

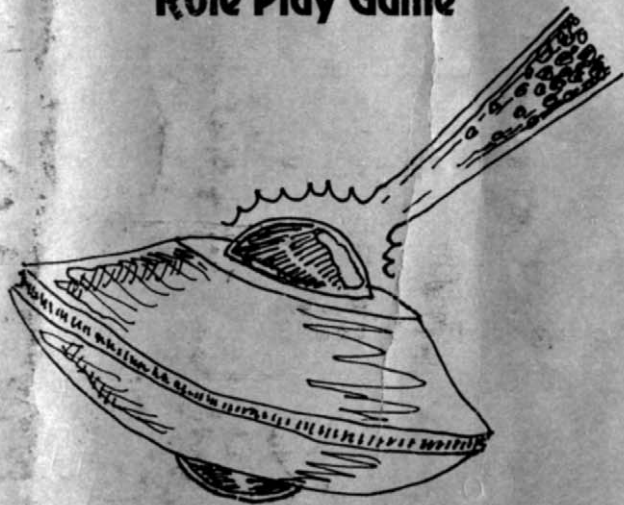
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A Science-Fiction Fantasy
Role Play Game



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BATTLE STAR GAMES

ENCOUNTER CRITICAL

A Science-Fiction Fantasy Role Play Game



Second Corrected Edition

This is not a pirated scan. This is a free distribution of the classic RPG, ENCOUNTER CRITICAL, released with the blessing of the original publisher. Feel free to distribute it and enjoy it. To discuss this game, join the mailing list


<http://groups.yahoo.com/group/encounter-critical>

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With thanks for the encouragement from Dave Arneson, Timothy Kask, and other colleagues met at Gen Con and at the Dungeon. It is an honor to join the company of such fine game inventors and fantasists.

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INTRODUCTION

The first edition of Encounter Critical, which we published last year on a school mimeograph, made a splash at the local wargames club. The rest sold through hobby stores. Most were delivered by hand. So we're happy to have moved up to this new professional manual, to better chart a future for Encounter Critical fans and reach out to the growing audience for role play games.

If you are a newcomer, you can enjoy the assurance that this is the only game we know of to include true scientific realism in every system. Combat, especially, derives from actual battle experience and from extensive research into the theories of tactical interplay. Also, this is a game that includes what many others overlook for a richer experience, whether you prefer to play a "game as a game" or more as a fantasy novel. This is a complete fantasy and science fiction game in a single manual, but it is also the beginning of your greatest scenario, a foundation on which you can build. In Encounter Critical, many characters only gain new levels when something is created or explored, insuring that every game you run has more material to draw upon than the last. Send the best of these for inclusion in the Encounter Critical Gazette and be immortalized along with us, the game's inventors.

Although, as far as rules go, we have returned to more of a wargame basis than some of the newer types of role play games, preferring as we do a minimum of systems to keep track of: enough to know what your character can achieve, and enough to know who he can defeat, is enough! You will not find tables of birth rank or astrological matters here, though there is room for them if the Journey Master deems them suitable.

One fan we met at a convention later sent us a letter to ask if we'd be designing a game for westerns, for example, or one for spy adventures. Our answer: we already have! Encounter Critical can be used for any sort of role play adventure; simply limit which races and weapons you allow (for example, no mutations and Wooky characters in the wilden west) and the game provides those tools you need for play. We prefer the usual approach, where every Encounter Critical party is made up of heroes and heroines from every stripe of adventure, banded together to wander a fantasy world, or a galaxy of them, seeking riches or maidens to rescue or scores to settle. This allows the Journey Master to provide more challenges and (in our opinion) is better than any single-style approach can be, but we have done other uses with the game and it works equally well, and once you buy it, it belongs to you.

Finally, we have seen some fierce debate among war gamers on the compatibility of magic and technology. The truth is that our scientists do not know yet if the two can get along. No amount of debate can change that just yet. Those laboring in the fields of ESP research and similar pursuits are breaking ground, but for now ignorance works to our benefit, and this game includes all known scientific observations relating to how magic, or psychic matters such as the "force," might relate to more common physics and the like. As research achieves progress, we will maintain future editions of Encounter Critical to reflect it in absolute realistic terms.

CHARACTER GENERATION

Every player begins by generating his statistics or scores by rolling 3-18 (using three six-digit dice). Next, choose a race and apply racial adjustments to scores. Choose modifying features, such as cave-primitive, if desired. These are optional. Finally, select a character class and record any special details. This will also determine the number of Gold Credits you may spend on equipment.



THE STATISTICS

The statistics determine a character's worth by defining his or her weaknesses and strong points. These in turn provide percentile odds of achieving activities in game play. When two or more statistics provide percentiles for the same activity, combine the odds values. For example Dexterity and ESP. The same is true for character classes. Values may not be reduced to zero without death, but may exceed 20 in rare events. If so, extend the percentile odds according to their current progress.

Adaptation (ADA): This is how well you adapt to the unusual or foreign, which is critical when visiting new countries or planets. It determines how well you survive in the wilderness, how well you digest alien victuals, and et cetera.

Dexterity (DEX): How quick and athletic you are, as well as hand-to-eye coordination. This is also the most important stat for determining your Saving Throw.

ESP (ESP): Your psychic potential and skill. Note that ESP, rather than magic power, determines ability to manipulated matter and energy, in order to maintain scientific realism. The Interaction percentile isn't used alone; it is added to every Leadership percentile except Invisibility.

Intellect (INT): Both IQ and eloquent expression. Also determines the odds that your experience points are doubled when awarded.

Leadership (LEA): Your character's charisma and sexiness, but also his presence of command and ability to be fearsome. The Interaction percentile (see ESP) modifies these, except Invisibility.

Luck (LUC): How to survive when you shouldn't, more or less. Your character's ability to survive fatal loss of hit points, and to "luck into" some events.

Magic Power (MAG): Your mastery of the occult of wizards. Only the warlock class may make true use of Magic Power, but anyone may use these abilities by way of metaphor, indicating their latent will power.

Robot Nature (ROB): How mechanical you are, and how absorbed into the society machine. Characters needn't be Robodroid to have a robotic nature; most people at the supermarket have one. It has some uses, though, including forcing yourself to do something unpleasant, standing guard, and getting along with computers and devices.

Strength (STR): Physical strength and ability to attack with hand-weapons and bare-handed. This affects many other stats, both positively and negatively, since development of strength is a life-altering lifestyle.

CHARACTER RACES

Amazon: These canny warriors are all women, hailing from deep in the Jungle Planets, and the jungles of worlds they've colonized in secret. They are as deadly as they are beautiful. Adjust stats: +1 DEX, +1 LEA, -2 MAG, -3 ROB, +2 STR. Plus, an Amazon gets +10% to both Camping and Seduce.

Dwarf: They're strong and just a little larger than a Hobling. They sing and mine gems when at home. Stat adjustments for Dwarfs are: -2 MAG, -1 LUC, +2 STR. Dwarfs also gain +10% on their Saving Throw.

Elf: They hail from deep forests and from beautiful elf-cities. Some far-future planets are peopled entirely by Elves, but it's wise not to confuse one with a Vulkin. Elves adjust their stats as follows: +1 DEX, +1 INT, +1 LEA, +1 MAG, -1 LUC, +1 ROB, -1 STR.

Frankenstein: From a race of man-made people that have found their own worlds to create a patchwork culture. Frankensteins are very peaceful if kept placated. Adjust stats: -2 DEX, -1 INT, -2 LEA, -1 LUC, -2 ESP, +3 ROB, +4 STR. Further, Frankensteins gain a +30% to Psi Resist but a -21% to Logic and a -25% to Argue.

Hobling: Those delightful rascals from the burrows! Hobblings are about half the size of a Human, and prefer comfort to combat. Hobling character adjust their stats as follows: -2 ADA, +1 DEX, +1 INT, -2 LEA, +2 LUC, +2 ROB, -2 STR. In addition, Hobblings gain a +25% to both Sneak and Steal.

Human: These strange creatures represent the best and worst of everything, and so gain no consistent modifiers.

Klengon: The Klengon race is the terror of the galaxy, but many Klengons are actually respectable and honorable in professions such as hit man. The Klengon shamans are respected warlocks. Adjust stats: -1 DEX, -1 LEA, +1 MAG, +2 ROB, +1 STR.

Lizard Man: They are quietly noble, though their blood is cold. They balance with their huge tails. Adjust the stats for a Lizard Man as follows: +1 DEX, -2 LEA, +1 ESP, +1 STR. However, a Lizard Man gets -10% to Logic and Psychic Implant, and a -20% Alchemist.

Planetary Ape: Intelligent ape men from a world not unlike our own. Adjust the stats for a Planetary Ape like so: +1 ESP, -1 LEA, -3 MAG, +1 STR. Additionally, Planetary Apes get a +10% to both Lesser Feat and Greater Feat.

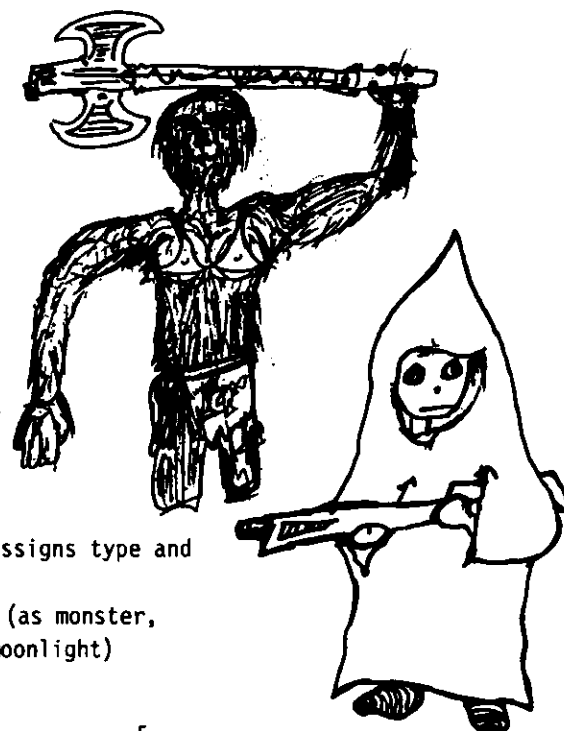
Robodroid: These are manufactured people, intelligent machines with metal skin and electronic brains. Most are human in shape, but exceptions can be fun to role play. Adjust stats: -1 DEX, +2 INT, -4 LEA, -1 ESP, -1 MAG, +4 ROB, +1 STR. Robodroids do not heal, but they can be repaired from nearly any degree of damage, though this can be expensive and will require tools and spare parts.

Vulkin: A peaceful race of aliens, founders of a vast star empire and often called "the half-elves," though true elves deny any shared relations. Adjust stats: +2 INT, -1 LEA, +2 ESP, -1 LUC, -2 MAG, +2 ROB, +1 STR. In addition, a Vulkin gets a -10% Steal, +20% Logic, +5% Alchemist and +10% Robot Friend.

Wooky: The powerful Wookies are covered in shaggy fur and bellow their feelings using a language of growls. They're taller than Humans. Adjust stats: -1 INT, -1 LEA, +1 ROB, +3 STR. Plus, a Wooky gets +20% to Command. Wookies prefer to go naked, and take a -20% penalty to attacks when forced to wear clothing or physical armor. A Wooky will seek out magical rings or energy armor when it is available.

