginning of each round each rocketship engaged in the combat rolls 1d10, modified by the reaction bonus of the rocketship, to determine their initiative score for that round.

Actions

Each rocketship then takes its turn in ascending order of initiative score. On its turn the crew of a rocketship may perform one or more actions. Possible actions include:

- Maneuvers
- Attacks

End of each Round

At the end of every round each player controlling a rocketship must check on the status of their rocketship.

1. The player must determine the speed and facing of their rocketship.
2. The player must subtract any damage taken from the hit points of affected systems.

MANEUVERS

A rocketship's pilot controls the vessel and causes it to perform maneuvers. Possible maneuvers include:

- Movement
- Turning
- Movement and Turning
- Special

Movement

A rocketship can continue moving in the same direction it was moving at the end of the previous round. Each hex of movement costs one of the rocketship's speed points. A rocketship with a speed of five can apply all five of its movement points towards moving in the same direction it was headed at the end of the last round. At the end of this round the rocketship will be facing the same direction.

Turning

A pilot can turn the rocketship so that it is facing a new direction at the end of the round. Each turn of one hex facing costs one of the rocketship's speed points. A rocketship with a speed of five can rotate three hex faces to point the opposite direction and have two points of speed left over.

Movement and Turning

A pilot can combine movement and turning into one action. For example, a rocketship with a speed of five can rotate two hex faces from its original heading and move forward three hexes.

Special

Pilots may attempt special maneuvers or perform dangerous stunts. Such maneuvers typically require a successful skill test as defined by the game master.

OPTIONAL RULE - HIGH-G TURNS

If the gamemaster wishes to simulate the effect of high-G turns on the occupants of a rocketship, every time the rocket pilot makes a turn, have everyone on board the rocketship make a special Saving Throw vs. Paralyzing/Stun/Falling. Replace the normal target number with the number of hex-facings turned multiplied by 5. On a failed save any character securely strapped into a seat becomes unconscious for 1 round per hex facing turned. On a failed save any character not secured will take 1d8 damage per hex facing turned as they go falling through the ship at multiple gravities. There is no effect on characters who make their saves.

For example, a rocketship makes a 1 hex facing turn. The void-born pilot is securely strapped in and makes a saving throw vs. 5. Void-born get +5 to any saving throw vs. Paralysis/Stun/Falling so the pilot is in good shape and doesn't have to roll the dice. The Terran engineer is not strapped in and Terrans only get +1 to any saving throw vs. Paralysis/Stun/Falling, so they'll have to roll a 4 or better on a d20.

On the next round, the same rocketship and crew is forced to make a 3 hex facing turn. The saving throw this time is 3x5 = 15. The void-born pilot must roll 10 or better on 1d20 and rolls a 7 + 5 = 12, a failed saving throw. The void-born pilot passes out from the G-forces for three rounds. The Terran engineer is not strapped in and rolls a 12 +1 =13. Also a failed saving throw. The engineer is thrown around the engineering deck at 3Gs for 3d8 damage, ultimately taking 21 points of damage!

ATTACK

During a rocketship's action, each of its gunners may fire a weapon at a target.

In order for a weapon to attack an enemy:

1. The weapon must be manned.
2. The weapon must not have already attacked an enemy this round.
3. The weapon must have ammunition.
4. The weapon must be operational and otherwise usable.

To determine if a weapon successfully attacks an enemy, the weapon's operator rolls 1d20, adds or subtracts any modifiers such as those from the weapon's accuracy, the operator's Dexterity, or situational modifiers such as visibility, and compares the result to the THAC0 for the character minus the Armor Class of the target rocketship. If the 1d20 is greater than the THAC0 minus Armor Class, the attacker has successfully caused damage to the target.

SPACE WEAPONS

Weapon	Range (hexes)	Shots	Damage	Hit Bonus
Beam Laser	6	na	10	+1
Pulse Laser	4	na	20	+0
Gyrocannon	4	50	10	+1
Missile Mount	6	4	40	+0
Heavy Missile Mount	6	4	60	-1
Super-heavy Missile Mount	4	6	100	-3
Light Acceleration Gun	2	15	20	-1
Heavy Acceleration Gun	2	10	30	-2

RANGE

Any attack made at range 1 or 2 is considered short range and is made with no penalty.

Any attack made at range 3 or 4 is considered medium range and is made with a -2 penalty.

Any attack made at range 5 or 6 is considered long range and is made with a -5 penalty.

The value listed for a weapon's range is the maximum range at which the weapon may attack a target.

SHOTS

How many times the weapon can be used before it must be reloaded.

DAMAGE

A weapon's damage is subtracted from the target's hit points on a successful attack.

HIT BONUS

A weapon's hit bonus is added to the attacker's attack roll when determining if an attack hits or misses.

LASERS

Laser weapons powerful direct beams of coherent electromagnetic energy, usually light, at a target. Such weapons burn through hulls and can vaporize internal components or chemical fuel. Beam lasers direct a continuous but beam towards a target while pulse lasers fire a short but powerful flash of laser energy. As a result beam lasers are less powerful but more accurate while pulse lasers sacrifice accuracy for destructive power.

GYROCANNONS

Gyrocannons fire hundreds of small self-propelled missiles, often guided, towards the target. The small projectiles penetrate the target's hull. Projectiles equipped with high explosive warheads are designed to explode after penetration.

MISSILES

Missiles are larger self-propelled projectiles, essentially kamikaze drones. Some missiles are designed to simply ram enemy targets and explode while others detonate near a target, blinding their sensors with powerful electromagnetic radiation, showering the target with smaller sub-munitions such as metal pellets or magnetic mines, or create clouds of expanding chaff which disrupt lasers.

ACCELERATION GUNS

Acceleration guns use magnetic rails to launch projectiles towards an enemy at incredible velocities. Because of their lack of guidance after launch acceleration gun projectiles are the easiest to detect and avoid. This limits the effective range of an acceleration gun attack.

DAMAGE CONTROL

When a rocketship is hit by an attack, the damage of the attacking weapon is subtracted from the hit points of one or more of the target's systems.

HIT LOCATION

Whenever a rocketship takes damage the engineer of the target rocketship rolls 1d12 to determine which of the vessel's systems is affected.

1d12	System Affected
1	Sensors/Communications
2	Controls
3	Life Support
4-5	Fuel
6-7	Engines
8	Weapon
9-12	Hull

Any characters stationed at a system that takes damage must then make a saving throw vs. explosion or take 1d10 damage.

