



>DIOGO NOGUEIRA<

SCREAMS AMONGST THE STARS

A SPACE HORROR ROLE PLAYING GAME

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SCREAMS AMONGST THE STARS

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Screams Amongst The Stars is a space horror survival role playing game (RPG). You and 2-5 friends play make-believe, creating a shared narrative of a group of spacers doing their jobs in the frontier colonies while terrible and horrifying things occur around and with them. The rules help keep the story you tell consistent, interesting and challenging.

You play a spacer, a person who lives and works in space, who finds themselves in a terrible situation (or maybe you're one of these few people that seek those situations). You could be space-truckers who accidentally open up a crater that should never have been filled with that sinister alien plant. Or maybe you're a group of scientists sent to study a newly found planet that contains alien ruins, where other groups have already disappeared. You could even play as a group of soldiers sent to a distant planet to capture a dangerous alien being after it killed all the inhabitants of the mining colony established there.

This book contains all the rules players and Referees need to play the game, as well as many tools and tables to create adventures, locations and much more. However, it assumes you know what an RPG is and basically understand how to play one. If you don't, a quick Google search will provide you many answers and watching a few actual plays on YouTube will clarify a lot of things. But in the end, the best way to learn is to ask someone who has played one (use the internet)!

Screams Amongst The Stars is inspired by all the space horror movies, comics and series I've ever consumed (*Alien*, *Event Horizon*, *Apollo 18*, *Life*, *Pitchblack*, *Solaris*, and others), as well as games I've read and played (*Into the Odd*, *Electric Bastionland*, *Mausritter*, *Into the Bronze*, *Alien RPG*, *Abismo Infinito*, *Call of Cthulhu*, *Mothership*, and others). I've taken all that and mixed it with my own experiences to make a quick, simple and resourceful space horror survival RPG!

ATTENTION

This game contains themes and mechanics simulating some events appearing in Space Horror movies. These are not representative of real issues people live with. Things are far more complex in real life and can't be reduced to die rolls and gameplay.

ENTER THE LIGHT OF THE VOID

1.1 - Attributes

Your spacer has three attributes determining their basic strengths and weaknesses.

- Strength (STR): Physical prowess and endurance.
- Dexterity (DEX): Agility and hand-eye coordination.
- Willpower (WIL): Force of will and charisma.

For each of these attributes roll **2d6+3** in order, swapping any two.

1.2 - Hit Protection (HP)

Roll 1d6 for your HP—how much damage your spacer shrugs off before actually getting wounded.

1.3 - Credits

Roll 1d6 and multiply the result by 10. That's how many Credits you begin the game with. You can use Credits to buy new gear, secure food and lodging and even repair your spaceship.

1.4 - Oxygen

You begin the game with 1d6 Oxygen canisters. You use them to breathe in space and atmospheres lacking these important molecules.

Humanity has left Earth centuries ago. Overpopulation, pollution and the XXII century's wars devastated the planet and made the expansion into space practically mandatory. So here you are. You live, work and play in the black. At least for now...

1.5 - Background

Cross reference your HP and Oxygen values on the Background table determining what your spacer does for a living most of the time.

If desired, you can create your own Background. Come up with an occupation and two related items and you're set!

HP	O ²	Background	Item A	Item B
1	1	Academy Student	Tablet	Fireworks
1	2	Cantina Cooker	Pans (1d4)	Flammable Oil
1	3	Inmate	Saw (1d6)	10 Ft Chain
1	4	Space Hippie	Incense	Herbs
1	5	Welder	Welder	Steel Plate
1	6	Law Enforcer	Shiny Badge	Manacles
2	1	Delivery Android	Tablet	Locked Case
2	2	Droid Technician	Set Of Tools	Wire Roll
2	3	Bartender	Beer Bottles	Corkscrew
2	4	Scientist	Science Kit	Tablet
2	5	Mechanic	Can Of Lubricant	Mechanic Tools
2	6	Electrician	Multimeter	Small Generator
3	1	Cleaner	Can Of Solvent	Reinforced Jumpsuit (Def 1)
3	2	Priest	Incenser	Holy Book
3	3	Navigator	Star Maps	Spaceship Miniatures
3	4	Scavenger	Trash Hook	Spare Parts
3	5	Graphic Artist	Sketchbook And Pens	Tablet
3	6	Sales Person	Box Of Merchandise	Electroshock Weapon (1d6 Dex Dmg)
4	1	Space Docker	Hook	Mechanical Jack
4	2	Veterinarian	Med Kit	Tranquilizer Ampoules
4	3	Mercenary	Warrant Papers	Flask With Booze
4	4	Corporate Rep	Business Cards	Research Paper
4	5	Spaceship Pilot	Piloting Gloves	Box Of Cigars
4	6	Frontier Farmer	Shovel	Waterproof Overalls
5	1	Engineer	Spaceships Blueprints	Measuring Tape
5	2	Journalist	Tape Recorder	Tablet
5	3	Corporate Saboteur	Crowbar	Plastic Explosives (D12)
5	4	Customs Officer	Tablet	Sealing Tape
5	5	Union Representative	Pamphlets	Big Hammer (1d6)
5	6	Medic	Med Kit	Pain Pills
6	1	Rock Star	Signed Photos	Guitar
6	2	Comedian	Notebook	Sixpack Of Beer
6	3	Space Marine	Tactical Armor (Def 2)	Swiss Army Knife
6	4	Asteroid Miner	Punching Bag	Stone Crusher
6	5	Grifter	Make Up	Fake Papers
6	6	Movie Star	Large Award (1d6)	Camera

1.6 - Starting Equipment

You grabbed what you could and jumped into a spaceship. Your spacer starts with:

- ▶ Flashlight.
- ▶ Personal item (your choice).
- ▶ 1d6 Oxygen canisters (see 1.4).
- ▶ Two items from your background.
- ▶ A weapon of your choice (see 4.1)
- ▶ Standard vacsuit.

If your spacer's highest Attribute is:

- ▶ 8 or 9: roll on the Background table again and take either Item A or B.
- ▶ 7 or less: take both.

1.7 - Details

Roll or choose a physical detail and a personality trait. Choose a name, pronouns and any other important traits you want to define for your spacer.

1.8 - Improving Your Spacer

As your spacer survives more encounters with whatever is out there and gets through **Crisis Events** (see 4.5) they become harder and more experienced.

THEIR EYES
WERE COLD
AS THE
VACUUM OF
SPACE...

d66 Physical Detail		d66 Physical Detail	
11	Bow-legged	41	Acid Burns
12	Delicate Hands	42	Bronze-skinned
13	Calloused Hands	43	One-eyed
14	Sharp Nails	44	Always Smiling
15	Tattooed Body	45	Nine Fingers
16	Burn Scars	46	Gap-toothed
21	Strange Birthmark	51	Full Lips
22	Long Braids	52	Broad Nose
23	Dreadlocks	53	Crooked Nose
24	Colorful Hair	54	Pointy Nose
25	Mohawk	55	Double Chin
26	Goatee	56	Wolfish Eyes
31	Bald	61	Hairy Skin
32	Old-fashioned Sideburns	62	Pimply Skin
33	Thin Lips	63	Veined Skin
34	Pierced Tongue	64	Unruly Eyebrows
35	Body Modification	65	Lanky Eyes
36	Missing Limb	66	Bleary Eyes

d66 Personality Traits		d66 Personality Traits	
11	Adaptable	41	Questioning
12	Ambitious	42	Reserved
13	Competitive	43	Realistic
14	Dominating	44	Scrupulous
15	Emotional	45	Sarcastic
16	Enigmatic	46	Sensitive
21	Fanatical	51	Tolerant
22	Fatalistic	52	Thoughtless
23	Guileless	53	Treacherous
24	Haughty	54	Uncaring
25	Impressionable	55	Uninhibited
26	Lazy	56	Unpredictable
31	Loyal	61	Vivacious
32	Malicious	62	Vindictive
33	Non-committal	63	Venomous
34	Old-fashioned	64	Weak-willed
35	Pedantic	65	Witty
36	Power-hungry	66	Wishful

NO ONE WILL

	d100 Masculine Names	d100 Masculine Names	
American	1 Shawn Crossley	51 Jürgen Meyer	German
	2 Eric Oakes	52 Ingo Schultz	
	3 Ryan Murdock	53 Thomas Wagner	
	4 Jeffrey Bryum	54 Frank Krämer	
	5 Stephen Zander	55 Daniel Malzer	
	6 Michael Conoly	56 Dirk Köhler	
	7 Craig Crookston	57 Andreas Müller	
	8 Jackson Greto	58 Kai Metzner	
	9 Cedrick Parsh	59 Dennis Schmidt	
	10 Adam Harkness	60 Bernd Förster	Irish
Arabic	11 Amr al'Abarta'i	61 Brendan Murphy	
	12 Baqar al-Katib	62 Kyle O'Sullivan	
	13 Ibrahim al-Saghir	63 Nolan Doyle	
	14 Sharif al-Wasifi	64 Conor McCarthy	
	15 Yusuf al-Kabir	65 Ross Campbell	
	16 Tahir al-Sufi	66 Owen Murray	
	17 Zayad al-Rumi	67 Liam O'Connor	
	18 Ghazi al-Tuluni	68 Rory O'Neill	
	19 Ghassan al-Kasrawi	69 Declan Smith	Italian
	20 Umar al-Najjar	70 Aidan Gallagher	
Brazilian	21 Rui Moraes	71 Vito Ricci	
	22 Eduardo da Costa	72 Carlo Caputo	
	23 Arlindo Castelo Branco	73 Franco Savino	
	24 Pedro Gonçalves	74 Aldo Vicenzi	
	25 Antônio Amaral	75 Franco Paolucci	
	26 Tiago da Mata	76 Nino Domenico	
	27 Carlos Andrade	77 Giorgio Zucco	
	28 Ricardo Cardoso	78 Pasquale Marchese	
	29 Fernando da Silva	79 Salvatore Bruno	Japanese
	30 Mauro de Albuquerque	80 Pietro Candelora	
Chinese	31 Li Hui	81 Saburo Arakawa	
	32 Sung Jin	82 Akira Yamamoto	
	33 Xie Meng	83 Koji Murata	
	34 Tong Kehui	84 Shogo Endo	
	35 Hui Zhili	85 Tenyu Uchida	
	36 Xiao Shisun	86 Daisuke Ueda	
	37 Peng Lei	87 Yukio Sugihara	
	38 Wu Haocai	88 Motoki Nakajima	
	39 Chang Zhongyu	89 Riku Tsukehara	Russian
	40 Taishi Xilong	90 Hitoshi Takagi	
French	41 Etienne Cabot	91 Boris Yegorov	
	42 Pascal Dubois	92 Ivan Kuznetsov	
	43 Rémy Chevalier	93 Sergei Petrov	
	44 Benoît Roux	94 Oleg Maltsev	
	45 Didier Durand	95 Alexander Gerasimov	
	46 Gaston Leblanc	96 Viktor Batkin	
	47 Jacques Vioget	97 Piotr Vorapaev	
	48 Pierre Boulanger	98 Mikhail Zubov	
	49 Honoré Artaud	99 Yakov Trushin	
	50 Maurice Charbonneau	100 Valentin Rokossovsky	

	d100 Feminine Names		d100 Feminine Names		
American	1	Emma Hammill	51	Christina Schreiber	German
	2	Pamela Araneo	52	Sabine Meer	
	3	Jennifer Reeves	53	Hanna Reimer	
	4	Anna Roman	54	Svenja Gerber	
	5	Nicole Forrest	55	Elke Weiss	
	6	Kaylene Minehan	56	Ria Kurz	
	7	Gina Kuklenski	57	Asta Lustig	
	8	Dora Maxson	58	Verena Knopf	
	9	Rebecca Bullert	59	Sacha Gebaur	
	10	Laticia Ahalt	60	Geraldine Cullen	Irish
Arabic	11	A'isha al-Adwani	61	Fiona Campbell	
	12	Banujah al-Badawi	62	Brianna Walsh	
	13	Faiza al-Ifriqi	63	Sheila Quinn	
	14	Hiba al-Jaludi	64	Patricia Wilson	
	15	Izza al-Basri	65	Kaylee Kennedy	
	16	Labna al-Darir	66	Tracy O'Brien	
	17	Rabia al-Hashimi	67	Ashlyn Byrne	
	18	Sahla al-Isbahani	68	Kira Lynch	
	19	Suraya al'Attar	69	Tara O'Reilly	
	20	Zyanab al-Hamdani	70	Kathleen Moore	Italian
Brazilian	21	Andreia Ferreira	71	Caterina Malatesta	
	22	Natália Bernardo	72	Elena Carpino	
	23	Lucélia Reis	73	Pina Giacone	
	24	Paula Menezes	74	Angela Amato	
	25	Gabriela Garcia	75	Teresa Falcone	
	26	Letícia Lima	76	Belina Vecchio	
	27	Raquel Vasconcelos	77	Silvana Zabatino	
	28	Rosangela de Sá	78	Lucia Maggio	
	29	Michelle Goés	79	Enza Guerra	
	30	Izabela Mendes	80	Donna Bonaduce	Japanese
Chinese	31	Cheng Lihua	81	Ayuy Mishima	
	32	Li Mei	82	Kumie Otani	
	33	Siu Jie	83	Yoko Yasukawa	
	34	Gao Luli	84	Mari Sekigawa	
	35	Wong Lili	85	Rie Ogura	
	36	Ho Paihong	86	Hidemi Mishima	
	37	Leung Yiping	87	Sanae Komiya	
	38	Ko Ling	88	Mizuho Hirano	
	39	Kuo Qin	89	Fumiko Goto	
	40	Ma Ya	90	Namie Asai	Russian
French	41	Camille Galliard	91	Olga Alexandrov	
	42	Marguerite Perrault	92	Evgeniya Abakumov	
	43	Amélie Orleans	93	Natalya Davydov	
	44	Noémi Rochefort	94	Irina Gravikov	
	45	Celine Huet	95	Yekaterina Smirnov	
	46	Paulette Jourdain	96	Dariya Babanin	
	47	Élodie Menard	97	Sofia Yablokov	
	48	Capucine Thierry	98	Tatyana Yurin	
	49	Madeline Reynald	99	Lyudmila Essen	
	50	Virginie Camus	100	Svetlana Shashlov	

Your spacer can carry STR+5 normal sized items. If they lose their backpack or similar item they can carry STR items. Some larger items, such as two-handed weapons and bulky armor, count as 2 items.

2.1 - Retrieving Items

Organize your inventory by putting the most accessible items in the character sheet's first positions. To retrieve an item during an encounter you may spend your action and roll 2d6. If your roll ties or exceeds the item's position you retrieve it. Otherwise you can't retrieve it until your next action.

2.2 Durability

Most items have Durability of 3. When an item loses a point of Durability mark a "*" next to it on your character sheet. After accumulating 3 "*" next to it it is depleted or destroyed. "*" are cleared by being repaired, recharged or refilled.

Items lose a point of Durability when:

- ▶ The Referee deems it has been used enough.
- ▶ Rolling a "20" when using an item and making an Attribute Save.
- ▶ Rolling a "1" on a damage roll of a weapon.
- ▶ They're depleted with use.

You can replenish 1 point of Durability by spending 25% of the item's value in an appropriate location (fixing it in a shop, buying more bullets, charging it).

2.3 - Encumbrance

If your spacer exceeds their Inventory capability (see 2) they are **Encumbered** and cannot run and make all **Saves** with **Disadvantage**.



All prices are in Credits. Not all items will be available at every colony or space station and you might even need to contact smugglers to get some of the more shady ones.

This is only a sample list, as humanity is always coming up with new shiny things.

3.1 - Credits

Most spacers carry a digital wallet (normally shaped like a thick card) with their digital ID and current Credits balance.

However, there are hard Credits too, and these are normally used when people don't want their money traced or are making illegal transactions.

»Salaries

If your spacer can continue doing their regular job normally, they get 1d6 x 100 Credits per week. Normal expenditures like a bed to sleep in, some food and similar essential services are considered covered while they are working.

»Debt

If your spacer needs to spend more Credits than they currently have on their account they can borrow money from one of the many corporations in the game. If they do this, the Referee can very well use the Corporations sections of the game to offer then a job to repay their debt.

If they prefer paying their debt with Credits there is 10% interest applied after each adventure.

»Hard Credits

Getting Hard Credits isn't that simple. You either need to withdraw that amount from your account in a colony or station that has a corporation bank (hard to find in the Frontier) or get it by selling stuff to not-so-legitimate people.

»Jobs

A good way to get some extra Credits or even quit your boring job is to get a crew and take some jobs in the Frontier. Corporations, governments and other less reputable organizations are always looking for people to perform tasks and services in many fields. Throughout this book are several resources to generate potential jobs the Referee can use to insert these into the game. These pay an amount of Credits relative to how potentially dangerous they initially seem.

