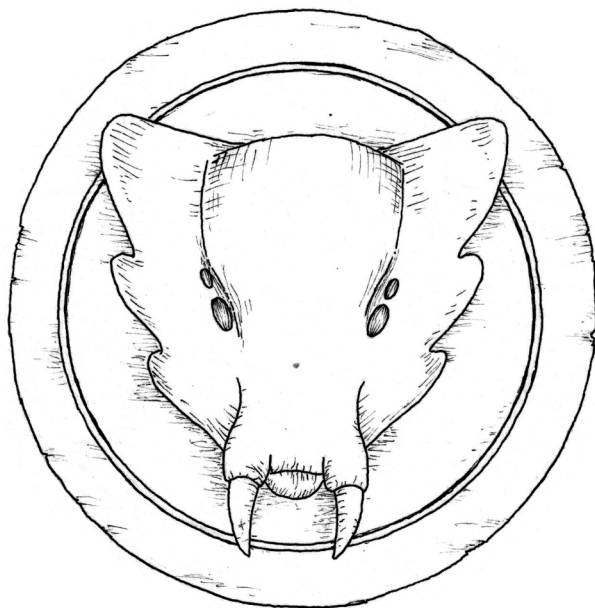


SCIENCE
VESSEL
OF
DR. UAEROM



Creature Name						
Creature Number		Reputation		Gestation Time		
Number of Legs	Number of Arms	Number of Eyes	Number of Ears	Intelligence	Dominance	Size
Body Shape	Composition	Head Shape	Feet Type	Hand Type	Teeth	Vision Shape
Kindness	Own Species	Other Species	Other Humans	Owner	Diet	
Health	Stealth	Strength	Total Temperament		Madness	
Sketch						
						

Science Vessel of Dr. Uaerom



This was a tremendous undertaking for me, but in the end worth it. I hope you love the outcome, and enjoy the game as much as I do. Please modify this game and let me know if you have other additions to make it better, harder, stranger, etc. Also please take from this game what you want for your other games, and let me know how it worked. Have fun creating your characters and creatures and try not to get them killed!

Written By - Nicholas Consola

All the amazing art was done by
ipandyline - [instagram.com/ipandyline](https://www.instagram.com/ipandyline)

These are some links for this game as well,
[instagram.com/doctoruaerom](https://www.instagram.com/doctoruaerom)
www.svodu.com

The following types were used, GOST Type B, Berlins Sans FB,
BANKGOTHIC

ALWAYS REMEMBER
:THIS IS THE LIFE YOU CHOSE:

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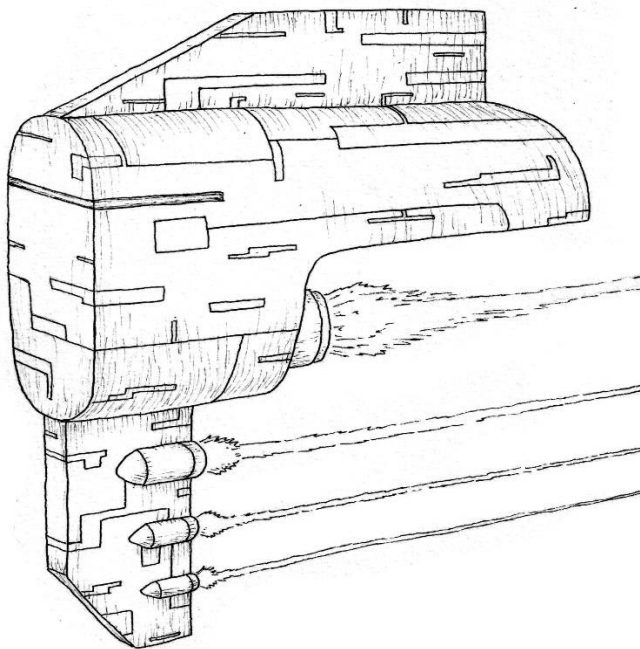
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INTRODUCTION

Welcome! “The Science Vessel of Dr. Uaerom” is a sandbox game with no defined end except for death. You play a Scientist who wants to splice genes from different species together to make the ultimate creature — smarter, stronger, and better than humans in every way.

The problem, though, is that you have stolen old equipment from the military but don’t have the manuals, making it impossible to specify how you want to modify the creature. As a result, you have to throw genes together and do the best you can with what you come up with.

This game only uses 6-sided dice. During Scientist Creation, Creature Creation, and during the game, itself you will see a few terms like 1D6, 2D6, etc. These terms refer to how many 6-sided dice you will roll. If you see 2D6 it means you will roll 2, 6-sided dice. If you see 1D6 it means you will roll 1, 6-sided die.



CHARACTER CREATION

Character Creation instructions for the Scientist and Creatures are below. Tables show how many dice to roll for each stat. The result will be put into the character sheet. The first stat for the Scientist is Health. At the top of the table for health you see:

2D6 Health

This means, roll two 6-sided dice, and write the result in the Health box on the character sheet.

If you roll 2 dice for your Scientist's health, and roll a 2 and a 4, the total number is a 6. So, look at the table under 2D6 to see your Scientist's health. In this instance, because you rolled the number 6, your Scientist will then have 9 health, as 9 is the number in the Health column of the table that corresponds to a throw of 6. So you would put the number 9 into the character sheet of the Scientist. You will do this for all the stats on the Scientist sheets, Creature sheets, and throughout the game itself.

SCIENTIST CREATION

First, you will generate your Scientist's base stats. These stats *might* help you on your path, but honestly? Probably not.

All the tables in the descriptions below will also be on the pages next to the character sheet, at the back of the book. So you won't have to refer to these pages every time you create a character, unless you want a description of what each stat does or means.

SPACE MILITARY SCIENCE DIVISION

NAME:

HEALTH:

STEALTH:

INTELLIGENCE:

STRENGTH:


MADNESS:

WEAPONS:

SUPPLIES:

REPUTATION:

INVENTORY:

PERSONAL IDENTIFICATION CODE:


Health

Health determines how healthy your characters are and how much damage they can take. If your Scientist's health reaches 0, your Scientist is dead.

Roll 2D6 and refer to the chart below to determine your Scientist's starting health.

2D6	Health
7	10
6 or 8	9
5 or 9	8
4 or 10	7
3 or 11	6
2 or 12	5

If your Scientist's health decreases for any reason, it will only increase 1 point every day, until it returns to its maximum.

Stealth

Stealth determines how easy it is to see you; your stealthiness also determines how quickly you react. You will use it mainly to escape sticky situations. Stealth is also a combat stat — enemies must roll higher than your stealth to hit you. Likewise, you must roll higher than an opponent's stealth to hit them.

2D6	Stealth
7	7
6 or 8	6
5 or 9	5
4 or 10	4
3 or 11	3
2 or 12	2

Roll 2D6 and refer to the chart below to determine your starting Stealth.

Intelligence

Intelligence allows you to create creatures more quickly, and makes it easier to convince people to do what you want.

2D6	Intelligence
7	8
6 or 8	8
5 or 9	7
4 or 10	6
3 or 11	5
2 or 12	5

Strength

Strength is used in combat, when wielding hand to hand combat weapons, and some other tasks you may need to accomplish in your journeys. Not all Scientists are weak, but yours is!

1D6	Strength
1,2,3	2
4,5	3
6	4

Roll 1D6 and refer to the chart below to see your starting Strength.

Madness

Your Madness score represents the mental stability of your character or creature. A lower Madness score means your creatures turn out better and are easier to manage.

Your character starts at 1 Madness. If your Madness increases too much, you can no longer sell your creatures on some space stations or ships and can usually only trade to Mercenaries. Some traders refuse to buy or sell to you if your madness is above what they consider sane. You are relatively sane for a mad Scientist, but you track your mental stability; if your mental stability is above 20 that usually means you're insane, and it can go much higher than 20. You can get your madness up to 40, 60 or more, and in some cases—depending on how you want your Scientist to be perceived, or how you want to play, and your creatures to be generated—this may be your plan. It just makes it harder to bring your madness back down the higher you go. Nothing wrong with being insane if you're a mad Scientist—that's the whole point! As Madness increases, your creatures become extremely violent toward you and everyone else: every new creature you create gets a +2 to Madness, for every 1 you have.

You can decrease your Madness by stopping at places that have humans so you can get the social interaction you need. Every stop you make where you interact with a human, whether it be good or bad, a fight, station, trader, etc., you get -2 to madness. For every turn you stay on that settlement, station, ship, etc. you get -2 to madness as well.

Also, if you create a creature whose intelligence is above 5, you have the ability to talk to it which can help your madness. For every 2 creatures you have which have an intelligence above 5, you get -1 to madness every day (turn). So if you have 4 creatures with an intelligence above 5 each you get an additional -2 to madness each day.

Supplies

In this game, you must obtain more supplies to do more research and create your perfect creature—whatever that may be. You also use supplies to feed yourself and your creatures each turn. If you cannot eat for 2 turns, you die.

To get supplies, you can sell creatures to traders and other crews. You can also raid ships or space stations.

If you create a cute, fuzzy, kind creature that loves everyone, it may be the most popular pet in the galaxy and you can sell its clones for billions. The same goes for combative creatures: if it can destroy space stations, mercenaries may want it.

Regardless, selling creatures means that warlords take notice and either want to kill you and steal your creatures, or kidnap you and force you to make creatures for them.

If you run out of supplies and can't find more supplies, you can eat a creature each turn until you starve and die. (More about this in the Gestation section in Creature Creation page 10.)

Roll 2D6 and add 10 to see how many supplies you start with. Put a D6 or another type of number tracker on the spots of the character sheet signifying how many supplies you have.

Supplies = 2D6+10

Reputation

Reputation is how popular or well-known you and your creatures are in the universe.

For your Scientist, Reputation will grow as your creatures become more popular. For example: say you have 3 different creatures; 1 with a Reputation of 1, 1 with a Reputation of 2 and 1 with a Reputation of 3. That means that your total Reputation is 6.

Your Scientist's Reputation does not increase for multiples of the same creature. If you have 3 creatures that are clones, all 3 have a Reputation of 2 because they are the same creature, your Reputation will still only be 2, not 6. You start with 1 Reputation and it increases as your creatures become more famous.

Your Reputation will also double any combat encounters you have, for every 10 Reputation your Scientist has.

For instance, if you are on a trader's ship and are selling 2 creatures to them, but need to stay for 2 days, you have to roll on the spotted table for every day you are on the trade ship. If you roll on the spotted table and must fight two military veterans with laser pistols, a Reputation of 10 means you must fight 4 military veterans with laser pistols. A Reputation of 20 means you will fight 8 military veterans with laser pistols, and so on. The same is true for other combat/encounter tables.

As you gain Reputation, put D6 or another type of number tracker on the character sheets signifying how much Reputation you gain.

Weapons

The weapons area is for your currently held weapons, put the weapon name and bonus attribute (if any) in the box, to show what weapon or weapons you have equipped.

If the weapon is a hand to hand weapon, and it has Attack Power, then add the Attack Power number and any attached ability to your character's strength.

If the weapon is a ranged weapon, like a gun, then that Attack Number is what is used during an attack.

As your character is a Scientist, they will start with 2 of the basic Scientist weapons, which means they can choose 2 of the following weapons to start with, a Needle, Laser Scalpel, Laser Stapler, Laser Chest Opener, or Defibrillator.

Inventory

The inventory lists any extra inventory you may have acquired on your travels. You can sell these items to traders for the same as their purchase price.

CREATURE CREATION

Creature Base Stats

Next, we're going to roll your Creature. Take note of the number you rolled, or corresponding number on one of the tables, and the description of what you rolled; you will be using both in the character sheet.

Some of the tables for Creature Creation correspond to attributes that will be used in the game and some of the attributes will only be used as a physical description of the creature. Why have attributes you won't use in-game? It helps you draw your creatures: it doesn't matter if your drawing skills are not very good, you should draw what each creature looks like anyway.

A side note on Creature Creation: a long time ago in the past, we figured out how to grow hair on anything—you should look at the graffiti of the planet Polonex, where there are walls and walls of hair, on the side of the trains, buildings etc. It is a public nuisance and the art makes no sense to anyone. But back to the point: any of your creatures can have hair on them, but it is purely aesthetic, but in some cases can make it look much larger and fiercer than it actually is.

Creature Name

**Creature
Number**

Reputation

**Gestation
Time**

**Number of
Legs**

**Number of
Arms**

**Number of
Eyes**

**Number of
Ears**

Intelligence

Dominance

Size

**Body
Shape**

Composition

**Head
Shape**

**Feet
Type**

**Hand
Type**

Teeth

**Vision
Shape**

Kindness

**Own
Species**

**Other
Species**

**Other
Humans**

Owner

Diet

Health

Stealth

Strength

**Total
Temperament**

Madness

Sketch

Creature Number

Every creature you create is numbered, 1 for the first, 2 for the second and so on. At the top-left-hand corner of the creature sheet, put the number of the creature in the “Creature Number” box. This is for reference later when you are making copies or clones of that creature.

Reputation

Reputation will be tallied as the game goes on, and sticks with that creature type. Every creature will start with a Reputation of 1, and it will gain 1 point for every battle, or sale of that creature.

The higher the creature’s Reputation, the higher the creature’s value or sale price (the creature’s worth). So, if the Reputation of a creature is 3, the base selling price is 3. The Reputation does not go away for that specific creature type: if Creature Number 2 has a reputation of 4 and that creature gets killed, when you clone that creature or make a copy of it, all the copies or clones will start with a reputation of 4. Also, say you have 3 of that creature, the reputation of all 3 of those creatures will be 4, and even if you only use 1 of them and it gains reputation, the rest gain reputation with it.

Gestation

The Gestation number is used for a few different things with the creature:

1. It is used to determine how many turns it takes to create a creature. If the Gestation number is 3, then it takes 3 turns to create that creature.
2. It determines how much Supply you will receive if you recycle the creature. If the Gestation number is 3, then you will receive 3 supplies when recycling this creature.
3. It will tell you how much supplies the creature must be fed each turn. If the Gestation number is 3 then you must feed that creature 3 supplies each turn.

To calculate the Gestation, half the number of your Scientist's Intelligence and subtract it from the creature's size, always rounding up to the nearest number as there can never be a half number (must always be a non-decimal value, so 2 not 1.5). Also, the creature's Gestation can never go below 1. The formula is as follows:

$$\text{Creature Size} - (\text{Scientist's Intelligence} \% 2) = \text{Gestation}$$

At the start of the game (*as in the first creature you create*), you will not use Gestation: you will still add the Gestation number into the creature sheet, for future copies or clones of this creature, but the first creature you create is automatically created. This is the creature you decided to not kill at the genetics lab and took it with you on your rogue mission through the galaxy.

Initial Characteristics

Let's start with the first set, the characteristics; # of Legs, # of Arms, # of Eyes, Vision Type, Ears, and Teeth, which all use the same table below. Roll 2D6 consulting the chart below like we did for the Scientist's Health.

For example: When rolling for # of legs, say you roll a 4, your creature will have 3 legs. Write the number from the table, 3, into the creature sheet in the # of Legs box.

2D6	# of Legs	# of Arms	# of Eyes	Ears
7	2	2	2	2
6 or 8	2	2	3	3
5 or 9	2	2	4	4
4 or 10	3	1	5	5
3 or 11	0	0	1	0
2 or 12	4	4	6	6

Intelligence

Next is the Intelligence field for the creature. Intelligence is great for creatures, as the smarter they are, the closer you get to create a creature that very nearly has human intelligence, which will then help with your madness across long trips through the vastness of space. However, you must also be careful, because the closer it gets to being fully aware and independent, the less it wants to do your bidding.

2D6	Intelligence
Double;	roll+roll
7	1
6 or 8	4
5 or 9	3
4 or 10	2
3 or 11	3
2 or 12	5

Roll 2D6 for Intelligence and, using the table, put the corresponding number in the creature sheet. If you roll doubles, take the number from the table and save it, then roll again, then take that new number and add the two together, that is your creature's intelligence.

For instance: if you roll a 2/2, that would be a total of 4 and according to the sheet you would have Intelligence of 2. But because you rolled doubles you would roll again and say you rolled a 2/3 being 5. Using the chart, the number would be a 3, so you will take 3+2 and your creature's total Intelligence is 5. A creature's intelligence can never go past 8.