Wounded characters operating rocketship systems

If a character is reduced to either half their maximum hit points or 3 hit points or fewer, whichever is less, that character is severely injured and is incapable of operating a rocketship system.

SYSTEM DAMAGE

If a system is reduced to zero hit points, that system is disabled and must be repaired or replaced.

Sensors/Communications at Zero Hit Points

A hit has disabled the rocketship's sensors and communications equipment. The rocketship is unable to send or receive long-range communication and the vessel's long-range sensors are inoperative. All weapons on the vessel suffer -5 to all attacks and the vessel's AC is increased by +3 until the sensors are repaired or replaced.

Controls at Zero Hit Points

A hit has disabled the rocketship's control systems. The pilot is unable to control the rocketship. The rocketship continues to move in the same heading at 1d4-2 hexes per round. If flying within two hexes of the surface of a planet or moon there is a 50 percent change the spacecraft will nose-dive into the ground.

Life Support at Zero Hit Points

A hit has disabled the rocketship's life support systems. The rocketship is no longer able to supply air, heat, and light to the crew. The gamemaster determines how much time elapses before the air on the rocketship becomes unbreathable. At that point everyone on the rocketship must be wearing a spacesuit or suffer asphyxiation.

Fuel at Zero Hit Points

A hit to the rocketship's fuel tanks caused all the fuel to vent into space. The rocketship drifts 1d4-2 hexes per round in a random direction determined by the game master. If within four hexes of the surface of a planet or moon the rocketship drifts towards the surface and will crash.

Engine at Half Maximum Hit Points

A hit has disabled one or more of the rocketship's thrusters. The rocketship loses one point of speed to a minimum of one.

Engine at One-Quarter Maximum Hit Points

A hit has disabled most of the rocketship's thrusters. The rocketship loses three points of speed to a minimum of one.

Engine at Zero Hit Points

A hit has disabled all of the rocketship's thrusters. The rocketship drifts 1d4-2 hexes per round in a random direction determined by the game master. If within four hexes of the surface of a planet or moon the rocketship drifts towards the surface and will crash.

Weapon Hit

A hit has destroyed of the rocketship's weapons. The gamemaster or engineer randomly determines which one. The gunner operating that weapon must save vs. explosion or take 1d10 damage.

Hull at One-Quarter Maximum Hit Points

The vessel has suffered major structural damage. The rocketship loses half its speed, rounded down, to a minimum of one.

Hull at Zero Hit Points

The vessel has suffered catastrophic structural damage and breaks apart. All crew and passengers on board are exposed to the vacuum of space unless wearing a spacesuit or within some kind of emergency shelter or escape pod.

CALLED SHOTS

An attacker can target specific systems on an enemy rocketship. Targeting a specific system must be declared before the attack roll is made. A modifier is then applied to the attack roll.

System Targeted	Modifier
Sensors/Communications	-6
Controls	-6
Life Support	-4
Fuel	-3
Engines	-3
Specific Weapon	-6
Hull	-1

CRASHES AND COLLISIONS

Crashing onto the surface of a planet does 10 points of hull damage per 1000 feet fallen.

If a rocketship collides with another rocketship, a large structure, or other object, the colluding rocketship causes hull damage to the other object equal to its tonnage while the rocketship takes an amount of damage equal to the tonnage of the object with which it is colliding.

Ramming another rocketship requires the attacking pilot to pass an Average Pilot Rocketship skill test and the opposing pilot to fail an Average Pilot Rocketship skill test with a bonus of +10 percent per difference in speed between the two rocketships.

CREW POSITIONS

A rocketship is a complex machine whose various systems must be monitored and maintained by trained experts. On a small vessel such as a fighter one or two individuals may need to spread their attention across multiple systems. Larger vessels are able to accommodate sufficient crew members to individually monitor each system.

CAPTAIN

The captain of a rocketship should have a high Charisma. The captain should also possess skills such as Leadership, Intimidate, Fast Talk/Convince, Battle Tactics, and Ship's Lore are desired. These requirements make those in the Warrior career the best candidates to serve as ship's captain. During space combat a captain is usually the best choice to provide assistance to one of the other positions (see *Provide Assistance* below).

PILOT

The rocketship's flight must be controlled by individuals with the Pilot Rocket skill. Pilots should also possess Astrogation, Operate Communications Equipment and Operate Sensors. Optional skills include Notice and Ship Lore. No career is better qualified to serve as a rocketship's pilot than the Rocket Pilot.

NAVIGATOR

The ship's navigator should possess the Astrogation skill and Operate Sensors skill. Neither are career skills so no single career is particularly more qualified to serve as a ship's navigator than another as long as they possess the requisite skill.

SENSORS

The chief qualification of a sensor operator is possessing the Operate Sensors skill though a good Notice skill is helpful. Operate Sensors is not a career skill so no single career is particularly more qualified to serve as a ship's navigator than another as long as they possess the requisite skill.

GUNNER

Each of a rocketship's weapons must be individually operated by a qualified gunner. Any career can serve as a gunner though characters of the Warrior career will be the most accurate.

ENGINEER

The operation and maintenance of a rocketship's power plant, thrusters, and electrical and mechanical systems rely on a strong technical background. A rocketship's engineer must possess Repair Electrical Devices, Repair Life Support, Repair Mechanical Devices, Repair Reactor, and Repair Hull skills. No other career is better qualified to serve as a rocketship's engineer than the Engineer.

SHIP'S DOCTOR

Space combat is dangerous and crew members may become injured. Any character serving as a rocketship's medic must possess the Treat Stun/Paralysis and Treat Light Wounds skills at a minimum while a rocketship's doctor should also possess the Treat Serious Wounds, Treat Critical Wounds, Life Suspension Tech, Diagnose, and Treat Disease skills. No other career is better qualified to serve as a rocketship's medic or doctor than the Medic.

PROVIDE ASSISTANCE

During a space combat, a character who is otherwise not assigned to a specific role on a rocketship can assist another crew member. A character who does nothing else that round may assist a gunner and provide +1 to one attack made by that gunner. A character who does nothing else that round may also assist any other character and provide +10 percent to one skill test that round.

MOVING BETWEEN STATIONS

In the event of a character serving multiple roles on a rocketship or having to take over for an incapacitated character, a character can leave their current station to take over another. Transferring from one station to another is a full-round action. That character can perform no other action that round.

Some stations are located on different decks, such as gunnery stations or engineering. Moving from one deck to another likewise occupies an entire round for each deck.