RACE DETERMINATION DICE PLAYER RACE

01 - 06	Amazon
07 - 13	Dwarf
14 - 19	Elf
20 - 25	Frankenstein
26 - 32	Hobling
33 - 56	Human
57 - 62	Klengon
63 - 69	Lizard Man
70 - 75	Planetary Ape
76 - 81	Robodroid
82 - 88	Vulkin
89 - 95	Wookie
96 - 97	Monster (GM assigns type and adjustments)
98 - 00	Were-Monster (as monster, but only in moonlight)



OPTIONAL FEATURES

These features are a question of choice; characters needn't be any of them, but they may wish to be.

Cave Primitive: Characters may be very primitive examples of their race, and thus from a more brutish culture emphasizing force and bullying and the hunter-gatherer mentality. This can represent an early-model Robodroid. Choosing this feature creates a character that many others will consider backward or quaint, or scary. This gives +1 DEX, -2 INT, -2 LEA, +1 LUC, and +2 STR. Characters with this feature append "cave" to their race, for example Cave Wooky.

Evolved or Advanced: Characters who are not cave primitives may instead choose to be extra-evolved, from societies where beauty and intelligence are valued above strength of arm. This can represent a new-model Robodroid. Choosing this feature creates a character that others will regard with awe but also some jealousy. This gives -1 DEX, +2 INT, +2 LEA, -1 LUC and -2 STR. Characters with this feature append "evolved" to their race, for example Evolved Amazon.

Mutation: Mutation from radiation, "Alpha incident," magic accidents other sources may result in birth defects and super powers, etc. Mutation is separate from primitive or evolved and may be taken by any character, but the Journey Master must carefully observe rolls. Robodroid mutations are technological in nature, i.e. electrical. To be mutated roll percentile dice and apply the result, good or bad. Players may choose to roll as many as three times, but must accept every roll in combination.

Mixed Race or Bionic: Characters may be "half-born" and share the qualities of two character races instead of one. For example the child of a Frankenstein and a Wooky. When a character is half a Robodroid it means the character is a bionic, part machine and part organism, also called a cyaborg. Mixed race is separate from other features and does not exclude any of them. To create a mixed race, combine contradictory plusses and minuses. That is, a +1 STR from one race and a -1 STR from another becomes a zero modifier. When two penalties apply to the same stat, use the larger change. For example, a -2 ROB and a -1 ROB uses the larger -2 penalty. When two bonuses apply to the same stat, use the smaller bonus. For example a +1 STR and a +3 STR uses the smaller +1. Mixed Race and Bionic characters have difficulty finding like individuals to seduce. As a result, many are very fierce in battle.

DICE

MUTATION POWERS AND DEFECTS

01 - 03	Mutated Psionic Lobe (-5 STR, +2 ESP)
04 - 06	Armor Piercing Fists (no armor Saving Throw against)
07 - 09	Magic Birthmark Companion (50% odds of evil)
10 - 12	Non-Magical Poisons Just Perk You Up
13 - 15	Immune to non-weapon temperatures
16 - 18	Reaction to alchemy (Potions cause Disease table%)
19 - 21	Select a Statistic at random and reduce it by 1-4
22 - 24	Most Normal Food is Poisonous
25 - 27	Death-Prone (half Saving Throw%)
28 - 30	Webbed fingers and toes, plus gills. Aqua-You!
31 - 33	Super-Speed in Short Bursts (Take 1-8 points damage)
34 - 36	You melt in water (a bucket will do 3-30 damage)
37 - 39	Self-Consuming Brain (1% odds each day of -1 INT)
40 - 42	Atrophied Psionic Lobe (-5 ESP, +30% Psi Resist)
43 - 45	Midget version of own race. Halve height.
46 - 48	Edible Excretions (+10% Camping for companions)
49 - 51	Additional Secret Eye (Choose Where)
52 - 54	Begin play with disease or curse (see table)
55 - 57	Crinkly and baggy skin, etc. (half Seduce%)
58 - 60	Select a Statistic at random and increase it by 1-3
61 - 63	Unusual Sexual Gifts (+1 LEA)
64 - 66	Your eyes are blue diamonds (+20% Seduce but hunted)
67 - 69	Cannibal Urges
70 - 72	Allergy to laser and phasic damage (take double)
73 - 75	Limbs Detachable (May trade with others like you)
76 - 78	Albino skin condition (-1 LEA)
79 - 81	Hair/Body Covering Grows at 100X Speed
82 - 84	Can fire eye rays equal to Laser Gun
85 - 87	Cranial Feelers "Antennae" (+10% Clue, Read Minds and Monster Friend, -15% Seduce)
88 - 90	Can ignore gravity (flight will require more than that!)
91 - 93	Blind but with radar sense to compensate
94 - 00	Trauma Mutant. Gain a new mutation whenever you lose all of your Hit Points and still survive!

RULES FOR ABILITIES

All characters have a variety of skills and talents encapsulated in the percentile abilities. All characters may use all abilities, but according to common sense some characters will use them differently. Characters untrained in the occult, for instance, cannot work magic whenever they want to - they'll need to consult magic books and prepare with great caution. An Amazon doxy can have a MAG score of 20 and still be unable to cast a spell - though she may seem to all to be quite "bewitching!" She has untrained talent alone, and it manifests indirectly. An Amazon could use Conjure to call upon more Amazons for assistance, but she could not simply pluck them out of the thin air. They would need a ride to get to her.

Odds Off the Scale: Any percentile roll fails on a natural roll of 100 or double-zero. However, retain odds of 100% or more on your character sheet to interact with situations that provide penalties. For example a cursed blaster pistol. When your odds are zero or negative you have no chance and may not roll. Retain negative odds on your character sheet to interact with situations that provide bonuses. For example a magic book of Wooky conjuring.

The Basic Percentile: When it occurs that the normal specified percentiles don't cover a given question of success (this is rare) the Journey Master may call for a "basic" roll against the statistic directly, for example a "basic ADA roll" would have % odds equal to ADA.

Below are rules for some of the abilities which may require explanation. Most are very explanatory and not listed.

Conjure: To bring things and people to you. warlocks can do so instantly; others can roll to know how to bring things more naturally.

Consume Alien Food: To enjoy and digest unusual foreign victuals, without retching or dying and offending your host. Or to otherwise enjoy alien culture and behavior that might otherwise offend.

Ensorcel: To work magic on the world around you. warlocks can use this normally; others require special circumstances.

Experience Bonus: When you are awarded experience points, roll this chance to double it.

Great Feat: Such as bending steel bars.

Interaction: Apply these as a modifier to all Leadership abilities except Invisibility.

Invisibility: Use this to blend in and be unobtrusive.

Lesser Feat: Such as breaking down a door.

Machine Friend: Machines can be cantankerous, even computers and other "flawless" machines may sometimes be troublesome. Not for you!

Magical Attack: Only warlocks may use this without access to a magic wand or other sorcerous device. Damage is based on your warlock level or the device. Thus warlocks need no weapons at all.

Monster Friend: Like Machine Friend but for demons and beasts, et cetera.

Psi Resist: Roll to shrug off any attempt to alter your will power.

Psychic Implant: For putting things in other heads.

Restore Courage: In yourself or others.

Saving Throw: Used to avoid damage and death when peril is near. See combat and elsewhere.

Seduce: When seducing outside your characters race, the target of your affections uses Psi Resist at +60%, for example a Robodroid seducing a Hobling. When seducing one who does not prefer the affections of your sex, i.e. a woman seducing a woman, they resist at +30% unless they like it that way.

See the Future: Use the odds to gain hints about what's to come. Roll once per hint until you fail.

Sneak Attack: Replaces Melee Attack when the target is obvious to your presence.

Survival: Use to avoid dying when your hit points run out.

Unpleasant Order: Use to force yourself to do something you wouldn't enjoy, for example killing your brother.

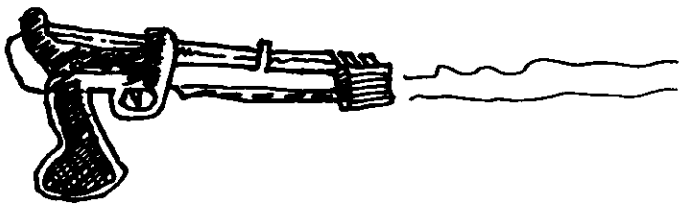


CHARACTER CLASSES

It is unrealistic to require characters to qualify for a character class; many people are very bad at what they do. Certainly, nobody asked us if we were qualified to design this game. So, qualifications are just a matter of experience. Every class has one or more qualifying statistics ... You must have a score of 9 or better in the qualifying statistics or your Experience Bonus odds are halved. If you have a score of 16 or better in the qualifying statistics you gain a +10% chance at Experience Bonus. Apart from this anyone can qualify for any class. If a Frankenstein-Klengon wants to be a doxy we aren't going to be the ones to tell her she isn't pretty.

Two important details to note regarding experience points. First, note that the XP to Qualify for a new level is just what it says, XP to Qualify not to automatically go up. Every class must achieve something to gain a level, as the rules specify. Second, note that the XP to Qualify is its pure, realistic value, not, as in other games we could mention, rounded neatly to look nicer on the page. This is an example of applying the laws of science fiction to the fun of fantasy for a superior experience for all. Enjoy it!

Secondary Character Class: Characters may take on a second character class, for example a Psi witch who is also a criminal. Choose one of the classes as the main one, and one as the second class. The main class alone determines hit points and money, but otherwise the character gains the abilities of both depending on his level in each. Such characters receive reduced experience point rewards for their adventures. They must further divide earned experience points among their classes as they choose. For example a Warrior-Warlock earning 200 experience points could be divide them 170/30 favoring his warlocking if he likes. The second character class may never be given so many experience points that it exceeds the level of the main class. When a character adds a second class once the scenario has begun, he does not reduce or divide his prior experience points, just new ones, i.e. those gained afterward.



THE WARRIOR CLASS

The class of mercenaries, knights, soldiers, headhunters and barbarians. Their qualifying stats are ROB, STR and LEA. warriors begin with 2-16 hit points and gain 2d6 hit points per new level. Warriors begin with 100-800 Gold Credits in money.

Warriors are the easiest class to play as they mainly fight. Or really, they can do anything a person might ever do, but they do not have magic spells in the manner of the warlock, or special seductive powers or attachments, etc. As such, they are focused on the quest and those that stand in the way.

Non-warriors may only use weapons which by their mundane nature deliver damage no greater than their level+5 (double for weapons which employ the laws of science, for example shotguns) or take a -25% penalty. Warriors though may use any weapon without penalty, within reason. They find all tools of war familiar. The warrior adds his level to his STR for determining what armor he may wear without additional movement penalty and etc.

At advanced levels, warriors may become great leaders of men, attracting a band of brothers at Level 10 and an army at Level 15. Warriors often become kings by leading their army against others and taking the castle from them.