How Dangerous Is It? Payment

Not At All	1d8 X 100 Credits Per Week
Just A Little	1d10 X 100 Credits Per Week
Somewhat Perilous	1d12 X 100 Credits Per Week
Definitely Dangerous	1d20 X 100 Credits Per Week
Potentially Fatal	1d100 X 100 Credits Per Week

3.2 - Gear

Equipment is hard to get or to buy, so most spacers make do with what they have and find out there. There aren't shopping malls in most colonies, so you're usually stuck with what your employer gives you.

Item	Price	Notes
Analysis Console	100	Small portable device used to analyse biological samples in the field. Provides basic information.
Backpack	10	Everyone begins with one, but you might lose it. Without it you can carry only half as much stuff.
Binoculars	30	Allows you to see in the distance with 25x magnification. Comes with thermal and night vision.
Com Jammer	200	Makes radio communication (distant range) impossible.
Communicator	15	Small radio devices used to communicate between people on the surface.
Computer Station	200	A more complete computer with 5x a tablet's processing power.
Crowbar	20	Confers Advantage to appropriate STR Saves.
Electronic Tool Kit	300	Tools to properly fix and build electronics.
Flashlight	10	Illuminates up to medium range.
Head Camera	40	Camera with audio and radio.
HUD	100	Device that lets you see through the camera of others and communicate with them. Used in military operations.
Invasion Tool	80	Set of tools to pick locks, hack electronic door systems and even airlocks.
Magnetic Boots	50	Allows users to walk on metallic surfaces.
Med Kit	100	Mark durability to recover 1d6 of either HP or STR. Can only be used once per person per day.
Motion Detector	150	Can detect movement (medium range) signaling a connected device.
Oxygen Canister	50	Used by most vacsuits. Mark 1 point of Durability per watch of use.
Pain Reliever	100	Recovers 2d6 HP. If used more than 3 times in a week may cause addiction.
Radio Coms	50	Used for communication between orbiting spaceships and people on the surface.
Rations (1 week)	30	Individual and compact rations for a week. Essential nutrition, no taste.
Rebreather	100	Can filter harmful gases and allow underwater breathing for 30 minutes (an hour to recharge).
S.O.S. Beacon	50	Small electronic projectile that emits a flare and beeping sound on available communication frequencies in the area (distant range).
Scanner (Bio)	100	Scans area up to long range for signs of life.
Scanner (Magnetic)	100	Scans area up to long range for signs of electromagnetism.
Scanner (Medical)	300	Can diagnose biological beings to detect anomalies and diseases.
Scanner (Planetary)	200	Can determine data on planets such as atmosphere type, gravity intensity and general geography up to distant range.
Scanner (Tech)	250	Can diagnose most technological problems computers, robots and androids are suffering from.
Sealing Tape	5	Can seal small orifices and tape stuff together.
Stimpack	200	Confers an extra action per round for 1d6 turns, 1d6 additional HP and Advantage on STR and DEX Saves. Afterwards, suffer Disadvantage on these Saves for 1 hour. If used more than 3 times in a week may cause addiction.
Survey Drone	200	Can function up to distant range and can survey locations with camera and microphone.
Survival Kit	100	Thermal tent, canteen, sleeping bag, portable stove and other essential items for survival in the wild.
Tablet	100	Portable device with most computer capabilities.
Thermal Goggles	100	Allows the wearer to see heat signatures up to medium range.
Tracking Device	40	Small device that can be tracked by a computer or tablet.
Vibroblade (1d6)	50	Can collect up to 50 liters of water per watch.
Water condenser	50	Can collect up to 50 liters of water per watch from most atmospheres.
Welder	50	Seals most doors in 1 turn.

3.3 - Weapons and Guns

Everyone in space carries a weapon, even those who didn't want one before. Law enforcement isn't present everywhere, especially on the Frontier, and even teenagers have to know how to protect themselves.

Weapons are divided into broad categories and may have unique characteristics.

Weapon	Price	Notes
Unarmed (1d3)	-	Your fists, knuckles and every other part you use to hit.
Small Melee Weapon (1d4)	10	Daggers, hammers, bats, handaxes and other small melee weapons which can be thrown up to short range.
Medium Melee Weapons (1d6)	40	Axes, machetes, swords, baseball bats with spikes and other medium melee weapons which cannot be thrown effectively.
Large Melee Weapons (1d8)	80	Katanas, zweihanders, mauls and other large melee weapons which are impossible to throw but can attack targets within short range.
Small Ranged Weapon (1d4)	50	Darts, small handguns and everything in between which can usually hit targets up to medium range.
Medium Ranged Weapon (1d6)	120	Crossbows, heavy pistols and small semi-automatic guns which can usually hit targets up to long range. Some are automatic and allow burst fire.
Large Ranged Weapon (1d8)	200	Longbows, shotguns and small automatic rifles which can usually hit targets up to long range. Some are automatic and allow burst fire.
Heavy Ranged Weapon (1d10)	350	Military grade automatic rifles and other more specialized weapons which can usually hit targets up to distant range. Most are automatic and allow burst fire.
Stationary Ranged Weapons (1d12)	500	Mounted machine guns and other weapons that require setting up and only permit stationary burst fire which can usually hit targets up to long range. They fire in bursts.
Flame Thrower (1d8)	300	These large weapons can attack up to 5 targets within close range of one another within medium range of the wielder and also forces a DEX save to not catch on fire and suffer 1d6 points of damage every round afterwards.
Grenade (1d10)	100	There are many types which either blast everyone within close range, create a large area of smoke up to short range where no one can see anything, emit high pitched noise deafening anyone within short range or emit strong light blinding anyone within short range.
Poison Vial (1d8)	100	Hard to come by and even harder to find someone to make them. Poisons usually do 1d8 damage directly to an Attribute after 1 turn.
Acid Vial (1d6)	50	Burns through most material (1d6 damage/ round) until cleaned.
Ether Vial	10	Anyone forced to breathe this in makes a STR save or passes out for 1 hour.

➤Ammunition

When a weapon loses Durability (see 2.2), it's usually running out of ammunition. To buy more spend 25% of its cost per erased Durability mark.

➤Burst

Mark 1 Durability to damage 1d6 targets within close range of each other.

>Modifications

Some modifications alter how a weapon works and affects targets.

EMP weapon (Costs 2x): Damages electronic objects, robots and androids. Reduces damage to biological beings 1 die size.

- ▶ Laser weapon (Costs 3x): Increases damage dice by 1 die size.
- ▶ Smart weapon (Costs 2x): Roll damage dice twice keeping the best result.
- ▶ Explosive Ammo (Costs 2x): Damages detachments normally.
- ▶ Penetrating Ammo (Costs 2x): Ignores up to Defense 2 armor.

3.4 - Armor and Suits

Almost everyone in space has at least an old vacsuit in case they need it. There are also other suits and armors used for many different purposes explained below.

Armor and Suits Price		Notes
Reinforced Clothes (Def 1)	50	Padded jackets with small ballistic plates set in strategic places (Defense 1, 1 Inventory slot).
Tactical Armor (Def 2)	150	Used by most security forces and some spacers expecting trouble (Defense 2, 1 Inventory slot).
Military Armor (Def 3)	400	Almost impossible to buy, used by special forces, and the best mercenaries (Defense 3, 2 Inventory slot, Disadvantage on DEX Saves).
Vacsuit (Def 1)	150	Protects from vacuum, radiation and lack of breathable atmosphere. Uses Oxygen Canisters (Defense 1, 2 Inventory slot, Disadvantage on DEX Saves).
Reinforced Vacsuit (Def 2)	350	Protects from vacuum, radiation and lack of breathable atmosphere. Reinforced for tactical operations on possible hostile environments. Uses Oxygen Canisters (Defense 2, 2 Inventory slot, Disadvantage on DEX Saves).
Battlesuit (Def 3)	1000	Almost impossible to buy, used only by the best military organizations. Protects from vacuum, radiation and lack of breathable atmosphere. Reinforced for warfare operations on hostile environments. Uses Oxygen Canisters (Defense 3, 3 Inventory slot, Disadvantage on DEX Saves).
Power Armor (Def 4)	10000	Prototype only. There are only a handful in use in the world. Protects from vacuum, radiation and lack of breathable atmosphere. Reinforced for warfare operations on hostile environments, and improves the users physical capabilities. Uses Oxygen Canisters (Defense 4, 2 Inventory slot, Advantage on STR Saves).



THERE IS SOMETHING OUT THERE

3.5 - Services

Sometimes you and your crew will need the service of other people, be it a medic to patch up your wounds, a science lab to analyze some samples you collect or even trained mercenaries to keep you safe when you explore a newly discovered planet on the frontier.

The Credits cost in this table refers to a week of work and can be negotiated up (if the circumstances are dangerous) or down (depending on the relationship between the characters and the individual or faction).

Service	Price	Notes
Construction Worker	60	STR 12 - For building structures, be it on colonies or space stations.
Courier	50	To deliver special messages or packages directly. They usually take some time to arrive as they take many packages at one.
Docker	50	Carries stuff to and from your spaceship.
Engineer	300	WIL 12 - Can identify failures in structures and make new projects for objects, buildings, vehicles, etc.
Gunner	200	DEX 12 - Can operate spaceship's weapons with efficiency.
Medic	600	WIL 14 - Can treat patients, recovering HP and Attribute damage twice as fast than normal.
Mercenary	150	STR 12 - Carries a Medium Ranged Weapon (1d6) and uses Tactical Armor (DEF 2).
Mercenary Commander	500	STR 14, WIL 12 - Carries a Large Ranged Weapon (1d8) and uses Tactical Armor (DEF 2). Grants Advantage on Morale checks to allies within medium range.
Miner	75	STR 12 - For mining operations in space and on asteroids.
Navigator	500	WIL 13 - Can provide Advantage to WIL to trace a route in space travel.
Pilot	650	DEX 12, WIL 12 - Can pilot most spaceships out there and take you to most places. Cost is tripled if a spaceship is not provided.
Scientist	250	WIL 14 - Can provide specialized information regarding their field (biology, archeology, psychology, sophontology).
Spaceship Mechanic	400	DEX 12, WIL 12 - Can repair and identify problems on spaceship engines if given enough time and resources.

3.6 - Vehicles and Spaceships

Your crew starts with a spaceship of your choice according to the type of jobs you usually perform. They can purchase other ships, make upgrades and repairs as the game progresses. See section 7 for the rules governing spaceships.

Vehicle	Price	Notes
Exploration Wagon	10k	5 HP - STR 12 - Detachment scale. Possesses 3 Scanners (Bio, Planetary, Electronic).
Battle Wagon	20k	8 HP - Def 2 - STR 14 - Detachment scale. Possesses 1 Stationary Weapon (1d12) and 2 Heavy Weapons (1d10).
Walker	30k	10 HP - Def 2 - STR 12, DEX 12 - Detachment scale. Possesses 1 Stationary Weapon (1d12), and 3 Scanners (Bio, Planetary, Electronic).
Scout Ship	150k	6 HP - Def 2 - DEX 14, WIL 12 - Spaceship scale. Possesses 2 Large Ranged Weapons (1d8) and 3 Scanners (Bio, Planetary, Electronic).
Scientific Ship	200k	4 HP - Def 1 - DEX 12, WIL 14 - Spaceship scale. Possesses 2 Medium Ranged Weapons (1d6), 3 Scanners (Bio, Planetary, Electronic) and a complete scientific laboratory for complex analysis.
Trade Ship	150k	8 HP - Def 1 - DEX 12 - Spaceship scale. Triple the Inventory space. Possesses 2 Medium Ranged Weapons (1d6).
Military Ship	300k	10 HP - Def 3 - STR 14, WIL 12 - Spaceship scale. Possesses 2 Heavy Ranged Weapons (1d10) and Scanner (Electronic). Can also carry other military vehicles and troops (up to 5 detachments).
Transport Ship	250k	6 HP - Def 1 - STR 12, DEX 12 - Spaceship scale. Can carry up to 20 people with comfort or 100 cramped. Possesses 2 Medium Ranged Weapons (1d6).
Mining Ship	300k	8 HP - Def 2 - STR 12 - Spaceship scale. Double the Inventory space. Possesses 2 Medium Ranged Weapons (1d6) and Scanner (Minerals).
Commander Ship	1000k	20 HP - Def 4 - STR 16, DEX 8, WIL 12 - Spaceship scale. Possesses 8 Heavy Ranged Weapons (1d10) and 2 Stationary Weapons (1d12). Also has Scanner (Electronic). Additionally, can carry other military vehicles and troops (up to 20 detachments).

BUT YOU
DON'T WANT
TO FIND IT.

The Referee describes a situation and scenario. You describe what your spacer does. The Referee narrates the outcome using the rules when necessary. The conversation flows, with rules regulating uncertain and interesting situations.

4.1 - Role Playing

You play as a spacer in the Frontier of space exploration, doing what you can to survive and earn a few extra Credits. You have a job and you get it done. You say what they say, decide what they do and think for them. You can speak in first, second or third person (or switch between). You don't need to be an actor (you can if you want), you just need to make their decisions.

4.2 - Keep This in Mind

To improve your survival chances and get the most from this game, keep these in mind:

- ▶ Ask questions to clarify situations and acquire information taking notes.
- ▶ Work with the other spacers. Plan ahead. Make allies if possible.
- ▶ When rolling dice you are risking everything. Make good plans avoiding dice rolls.
- ▶ Play to survive but enjoy your death.
- ▶ Don't pull back. You need to fight dirty to survive.
- ▶ Running is always an option. A pretty good one actually.
- ▶ If your spacer dies, make a new one.

4.3 - Saves

When your spacer attempts something dangerous and the outcome is interesting for a success or a failure, the Referee asks you to make a STR, DEX or WIL Save.

▶ Roll a **d20**. If the result is equal to or less than the Attribute you succeed. If the roll exceeds the Attribute your spacer fails and suffers the consequences the Referee describes.

▶ Depending on the odds, a success can be more or less dramatic.

»Opposed Saves

If your spacer is competing or working against another character, they both Save and the lowest successful result wins.

»Advantage & Disadvantage

If your spacer is particularly well prepared for a task, has useful equipment or the task is Background related, the Referee may grant you Advantage (roll twice and take the better result).

The Referee grants Disadvantage (roll twice and take the worse result) if your spacer is ill prepared, hindered or outmatched.

THERE ARE
THINGS OUT
THERE...

4.4 - Combat

Combat is hell. In the 23rd Century, there are weapons that can kill a person in mere seconds. Not to mention the terrifying creatures that await unwary explorers on alien worlds. Sometimes, however, it's unavoidable, so be prepared.

>Initiative

The situation usually determines who acts first. When attacking unsuspecting foes, you and your allies who are aware of the plan act first. When in doubt, make a **DEX Save** to act before your enemies.

When acting in a combat round, your spacer can move up to short range and perform an action. They can move up to medium range without taking an action. Actions can be anything from negotiating, attacking, running away, flipping a switch, toppling a barrel or anything you imagine.

>Attacks

Attacks always hit. Roll your weapon's die, dealing that much damage minus their **Defense**.

When attacking with some kind of advantage (on higher ground, with a risky gambit or something else), the attack is **Enhanced**, dealing **1d12** damage.

When attacking with significant disadvantage (being grappled, against a target with cover or something similar), the attack is **Impaired**, dealing **1d4** damage.

>Hit Protection & Damage

Damage is subtracted first from an individual's Hit Protection (**HP**) representing their ability to avoid or shrug off real wounds.

When HP is reduced to 0, damage is dealt directly to **STR**.

>Scar

However, an attack taking you to exactly 0 HP grants a Scar. Reference the die result reducing you to 0 HP on the table.

Damage	Resulting Scar
1	You acquire a visually obvious scar on your, roll 1d6: (1) Forehead; (2) Nose; (3) Neck (4) Chest; (5) Legs; (6) Arms.
2	You falter and shake your head. After calming yourself with something (a drink, maybe?), recover 1d6 HP.
3	Hobbled until someone treats you and can either move or act each round.
4	Hit in the head, spitting bloody teeth and looking a mess until someone treats you. Disadvantage on conversational WIL saves until then.
5	You got a nasty wound, need stitches and are Deprived until properly treated.
6	A vital organ is hit. It is bad! If you take Critical Damage before treatment, you die.
7	A part of you is ripped out, roll 1d6: (1) Lips; (2) Eye; (3) Nose; (4) Thumb; (5) Toe; (6) Scalp (partial). Disadvantage on conversational WIL saves (unless intimidating them).
8	One of your limbs is ripped off or needs amputated, roll 1d4: (1) Right arm; (2) Left arm; (3) Right leg; (4) Left leg.
9	You are cracked in the head and Deprived until you spend a few hours unloading with someone you care about.
10	You receive a humiliating blow and are furious until you get your revenge, making your attacks against the enemy who hit you Enhanced.
11	The attack cracked your skull. You feel a little strange and different. Reroll your WIL with 2d6.
12+	A devastating blow that should be fatal. You make STR Saves with Disadvantage for the next 1d6 turns, and if you suffer Critical Damage before treatment, you die horribly.