NON-PLAYER CHARACTERS

JOSEPH "DUKE" MASON
10th-level Terran Rocket Pilot

STR 17   INT 14   DEX 18   WIS 13
CON 15   CHA 16   TECH 10 HP 55
THAC0   16 [+4]   AC   4 [16] - Smartsuit
Saving Throw Bonus +3

Career Skills
Drive Jetcar 58, Drive Groundcar 48, Maneuver in Zero-G 98, Notice 33, Pilot Fixed-Wing 68, Pilot Rocket 178, Use Rocket Harness 78.

General Skills
Astrogation 28, Astronomy 46, Communications Operation 26, Etiquette 24, Fast Talk/Convince 24, First Aid 20, Jury Rig 15, Leadership 24, Mathematics 39, Physics 18, Planetary Survival 21, Planetology 32, Repair Electrical 26, Repair Mechanical 22, Sensor Operation 26.

Gear
Laser Gun (1d8), Smarsuit (AC 4 [16]).

Captain Joseph "Duke" Mason was a fighter pilot stationed at Gerard Air Force Base during the event. He managed to escape the ARES assault only to find himself attacked by wasteland bandits. He was soon rescued by Colonel Betty Lang who took him to Buffalo and introduced him to the Earth Resistance. Captain Duke Mason has since become an ace rocket pilot and a hero to all Earth.

COLONEL BETTY LANG
8th-level Terran Warrior

STR 14   INT 15   DEX 16   WIS 10
CON 13   CHA 16   TECH 8   HP 52
THAC0 13 [+7]   AC   4 [16] - Smartsuit
Saving Throw Bonus +2

Career Skills
Battle Tactics 56, Demolitions 48, Leadership 40, Maneuver in Zero-G 32, Move Silently 48, Notice 48, Repair Weapon 16, Use Rocket Harness 32.

Specializations
Laser Gun, Laser Rifle, Rocket Pistol, Mono-Sword

Other Skills
Distract 16, First Aid 32, General Knowledge 24, Hide in Shadows 32, Intimidate 24, Shadowing 32.

Gear
Laser Gun (1d8), Mono-sword (1d10), Smarsuit (AC 4 [16]).

Colonel Betty Lang is the most competent and decorated field agent serving in the Earth Resistance. She leads a team headquartered in the underground city of Buffalo.

Non-Player Characters

Doctor Mangrove

8th-level Terran Scientist

STR 11   INT 18   DEX 13   WIS 17
CON 11   CHA 15   TECH 17   HP 55
THAC0 16 [+4]   AC   4 [16] - Smartsuit
Saving Throw Bonus +2

Career Skills

Astronomy 58, Chemistry 58, Gadgeteering 58, General Knowledge 38, History 58, Library Search 38, Mathematics 58, Memorize 58, Mettalurgy 38, Physics 58.

Other Skills

Astrogation 38, Communications Operation 57, Composition 28, Sensor Operation 58, Literature 28, Ship Lore 28, Programming 48.

Doctor Mangrove is a brilliant inventor and scientist working for the Earth Resistance. He is assigned to Col. Betty Lang's task force headquartered in the underground city of Buffalo.

Princess Zinnobar of Mars

8th-level Martian Rogue

STR 13   INT 16   DEX 12   WIS 14
CON 9   CHA 18   TECH 10   HP 32
THAC0 17 [+3]   AC   7 [13] - Light Armor
Saving Throw Bonus +2

Career Skills

Bypass Security 60, Climb 62, Fast Talk/Convince 68, Hide in Shadows 62, Move Silently 62, Notice 64, Open Lock 62, Pick Pockets 62.

Other Skills

Act 34, Cryptography 32, Disguise 32, Distract 42, Etiquette 42, General Knowledge 32, Shadowing 30, Sing 34.

Weapons

Laser Gun (1d8), Sword (1d8).

The notorious Princess Zinnobar is the spoiled daughter of a Martian aristocrat. She has little interest in politics and prefers a life of ostentatious decadence. She is infatuated with Duke Mason but the feelings are not reciprocated. Princess Zinnobar is an interplanetary thief who enjoys stealing priceless works of art from museums and vaults. She considers herself Col. Lang's arch-rival.

Non-Player Characters

Commander Cody "Cutthroat" Cruz
8th-level Terran Rocket Pilot

STR 15   INT 14   DEX 17   WIS   10
CON 12   CHA 17   TECH 14 HP   42
THA0 17 [+3]   AC   4 [16] - Smartsuit
Saving Throw Bonus +2

Career Skills

Drive Groundcar 67, Drive Jetcar 67, Maneuver in Zero-G 57, Notice 50, Pilot Fixed Wing Craft 67, Pilot Rocket 67, Pilot Rotorwing Craft 67, Use Rocket Harness 57.

Other Skills

Animal Riding 29, Astrogation 39, Astronomy 34, Communication Operation 26, Etiquette 27, Intimidate 29, Leadership 27, Mathematics 39, Planetology 26, Play Instrument 27, Ship Lore 26.

Weapons

Laser Gun (1d8), Mono-Sword (1d10).

Commander Cody "Cutthroat" Cruz is a debonair rogue and a talented pilot who once served in the Earth Resistance. He was at one time romantically involved with Col. Betty Lang. Cmdr. Cruz became irrationally jealous of Duke Mason and tried to implicate Mason in treason. The plan backfired and Cruz was discovered. The discredited Cruz left the Earth Resistance and became a mercenary, often working for ARES against Earth. He is Duke Mason's arch rival.

Space Pirate Captain Sam Sable
10th-level Battler Warrior

STR 19   INT 10   DEX 18   WIS 10
CON 18   CHA 8   TECH 13 HP 90
THACO 11 [+9] AC   0 [20] - Battle Armor
Saving Throw Bonus +3

Career Skills

Battle Tactics 60, Demolitions 63, Leadership 58, Maneuver in Zero-G 68, Move Silently 68, Notice 60, Repair Weapon 63, Use Rocket Harness 68.

Other Skills

Bypass Security 33, Climb 34, Drive Groundcar 34, Drive Heavy Ground Vehicle 34, Drive Motorcycle 34, Fast Talk/Convince 24, First Aid 29, Intimidate 24, Open Lock 29, Pilot Rocket 34.

Specializations

Dagger, Laser Gun, Laser Rifle, Mono-Sword, Rocket Pistol.