Every warrior eventually attracts a great companion. This will be a monster mount such as a griffin or space monster (25%), an equestrian mount of great endurance and intelligence (50%) or a shield mate, a warrior of like mind and half the warrior's own level, who is absolutely loyal (25%). This occurs when the warrior gains a level, but the exact time is uncertain. There is 15% odds each new level; these odds do not accumulate. Roll every time the warrior goes up in one level. The warrior's great companion is once in a lifetime.

There is a 20% chance each new level that a warrior becomes stronger, increasing STR permanently by +1. Roll once each new level; the odds do not accumulate. A warrior who becomes stronger may become stronger again on a later level.

A warrior cannot go up a level until he defeats an equal or more powerful foe using a new kind of weapon. The weapon may be a weapon the warrior hasn't used to qualify for a level before (taken from the weapon list) or it may be a new weapon of the warrior's own devising, in which case it is added to the available weapons for the scenario. The latter is preferred and should be rewarded by the Journey Master. Warriors gain a bonus to Melee Attack and Missile

Attack based on their level. The warrior's Damage bonus applies to both kinds of attack. The warrior, stripped of his weapons, can attack with his bare fists delivering 1-6 points of damage, plus his Damage bonus (other classes deliver only 1-3 damage thus). The warrior also may attack more often than other classes from Level 4 on.

WARRIOR EXPERIENCE PROGRESS				
Level	XP to Qualify	Melee Attack	Ranged Attack	Damage
1	0	25%	10%	+1
2	469	28%	11%	+2
3	1,173	30%	12%	+3
4	2,111	33%	13%	+4
5	3,285	37%	15%	+5
6	4,692	40%	16%	+6
7	6,334	44%	18%	+7
8	8,211	49%	19%	+8
9	10,323	54%	21%	+9
10	12,669	59%	24%	+10
	+2,346 per	+5%	+3%	+1

THE WARLOCK CLASS

The class of wizards and shamans and demonologists. Their qualifying stats are ADA, INT and MAG. warlocks begin with 2-8 hit points and gain 1-4 hit points per new level. Warlocks begin with 100-800 Gold Credits in money.

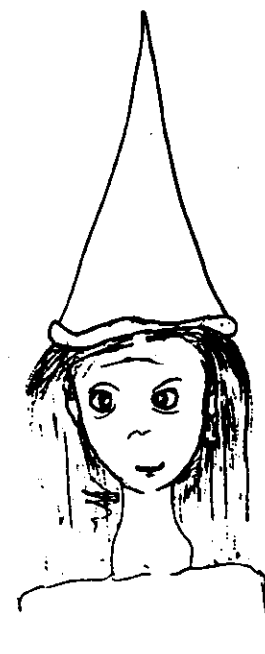
Warlocks may achieve real magic with their percentile abilities, and may also memorize and cast a number of magic spells determined by their level. warlocks collect spells and keep them in their private book of devils, called a grimoire. This may contain any number of spells. Which spells the warlock knows may be swapped or recharged between fights when there is no action. The warlocks of some cultures store their spells magically in a wooden staff or wand, instead of writing them in a book. A warlock deprived of his book or staff can still work magic with his percentile abilities as often as he likes, but he cannot cast the spells, which are very potent. Spells work only once before they must be re-studied. For example, a warlock with no staff or book could still use Ensorcel to make a doorway vanish, but couldn't cast Fire Blast even if it were a spell he had learned. Without spells, a warlock can use magic only

to basic things like turn invisible and attack, and to achieve what he could do on his own, only faster. For example, he could have chopped the door down given time.

The casting of prepared magic spells does not harm the warlock unless he uses them stupidly. The use of percentile abilities to work magic exacts a cost of -1% permanent loss to the percentile ability of the warlock's choice (dropping them as low as zero). When a warlock goes up a level, he gains +10% that he may distribute among his percentile abilities. He may use this to repair the losses to his magic, or to improve his favored talents.

A warlock cannot go up a level until he writes a new spell for himself and expands his grimoire. The Journey Master must approve each new spell, which is added to the scenario's list of magic. A warlock gains the following abilities as he becomes more powerful. Damage refers to the damage of his basic Magical Attack, a bolt of energy or lightning, which may be used in Melee or at range. Warlocks gain an additional spell every three levels (7 at levels 11, 12 and 13), but gain +1 to their magical attack damage for every level past 10th. For example, an 11th level warlock does 4-14 damage.

WARLOCK EXPERIENCE PROGRESS			
Level	XP to Qualify	Spells	Damage
1	0	1	1-4
2	701	2	1-4
3	1,753	3	2-5
4	3,155	3	2-7
5	4,908	4	2-7
6	7,012	4	2-8
7	9,466	5	2-8
8	12,271	5	2-12
9	15,426	6	2-12
10	18,932	6	3-13
	+3,506 per	+1/3	+1



THE CRIMINAL CLASS

The class of enslavers, hit men, robbers and others involved in unsavory practices. They have many skills useful to a quest. Their qualifying stats are DEX and LUC. Criminals begin with 2-12 hit points and gain 1-8 hit points per new level. Criminals begin with 200-1,200 Gold Credits in money.

Criminals can use several of their percentile scores in special ways. If they succeed at a Sneak Attack, they have a percentage chance to kill the victim outright equal to their Murder score. Even if they don't succeed at murder, they may add their Hit Damage to any successful Sneak Attack. Criminals get a Saving Throw when they are arrested to divert the blame to another, may use Logic to manage confidence games, and Machine Friend to unmake traps or locking mechanisms.

Criminals have two unique scores, Illicit and Fake. Illicit is the criminal's connection to the "mob" underworld and thieves guild. Use it to purchase illegal goods or hire a contract killer, to know a criminal reputation; i.e. a dishonest fence. Fake is for forgery and the like.

Criminals earn 5 percentile points at Level 2 and at each extra level, which they may distribute among the following scores as they please: Illicit, Fake, Sneak Attack, Sneak, Steal, Clue,

CRIMINAL EXPERIENCE PROGRESS

Level	XP to Qualify	Murder	Hit Dmg	Illicit	Fake
1	0	15%	+5	1%	17%
2	525	17%	+8	4%	19%
3	1,313	22%	+11	9%	24%
4	2,363	29%	+14	16%	32%
5	3,675	37%	+16	25%	40%
6	5,250	46%	+19	35%	50%
7	7,088	56%	+22	48%	62%
8	9,188	67%	+25	62%	73%
9	11,550	78%	+30	77%	86%
10	14,175	90%	+35	95%	99%
	+2,625 per	+10%	+5	+5%	+7%

Invisibility, Command, Mistaken Identify, Guard, Unpleasant Order. These can for example make Illicit and Fake higher than ordinary for the criminal's level, as per a specialty.

A criminal cannot go up a level until he commits a new kind of crime. The crime may be new to the criminal, or an entirely original confidence game, method of theft, and etc.

THE PIONEER CLASS

The class of cave-explorers, astronauts, mountaineers, sailors and others who go to unsettled and dangerous places. Pioneers begin with 2-12 hit points and gain 1-6 hit points per new level. Their qualifying stats are ADA and INT. Pioneers begin with 100-400 Gold Credits in money.

The Explore score applies to following tracks, discovering secrets of nature and etc. A pioneer can make an Explore roll when traveling in any environment to find a shorter route that reduces travel time by half. On a second successful roll, the shorter route is repeatable and learnable by others. Such knowledge is often valuable to sell.

The Provide score is used to provide natural equivalents to meet needs, for example armor made of vacuum squid silk or a healing potion brewed from herbs. Subtract -1% from the odds for every 100

PIONEER EXPERIENCE PROGRESS

Level	XP to Qualify	Explore	Provide	Tame	Missile Damage
1	0	50%	20%	10%	+1
2	442	53%	20%	11%	+1
3	1,104	55%	20%	12%	+2
4	1,988	58%	20%	13%	+2
5	3,092	61%	20%	15%	+3
6	4,417	64%	20%	16%	+3
7	5,963	67%	20%	18%	+4
8	7,730	70%	20%	19%	+4
9	9,718	74%	20%	21%	+5
10	11,926	78%	20%	24%	+5
	+2,209 per	+5%	+11%	+3%	+1/2

Gold Credits the item being sought would cost. Not all environments will meet all needs; each search requires 1-4 hours; natural objects rarely last long as they will rot, mold, or become appetizing.

Tame may be used whenever the pioneer successfully uses Monster Friend or Machine Friend. This makes the new friend a servant pet. The pioneer may have only one at a time, and not of a level higher than he is. When a pet is dismissed or abused it may become hostile.

Pioneers earn 12 percentile points initially, then 12 more at each extra level, which they may distribute among the following scores as they please: Camping, Consume Alien Food, Ranged Attack, Clue, Sneak Attack, Experience Bonus, Monster Friend, Machine Friend.

A pioneer cannot go up a level until he discovers a new locale or secret of the wild. The player should provide a description of any such discoveries, to enrich the scope of the scenario world. Selling a new travel route may qualify if it can be described with interest. Pioneers gain an additional Missile Damage bonus every two levels (+6 at levels 11 and 12).

THE DOXY CLASS

The class of harlots, concubines, pleasure Robodroids, and go-go dancers. Their qualifying stats are LEA and LUC. Doxies begin with 2-8 hit points and gain 1-6 hit points per new level. There are even male doxies but they are called rakes or gigolos. Doxies begin with 300-1,200 Gold Credits in money.

Just as the warlock may use his scores to work magic, the doxy may use hers to manipulate the world to her will. The magic is in beauty and flattery, the potent magic that is no magic at all, but simply nature taking the course the doxy chooses. A doxy may, for example, use Consume Alien to serve another species, Psychic Implant to influence an impressionable young client even once her work is done, and Lesser and Great Feat to be "mind blowing" to differing degrees. Doxies seeking to specialize in very unusual or unpleasant requests have a higher ROB which makes them able to take on any sort of work, but which reduces their Seduce, so that is a choice to consider. Seduce is the most important doxy ability, and they have skills in it beyond what their LEA provides, increasing it each level. A doxy may use Seduce to achieve many effects over a single person at once, not only simple seduction but what can even amount to willing slavery.