>Critical Damage

Anyone (PC or enemy) taking STR damage rolls a STR save. If successful they can continue fighting. Otherwise, they take Critical Damage.

When taking **Critical Damage** gain the **Injured** condition and be incapacitated until treated and taking a Short Rest.

An injured person untreated for 6 turns dies.

>Attribute Damage

If someone suffers enough damage to reduce their **STR** to 0, they are dead. For **DEX**, they are paralyzed. For **WIL**, they suffer a **Stressful Event**.

If your spacer dies, create a new one. The Referee should introduce them as soon as possible. Getting back into the game quickly supersedes realism (they were a former colleague that just got back, or someone they just rescued in the apparently deserted colony).

>Distance & Range

Range and distance are abstract for narrative play and divided into 5 categories: Close, Short, Medium, Long and Distant, relative to their situation.

For example, in combat Close is a few steps away and within most melee weapons' range and Distant is further than almost any weapon can reach. If we're talking about spaceships and system travel, Close range means a few hundred meters away (close enough to dock or for a collision), and Distant range means it's distant enough that the spaceship would need to burn quite some fuel to get there.

FIGHT THE CARNEES IN SPACE



4.5 - Stress

The human mind spent millenia on earth, confined into a single planet in the whole universe. Now it's constantly exposed to places, visions and events way beyond its experiences, and it shudders. Space travel itself is disturbing, as the Fold Engines distort space and time, causing many people to suffer **stress** and disorientation, even when in cryo chambers.

When your spacer experience otherworldly and bizarre events, or face horrifying scenes, you make a **WIL Save**. Failure means they suffer **WIL** damage. The severity of the damage varies with how otherworldly or horrifying it is for the spacer.

- ▶ Mildly strange or upsetting events: **1** point of **WIL**.
- ▶ Strange and unsettling events that make you gasp: **1d4** points of **WIL**.
- ▶ Reality challenging events and fear inducing threats, making you shudder: **1d6** points of **WIL**.
- ▶ Otherworldly events that shatter reality and horror inducing events that makes you scream: **1d8** points of **WIL**.
- ▶ Mind shattering events and heart stopping visions of terror that makes you cry: **1d10** points of **WIL**.

»Crisis Event

When your **WIL** is reduced to 0, you suffer a **Crisis Event**. Reference the die result reducing your **WIL** to 0 on the table.

»Recovering Stress

You can recover lost **WIL** points by resting and engaging with your Personal item. Without your Personal item, you cannot recover **WIL** points lost due to **Stress**.

If you lose your Personal item, you must find it or wait 1 week to form an attachment to another item, turning it into your Personal item.

»Growth Through Crises

After each **Crisis Event** your spacer may grow.

- ▶ The first time it happens, reroll your maximum **HP** with **1d6**, keeping the total if higher, and roll a **d20** against one of your **Attributes**. If you roll higher than its score, it improves by one.
- ▶ The second and third time it happens, reroll your maximum **HP** with **2d6**, keeping the total if higher, and roll a **d20** against two of your **Attributes**. If you roll higher than its score, it improves by one.
- ▶ The fourth and every subsequent time it happens, reroll your maximum **HP** with **3d6**, keeping the total if higher, and roll a **d20** against all of your **Attributes**. If you roll higher than its score, it improves by one.

Damage Crisis Event

1	You hold it together and get Advantage on all Saves for the next 1d6 turns.
2	You can't keep your focus, suffering Disadvantage on all Saves for the next 1d6 turns.
3	You run away to reflect on what you saw, leaving everything behind. You need 1d6 turns to recover.
4	You see things that are not there for 1d4 hours, and can't differentiate them from reality.
5	You acquire a new phobia. It can be of spiders, if there was a spider nearby, or of elevators if it all happened in one. You suffer Disadvantage on all Saves when it's relevant.
6	You are paralyzed while your mind tries to rationalize everything. You cannot move or act for a full hour.
7	You have a hard time trusting anyone, and have to pass a WIL save every time you meet someone or suffer 1d4 points of WIL damage.
8	You pass out and are unconscious for 1d6 hours. You have very disturbing dreams while unconscious and suffer Disadvantages on all Saves related to the dream for a week.
9	You lose control for a moment and immediately attack the closest person to you for 1d6 rounds. If you are alone, you attack whatever thing it is in reach.
10	You have a heart attack and unless you pass a STR Save, you die immediately. If you pass the Save, you pass out for 1d6 days.

4.6 - Conditions

Conditions are negative effects your spacer suffers from, written on your character sheet and erased when they no longer apply (as you Rest and treat them).

- ▶ **Deprived:** Without something important (water, food, meds), you cannot benefit from Rests.
- ▶ **Exhausted:** After two days without a Long Rest, you have Disadvantage on all Saves.
- ▶ **Injured:** You are incapacitated and inert, dying if left untreated for 6 turns.
- ▶ **Blind:** Disadvantage on all visual Saves.
- ▶ **Deaf:** Disadvantage on all auditory Saves.

4.7 - Rest & Healing

To recover and heal wounds, your spacer must Rest.

- ▶ **Short Rest** (1 Turn): A sip of water and a few minutes of rest restoring **1d6 HP**.
- ▶ **Long Rest** (1 Watch): Eat, drink and get some sleep restoring all your **HP**. If your HP is already full, restore **1d6 STR** or **DEX**. To recover **WIL**, you need to have your **Personal Item** with you (see 4.5).
- ▶ **Full Rest** (1 Week): Requires a safe location and fully restores **HP** and all **Attribute** scores and removes most long-term Conditions.

YOU ARE
ALL ALONE
OUT THERE



4.8 - Hazards

Spacers are subjected to many perilous situations everywhere they go. Watch out for these in particular.

»Starvation

A pound of food must be consumed per day by each spacer.

- ▶ 1 day without food gives you a Deprived condition.
- ▶ After 5 days without food, suffer **1d6** points of damage per day.

»Dehydration

Half a gallon of water must be consumed per day by each spacer.

- ▶ 1 day without water gives you the Deprived condition.
- ▶ After 2 days without water, suffer **1d6** points of damage per day.

»Vacuum

People cannot survive in the vacuum of space.

- ▶ If you're exposed to vacuum you suffer **1d8** points of damage per round.
- ▶ If you are only partly protected you may suffer from Suffocation, Pressure, Extreme Temperatures or other hazards.

»Pressure

The human body can only sustain certain levels of atmospheric pressure and suffers and even succumbs under pressures far above or below Earth's ATM.

- ▶ Slightly higher or lower ATM: You feel dizzy and weak, suffering **Disadvantage** on all **Saves**.
- ▶ Considerably higher or lower ATM: You feel sick and suffer **1d6** points of damage per watch and suffer **Disadvantage** on all **Saves**.
- ▶ Extremely higher or lower ATM: Your body begins to collapse. You suffer **1d6** points of damage per round, cannot act and only move at half speed.

»Suffocating

Not all atmospheres have the right combination of molecules allowing your spaces to breathe (or someone may drown you).

- ▶ Normally you can hold your breath for twice as many rounds as your **STR** score. If caught by surprise, you can only hold for a number of rounds equal to half your **STR** score.
- ▶ Every round without being able to breathe afterwards inflict **1d6** points of damage.

»Extreme Temperatures

In space it can get really cold, enough to freeze you to death. Likewise, if you get too close to a star you will get fried.

- ▶ Make a **STR Save** when exposed to Extreme Temperatures. If you fail you suffer **1d4** points of damage. Repeat the Save periodically, in accordance with how hot or cold the environment is and how protected from it you are (every day for a place over 100° F with barely any protective gear, every hour in a freezing tundra without proper clothing, every round in a blazing building).

»Radiation

The Fold Engines, stars, minerals and all sorts of elements emit radiation that can be harmful to your spaces.

- ▶ Light Radiation: Make a **STR Save** every hour or feel sick, suffering **Disadvantage** to all **Saves**. The effect persists for 1d6 turns after exposure ends.
- ▶ Mild Radiation: Make a **STR Save** every turn or feel sick, suffering **Disadvantage** to all **Saves** and suffer **1d6** points of damage. The sickening effect persists for 1d6 hours after exposure ends.
- ▶ Extreme Radiation: You feel sick, suffering **Disadvantage** on all **Saves** and suffer **1d6** points of damage per round. The sickening effect persists for 1d6 days after exposure ends.

>Gravity

Gravity varies widely in the known universe and can affect your spacer in many ways.

- ▶ Slightly higher Gravity: Makes **STR** and **DEX** Saves with **Disadvantage** when related to lifting weights and physical agility.
- ▶ Slightly lower Gravity: Makes **STR** and **DEX** Saves with **Advantage** when related to lifting weights and physical agility.
- ▶ Considerably higher Gravity: Makes **STR** and **DEX** Saves with **Disadvantage** when related to lifting weight and physical agility. Can only move or act each round. Overland speed halved.
- ▶ Considerably lower Gravity: Makes **STR** and **DEX** Saves with **Advantage** when related to lifting weight and physical agility. However, tasks requiring precision suffer **Disadvantage** on **Saves**.

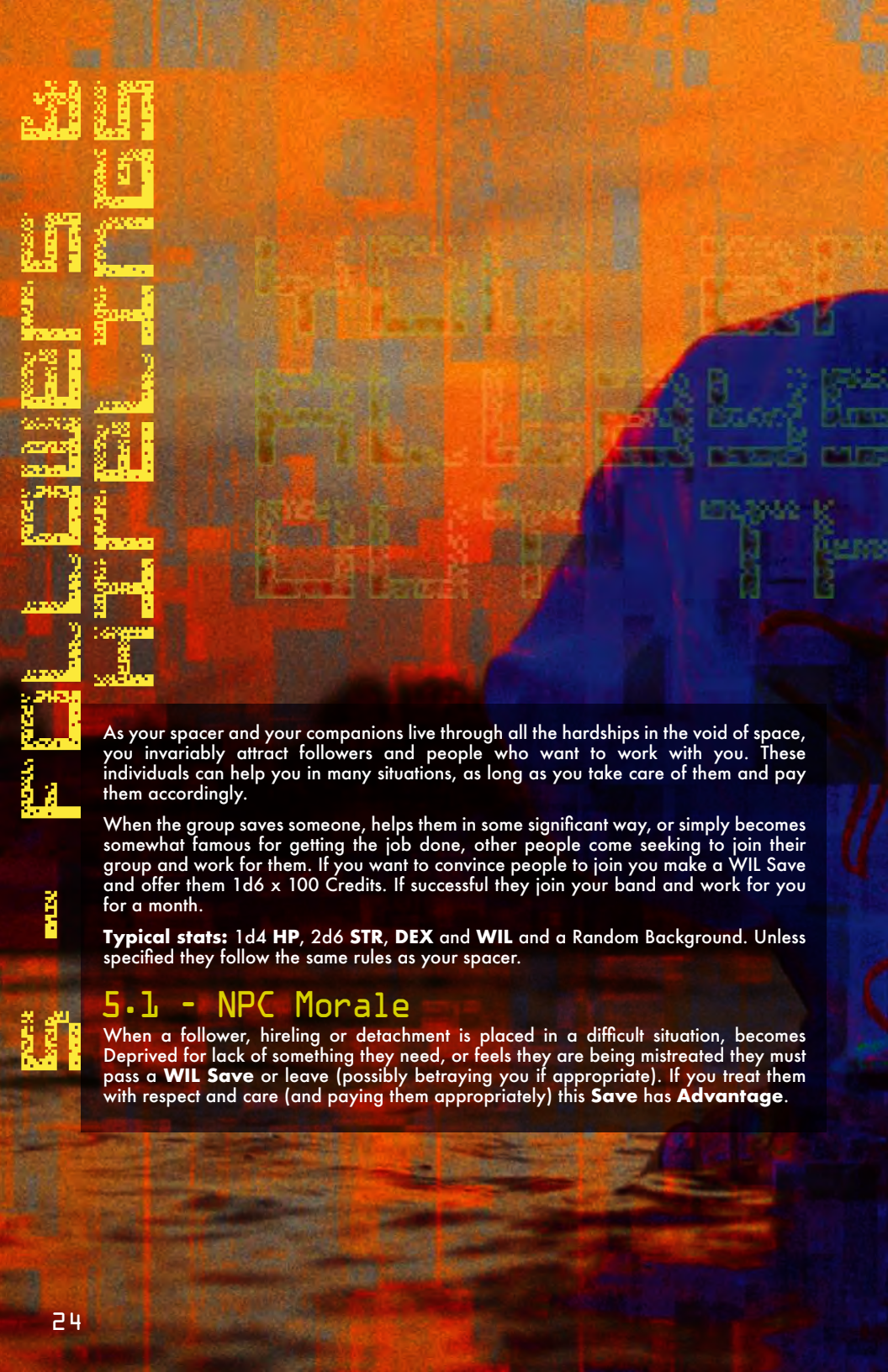
4.9 - Time

For simplicity's sake, time is divided into three categories of expanding duration:

- ▶ **Round:** Combat's time scale (≈10 seconds).
- ▶ **Turn:** Exploration on foot's time scale (≈10 minutes), sufficient to explore one room and perform an action or two. A fight always lasts at least 1 turn.
- ▶ **Watch:** Overland travel's time scale (≈36 turns or 6 hours). Each day has 4 watches. People on foot can usually travel one hex per watch.

4.10 - Overland Travel

Your spacer can normally travel 12 miles (1 hex) per watch on foot. Some types of terrain (swamps, hills, thick forests, rocky deserts, etc.) reduce this distance by half taking two watches to travel 1 hex. Vehicles can multiply that distance depending on how fast and reliable they are.



As your spacer and your companions live through all the hardships in the void of space, you invariably attract followers and people who want to work with you. These individuals can help you in many situations, as long as you take care of them and pay them accordingly.

When the group saves someone, helps them in some significant way, or simply becomes somewhat famous for getting the job done, other people come seeking to join their group and work for them. If you want to convince people to join you make a **WIL Save** and offer them 1d6 x 100 Credits. If successful they join your band and work for you for a month.

Typical stats: 1d4 **HP**, 2d6 **STR**, **DEX** and **WIL** and a Random Background. Unless specified they follow the same rules as your spacer.

5.1 - NPC Morale

When a follower, hiring or detachment is placed in a difficult situation, becomes Deprived for lack of something they need, or feels they are being mistreated they must pass a **WIL Save** or leave (possibly betraying you if appropriate). If you treat them with respect and care (and paying them appropriately) this **Save** has **Advantage**.



Specially on military operations and when exploring potentially dangerous planets, the employment of Detachments might be essential.

6.1 - Detachment Rules

For some things being in a small group is essential while for others you need larger numbers! Once you gather enough Followers or Hirelings you can form a Detachment.

► Each Detachment is 20 people and must be led by a spacer. If they lose their leader they make a **WIL Save** or flee.

► **Typical stats:** 1d6 HP, 10 STR, DEX and WIL, 1d6 damage (bats and pistols).

► When attacking an individual their attacks are **Enhanced**. Any attacks individuals make against a Detachment are ignored unless particularly destructive or large scale (like explosives or heavy weaponry).

>Casualties

Taking **Critical Damage** breaks a Detachment which cannot act until rallied by a leader's **WIL Save** and appropriate actions. At STR 0 a Detachment is wiped out. At $\frac{1}{2}$ STR pass a **WIL Save** or disperse.

Detachments recover HP and Attribute damage with **Rests** like spacers.

>Equipping a Detachment

Equipment can improve a Detachment's abilities just like individuals but requires 20 of any item to modify the Detachment's stats.

You and your companions share a spaceship. It's not only a vehicle for you, it's a home, a way of life, and for some almost like a family member.

7.1 - Your Spaceship

You and the other players need to decide what kind of spaceship you have. This decision should be based on what sort of jobs you usually take and the kind of game you and your friends want to have.

▶ **Scout:** For groups that want to take jobs related to exploration, espionage and military scouting.

▶ **Scientific:** For groups that want to focus on jobs that will study strange phenomena, alien flora and fauna, strange ruins and artifacts.

▶ **Trade:** For groups that want to focus on jobs related to trade, taking products from one place in the universe to the other (attempting to get the highest profit rates possible) and those playing as smuggling crews.

▶ **Military:** For groups that want to focus on jobs related to military operations, bounty hunting, raids and dealing with problems in a more violent way. They could also be commanders of a small force in a war.