Weapons

Dagger (1d4), Laser Gun (1d8), Laser Rifle (1d12)

For years Sam Sable's notorious crew of genomorph pirates were the scourge of interplanetary space. Despite his status as an outlaw, Sam lives by a strict code of honor and will sometimes ally himself with noble causes. In time Sam became a friend of Duke Mason and an ally of the Earth Resistance.

Other Non-Player Characters

Earth Resistance Fighter
2nd-level Terran Warrior

> HP   2d10
> THAC0 19 [+1]
> AC 2 [18] - Heavy Body Armor
> Saving Throw Bonus +0
> Weapons: Rocket Rifle (2d8)

Guard
1st-level Brute Warrior

> HP   1d10
> THAC0 20 [+0]
> AC 7 [13] - Light Body Armor
> Saving Throw Bonus +0
> Weapons: Sonic Stunner (special), Baton (1d4)

Martian Soldier
3rd-level Martian Warrior

> HP   3d10
> THAC0 18 [+2]
> AC 0 [20] - Battle Armor
> Saving Throw Bonus +0
> Specalizations: Laser Rifle (1d12)
> Weapons: Laser Rifle (1d12)

Space Pirate
2nd-level Battler Warrior

> HP   2d10
> THAC0 19 [+1]
> AC 7 [13] - Natural Armor
> Saving Throw Bonus +0
> Weapons: Rocket Pistol (1d10), Cutlass (1d6), Claws (1d6+3).

Thug
1st-level Terran Warrior

> HP   1d10
> THAC0 20 [+0]
> AC 7 [13] - Light Body Armor
> Saving Throw Bonus +0
> Weapons: Club (1d4), Knife (1d3)

Wasteland Savage
2nd-level Terran Warrior

> HP   2d10
> THAC0 19 [+1]
> AC 8 [12] - Hides and Skins
> Saving Throw Bonus +0
> Weapons: stone axes, spears, and clubs (1d6).

Overlords of Dimension-25 is based on and compatible with the 2nd edition of the world's most popular role playing game. Additional creatures and antagonists can be adapted from those rules. Increase a creature's Saving Throw Bonus by +1 for every 3 Hit Dice.

Giant Wasteland Rats

> Size 1'
> Movement 15'
> HP 1d4
> THAC0 20 [+0]
> AC 7 [13]
> Saving Throw Bonus +0
> Attacks: Bite (1d3)

Giant Lizard

> Size 15'
> Movement 15'
> HP 3d8+3
> THAC0 17 [+3]
> AC 5 [15]
> Saving Throw Bonus +1
> Attacks: Bite (1d8)
> Special Attack: If the giant lizard rolls a natural-20 on its bite attack, the victim becomes trapped in the giant lizard's mouth. the victim takes double damage from the attack (2d8) and suffers an additional 2d8 damage every round thereafter.

Other Non-Player Characters

Martian Manticore

Size 15'
Movement 12'
HP 6d8+3
THAC0 13 [+7]
AC 4 [16]
Saving Throw Bonus +2
Attacks: 2 Tail Spikes (each attack shoots 1d6 quills up to 540 feet, each quill does 1d3 damage) plus 1 Bite (1d8) or 1 Claw (1d8)

Martian Scythe-Claw

Size 9'
Movement 9'
HP 5d8
THAC0 15 [+5]
AC 3 [17]
Saving Throw Bonus +1
Attacks: 2 Scythe-like Foreclaws (1d8 each)
Special Attack: If the Scythe-Claw hits with both foreclaws on the same round, it has hooked and restrained its target. The target may escape with a successful skill check using only Strength or Dexterity. The Scythe-Claw automatically inflicts an additional 2d6 damage from a bite to any hooked and restrained target.

Giant Slug

Size 25' - 50' long
Movement 6'
HP 12d8
THAC0 9 [+11]
AC 1 [19]
Saving Throw Bonus +4
Attacks: Bite (1d12) or Acid Spit (4d8, see below)
Special Attack: The giant slug can spit its acid up to 300 feet, with a 90 percent chance to hit at a range of less than 30 feet, minus 10 percent for every additional 30 feet of distance. Any organic creature or object struck by the acid must make a saving throw vs. gas. Victims take 4d8 damage on a failed save or half that amount on a successful save.

Uranian Giant Spider

Size 8'-12'
Movement 3' on the ground, 13' across a web
HP 4d8+4
THAC0 15 [+5]
AC 4 [16]
Saving Throw Bonus +1
Attacks: Bite (1d8)
Special Attack: Anyone caught in the web of a giant spider must spend 1 round escaping for every point of Strength below 19. Those with a Strength of 19 or greater are unaffected. While entangled, the Armor Class of the victim is reduced by 4 and the victim cannot apply any Dexterity-based adjustments to their Armor Class. Anyone bitten by the giant spider must make a Saving Throw vs. poison. Victims die on a failed save or suffer no effect on a successful save.

Venusian Sky-Lizard

Size 30' wingspan
Movement 3' on the ground, 15' in flight
HP 3d8+3
THAC0 17 [+3]
AC 7 [13]
Saving Throw Bonus +1
Attacks: Claw (2d4)
Special Attack: A sky-lizard can carry victims weighing up to 200 pounds into the sky.

Giant Snake

Size 30'+ long
Movement 9'
HP 6d8+1
THAC0 15 [+5]
AC 5 [15]
Saving Throw Bonus +2
Attacks: Bite (1d4) and Constrict (2d4, see below)
Special Attack: Anyone caught in the giant snake's constriction attack is held and cannot move. While held, the Armor Class of the victim is reduced by 4 and the victim cannot apply any Dexterity-based adjustments to their Armor Class. The victim can only escape if the sum of the combined Strength scores of the victim and all helpers exceed 60 total points and the victim and all helpers do nothing else that round. Anyone who attacks a giant snake while it is constricting a victim has a 20 percent chance of hitting the victim instead.

Neptunian Ooze

Size 4'-7'
Movement 3'
HP 6d8
THAC0 15 [+5]
AC 8 [12]
Saving Throw Bonus +2
Attacks: Envelop (1d10+2, see below)
Special Attack: Anyone hit by a Neptunian Ooze attack becomes enveloped. An enveloped victim is restrained and cannot move. While enveloped, the victim will take 1d10+2 damage at the beginning of each of their turns. At the end of their turn the victim may attempt a Saving Throw vs. Paralysis. Victims remain enveloped on a failed save or escape on a successful save. A Neptunian Ooze may only envelop one victim at a time.