For every creature you have with an intelligence of above 5, every turn, add up the total number of collected intelligence for those creatures. Then you must roll 1D6 and add it to your Scientist's intelligence for just this intelligence test on the creature. If that number is below the collected number of creature's intelligence, you have a creature uprising. Your creatures with the collected intelligence above 5 will attack you. No other creatures will fight with you. Every time in battle that you get one of your creatures to half their health, you can roll 2D6 + your

intelligence, if the result is larger than the creature's collective Intelligence then the creature will stop attacking you and be submissive.

Physical Appearance

In the next two tables, you have the next seven stats you will roll for, *Body Shape, Composition, Head Shape, Feet Type, Hand Type, Teeth, and Vision Type*. You will roll 2D6, entering the number you rolled in the corresponding box in the character sheet. You can consult the Physical Appearance table which will tell you what the physical appearance of the creature will be depending on what you rolled.

2D6	Body Shape	Composition	Head Shape
2	Small Round	Gelatinous	Large round
3	Small Square	Thin Glass noodle like	Large square
4	Skinny and pearish	Soft Thin	Large Triangleish
5	slender and long	Like Human Skin	slender and long
6	slender and short	Harder than Human Skin	fat and long
7	Fat and pearish	Light Thin Leather	slender and short
8	fat and short	Hard Leather	fat and short
9	fat and long	Covered in hard Plates	Fat and pearish
10	Large Triangleish	Soft Rock	Skinny and pearish
11	Large square	Rock Hard	Small Round
12	Large round	Diamond hard	Small Square

2D6	Feet Type	Hand Type	Teeth	Vision Type
2	Fins	Fins	Mandibles	Infrared
3	Soft clawless Paw	Soft clawless Paw	Rows of Serrated	Blind
4	Spider Like, Sticks to walls	Spider Like, Sticks to walls	None	360 Vision
5	Webbed	Webbed	Canine	Only shapes
6	Stump	Stump	Flat Molars	Black/White
7	Human	Human	Human	Human
8	Tentacles	Tentacles	Small Flat Tusks	Only motion
9	Hoof	Hoof	Baboon Like	Ultrasonic
10	Fossorial - Mole Style	Fossorial - Mole Style	Rows of Stumps	Ultraviolet
11	Single Talon	Single Talon	Sharp Tusks	X Ray Vision
12	Clawed Paw	Clawed Paw	Rows of Fangs	Thermal

Diet

Next, we are going to roll for the Diet of your creature, whether it is a Carnivore, Herbivore, or Omnivore. Roll 1D6, and using the Diet table, match the corresponding roll with the number and diet type in the Diet column, and write the number which is next to the Diet type into the Diet Field in the Creature sheet.

1D6	Diet
1 or 2	3 Herbivore
3 or 4	1 Carnivore
5 or 6	2 Omnivore

Creature Size

Now, roll to see how large your creature is. This is the height of the creature you have created. Roll 2D6 and check the table below to see how tall your creature is, and add that number into the creature sheet.

When rolling for size, if you roll doubles, save the number from the doubles, and roll again—add both table numbers together. For instance, you roll 2/2 that is a 4, which, in the table below, corresponds to the size of 7 feet. Then you will roll again and get 6, which will be 3 feet on the table. So, you add 7 feet to 3 feet to get 10 feet.

2D6	Size in Feet
Doubles	Size + Size
7	1
6 or 8	3
5 or 9	5
4 or 10	7
3 or 11	9
2 or 12	11

Creature Temperament

The next set of attributes are the creature's temperament, its general Kindness, how much it likes its Own Species, how much it likes Other Species, how well it gets along with Other Humans, and how much it likes its Owners. This is how the creature acts towards others. This is all important as you don't want to sell angry and aggressive creatures to children, or maybe you do; maybe you're that type of Scientist!

Roll 2D6 and, using the Temperament table below, put the numbers into their corresponding tables in the creature sheet.

2D6	Kindness	Own Species	Other Species	Other Humans	Owner
7	1	1	1	1	1
6 or 8	1	1	1	1	1
5 or 9	2	2	2	2	2
4 or 10	2	2	2	2	2
3 or 11	3	3	3	3	3
2 or 12	4	4	4	4	4

Dominance

Dominance is whether or not other creatures will follow its lead. A creature with a higher dominance can force creatures with smaller dominance to do what it does. All humans have a standard Dominance of 5.

2D6	Dominance
Doubles	roll + roll
7	1
6 or 8	2
5 or 9	3
4 or 10	4
3 or 11	5
2 or 12	6

For Dominance, you will roll 2D6 and, using the Dominance table, put the corresponding number into the creature sheet. If you roll doubles, save the number and roll again, take the first and second number and add them together to get total Dominance, just like we did with the Creature Size.

MAIN ATTRIBUTES

The next section is where some math gets involved. These are the main stats of the creature: its total Health, Stealth, Strength, Total Temperament, and Madness. These are the attributes that will actually be used in the game most of the time, and are made up of the creature's attributes you just rolled.

Health

If your creature's health decreases for any reason, it will only increase 1 point every day, until it returns to its maximum.

For Health, you will use the following formula:

Composition + Size = Health

For example: you have a creature with a Composition of 7 and a size of 3, the starting health for that creature is 10.

Total Temperament

The Total Temperament of a creature is how well it will get along with people. A lower number for this is desirable as the lower the Temper, the better behaved the creature is. Typically, this means better sales due to the creature listening to its owners. Use the formula below to get your creature's Total Temperament.

Kindness + Own Species + Other Species + Other Humans + Owner + Dominance = Total Temperament

Madness

For Madness, use the table to the right which shows the size of your creature in the left column. The number in the right column will be used in the formula, to subtract from the final number in the formula. Use the following formula to calculate the base Madness of your creature:

Size in Feet	- this number
1	4
2	4
3	4
4	3
5	3
6	3
7	2
8	2
9	2
10	1
11	1
12	1

Total Temperament + Diet - Intelligence - Madness Size Table = Madness

Stealth

For Stealth, use the following formula:

(# of Legs + Feet Type + Health) / 2 = Stealth (Rounded UP)

Strength

The Strength stat of your creature is the Attack Power of your creature during combat.

For Strength, there are two tables below: one corresponds to size, and one that gives the attack points for each of the types of arms that the creature has. Use the two tables to add in the numbers to the formula.

Size Table

Size in Feet	+ this number
1	1
2	1
3	1
4	2
5	2
6	2
7	3
8	3
9	3
10	4
11	4
12	4

Creature Hand Table

Hand Type	Add In Number
2	0
3	0
4	Stun + 1
5	1
6	1
7	2
8	Stun + 2
9	3
10	4
11	Stun + 4
12	5

For Strength, use the following formula,

of arms (x) Attack Number on creature hand table + Size Table = Strength

THE CREATURE TYPE

After your creature is created, you can look at the Creature Type Table to see what category it would fall into for the purpose of sales. These stats are not permanently put on your creature as they can change throughout the game. The table will give stats on the type of creature you have, or what it is bred for. It is used for reference during the game when someone wants to purchase a creature of a certain type. Peaceful creatures are the ones you would want to give to children. You wouldn't want an unstable Fighter creature with children, it may decide they are its food. Or maybe your children are rebellious and don't listen to you, then maybe you would want a fighter with them.

All the stats of a creature must be below the highest number in that attribute type to be considered a creature of a certain type. For instance, if you have a creature whose stats for Health, Stealth, Strength, and temperament are 6 it will be a peaceful creature. If for example, all the stats are 6 except for the Stealth stat which is a 7, then that creature is an Average creature because the starting stat for an Average creature is 7.

Creature Type Table	Peaceful	Average	Fighter
Health	1-10	11-16	17+
Stealth	1-10	11-14	15+
Strength	1-6	7-9	10+
Temperament	1-10	11-14	15+
Madness	1-9	10-11	12+

CREATING AND CLONING CREATURES

On your science vessel there is currently one creation chamber to create creatures. This means you can create only one creature at

a time. Once one creature is complete you can start to create another creature, then another after its completion, and so on. There are 2 different ways to create creatures in the game.

One is the straight forward creature creation where you will roll stats of your creature to create it, like you did for your first creature.

The other is to Clone one of your existing creatures. Cloning is just making another copy of a creature you have already created. To clone a creature, just copy the creature creation stats to another creature character sheet.

Take note of a couple of things for cloning:

1. The Creature number will not be the same, it will be whatever the next number in sequence of creatures you have created is. For instance, if you created 3 creatures so far, and wanted to clone the first creature, your new creature number for the clone will be 4.

2. The reputation will be the same as the creature you are cloning, it does not go back to 0.

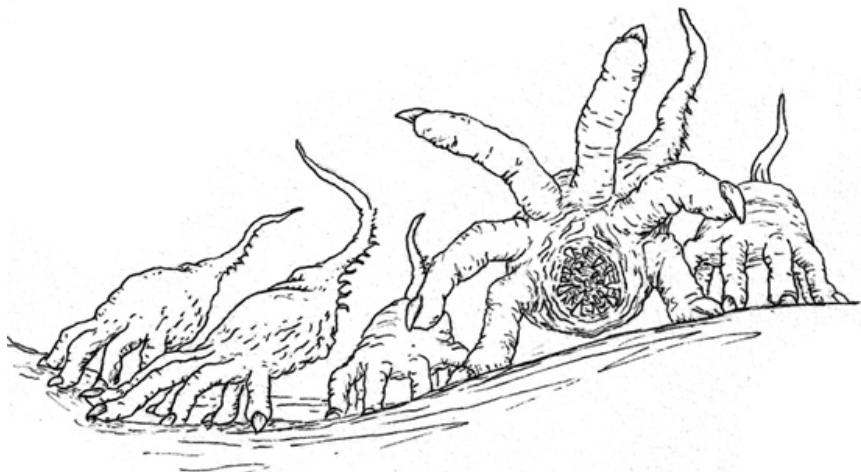
Check to see if your Scientist base stat for intelligence has changed, re-check the formula for the creature's Gestation stat, as it may have gone down or up.

ENEMIES & OTHER ENCOUNTERS

With some of the encounters you will come across friendly people and enemies, they are below

Alien Swarm:

A large group of small alien creatures that look like large six fingered hands with long tails. They seem to be very rare and always travel in packs. Where did these things come from, what genetic experiment, could have gone so wrong to have created these things!



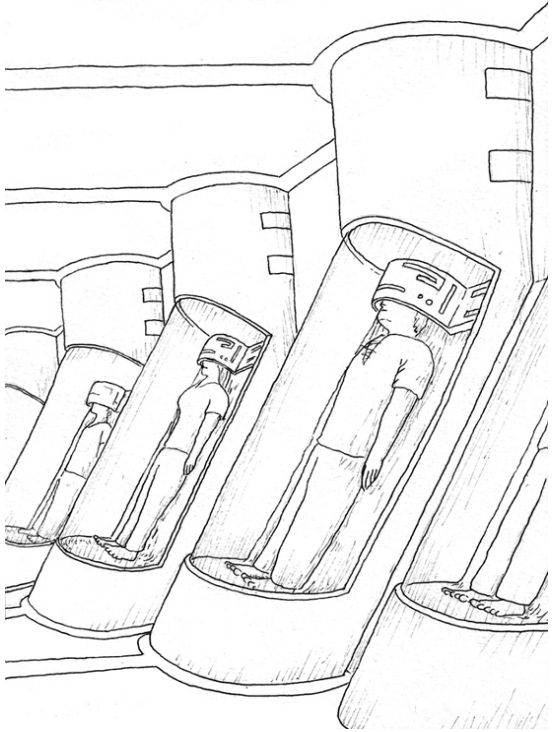
Cosmic Space God:

The cosmic space god is vast, the cosmic space god is good, the cosmic space god grants us all we deserve. One of the hymns the monks of the cosmic space god chant. The cosmic space god can either give you what you want or take everything away, it is up to this creature who has lived longer than the planets to decide.



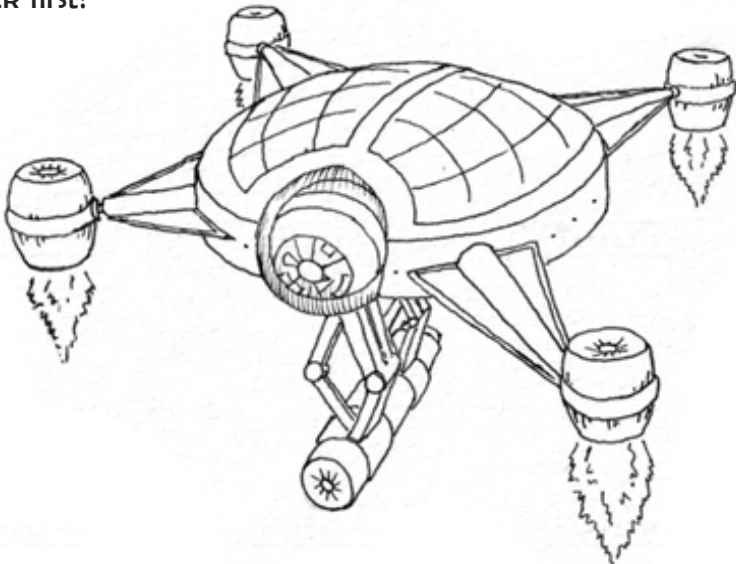
Cryo People:

People traveling long distances in space won't live long enough to get to their destination. So they cryo freeze themselves for the long trip and thaw out when they get to where they're going. A lot of ships have gone missing or had malfunctions in transit and have never been seen again.



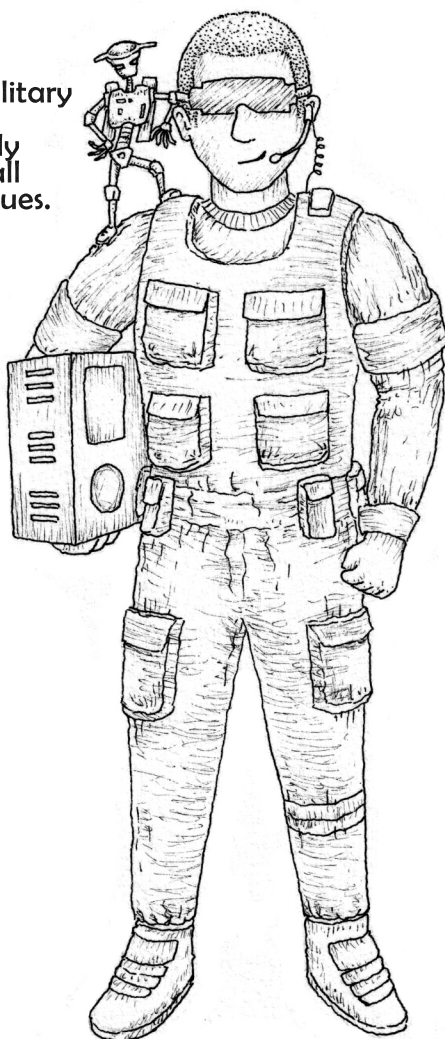
Drone Bots:

The Drone bots were created by the military, they are quick and deadly, if you see them, they can see you, and you should attack first!



Mercenary:

Mercenaries are usually ex-military and are guns for hire. Unlike security guards, they are highly trained and well adept with all weapons and fighting techniques.



Mercenary Leader:

Mercenary Leaders are, well, leaders of mercenary platoons. They are very dangerous and usually don't play well with others.