▶ **Transport:** For groups that want to focus on jobs where they meet new and different people and visit new and different places. It will have intrigue, social encounters and other similar situations.

▶ **Mining:** For groups that want to get their hands dirty and their sweat on. Mining is hard work, especially on asteroids in the middle of space. No one knows what you find once you excavate these alien planets and strange asteroids.

7.2 - Spaceship Rules

Your spaceship is treated similarly to your character. Follow these guidelines when dealing with spaceships.

▶ A spaceship functions just like a Detachment, but on a higher scale.

▶ Spaceships have the same stats as characters: **HP**, **Defense**, **STR**, **DEX**, **WIL**, Attacks and other equipment as determined in section 3.6. When an Attribute is not listed assume it's a score of 10.

▶ The group can make 2 free Upgrades to their spaceship at the start of the game. Choose one of the following:

- ◆ Increase the spaceship's **HP** by 1d6.
- ◆ Increase the spaceship's **Defense** by 1.
- ◆ Increase one of the spaceship's **Attribute** scores by 1.
- ◆ Add another Upgrade up to 30% of the spaceship's cost.

▶ When a spaceship attacks an individual its attacks are **Enhanced** twice (roll a d20 for damage). When a spaceship attacks a Detachment its attacks are also **Enhanced**. Any attacks made by individuals or Detachments against a spaceship are ignored unless it is particularly destructive or large scale (using explosives or heavy weaponry).

7.3 - Upgrades

Over time you and your companions may want to modify and upgrade your spaceship. Costs are expressed either by an absolute value, a percentage of the ship's total cost or specified in the notes. The Referee may adjudicate other upgrades if necessary.

Upgrade	Price	Notes
Comm Jammer	40k	Jams communication up to long range.
Communicator	25k	Allow communication with planets and spaceships within the same system.
Escape Pod	50k	A compact spaceship that will take up to 8 individuals to the nearest habitable planet if it's within 1d20 days of travel.
Faster Fold Engine	25%	Makes the spaceship Fold speed faster by a 0.50 factor. See section 7.7.
Harden Hull	*	Increases spaceship's STR by 1. Costs it's current STR score multiplied by 3k.
Improve Shields	15%	Add 1d6 to the spaceship's total HP.
Increase Cargo Capacity	30%	Doubles the amount of cargo items the spaceship can transport.
Maneuvering Boosters	*	Increases spaceship's DEX by 1. Costs its current STR score multiplied by 4k.
New Installation	40%	Installs a new module specialized in some tasks such as a science lab, medical wing, repair shop, armory, etc.
New Scanner	40k	Installs a new kind of scanner on the spaceship, allowing it to detect related signals (Bio, Electric, Radiation, Radio).
New Weapon	40%*	Installs a new weapon station on the ship. Add the cost of the weapon in the spaceship's scale, multiplying standard cost by 100.
Reinforce Armor	20%*	Increases the spaceship's Defense by 1. Each time this upgrade is picked increase the cost by 10% of the spaceship's total cost.
Upgrade Systems	*	Increases spaceship's DEX by 1. Costs it's current STR score multiplied by 5k.
Upgrade Weapons	20%	Upgrades currently installed weapon turret, increasing its die size by 1 side. Each time this upgrade is picked for the same weapon, increase the cost by 10% of the spaceship's total cost.

7.4 - Spaceship's Damage

When a spaceship takes **Critical Damage** it's broken and cannot act until fixed by a spacer with a **WIL Save** and appropriate actions. At **STR 0** the spaceship is destroyed. Spacers have 1d6 rounds to get out of there or be blown up with it.

>Critical Effects

Even if a spacer passes a **WIL Save** to get the spaceship back into action, some part of the vessel is damaged and needs to be fixed in a proper location. Using the damage result that caused the Critical Damage, consult the Critical Effects table.

Damage	Critical Effect
1	Cargo Lost: 1d6 units of cargo are destroyed.
2	Hull Damaged: Defense reduced by 1.
3	Systems Overloaded: Someone needs to make a WIL save each round or the spaceship's crew can't take actions.
4	Damaged Fold Engine: Can't use the Fold Engine until it's repaired.
5	Damaged Thrusters: Disadvantage on all DEX Saves.
6	System Corrupted: Disadvantage on all WIL Saves.
7	Damaged Gravity Generator: Artificial Gravity ceases to work. Every time the spaceship takes damage, everyone inside needs to make a STR Save or suffer the same damage.
8	Weapon Station Damaged: Lose the use of one of the spaceship's weapons.
9	Damaged Engine: Disadvantage on all STR Saves.
10	Life Support Damaged: Crew need vacsuits or start suffocating in 1d6 turns.
11	Internal Explosion: Every crew member needs to make a DEX Save or suffer 1d8 points of damage.
12+	Core Reactor Destroyed: Spaceship blows up in 1d6 turns.

7.5 - Repairing a Spaceship

Spaceships recover HP just like spacers do, after their systems refresh and they take some time to cool the engines down.

However, they do not recover Attribute damage automatically, and need to be repaired. To do so you must take it to appropriate installations and spend 5% of total cost to recover 1 point of any Attribute damaged.

Spacers can try to make emergency repairs if they need it, but it isn't the best option (see Crew Actions).

7.6 - Crew Actions

When traveling in a spaceship or when it is engaged in combat, your spacers can perform many different actions. In order to keep everyone engaged, each player can assume a role during combat.

► **Captain:** Can grant an extra action to another crew member per round. Only one spacer can take this role.

► **Pilot:** Can make a **DEX Save** to avoid an attack. If the Save fails, attack is **Enhanced**. Only one spacer can take this role.

► **Gunner:** Makes the attacks. Only one spacer can take this role per weapon on the spaceship.

► **Engineer:** Can make a **WIL Save** to make emergency repairs recovering either 1d6 HP or STR (which will go away in 1d6 hours). Failure means the spaceship suffers 1d4 points of damage.

► **Sensor Operator:** Can make a **WIL Save** to lock on a target and make the next attack against it **Enhanced**. Failure means the next attack is Impaired.

7.7 - Space Travel

Traveling in space is measured by how distant one location is from one another. For longer journeys, it's recommended the crew enters cryosleep.

Traveling from one planet to another in the same system: 1d6 hours.

► Traveling from one system to another in the same galaxy: 1d8 days.

► Traveling from one galaxy to another in the same cluster: 1d10 weeks.

► Traveling from one cluster to another in the same supercluster: 1d12 months.

► Traveling from one supercluster to another in the same universe: 1d20 years.

Someone is the Referee, responsible for guiding the other players through the game, adjudicating rules, playing every other character they encounter, and narrating what's going on in the setting.

8.1 - Referee Principles

When refereeing, remember the following principles:

»Make Space Dangerous

Space isn't for anyone. It's a hostile environment, and any number of things can put a spacer's life on the line. A miscalculated route can smash them into an asteroid. Pirates can hijack their ship. Rival corporations can sabotage their engine. Then there's all these weird things they hear about happening to other people. Show signs of these dangers whenever you can, and remind them that they are always in danger.

»Make Space Weird

Space isn't only dangerous. It's weird. Away from earth, deep in the void of space, strange things happen. Light can become palpable. Time may run backwards. You may see yourself as if outside of your body, and alien ruins may reveal truths the human mind is not yet ready to witness. Show signs of strange things happening around the players. They can begin small and get bigger as they get close to the mysteries of the universe.

»Be The Spacers' Senses

You are the PCs' eyes and ears—and all other sensory organs. Provide all the necessary information and, when in doubt, more than you think they need.

Describe the situation using more than what they see or hear, answering their questions generously. The game can have surprises, but players should have a chance of uncovering them with the right questions.

»Telegraph Danger

This is a deadly game: provide plentiful warnings of the dangers ahead. Make deadly traps visible and show signs of enemies ahead. If there are aliens ahead, show signs of them. If there is a tribe of

cannibal wreckers, show gnawed bones and grotesque drawings on the wrecked spaceship's hull.

»Present Choices

Use all the information to present them with interesting and significant choices. Figuring out the risk and reward equation is essential gameplay (and really fun), so make sure the possible risks and rewards are understood and remember: easy choices are boring!

»Show Consequences

No matter what players choose to do, the game continues. Make their choices impact the current and future scenarios. When making a Save, both success and failure should provide interesting results.

»Be Fair

You don't play against nor to benefit the players. You're an impartial arbiter of the game (and table)'s rules. Let the dice fall. Let antagonists' goals and actions follow their logical conclusion. Don't pull punches.

The only way for the game to be meaningful is if failure is a meaningful outcome. When the players face dangerous situations do not shy away from the consequences. For weal or woe.

»Reward Good Ideas

When the players have good ideas and act with courage and determination they earn rewards. Don't be stingy when they've risked so much.



8.2 - Understanding Attributes

Spacers (and other people) usually have Attribute scores from 5 - 15. Scores of 1 and 18 are the extremes of human capacity. When no score is specified assume it's 10.

8.3 - Using Saves

You should only request Saves as a direct result of a player's choice. Normally, they can do most of their actions without one (if it sounds reasonable and safe) but, when attempting something dangerous with potentially interesting results regardless of outcome, ask for a Save to avoid bad consequences.

- ▶ **STR** Saves test physical prowess and endurance.
- ▶ **DEX** Saves test quick reflexes, nimbleness and agility.
- ▶ **WIL** Saves test force of will and strength of personality.

»Consequences

You should make a failed Save's consequences obvious by telegraphing it. When making a Save the players should know what they are avoiding.

Some potential consequences are:

- ▶ **Damage:** d4 - d20 depending on severity: d4 is minor, d6 is dangerous, d8 wounds most spacers, d12 can be fatal and d20 is certainly deadly.
- ▶ **Conditions:** Make them Exhausted or Injured if it fits or another sensible condition.
- ▶ **Lost Time:** Depending on what's attempted, they can spend a lot of time and Resources and risk a Random Encounter.
- ▶ **Losing an Item:** They lose an item (determined randomly, including Resource units) which fell, broke or simply disappeared.
- ▶ **Mark Durability:** Mark 1 - 3 "★★", depending how bad the situation was.

8.4 - Luck Rolls

Use Luck Rolls for events whose outcome is outside the spacer's control. Roll a d6 where a high result is in their favor and low result means problems. 6 is a great outcome. 1 is pretty terrible.

8.5 - Rulings Over Rules

This game's rules were not written to comprehensively cover every situation you might come across. Some parts are intentionally vague. In these cases adapt an existing rule or create a new one, noting the ruling for future consistency.



Humanity left Earth more than a century ago and is ever expanding its horizons. Most of the exploration and colonization happens in the Frontier and in the Unknown. A few government confederations head this space race, but the corporations are really the ones calling the shots.

There is much to be gained in space, but much to be lost too, and the information isn't all available. Secrets are kept. Every government body wants to be ahead of their rival, and the corporations sabotage one another all the time. Not to mention the secrets hidden in the alien ruins some claim to have found.

There is a lot going on in the universe.



9.1 - Exploration

When exploring outside of action scenes time is measured in Turns during which a spacer can make a major action such as: examining a part of the location, moving to a different room or engaging with something or someone.

When in space, turns can encompass days, weeks or even months depending on how far the spaceship is going.

9.2 - Planetary Exploration

When the group is exploring a planet, use a hexagonal map, with each hex having a 6 miles side and 12 miles across.

A group of spacers can travel 1 hex per watch. Hexes containing difficult terrain (swamps, thick forests, rocky hills, etc.) take two watches to cross.

»Rest

If a spacer doesn't rest for at least one watch every two days they are **Exhausted**.

9.3 - Space Exploration

When the group is exploring a section of space, use a hexagonal map, with each hex taking a spaceship traveling average speed a day to cross. Some hexes may contain strange phenomena, great gravitational pull, fields of asteroids and other things that take two days to cross with safety.

»Fuel

For most of their travels, spaceships use the radiation and light in space to generate the energy needed to keep flying. However, when the Fold Engines are activated, roll **1d6**. On a 1-3, mark a "*" on the spaceship entry, and if it accumulates 3 "*" it's out of fuel and cannot make use of its Fold Engine.



9.4 - Random Events

When the spacers are exploring a location like an abandoned colony, a set of alien ruins or other contained place, roll for Random Events every 12 turns (or when the Referee wants to shake things up). When they are traveling overland or in space, roll for Random Events every day.

To roll for a Random Event, roll **d6**. On a **1** an event occurs and on a **2** there's an omen (signs or hints of an event).

➤Event Tables

For each major area, prepare a table of 1d6 events that reflect the theme of said place.

- ▶ 1 - 3: variations of a common event.
- ▶ 4 - 5: uncommon events, slightly weird.
- ▶ 6: a strange and dangerous event.

9.5 - NPC Reactions

When encountering someone whose reaction is not obvious roll their Reaction.

2d6	Reaction
2	Hostile
3-5	Unfriendly
6-8	Indifferent
9-11	Friendly
12	Helpful

9.6 - NPC Morale

When fighting a rational enemy and one of the following conditions (or something else the Referee judges relevant) is met, the enemy makes a WIL save to not flee or surrender. This also applies to followers and hirelings.

- ▶ Is clearly outmatched when the fight starts.
- ▶ Takes Critical Damage for the first time in the fight.
- ▶ Witnesses an ally flee or die.



We are not alone. We never were. There are aliens in space, although most people never see one or any signs they exist, and when a sign is found corporations and governments make sure they cover it up and save any information they can glean from it for themselves. Many people have died because of this.

There isn't a single species of aliens out there. There are many. Or at least it seems there are. There are probably many more that haven't been found.

What follows is a list of sample alien species, with information regarding each of them and tools to use them in your game.

10.1 - The Engineers

Scientists believe this was the first sentient species to ever exist in the universe. No living individual of this species has been found yet, but Avanc, one of the largest and most powerful tech corporations, claims to have found the corpse of an Architect in the depths of a moon in the Frontier.

The Engineers were great builders and inventors. Their ruins are majestic and complex, and the technology they left behind can do amazing things, if humanity can figure out how it works. However, some of their work can have effects not easily predictable and harm not only people's bodies but also their minds.

d12 Rumors

- 1 They disappeared from the universe when they made a machine capable of opening a portal to another dimension.
- 2 The Fold Engine was created based on the design of an Engineers' spaceship found in mars. One of the megacorps still has it.
- 3 There is a pattern scattered around all the Engineers' ruins that, if deciphered, leads to their ultimate destination.
- 4 The Engineers' developed a chamber that can rejuvenate and cure all maladies affecting a living being, but they hid it due to unforeseen consequences.
- 5 Their buildings could compact or expand space, making what seemed like small rooms cover great distances, and enormous temples get so small they would crush you inside them.
- 6 Their terraforming machines were used not only to adapt planets to their necessities, but also to experiment with different environments, especes, and minerals.
- 7 They traded technology with many other sentients in the universe, including humans.
- 8 They also experimented with bioengineering, but this wasn't their focus and these experiments almost always failed.
- 9 They created weapons capable of disintegrating an entire planet, but they required a lot of energy to be used.
- 10 They built cloning sarcophagus that can recreate living beings whose samples are inserted in the apparatus drives.
- 11 Before they disappeared, a wise and ambitious individual of their species uploaded their consciousness to a powerful nuclear computer that can be accessed again if people discover how to power it up.
- 12 One of their last creations was a species of nano constructs capable of changing their composition and fabricating almost any device imaginable.

d6 Jobs

- 1 A mining crew harvesting plutonium from an asteroid field deep in the Frontier uncovered a strange artifact. They believe it to be from the Engineers and a corporation wants that for themselves. The miners think they can get a better offer. The job is to take it no matter what.
- 2 Electromagnetic signals coming from somewhere in unexplored space matches the frequency and pattern previously identified as pertaining to Engineers' technology. The government of United Americas sent an expedition in that direction a month ago but lost contact with it. They need an outside crew to investigate.
- 3 A gigantic structure is found near a collapsing star. Multiple corporations and governments are sending crews to explore it and salvage any parts they can put their hands on. The spacers are just one more group in the race. However, something terrible is happening there also.
- 4 In a colony built by the People's Union of Prosperity, a series of tunnels leading to what scientists believe to be a power generator is found. They need people to study it and activate it to fuel the colony and possibly all their other settlements.
- 5 A corporation needs very strange pieces of metal in geometric shapes to be scattered in a strange pattern around a distant and mostly uninhabited system. They don't explain much, but the objects are made of material you've never seen before.
- 6 A small empty vessel crashes on a colony deep in the Frontier and, apparently, it was made by the Engineers thousands of years ago. Suddenly, all the electronic equipment goes awry and the corporation who runs the place needs it fixed, even if it means dropping it on the colony of a rival.

d12 Events

- 1 The spaceship can't get out of place, even though it's burning fuel at top speed. It is as if space is being distorted and extended.
- 2 After landing somewhere, a new set of data enters the spaceship's computer and it begins to modify its programming, slowly taking over the controls. It is as if this data packet is alive.
- 3 Small geometric objects are being found all over the frontier colonies. Some of them look like they can be combined to build some sort of machine.
- 4 The power generator in a colony starts to function beyond its capacity, generating more power than the colony may absorb and cannot be turned down. It's going to blow at any time and no one seems able to stop it.
- 5 A group of scientists discovered a set of ruins in a deserted rocky planet that hardly could sustain any form of life. The ruins, however, show signs that it accommodates thousands of individuals of the Engineers, species that suddenly disappeared.
- 6 On a colony in the middle of the Frontier, a group of miners find a small, dark, and dense metal sphere. After a couple of weeks trying to move it without success, the gravity of the world is suddenly reversed, and people are being tossed into the vacuum of space.
- 7 A corporation has successfully activated a robot created by the Engineers, but the machine has an intelligence of its own and the capacity to project holographic images, making it appear like anyone or anything. The robot, they believe, is currently in a high security facility in a space station within the Frontier.
- 8 New and potent signals coming from an unexplored section of the universe are being received by satellites and other facilities on the Frontier. It appears to be some sort of message in the same pattern scientists have identified on artifacts believed to have been created by the Engineers.
- 9 After excavating what seemed like the remains of a very ancient and advanced spaceship, a group of scientists unwarily releases a variant of rust that consumes metal at an incredible rate, compromising their facilities, vehicles and accommodations.
- 10 During the process of terraforming a planet rich in iron and other minerals, some form of computer virus infected the machinery and the planet slowly turned into a lush world with flora and fauna never seen before. No one knows yet how this happened, or even if it's really real and not constructs.
- 11 The Confederacy of Free Nations claims to have reverse engineered an ancient weapon made by the Engineers and is demanding the dissolution of the People's Union of Prosperity colonies in the Frontier. Failure to meet their demands will escalate into a war.
- 12 A secret society is stealing every piece of technology and ancient artifacts related to the Engineers across the universe. Even rival corporations are offering joint rewards for anyone who can bring the robbers to justice.