Plutonian Necro-Drone

Size 6'
Movement 6'
HP 2d8
THAC0 19 [+1]
AC 8 [12]
Saving Throw Bonus +0
Attacks: Bite (1d8)
Special: Necro-drones are immune to all non-lethal attacks such as sonic stunners or sleeping gas. When a necro-drone is reduced to zero hit points by any attack other than fire or heat, roll 1d10-6. If the result is greater than zero, it rises the next round to continue fighting with that many hit points.

SAMPLE ROCKETSHIPS

SHUTTLE

Mass:	20 tons [100 tons]	**Cargo:**	10 tons
Length:	40 feet	**Width:**	10 feet
Weapons:		1 Pumped Laser	
Crew:		4	
Speed:		4	
Reaction Bonus:		-1	
Armor:		AC 8 [12] Civilian	
Defensive Bonus:		-2 [+2]	
Adjusted Armor Class:		AC 6 [14]	

Hit Points

Hull	80
Sensors/Communication	20
Controls	20
Life Support	40
Fuel	60
Reactor	60
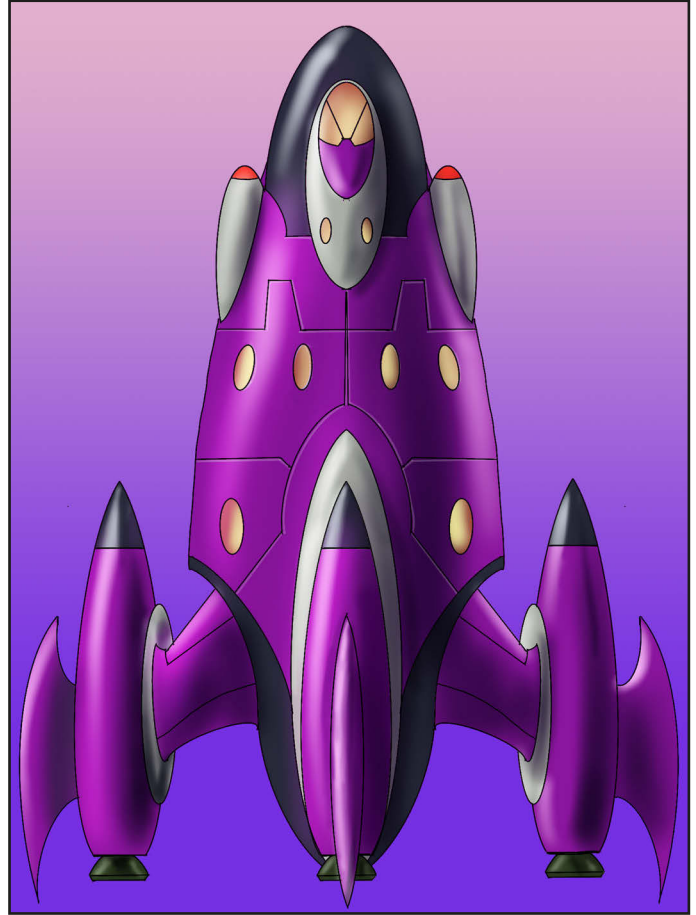
LIGHT FREIGHTER

Mass:	30 tons [225 tons]	**Cargo:**	15 tons
Length:	60 feet	**Width:**	15 feet
Weapons:		2 Beam Lasers	
		1 Gyrocannon	
Crew:		3	
Speed:		4	
Reaction Bonus:		-1	
Armor:		AC 8 [12], Civilian	
Defensive Bonus:		-2 [+2]	
Adjusted Armor Class:		AC 10 [10]	

Hit Points

Hull	120
Sensors/Communication	30
Controls	30
Life Support	60
Fuel	90
Reactor	90

SAMPLE ROCKETSHIPS
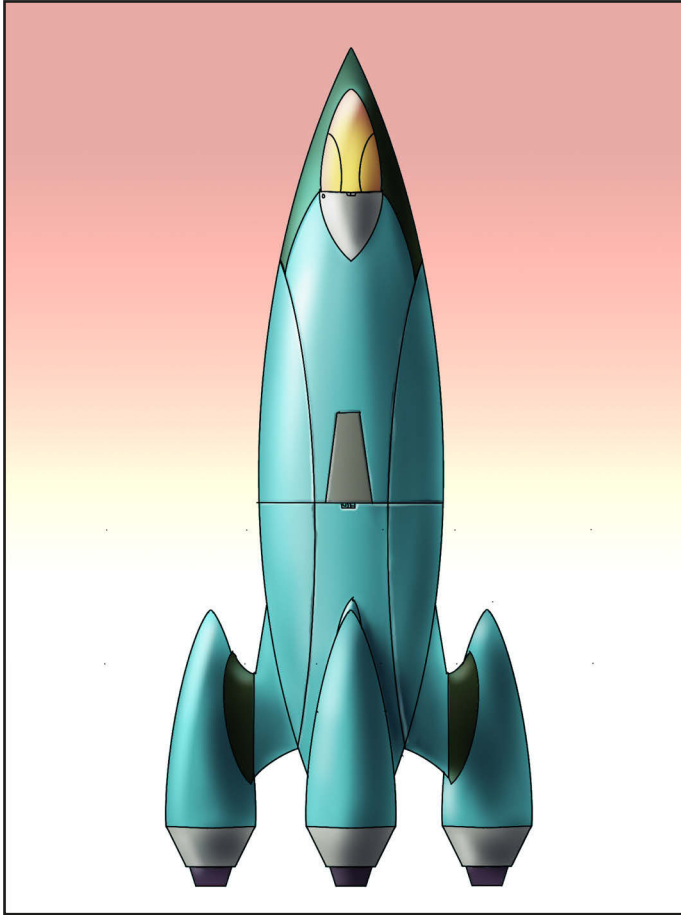
SCOUT CRUISER

Mass:	30 tons [225 tons]	Cargo:	15 tons
Length:	60 feet	Width:	15 feet
Weapons:		1 Heavy Acceleration Gun	
		1 Missile Mount	
Crew:	3		
Speed:	4		
Reaction Bonus:	-1		
Armor:	AC 6 [14] Military		
Defensive Bonus:	-4 [+4]		
Adjusted Armor Class:	AC 2 [18]		