ENCOUNTER CRITICAL

CHARTS AND REFERENCE SECTION

*This page begins the removable chart and map section.
Simply remove these pages for easy use, and then restore
the staples to their original shape.*

ADAPTATION PERCENTILES

	<u>Camping</u>	<u>Consume Alien</u>	<u>Appease</u>	<u>Invisibility</u>
1	1%	1%	25%	10%
2	3%	1%	27%	17%
3	6%	1%	29%	23%
4	9%	2%	31%	29%
5	13%	2%	33%	35%
6	16%	3%	35%	40%
7	23%	3%	38%	45%
8	29%	4%	40%	50%
9	36%	5%	43%	54%
10	43%	6%	46%	59%
11	50%	7%	49%	63%
12	57%	9%	53%	68%
13	63%	10%	56%	72%
14	70%	13%	60%	76%
15	77%	15%	64%	80%
16	84%	19%	69%	85%
17	90%	23%	74%	89%
18	97%	27%	79%	93%
19	100%	33%	84%	97%
20	100%	40%	90%	100%

Notes:

Warlocks may use invisibility to become invisible

DEXTERITY PERCENTILES

	<u>Ranged Attack</u>	<u>Sneak Attack</u>	<u>Sneak</u>	<u>Steal</u>	<u>Saving Throw</u>	<u>Missile Damage</u>
1	9%	3%	10%	1%	10%	-8
2	14%	4%	12%	2%	12%	-7
3	18%	6%	15%	3%	14%	-6
4	23%	8%	17%	4%	15%	-5
5	27%	11%	20%	5%	17%	-4
6	32%	14%	23%	6%	19%	-3
7	36%	17%	26%	7%	21%	-2
8	41%	21%	29%	8%	23%	-1
9	45%	26%	32%	10%	25%	
10	50%	31%	36%	13%	27%	
11	55%	36%	39%	16%	29%	
12	59%	42%	42%	19%	30%	+1
13	64%	48%	45%	23%	32%	+2
14	68%	55%	48%	29%	33%	+3
15	73%	62%	51%	35%	35%	+4
16	77%	69%	54%	43%	36%	+5
17	82%	76%	57%	53%	37%	+6
18	86%	84%	60%	66%	38%	+7
19	91%	92%	63%	80%	39%	+8
20	96%	100%	65%	99%	40%	+9

INTELLECT PERCENTILES

	Logic	Scholarship	Argue	PSI Resist	Experience Bonus	Clue
1	15%	-6%	14%	-10%		11%
2	18%	-1%	16%	-8%		12%
3	21%	0%	18%	-6%		14%
4	25%	1%	21%	-4%		15%
5	29%	4%	24%	-1%		16%
6	34%	8%	28%	1%		18%
7	41%	15%	34%	3%		19%
8	48%	23%	40%	5%	1%	20%
9	56%	32%	47%	7%	2%	21%
10	66%	42%	56%	9%	3%	22%
11	69%	51%	58%	11%	4%	23%
12	72%	59%	60%	13%	6%	24%
13	74%	67%	61%	16%	7%	25%
14	78%	73%	64%	18%	10%	26%
15	81%	79%	66%	20%	12%	27%
16	84%	83%	68%	22%	15%	27%
17	87%	87%	70%	24%	18%	28%
18	91%	90%	73%	26%	20%	29%
19	95%	92%	76%	28%	25%	29%
20	99%	94%	79%	30%	30%	30%

Interaction is added to all Leadership-based percentiles except Invisibility

Notes:

ESP PERCENTILES

	Psychic Implant	Command Matter	Command Energy	Read Minds	PSI Resist	Interaction	Saving Throw
1	1%	1%	1%	1%	1%	-25%	-9%
2			2%	2%	1%	-17%	-8%
3	1%	1%	3%	3%	1%	-11%	-7%
4	2%	2%	4%	4%	2%	-7%	-6%
5	3%	3%	6%	5%	3%	-5%	-5%
6	3%	5%	8%	6%	4%	-3%	-4%
7	4%	7%	11%	7%	6%	-2%	-3%
8	5%	10%	15%	8%	7%	-1%	-2%
9	7%	14%	18%	10%	9%		-1%
10	9%	18%	22%	12%	11%	1%	
11	11%	23%	27%	15%	13%	2%	1%
12	14%	27%	31%	19%	15%	4%	2%
13	18%	32%	36%	23%	18%	6%	3%
14	32%	38%	40%	28%	20%	9%	4%
15	36%	43%	45%	34%	22%	13%	9%
16	47%	48%	49%	42%	25%	18%	10%
17	47%	52%	53%	45%	27%	23%	15%
18	60%	57%	57%	53%	29%	29%	20%
19	97%	61%	59%	56%	31%	34%	25%
20	97%	55%	59%	56%	32%	40%	35%

LEADERSHIP PERCENTILES

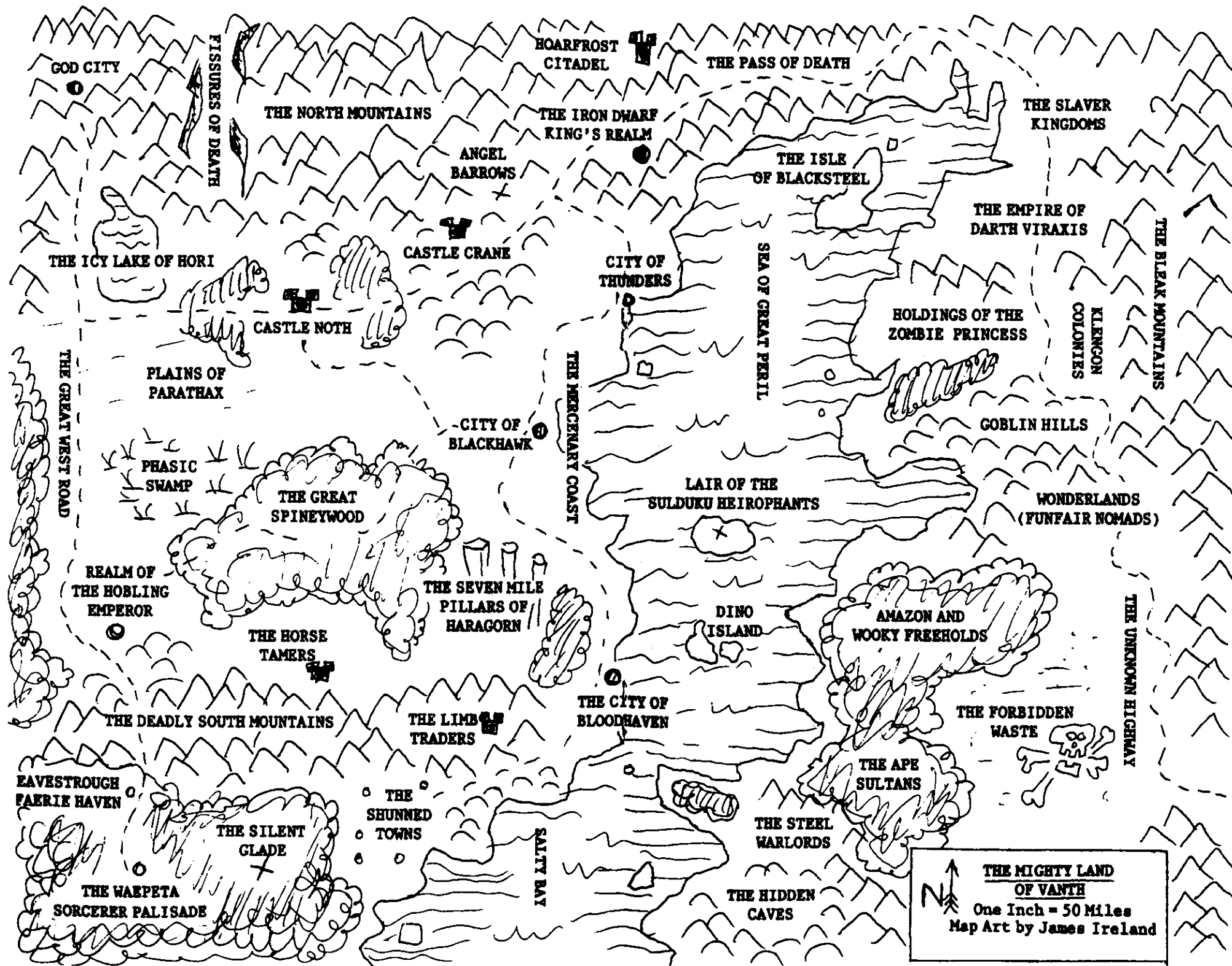
	<u>Command</u>	<u>Restore Courage</u>	<u>Seduce</u>	<u>Crowd Manipulate</u>	<u>Invisibility</u>
1	9%	3%	1%		
2	14%	4%	3%	1%	-1%
3	18%	6%	6%	2%	-1%
4	23%	8%	9%	4%	-1%
5	27%	11%	12%	6%	-2%
6	32%	14%	16%	9%	-3%
7	36%	17%	21%	12%	-3%
8	41%	21%	25%	16%	-4%
9	45%	26%	30%	20%	-5%
10	50%	31%	35%	25%	-6%
11	55%	36%	40%	30%	-7%
12	59%	42%	46%	36%	-8%
13	64%	48%	52%	42%	-9%
14	68%	55%	58%	49%	-10%
15	73%	62%	64%	56%	-11%
16	77%	69%	71%	64%	-12%
17	82%	76%	78%	72%	-13%
18	86%	84%	85%	81%	-14%
19	91%	92%	92%	90%	-15%
20	96%	100%	99%	100%	-17%

Notes:

Add ESP's Interaction figure to all of these except Invisibility

<u>Save</u>	<u>Edible</u>	<u>% Lurk</u>	<u>\$ Value</u>	<u>Special</u>
29%	17%	27%	80	
29%	10%	18%	30	Sleeping poison, Psi Witch, Sexy
45%	81%	54%	480	Per Bee Girl +
82%	41%	43%	110	They have 72% Sneak Attack
93%	93%	72%	360	Transformation
50%	14%	35%	490	Drag under water
67%	12%	42%	380	Warlock and Psi Witch powers
34%	86%	51%	630	Control of photons and phasics
41%	11%	36%	510	Breathe fire to 60"
32%	77%	47%	570	
29%	7%	15%	20	
40%	64%	46%	360	Midas venom, webs
29%	15%	24%	60	
29%	17%	26%	80	As per crush
45%	27%	33%	100	Poison, webs
29%	55%	38%	120	
49%	55%	40%	220	
69%	55%	43%	300	
45%	35%	39%	150	Warlock powers
29%	15%	23%	60	
90%	22%	48%	570	
98%	1%	47%	320	Drag into self
29%	29%	27%	140	
38%	55%	35%	240	
10%	5%	15%	30	Disgorges when dead
14%	4%	11%	10	Easily outrun in the open
70%	-	30%	160	vulnerable to Military Pick
90%	17%	39%	370	Not very intelligent
64%	52%	39%	160	
29%	13%	21%	50	Vulnerable to tanna leaves
29%	15%	23%	60	Very high ROB on average
35%	14%	23%	50	Phasic in nature
50%	17%	33%	110	Carriers of the Fever Plague
78%	2%	31%	140	Spits various nuclear chemicals
-	10%	10%	30	Diseases
68%	-	90%	310	Explosive
66%	26%	33%	70	
29%	78%	49%	660	Machine Friend 75%
90%	11%	38%	440	
98%	49%	49%	120	Saving throw only 29% vs energy and magical
29%	15%	23%	60	ULTIMATE magic doxies. Deadly!
32%	45%	37%	260	Devours
60%	90%	56%	420	Blood drain, vampire magic
90%	34%	56%	100	Prefers weapons. Some use grenades.

sters prefer the use of weapons, for example Bee Girls.
 extra saving throw rolls.
 selling hides, teeth, bounty and etc. Armor is extra.
 erage means.