Sample Engineer

10 HP - Def 1 - STR 13, DEX 13, WIL 17

Attacks: Disruptor Gun (1d10) or Taser (1d8 DEX).

Special: Instinctively knows how every piece of technology works after interacting with it for a few minutes.

Tall and lean humanoids with 3 small eyes and grey skin. Their long six fingered hands seem very agile, although their movement seems ponderous and done in slow motion. It's hard to tell one individual from the other, and their metallic voices make you feel uncomfortable.

THEY WERE
ALWAYS
HERE
MOVING
EVERY
MOVING

10.2 - The Dreamers

The Dreamers are a mysterious sentient species just recently discovered by a detachment of the People's Union of Prosperity. While on a mission to clear a small colony in a jungle covered planet with many hostile predators, they stumbled on what seemed like a crystal pyramid in the middle of a lake with red waters. There, according to the recordings, the detachment started to have hallucinations of all sorts, some seeing their most desired dreams, while others succumbed to nightmares that shattered their mind. The last seconds on the recordings caught a glimpse of a serpentine creature with a glowing yellow eye and four arms approaching. It then suddenly stopped.

Scientists are still uncertain what causes these awakening dreams. They don't know if the Dreamers are powerful telepaths or they possess highly advanced technology that can affect the human psych. The People's Union of Prosperity hasn't been able to find the pyramid again, as if it moved from where it stood before, and no other government or corporation has yet reported contact with this alien species, but many are eager to do so and discover how they can use these living dreams for themselves.

d12 Rumors

- 1 The reality we are experiencing everyday is just a construct of the Dreamers. We are actually all under their will, and those people who have found them in this dream universe were almost awakening.
- 2 One of the individuals of that detachment from the People's Union of Property has survived and made its way back to the planet where it all happened. They are obsessed with finding the pyramid again.
- 3 The Dreamers can manifest the dreams and nightmares of each individual according to each one's spirit. If they are more positive people, they see their dreams becoming reality. If they are overtaken with sadness and hate, their nightmares become true.
- 4 Avanc Corporation is training a group of people to project their consciousness and live their dreams. They want to contact the dreamers this way and learn their techniques.
- 5 A crystal pyramid similar to that which appeared in the recordings of the People's Union of Prosperity detachment appeared floating in space in an uninhabitable system.
- 6 Another thing the Dreamers can do is to induce sleep over all living beings within dozens of kilometers from where they stand. With their technology, they can increase this radius to a few hundred kilometers.
- 7 When more than one Dreamer concentrates on manifesting dreams and nightmares of others, they become substantial and can affect the physical, living world as if they were real.
- 8 Their technology is bio-based and it's impossible to distinguish between their apparatus and themselves. It is possible that if a human used one of their suits and headgear they could manifest similar capabilities as them.
- 9 The Dreamers are a force created by the People's Union of Prosperity to scare off other governments and corporations from their territory. The detachment that appears on the recordings is still operating as spies in the Frontier.
- 10 The Dreamers have chosen a few individuals to communicate with through dreams and they have formed a religion based around their alien leaders, who guide them to a life of dreams and peace.
- 11 A spaceship commanded by the Confederacy of Free Nations has been lost near the planet where the crystal pyramid was found. Weeks later, all the crew but the captain were found on different planets in the Frontier. The spaceship and the captain are still missing.
- 12 The Dreamers are not real, but just manifestations of human psyche that affect spacers that have spent too much time under cryosleep and can't yet differentiate reality from dreams.

6 HP - STR 12, DEX 14, WIL 18

Attacks: Psychic Blast (1d8 WIL).

Special: Can force target to make a WIL Save or be immersed in their dreams and nightmares for a number of hours equal to the result of the dice.

Lean and serpentine beings with a large yellow eye in their head and 4 slender arms ending in slimy, 3-fingered hands. They communicate telepathically and seem very curious about the human species. Some seem to have mutations or are carrying biological artifacts.

Sample Dreamer

db Jobs

- 1 Labyrinth Corporation is offering large amounts of Credits and sponsorship for any crew capable of finding the crystal pyramid and new footage of the psychedelic effects of the Dreamers. If an individual of that species is captured, the amount is significantly larger.
- 2 Avanc Corporation has developed a technology that can immerse individuals in their dreams to provide full sensory experiences to people that can afford their exorbitant services. The apparatus needs some adjustments, and they are paying well for anyone willing to test it.
- 3 A billionaire wants to hire a crew to take them to meet the Dreamers so they can die in their dreams, literally. They believe they have developed a scanner capable of detecting psychics and are desperate, as they will die soon.
- 4 The United Americas government has detected a structure very similar to the crystal pyramids first found by the People's Union of Prosperity in a volcanic planet near a Red Star. The robots they sent couldn't find anything, and soon malfunctioned.
- 5 The Confederacy of Free Nations is offering large sums of Credits for anyone who can get one of the survivors of the detachment of the People's Union of Prosperity who had contact with the Dreamers to them. This is a covert operations job.
- 6 The People's Union of Prosperity has put a bounty on the capture of any of the members of the detachment that supposedly had contact with the Dreamers. Apparently they have resurfaced and are manifesting similar powers as the aliens they contacted.

d12 Events

- 1 The apparition of a bald, tall and naked glowing man that walks around colonies without acknowledging anyone is being associated with the hallucinations caused by the Dreamers.
- 2 A crystal pyramid similar to the one found by the People's Union has appeared in the middle of the Pacific Ocean on Earth.
- 3 A cult formed by people who want to live in their dream and be relieved of the terrible reality that surrounds them is expanding through the colonies.
- 4 An isolated colony has cut all communications with the United Americas government. Reports talk about the inhabitants all falling asleep and being fed by machines to live in their dreams.
- 5 Scouting ships of various governments are reporting findings of strange planets, satellites and other things that a few days later are not there anymore.
- 6 The Great Africa found a crystal pyramid in a deserted colony near the one in which the People's Union encountered theirs. The colony was abandoned after a radiation leak in their terraforming machines.
- 7 People related to the members of the People's Union of Prosperity detachment who had contact with the Dreamers are starting to see their dreams and nightmares as if they were real. This is happening even when they had no contact with those individuals since the pyramid event.
- 8 The ruins of one of the crystal pyramids of the Dreamers is found deep beneath an ice layer in a distant sunless planet. The Labyrinth Corporation has partnered with the Confederacy of Free Nations to study it.
- 9 All the inhabitants' colonies within a large system can't dream anymore. It started with people of just one planet, but it soon started affecting all the other colonies in the same system.
- 10 Vandalism and anarchy is spreading through the Frontier as a messianic leader is claiming everything is just a dream made up by the Dreamers and that people are all but living batteries in their laboratories.
- 11 All over the universe, where colonies have reported any sort of contact with the Dreamers, people are having trouble trying to sleep and are having serious issues due to the lack of rest.
- 12 A scientist formerly seen as an outcast of the scientific community has developed a helmet capable of protecting spacers from the psychic powers of the Dreamers.

10.3 - The Watchers

First encountered during a small conflict between forces of the United Americas and the People's Union of Prosperity over the dominion of a mineral rich moon of Fomalhaut B, the watchers appeared on a large circular spaceship and stopped the conflict with just their presence. The two governments attempted contact with the alien ship but were ignored. Soon after, the Watchers disappeared out of thin air.

Since this episode, the presence of the Watchers has been felt and seen all over the universe. Their ships, stations and other vehicles appear on colonies and even near the core planets. Rarely any individual of the species is seen outside their stations, but reports talk about very tall and muscular humanoids with dark skin and technological suits. They haven't attacked or interfered with any event yet, just appearing to watch what's happening. Communication with them has failed so far, but scientists theorize it's because humanity isn't able to understand them yet.

d12 Rumors

- 1 The Watchers are guardians of the space time continuum and are here to make sure everything goes according to their records.
- 2 The Watchers are not simply observing us. They are learning everything they can from our behavior to all our technology so they can dominate humanity and use us as slaves.
- 3 A Watchers' spaceship has been spotted on a colony just after a great earthquake devastated the place. For some reason, no instrument could detect the incoming tremors.
- 4 The Watchers are actually a special force created by the People's Union of Prosperity. They created this unit to intimidate and scare other governments and the corporations that dare intrude on their territory.
- 5 The Watchers made their first attack against a space station where many corporations gathered to trade information and supplies. The place was obliterated and they left no survivors.
- 6 The Watchers are appearing closer and closer to the Core Planets and the Earth. This is making even rival governments consider an alliance to stop them if it's necessary.
- 7 Avanc Corporation has captured a Watchers' spaceship and a few individuals of that species. They are making experiments and studying their technology to use it in their own projects.
- 8 A scientist claims to have figured out a pattern that predicts the apparition of the Watchers. So far, they have been right every time. They won't share their algorithm with anyone, and powerful people are not happy about this.
- 9 A scientific vessel experimenting with extra-galaxy communication has been able to tap into the frequency in which the Watchers' spaceships emit signals and is slowly working to understand and translate their messages.
- 10 A suit of the technological armor the Watchers wear has been found on the Earth's Moon. Apparently it has been there for five hundred years.
- 11 The Confederacy of Free Nations is planning to attack the Watchers the next time they appear near one of their colonies. They are convinced the aliens are hostiles and don't want any of their secrets exposed.
- 12 The Watchers are gone. They collected all the information they needed and went back to their home in another dimension. They did leave signs for us to follow them if we ever get the chance and develop the technology.

Sample Watcher

12 HP - Def 2 - STR 14, DEX 8, WIL 14

Attacks: Slam (1d8), Energy Blade (1d10) or Energy Pistol (1d6)

Special: Their stare forces a WIL Save or lose the will to fight for 1d6 hours.

Never seen outside their thick technological suits of armor, these beings stand almost 10' tall, with a large unblinking red eye in their small metallic helmets. Their trunks are large and bulky, with thick long arms ending in metallic gauntlets with pincer-like hands. Many people report a strange discomfort followed by an internal sense of peace after seeing the Watchers.

db Jobs

- 1 The United Americas navy wants someone who can implant a tracking device inside a Watcher's spaceship without causing any conflict. It's an unofficial mission as they signed a treaty of non-interference with other governments.
- 2 A scientific expedition wants to attract the attention of the Watchers, and thus is offering large amounts of Credits to whoever can get the aliens' attention. They want to test a new communication device they believe the Watchers may be able to perceive.
- 3 Avanc Corporation has decided it needs to capture a living Watcher no matter what and has put a bounty on the aliens. It's risky but the payment is good. However, it requires discretion as they are not authorized to do so by any government.
- 4 The People's Union of Prosperity wants to hire a crew to impersonate Watchers in order to acquire intelligence on nearby colonies. They believe the United Americas and the Confederacy of Free Nations are planning to attack them soon.
- 5 The colonists of a distant planet under the control of the Great Africa are being watched by the aliens and are uncomfortable with the situation. They don't want to start a conflict with the Watchers, but want them to leave. They are offering a large cut of their earnings to any crew that can make the aliens go away.
- 6 A Watchers' spaceship has crashed on a deserted planet but there seems to be no signs of survivors. All the governments are rushing in to salvage any technology they can get their hands on, but the black market would pay a lot if anyone can get there first.

d12 Events

- 1 The Watchers are appearing more often all over the Frontier, and they aren't leaving, no matter what.
- 2 A military vessel of the Confederacy of Free Nations has launched a remote missile attack against a large vessel of the Watchers. The missile hit their spaceship but apparently did no damage at all to it.
- 3 A Watchers' spaceship is heading slowly towards Earth. It's gigantic, and it will take hundreds of years to get there, but it will if nothing stops it.
- 4 A small Watchers' spaceship accompanies the spacers' vessel everywhere they go. They don't approach them or interfere with their actions.
- 5 The Watchers destroy a gigantic asteroid that would hit and destroy a colony in the fringes of the Frontier. The colonists are certain the aliens are their friends now.
- 6 A single tall Watcher comes out of their spaceship and approaches the leader of the People's Union of Prosperity in a colony and offers them a present: a small cube made of a dark, unknown metal.
- 7 The Watchers are installing strange large cylindrical structures on all planets they find colonies around the Frontier.
- 8 The Watchers break out in a Civil War amongst themselves and some colonies in the Frontier are caught in the crossfire.
- 9 People under the vigilance of the Watchers start to behave differently, becoming more complacent. They work more, but are less socially active.
- 10 A Watchers spaceship is found in space by Avanc Corporation. The vessel is abandoned and there seems to be no one inside it. They are trying to access its commands.
- 11 The United Americas and the Confederacy of Free Nations are sending an ultimatum to a large fleet of the Watchers found in deep space. They need to communicate their intent immediately or it will mean war.
- 12 A Watcher is found dead on a deserted planet. They are inside their advanced technological armor and no one seems able to open it.

10.4 - The Devourers

Possibly the first alien species humanity ever had contact with, found in ancient caves in the moons of Saturn, in a state of hibernation that was suddenly interrupted. These ferocious and horrible beings look like canine insects with six legs and huge maws. They made quick work of the scientific crew exploring that satellite and took out many detachments sent to wipe them out from that place. They have been found in many places after that, and seem to be able to live in even the harshest of environments, being referred to as Devil's Roaches by some spacers.

There are, in fact, many different types of Devourers out there. Some quicker, some tougher and ones that can put hundreds of eggs within a few days after eating large quantities of flesh. Scientists are still studying whether they are all different species or mutations of the same one. Other scientists, however, want to discover if they can control these creatures and use them as biological weapons. All attempts have failed so far, but corporations won't stop trying.

d12 Rumors

- 1 The Devourers are demons sent by God to punish humanity for leaving Earth and daring to play "gods" with science and the exploration of the universe.
- 2 The Devourers were created by Avanc Corporation to use as shock troopers. However, they lost control of the experiment and the creatures quickly mutated in others and managed to reproduce, spreading their kind across the universe.
- 3 The United Americas has captured a Devourer Hive Mother and locked it under a high security fortress. The creature, however, layed eggs which hatched quickly and the facility is now overrun.
- 4 The Labyrinth Corporation has found a way to control one of the species of Devourers using hormones and a machine that simulates the callings of a Hive Mother.
- 5 The Devourers can also reproduce by infecting humans with a fungus that transforms the individual in one of them in a few days. That's how they are spreading so quickly across the Frontier.
- 6 There is a species of Devourer that can spit acid that opens a breach in a spaceship's hull. In fact, many crews have died in the cold space this way.
- 7 The Devourers detect you by your movement. If you remain completely still they won't know you are there. That's your only chance to survive.
- 8 A new sub-species of Devourers has been found. These creatures are the size of tanks and can withstand similar firepower. They are slower than normal Devourers, but they can demolish almost anything put in front of them.
- 9 Like animals, if you capture a Devourer young you can train them like guard dogs.
- 10 The Devourers are attracted to light, and you can use this to distract them and escape. Good luck running in the dark.
- 11 Fire is a good weapon against the Devil's Roaches. Their hard carapaces, capable of resisting bullets, melt in seconds under the right temperature.
- 12 If you are going to fight them make sure you take down the Hive Mother first. The other Devourers get disoriented without her.

