



Chronicles of **The Spacejammer!**

Vol. 1: Spacejamming Freebooters



36 Troika! Backgrounds for Fantastic Spacefaring Adventure



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Chronicles of the Spacejammer, Vol 1: Spacejamming Freebooters is a production of R. Rook, written by Richard Ruane. It is compatible with [Troika! Numinous Edition](#) by Daniel Sell and Melsonia Arts Council.

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Vol 1: Spacejamming Freebooters (in Fantasy Space!)

Welcome to Spacejammer, a periodic zine of 90s-style adventuring in fantasy space. This isn't the space of our physics-bound modern world, but a magical space, loosely based on early modern ideas of the aether and crystal spheres, where gravity is always earth-normal (until suddenly it's not there at all) and everyone carries their own atmosphere with them when they take off into the void. While inspired by the 1989 boxed set *Spelljammer: AD&D in Space* from TSR, it's designed to work to play with [Troika! Numinous Edition](#) and requires a copy of that game.

While adventurers may be from anywhere in the known (or unknown) multiverse, these backgrounds assume that our fantasy adventurers (who should combine nicely with most Troika-compatible backgrounds) begin in the Asteroid Duchy of Braull, where the openly corrupt Duke Dru oversees a miniature city state of merchants, pirates, and explorers.

Create your [Troika! Numinous Edition](#) characters as normal, but use these backgrounds instead of (or as optional replacements for) your normal set.

Spacejamming Skills

Use the standard *Troika!* astrology skill for navigation and astrogation, and the *Troika!* strength skill for managing your ship's rigging.

Spacejamming is your all-purpose skill for managing other tasks on-board the ship: gunning, piloting, or using a spacejamming helm or technology that's not familiar to you.

11 Renegade Space Orc

While you still wear the traditional weapons (and kinda sexy leather armor) of your warlike, mercenary people, you've actually given up your violent ways. When you were all but lost in a battle, you had a vision of your people's true ancient goddess: a woman who taught you the way of peaceful exploration and gentle wandering. Her intervention healed you, and you left the warrior's life forever behind. If only you didn't feel naked without the weapons on.

Possessions

- Battered but still sexy leathers (Light Armor)
- Glaive

Skills

- 3 Glaive fighting
- 2 Language: Space Orc
- 2 Spacejamming
- 2 Strength
- 1 Etiquette
- 1 Sneak

12 Chronomancer's Ex

You were young and easily impressed when *HE* met you, and you were quick to jump into that oddly shaped blue box and travel the wild universes with him. But like many quasi-romantic flings, it got a little too actually romantic... and then fell completely flat. Now you're here on the Asteroid Duchy of Braull, not sure how to get home and not really all that sure you want to go back anyway.

Possessions

- A stolen device that emits odd beeping noises and that allows you to cast spells (don't lose it!)
- An odd set of clothes from a strange or forgotten corner of Wildspace

Skills

- 2 Awareness
- 1 Evaluate
- 1 Fist Fighting
- 1 Run
- 1 Spacejamming
- 1 Spell: Amity
- 1 Spell: Affix
- 1 Spell: Befuddle

13 Aberrant Barback

Sure, the Elder Eye Tyrant named Mario is the most famous and beloved bartender on this rock. If only you could get a job at his place. Instead, you're just another tentacled, floating interstellar anomaly with too many eyestalks hoping to become a beloved local fixture (and trying to make ends meet until you do).

Possessions

- Thick hide (counts as Light Armor)

Skills

- 3 Awareness
- 2 Second Sight
- 2 Spell: Fear
- 1 Spell: Shatter
- 1 Spell: Sleep
- 1 Tentacle Fighting (as Small Beast)

Special

You automatically levitate when you move, as you don't have feet or legs.

14 Great Pit Survivor

You're not sure who sold you out, but after a business deal went bad, you ended up in chains in the Great Pit, who sold you to Braull's illegal slave market. You were able to fight your way out and win your freedom, but though you're now free, you're still a long way from the easy life you once had.