Mercenary Overlord:

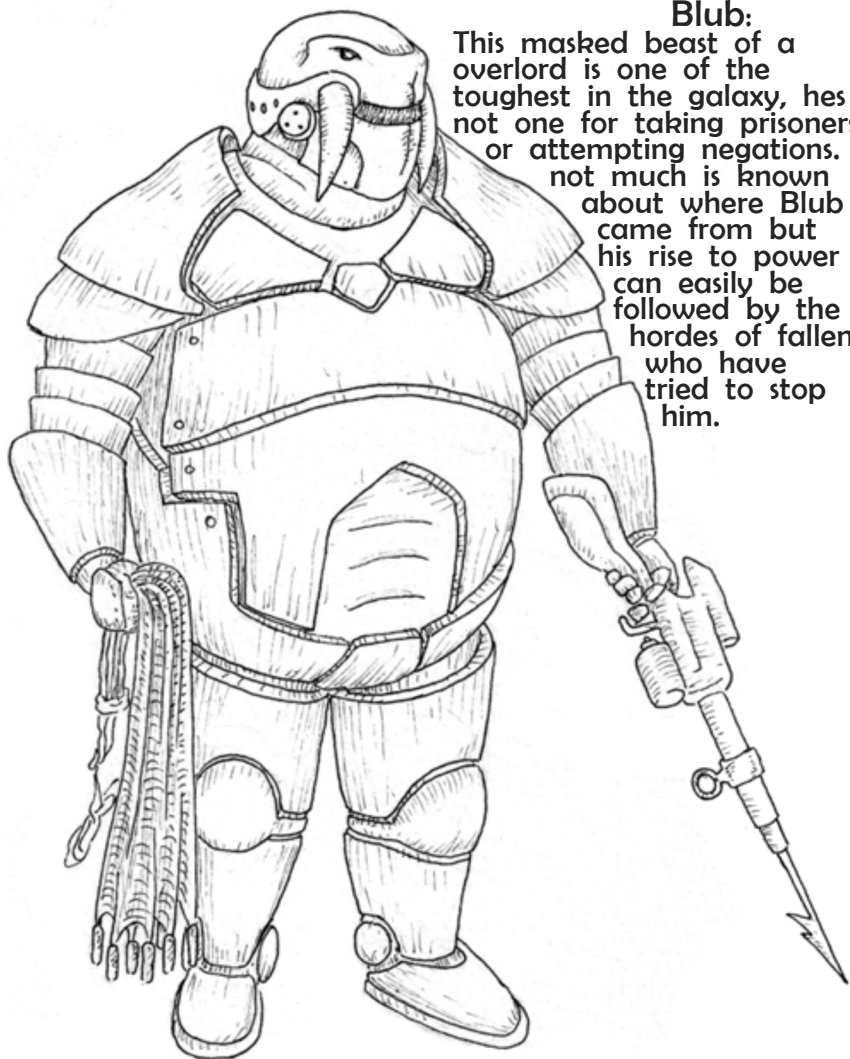
There are known to be 3 mercenary overlords in space, If you come across any of the 3 of them, just run. They command all the Mercenaries across space and have hundreds of trained mercs to do their bidding. If you cross one you may not live long enough to regret it. Any time you come across a Mercenary overlord you must roll to see which Mercenary Overlord you will be facing by rolling on the Mercenary Overlord table.

Descriptions of the 3 of them are below.

Blub:

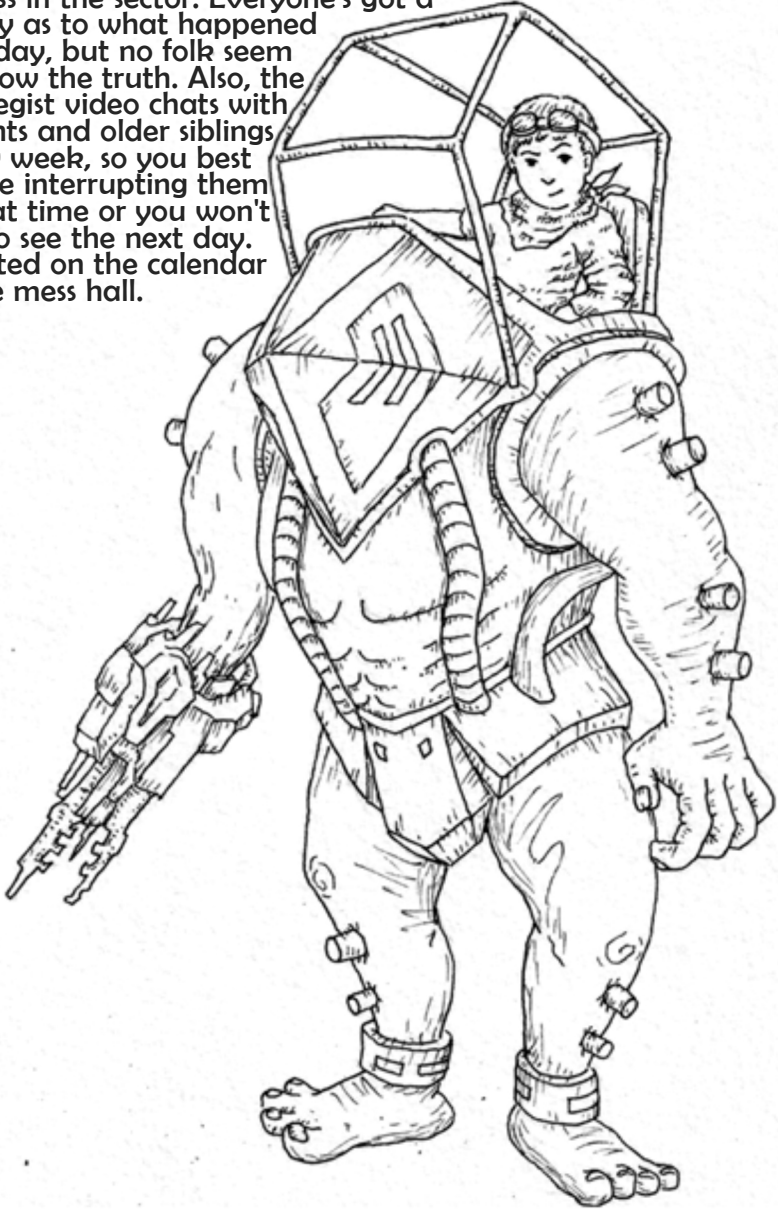
This masked beast of a overlord is one of the toughest in the galaxy, hes not one for taking prisoners or attempting negotiations.

not much is known about where Blub came from but his rise to power can easily be followed by the hordes of fallen who have tried to stop him.



The Strategist:

Folk say there's only two things we know about the Strategist's beginnings: First, they were member of a small, idyllic farming village beset by raiding space pirates. Second, that the following day, every pirate had sworn fealty to the child and there wasn't a single reported death in the raid on either side. After that, the rest is history. The pirates found unprecedented success in the sector. Everyone's got a theory as to what happened that day, but no folk seem to know the truth. Also, the Strategist video chats with parents and older siblings every week, so you best not be interrupting them in that time or you won't live to see the next day. It's listed on the calendar in the mess hall.



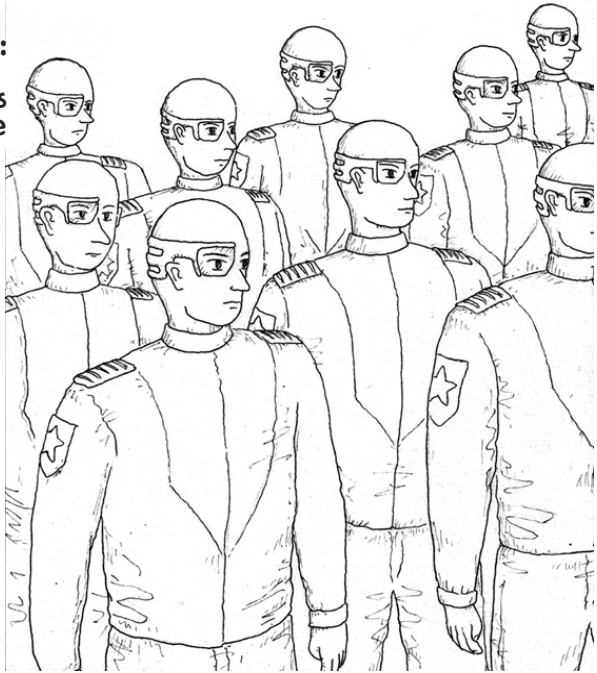
Urt:

A mad scientist who tries to do things for the good of humanity, but always botched up and creates the greatest torments to mankind.



Military Cadets:

The military cadets are like sheep of the galaxy, by the time they are done with their training they look the same, talk the same, act the same, and have the same advanced training in all forms of combat.

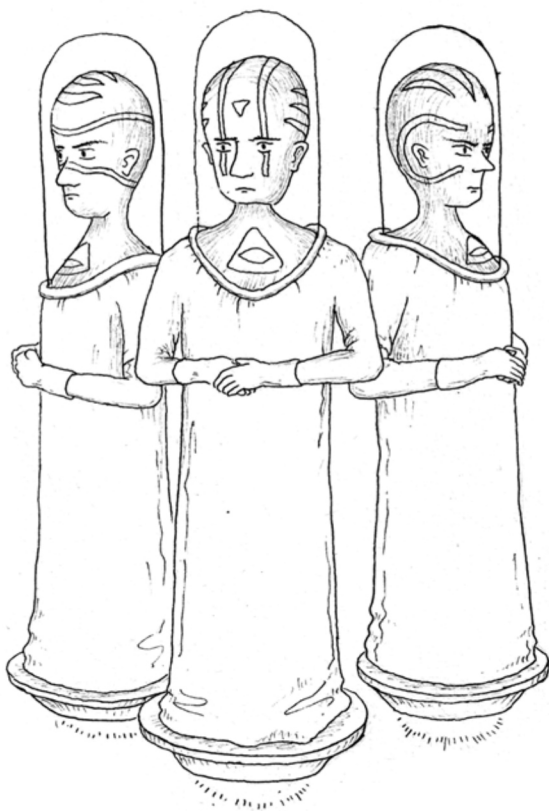


Military Captain:

The captains of the space military are very strategic and want to prove to the galaxy they are worth their position. They don't back down and do nothing but train themselves in being the best in combat.

Military Veteran:

The military veterans have been through years of the grind of the space military. They have been through many battles and are excellent in all Forms of combat, be weary If you come up against one.



Monks:

The cosmic space god has many followers, some have dedicated their lives to his worship. The monks who worship the cosmic space god practice a mostly peaceful existence, mostly.

Pirate:

Space pirates are the scourge of the galaxy. They steal what they can, from whoever they can. They have taken down everything from cruise liners to cargo ships, and usually leave no one alive to tell what happened.

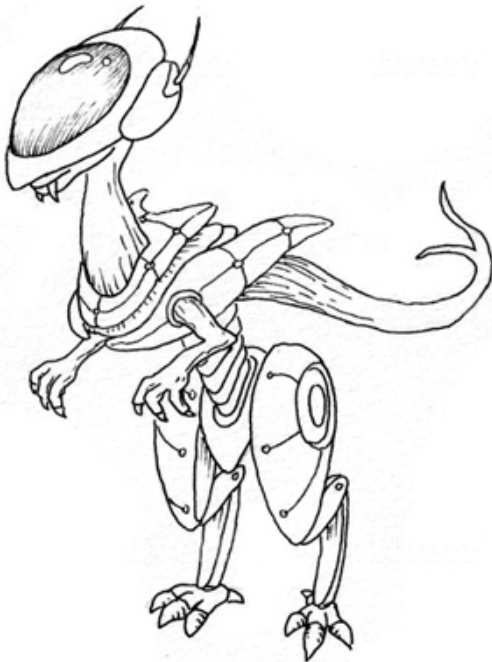
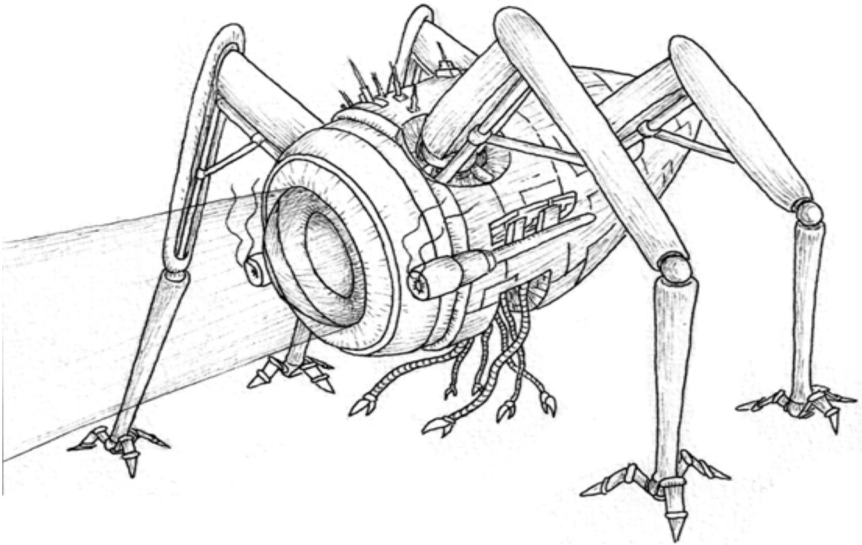


Pirate Captain:

Pirate captains run pirate ships and get jobs for their pirate crews, they are swashbucklers of space and are usually a little eccentric.

Robots:

No one knows where these robots came from, some are kind and some are extremely violent. But either way if you decide to fight them you are in for a hard battle.

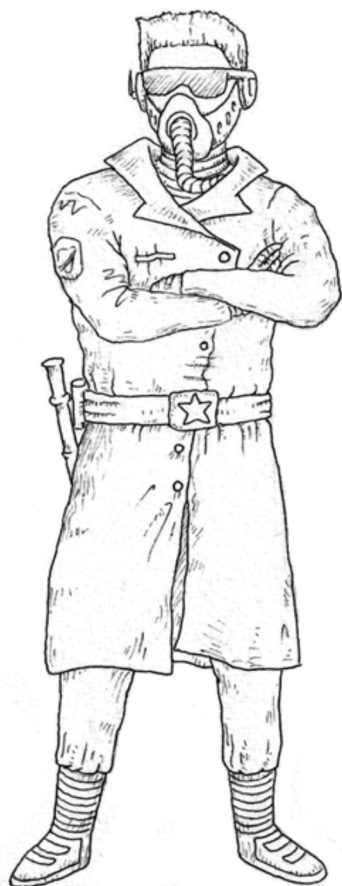
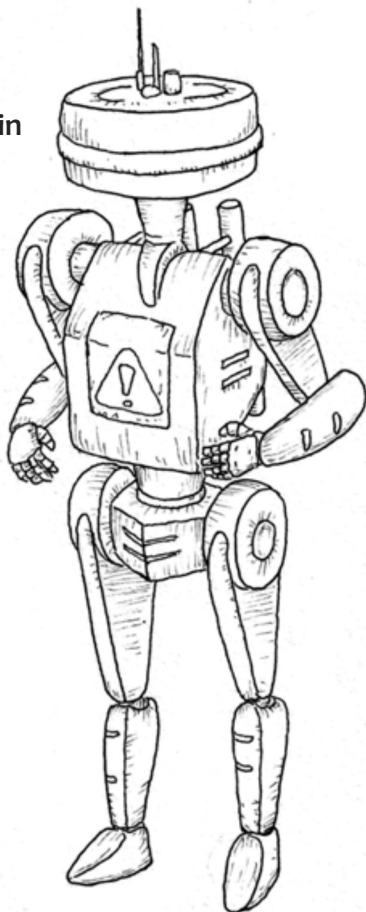


Robot Alien Species:

These aliens have merged their what seems to be once organic bodies with advanced robotics. They are much faster and much deadlier than anything in space.

Security Bots:

Security bots are amazing tech, for being very old, and out dated in terms of robots now a days.



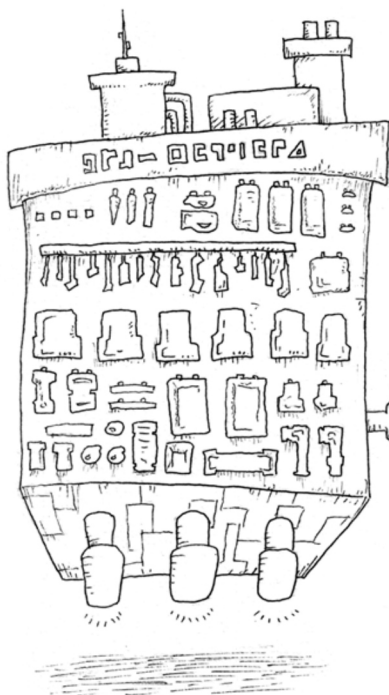
Security Guard:

Underpaid and overzealous fighters who wanted to join the military but just couldn't cut it in the ranks. As they didn't have any real skills they are security for hire when someone can't afford a good mercenary.

Space Zombies:

Great the undead are in space now!





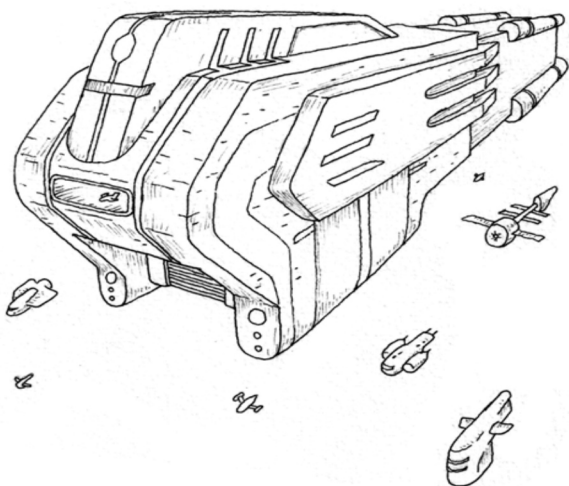
Trader:

Traders in space are one of the most exploratory and dangerous jobs you can get. They get to travel the vastness of space, meet new, and extraordinary people, and come across some of the rarest items in the galaxy, and charge a premium to sell it to you.