Hit Points

Hull 120
Sensors/Communication 30
Controls 30
Life Support 60
Fuel 90
Reactor 90
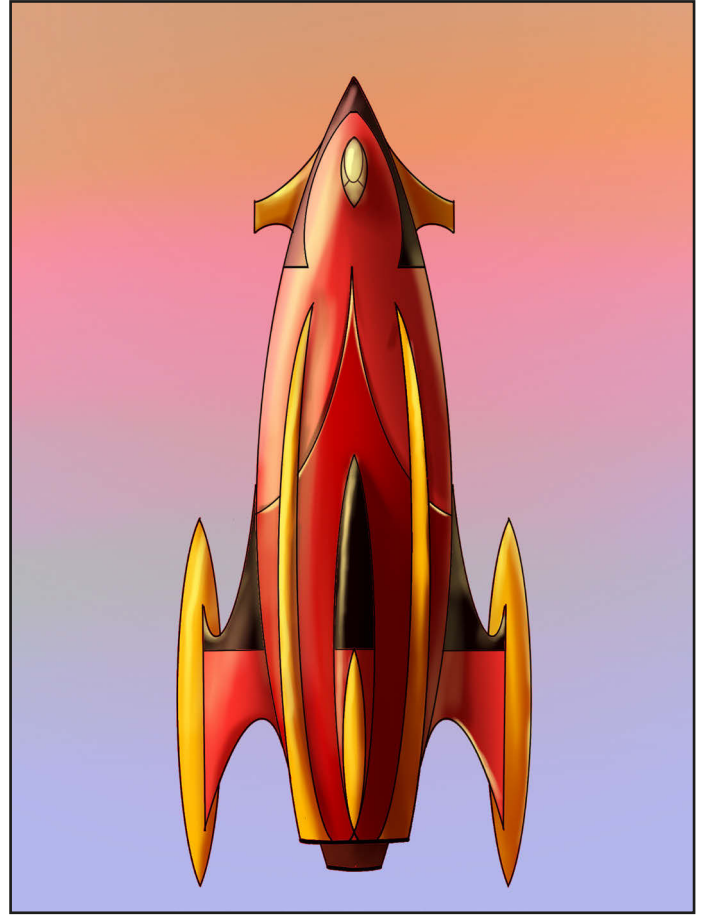
YACHT

Mass:	35 tons [306 tons]	**Cargo:**	17 tons
Length:	70 feet	**Width:**	17 feet
Weapons:		2 Missile Mounts	
		1 Beam Laser	
Crew:	8		
Speed:	4		
Reaction Bonus:	-1		
Armor:	AC 8 [12] Civilian		
Defensive Bonus:	-2 [+2]		
Adjusted AC:	AC 6 [14]		

Hit Points

Hull	140
Sensors/Communication	35
Controls	35
Life Support	70
Fuel	105
Reactor	105

Sample Rocketships
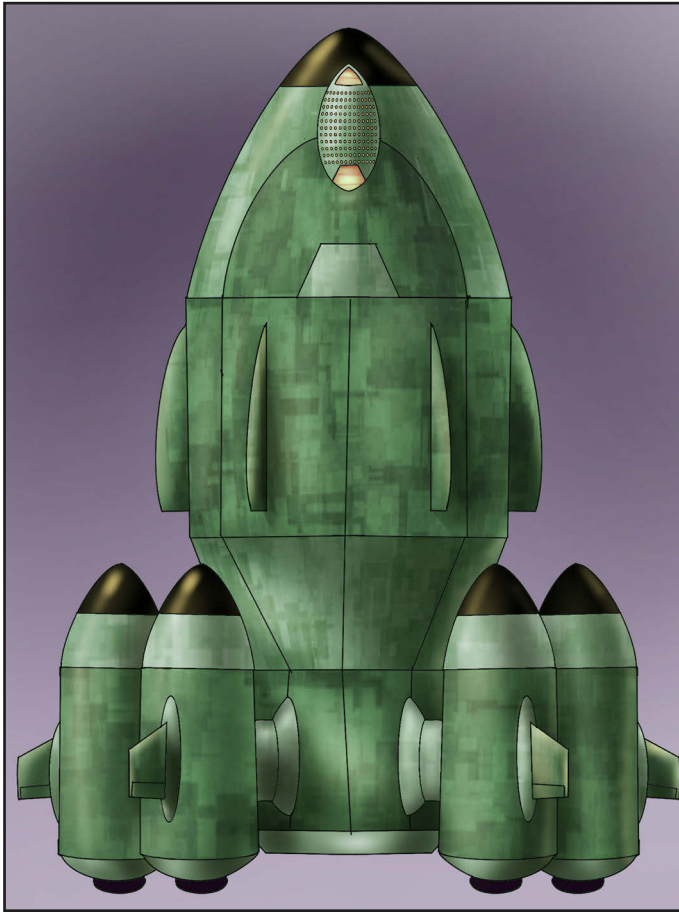
Heavy Transport

Mass: 300 tons [22,500 tons]   **Cargo:** 240 tons*
*Weapon space traded for additional cargo

Length: 600 feet	**Width:** 150 feet
Weapons:	1 Gyrocannon
Crew:	2
Speed:	3
Reaction Bonus:	+0
Armor:	AC 8 [12] Civilian
AC Defensive Bonus:	+0 [-0]
Adjusted Armor Class:	AC 8 [12]

Hit Points

Hull	600
Sensors/Communication	150
Controls	150
Life Support	300
Fuel	450
Reactor	450
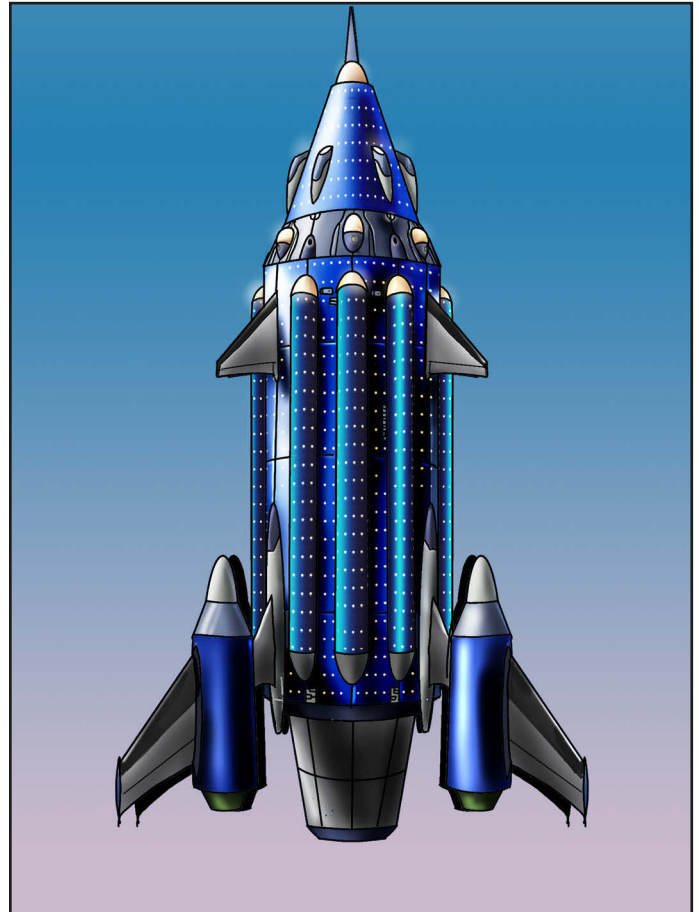
Interplanetary Spaceliner