Possessions

- Tattoos showing your status as a slave
- Newer tattoos showing your status as a freed slave
- A newly carved quarterstaff with which you won your freedom

Skills

- 3 Quarterstaff Fighting
- 2 Awareness
- 2 Sneak
- 2 Strength
- 1 Run

15 Underbaron's Fixer

You once worked for "Murderin'" Merdin, one of Braull's Underbarons. Among the city's crime lords, your boss was the king of burglary and pickpocketing and the protector of Braull's common halflings (like you). Then something went wrong and your boss suddenly suspended your pay and doubts your loyalty. You've got to keep your head low and keep your ex boss's attention on anyone but yourself... and pick up some work until his temper cools down.

Possessions

- Crossbow with 18 bolts
- Lock picks
- Grappling hook
- Rope

Skills

- 2 Evaluation
- 2 Locks
- 1 Awareness
- 1 Climb
- 1 Crossbow Fighting
- 1 Etiquette
- 1 Sneak
- 1 Spacejamming

16 Unlicensed Pyromancer

In a town half built from wood on a rock floating in the wilds of space with a limited supply of fresh water and fresh air, fires have to be carefully controlled. Especially when they're magical fires. Anyone learning pyromantic magic in Braull is carefully licensed. Or at least, they're supposed to be. Whether you found this spellbook by honest or dishonest means, you've taken to it. Let's just hope that you don't inadvertently start anything you can't put out.

Possessions

- Dinky robes
- A completely unlicensed pyromantic tome

Skills

- 2 Run
- 2 Spell: Ember
- 2 Spell: Fire Bolt
- 2 Spell: Flash
- 1 Sneak

21 Outlaw Bounty Hunter

It's a living. Or it was. Now your license has lapsed, and you've got to get other work while the bureaucrats push your paperwork around.

Possessions

- Rope
- Shackles
- Collapsible Nightstick (as Club)

Skills

- 2 Awareness
- 2 Club Fighting
- 2 Trapping
- 2 Run
- 2 Sneak
- 1 Locks

22 Outcast Forge Dwarf

You don't talk about your time living in the great mountainous forges where the dwarves lived in Wildspace. It was a good time, but now, thanks to *those things we don't bring up*, it's over. Let's not discuss what happened. There was plenty of blame to go around.

Possessions

- Mason's Hammer (as Mace)
- Artists Tools

Skills

- 3 Metalworking
- 3 Strength
- 2 Evaluate
- 2 Stone Carving
- 2 Hammer Fighting
- 2 Wrestling

23 Fortune-Telling Con Artist

Sure, you know magic... just not the kind you tell people you know.

Possessions

- Showy Robes
- Collapsible Tent
- Staff

Skills

- 2 Awareness
- 2 Evaluate
- 2 Spell: Befuddle
- 1 Astrology
- 1 Etiquette
- 1 Fist Fighting
- 1 Run
- 1 Second Sight

24 Groundling

Everyone's heard of your homeland. It's the little speck of a nation on some planet over that way. No one's much impressed though. Your people don't get out into space much and don't always make the best impressions when they do. Your clunky armor and heavy weapons aren't fashionable on the deck of a ship, but they do seem the best tools for getting a certain jobs done.

Possessions

- Modest Armor
- Letters from Your Parents and Your Creditors Back Home
- Longsword
- Memento of One or More Special Someones from Back Home and a Nebulous Promise/Plan for them to Run Away Join You Out Here

Skills

- 3 Looking Innocent
- 3 Sword Fighting
- 2 Spacejamming
- 1 Awareness
- 1 Strength

25 Xenological Seeker

You always wanted to join the Seeker's great library on Braull and study strange and multitudinous strange cultures and life forms of Wildspace first hand. Finally, you were able to join them here. You're new in town, but thrilled by the sights, sounds, and possibilities.

Possessions

- Gaudy Academic Robes
- Reading glasses in a silver case
- Bundle of candles and matches
- Knife
- Writing materials and two new notebooks

Skills

- 3 Astrology
- 2 Sleight of Hand
- 2 Spacejamming
- 2 Spell - Random (Table 5)
- 1 Evaluate
- 1 Healing
- 1 Language - Arachnodemon

Special

You may use your Luck to recall odd facts about planets, alien species, basic alien vocabulary, or strange ships. You've read a lot of books, after all.