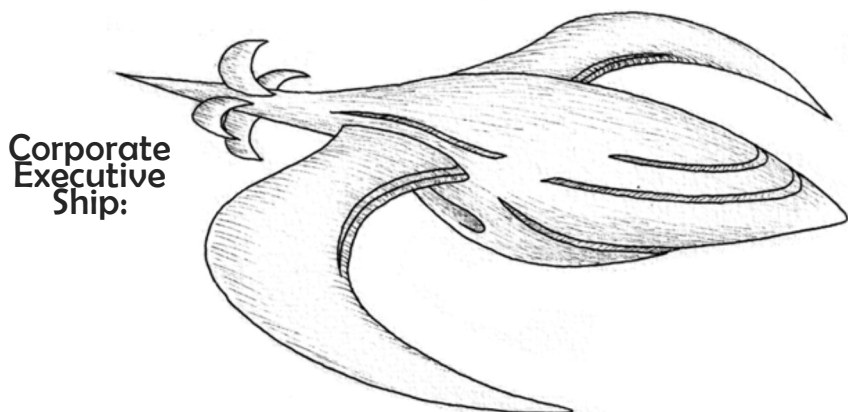


SHIPS

When you meet the different races and groups of people throughout the game, you will usually do it through meeting them on their ships. Some are fast, some are slow, some are quite large, and some very small, but you will see them and you will grow to fear some of them. Below are images of the ships for the different groups in the game

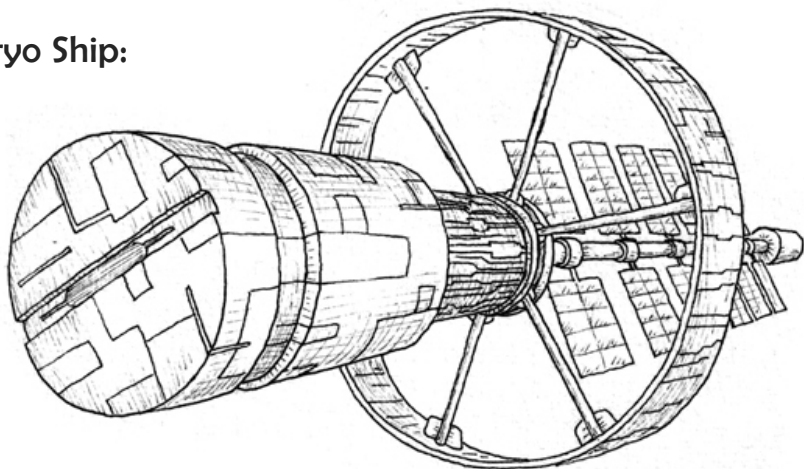


Corporate
Cargo Ship:

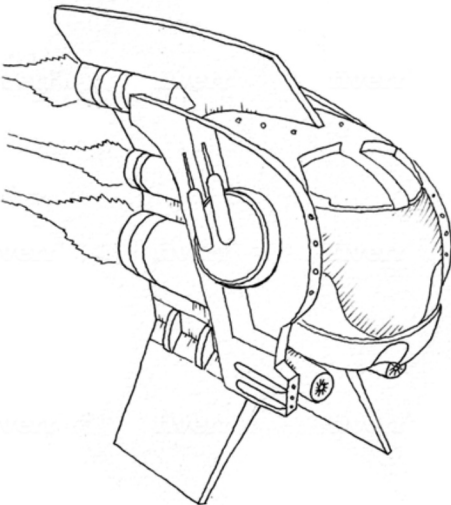
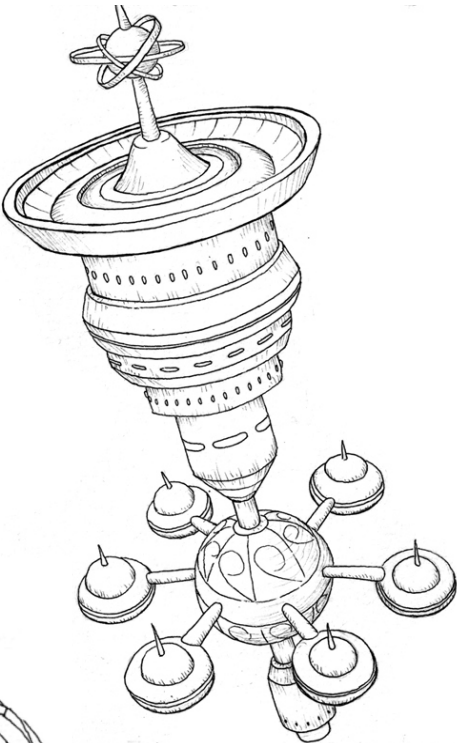


Corporate
Executive
Ship:

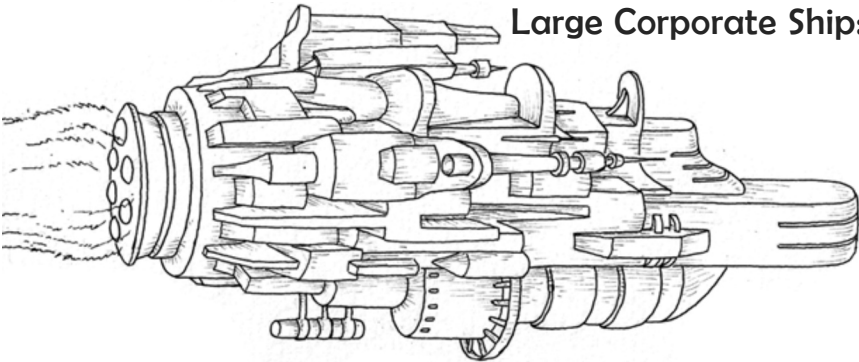
Cryo Ship:



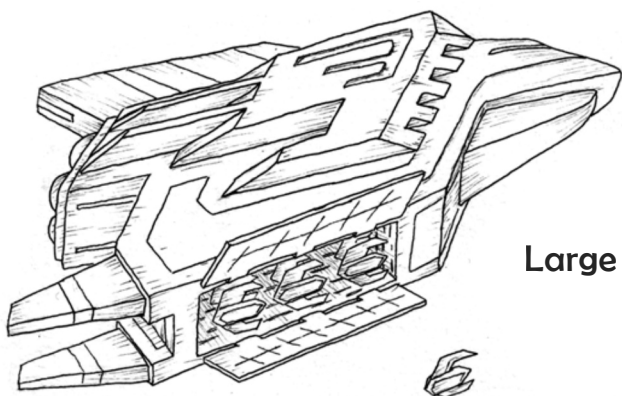
Gambling Ship:



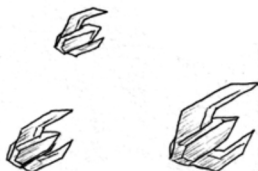
Giant Robot Head Ship:



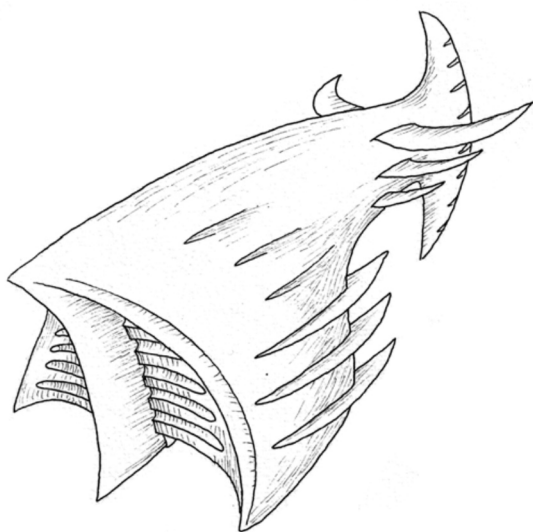
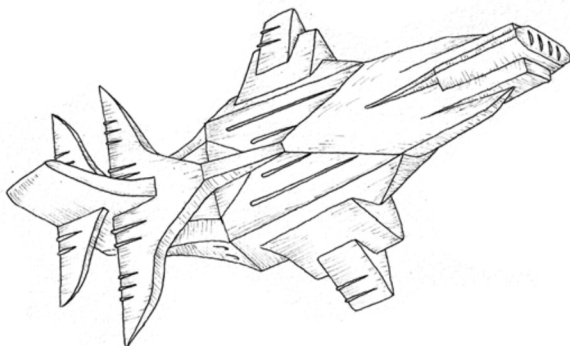
Large Corporate Ship:



Large Military Vessel:

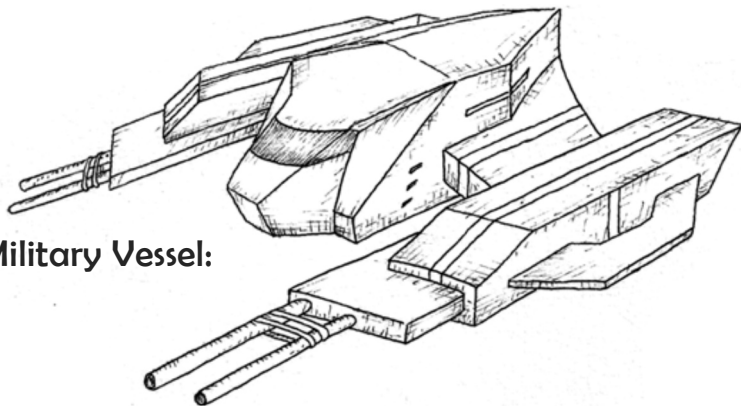


Mercenary Ship:

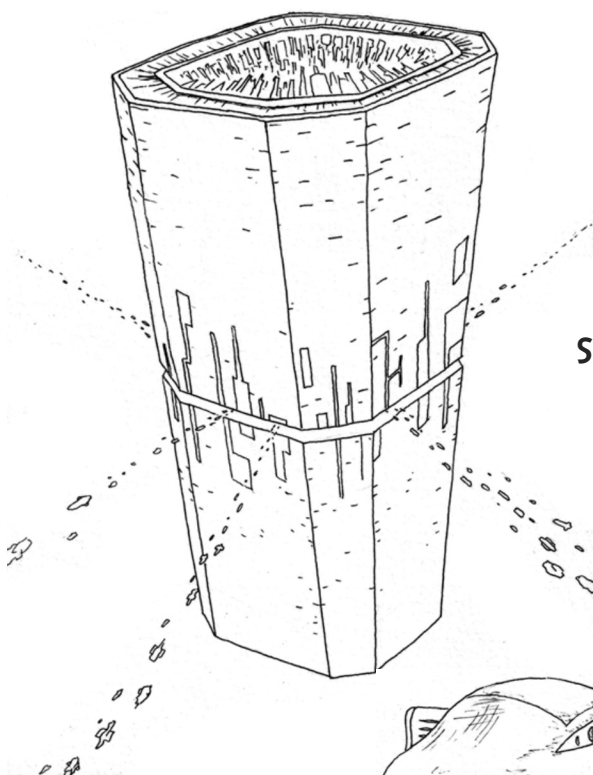


Pirate Ship:

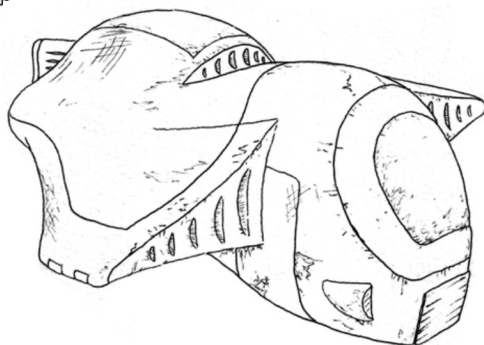
Small Military Vessel:



Space Station:



Trader Ship:



HOW TO PLAY!

1. Create a character, as described above on page 2
2. Create a creature, as described above on page 8
3. Choose a starting position on your hex map. Anywhere on the map is ok to start. Label it in some way to signify that it is your starting position.
4. Move to an adjacent spot on your map.
5. Subtract 1 Supply point from your list of supplies for your character.
6. Add 1 health point, to your character and creatures, (only if they are low on health).
7. Add up the total Supply point cost of all your creatures, (Gestation number) and subtract that from your list of supplies as well.
8. Add 1 madness point to your character's **madness meter**.
9. Roll two dice and consult the **Space Table**, page 46, to see what you encounter. (Use the instructions on the **Movement on the Space Map** section, on page 41, to see how to use the Space Table.) Write the encounter number on the hex map to save for future reference.
10. Follow the instructions given to you on the **Space Table**, to see what encounter, if any, you will be facing.
11. Complete the Encounter
12. When complete, go back to step 4. Steps 4-11 are considered one turn, each turn is equal to one day.

COMBAT

- 1.) Whoever's ship combat is taking place on, attacks first.
 - A.) If a hand weapon is used, the Strength of the attacker + the weapon points, are the total hit points taken.
 - B.) If a projectile weapon is used, only the stats of the weapon are taken into account.
- 2.) Most encounters will let you know who, and what you are fighting, and how many. If one does not, like an unidentified ship,

roll to see what type of enemy the Player's character will be facing, using the Ship Table, and then roll to determine the enemy's stats, and weapon, using the Enemy Table.

3.) If the Player's character attacks, all of the Player's characters' creatures will attack first, then the Player's character will follow.

4.) If the Player's character needs to defend against an attack, all of their creatures will take damage first, starting with the creature with the lowest health stat, and working their way up. If one creature is killed and there is still damage to be done from the attacker, then it carries over to the next creature. When all the creatures are dead, the Player's character will take damage next.

5.) The Attacker will then roll the dice: if the attacker's stealth + roll is higher than the stealth stat of the defender, it is a hit.

6.) The defender rolls the dice: if the defender's stealth stat + roll is higher than the stealth stat of the attacker, it is a hit.

7.) If there are still enemies to be attacked, go back to Step 5.

8.) If your character is still alive at the end of combat, add up the total number of enemies you fought and convert their bodies to Supply points. So, if you fight 3 enemies, you gain 3 supplies. Also add up the Supply of all your dead creatures and collect that too. Any weapons the enemies have, you can take.

A.) If you decide to attack a ship, you must consult the Ship Table below which will show how many rooms the ship has. After you win the first encounter, which technically takes place in the docking bay, you must travel to the next room, which would technically be the first room of however many rooms the ship has. So, if the ship has 3 rooms, and you fight and defeat the first set of enemies in the docking bay, the next room of enemies would be considered room 1 of 3 in the ship.

B.) For encounters in the rooms, the Ship Table will say what types of enemies will be in those rooms, most ships will have the same enemies throughout, but some like a space station will have different types of enemies in groups. If there are multiple types of enemies on a specific vessel, first roll to see what the

enemy type will be in that specific room, then Roll 1D6 to see how many more of the same type of opponents you must encounter, and if you win, continue through the ship. Collect all the supplies for all enemies defeated on that vessel. The number of rooms on that ship is also converted to Supply, only if you clear the entire ship. You cannot clear the first 2 rooms of a mercenary ship and collect 2 supplies, you must clear all the rooms.

MOVEMENT ON THE SPACE MAP

When you move on the Space map, roll 2D6; it is suggested to have 2 different colors D6—one representing the 10s and one representing the 1s. You can roll any two, as long as you keep track of which is which. For instance, if you have a red dice and a blue dice, your red will be the 10s and the blue will be the 1s. After you roll the dice, the red shows a 1 and the blue shows a 3, your roll would be a 13.

After you roll you will have a number between 11 and 66. Check the space table for what happens in that space depending on what you rolled.

A lot of the results of the rolls will tell you to “roll on the XYZ table.” This means you will then consult the corresponding encounter, (see Encounters section below) finding the one that is referenced, then roll on that table to see what your encounter, or final result will be.

Some encounters cannot be cleared from the map, and some are just single encounters that happen just once. Most of the fighting encounters will stay on the map permanently, unless you can clear that space by destroying everything on it.