<u>Monster or Foe</u>	<u>Numbers</u>	<u># ATT</u>	<u>ATT %</u>	<u>Damage</u>	<u>Hit Points</u>
Asteroid Worm	1-20	1	60%	1-20	5-30
Bee Girl	3-24	1	34%	1-4	2-8
Bee Girl Queen	1	2	90%	1-4	4-16
Blink Beast	2-12	1	50%	1-6	1-10
Cave Ooze	1-2	1	100%	2-40	2-40
Crater Lake Monster	1	1-8	75%	1-20	3-300
Demon	1-4	2	90%	1-20/1-12	50-200
Dragon of Darkness	1	3	84%	3-36	100-600
Dragon of Fire	1	3	93%	2-20/1-100	100-800
Dragon of Wisdom	2	3	80%	2-20	30-100
Giant Ant	Lots!	1	25%	1-6	1-8
Giant Gold Spider	1-4	2	80%	2-26	4-80
Giant Sand Lizard	1-10	1	52%	1-8	2-12
Giant Serpent	1-4	1	58%	1-12	3-36
Giant Spider	1-8	1	59%	1-20	3-60
Giant, 1-Headed	1-6	1	66%	1-8	4-40
Giant, 2-Headed	1-4	2	56%	1-8	4-40
Giant, 3-Headed	1-2	3	46%	1-8	4-40
Gjenie	1	1	77%	2-16	44-56
Goblin	10-40	1	50%	1-4	1-6
Godzilla	1-2	3	80%	2-40/5-500	900-999
Haunted Quick Sand	1	1-6	90%	1-6+	42-64
Hyperspace Gremlin	2-9	2	50%	1-6	1-4
Infernal Ape	1-8	3	48%	1-10/1-6	22-60
Jungle Flower	1-6	1	45%	swallow	2-24
Living Dead	5-30	1	25%	1-4	1-12
Magic Statue	1-4	2	50%	3-18	30-120
Manion Devil	1	1-12	50%	1-10	5-50
Mega Turtle	1-4	2	41%	1-10/2-20	5-50
Mummy	1-2	1	44%	1-8	5-60
Orc	10-60	1	50%	1-4	1-8
Phasic Wolf	5-20	1	41%	1-6	1-12
Pyrexia Hounds	3-36	1	66%	1-6	1-8
Radioactor	1-4	2	45%	1-10/3-60	3-36
Raider Rats	2-40	1	55%	1-6	1
Rogue Robodroid	1	1	68%	1-4	1-100
Ruin Slug	1	1	40%	2-16	61-80
Sky Piranha	3-18	3	90%	1-4	1-4
Smog Monster	1	1-10	50%	2-20	100-600
Spectral Spirit	1	1	50%	1-20	1-100
Succubus Demon	1-4	1	50%	1-4	2-12
Tyrannosaurus Rex	1-3	2	70%	1-12	4-80
Vampire	1	2	75%	1-10	51-62
Whirling Dervish	1	1-20	100%	1-4	2-16

LUCK PERCENTILES

	<u>Survival</u>	<u>Saving Throw</u>	<u>Enrich</u>	<u>Happen- Stance</u>	<u>Mistaken Identity</u>
1	25%	-9%	4%	10%	1%
2	29%	-8%	6%	11%	3%
3	31%	-7%	7%	12%	4%
4	33%	-6%	9%	13%	6%
5	34%	-5%	11%	14%	7%
6	36%	-4%	12%	15%	8%
7	37%	-3%	14%	16%	9%
8	38%	-2%	15%	18%	10%
9	39%	-1%	17%	20%	11%
10	40%		19%	21%	13%
11	40%	1%	20%	23%	14%
12	41%	2%	22%	25%	15%
13	42%	3%	24%	28%	16%
14	42%	4%	26%	30%	18%
15	43%	6%	29%	33%	20%
16	44%	10%	32%	36%	22%
17	44%	15%	36%	39%	25%
18	45%	20%	40%	42%	28%
19	45%	25%	44%	46%	31%
20	46%	35%	50%	50%	36%

MONSTER NOTES

Damage is for inherent attack forms; many mon.
Monsters may acquire armor (10% chance) for e.
\$ Value provided in standard gold credits for
Edibility assumes the monster is killed by av.

ROBOT NATURE PERCENTILES

	Unpleas. Order	Logic	Seduce	Invisi- bility	Guard	Labor	Machine Friend
1	1%	-11%	11%	-3%	2%	2%	1%
2	3%	-8%	8%	-2%	5%	7%	1%
3	6%	-6%	6%	-1%	10%	14%	2%
4	9%	-3%	3%		16%	21%	3%
5	13%	-1%	1%	1%	21%	28%	4%
6	16%			2%	26%	35%	8%
7	23%	1%	-1%	3%	32%	42%	12%
8	29%	2%	-2%	4%	37%	49%	16%
9	36%	2%	-2%	5%	42%	56%	20%
10	43%	3%	-3%	6%	48%	63%	24%
11	50%	4%	-4%	7%	53%	70%	28%
12	57%	5%	-5%	8%	58%	78%	32%
13	63%	7%	-7%	9%	64%	85%	36%
14	70%	10%	-10%	10%	69%	92%	40%
15	77%	13%	-13%	11%	74%	99%	43%
16	84%	17%	-17%	12%	75%	100%	47%
17	90%	22%	-22%	13%	80%	100%	51%
18	97%	30%	-30%	14%	85%	100%	55%
19	100%	35%	-35%	15%	90%	100%	59%
20	100%	45%	-45%	20%	95%	100%	79%

Notes:

Any character with Robot Nature 5- who is a robot is a "mad robot" that has a chance of berzerk equal to his STR chances.

MAGIC POWER PERCENTILES

	Monster Friend	Alchemist	See The Future	Conjure	Ensorcel	Magical Attack
-12%	5%		1%	7/-	1%	1
-8%	6%		1%	-5%	3%	2
-4%	7%		2%	-4%	8%	3
	8%		2%	-3%	15%	4
4%	9%		3%	-2%	25%	5
8%	11%		3%	-1%	36%	6
12%	12%		4%		47%	7
16%	14%		5%	1%	57%	8
20%	17%		6%	2%	66%	9
24%	19%		8%	3%	74%	10
28%	22%		10%	4%	80%	11
32%	26%		12%	5%	85%	12
36%	30%		16%	7%	88%	13
40%	35%		20%	10%	91%	14
43%	40%		25%	13%	93%	15
47%	47%		31%	17%	95%	16
51%	54%		39%	22%	96%	17
55%	63%		49%	30%	97%	18
59%	73%		62%	35%	98%	19
95%	85%		87%	54%	99%	20

STRENGTH PERCENTILES

	Melee Attack	Melee Damage	Lesser Feat	Great Feat	Logic	Scholar- ship	Saving Throw	PSI Resist
1	9%	-8	2%	1%	20%	19%	20%	15%
2	14%	-7	6%	1%	18%	17%	18%	14%
3	18%	-6	12%	1%	16%	15%	16%	13%
4	23%	-5	19%	1%	14%	13%	14%	12%
5	27%	-4	25%	1%	12%	11%	12%	11%
6	32%	-3	32%	1%	10%	10%	10%	10%
7	36%	-2	38%	2%	8%	8%	8%	9%
8	41%	-1	45%	2%	6%	6%	6%	8%
9	45%	—	51%	3%	4%	4%	4%	7%
10	50%	—	58%	4%	2%	2%	2%	6%
11	55%	—	64%	6%	—	—	0%	5%
12	59%	+1	71%	7%	—	—	-2%	4%
13	64%	+2	77%	10%	—	—	-4%	3%
14	68%	+3	83%	13%	—	—	-6%	2%
15	73%	+4	90%	17%	-2%	-2%	-8%	1%
16	77%	+5	96%	23%	-4%	-4%	-10%	—
17	82%	+6	100%	31%	-8%	-8%	-12%	-1%
18	86%	+7	100%	41%	-16%	-16%	-14%	-2%
19	91%	+8	100%	54%	-25%	-25%	-16%	-3%
20	96%	+9	100%	72%	-35%	-34%	-18%	-4%

DISEASE AND MALADY

Roll when stuck by rusty nails, sex with harlots and etc.
Many traps and spells may also deliver diseases.

01 - 12	Bone or Joint Disease
13 - 24	Nerve/Brain Disorder
25 - 35	Skin Disease
36 - 47	Cancer
48 - 59	Respiratory Disease
60 - 71	Blood Disease
72 - 83	Stomach/Intestines Disease
84 - 94	Venereal Disease (V.D.)
95 - 00	Psychic Disorder or Magic Curse (Subtable)

INCUBATION AND TIME TO DEATH (ROLL TWICE)

01 - 02	1 hour
03 - 05	1 day
06 - 10	1 week
11 - 16	2 weeks
17 - 26	3 weeks
27 - 42	1 month
43 - 64	2 months
65 - 00	4 months

PSYCHIC AND MAGIC DISEASES/CURSES

01 - 06	Malicious Lesions (1-4 Tribes)
07 - 13	Degenerative Aura Contamination
14 - 19	Screaming ESP (Uncontrolled)
20 - 25	Chaotic Black Magic Syndrome
26 - 32	Magnetism Clash (Those with Cranial Feelers Only)
33 - 38	Pestilence of Dark Withering
39 - 44	Recurring Psychometric Morbidity
45 - 51	Anger Motion Disease (Telekinetic)
52 - 57	Curse of Seven Hundred Minds
58 - 63	Inflamed Psionic Lobe
64 - 70	Death Chills (Spreads By Skin Contact)
71 - 76	The Pyrotic Plague (Spreads By Eye Contact)
77 - 82	Enmity of a Devil (74%) or Demon (19%)
83 - 89	Demonic Impregnation (Usually Women Only)
90 - 95	Curse of the Rotting Eye
96 - 00	Psychosomatic Spontaneous Self-Transmogrify

The WARLORD OF UNHEROIC DECAY declares that this page ends the removable chart and map section.



The doxy is known to rich and powerful rulers, i.e. Kings. This grants them the Favor ability, a unique score which can permit them to call upon special services from their powerful admirers, for example having an enemy arrested.

Even in battle, a doxy can Stun a number of victims as determined by her level, by using a turn to be charming toward them. They will not follow her orders without further seduction, but they will refrain from harming her or her companions for turns equal to twice the level of the doxy. Very powerful foes use their level to determine how many victims they are for this purpose. As an example, a Level 4 warlock is 4 Stun Victims himself, either through magical wisdom or more complicated erotic tastes. The Psi Resist score, in its role as will power, resists the charms of the doxy. Perfume, wine, lying and etc. may serve to reduce resistance.

A doxy cannot go up a level until she works to expand her Favor score. This usually means providing services to a new ruler, chieftain, bureaucrat, policeman, or other celebrated or powerful person, by seduction if need be. The player should record what the doxy learns from the encounter by way of political secrets and etc. Doxies gain an additional Stun victim every four levels (6 at levels 11 & 12, 7 for levels 13-16).



DOXY EXPERIENCE PROGRESS				
level	XP to Qualify	Favor	Seduce	Stun
1	0	5%	5%	1
2	454	12%	6%	2
3	1,080	19%	8%	3
4	1,851	27%	10%	3
5	2,742	34%	12%	4
6	3,731	41%	15%	4
7	4,797	48%	19%	5
8	5,922	56%	24%	5
9	7,091	63%	30%	6
10	8,288	70%	37%	6
	+1,197 per	+10%	+10%	+1/4

THE PSI WITCH CLASS

The class representing psychics of any kind, including both true Psi witches and others who have developed the use of psychic powers, also called the "force," into useful abilities. Their qualifying stat is ESP. Psi witches begin with 2-12 hit points and gain 1-4 hit points per new level. Psi witches begin with 200-1,200 Gold Credits in money. Many Psi witches are female, but there is also a galactic order of psychic knights that are exclusively male.