26 Roustabout

Being a roustabout around here used to be a good job. There was work in the pumping stations, on the docks, and sometimes even evening work as a bouncer. It was hard work, but it kept you (mostly) honest and in good fighting shape. And then you got some new bosses, so you've either go to take a paycut or start a new life.

Possessions

- At least three vaguely inappropriate (and very visible) tattoos that your mother warned you not to get.
- A sap (as a club).

Skills

- 3 Strength
- 2 Climb
- 2 Club Fighting
- 2 Fist Fighting
- 1 Run

31 Aspiring Assassin

The traditional path is to study hard, apprentice to a master, work your way up in the guild, and one day put out a shingle as a professional killer for hire.

You've never been one to take the traditional path.

Possessions

- Dramatic, attractive, and form-fitting black clothes (Light Armor)
- Garrotte
- Scimitar
- 3 vials of Poison
- Crossbow and 10 bolts

Skills

- 1 Awareness
- 1 Climb
- 1 Crossbow Fighting
- 1 Disguise
- 1 Knife Fighting
- 1 Locks
- 1 Poison
- 1 Sneak
- 1 Strength
- 1 Swim

32 Gold-Hearted Minotaur

Dock Thug

Sure, your primary job was to enforce the will of one of the Underbarons and keep the criminal elements on the docks in line. But really, you're more than just your job. Like all minotaurs, you're a sensitive soul with a robust understanding of the mortal condition.

Possessions

- Artists tools
- Hard-Beaten Halberd
- Leathers (Light Armor)
- Grandparent's Fiddle

Skills

- 2 Astrology
- 2 Polearm Fighting
- 2 Singing
- 2 Strength
- 2 Climb
- 1 Painting
- 1 Sculpting

33 Snappily Dressed Condotierre

You sharply dressed mercenaries may win all the hearts while you're young, but your money-spending habits will catch up to you one day.

Possessions

- Bright Clothing
- Buff Coat (Light Armor)
- Greatsword

Skills

- 2 Fist Fighting
- 2 Greatsword Fighting
- 2 Climb
- 2 Run
- 2 Strength

34 Braullian Watcher

In the past, you worked for the prince and aristocrats of Braull as an official member of the Watch. You mustered out recently with just the equipment you bought and your final paycheck.

Possessions

- Sword
- Breastplate and greaves (Modest armor)
- Shield
- A favor from that attractive innkeeper you helped that one time

Skills

- 3 Awareness
- 2 Run
- 2 Shield Fighting
- 2 Strength
- 1 Sword Fighting

35 That Gnome...

You don't know what everyone's problem is with the gnomes. They're lovable. And inventive. Sure, you want to be careful about pushing any buttons they leave lying around, but you should always be.... Ohh! Is that a button?

Possessions

- Leather apron and protective headgear (light armor)
- Crank Revolver Repeating Pistol (as pistol, and if you miss, there might be a minor explosion, but so what?) - six shots before reload
- Tinker's Tools

Skills

- 4 Inventions That Just Might Work
- 2 Evaluation
- 2 Tinkering
- 1 Astrology
- 1 Climb
- 1 Spacejamming

Special

You can roll your Luck to jury-rig improvements or repairs on a relatively complex piece of equipment as an action when it's plausible.

36 D-List Vampire

Yes, you're one of the undead and you do, periodically, need to feed on humanoidesque blood in order to maintain your undead life. But really you're just a person. Perhaps you're a little too ordinary of a person. You need to shake some things up. Where did you get the idea vampirism would make things easier?

Possessions

- Antique longsword
- One action outfit that makes you look dark but alluring

Skills

- 2 Etiquette
- 2 Second Sight
- 2 Sword Fighting
- 1 Spell: Befuddle
- 1 Spell: Darkness
- 1 Spell: Darksee
- 1 Spell: Fear
- 1 Spell: Invisible

Special

You may take stamina from another creature you are feeding from (or very recently fed from) in order to fuel your spells.

You don't do normal provisions, but can consume blood from the living as a provision, doing as much damage as you would recover. As with provisions, you can do this three times a day.

You lose 1d6 stamina for each hour you begin in the sunlight. All successful attacks against you in full sunlight are Mighty Blows.