For instance, if you encounter a mercenary ship, space station, trader, etc., and have defeated everyone, and converted everyone and the ship into supplies, then the space you are on

will be considered empty when you leave it. If you return to that space, before you can roll for a new encounter from the Space Table, you must first roll on the Spotted Table, as the spotted rules still apply to that space as you have been there before. After rolling on the spotted table, you can then roll on the Space Table to determine what your encounter will be.

BEING SPOTTED

Each subsequent turn at a populated location, or a location you have been to before and have returned to, either to grow more creatures for a trader, space station, or to just rest and let your health regain, you will roll on the Spotted Table. Staying multiple days in the same spot gets harder and harder by each day, as you will have to add 1, to every roll, for every day you have stayed. because not only does the military want you to put you in jail, but the criminals want you as well for your research. You can fight your way out if you have the ability to do so.

This is important, because if someone wants to purchase 3 creatures and you don't have 3 readily available, you can wait at that station for the entire time it takes you to create those creatures. This is good because every turn gives you -2 to madness, but every turn, you must be careful to not get caught.

ENCOUNTERS

After you roll on the Space Table, you may have a few types of encounters to deal with, fighting, trading or Aiding, etc. They are explained below.

Fighting Encounters

You have a couple options when landing on a fighting encounter, or any encounter where someone is attacking you.

Running away is an option, and should probably be used

whenever possible. To do this, first see what your encounter is or who you would be fighting. Add up the total stealth of the enemy and subtract your stealth from that number, then whatever number remains is the Supply you need to escape. So if your stealth is 5 and the total number of stealth of the enemies you came across is 9 then you would have $9-5=4$. You would, therefore, have to use 4 supplies to escape.

Fighting on an enemy ship

If during an encounter you travel to an enemy ship, you can attack that ship.

Trade Encounters

If you land on a trading encounter you will roll on the two different trading tables, Trade Ship Selling, and Trade Ship Buying. I have put the tables in this section but they are also in the Encounter tables below on page 72.

The ***Trade Ship Selling*** table is what the cost is to purchase the items from that seller.

Roll 1D6 to determine the price for each of the items that the trade ship is selling. You can only roll once per encounter. If you leave the trade ship and come back to it, you can roll again to see if you will receive a better price than what you had before.

1D6	Result
roll	Temp boost to one stat for one turn for you or any creature.
roll	Escape one encounter. This can only be used once.
roll	See the weapons table. You pay the 1D6 to see the weapons.
roll	half the Gestation time of one creature created
roll	half the cost of one creature
roll	Supply Crate — Do not lose any Supply for one turn, while moving on the space table.

The ***Trade Ship Buying*** table is the cost at which the trader will purchase any items or any of the creatures you have on hand. The Result column shows the price at which the trade ship will purchase your creatures depending on what you rolled. The price can never go below 1 Supply.

1D6	Result
1 or 2	buy at normal price
3, 4, or 5	buy at half price
6	buy at double the price

For instance, if you have a creature that has a Gestation price of 2, and roll 1D6 to determine the traders price, and roll a 1 or 2, the trader will purchase your creature for 2 Supply, if you roll a 3, 4, or 5, the trader will buy your creature for 1 Supply, if you roll a 6 the trader will buy your creature for 4 Supply. The same goes for any weapons or other inventory you may have on hand. Find the price for the item in your inventory and the trader will purchase the item at HALF the price, rounded up. So if you have collected a weapon and the buying price is 5 Supply, then half of that is 2.5 Supply, which means the Trade Ship Buying price will be 3 Supply.

Aiding Encounters

If you land on an Aiding encounter you will come across a moral decision to help someone in need or kill them and recycle their bodies for Supply.

DEATH

If you die in any way in the game, whether it is due to starvation, being killed, etc., you can do one of two things:

1. Start a new game, creating a new character on a new map, or

2. Start a new game creating a new character using the current space map.

If you decide to start a new game using the current space map, all the encounters will stay on the map the way you left them. Also, your ship, creature plans, items, but only half of your supplies, will be at the location you died at, and you can travel to the ship's location to collect them.

The one thing is you must start your new character in an empty space on the map, at least 10 spaces away from your previous character's location, in order to collect your gear. Also, if you died due to an encounter at that location, the encounter will still be there, and you must successfully clear the encounter completely from the map before you can collect all your previous character's items.

For example, if your character dies at the hands of a pirate ship, which has 7 rooms. First you must start your new character at least 10 spaces away, in an empty space on the map and travel to your previous location. Then you must clear all 7 rooms of the enemy's ship, before you can collect all your previous characters' gear. Even if you had already cleared 6 of the 7 rooms of the pirate ship with your previous character, you must start over and clear all 7 rooms again, as they had time to repair their ship and get reinforcements. Once cleared, you can collect half of the amount of the supplies your previous character had, all the items and all the creature character sheets to be able to clone more of the creatures your previous character had.

TABLES

Space Table

2D6	Result
11	Your scanners pick up a planet in the distance: it is orbiting a dark star that's living its last billion years. If you travel to the planet it will take you off course, -2 supplies, roll on the Dark Star Planet Table.
12	Your scanners show a Pirate Ship, roll 1D6+ Stealth modifier to see if you have been seen. If your total roll plus Stealth modifier is 5 or above, you can escape without engaging the Pirate. If you are seen, you can use 2 Supply to outrun the pirates; if not, roll on the Pirate Ship Table. Optionally, you can engage the pirates if you so desire.
13	Creature uprising: a random creature will attack you due to wanting to be the alpha of the creatures. Roll a D6 and whatever number it lands on is the number of the creature that attacks you. If you have more than 6 creatures use 2D6 and add the numbers together, if you roll a 12 and you only have 8 creatures, roll again until you get a number matching one of your creatures. Fighting one of your own creatures is just like fighting an enemy, your other creatures will fight with you. Unless your creature's dominance is larger than 5, then the other creatures will sit the battle out and see who wins. Once you get your creature to half its health, you can roll 2D6 on INT; if the result is larger than the creature's Intelligence then the creature will stop attacking you and be submissive.
14	Your scanners show a single derelict ship in a very slow erratic spin, -1 Supply to investigate the ship. Roll on Derelict Ship Table.

15 You look out the window and take in the vastness of space and see nothing but the bleak emptiness that you have imprisoned yourself in. There is nothing here.

16 Your scanners show a large corporate cargo ship: when you select the ship on the scanner it gives you the company logo and brings up the company information. They are friendly and might want to do some trading; they cannot travel off course so you must meet their speed and trajectory taking you off course - 3 supplies. Roll Corporate Cargo Ship Table.

17 Your scanners show a large military vessel, on patrol, roll 1D6+Stealth modifier to see if you have been seen. If your total roll plus Stealth modifier is 9 or above, you can escape without engaging the military vessel. If you are seen, you can use 5 Supply units to put your ship at max output and outrun the military vessel. If not, roll on the Large Military Vessel table.

18 Random asteroid showers hit your ship, roll on the Random Asteroid table.

19 Random Debris Field: it looks like a ship has imploded here somehow, but none of the wreckage has been scattered into space. Your scanners show that the gravitational core has increased output after the explosion and has increased gravitational pull, and is slowly pulling the wreckage back to it. Roll 1D6+INT; if your roll plus Intelligence is greater than 11, you have figured out the correct escape velocity and can easily escape using -2 Supply, then roll on Random Debris Field Table.
If you cannot, you must use -3 Supply to just escape.

20 Every time you enter this area of space you fall asleep: for some random reason, you sleep the whole time you're here and wake up as soon as you exit. You cannot choose a hex to continue; your ship can only travel in the same direction it was traveling in when it entered this hex. If there are no other hexes in the next space (or end of page) your ship travels clockwise to the next unused hex; this next hex is empty and you wake up taking the Supply burn for the two hexes.

21 Random system failure on ship, - 1 Supply to fix

22 Your scanners show a trade ship out on its run: as soon as it sees you, it contacts you and would like to trade. Roll on Trade Ship Table.

23 Your scanners show an unidentified ship: it has no markings and seems to be completely devoid of any hard lines. It shows signs of lifeforms on board but the readings are inconclusive of what they are—it is as if your scanners are being jammed somehow. If you want to investigate the ship, roll 1D6+Stealth to get closer and hail them. If your roll plus modifier is 10 or above you can hail the ship, otherwise it is gone and this hex is considered empty from here on out. If you can come close enough to contact them, roll on the Unidentified Ship Table.

- 24** Your scanners go berserk and shut down. You look through the windows and see a large circular aura like the Northern Lights coming toward your ship. As your ship passes through the lights you see the lights in the corridor—you run but don't get far, and feel it burning as it enters your back and goes through your body. After it passes through you, you see it moving still through the corridor, and while it is moving it is creating an exact copy of you which is standing directly in front of you when it is done. Without hesitation, your clone attacks you first, saying; "There can be only one!" If you die, the game is not lost, you are now your evil clone: increase total Health by 3, madness is increased by 10 and cannot be lowered by conventional means (must find something to lower madness), Stealth is now permanently 2, Intelligence is increased by 2, Strength is increased by 2, and collect 2 Supply by recycling your past carcass.
- 25** You sit in contemplation looking out a window, and swear you see a butterfly, but you come to the realization that it cannot be, and you get back to work.
- 26** Your scanners pick up a set of planets in the distance: they are orbiting a bright white star. Traveling to the planet takes you off course, -2 Supplies, roll on White Star Planet Table.

27 Your scanners pick up a Corporate executive travel vessel: you can try to negotiate a large sale on the Corporate level with these people, or, since they are usually stocked with a large quantity of supplies, you can try and take what you need. If you try to negotiate a sale with them, roll 1D6+Int, and if the roll is 14 or better, they will speak with you. Treat this like talking to a vendor who will only buy. Roll 2D6 and save the number, subtract madness from Intelligence, and if the number is higher than the 2D6 roll, they will negotiate with you at standard trader prices. If you fail the test, then -4 to all final prices offered as they will low-ball you on everything, but 2x to the quantity of how much they want. If you attack the vessel, -4 to madness and triple the amount of enemies for every encounter.

28 A mercenary ship gets a hold of you and would like to buy some creatures with the ability to help them fight. If you decide to go to the meeting, go clockwise one direction on your hex map to any unused hexes, and forward 2; if the way is blocked at any point (end of the page), go clockwise until there is an empty hex. Roll on the Mercenary Ship Table.

29 Your scanners pick up a large ship which looks to be in the shape of a giant robot head. Before you can do anything your whole ship changes course on its own and travels to the side of the giant robot head. Out of nowhere, 3 Robot Aliens appear in front of you, two with what appear to be Taser rods in their hands. If you wish to attempt to speak to them, roll 1D6+INT; if the result is 8 or above, roll on the Giant Robot Head Ship Table. You can fight them if you wish to do so; if you defeat one of the robot aliens, the other two will teleport out, and a beam will hit your ship. You will have -1 to total Stealth.

30 Nothing here but the silent screams of eternity.

31	You get a distress call from a trader ship which seems to have been hit by some small meteors but it took out some main components of the ship; if you can give them 6 Supply they can get back up and running. If you choose to help, they will give you a perk which you can use at any time, which will up your Stealth by +1 permanently, costing you 10 Supply the first time and +20 the second and so on. Alternatively, you have an easy target, since you see that they only have 2 crew members and can take the ship by surprise, giving you the advantage in battle and +1 to all attacks.
32	You don't even need your scanners to see this gigantic space station! As long as your madness is 9 or below you can go to this space station. Roll on the Space Station Table.
33	You see a Derelict ship just traveling through space, with no lights and the front of it is missing. Roll on the Derelict Ship Table.
34	A corporate cargo ship hails you and hears that you may be able to help them: they are looking for some neat, friendly creatures. You can only sell to them, and if you have what they want you to, you get +2 Supply for every creature sold. Roll on the Corporate Cargo Ship Table.
35	You see nothing but for some reason hear everything...
36	Your scanners pick up a small military vessel coming at you, attempting to board your ship. Roll on Small Military Vessel Table.
37	An asteroid has flown by about a month ago, but for some reason some long-past debris hits your ship. Roll on the Random Asteroid Table.
38	A small pirate boarding ship is approaching you and you cannot escape. Roll on the Pirate Ship Table.
39	You come across what appears to be an old dumping ground for ship debris before the galaxy found out how to recycle it. Roll on Random Debris Field Table.

40	You hear a voice: is it your own, is it one of your creatures? You never can tell, but it says, "Move along, nothing to see here..."
41	Your scanners pick up 2 trade ships docked to each other: you contact them to see if they would like a third trader and they agree. Roll for 2 trade ships with items; one of the ships has a unique item, and the other ship will trade you 2X the price of your creatures.
42	You come upon a gambling ship which is actually just an old giant space freighter with multiple docks built into it so other ships can dock. Roll on the Gambling Ship Table.
43	You find a transport ship with a couple hundred people traveling to another planet as theirs is under attack by a robotic species that cannot be defeated. Roll on the Trader Table.
44	One of your creatures with the highest Dominance and Intelligence decides to attack you. All carnivores below its Dominance level follow it and attack you as well; you and your other creatures must take down the most dominant one.
45	You start talking to your creatures on a daily basis now, as there is nothing here.
46	An unidentified ship appears out of nowhere in front of you but pacing your speed and trajectory. Roll on the Unidentified Ship Table.
47	You see what looks like a bunch of clouds surrounding a planet. Roll on the White Star Planet Table.
48	Pirates board your ship in the middle of the night. Roll on the Pirate Ship Table.
49	You are pursued by a ship in the shape of a giant robot head; they keep hailing you and wish to speak. Roll on the Giant Robot Head Table.
50	You have taken showers more interesting than what you see out your window.

51	Your scanners pick up one of the galaxy's most-renowned traveling space stations; it docks all ships on one side of it and uses their engines to push it through the universe. This space station has no military presence in it so you don't have to worry about being caught here. Roll on the Space Station Table.
52	Your scanners pick up a traveling casino on its way to one of the settler planets. Roll on the Gambling Ship Table.
53	Your scanners pick up a ship drifting in space with no power: you look out your window as it gets closer and see it is traveling in a perfect straight line, but backwards... Roll on the Derelict Ship Table.
54	Your scanners pick up what seems to be a planet orbiting a black hole: it is the last thing in this galaxy this black hole has not swallowed up. Roll on the Dark Star Planet Table.
55	Look—what's that! Oh, that's right. It's nothing, because there is nothing out here!
56	You see a corporate cargo ship and think to yourself you would have it made if you could get a contract with them. Roll on the Corporate Cargo Ship Table.
57	Your scanners pick up a small ship that has changed course and is heading directly on a collision course with you. Great, it's the military and they have caught up with you! Roll on the Military Vessel Table.
58	The whole ship suddenly rocks before the gravity fields re-adjust themselves. Alarms are going off everywhere, and the ship alerts you that you have just been hit by an asteroid. Roll on the Random Asteroid Table.
59	Your scanners pick up a small ship that has changed course and is heading directly on a collision course with you. Shit, it's the Ice Pirates! There was an old rumor they could travel in time, but that was supposedly debunked years ago... Roll on Pirate Ship Table.

60	Talking to your creatures seems like a natural, stable thing to do, as there is nothing here in space.
61	You come across an old battlefield from when the human race first came to the stars. You didn't know that there were ships this far out. Your scanners say this was the Battle of the Old Man's War, and it is a protected area under historical jurisdiction. If you want to enter it, roll on the Random Debris Field Table; if you do, add +1 to Madness.
62	You are hailed by a Trade ship that isn't even on your scanners yet, which apparently is on route to New New New New New York. Roll on the Trade Ship Table.
63	You had heard of a Space Station around here somewhere. Oh, there it is. Roll on the Space Station Table.
64	You were told by a trader that a stealth gambling ship circles this area of space. Roll 1D6+Stealth: if it is above 5, you find the ship; if not, you lose an extra 1 Supply, looking aimlessly for it.
65	You heard that a Giant benevolent creature is out here just ruling this part of the universe with no thought to how it affects the human race.
66	Roll the 2D6 again: if either of the dice is a 6, Cosmic Space God appears in front of you. Roll on the Cosmic Space God Table.

ENCOUNTER TABLES

After you roll on the Space Table, depending on the encounter, you will then roll on one of the following specific encounter tables to see what happens.