Sample Devourer

6 HP - Def 2 - STR 12, DEX 14, WIL 8

Attacks: Claws (1d6), Bite (1d6), Acid spit (1d6).

Special: Can attack twice per round and move twice as fast as a human.

These horrendous creatures are the size of human beings, but look like large hounds with insectoid carapaces. Their sharp claws and huge maws instill fear in the hearts of anyone who sees them in the dark corridors of the tunnels they usually inhabit.

>Mutations

No one knows how, but the Devourers are constantly mutating, becoming more and more dangerous.

d6 Jobs

- 1 A mining colony has been overrun by Devourers and the Confederacy of Free Nations needs a highly skilled crew for an audacious operation. They need to get in, install some highly advanced explosive that will only damage living beings, and get out.
- 2 Labyrinth Corporation has detected the presence of a Hive of Devourers in a cavernous moon in a cold planet out in the Frontier. They want a crew to go there and collect a large amount of eggs for an experiment. The more eggs, the more Credits.
- 3 The People's Union of Prosperity is certain the United Americas has created the Devourers and lost control of their creation. They want an unaffiliated crew to enter a secret scientific facility and steal all the information they can so they can prove their theory.
- 4 A distress signal is sent by an advanced scientific station hidden in the volcanic planet of Hellas-VI. Apparently there was an illegal Labyrinth Corporation facility deep within the planet's crust.
- 5 A scientific crew of the Great Africa claim to have developed a serum that makes a Hive Mother infertile and affects other Hive Mothers they have contact with. They need crews to test this serum on multiple hives.
- 6 Avanc Corporation has a few frozen eggs from a Devourer Colony and needs a discreet crew to hatch them in a rival corporation's scientific facility. They won't know what it is exactly and try to paint the job as a good thing.

d12 Events

- 1 A large command ship overtaken by Devourers falls on a highly populated colony in the Core Worlds. The planet is on quarantine and authorities are considering simply wiping the whole planet.
- 2 A multi-billionaire is setting up an exhibition with living alien specimens, including a few Devourers they've paid a large sum for.
- 3 Avanc Corporation developed a bioweapon they claim to be the one which will wipe out the population of Devourers from the universe.
- 4 The Devourers all over the universe are entering a frenzy state right before hibernation.
- 5 A People's Union of Prosperity colony was devastated when the government used nuclear weapons to wipe out a Devourers' Hive that had been established in their mines.
- 6 A hacker releases confidential files linking the creation of the first Devourers to the Labyrinth Corporation and the Confederacy of Free Nations.
- 7 Scientists discover traces of human DNA in Devourers, making them related to human species somehow.
- 8 The United Americas government declares a lockdown on several planets in the Frontier, raising suspicion of Devourers infection, affecting the business of several corporations, who are not happy.
- 9 A detachment of the People's Union of Prosperity successfully eliminated three Devourers' hives infecting a colony in the fringes of the Frontier. They are being paraded as heroes across the government.
- 10 Multiple colonies have been abandoned in the Frontier due to Devourers' infection, including a large number in the United Americas space.
- 11 All Devourers across the universe close themselves in some sort of chrysalis, as if they are going under a transformation.
- 12 The Confederacy of Free Nations reveals they have successfully trained a small number of Devourers as guard and attack animals, and start using them in tactical operations against enemies.

d12 Mutation

- 1 Extra arms: attacks twice per round.
- 2 Spikes: Inflicts 1d4 damage to close range attackers.
- 3 Stench: Anyone in short range must pass a STR check or suffer Disadvantage on Saves.
- 4 Strong: Improve damage die and +1d4 STR.
- 5 Agile: Can take another action each round and +1d4 DEX.
- 6 Intelligent: Grants 1 extra action to another devourer within short range.

d12 Mutation

- 7 Drain Blood: Bite (1d6) recovers half as much STR.
- 8 Harder Shell: Def is 3 instead of 2.
- 9 Stare: Forces a WIL Save. Failure means the target suffers 1d4 points of Stress.
- 10 Grasping Tongue: Target makes a DEX Save or can't move.
- 11 Scream: DEX Save to avoid being Deafened.
- 12 Regeneration: Recovers 1d4 STR per round.

10.5 - The Doppelgangers

Possibly the most terrifying of all alien species encountered by humanity so far. These beings can assume the shape and appearance of any living being, including humans, mimicking their behavior, speech, and anything else they have a chance to study. Effectively anyone near you could be one of them in disguise.

No one knows yet the exact objective or how these beings organize themselves, but it seems that these amorphous aliens started taking the place of humans they'd killed for at least a decade. This was only discovered after a crew member of a smuggler's vessel fought one another and "killed" their former companion just to find out they weren't what they seemed to be. The corpse slowly dissolved into a giant amoebic being. This led to a mass shooting in the spaceship, as each one of them accused the other of being a "monster". Only the mechanic survived, and they are currently held in an asylum for their own protection.

dl2 Rumors

- 1 There are some people who are actually Doppelgangers but have no memory of this and believe to be humans.
- 2 The Doppelgangers are amongst humans for thousands of years already. They've just been discovered by the public now.
- 3 The Doppelgangers have completely taken over the lives of all humans in a People's Union of Prosperity colony in the Frontier.
- 4 The Doppelgangers are in fact humans who have undergone genetic manipulation in the Labyrinth Corporation to work as spies for the Confederacy of Free Nations.
- 5 The Prime Minister of the Great Africa is a Doppelganger, and no one cares or does anything about it!
- 6 The Doppelgangers plan to substitute all humanity with their own kind. They have done this to several other alien species along their almost infinite lifetime.
- 7 You can see if someone is a Doppelganger by asking them to say this specific phrase: Atlantis Amonk Aphinc. Their anatomy makes it impossible for them to repeat this.
- 8 All a Doppelganger needs to assume your appearance and form is to touch you with their membrane or skin. They make sure you are out of the picture before taking your identity.
- 9 The Doppelgangers have very powerful psychic abilities, as they can assimilate not only one's appearance but also their memories and personality. Or maybe they influence others to forget the original memories and personality?
- 10 The People's Union of Prosperity has managed to recruit a few Doppelgangers and is using them to infiltrate the United Americas government and some of the most influential corporations.
- 11 UV light makes Doppelgangers uncomfortable, so always carry some device that can expose suspected individuals with it.
- 12 Doppelgangers are just trying to be part of a large community. They are in very small numbers, as their species has been hunted down by other aliens. If we can accept them with open arms, they can be great allies.

Sample Doppelganger

3 HP - STR 12, DEX 10, WIL 14

Attacks: Depend on the weapon used or shape assumed.

Special: Can freely change their form and appearance to anything or anyone they have previously touched. If the target also fails a WIL Save the Doppelganger can copy all their memory as well as emulate their behavior and personality.

The Doppelganger true form is of an amorphous amoebic creature, but they have the amazing ability to take the form of any object or living object they touch. Incredibly enough, they can also emulate the memories and personality of anyone they meet. People who meet a Doppelganger mimicking them rarely survive the encounter.

d6 Jobs

- 1 A Doppelganger has infiltrated a high tech research facility deep within the Frontier, sabotaging experiments and leaving behind the days old bodies of staff who had recently filed reports on alien flora. Avanc Corporation needs a specialized team to detain it.
- 2 The United Americas want to capture a Doppelganger alive. They have failed all attempts so far, and two individuals have already escaped from their facilities. They are offering a bounty on one of these aliens.
- 3 A Doppelganger wants to live like a human being for a couple of years. They are fascinated by human behavior and relationships and want to hire a crew that can live with them for some time. They have valuable information regarding other planets and species.
- 4 In a distant Confederacy of Free Nations colony a number of Doppelgangers are suspected of infiltration. Unsure of what to do, the Confederacy has just ordered their forces to bomb the planet. Now the colonists need to get out of there and need help.
- 5 Labyrinth Corporation claims to have found the homeworld of the Doppelgangers and needs to hire a large number of people to explore it so they can study their fallen civilization.
- 6 Avanc Corporation has developed a clone of a Doppelganger and wants to use it to fool a Hive of Devourers into following a false Hive Mother and eliminate them all. They need a crew to transport the clone to an infested colony on the fringe of unknown space.

d12 Events

- 1 A large colony in the Frontier is almost wiped out as the colonists start killing each other, as they believe their neighbors are Doppelgangers.
- 2 The United Americas report that a group of spies, including at least one Doppelganger, has stolen sensitive data from their servers in the Core Worlds.
- 3 Scientists of the People's Union of Prosperity have found traces of Doppelganger DNA on humans dating back hundreds of years.
- 4 Campaigns for the rights of Doppelgangers start to happen all over Earth and on the Core Planets. This is led by activists in the Great Africa.
- 5 Some Doppelgangers start to assume faceless humanoid forms and claim to want to collaborate with humanity in the exploration and colonization of the universe.
- 6 Investigations are happening in all governments to determine if any of the previous alien species encountered were not, in fact, Doppelganger encounters.
- 7 A Doppelganger is actually elected to a governmental position in the Confederacy of Free Nations.
- 8 Labyrinth Corporation develops a scanner that can detect if a person is in fact human or a Doppelganger in disguise.
- 9 Ruins of an unknown civilization are found, and the depictions they bear seem to indicate they were either of the Doppelgangers or a people who were destroyed by them.
- 10 Doppelgangers who were previously considered dead are coming back to life when exposed to large amounts of radiation.
- 11 Scientists claim that all Doppelgangers seem to be able to stay connected through telepathic links, no matter how distant they are from one another.
- 12 People who have traces of Doppelganger DNA in them are being hunted down by fanatics and religious cults.

Humanity has spread around the universe. The first colony was established on Mars more than two hundred years ago and, since then, governments and corporations have been pushing space exploration further and further, to places humanity was never meant to go.

11.1 - Governments

At the end of the 21st Century most nations on Earth were forced to unite under some form of confederation or union to survive the economic and ecological crisis humanity faced. Thus were formed the United Americas, the People's Union of Prosperity, the Great Africa and the Confederacy of Free Nations.

>The United Americas

Led by the former United States of America, almost all countries of North, Central and South America united in a single government body governed by an elected council. Until this day, some countries resist and fight against the influence of what they call American Colonialism and the effects it has on their culture.

Effectively, the United Americas has a governmental body led by rich politicians backed by large corporations and provide the population with just the bare minimum they need. Everything else they need to work for and do their part in what they call 'productive society.' It instills in most citizens the sense that you're only worth something if you produce something. This is why many resistance groups fight to make their countries leave the United Americas.

Themes: Capitalism, Meritocracy, Fallen Democracy, Corruption, Selfishness.

>The People's Union of Prosperity

The former European Union, China, Russia and all other states between them unified almost 150 years ago into the gigantic socialist state now known as the People's Union of Prosperity. The state is governed by a large parliament composed of representatives of all nations and cultures of the Union, re-elected every 5 years. In the Union, all citizens have the right to have a home, education and meals, and they are assigned roles in accordance with their talents and desires.

Generally, the resources and technology at the Union's disposal aren't as large or advanced as the United Americas or the Confederacy of Free Nations, but they are spread more evenly and fairly to the population. The last centuries' crises are still in recent memory, and most of the inhabitants of the People's Union are certain that having modest resources spread among them is better than having none or being subject to exploitation by corporations to be able to survive. There are, however, dissidents, but they are allowed to leave the Union at any moment if so desired.

Themes: Socialism, Selflessness, Old Tech, Dissidents, Anti-Corporations.

>The Confederacy of Free Nations

Some countries from the north of Africa, the Middle-East and the west of Asia joined in a confederation called the Confederacy of Free Nations. These nations are mostly independent but are allies and work together to achieve their individual goals. Sometimes disputes happen and some nations have even left the confederacy before, but most stay due to the benefits.

Like the United Americas, the Confederacy of Free Nations gives wide berth to corporations, but they have incorporated some of the more social aspects of the People's Union of Prosperity, granting citizens varying degrees of guarantees amongst most of its members. The only caveat is that in their colonies most of these rights are forfeit, and the large majority of them are administered by corporations.

Themes: Independence, Bureaucracy, Rivalry, Secrets, Highly Advanced.

>The Great Africa

The last great conglomerate of nations to form is the Great Africa, spearheaded by South Africa and Nigeria. This maternal continent united to resist the exploitation of the other bigger governments and counts amongst their allies the People's Union of Prosperity. This big state is governed by a council of members from all over the continent, mostly women, and they elect a prime minister to take executive functions for 6 years.

11.2 - Corporations

Over the last centuries the world faced many crises, and people saw large corporations absorb almost all the smaller businesses, making almost every single venue part of a larger conglomerate. These companies not only have great resources at their disposal, they also have great political influence and can sometimes establish their own colonies in space.

>Avanc Corporation

A multinational corporation originated from the former United States of America, Avanc is a conglomerate focusing on technological advances related to robotics, weapons and spaceship engines. Most of the spaceships currently in operation were made either by Avanc or some other corporation that licensed or copied their designs.

Lately the corporation has been under a lot of pressure as they have been facing a lot of protests against their labor policies and the use of extensive robotic workforces. The colonies under their administration are also ones that people work the hardest and are usually still under debt.

Avanc is very interested in alien technology and their latest projects are always claiming to use the latest discoveries in that department, even when they are just plain household appliances. Rumors even say the corporation has spies planted on all major government agencies to steal alien tech, and some governments aren't shy of accusing Avanc of doing just that.

Themes: Alien Technology, Robots, Implants, Spaceships, Weapons.

Their main concern is to provide their people with the resources and means they need to prosper, and are just now starting to explore the worlds of the Frontier, often joining the People's Union in joint colonies (although they have a few of their own). Contrary to most of the other governments, their colonies focus more on establishing communities that can live and prosper on those planets than the extraction of resources and goods.

Themes: Community, Idealism, Justice, Priorities, Neutrality.

>Labyrinth Corporation

A biotech conglomerate with its headquarters in Dubai, the first company to fully employ clones in their enterprises. Labyrinth Corporation leads in all matters related to bioengineering and biotech. They create bio weapons and the antidotes to counter them. They can create artificial limbs, organs and even people. Their next step is working on alien DNA.

Many countries and religions oppose Labyrinth Corporation, especially when they started creating clones and people by design, playing "god" as their opposers would say. However, many people also saw the possibilities and advantages this could bring, allowing parents to plan their exact children and people to transform themselves in the exact image they wanted to see in the mirror.

On the Frontier, the company leads many field researches on flora and fauna, and is desperately seeking to study alien DNA and how to use it to modify human biology. This leads to many accusations, linking them with the creation of the Devourers and other diseases affecting colonies. Of course, they deny everything.

Themes: Genetics, Secret Projects, Cloning, Vaccines, Drugs.

To help you fill your universe with dangers, mysteries and opportunities for your spacers, this section presents a series of tables to assist you in the creation of locations, situations and adventure ideas.