Most of this character's special powers focus on the use of the ESP percentile scores, which in this case represent genuine psychic talents rather than ordinary social ability (itself rooted in latent ESP, as scientists have proven). This is usually self explanatory, but note that the Psi witch may also use Command Matter or Command Energy in place of their regular Saving Throw, when the source of danger is either matter or energy, and when they have time to notice the threat and raise mental barriers to block it. The Psi witch's ability to command matter or energy otherwise depends on level; use the Lbs. column of the Psi Witch Experience table to estimate what they can achieve in terms of force and power. The Journey Master will assign percentile modifiers appropriately.

Psi witches may use their feelings to attack even when blind-folded, replacing Melee Attack or Ranged Attack with Blind Attack. To fight in this manner is a vital ritual for them, and a Psi witch cannot go up a level until she wins a battle blind. The Psi witch also gains the Meld ability which is to join in a deep psychic bond with someone while touching them.

A Psi witch can achieve LEA-based effects instantly and without speaking, by extending their telepathic will against those around them. Anyone may attempt to resist, but those who don't may find

PSI WITCH EXPERIENCE PROGRESS

Level	XP to Qualify	Blind	Meld	Lbs.
1	0	34%	50%	1
2	531	37%	51%	8
3	1,198	41%	53%	27
4	2,026	45%	56%	64
5	3,026	49%	60%	125
6	4,203	53%	65%	216
7	5,560	58%	71%	343
8	7,099	64%	78%	512
9	8,822	70%	86%	729
10	10,728	76%	95%	1,000
	+1,906 per	+6%	+10%	+1,000

themselves controlled entirely by the Psi witch, who can use Crowd Manipulate to control a number of intelligent beings equal to her level at one time. The danger of this useful ability is that controlled beings resent it and must sometimes be killed to prevent trouble. When ordering someone to act against very deep taboo or reservations, this may trigger a new attempt at Psi Resist% rolls. A Psi witch is at -50% on any attempt to affect or read the minds of sub-intelligent life forms, for example a wolf. Other abilities may also be enhanced by psychic powers. For example using Clue to detect vibrations of past emotions.

There is a 10% chance each new level that a Psi witch becomes more powerful, increasing ESP permanently by +1. Roll once each new level; the odds do not accumulate. A Psi witch who becomes more powerful may do so again at a later level. Psi witches often have spare money because they can get many small things, for example meals, at no cost by using their powers on others in minor ways. They can achieve permanent alterations of memory and ideas with psychic implants.

Psi witches earn 5 percentile points at Level 2 and at each extra level, which they may distribute among the following scores as they please: Blind Attack, Meld, Appease, Sneak Attack, Steal, Argue, Psi Resist, Mistaken Identity, Monster Friend, and any LEA or ESP percentiles. When a Psi witch is dead she leaves no body.

EXPERIENCE SCORING

Characters score experience points by winning battles and achieving quests. The basic reward is equal to the value of monsters killed (divide the monster value among those who contributed to its defeat), plus 50 points for the completion of the night's missions without personally being killed (per character). Reduce any character's score by -25 points for each companion he allows to die. On the other hand, we do learn from our mistakes so each is worth from 5 to 15 points in score. To encourage the role-playing aspect of Encounter Critical, you may optionally reward each character 10 points for surviving a non-combat encounter, for example seduction. Tally points as the game occurs, keeping careful account. Reduce the total score of any character pursuing two character classes by one-third. A total reward of 200-300 points per character per session indicates a correctly balanced quest.

Characters do not earn points for acquiring money, since money is its own reward and does not realistically teach us what we don't already know.

MAGIC SPELLS

Here are some correctly balanced spells to get you started.

Encounter Critical does not assign artificial levels to spells, preferring a more science fiction approach where a spell is a spell. Every warlock begins with a single spell in his book that the Journey Master may permit him to choose. After that, he must find or take them from others, and he must create a new spell when his level improves. A powerful warlock can have thousands of spells in his book if he's very resourceful. Note that to cast a spell usually requires space and time to move hands and chant.

Accurse: The warlock can curse one being; use the curse chart if necessary.

Battle Imperative: The warlock's side will go first in every round of the battle; there is no random roll unless another casting of this spell cancels it.

Cease: The warlock can freeze any being in its tracks, rendering it unable to act for the duration of the battle. The victim is allowed no saving throw. Attacking the victim breaks the spell, but on the other hand it is one good free smack.

Clone: Any one life form is perfectly cloned. This can be troublesome for the careless warlock.

Cure: The warlock can restore all lost hit points to a single character, or instead (27% chance) attempt to cure a diseased being (natural diseases only, not curses).

Demon Master: The warlock can completely control the actions of any number of creatures he has summoned with Conjure. Even the cruellest demon will be obedient and servile for as long as it remains on this plane.

Enslave: The warlock can take control of the mind of one person or other smart being, making them a willing slave and servant for one battle's duration. The slave will defend the warlock even without orders.

Fire Blast: The warlock's magical attack does double the usual damage, cannot miss, and affects multiple targets at once - triple his level to determine how many can be affected with the Fire Blast.

Mimic Special Talents: The warlock can do something specific to another character class of 2/3 the warlock's own level, for example level 4.

Phantasmic Forces: The warlock can fool the perceptions of all present, immersing them in a totally real illusion of his own design.

Restore Life: Gives a dead creature a new Survival% roll. Characters restored to life from death take 10 percentiles away from their Survival% afterward, each time.

Spectral Body: The warlock and his possessions become ghostlike, and he may pass through walls, remain untouched by non-energy weapons, and etc. Laser blast and other energy attacks (including magical attack) still harms him.

Teletransport: The warlock can step through the universe, traveling up to 500 miles in an instant.

Transmogrify: The warlock can change a life-form into another life form, i.e. a frog.

Warlock Bomb: The warlock creates a powerful explosion; it causes 3-60 damage to all within 2" and half damage to 8". The warlock may cast the spell with a delay fuse or a magic trap-trigger.

Warlock's Pit: A 15' by 15' pit opens up in the ground wherever the warlock chooses. The pit is 30' in depth. It may be, at the warlock's option, half-filled with a substance such as lava, crocodiles or acid.



BATTLE AND MOVEMENT

Battles go in rounds, determine which side goes first each round by random roll of the dice. Complete all movement before resolving attacks. Attacks go in the same order, melee first, then missile.

Unarmored characters have movement of 7" on clear terrain. Armored characters have a movement as per their armor type. Some armor requires great STR to wear; characters without enough strength reduce their movement by 1/2" per the amount of STR short, and take a -3% penalty to their attack odds likewise. Characters with movement 0" are immobile and thus vulnerable. Characters with a 0% chance to hit always miss.

Some terrain is more taxing and costs inches of movement to move at all, i.e. snow or field walls.

Any unit passing within another unit's melee range must immediately cease movement at that range. A unit already within another unit's melee range may move freely until it encounters the melee range of a different unit.

Resolve melee attacks against any combatants in range, using the Melee Attack score. When hit, any unit is entitled to a Saving Throw roll to reduce damage by half. A Saving Throw roll that succeeds impressively (would have succeeded with half the Saving Throw value) dodges the damage entirely. A unit losing all its hit points must make a Survival check or die immediately. A unit succeeding at the Survival check is still defeated, and is badly wounded.

Resolve missile attacks next using the Ranged Attack score. The legal target is any within line of sight and either short or long range, but long-range attacks are half as likely (%) to hit. Units engaged in melee may not make missile attacks.

Between battles, units each heal once per day of comfort and rest. The amount healed is 1-4 per level, for example 5-20 for a 5th level warlock. Characters resting in a very good inn or with the services of a doxy add an extra level for this purpose if she is gentle.



ARMOR, WEAPONS, AND MISC. EQUIPMENT

There are four categories of items characters may possess: armor, weapons, misc. equipment, and money. Money buys the other three, and is typically in the Gold or Silver Credits although this will depend on where the characters have traveled. See the charts for prices and specifics, but of course the DM may expand these lists greatly.

Armor may be real armor i.e. platemail, or energy armor like a magic ring or deflector screen belt. Armor has a Saving Throw% and a Survival% which work like the character's own scores except against attacks the armor could not help against or stop for example lightning. The scores do not add; each is rolled separately. Heavy armor of the kind that is worn has a movement score; this is how many inches the wearer moves in combat. Characters may wear only one such suit of armor at a time. Energy armors do not specify a movement score; these armors may be added to heavy armor or worn alone. A shield is similar to energy armor in this respect, except it reduces overall movement by 1". Heavy armor's Saving Throw% is also the chance it will interfere with some things, for example seduction and spell casting.

Weapons come in two kinds, melee and missile (ranged). Both kinds have a damage score and a short range. Missile weapons have an additional long range. Missile weapons require new ammunition between battles; this costs 1/100th the price of the weapon and may be carried in advance. Some weapons can be hurled; they require no ammunition but must be recovered, i.e. axes. Weapons may also be used to frighten and etc.

Misc. equipment includes all things that aren't armor or weapons, such as magic potions or wands, and technology treasure like a tri-corder or spacecraft.

Remove the pages of charts in the center of this manual by gently prying up the staples, replacing them when you are done. These pages also include a map of Vanth, a fantasy world of adventure.

"Thrazar"



<u>RANGED WEAPON</u>	<u>G.C.</u>	<u>DAMAGE</u>	<u>SHORT</u>	<u>LONG</u>	<u>%MINUS</u>
Sling	10	1-4	11"	47"	5
Small Bow	26	1-6	9"	45"	6
Long Bow	65	1-8	13"	50"	4
Compound Bow	73	2-9	14"	55"	4
Crossbow, Medieval	110	1-10	13"	60"	4
Crossbow, Modern	200	1-12	16"	90"	3
Blunderbuss	140	1-10	6-1/2"	20"	4
Musket	200	1-12	20"	145"	3
Dwarvish Powderblaster	250	3-18	7"	25"	5
Demon Fire Gun	300	1-20	10"	50"	2
Shotgun	200	1-12	8"	25"	3
Walther PPK	225	2-7	16"	95"	3
Police Revolver .38	300	1-8	18"	100"	3
Broomhandle Mauser	325	2-7	17"	100"	3
.45 Automatic Pistol	365	2-9	19"	120"	3
Lever-Action Rifle	374	2-13	35"	180"	1
Magnum	400	1-10	20"	150"	3
Tommy Gun	500	1-20	20"	120"	3
Stun Ray	800	Stun	50"	-	1
Laser Gun	1,000	1-8	22"	250"	2
Rocket Pistol	1,000	1-10	10"	200"	5
Protonic Spearlaunch	1,100	2-12	24"	225"	2
Blaster Pistol	1,200	1-10	20"	200"	3
Phasic Pistol	2,400	1-12	24"	175"	2
Phasic Sniper Rifle	3,000	2-24	60"	250"	1
Grenade (Primitive)	10	1-10	Hurl	-	10
Grenade (Modern)	15	1-12	Hurl	-	10
Grenade (Klengon)	150	3-36	Hurl	-	10
Grenade (Photon)	300	5-50	Hurl	-	10