41 Wistful Necromancer

You know, if you'd not been so impulsive when you were just starting out in wizarding school, you'd have studied something less annoyingly edgelord than necromancy. Maybe arcane accounting or something like that.

Possessions

- Necromantic crystalline orb
- An old friend or mentor's skull
- Dark robes

Skills

- 3 Spell - Posthumous Vitality
- 3 Spell - Skeletal Counsel
- 2 Spell - Read Entrails
- 2 Second Sight
- 1 Astrology

42 Werewizard

You were always fascinated by wizards when you were a young cub, . Then, one day, you got too close and an excitable wizard bit you. It didn't work out too badly, though. You and the wizard even ended up dating for a while.

Possessions

- Loose-fitting rip-away clothes

Skills

As a human:

- 2 Astrology
- 2 Evaluation
- 2 Second Sight
- 1 Spell - Random (Table 5)
- 1 Spell - Random (Table 5)
- 1 Spell - Random (Table 5)

As a wolf:

- 3 Beastly Fighting (as a Modest Beast)
- 2 Acrobatics
- 2 Awareness
- 2 Strength

Special

Any time you have more than a minute you can change between human and wolf form.

You can also test your luck to do the following:

- Change between forms as an action
- Manifest claws, fangs, and Beastly Fighting skill in human form, allowing you to fight as a Modest Beast
- Use a skill of spell from one form in the other form
- Shift from your wolf form to your dire wolf form (fighting as a Large Beast)
- Heal 1d6 of damage to yourself

Sadly, all damage from a silver weapon counts as a Mighty Blow and prevent you from testing your luck for a round.

43 Baddair Devotee

Growing up, your hero was the gruff Braullian General Morris Baddair. He never made any pretense of liking Duke Dru, but he fought for him all the same, and you had a soft spot for that sort of honor. You even got to study with the general at The Citadel, but it was only too late that you learned an important lesson: while General Baddair is allowed to say anything he likes about the duke and his courtiers whenever he wants, junior officers are expected to show a good bit more discretion.

Possessions

- Ceremonial armor (Modest Armor)
- Military saber
- Shield
- Pistolet

Skills

- 2 Etiquette
- 2 Pistolet fighting
- 2 Shield fighting
- 2 Sword fighting
- 2 Wrestling
- 1 Spelljamming

44 Red Mage

Your groundling people established a fearsome mageocracy that shook the world more than once. You got tired of making the world shake. Isn't there time to just do research anymore?

Possessions

- Intricate tattoos that indicated your social standing at the time you ran away
- Dingy red robes that marked you as someone trained as a mage
- Nicely carved wand made from rare woods

Skills

- 2 Astrology
- 2 Second Sight
- 2 Spell - Random (Table 5)
- 2 Spell - Random (Table 5)
- 1 Spell - Random (Table 5)
- 1 Spell - Random (Table 5)

45 Hippo with a Blunderbuss

“Hippopotamus”? What a tacky word. You’re a Giff: a proud people with the distinguished heritage of military service! Also, firearms. It’s time someone on Braull put the soldiering back in “Soldier of Fortune”!

Possessions

- Blunderbuss (as Fusil)
- Sharply Tailored Uniform
- Military saber
- Intricately painted tea set

Skills

- 3 Fusil Fighting
- 2 Strength
- 2 Sword Fighting
- 1 Etiquette
- 1 Evaluate
- 1 Spelljamming
- 1 Wrestling

Special

When you score a shot with your blunderbuss, you may also test your luck to see if the scattered shot hit one or more adjacent enemies.

46 Illicit Illusionist

Sometimes people want to see things they rarely get to see: the almost forgotten face of an old lover, their employer’s approval smile, the secret correspondence between an underbaron and an aristocrat. It was your job to show those things to them until that time you showed someone important something they *did not* want to see.

Possessions

- Dark leather outfit (light armor)
- Lockpicks

Skills

- 3 Spell - Illusion
- 2 Locks
- 1 Evaluate
- 1 Sleight of Hand
- 1 Sneak
- 1 Spell - Assume Shape
- 1 Spell - True Seeing

51 Goblin Dance Artist

You've studied the movement arts of a hundred worlds and know ceremonial, ecstatic, recreational, and aesthetic. Goblin artists don't get enough respect, though, and you're tired of low-paying chorus gigs, so you're here on Braull looking for whatever work you can land.