Mass: 550 tons [76,625 tons]   **Cargo:** 305 tons*
*Weapon space traded for additional cargo capacity

Length: 1,100 feet	**Width:** 275 feet
Weapons:	3 Pumped Lasers
Crew and Passengers:	300
Speed:	1
Reaction Bonus:	+1
Armor:	AC 8 [12], Civilian
Defensive Bonus:	+2 [-2]
Adjusted Armor Class:	AC 10 [10]

Hit Points

Hull	2200
Sensors/Communication	550
Controls	550
Life Support	1100
Fuel	1650
Reactor	1650

Sample Rocketships
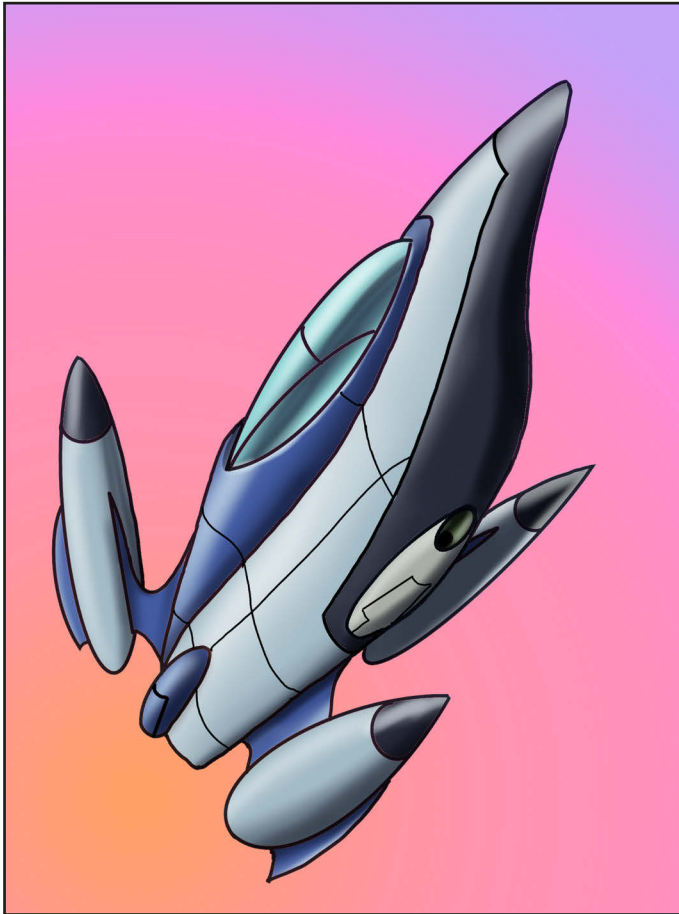
Terran Fighter

Mass: 15 tons [56 tons]	**Cargo:** 7 tons
Length: 30 feet	**Width:** 7 feet
Weapons:	1 Light Acceleration Gun
Crew:	1
Speed:	5
Reaction Bonus:	-2
Armor:	AC 6 [14] Military
Defensive Bonus:	-4 [+4]
Adjusted Armor Class:	AC 2 [18]

Hit Points

Hull	60
Sensors/Communication	15
Controls	15
Life Support	30
Fuel	45
Reactor	45

Pirate Heavy Cruiser

Mass: 300 tons [22,500 tons]	**Cargo:** 150 tons
Length: 600 feet	**Width:** 150 feet
Weapons:	5 Heavy Missile Mounts
	2 K-Cannons
	2 Heavy Acceleration Guns
	1 Gyrocannon
Crew and Passengers:	90
Speed:	3
Reaction Bonus:	+1
Armor:	AC 4 [16] Military
Defensive Bonus:	+2 [-2]
Adjusted Armor Class:	AC-6 [14]

Hit Points

Hull	1200
Sensors/Communication	300
Controls	300
Life Support	600
Fuel	900
Reactor	900

Sample Rocketships
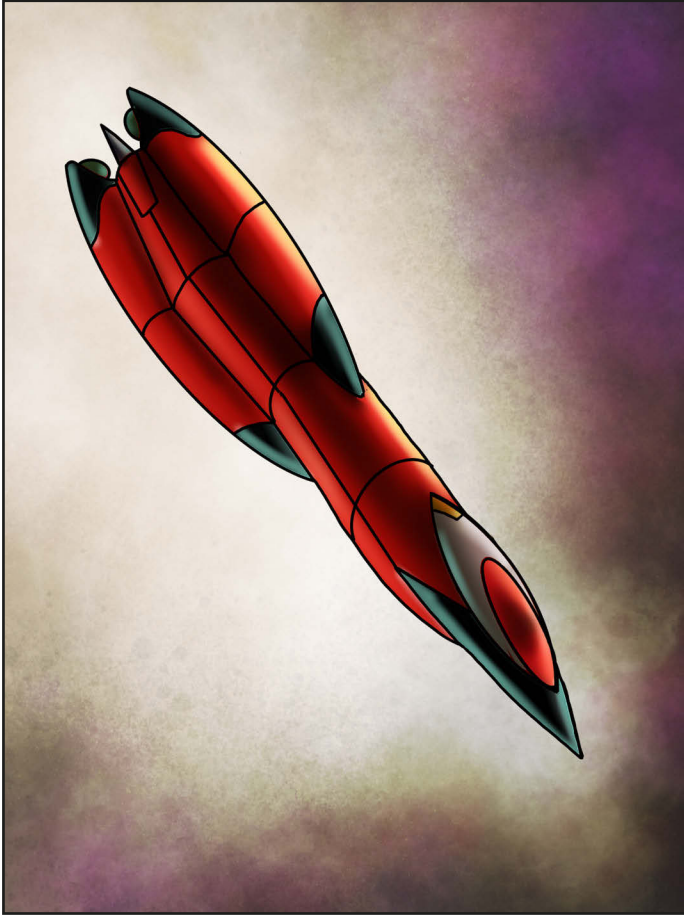
Martian Stealth Fighter