Alien Species Table

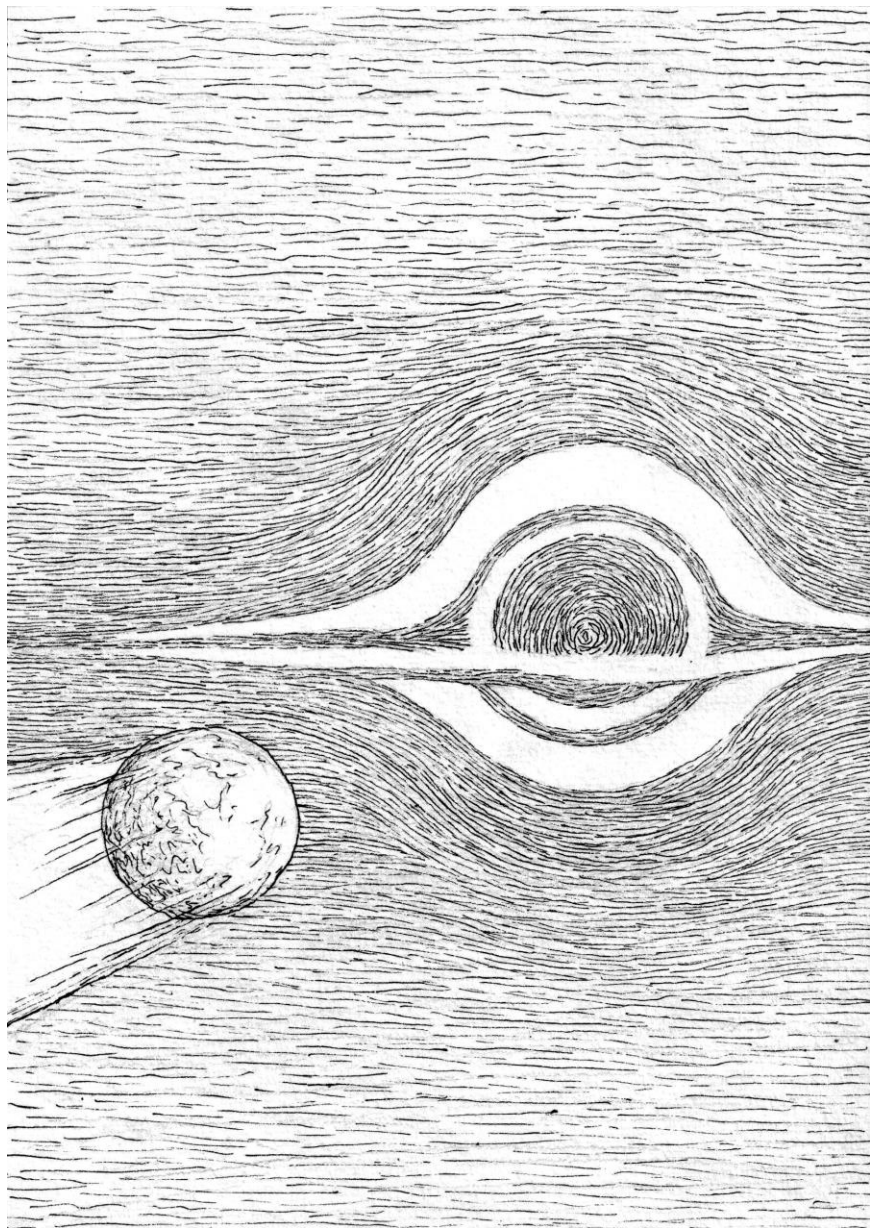
Double; Only/2D6	Result
1+1	Permanently increase all stats of character by 1.
2+2	Permanently Increase all stats of one creature by 1, even the cloned versions of it.
3+3	Lower Madness to 1
4+4	Increase Stealth by 3
5+5	Increase intelligence by 2
6+6	Meet their god — Roll on Cosmic Space God Table

Corporate Cargo Ship Table

2D6	Result
2	They ask for a demo of your Creatures: if your Creature beats their Creature, they will buy some of your Creatures. Roll a creature for the cargo ship, and add 1 to every roll, not to exceed the maximum number allowed for the tables.
3	They want some peaceful Creatures, if you have any you can sell them to them for 2x the price. Check the Creature type table to see what the stats are for the specific creature type.
4	They want some Fighter Creatures for the security team, if you have any you can sell them to them for 2x the price. Check the Creature type table to see what the stats are for the specific creature type.
5	The captain, for some reason, does not like you, and sends a security guard to attack you.
6	The captain loves you and wants to help you grow your business: he buys 1D6 of your most expensive creature, and gives you double the money for it.
7	One of your Creatures escapes on the Cargo ship: when you find it, it has destroyed some cargo, costing you -3 Supply for the repairs.
8	One of your Creatures attacks one of the crew of the cargo ship: the crewmember is okay, but you must pay for his lost time (-4 Supply).
9	The crew like your Creatures, roll on the Trader Buying Table.
10	If your Madness is below 3, roll on INT: if the result is above 7, you talk the captain into buying 1D6 your cheapest Creature for the most expensive Creatures' price.
11	As soon as you dock the ship, pirates attack you: they have already taken the ship and are holding it ransom. If you defeat the pirates, the captain of the cargo ship will give you 2D6 Supply.
12	You board the ship but see it is fully automated: roll 1D6+Stealth, and if your roll is better than 6, you can loot the ship for 2D6 Supply.

Cosmic Space God Table

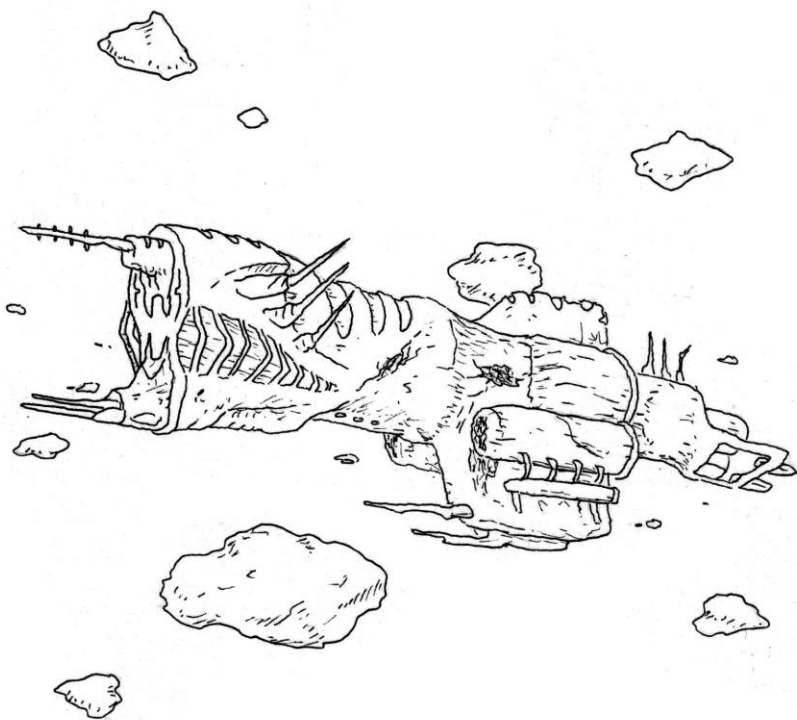
2D6	Result
Double 1	Roll + Roll - except for 2 and 12
7	The Cosmic Space God is angry with you and attacks you, Cosmic Space God's is gracious enough to give you +10 Health and +10 Strength for the fight, but his stats are your new stats X10, and he automatically kills your 4 strongest creatures.
6 or 8	Cosmic Space God is angry with you and permanently removes 2 health from you.
5 or 9	Cosmic Space God is angry with you and permanently removes 2 Stealth from you.
4 or 10	Cosmic Space God kills all but one of your creatures. Your cheapest creature is the only survivor.
3 or 11	Cosmic Space God takes pity on you and lets you leave in peace if you want.
2	Cosmic Space God makes all your stats 2 for the next 22 turns - if your next roll is 2+2, all your stats stay the same but are increased by 2.
12	Cosmic Space God makes you a deal. If you can roll just one more 6 all your stats are raised by 6. If you roll 6+6 again, you get to add 1D6 to every roll from here on out, and can choose the dice you want to use for each result.



Dark Star Planet Table

I have heard of these planets: they circle stars whose gravity has grown so much it is pulling everything with it, including light. These aren't the best places to hang around.

1D6	Result
1	You discover a civilization of robots: they are quite kind, and invite you into their home. They tell you that they don't have supplies or anything biological for you, but they can give you an upgrade to your equipment to make building your creatures go faster.
2	You discover a civilization of robots. They are old used models of servant robots and the like and they hate humans. Roll 1D6 to see how many robots you will fight.
3	You find the capital city of an ancient civilization. There are ruins everywhere, and most of the life on the planet is dead, due to the Stars' lack of light and heat. -3 Supply.
4	You enter the planet's atmosphere, only to find that the ground underneath the planet is erupting in volcanoes and mostly covered in lava and you must leave. -3 Supply to leave the planet's atmosphere.
5	You find a city with life in it and travel to it. As soon as you land your ship in the docking bay, you realize it is a pirate planet and must now fight your way out. Roll on the Pirate ship table.
6	You find the planet is covered in water; there seems to be one mountaintop that is above the waterline with a large building on it. You go into the building and find that there is a single Monk living out his last days, saying, "I'm the top of this mountain." He gives you plans to increase the Health of all creatures by 1, when developing them for the cost of one Supply.



Derelict Ship Table

This could be your ship one day, just lifelessly floating around the galaxy, hoping someone will come and either put it out of its misery or retrofit it and give it life again. Its always a mystery to see what you can find on one of these ships, why is it here, what happened to the crew, and what will happen to you if you step onto it.

2D6	Result
2	Aliens, a swarm of small alien creatures that look like large six fingered hands with long tails, charges you. Roll 2D6 to see how many Alien Swarm creatures attack you.

3	Event Horizon, -2 Madness. There is something wrong with this ship, you hear noises and voices all around but there is nothing here. You are attacked by what looks like you. You must fight a copy of yourself who has no weapons and just uses the base stats. If you win, you gain 1 Madness back, and any creatures killed are brought back to life as if it were just a dream. If you lose, any creatures killed are brought back to life as well but you lose another -1 to Madness.
4	Solaris, -1 Madness, you hear echoes of past loves and friends calling you to launch yourself out of the airlock, roll 1D6 + Intelligence. If you roll over a 5 you are safe if not you lose another -1 to Madness.
5	Plague, roll 1D6 + intelligence, if your roll is above a 6, you have found a cure to the plague, if not 2 random creatures are killed.
6	Rogue AI security bots. Roll 1D6 to see how many Security bots you must fight.
7	Escaped prison vessel with a number of dead, frozen inmates that you can convert to Supply. Roll 2D6 to see how much Supply you receive.
8	Robot AI pilot that can't fix the ship, add a permanent +1 to your stealth.
9	Another science vessel like yours, with experimental creatures - Roll on unique items table.
10	Cryo pods are still intact with people in them, but the ship's crew are nowhere to be seen; help cryo people to the next civilized place, or convert them to Supply. Roll 2D6 to see how many people are in cryo pods. For each person that you try to save, it will cost you -1 Supply every turn until you reach any non-combat encounter, space station, trader, gambling vessel, etc. If you help the people you get +3 Supply for every person you help.
11	Space zombies, roll 1D6 to see how many space zombies you must face.
12	Empty ship, ready for the picking - roll 2D6, whatever that number is, is how many supplies you find. If you roll doubles roll again and add the numbers together.

Enemy Table

Type	Health	Stealth	Strength
Alien Swarm	1	2D6	1D6
Space Zombies	2	1D6	1D6
Cryo People	3	1D6	1D6
Monks	4	1D6+1	1D6+1
Trader	5	1D6+1	1D6+1
Security Guard	7	1D6+2	1D6+2
Pirate	8	1D6+3	1D6+3
Mercenary	8	1D6+3	1D6+3
Military Cadet	9	1D6+3	1D6+3
Military Veteran	11	2D6+1	2D6+1
Security Bot	12	2D6+2	2D6+2
Drone Bot	12	2D6+3	2D6+3
Mercenary Leader	12	2D6+4	2D6+4
Pirate Captain	14	2D6+4	2D6+4
Military Captain	15	2D6+5	2D6+5
Mercenary Overlord	16	2D6+6	2D6+6
Robot	18	2D6+6	2D6+6
Alien Species	20	3D6+3	3D6+3
Cosmic Space God	Player X10	Player X10	Player X10

GAMBLING SHIP

Crap; style table:

bet on a number, and if you roll that number you get your bet back, plus the winnings; all lost bets are taken away on every roll.

2D6	Winning;
7	1X
6 or 8	2X
5 or 9	3X
4 or 10	4X
3 or 11	5X
2 or 12	6X

Dice chance

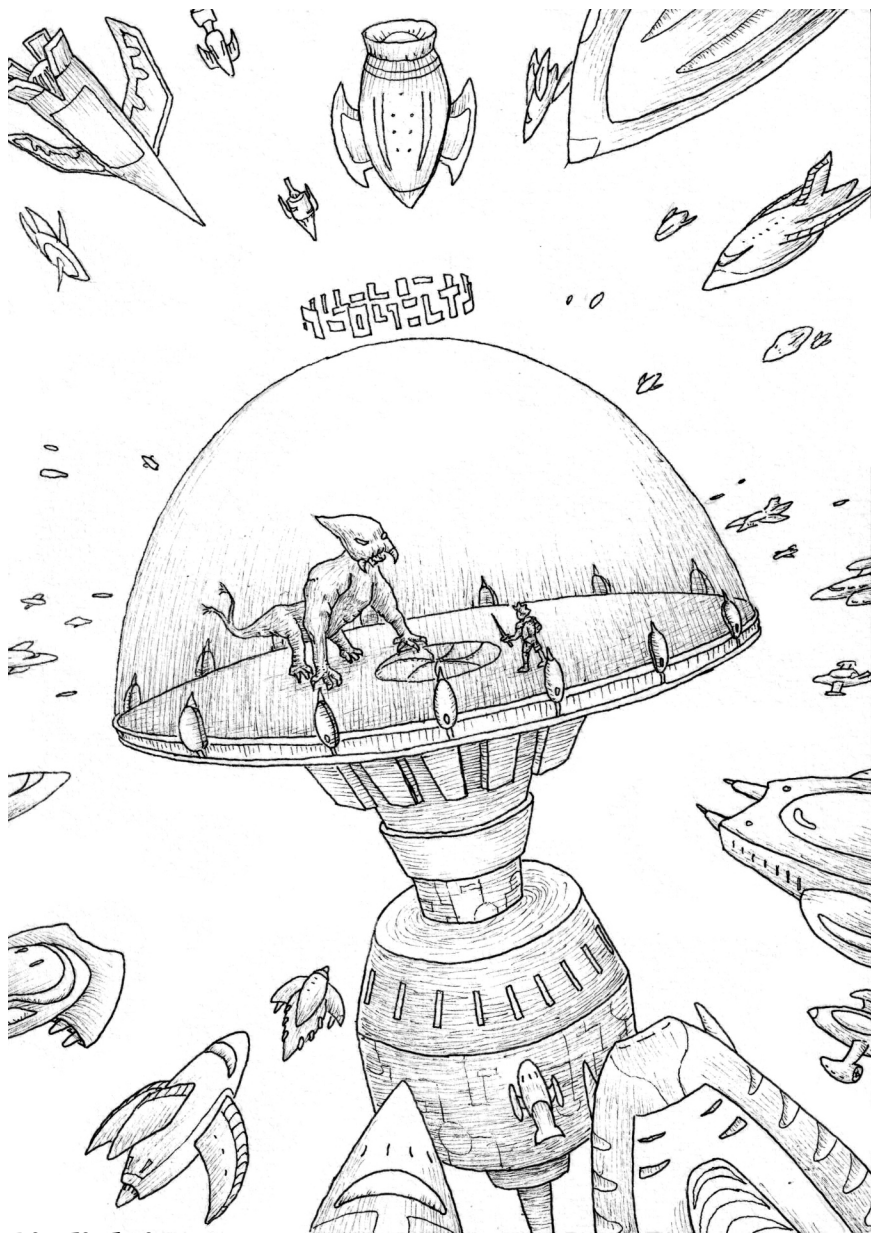
you roll the dice, however many you want, that is your number, you bet on that number, then you multiply how many dice you rolled by 2, if your number beats the second roll with the multiplied dice you win that many times the bet.

For instance you decide to roll 2 dice. you roll a 7, now you bet on that number, say 3 supply. then you will take 4 dice and roll, if the number rolled is less than 7 you win 6 supplies. if you had rolled 3 dice initially you would roll 6 dice as your competitor, if you would have won you would get 9 supplies and so on. If you roll at all you must bet at least 1 supply. Even if you roll 1 die and the result is a 1, which no matter what will always be beaten, you must pay at least 1 supply.