12.1 - Colonies

Across the Frontier and beyond, governments and corporations are establishing colonies on all kinds of planets. They have multiple purposes, but are usually focused on gathering valuable resources, performing important scientific studies, or providing a new home for the ever expanding humanity.

d&D Colony Themes

11	Old Academic Facilities
12	Crime Boss Turf
13	Construction Everywhere
14	Rebels' Refuge
15	Criminal Heaven
16	Technological Resistance
21	Bustling Commerce
22	Illegal Market
23	Monuments of the Past
24	Military Facilities
25	Opulent Elite
26	Untreated Pollution
31	Extreme Poverty
32	Seedy Restaurants and Bars
33	Rich Universities
34	Poor Industries
35	Sport Arenas
36	Banks and Corporations

d&D Colony Themes

41	Prisons and Labor Camps
42	Temples and Churches
43	Laboratories and Research Facilities
44	Business Buildings
45	Trash Fields
46	Elite's Clubs
51	Government Administration
52	Graveyards and Funeral Houses
53	Parks and Gardens
54	Factories and Warehouses
55	Harbor and Spaceships
56	Courthouse and Bureaucracy
61	Nightclubs and Drug Dens
62	Vice and Prostitution
63	Wild Nature
64	Abandoned Colony
65	Constant Conflict
66	Mysterious Ruins

d&D Colony Structures

11	Shrine Dedicated to the Deceased
12	Abandoned Facilities
13	Explosion Detritus
14	Ruined Power Plant
15	Deep Mine
16	Monument
21	Piled rocks
22	Burned Installations
23	Prison
24	Outpost
25	Industrial Complex
26	Improvised Hospital
31	Ford
32	Minefield
33	Huge Wall
34	Huge Antenna
35	Ransacked Buildings
36	Weaponry

d&D Colony Structures

41	Pipeline
42	Grain Silo
43	Bridge
44	Mining Barracks
45	Monastery
46	Orchard
51	Spaceport
52	Dam
53	Farm
54	Pasture
55	Psychiatric Hospital
56	Power Tower
61	Military Base
62	Graveyard
63	Museum
64	Religious Temple
65	Science Laboratory
66	Train Station

Colony Findings

11	Blood Stains
12	Bones
13	Bloody Vacsuit
14	Pile of Bullet Shells
15	Old Backpack with a Human Hand
16	Pack of Cigarettes
21	A Communicator Still Turned On
22	A Diary Full of Scribbles
23	Pit with a Corpse Inside
24	Scared Pet
25	Working Planetary Radio
26	Barrel of Spaceship Fuel
31	Barrel of Moonshine
32	Alien Carcass
33	Electronic Tools
34	Mechanical Tools
35	1d4 Planetary Walker
36	Chainsaw

Colony Findings

41	Sleeping Individual
42	1d20 Oxygen Canisters
43	Torn Government Flag
44	Strange Creature's Tracks
45	Old Spaceship with Broken Engine
46	Something Buried
51	Bottle of Fuel with a Piece of Cloth
52	Lost Individual
53	A Dismembered Robot
54	Facilities' Map
55	Smashed Down Tablet Computer
56	Solar Power Generator
61	Smuggling Goods
62	Military Patrol
63	Abandoned Bunker
64	Box of Ammunition
65	Locked Facility with Something Alive Inside
66	Tank

Colony Hazards

11	Avalanche
12	Brushfire
13	Cyclone
14	Toxic Atmosphere
15	Meteor Strike
16	High Atmospheric Pressure
21	Downpour
22	Dust Storm
23	Eruption
24	Predators
25	Heavy rain
26	Sandstorm
31	Solar Flare
32	Systems Failing
33	Icestorm
34	Snow
35	Thunderstorm
36	Extremely Cold

Colony Hazards

41	Blizzard
42	High Gravity
43	Dense Fog
44	Magma Flow
45	High Radiation
46	Mudslide
51	Low Atmospheric Pressure
52	Earthquake
53	Flooding
54	Quicksand
55	Rockslide
56	Sleet
61	Low Gravity
62	Hostile Flora
63	Corrosive Atmosphere
64	Extremely Hot
65	Tsunami
66	Reactor Meltdown



11.2 - The Weird

Away from Earth, humanity discovered the universe isn't as predictable as science taught them. As they started using technology that allowed them to fold time to reach further and further galaxies, they stumbled on weird events, vistas and situations. Time, space and other things we take for granted don't really function the way we imagine they do all the time.

ddb Weird Space Scenes		ddb Weird Space Scenes	
11	A Spaceship Glitching In And Out Of Existence	41	A Planet That Seems To Be Following The Spaceship
12	A Star That Irradiates Darkness	42	A Nebula That Shows Nightmarish Images For Those Inside It
13	A Gigantic Black Prism Floating In Space	43	Naked People Floating In Space As If Swimming
14	Asteroid Field That Seem To Move In A Predetermined Pattern	44	A Derelict Spaceship That Hasn't Been Built Yet.
15	A Really Small Spaceship, As If It Has Shrunk	45	A Spaceship Using Their Weapons For No Reason
16	A Micro Planet, From Where A Distress Signal Is Emitted	46	A Distress Signal Coming From A Black Hole
21	A Star That Emits Coldness Instead Of Warmth	51	A Planet That Has An Anti-gravity Field, Repelling Anything Approaching It
22	A Spaceship Just Like The Spacers' One With Which They Cannot Interact	52	A Humanoid Shape Made Entirely Of Energy That Walks Toward The Spaceship
23	Meteors That Suddenly Stop When Getting Near The Spaceship	53	A Planet Exploding And Reforming As If In A Time Loop
24	A Planet With Gigantic Alien Structures	54	Dozen Of Derelict Ships In Perfect State But Deserted
25	A Space Station Shattered In Half	55	A Great Solar Power Plant Frozen In Space
26	A Colony Abandoned Years Ago Emitting A Recent Distress Signal	56	Some Strange Gigantic Geometrical Polyhedron That Keeps Changing Shape.
31	Spacers See Themselves In Different Ages Around Their Spaceship	61	An Alien Spaceship Seems To Be Following The Spacers But Never Within Reach
32	A Large Inhabited Colony That Is Nowhere On Record	62	A Space Station That Should Be Here Isn't
33	A Great Explosion Far Deep Within The System	63	An Old House Floating In Space
34	What Seems To Be Gigantic Aquatic Animals Similar To Jellyfish	64	A Gigantic One Eyed Head Sculpture Made Of A Stone The Emits A Green Halo
35	A Planet That Looks Exactly Like Earth But Humanity Never Inhabited It	65	A Planet That Looks Exactly Like Earth But Humanite Lead It To A Great Catastrophe
36	A Great And Extensive Alien Plant That Holds Many Asteroids Together	66	A Robot Of Alien Design Floating In Space



d66 Weird Space Events		d66 Weird Space Events	
11	Spaceship's AI Can't Recognize The Spacers Anymore	41	Spaceship's AI Becomes Self Destructive
12	After A Fold Jump, The Spacers Realize They Have Gone Back In Time	42	After A Fold Jump, The Spacers Realized They Have Travelled To The Future
13	After A Fold Jump, The Spacers Realize Time Has Come To A Halt	43	All Around Them, Space Seems To Have Become Two-dimensional
14	No Matter How Long They Travel, The Spacers Never Arrive	44	The Spacers Arrive Much Sooner To Their Destination, As If Space Was Shortened
15	The Spaceship Is Getting Smaller And Smaller	45	The Spaceship Is Getting Bigger And Bigger
16	The Spaceship Sensors Is Detecting Another Spaceship But They Can't See It	46	The Spaceship Sensors Can't Detect The Planet They Are Seeing
21	The Spacers Are Getting Older Faster Than Usual, In An Alarming Rate	51	The Spacers Are Getting Younger, Possibly Regressing Before Their Birth
22	The Spaceship Is Being Pulled By An Amazingly Strong Gravitational Pull They Can't Pinpoint	52	The Spaceship Is Suddenly In A State Of Disrepair As If It Has Been Abandoned For Years
23	The Spaceship's AI Is Infected By An Alien Virus That Tries To Make Experiments On The Crew	53	The Spaceship's AI Loses Its Memory And Wants To Learn Everything Again Asking The Spacers
24	Time Is Slowed Down And Everything Seems To Be Happening In Slow Motion	54	Time Is Accelerated And Things Seem To Be Happening In Fast Forward
25	The Spacers Are Getting Smaller And Smaller	55	The Spacers Are Getting Bigger And Bigger
26	The Spacers Are Seeing Memories Manifesting As If They Were Happening Again	56	The Spacers Are Seeing Visions Of A Future That Is Very Likely To Happen
31	The Spacers Realized They Have Been In This Mission Before	61	The Spacers Find Their Own Spaceship Carcass, Blown From Inside
32	The Spacers Discover They Are Actually Clones From Other People	62	The Spacers Receive A Transmission About A Great Catastrophe
33	An Alien Spaceship Appears And Sends A Undecipherable Message To The Spacers	63	A Nearby Star Collapses And Turns Into A Black Hole
34	The Spacers Realize The Memories They Have Are False	64	The Spacers Start To Remember Events They Have Lived And Were Erased From Their Memory
35	An Asteroid Field Is Forming Around The Spaceship	65	The Spaceship Becomes Immaterial
36	All The Spaceship Power Supply Is Drained	66	The Spaceship Engines Is Mysteriously Overcharging And Will Explore

ddb	Weird Planetary Scenes	ddb	Weird Planetary Scenes
11	Colonists Harming Themselves	41	Desperate Individual Claiming To See Everyone's Death
12	Blood Entrails Spelling A Message	42	People Firing Weapons At Unseen Enemies
13	A Cloud Of Prismatic Smoke That Moves Without Wind	43	A Fire That Doesn't Burn Engulfing People In Trance
14	The Colony Is Empty As If Everyone Disappeared	44	Colonists Sleeping On The Floor
15	Old Backpack Full Of Rotting Human Fingers	45	A Wall Scribbled With Alien Symbol Made With Blood
16	Skinned Human Corpses	46	Colonists Hiding In Their Homes
21	Colonist Eating As If They Were Starving For Days Without Stopping	51	Water Has Turned Blood Red
22	Bullets Stuck Flying Mid Air As If Time Stopped For Them	52	A Great Dark Obelisk Always On The Horizon
23	Colonists Just Standing There And Doing Nothing	53	An Entire Facility Just Fading Off Existence
24	Alien Flora Growing In Alarming Rate	54	A Star Getting Bigger And Bigger In The Sky
25	Local Computer Terminals Displaying Alien Characters	55	Metal Melting Even Under Normal Temperatures
26	Nearby Star Disappearing	56	Ancient Human Skeletons Found Underground
31	Large Volume Of Liquids Floating In The Atmosphere	61	People Who Were Supposed To Be Dead Walking Around
32	Strange Lights Coming Out Of The Ground	62	Light Being Sucked By A Small Dark Sphere
33	A Colonist Tearing Their Eyes Off	63	A Colonist Aging Very Quickly
34	Rust Consuming Structures In An Alarming Rate	64	Insects Acting In Unison And In Great Numbers
35	A Spaceship Leaving The Planet All By Itself	65	People Acting Like Mindless Zombies
36	An Explosion Frozen In Time	66	People Acting Like In A Rewind Recording, Going Back In Time

THIS DOES
NOT SEEM
FISH

ddb	Weird Planetary Events	ddb	Weird Planetary Events
11	Crumbling Building, As If Time Was Accelerated	41	Things Are Freezing Even Though Temperature Is Average
12	Things Are Being Set Into Self Destruction Sequences	42	People Are Becoming Increasingly Violent
13	The Atmosphere Is Become Charged With Electromagnetism Beyond Normal Levels	43	The Dreams Of Sleeping Colonists Are Manifesting As Real Things
14	Swarms Of Alien Insects Are Devouring Everything In Their Path	44	People Are Becoming Telepaths All Of A Sudden
15	People Are Getting Yonder By The Minute, Possibly Disappearing Soon	45	Ais Are Awakening In All Sorts Of Electronic Devices
16	Plant Life Is Becoming Mobile And Intelligent	46	Great Alien Characters Are Appearing In The Sky, Formed By Nothing But Light
21	Rain Is Washing The Colors Of Everything It Wets	51	People Are Becoming Crystallized And It's Contagious
22	People Can't Die, No Matter What	52	A Great Pit Opens In The Middle Of The Colony Revealing Old Alien Machinery
23	The Colony Is Stuck In A Time Loop Repeating The Same Week Over And Over	53	Time Passes Slower In The Colony Than On Other Planets
24	Time Passes Faster On The Colony Than On Other Planets	54	Buildings And Facilities Change Place At Random And No One Knows Where They Are
25	Cold Fire Rains From The Sky	55	People's Consciousness Are Trading Bodies At Random
26	People Are Having Collective Dreams About An Alien Planet	56	People Are Having Collective Nightmares About A Cataclysmic Event
31	Things Are Catching On Fire Spontaneously	61	Animals Are Appearing Out Of Nowhere
32	Clones Are Being Made And No One Knows Who's Who	62	Messages From The Past Are Being Received By The Colony's Computers
33	Messages From The Future Are Being Received By The Colony's Computers	63	Colonists Are Constantly Melancholic, Talking About Things That Are Yet To Happen
34	The Atmosphere Is Changing, Becoming Toxic To Humans	64	The Colony Security System Is Activated And Becomes Hostile To Anyone
35	People Don't Age Or Need Food And Water Here, But Become Increasingly More Indifferent	65	No One Can Leave The Planet As Coincidences Keep Preventing This From Happening
36	Desires Become Reality In The Planet	66	The Spacers See Themselves Coming From Space, Urging Them To Leave At Once

11.3 - Alien Ruins

Around the universe, aliens of many species and civilizations have left traces of their passages that are now being encountered by humanity. These are strange locations which hide many secrets humans are eager to uncover, even if it means they are exposed to great risks.

dbb	Alien Ruin's Structure	dbb	Alien Ruin's Structure
11	Amazingly Tall Spire	41	Large Trapezoid With Many Geometric Holes
12	Two Cubes Perched On One Another	42	Two Pyramids On Top Of One Another, Touching By The Tip
13	Series Of Cubes Of Multiple Sizes Arranged In A Pattern	43	A Great Labyrinth Organized Around A Hexagon
14	Gray Flat Oval With Smaller Ovals Above It	44	A Giant Egg Shaped Building, With Many Smaller Egg Shaped Structures Around It
15	A Gigantic Three Shaped Tower Without The Leaves	45	Something That Looks Like A Whirlwind Of Wires
16	Great Number Of Poles Of Many Sizes And Widths	46	Something That Resembles A Great Flower Blossoming
21	Series Of Concentric Rings	51	Large Icosahedron Balanced On One Of The Vertices
22	Something Resembling A Large Soft Mass	52	A Series Of Abstract Shapes Arranged In A Pattern Over Large Square Pedestals
23	A Gigantic Circular Portal With A Massive Door	53	A Series Of Tall Thin Trapezoids Arranged In Line For Long Distances
24	A Series Of Tunnels Arranged Similarly To A Spider's Web	54	A Really Tall And Steep Pyramid That Ends In A Gigantic Sphere
25	A Funnel That Goes Deeper And Deeper Until It Reaches A Small Pyramid	55	Large Structure That Somewhat Resembles A Sleeping Human Laying Down
26	A Large Tower With Many Different Turrets That Resembles An Open Hand	56	A Large Spherical Structure With Hundreds Of Small Turrets Jutting From It
31	Gigantic Rings Floating One Above The Other, Always With Different Radius	61	An Abstract Shape That Resembles An Open Flame
32	Shaped Like A Sphinx	62	Three Octahedrons Atop One Another
33	Seven Spheres Connected To One Another By Curving Tunnels	63	A Great Pyramid With A Ring On The Top
34	Several Planes Atop One Another, All Connected By Prisma	64	A Large Cylinder From Where Several Others Come Out At The Top
35	A Great Tall Trapezoid From Where Several Cubes Come Out	65	Structures That Resemble Several Power Towers Joint Together
36	Several Planes Intersecting One Another In Different Angles	66	A Large Amorphous Mass Of Walls, Holes And Tunnels That Resemble Different Things To Different People

d b b Alien Ruin's Features d b b		d b b Alien Ruin's Features d b b	
11	It's Made Of Billions Of Tiny Living Robots	41	Extravagantly Decorated With Abstract Patterns That Change Over Time
12	The Material It Is Built Of Is Extremely Magnetic	42	The Walls Shed A Faint Light When Touched
13	A Humming Sound Can Be Heard Inside	43	Something Is Pulsating Within The Walls
14	You Can Pass Through Walls As If They Were Water	44	The Walls Reflects The Thoughts Of People Inside It
15	No Light Can Illuminate Within	45	It's Completely Silent Inside, And Nothing Makes A Sound
16	It's Extremely Hot Inside	46	It's Extremely Cold Inside
21	It's Made Of Flesh	51	It's Made Of Blood
22	It's Made Of Plant Matter	52	It's Made Of Solid Fire
23	Part Of It Is Holographic	53	Inside, Corridors Don't Always Lead To The Same Places
24	If Something Is Broken Inside, It Regenerates Quickly	54	It's Toxic To The Touch
25	Time Doesn't Pass Inside It	55	Time Passes Much Faster Inside It
26	Each Person Inside Enters A Pocket Dimension And Cannot See The Others	56	People Inside Can Communicate Telepathically
31	The Structure Is A Living Thing, And It's Hungry	61	There Are A Lot Of Buttons In Every Wall
32	Gravity Changes Direction On Every Room	62	Dark Thick Liquid Flows Through The Walls
33	Alien Symbols Appear And Disappear Seemingly At Random	63	Force Fields Blocks Some Passages
34	Images Of Other People Appear On The Walls, Asking For Help	64	There Are Images Of Strange Aliens Performing Horrendous Acts
35	Lines Made Of Light Cross The Structure, Moving At High Speed	65	A Voice Speaks In An Alien Language Inside People's Head
36	People's Consciousness Leaves Their Bodies Behind As Soon As They Enter	66	People's Bodies Begin To Transform If They Linger Inside For Too Long