Possessions

- A variety of costumes
- A lute

Skills

- 2 Acrobatics
- 2 Climb
- 2 Dance
- 2 Disguise
- 2 Sleight of Hand
- 1 Etiquette
- 1 Lute Playing
- 1 Sneak

52 Guild Alchemist

While your guild doesn't command the respect, prices, popularity, or workload of the wizards, you're proud of your sister and brother alchemists. Your favorite jokes involve volatility, reactions, and calcifiers.

Possessions

- 5 inert alchemical grenades
- Leather apron and protective gear (light armor)

Skills

- 3 Alchemy
- 2 Run
- 2 Healing
- 2 Spell - Animate
- 1 Astrology
- 1 Grenade Tossing

Special

You can test your luck (adding your Alchemy advanced skill) to convert your innate grenades into elemental explosions (per the Explode spell) of acid, fire, ice, or stone. Given time and the right tools, you check your skills to duplicate the effects of any potion you find or to create more inert grenades.

53 Space Pixie

Your people inhabited the great tree planets of Fey Space, but you had a taste for adventure.

Possessions

- Bag of pixie dust (2d6+10 uses)
- Pixie musket (as Fusil) with Bayonet (as Sword)
- Tiny size and questionable attitude (Modest Armor)
- Adorable wings (fly at walking speed)

Skills

- 2 Acrobatics
- 2 Fly
- 2 Sneak
- 2 Spell - Invisibility (requires pixie dust)
- 2 Spell - Levitate (requires pixie dust)
- 1 Fusil Fighting
- 1 Sword Fighting

54 Wererat Crew

You grew up (not that long ago) and all you had was each other. 1d6 of you are still here, just on the cusp of adulthood, hanging out together, doing whatever you can to keep each other alive and gainfully employed.

Possessions

- Lovable mutt who likes you no matter what shape you're in
- Packs of odds and ends used to make traps and other nifty gizmos
- Slings with 10 stones for each of you (as bow but one-handed)

Skills

As crew kids:

- 2 Run
- 2 Sneak
- 2 Trapping
- 2 Wrestling
- 1 Knife Fighting
- 1 Sleight of Hand

As rats:

- 3 Awareness
- 3 Run
- 3 Sneak
- 2 Beastly Fighting (as small beast)
- 1 Spacejamming

Special

Your individual crew members normally switch from human to rat form in a minute or so. You can test your luck to do any of the following:

- Have one of you change between forms as an Action
- Use a skill of the other form
- Combine all of your rat forms into a King Rat (Gigantic Beast)
- Heal 1d6 of damage to yourself

You split your stamina between the members of your crew. If one of you dies, you are at -1 damage, luck, and skill rolls until your crew has a moment to mourn and regroup.

Any hit against you with a silver weapon is automatically a Mighty Blow and you cannot test your luck for one round.

55 Shrine Knight

From the time you came to Wildspace, you knew what your calling was: to defend the innocent and protect the good in the service of the all-god of the thousands and thousands of Crystal Spheres. It doesn't pay, of course, but the truly devoted do not concern themselves with such base limitations. The great provider provides.

Possessions

- Plate armor (Heavy Armor)
- Greatsword
- A medical kit
- Holy symbol

Skills

- 2 Greatsword fighting
- 2 Healing
- 2 Spell - Darksee
- 2 Spell - True Sight
- 2 Spell - Light

56 Wandering Star Priest

You can't quite say what drew you to the god Celeston the Star Wanderer after so many years in such an irreverent cosmos, but something about the low-key traveling deity spoke to you.

Possessions

- Gem-studded Holy Astrolabe of Celeston
- Sacred Spear
- Night-Black Cloak

Skills

- 2 Astrology
- 2 Healing
- 2 Second Sight
- 2 Spacejamming
- 2 Spell - Find
- 2 Spell - Light
- 2 Spell - Language
- 1 Spear Fighting

Special

While wearing your jewelled astrolabe of Celeston, treat your Luck as +1.

61 Sentient Bronze Golem

You were made to work the dock yards, hauling freight and lifting cargo. Instead, you achieved sentience.