1 of 3

make a bet on numbers 1-2, 3-4, 5-6, roll 1D6, if you hit you win double your bet. so if you bet 2 supply on the number 1, and roll a die, and get a 1 or a 2 you win double your bet. but if you rolled a 3-6 you lose.

1D6	Winning;
1-2	2X Bet
3-4	2X Bet
5-6	2X Bet



Pit Fighting

fighting with your creatures to win money! The more the creatures fight humans the more Madness they gain. Roll on the Pit Fighting table to see who your creature will fight. Choose one creature only, That creature will fight a random enemy. if the creature wins that creature gets 1 to its Reputation, and the

enemies health X the supply bet you made. So first make a bet on supply, then choose a creature, then roll on the enemies table, if you win you get +1 Reputation and your bet X the starting health of the enemy.

2D6	Type	Health	Stealth	Strength
2	Mercenary Overlord	16	2D6+6	2D6+6
3	Drone Bot	12	2D6+3	2D6+3
4	Mercenary	8	1D6+3	1D6+3
5	Security Guard	7	1D6+2	1D6+2
6	Monks	4	1D6+1	1D6+1
7	Crio People	3	1D6	1D6
8	Trader	5	1D6+1	1D6+1
9	Pirate	8	1D6+3	1D6+3
10	Security Bots	12	2D6+2	2D6+2
11	Mercenary Leader	12	2D6+4	2D6+4
12	Pirate Captain	14	2D6+4	2D6+4

Giant Robot Head Ship Table

2D6	Result
Doubles;	Roll + Roll
7	Roll 1d6+Int if its higher than 11 you learn the ability to Raise or lower the composition of your creatures, 1 for every Supply you use
6 or 8	Roll 1d6+Int if its higher than 11 you learn the ability to Raise or lower the Body Shape of your creatures, 1 for every Supply you use
5 or 9	Roll 1d6+Int if its higher than 12 you learn the ability to Raise or lower the Feet Type of your creatures, 1 for every Supply you use
4 or 10	Roll 1d6+Int if its higher than 12 you learn the ability to Raise or lower the Arm/Hand Type of your creatures, 1 for every Supply you use
3 or 11	Roll 1d6+Int if its higher than 13 you learn the ability to Raise or lower the Teeth of your creatures, 1 for every Supply you use
2 or 12	Roll 1d6+Int if its higher than 14 you learn the ability to Raise or lower the Size of your creatures, 1 for every Supply you use.

Kidnapped

You wake up to find yourself on a mercenary ship, Roll on the Mercenary Overlord table to see which Mercenary Overlords ship you are on. All your created

1D6	Mercenary Overlord to Face
1-2	The Strategist
3-4	Urt
5-6	Blub

creatures, weapons, inventory and supplies are gone as well! You still have all the creature character sheets to make clones though. The mercenary lets you know that you work for them now and they want you to pump out some Fighter creatures for them, and only have 6 days before you see the Mercenary Overlord who wants to see your creations. From your current location, you will travel to the nearest empty space to the north. If the closest spot to the north has already been travelled to, then you will travel to the right of that spot, and so on, until you find an empty spot. If all the spots around your current location are full, then you will go up one more hex and keep going until you get to an empty one. You will do this for 6 days. See Creature Type Table on page 19 to see the minimum requirements for a fighter creature.

You really only have 2 choices:

1. Try and make some fighter creatures for the mercenary overlord, and see if he will set you free. If you have some fighter creatures in your creature character sheets already you can make them. If not, you must create new creatures until you have made a fighter. You are given 2D6 +10, supplies to create some fighter creatures for them. You have 6 days before you are brought before a mercenary overlord, at which point, if you have a fighter creature, you can hand it over. Then roll on the table below to see what happens. If you do not have one, then the overlord will attack you and you must try and survive.

Kidnaped Table

1D6	Result
1-2	He lets you go, with another 2D6 worth of Supply but he keeps all your currently created creatures as well.
3-4	He attacks you with his new creature to see how it does in battle. You can fight him with any other creatures you have made during the 6 days.
5-6	He says he wants a different one and gives you another 6 days create it.

2. Try and make some fighter creatures to fight the mercenary overlord. If you have some fighter creatures in your creature character sheets already, you can make them. If not, you must create new creatures until you have made a fighter. You are given 2D6 +10, supplied to create some fighter creatures strong enough to defeat the Mercenary Overlord. You have 6 days before you are brought before a mercenary overlord, at which point you can fight the overlord. If you lose you die. If you win, you get all the creatures, and personal affects you had before, given back to you and 20 supplies.

Large Military Vessel Table

The military really doesn't give a shit about you, but that ship you stole with the first creature and materials are enough to get some people who are higher up than the military to come after you, I would stay away from them as best as you can.

1D6	Result
1	You are faced with 2 Security guards holding stun rods.
2	3 security guards with stun rods
3	1 security guard with a stun rod
4	Captain of the ship and 2 security guards attack with 1 laser pistol and 2 stun rods.
5	Two military cadets with stun guns
6	1 military veteran with a laser pistol

Mercenary Ship Table

Mercenary's want your creatures too! They are looking for some good help them with their missions. They usually need strong and aggressive creatures, but sometimes they just want to cuddle up and just have someone to talk to. They also pay pretty well.

2D6	Result
Doublet	roll + roll
7	Roll on 3 stats, if one of your creatures is above that number, they will buy 4 at 3x the price
6 or 8	Roll on 2 stats, if one of your creatures is above that number, they will buy 5 at 2x the price
5 or 9	Roll on 2 stats, if one of your creatures is above that number, they will buy 4 at 2x the price
4 or 10	They need to buy any aggressive creature you have and will pay 2x the price.
3 or 11	They act like traders roll on trader table.
2 or 12	They act like pirates, roll on pirate table.

Pirate Ship Table

Space pirates are the worst! Especially the head pirate of the pirate guild Pirate Captain Sparrow Jack! I heard this fool travels around space with a compass... A Compass! IN SPACE!! What's the matter with these Pirates? They are completely nuts!

1D6	Result
1	1 pirate with laser Pistol
2	2 pirates with laser pistols
3	3 pirates with laser pistols
4	pirate captain with dual laser pistols and 2 pirates with laser pistols
5	2 pirate drone bots
6	1 pirate Captain with dual laser pistols and one drone bot

Random Asteroid Table

Where are these asteroids coming from? It came out of nowhere!

1D6	Result
1	Asteroid crashes through your engines, loose one move but still pay the hex price, also - 2 Supply to fix.
2	Asteroid hits one of your creatures, roll random creature, causing -5 to health.
3	Asteroid hits your leg causing -3 to your health.
4	Asteroid hits your main cabin causing -2 Supply to fix.
5	Asteroid hits your cargo bay causing -2 to fix and losing -3 extra Supply on top.
6	Asteroid tears through your cabin, costing -2 Supply to fix, but it imbeds itself at your feet, you see that the asteroid is glowing purple from within, you cut it open with a surgical razor and a purple gas shoots into your face giving you a permanent +1 upgrade to strength.

Random Debris Field Table

Better than finding a derelict ship sometimes is just finding parts of a ship or ships that are just floating around space. You don't have to go over to any uninviting ship, and worry about dying. These ships are already disassembled for you!

2D6	Result
Doubles	if roll doubles again, roll on unique items
7	found 3 Supply
6 or 8	found 4 Supply
5 or 9	found 5 Supply
4 or 10	found 6 Supply
3 or 11	found 7 Supply
2 or 12	found ship upgrade to cut the Gestation time of creatures creation in half

Ship Table

Ships	# of rooms	Types of enemies in room
Corporate Executive ship	3	1-2 Security Guard, 3-4 Security Bots, 5-6 Drone Bots
Small Military Vessel	3	1-2 Security Guard, 3-4 Military Cadet, 5-6 Military Veteran
Giant Robot Head Ship	4	Robot Alien Species
Trade Ship	4	1 Trader, 2 Security Guard, 3 Mercenary, 4 Security Bots, 5 Drone Bots, 6 Military Veteran
Mercenary Ship	5	1-2 Mercenary, 3-4 Mercenary Leader, 5-6 Security Bots
Cryo Ship	6	1-2 Cryo People, 3-4 Security Bots, 5-6 Security Guard
Corporate Cargo Ship	6	1-2 Security Guard, 3-4 Security Bots, 5-6 Drone Bots
Pirate Ship	7	1-2 Pirates, 3-4 Pirate Captain, 5-6 Security Bots
Large Corporate Ship	7	1-2 Security Guard, 3-4 Security Bots, 5-6 Drone Bots
Large Military Vessel	8	1 Security Guard, 2 Military Cadet, 3 Military Veteran, 4 Military Captain, 5 Drone Bots, 6 Security Bots
Gambling Ship	10	1 Mercenary Leader, 2 Pirate Captain, 3-4 Drone Bots, 5-6 Security bots
Space Station	15	1 Mercenary Leader, 2 Pirate Captain, 3 Drone Bots, 4 Security bots, 5 Military Captain, 6 Military Veteran. Room 15 is always Mercenary Overlord

Small Military Vessel

1D6	Result
1	1 Military cadet with something to prove holding a stun rod
2	2 Military cadets just off for a night of partying with stun rods
3	1 security guard with a stun rod
4	2 military cadets, one with a laser pistol and one with a stun rod
5	2 security guards with stun rods
6	1 military veteran with a laser pistol

Space Station

A space station has everything...

gambling,

gambling on creature fighting,

3 different traders, 2 with unique items,

stations also have mercenary overlords and the military so be careful. So they are a great place to make some extra money but terrible at the same time as you can easily be spotted and kidnapped.

While on a Space Station roll on the 3 different traders to see prices for their buying and selling.

Also if you are spotted on a space station you will be attacked
By double the amount of enemies.

Spotted Table

1D6	Result
1	Spotted, Five Mercenaries attack you. Roll up 5 Mercenaries in from the enemies table, the 2 weakest ones receive laser pistols as weapons. If you lose you are not killed but Kidnapped instead! See Kidnapped rules on page 66.
2	Spotted, you are spotted by a pirate with a rifle, who says there is a bounty on your head. Roll 1D6 to see what the current bounty is. If you can pay double the number rolled in Supply, the pirate will leave you in peace. If you don't want to or cannot pay the pirate, then you must fight him and his friends. Roll 1D6 to see how many pirates you must fight, then using the enemies table roll that many pirates. If you lose, you are not killed but Kidnapped instead, and given to mercenaries. See Kidnapped rules on page 66.
3	Spotted, roll on stealth 4 or better, if you fail, one military cadet attacks with a stun rod.
4	Spotted, roll on INT and Stealth Int of 6 and Stealth of 4, two military cadets, one with stun rod one with laser pistol.
5	You escape due to luck and skill!
6	Spotted, three mercenaries attack you, one with a pistol two with a rifle. If you lose you are not killed but Kidnapped instead. See Kidnapped rules on page 66.

Trade Ship

Trade Ship Buying

Roll on each item to see the cost in Supply.

The Trade ship will purchase any of the

creatures you have on hand, for the price rolled. The Result column shows the price at which the trade ship will purchase your creatures. The price can never go below 1 Supply. For instance, if you have a creature that has a Gestation price of 2, and roll 1D6

1D6	Result
1 or 2	buy at normal price
3, 4, or 5	buy at half price
6	buy at double the price

to determine the traders price, and roll a 1 or 2, the trader will purchase your creature for 2 Supply, if you roll a 3, 4, or 5, the trader will buy your creature for 1 Supply. If you roll a 6 the trader will buy your creature for 4 Supply.

Trade Ship Selling

Roll on each item to see the cost in Supply.

The Galactic traders are great people, who love to take your money!

1D6	Result
roll	Temp boost to one stat for one turn for you or any creature.
roll	Escape one encounter. This can only be used once.
roll	See the weapons table. You pay the 1D6 to see the weapons.
roll	half the Gestation time of one creature created
roll	half the cost of one creature
roll	Supply Crate — Do not lose any Supply for one turn, while moving on the space table.

Unidentified Ship Table

1D6	Results
1	Military Test Ship - roll on military table
2	Pirate ship - Roll on Pirate table
3	Robot ship - Roll on robot ship table
4	Alien Species - Roll on Alien Species Table
5	Robots are doing genetic experiments - Trade your creatures for 4X the price
6	Mercenary Leader Ship - Roll on Merc table

Unique Items Table

Doublets Only / 2D6	Result
1+1	Add another Creature Tank to your ship so you can output 2 creatures at a time.
2+2	Permanently half the time it takes to produce a creature.
3+3	ability to add +1 to creature Health costing +1 Supply
4+4	ability to add +1 to creature Stealth costing +1 Supply
5+5	ability to add +1 to creature Intelligence costing +1 Supply
6+6	ability to add +1 to creature Strength costing +1 Supply

Weapons Table

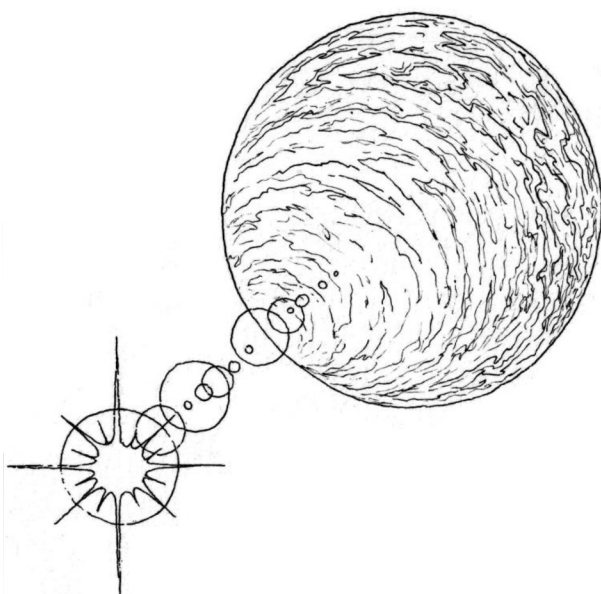
The Weapons in the game are on the below table:

Weapon Name	Attack Power	Price
Hypodermic Needle H2H	1	1D6
Laser Scalpel H2H	1	1D6
Laser Stapler H2H	2	1D6
Laser Chest Opener H2H	2	1D6
Defibrillator H2H	Stun + 1	2D6
Stun Rod H2H	Stun + 1	2D6
Stun pistol P	Stun + 2	3D6
Laser Pistol P	3	2D6
Laser Rifle P	4	2D6
Drone Bot P	4	2D6
Security Bot P	5	2D6

You will notice that some of the weapon types have the ability to **Stun**. When attacking with anything that has stun, the defending opponent, if hit, will not attack for 1 turn.

The weapons that are hand to hand, will have **H2H** to the right of the weapon name, and the weapons that are projectile weapons will be labeled **P** next to them. Weapons that are **H2H** will add to a character's attacking stat. A weapon that is a **P** weapon does not add to the attacking stat, but is used instead of that stat.

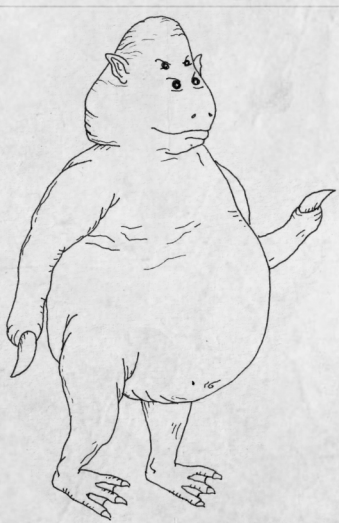
The price of the weapons is determined by rolling the number of die in the Price column and adding in the number of the Attack Power column, and must be done every time you access the table for a single transaction. So if you go to a trader to buy and sell some weapons, you will only have to roll once on those weapons for the whole time at this trader. iif you leave and travel somewhere else in space, and come back later you will have to re-roll to see what the prices are as they have changed.



White Star Planet Table

1D6	Result
1	You discover a Trade Planet, everything here is cheaper than anywhere else, roll on the trader table and half the price of everything you can buy. As long as your Madness is 5 or below, you can enter this planet.
2	You discover a Pirate Planet. They have Gambling and Human Upgrades facilities. You can Gamble here or roll on Human Upgrades Facility. As long as your Madness is 5 or above you can enter this planet.
3	You find an ancient civilizations City. The people are alive and well and living in a civilization of pre space flight. If you enter here, you will enact the wrath of Cosmic Space God, but you can sell your space tech to them which will give you 100 supplies. Roll on Cosmic Space God table before you can enter the planet.
4	You find the planet is lush with plant life and no living creatures to be found. The air here is healing and you gain +1 to your permanent health.
5	You find a planet full of Mercenaries who want to buy all your creatures at double the normal price.
6	You find a planet full of monks, there is a peaceful race and you gain 10 supplies from them.