dbb Alien Ruin's Findings		dbb Alien Ruin's Findings	
11	Intact Corpses Of Aliens	41	Lost Colonist With Amnesia
12	Blood Puddles Everywhere	42	Dozens Of Small Polyhedrons That Emit Light
13	Long Objects With Symbols That Hum When Touched	43	A Small Alien Spaceship
14	A Large Pool Of Purple Liquid	44	A Great Crystal That Exhales A Ozone Smell
15	Large Tanks With Small Alien Embryos Inside	45	Large Broken Tanks With Amniotic Liquid On The Floor
16	Glass Cases With Human Organs Inside	46	A Naked Human With An Alien Device Attached To Their Cervix
21	An Alien Garden With Weird Bioluminescent Fruit	51	A Waterfall Running Upward
22	Holographic Recordings Of The Spacers' Life	52	Images Showing Aliens That Look A Lot Like Humans
23	Pool Of Dark Viscous Liquid That Moves On Its Own, As If Alive	53	A Room With Many Holographic Symbols One Can Interact With
24	A Holographic Recording Of An Alien Species Evolution	54	A Series Of Tubes And Containers Containing Different Liquids, All Connected
25	Some Sort Of Machinery That Emits A Hum And Makes The Structure Tramble From Time To Time	55	A Series Of Screens Showing Various Spacers In The Colony Right Now
26	What Seems Like A Surgical Table With Strange Instruments And Machines Nearby	56	What Seems Like A Hall Of Mirrors, But The Reflections Can Act Independently
31	A Large Amount Of Viscous Eggs Spread Around The Room	61	A Large Amount Of Hatched Eggs With Amniotic Liquid On The Floor
32	Someone The Spacers Thought Was Dead	62	Someone The Spacers Just Saw A Few Moments Ago
33	A Humanoid Form Of Total Darkness That Mimics The Spacers	63	A Negative Room, Totally Dark, And Without Dimensions
34	A Miniature Planet That Seems To Be Real, With People On It.	64	A Room With Many Static Fields With Many Different Species Of Animals And Humanoids
35	A Giant Pulsating Alien Organ Connected With Wires	65	Dozens Of Large Fungi Beings Expelling Fluorescent Spores
36	An Impenetrable Door, With No Handles	66	A Portal Showing An Alien Planet On The Other Side

dbb Alien Ruin's Hazards

11	Moving Walls
12	Extreme Radiation
13	Lack Of Atmosphere
14	Crushing Ceiling
15	Toxic Gases
16	Falling Floor
21	Submarine Section
22	Deafening Noise
23	Pockets Of Vacuum
24	Rooms With Extremely High Pressure
25	Slippery Halls
26	Slowly Corroding Atmosphere
31	Grasping Appendages
32	Energy Cage
33	Mind Controlling Computer
34	Decomposing Virus
35	Alien Spores
36	Dimensional Swap

dbb Alien Ruin's Hazards

41	Freezing Rays
42	Psychic Blast
43	Dense Smoke
44	Acid Floor
45	Fire Walls
46	Electric Barriers
51	Laser Cutters
52	Constant Tremors
53	Flooding Sections
54	Varying Gravity
55	Scary Holograms
56	Alien Virus
61	Piercing Projectiles
62	Mutagenic Serum
63	Sleeping Ray
64	Sharp Blades
65	Hostile Alien Flora
66	Time Altering Room

THEY HAVE
BEEN LIVING
IN THE
THE EARLY
DAYS

11.4 - Job Ideas

Sooner or later the spacers need to take a job and get their hands dirty for someone. At least they get paid. We hope.

d20	Client	Problem	Complication
1	Lara, A Medic	Hunted By Assassins	Has A Dark Secret
2	Philip, A Mechanic	Wants To Find A New Home	Is A Pyromaniac
3	Alan, A Scientist	Needs Their Papers	They Were Stolen
4	Gallegher, A Farmer	Is Infected By Alien Disease	Hides The Truth
5	Brianna, A Marine	Heard A Cry For Help	Hear Voices
6	Giuliana, An Archeologist	Wants To Find Something	It Involves Friends
7	Adam, A Bounty Hunter	Wants To Find Someone	Place Full Of Aliens
8	Valeria, A Drug Dealer	Needs A Fix	Can't Be Trusted
9	Salazar, A Businessman	Needs To Recover Something Stolen	They Set This All Up
10	Alanis, An Artist	Their Friend Disappeared	They Are Dying
11	Nate, An Engineer	Searching For An Artifact	Has A Split Personality
12	Mara, A Journalist	Is Lost	They Carry A Valuable Cargo
13	Thomas, A Military Officer	Has Been Attacked	Is Being Influenced By Aliens
14	Diana, A Cook	Needs Special Ingredients	It's Only Available In A Distant Colony
15	Rachel, A Corporate Rep	Need Their Laptop Back	Involves A Rival
16	Pablo, A Child	Needs To Find Their Pet	In An Alien Ruin
17	Gabriela, A Filmmaker	Wants To Find A Place	It's Not Where They Think It Is
18	Kiara, A Politician	Wants To Recruit People	They Are Always Drunk
19	Yuri, A Miner	Wants To Find A Loved One	They're A Psychic Projection
20	Andrea, An Explorer	Wants To Get Rich	It's In A Very Specific Place

11.5 - Impending Catastrophe

In the space horror genre of stories, there is always something bad that is about to happen, and the spacers are always running against the clock. Referees can use this table to add complications to their games, making things more interesting.

1. A family member is dying soon.
2. The spaceship is running out of fuel.
3. The spacers will run out of food.
4. Their friend will disappear forever.
5. Terrorist group will arrive.
6. Hostile aliens will enter the location.
7. Solar explosion will happen soon.
8. Oxygen will run out.
9. Guns will run out of ammo.
10. It will be too cold to survive.
11. The clones will assume their lives.
12. The disease will spread to other places.
13. The portal back home will close.
14. The weapon will go off.
15. Someone will be executed.
16. The assassin will strike again.
17. It will be too late for help.
18. Rivals will do it first.
19. The secret will be revealed.
20. The defenses will be brought down.

21. The machine will break down.
22. The alien intelligence will take over.
23. People's fear will become real.
24. The eggs will hatch..
25. Their memories will be erased.
26. The debt will be collected.
27. The word will break apart.
28. The bomb will go off.
29. Space will be forever distorted and lose one dimension.
30. A meteor will strike.
31. A spaceship infested with an alien virus will arrive.
32. Time will go so fast people will age and rot in minutes.
33. Time will regress so fast, people will revert to nothingness.
34. Everyone will leave them behind.
35. A nuclear attack will happen.
36. The data files will be lost.
37. They will run out of potable water.
38. The corporation will erase all evidence.
39. Time will freeze forever.
40. The information will fall in the wrong hands.
41. The media is going to find out everything.
42. The rescue team will leave.
43. The hallucinations will become permanent.
44. The beast will wake up.
45. Time will run out to pay the ransom.
46. The computer will be completely infected with the virus.
47. The computer will initiate the self destructing sequence.
48. The group will be arrested.
49. They will lose a lot of Credits.
50. Mercenaries will take over.
51. The universe will forget about them.
52. The experiment will be completed.
53. The black hole will pull everything in.
54. The poison will be released.
55. The alien AI will wake up.
56. Everyone will sleep forever.
57. Life support will fail.
58. The generator will explode.
59. The computer will take over.
60. It will be too late for medical treatment.
61. Toxic gas will be released.
62. Radiation will be too strong.
63. The reactor will melt down.
64. The aliens will steal their memories.
65. The drug will be released in the ventilation system.
66. War will be declared.
67. The group will be captured.
68. The place will be locked down.
69. The spy will escape.
70. The spaceship will take off.
71. The antidote will be destroyed.
72. The game will be over.
73. The aliens will attack.
74. The aliens will leave.
75. The message will be lost.
76. The military will intervene.
77. The law will be passed.
78. The colony will be established.
79. The spaceship will fall.
80. The robots will go awry.
81. The experiment will be sabotaged.
82. An alien will be cloned.
83. The colony will be taken over.
84. The defense system will go back online.
85. The recordings will be delivered.
86. The files will be stolen by the rival organization.
87. Everything will sink in the ocean.
88. The artificial gravity will be turned off.
89. The alien machine will turn on.
90. The pursuers will catch up.
91. The scientists will go on with the tests.
92. The corporation will start selling the product.
93. The government will find out the truth.
94. The missile will be launched.
95. The distress signal will reach someone.
96. The group will be discovered.
97. The electric storm will reach the station.
98. Reinforcement will arrive.
99. The alien flower will blossom.
100. The colonists will change into monsters.

11.6 - Random Event

Here are two d100 tables that combined can help inspire Referees to come up with interesting situations to make the universe alive. Roll them together and combine the results.

d100 Event/Action	d100 Event/Action
01 Acquire	51 Help
02 Advance	52 Hold
03 Affect	53 Hunt
04 Apprehend	54 Impress
05 Arrive	55 Initiate
06 Assault	56 Inspect
07 Attack	57 Investigate
08 Avenge	58 Journey
09 Avert	59 Learn
10 Await	60 Leave
11 Begin	61 Locate
12 Betray	62 Lose
13 Boost	63 Manipulate
14 Breach	64 Mourn
15 Break	65 Move
16 Challenge	66 Obscure
17 Change	67 Oppose
18 Charge	68 Overwhelm
19 Clash	69 Persevere
20 Command	70 Preserve
21 Communicate	71 Raid
22 Construct	72 Reduce
23 Control	73 Refuse
24 Coordinate	74 Reject
25 Create	75 Release
26 Debate	76 Remove
27 Defeat	77 Resist
28 Defend	78 Restore
29 Deflect	79 Reveal
30 Deliver	80 Risk
31 Demand	81 Safeguard
32 Depart	82 Scheme
33 Destroy	83 Search
34 Disregard	84 Secure
35 Distract	85 Seize
36 Eliminate	86 Serve
37 Enlure	87 Share
38 End	88 Strengthen
39 Endure	89 Summon
40 Escalate	90 Support
41 Escort	91 Suppress
42 Explore	92 Surrender
43 Falter	93 Swear
44 Find	94 Take
45 Focus	95 Threaten
46 Follow	96 Transform
47 Forsake	97 Uncover
48 Fortify	98 Uphold
49 Gather	99 Weaken
50 Guard	100 Withdraw



d100	Object/Focus	d100	Object/Focus
01	Ability	51	Oath
02	Ally	52	Opinion
03	Balance	53	Opportunity
04	Blood	54	Passage
05	Bond	55	Path
06	Burden	56	Peace
07	Community	57	Peril
08	Conflict	58	Plan
09	Corruption	59	Portent
10	Creation	60	Possession
11	Death	61	Power
12	Debt	62	Price
13	Decay	63	Pride
14	Deception	64	Prize
15	Desolation	65	Problem
16	Destiny	66	Protection
17	Direction	67	Purity
18	Dream	68	Quest
19	Duty	69	Refuge
20	Enemy	70	Relationship
21	Faction	71	Renown
22	Faith	72	Resources
23	Fame	73	Revenge
24	Family	74	Riches
25	Favor	75	Rival
26	Fear	76	Ruin
27	Fellowship	77	Rumor
28	Freedom	78	Safety
29	Greed	79	Secret
30	Hate	80	Solution
31	Hazard	81	Spirit
32	Health	82	Stranger
33	History	83	Strength
34	Home	84	Structure
35	Honor	85	Superstition
36	Hope	86	Supply
37	Idea	87	Survival
38	Illness	88	Time
39	Labor	89	Tool
40	Land	90	Trade
41	Language	91	Truth
42	Law	92	Vengeance
43	Leader	93	Wall
44	Loss	94	War
45	Love	95	Warning
46	Memory	96	Weakness
47	Momentum	97	Weapon
48	Monster	98	Wisdom
49	Mysticism	99	World
50	Nature	100	Wound

SCREAMS AMONGST THE STARS

Character Sheet

Name:

Background:

Description:

Attributes

STR

/

DEX

/

WIL

/

Combat

HP

/

DEF

Inventory:

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____

9. _____

10. _____

11. _____

12. _____

Notes:

RULES SUMMARY

Saves

Roll a **d20** equal to or under then your **STR**, **DEX** or **WIL**.

Opposed Saves: Lowest result on a **d20** wins.

Advantage: Roll **2d20** and keep the lowest result.

Disadvantage: Roll **2d20** and keep the highest result.

Combat

Your spacer can move and take an action each round.

Initiative: When in doubt, make a **DEX Save** to act before an enemy.

Attacks: Roll your weapon's damage and deal that much points to an enemy, subtracting their armor. **Impaired** attacks inflict 1d4 points. **Enhanced** attacks inflict 1d12 points.

Damage: Damage reduces HP first. When **HP** reaches 0, it reduces **STR**. When taking STR damage, make a **STR Save**. If you fail, you are **Injured**.

Death: If your **STR** reaches 0 or you've been **Injured** for **6 turns**, you die.

Conditions

Deprived: When Deprived of something important (water, food), you cannot benefit from **Rests**.

Exhausted: After two days without a **Long Rest**, you become exhausted and receive **Disadvantage** on **Saves**.

Injured: You are incapacitated and cannot take any actions. If you're left untreated for **6 turns**, you die.

Blind: When Blinded, **Saves** relying on vision suffer **Disadvantage**.

Deaf: When Deaf, **Saves** relying on hearing suffer **Disadvantage**.

Stress

When your spacer witnesses horrible scenes, they may suffer Stress and take **WIL** damage if they fail a **WIL Save**. The severity of the damage varies with how horrific it is for the character.

Crisis Event: When your **WIL** is reduced to 0, you suffer a **Stressful Event**.

Recovering Stress: You need your **Personal Item** to recover **WIL** with **Rests**.

Resting

Short (1 turn): Restores **1d6 HP**.

Long (1 watch): Restores all **HP**. If **HP** is full, restores **1d6** to an **Attribute**.

Full (1 week): Restores all **HP** and **Attribute** damage.

Hazards

Starvation: 1 day without food gives you a **Deprived** condition. After 5 days, suffer **1d6** points of damage per day.

Dehydration: 1 day without water gives you a **Deprived** condition. After 2 days, suffer **1d6** points of damage per day.

Vacuum: If you're exposed to Vacuum, you suffer **1d8** points of damage per round.

Pressure: Slightly higher or lower ATM makes you feel dizzy and weak, suffering

Disadvantage on all **Saves**. Considerably higher or lower ATM makes you feel sick and suffer **1d6** points of damage per watch and suffer **Disadvantage** on all **Saves**. Extremely higher or lower ATM makes your body begin to collapse. You suffer **1d6** points of damage per round, and cannot act, only moving at half speed.

Suffocating: You can hold your breath for twice as many rounds as your **STR** score. If caught by surprise, you can only hold for a half that time. Every round thereafter inflicts **1d6** points of damage.

Extreme Temperatures: Make a **STR Save** when exposed to Extreme Temperatures. If you fail, you suffer **1d4** points of damage.

Light Radiation: Make a **STR Save** every hour or feel sick, suffering **Disadvantage** to all **Saves**. The effect persists for **1d6 turns** after exposure ends.

Mild Radiation: Make a **STR Save** every turn or feel sick, suffering **Disadvantage** to all **Saves** and suffer **1d6** points of damage. The sickening effect persists for **1d6 hours** after exposure ends.

Extreme Radiation: You feel sick, suffering **Disadvantage** on all **Saves** and suffer **1d6** points of damage per round. The sickening effect persists for **1d6 days** after exposure ends.

Slightly higher Gravity: Makes **STR** and **DEX Saves** with **Disadvantage**, when related to lifting weights and physical agility.

Slightly lower Gravity: Makes **STR** and **DEX Saves** with **Advantage**, when related to lifting weights and physical agility.

Considerably higher Gravity: Makes **STR** and **DEX Saves** with **Disadvantage**, when related to lifting weight and physical agility. Can only move or act each round. Overland speed halved.

Considerably lower Gravity: Makes **STR** and **DEX Saves** with **Advantage**, when related to lifting weight and physical agility. Tasks requiring precision suffer **Disadvantage** on **Saves**.

SCREAMS AMONGST THE STARS

Screams Amongst The Stars is a space horror survival role playing game (RPG). You and 2-5 friends play make-believe, creating a shared narrative of a group of spacers doing their jobs in the frontier colonies while terrible and horrifying things occur around and with them. The rules help keep the story you tell consistent, interesting and challenging.

You play a spacer, a person who lives and works in space, who finds themselves in a terrible situation (or maybe you're one of these few people that seek those situations). You could be space-truckers who accidentally open up a crater that should never have been filled with that sinister alien plant. Or maybe you're a group of scientists sent to study a newly found planet that contains alien ruins, where other groups have already disappeared. You could even play as a group of soldiers sent to a distant planet to capture a dangerous alien being after it killed all the inhabitants of the mining colony established there.



ARE WE
REALLY
ALONE?



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