Mass:	10 tons [25 tons]	**Cargo:**	5 tons
Length:	20 feet	**Width:**	5 feet
Weapons:		1 Gyrocannon	
Crew:		1	
Speed:		7	
Reaction Bonus:		-3	
Armor:		AC 6 [14] Military	
Defensive Bonus:		-5 [+5]	
Stealth Cloak:		-6 [+6] while moving	
Adjusted Armor Class:		AC -5 [25]	

Hit Points

Hull	40
Sensors/Communication	10
Controls	10
Life Support	20
Fuel	30
Reactor	30
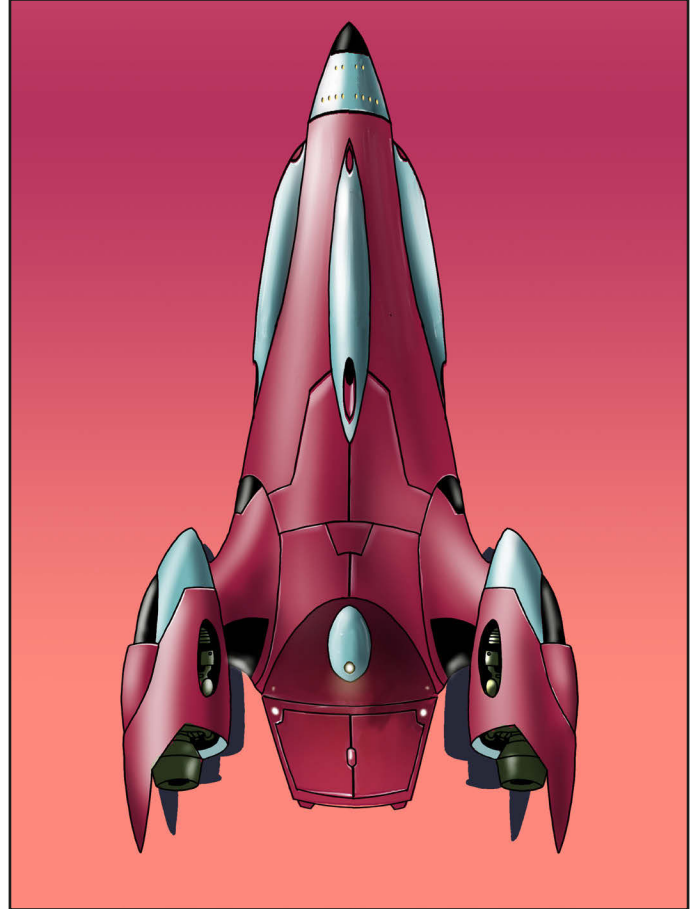
Martian Medium Cruiser

Mass:	150 tons [5,625 tons]	**Cargo:**	75 tons
Length:	300 feet	**Width:**	75 feet
Weapons:		5 Beam Lasers	
		3 Gyrocannons	
		1 Heavy Acceleration Gun	
		1 K-Cannon	
Crew:		50	
Speed:		2	
Reaction Bonus:		+0	
Armor:		AC 6 [14] Military	
Defensive Bonus:		+1 [-1]	
Adjusted Armor Class:		AC 7 [13]	

Hit Points

Hull	600
Sensors/Communication	150
Controls	150
Life Support	300
Fuel	450
Reactor	450

SAMPLE ROCKETSHIPS

MARTIAN HEAVY CRUISER

Mass:	500 tons [62,500 tons]	**Cargo:**	250 tons
Length:	1,000 feet	**Width:**	250 feet
Weapons:		5 K-Cannons	
		5 Heavy Missile Launchers	
		5 Pumped Lasers	
		5 Gyrocannons	
Crew and Passengers:		135	
Speed:		1	
Reaction Bonus:		+1	
Armor:		**AC** 4 [16], Military	
Defensive Bonus:		+2 [-2]	
Adjusted Armor Class:		AC 6[14]	

Hit Points

Hull	2000
Sensors/Communication	500
Controls	500
Life Support	1000
Fuel	1500
Reactor	1500

MARTIAN WARSHIP

Mass:	5,000 tons [6.25 mil tons]	**Cargo:**	2,500 tons
Length:	10,000 feet	**Width:**	2,500 feet
Weapons:		100 Pumped Lasers	
		50 Heavy Missile Mounts	
		50 Gyrocannons	
		20 Missile Mounts	
		20 K-Cannons	
Crew and Passengers:		1,700	
Speed:		1	
Reaction Bonus:		+2	
Armor:		AC 0 [20] Warship	
Defensive Bonus:		+5 [-5]	
Adjusted Armor Class:		AC 5 [15]	

Hit Points

Hull	20,000
Sensors/Communication	5,000
Controls	5,000
Life Support	10,000
Fuel	15,000
Reactor	15,000

OVERLORDS
OF DIMENSION-25

Name:_____ Race:_____ Career:_____

Level:_____ Current XP:_____ Height:_____ Weight:_____ Age:_____ Gender:_____

THAC0 or
 To-Hit Bonus:_____ Current Hit Points:_____ Maximum Hit Points:_____ Armor Worn:_____ Armor Class:_____

STR_____ Hit_____ Dmg_____ Weight_____ Lift_____ Feat_____

DEX_____ Reaction_____ Missile_____ Defense_____

CON_____ HP Bonus_____ Shock_____

INT_____

WIS_____

CHA_____

TECH_____

Saving Throws	Basic	Modifiers	Final
Explosion/Plasma	14	_____	_____
Electrical Shock	13	_____	_____
Paralysis/Stun/Fall	15	_____	_____
Toxic Atmosphere/Gas/Poison	14	_____	_____
Suffocation	16	_____	_____
Radiation	13	_____	_____
Extreme Heat	13	_____	_____
Extreme Cold	13	_____	_____

Career Skills	Characteristic	Base	Points	Rating
1				
2				
3				
4				
5				
6				
7				
8				

General Skills	Characteristic	Base	Points	Rating
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				

Other Equipment	Weight	Notes

Other Notes

_____
_____
_____
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Weapon	To-Hit	Range	Dmg	Weight	Notes

OVERLORDS
OF DIMENSION-25

...is an homage to pulp science fiction role-playing games from the late-Eighties and early-Nineties.

This role-playing game provides you with all the rules needed to play in the exciting world of **Dimension-25**!