Pre Generated Creatures - On the next few pages you have some creatures that have been generated for you. You can just fill in your Creature Number, Reputation, and Gestation time.

Creature Name		<i>Dibbum</i>				
Creature Number		Reputation		Gestation Time		
Number of Legs	Number of Arms	Number of Eyes	Number of Ears	Intelligence	Dominance	Size
2	2	4	2	2	2	4
Body Shape	Composition	Head Shape	Feet Type	Hand Type	Teeth	Vision Shape
8	5	9	5	11	4	12
Kindness	Own Species	Other Species	Other Humans	Owner	Diet	
1	3	2	4	2	3	
Health	Stealth	Strength	Total Temperament		Madness	
9	8	10	14		11	
<p style="text-align: center;">Sketch</p> 						

Created By - Evilreaper

Creature Name

AC9301

Creature
Number

Reputation

Gestation
Time

Number of
Legs

2

Number of
Arms

4

Number of
Eyes

4

Number of
Ears

2

Intelligence

8

Dominance

9

Size

||

Body
Shape

8

Composition

5

Head
Shape

4

Feet
Type

3

Hand
Type

8

Teeth

11

Vision
Shape

10

Kindness

4

Own
Species

4

Other
Species

3

Other
Humans

3

Owner

4

Diet

1

Health

16

Stealth

16

Strength

12

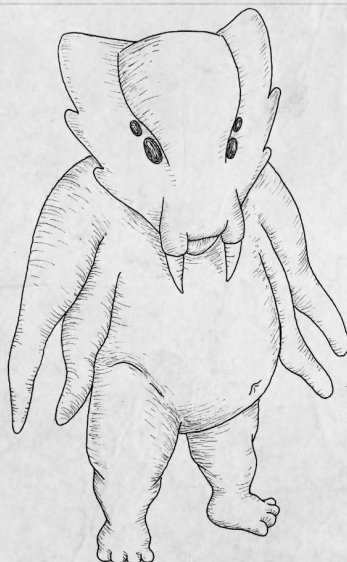
Total
Temperament

27

Madness

19

Sketch



Created By - Nick Consola

Creature Name

Bufowyglen

Creature
Number

Reputation

Gestation
Time

Number of
Legs

2

Number of
Arms

2

Number of
Eyes

2

Number of
Ears

2

Intelligence

1

Dominance

1

Size

3

Body
Shape

2

Composition

4

Head
Shape

6

Feet
Type

5

Hand
Type

5

Teeth

4

Vision
Shape

2

Kindness

1

Own
Species

1

Other
Species

1

Other
Humans

1

Owner

1

Diet

3

Health

7

Stealth

7

Strength

11

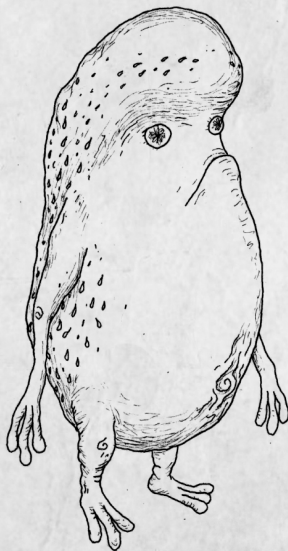
Total
Temperament

6

Madness

6

Sketch



Created By - Xyan Aguilar

Creature Name

Chaisen

Creature
Number

Reputation

Gestation
Time

Number of
Legs

4

Number of
Arms

0

Number of
Eyes

6

Number of
Ears

2

Intelligence

4

Dominance

2

Size

4

Body
Shape

7

Composition

7

Head
Shape

5

Feet
Type

11

Hand
Type

11

Teeth

5

Vision
Shape

8

Kindness

2

Own
Species

1

Other
Species

2

Other
Humans

2

Owner

2

Diet

2

Health

11

Stealth

13

Strength

2

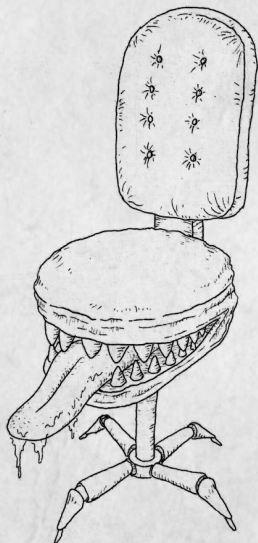
Total
Temperament

11

Madness

6

Sketch



Created By - Xyan Aguilar

Creature Name

Hedo

Creature
Number

Reputation

Gestation
Time

Number of
Legs

0

Number of
Arms

1

Number of
Eyes

2

Number of
Ears

0

Intelligence

5

Dominance

1

Size

2

Body
Shape

2

Composition

7

Head
Shape

11

Feet
Type

0

Hand
Type

8

Teeth

0

Vision
Shape

7

Kindness

1

Own
Species

1

Other
Species

1

Other
Humans

1

Owner

1

Diet

3

Health

9

Stealth

5

Strength

9

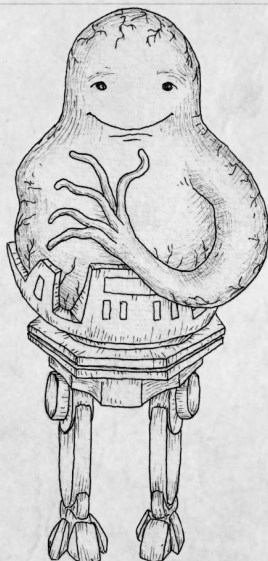
Total
Temperament

6

Madness

0

Sketch



Created By - Lilly & Simon Germany

Creature Name

Imue

Creature
Number

Reputation

Gestation
Time

Number of
Legs

6

Number of
Arms

0

Number of
Eyes

4

Number of
Ears

0

Intelligence

5

Dominance

1

Size

2

Body
Shape

2

Composition

12

Head
Shape

9

Feet
Type

12

Hand
Type

0

Teeth

12

Vision
Shape

4

Kindness

1

Own
Species

1

Other
Species

1

Other
Humans

1

Owner

1

Diet

2

Health

14

Stealth

16

Strength

1

Total
Temperament

6

Madness

3

Sketch



Created By - Truman Simpson

SCIENTIST CREATION

2D6	Health
7	10
6 or 8	9
5 or 9	8
4 or 10	7
3 or 11	6
2 or 12	5

2D6	Stealth
7	7
6 or 8	6
5 or 9	5
4 or 10	4
3 or 11	3
2 or 12	2

2D6	Intelligence
7	8
6 or 8	8
5 or 9	7
4 or 10	6
3 or 11	5
2 or 12	5

1D6	Strength
1,2,3	2
4,5	3
6	4

Madness = 1

Your scientist will start with a madness of 1.

Supplies = 2D6+10

Roll 2D6 and add 10 to get your starting Supplies.

Reputation = 1

Your scientist will start with a reputation of 1.

SPACE MILITARY SCIENCE DIVISION



NAME:

HEALTH:

STEALTH:

INTELLIGENCE:

STRENGTH:

MADNESS:

WEAPONS:

SUPPLIES:

REPUTATION:

INVENTORY:

PERSONAL IDENTIFICATION CODE:



CREATURE CREATION

Creature Number - What number creature created is this.

Reputation - Your creatures start with a Reputation of 1.

Gestation - Creature Size - (Scientist's Intelligence % 2).

Health - Composition + Size.

Total Temperament - Kindness + Own Species + Other Species + Other Humans + Owner + Dominance.

Madness - Total Temperament + Diet - Intelligence - Madness Size Table.

Stealth - (# of Legs + Feet Type + Health) / 2 (Rounded UP).

Strength - # of arms (x) Attack Number on creature hand table + Strength Size Table.

2D6	# of Legs	# of Arms	# of Eyes	Ears
7	2	2	2	2
6 or 8	2	2	3	3
5 or 9	2	2	4	4
4 or 10	3	1	5	5
3 or 11	0	0	1	0
2 or 12	4	4	6	6

2D6	Intelligence
Doubles	roll+roll
7	1
6 or 8	4
5 or 9	3
4 or 10	2
3 or 11	3
2 or 12	5

1D6	Diet
1 or 2	3 Herbivore
3 or 4	1 Carnivore
5 or 6	2 Omnivore

2D6	Size in Feet
Doubles	Size + Size
7	1
6 or 8	3
5 or 9	5
4 or 10	7
3 or 11	9
2 or 12	11

2D6	Body Shape	Composition	Head Shape
2	Small Round	Gelatinous	Large round
3	Small Square	Thin Glass noodle like	Large square
4	Skinny and pearish	Soft Thin	Large Triangleish
5	slender and long	Like Human Skin	slender and long
6	slender and short	Harder than Human Skin	fat and long
7	Fat and pearish	Light Thin Leather	slender and short
8	fat and short	Hard Leather	fat and short
9	fat and long	Covered in hard Plates	Fat and pearish
10	Large Triangleish	Soft Rock	Skinny and pearish
11	Large square	Rock Hard	Small Round
12	Large round	Diamond hard	Small Square

2D6	Feet Type	Hand Type	Teeth	Vision Type
2	Fins	Fins	Mandibles	Infrared
3	Soft clawless Paw	Soft clawless Paw	Rows of Serrated	Blind
4	Spider Like, Sticks to walls	Spider Like, Sticks to walls	None	360 Vision
5	Webbed	Webbed	Canine	Only shapes
6	Stump	Stump	Flat Molars	Black/White
7	Human	Human	Human	Human
8	Tentacles	Tentacles	Small Flat Tusks	Only motion
9	Hoof	Hoof	Baboon Like	Ultrasonic
10	Fossorial - Mole Style	Fossorial - Mole Style	Rows of Stumps	Ultraviolet
11	Single Talon	Single Talon	Sharp Tusks	X Ray Vision
12	Clawed Paw	Clawed Paw	Rows of Fangs	Thermal

2D6	Dominance
Doublet	roll + roll
7	1
6 or 8	2
5 or 9	3
4 or 10	4
3 or 11	5
2 or 12	6

2D6	Kindness	Own Species	Other Species	Other Humans	Owner
7	1	1	1	1	1
6 or 8	1	1	1	1	1
5 or 9	2	2	2	2	2
4 or 10	2	2	2	2	2
3 or 11	3	3	3	3	3
2 or 12	4	4	4	4	4

Madness Size Table

Size in Feet	- this number
1	4
2	4
3	4
4	3
5	3
6	3
7	2
8	2
9	2
10	1
11	1
12	1

Strength Size Table

Size in Feet	+ this number
1	1
2	1
3	1
4	2
5	2
6	2
7	3
8	3
9	3
10	4
11	4
12	4

Strength Creature Hand Table

Hand Type	Add In Number
2	0
3	0
4	Stun + 1
5	1
6	1
7	2
8	Stun + 2
9	3
10	4
11	Stun + 4
12	5

Creature Name

**Creature
Number**

Reputation

**Gestation
Time**

**Number of
Legs**

**Number of
Arms**

**Number of
Eyes**

**Number of
Ears**

Intelligence

Dominance

Size

**Body
Shape**

Composition

**Head
Shape**

**Feet
Type**

**Hand
Type**

Teeth

**Vision
Shape**

Kindness

**Own
Species**

**Other
Species**

**Other
Humans**

Owner

Diet

Health

Stealth

Strength

**Total
Temperament**

Madness

Sketch

Creature Name

**Creature
Number**

Reputation

**Gestation
Time**

**Number of
Legs**

**Number of
Arms**

**Number of
Eyes**

**Number of
Ears**

Intelligence

Dominance

Size

**Body
Shape**

Composition

**Head
Shape**

**Feet
Type**

**Hand
Type**

Teeth

**Vision
Shape**

Kindness

**Own
Species**

**Other
Species**

**Other
Humans**

Owner

Diet

Health

Stealth

Strength

**Total
Temperament**

Madness

Sketch

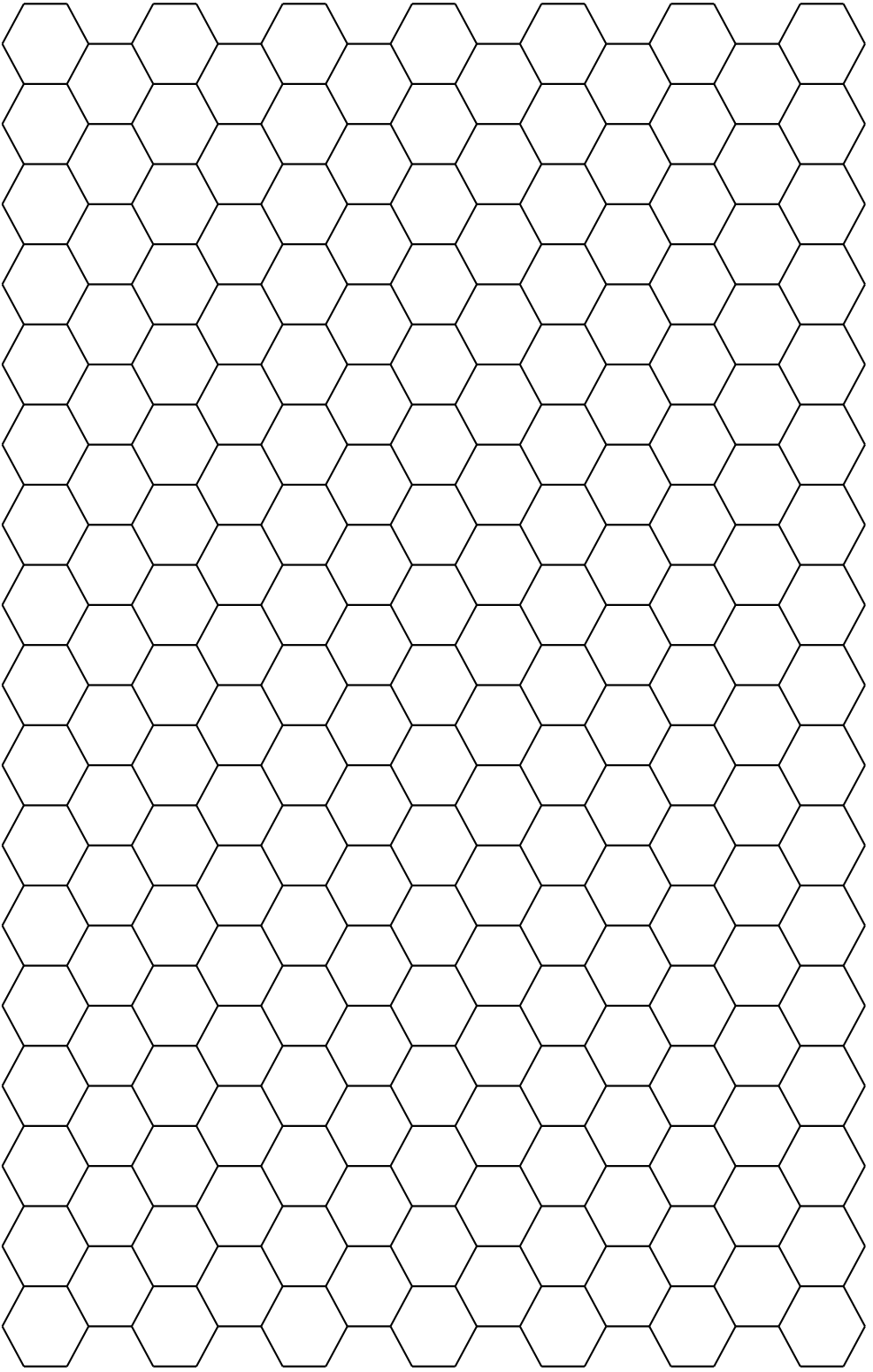
Thank you all, and the ones who didn't want to be listed. If it was not for you this game would not have seen the light of day. I am overjoyed that all of you have helped make this game a reality! I really hope you enjoy it and keep in touch with any suggestions, comments or improvement's that you think could be made for any future expansions. Thank you very much again!

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Vesala
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Lilly & Simon Germany
Truman Simpson
Xyan Aguilar
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THIS IS THE LIFE YOU CHOSE