<u>HAND WEAPON</u>	<u>G.C.</u>	<u>DAMAGE</u>	<u>RANGE</u>	<u>SCORE</u>
Theskian Dagger	6	1-4	1/2"	17%
Steel Foil	25	1-4	1-1/2"	22%
Machete	30	2-5	1"	26%
Gladius Sword	33	2-7	3/4"	24%
Long Broadsword	50	1-8	1"	29%
Pirate Cutlass	65	2-8	1-1/2"	27%
Bastard Sword	85	1-12	1-1/2"	27%
Two-Hand Sword	125	2-12	2"	43%
Halberd or Great Bluntarch	60	1-8	4"	29%
Military Pick	65	2-9	1"	32%
Pole Arm (Several Varieties)	77	3-8	3"	36%
Simple Club	1	1-4	1"	9%
Iron-Shod Quarter Staff	3	1-4	2"	17%
Pitch Fork	9	2-5	2"	21%
Reaper Scythe	18	1-6	1-1/2"	25%
Lizard-Hide Whip	20	1-4	3"	28%
Bone Spear	25	1-6	2"	28%
Pike	35	1-6	5"	29%
Mounted Lance	45	1-20	4"	29%
Mace, Minor	52	2-5	1"	29%
Spiked Morning Star	58	2-7	1"	31%
Flail, Minor	60	2-7	1"	28%
Mace, Greater	64	1-6	1-1/2"	31%
Klengon War Hammer	70	1-10	2"	38%
Flail, Great	75	2-9	1-1/2"	29%
War Axe	85	1-12	2"	40%
Dwarf or Hobling	-	2-12	1"	33%
Dwarf or Hobling (Armored)	-	3-18	1"	35%
Telephone Pole	-	2-40	8"	58%
Black Hole Metal Club	100	2-12	1"	28%
Phasic Dagger	600	3-12	1/2"	57%
Eon Blade	1,100	2-16	1"	56%
Gravity Whip	2,000	3-12	6"	67%
Phasic Spear	2,500	3-18	2-1/2"	83%
Phasic Prismatic Sword	5,000	3-24	1"	99%
Black Hole Metal Axe	6,000	3-30	2"	79%

Purchased Item	S.C.	Lemon	Army	Re-Sell	Notes
Donkey	50	13%	7%	30	
Horse	200	23%	3%	38	
Camel	250	22%	4%	58	
Horse, War	900	20%	5%	283	
War Elephant	1,120	21%	5%	313	
Peasant/Slave Garb	4	16%	5%	2	
Commoner Garb	7	14%	8%	4	
Wilderness Garb	10	18%	6%	4	
Fine City Garb	13	18%	5%	5	
Uniform or Disguise	25	22%	4%	6	
Royal Garb	40	21%	5%	12	
Hydrovac Suit	100	19%	6%	36	Flotation, etc.
Hologram Clothes	200	14%	7%	112	Wear whatever you like.
Elvish Cloak	451	20%	6%	150	
Contra-Gravity Belt	5,000	25%	2%	625	Doubles jetpack power
Rations per Day	1	3%	2%	1	
Ale	1	3%	2%	1	
Beer	2	3%	3%	2	
Dwarf Grog	2	16%	4%	1	
Mead	3	20%	4%	1	
Wine	4	9%	5%	3	
Vodka	6	16%	6%	3	
Venusian Whiskey	10	18%	6%	4	Saving Throw % needed
Ink	12	22%	4%	3	
Dose of "Mickey" Poison	20	13%	8%	12	
Magic Incense	20	24%	2%	3	A "trip" for up to 10 people
Blade Poison	24	23%	3%	5	
Parchment	100	16%	7%	47	50 sheets
Potion of Healing	200	22%	4%	48	All better
Potion of Strength	245	23%	3%	48	Doubles STR
Potion of Flying	300	20%	5%	93	Lasts about an hour
Magic Lamp	400	16%	7%	193	Monster Friend % or else!
Amulet of No-Curse	750	21%	5%	220	Watch your mouth!
Crystal Ball	3,000	19%	6%	1,105	Fickle
Talisman of Phasics	14,500	16%	6%	7,083	Immune to phasic effects
Magic Wand	45,000	15%	6%	22,596	+9% to MAG percentiles
Psionic Helmet	70,000	15%	5%	35,167	+20% to ESP percentiles
Torch	2	16%	6%	1	
Utility Belt w/Pouches	5	18%	6%	2	
Canteen	9	14%	7%	5	
60' of Good Rope	10	18%	6%	4	
Lantern	24	13%	7%	14	
Doxy Makeup Kit	25	14%	7%	14	
Camping Gear for One	43	22%	4%	10	
Musical Instrument	50	23%	3%	10	
Project X Liquid	50	13%	7%	30	Growth formula
Night Goggles	65	24%	2%	10	
First-Aid Kit	100	21%	5%	29	+2 to Level for healing
Lock Picking Tools	223	22%	4%	54	
Lantern, Atomic	400	21%	5%	109	
Hand-Held Computer	650	17%	7%	281	
Tri-Corder	3,300	21%	5%	931	
Carriage	500	23%	3%	101	
Robot Mount	1,300	19%	6%	484	A tireless horse without fear
Jet Pack	5,000	23%	3%	956	Flight at 20"
Damnation Van	50,000	15%	6%	26,712	Well equipped travel
Small Starship	650,000	14%	1%	358,618	Requires NavBeam!
One Ounce Silver Ingot	5	13%	6%	3	
One Ounce Gold Ingot	60	18%	6%	23	
One Ounce Impervium Ingot	720	16%	7%	346	
One Ounce Dilithium Ingot	8,640	25%	2%	987	

EQUIPMENT NOTES

Lemon odds vary on less primitive worlds, but not always for the best.
Army % is odds to find dozens or hundreds at a time in a city. Roll per day.

REALM OF VANTH

This is the basis for the designer's own scenario, which has been tested for several years now and has also been the subject of several novel trilogies that I may publish at a later date if the right offer appears. This is part of the larger galactic setting described in the Encounter Critical Gazette and in the forthcoming galaxy module.

Vanth is a planet in the Medieval Rim of the galaxy, where most of the worlds still practice magic heavily and rely on it rather than technology. Many of the natives of Vanth are not aware of the galaxy at large except as rumors of "angels" and "sky monsters." Technology is similar to that of Earth in the 8th-15th century.

Technology came to Vanth when the Vulkin Star Empire established a starport there to begin trading, but they were careful to present themselves as supernatural visitors from the heavens, and the starport is known as God City, deep in the north mountains. For years there was peaceful trade for swords made of god-metal (which is only modern steel) and similar trinkets, while the Vulkin governors shipped away starships loaded down with native gold and magical potions for the empire's coffers. The starport grew and God City became a mighty metropolis, but one very difficult for all but the most intrepid citizens of Vanth to reach safely, since the mountains are treacherous and full of dangerous cracks leading to the nether-world.

All was well until galactic war disrupted the sector power grid, robbing God City of its ability to provide a safe launching beam for starships, and shutting off communication with the rest of the galaxy. The fate of the Vulkin Star Empire itself is unknown on Vanth, and for 11 local years there has been no word, and so millions of galactic citizens and traders have been stranded in God City, forced to learn more local ways and to try to get along (even with the Klengons). Trade has begun to slow, since the God City supply of advanced goods has dried up along with the power beams. The spread of aliens into Vanth society has caused interesting mixing of peoples, and while nobody really believes God City is the home of "angels" anymore, those displaying alien technology are still regarded with a mix of fear and mistrust, especially in rural or cannibal regions. Players may be either locals to this magical world, or stranded galactic travelers of any sort who have decided to "go native" and become adventuring explorers. God City itself is now growing outward, with dismantled spacecraft slung over with fabric and hide to make durable shelters and so forth.

A STARTER MODULE

Here is an adventure module you may use to learn how to construct your own. Note that a great adventure is only a quest with problems along the way. The secret to being a much-admired Journey Master is in providing the necessary scare and thrill, with only fair rewards, not too rich. Too much scare won't encourage players to return, however; if more than half the party dies every adventure, some will become discouraged. An ideal figure is only 1-2 player deaths per session or a little less, just enough to insure the character mix does not become stale, and that the thrill of danger remains real.

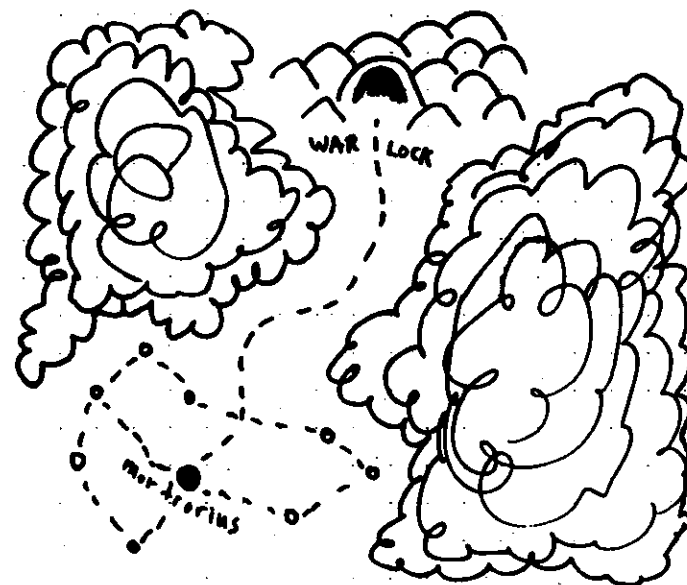
To play this adventure properly requires several miniatures and appropriate terrain for accurate battles. A forthcoming line of Encounter Critical miniatures will serve this purpose perfectly, but if playing this module prior to their release, any miniatures in a 25mm scale may be substituted.

This module begins in the village of Mortorius, in the lands just north of the great spiney wood. In the tavern of the Rusty Sighing Panther, the PCs encounter a patron for their adventures named Burke, a proud captain of the City of Blackhawk, who seeks their services to aid Mortorius and other nearby villages, which may be generated at need should the players elect to explore them.

The trouble is that beasts have been attacking in waves, including phasic dogs, pyrexia hounds, and blink beasts. Goblins have followed, kidnapping virgin girls from the villages. There are only a few virgin girls left who have not been kidnapped; the players may have their own ideas about how such girls may be rendered safe from attack.

The source of the troubles is known: a cave in the hills to the northeast, two days' journey. The good captain provides this as the quest: travel to the cave, rescue any innocents, destroy any enemies, and they may retain one-half of all treasures for their own gain, with one-half belonging to the lord of the land by custom. Note that the lord of the land will have no way of watching the players carefully!

Mastering the adventure is a simple matter of providing challenges on the road and then the dangers of the cave itself. Along the road, there is a 50% chance each day and a 90% chance each night of dangerous encounter on the way to the cave. Secondary encounters are 25% chance. On the return trip, these odds are halved as many of the denizens of the region had been flocking to the banner of the warlock.



Should the players survive and win the quest, the captain will reward them 100 gold credits per rescued virgin (20 gold credits for those no longer pure) and an additional 500 gold credits for the defeat of the warlock.