Possession

- A body of bronze (your body is Modestly Armored and your fists do damage as a mace). However, you only have 9 encumbrance slots.

Skills

- 3 Strength
- 3 Fist Fighting
- 2 Etiquette
- 2 Wrestling

Special

You have +1d6 Stamina. You don't need to breathe, eat, or drink, but cannot regain hit points from provisions or be revived by normal human healing skills. You'll need to find someone to repair you if you drop to 0 Stamina. Maintenance will repair you for 1d6 Stamina regain.

62 Arachnofiend Stalker

Several years ago, the hellish Arachnofiend Collective and their titanic umber servitors came to your world, enslaved the peaceful Halfling clans, turned the planet into their weird laboratory, and destroyed much of the habitable surface. Eventually, your clan and the other Halflings rebelled and drove them away. But you've never forgotten. Every year, a certain number of your people vow to travel the known spheres, defying and undermining the Arachnofiend Collective whenever you learn of their evil machinations.

Possessions

- Modest Armor
- Axe
- Rope
- Manacles
- Dark Clothing

Skills

- 3 Axe Fighting
- 2 Awareness
- 2 Climb
- 2 Language - Arachnofiend Collective
- 2 Sneak
- 2 Wrestling

Special

You may test your luck to see if you can recognize the Arachnofiend Collective's influence, intuit their machinations, or know something you could have reasonably learned in your years of Arachnofiend stalking.

63 Has-Been Cabin Swab

You were young when you signed on with that ship, and you were the pluckiest, cutest, and most likable swab ever to take on every odd job an officer threw your way. You swabbed decks and lugged grub and even trekked around on the rigging. The ship was where you had all your firsts (including the first time you fell in love with a second mate). Then one day you were just a little too old to be that kind of cute and plucky. The ship docked at Braull and the next thing you knew, they were enamored of a new cabin swab: one so plucky, cute, and lovable that you couldn't even be mad you'd been replaced. Now it's time to buck up and move on while you've still got some pluck left.

Possessions

- Rope
- More rope
- Bale hook
- A memento from a special second mate
- Crossbow and 6 bolts

Skills

- 2 Climb
- 2 Fist Fighting
- 2 Sneak
- 1 Acrobatics
- 1 Crossbow Fighting
- 1 Dodge
- 1 Knife Fighting
- 1 Spacejamming

64 Undead Elfin Space Captain

In the elven courts and the Fey Admiralty, you were once respected... even feared. But then you fell in love with someone evil and they convinced you to betray everything you'd stood for. And then you died. In coming back, perhaps you can redeem yourself.

Possessions

- Sword
- Shield
- Light Armor

Skills

- 3 Shield Fighting
- 2 Astrology
- 2 Spacejamming
- 2 Sword Fighting
- 1 Spell - Random (Table 5)
- 1 Spell - Random (Table 5)

Special

You don't eat, breathe, or drink and can't gain benefits from provisions. Only necromantic magic can revive you once you drop to 0 HP.

65 Wouldbe Privateer

You're pretty sure the only reason Duke Dru's advisors keep rejecting your application for a letter of marque is because you don't have a crew, you don't have your own ship, and you've never been an officer. Once you get those taken care of, you're pretty sure you've got an in.

Possessions

- Rope
- Scimitar
- Crossbow with six bolts

Skills

- 1 Awareness
- 1 Astrology
- 1 Climb
- 1 Crossbow Fighting
- 1 Dodge
- 1 Fist Fighting
- 1 Knife Fighting
- 1 Sleight of Hand
- 1 Sneak
- 1 Spacejamming
- 1 Strength
- 1 Wrestling

66 Pragmatic Ogre of Thought

Sure, you're an ogre. But people learn to look past that when you show up to break up slave rings and rescue their loved ones from inter-dimensional soul flensers, and lead everyone in a rousing drinking song. Sadly, this doesn't pay the bills yet.

Possessions

- Maul
- Rope
- Shackles
- Grappling Hook
- A rousing voice

Skills

- 3 Strength
- 2 Climb
- 2 Maul Fighting
- 2 Secret Signs - Pragmatic Order of Thought
- 1 Etiquette
- 1 Run
- 1 Rousing Singing