TRAVEL ENCOUNTERS

- 1 - 2-7 Blink Beasts
- 2 - 1-6 Phasic Wolves
- 3 - 1-10 Pyrexia Hounds (use 4-digit dice)
- 4 - A troop of Goblins (usual numbers)
- 5 - A single living statue. These are left over from a previous empire.
- 6 - A single giant gold spider, in ambush.
- 7 - A Bee Girl Queen and her warriors, eager for company and blood.
- 8 - A band of Hobling thieves looking for Robodroids they can steal for scrap. These thieves are common in this area and, if befriended instead of killed, may allow the players to rest at their junkyard lair. They are not the friends of the warlock since he doesn't trade with Hoblings. The band consists of 2-8 Level 2 Criminals and 1-4 Level 3 Warriors. They have only one raider band so this encounter cannot repeat if they are killed.

CAVE MAP KEY

Area A: This chamber is used to outfit the goblins with weapons. There are assorted spears and other simple weaponry. There are 18 goblins, armed with slings, bone spears and some military picks. A single goblin also has a "dragon gun" an army-style flame thrower salvaged from a ship wreckage. It is G.C. 450, damage 2-24, Short Range 9", Long Range 18", %Minus 6, and Scare 52%. There is a supply of fuel as treasure, along with the goblins and their equipment. The goblin is a poor shot with the dragon gun, at only 26%.

Area B: This chamber's sole guardian is a Radioactor, standing in a pool of his own deadly chemicals. If he is slain, the pool can be found to contain 84 gold credits, 60 gemstones worth a net sum of 180 gold credits, and a Phasic Dagger with its power source corroded to uselessness. It may be repaired at God City for 250 gold credits if the right man can be found!

Area C: This chamber is the prison where the kidnapped virgin girls are held; they each wear psychic draining helmets which are using their special nature to power up the starship in area (G). Only a Machine Friend may remove a helmet safely without rendering the innocent virgin's mind in danger. Seduce can calm them; each uncalmed virgin will scream in fear, attracting 1-8 goblins. There are 9 virgins (treat as Level 1 Doxies); the helmets can be re-sold for 41 gold credits each.

Area D: This chamber is a guardian death trap. The first one to enter will be sucked downward into a mechanical iron pit and churned into a meat paste by the gears. Saving Throw applies, and all nearby characters get a Saving Throw likewise at +35% odds. Checking for clues is very important! At the bottom of the pit, beneath the gears, there are assorted moneys and gemstones worth 3-300 gold credits, plus a two-hand sword etched with the runes of the personal guard of Darth Viraxis.

Area E: This chamber seems to be a humble place for living and sleeping. There is a large bed for the warlock and several small cots for the goblins. A Cave Ooze is the chamber's sole guardian.

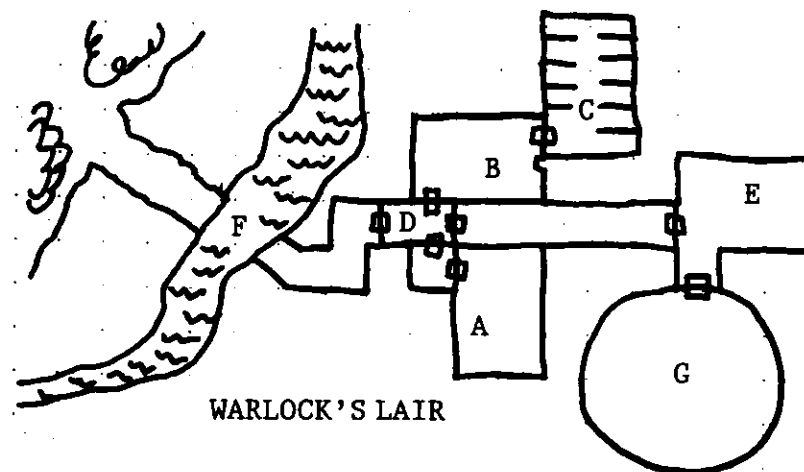
Area F: This is an underground river where normally a rope bridge spans it. The bridge is gathered up at the opposite side, so there is no simple way to cross. Below, in the water, swims a Great White Shark. For statistics, treat it as a Ruin Slug but with a 75% attack odds, and swimming abilities.

Area G: This large, locked chamber is an underground spaceport pad and tunnel leading upward to the surface, constructed crudely by goblin hands. There is a small star craft aimed skyward in the middle, with several power cables preparing it for launch. Skullbryn the Warlock is here, with 2-12 goblins to defend him. He means to escape Vanth in the starship, which he had stolen for him by his goblins from the yards near God City. He has mastered the controls but doesn't understand the need for the navigation beacon. Thus, he can be slain simply by letting him succeed with his plan! It is better, of course, to defeat him, for then the players gain much and are not themselves killed.

The Journey Master should determine the state of repair, and treasures contained inside the starship, to insure a proper balance for the future of his scenario. Weapons and useful technology such as tri-corders are recommended for realism and fairness, however. Do not be too stingy if you value your pets, Journey Master. Take that from the inventor.

Skullbryn: Warlock Level 5. Hit Points: 18. Saving Throws: 27% natural, plus Armored Space Suit (48%), and two Rings of Armoring (25% each, per hand). Weaponry: A magical Theskian Dagger that does 7 damage when wielded by a servant of Hex the Devil, which Skullbryn is. His four spells are Battle Imperative, Cease, Warlock Bomb and Transmogrify. He will begin by making a frog of the most dangerous member of the players, and then next round cast his Cease spell on another. His minions protect him.

ADA 14	INT 13	MAG 17
DEX 10	LEA 16	ROB 11
ESP 11	LUC 12	STR 12



The Encounter Critical Gazette is the official newsletter of Encounter Critical campaigning!

Issue #1 (July 1978) includes "The Robodroid Dilemma" and "Seventeen New Weapons" **SOLD OUT**

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Battle Star Games has several full-scale modules planned for this game, including Planet of the Tombs and The Diamond Doxy, as well as a detailed Galaxy Module exploring the galaxy broken into chaos by meddling into war.

30
x 9
270

480
270
750 x 8 beg 75

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Monster or Foe	Numbers	# ATT	ATT %	Damage	Hit Points	Save	Edible	% Lurk	\$ Value	Special
Asteroid Worm	1-20	1	60%	1-20	5-30	29%	17%	27%	80	
Bee Girl	3-24	1	34%	1-4	2-8	29%	10%	18%	30	Sleeping poison, Psi Witch, Sexy
Bee Girl Queen	1	2	90%	1-4	4-16	45%	81%	54%	480	Per Bee Girl +
Blink Beast	2-12	1	50%	1-6	1-10	82%	41%	43%	110	They have 72% Sneak Attack
Cave Ooze	1-2	1	100%	2-40	2-40	93%	93%	72%	360	Transformation
Crater Lake Monster	1	1-8	75%	1-20	3-300	50%	14%	35%	490	Drag under water
Demon	1-4	2	90%	1-20/1-12	50-200	67%	12%	42%	380	Warlock and Psi Witch powers
Dragon of Darkness	1	3	84%	3-36	100-600	34%	86%	51%	630	Control of photons and phasics
Dragon of Fire	1	3	93%	2-20/1-100	100-800	41%	11%	36%	510	Breathe fire to 60"
Dragon of Wisdom	2	3	80%	2-20	30-100	32%	77%	47%	570	
Giant Ant	Lots!	1	25%	1-6	1-8	29%	7%	15%	20	
Giant Gold Spider	1-4	2	80%	2-26	4-80	40%	64%	46%	360	Midas venom, webs
Giant Sand Lizard	1-10	1	52%	1-8	2-12	29%	15%	24%	60	
Giant Serpent	1-4	1	58%	1-12	3-36	29%	17%	26%	80	As per crush
Giant Spider	1-8	1	59%	1-20	3-60	45%	27%	33%	100	Poison, webs
Giant, 1-Headed	1-6	1	66%	1-8	4-40	29%	55%	38%	120	
Giant, 2-Headed	1-4	2	56%	1-8	4-40	49%	55%	40%	220	
Giant, 3-Headed	1-2	3	46%	1-8	4-40	69%	55%	43%	300	
Gjenie	1	1	77%	2-16	44-56	45%	35%	39%	150	Warlock powers
Goblin	10-40	1	50%	1-4	1-6	29%	15%	23%	60	
Godzilla	1-2	3	80%	2-40/5-500	900-999	90%	22%	48%	570	
Haunted Quick Sand	1	1-6	90%	1-6+	42-64	98%	1%	47%	320	Drag into self
Hyperspace Gremlin	2-9	2	50%	1-6	1-4	29%	29%	27%	140	
Infernal Ape	1-8	3	48%	1-10/1-6	22-60	38%	55%	35%	240	
Jungle Flower	1-6	1	45%	swallow	2-24	10%	5%	15%	30	Disgorges when dead
Living Dead	5-30	1	25%	1-4	1-12	14%	4%	11%	10	Easily outrun in the open
Magic Statue	1-4	2	50%	3-18	30-120	70%	-	30%	160	vulnerable to Military Pick
Manion Devil	1	1-12	50%	1-10	5-50	90%	17%	39%	370	Not very intelligent
Mega Turtle	1-4	2	41%	1-10/2-20	5-50	64%	52%	39%	160	
Mummy	1-2	1	44%	1-8	5-60	29%	13%	21%	50	Vulnerable to tanna leaves
Orc	10-60	1	50%	1-4	1-8	29%	15%	23%	60	Very high ROB on average
Phasic Wolf	5-20	1	41%	1-6	1-12	35%	14%	23%	50	Phasic in nature
Pyrexia Hounds	3-36	1	66%	1-6	1-8	50%	17%	33%	110	Carriers of the Fever Plague
Radioactor	1-4	2	45%	1-10/3-60	3-36	78%	2%	31%	140	Spits various nuclear chemicals
Raider Rats	2-40	1	55%	1-6	1	-	10%	10%	30	Diseases
Rogue Robodroid	1	1	68%	1-4	1-100	68%	-	90%	310	Explosive
Ruin Slug	1	1	40%	2-16	61-80	66%	26%	33%	70	
Sky Piranha	3-18	3	90%	1-4	1-4	29%	78%	49%	660	Machine Friend 75%
Smog Monster	1	1-10	50%	2-20	100-600	90%	11%	38%	440	
Spectral Spirit	1	1	50%	1-20	1-100	98%	49%	49%	120	Saving throw only 29% vs energy and magical
Succubus Demon	1-4	1	50%	1-4	2-12	29%	15%	23%	60	ULTIMATE magic doxies. Deadly!
Tyrannosaurus Rex	1-3	2	70%	1-12	4-80	32%	45%	37%	260	Devours
Vampire	1	2	75%	1-10	51-62	60%	90%	56%	420	Blood drain, vampire magic
Whirling Dervish	1	1-20	100%	1-4	2-16	90%	34%	56%	100	Prefers weapons. Some use grenades.

MONSTER NOTES

To avoid needlessly damaging the rare copy used for scanning, this complete monster table is a composite of the two halves in the true booklet scan.

Damage is for inherent attack forms; many monsters prefer the use of weapons, for example Bee Girls.
Monsters may acquire armor (10% chance) for extra saving throw rolls.
\$ Value provided in standard gold credits for selling hides, teeth, bounty and etc. Armor is extra.
Edibility assumes the monster is killed by average means.