X-plorers

Dave Bezio's
X-plorers
The Game of Galactic Troubleshooters!

By David Bezio

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Forward –Dave Bezio

X-plorers is a "what if?" game. In this case, what if the fathers of the role playing hobby had focused on science fiction, rather than fantasy, when they wrote that first set of official rules back in 1974? What if that first game was about humans expanding and exploring their universe, instead of delving into deep dungeons to kill monsters to earn treasure?

These are the questions *X-plorers* attempts to answer. X-plorers takes the original fantasy role playing game as a starting point, and morphs it into something suitable for science fiction. Like the games of yore, these rules attempt to give you a very basic, but strong, core to use in the development of your own game. The framework is here, but the finished artwork you paint is up to you.

By today's standards, this game may be considered "out-dated". It doesn't take into account modern technology, super computers, cyber-punk or the advances in modern cinema and special effects. It's an attempt to envision a unique universe of science fiction through the eyes of someone living in 1974. I hope you enjoy the tone and feel of *X-plorers*, and have many fun adventures developing your universe.

Forward – John Adams

We at Brave Halfling Publishing are honored and excited to have the opportunity to publish Dave Bezio's X-plorers RPG! While we have gently edited and arranged Dave's original text, we have only done so to promote greater clarity and broader appeal. From the beginning, our only goal has been to make this edition of X-P as easy-to-use and as helpful to gamers as possible. Please be assured - absolutely no mechanics have been altered. We hope you enjoy this BHP version of Dave's great game as much as we do!

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MULLEN

Introduction

The slobbering tentacled creature was making its way quickly toward us on its chitin covered legs. A green acid-like substance was dripping from its mandibles as they clicked quickly back and forth. I drew my laser pistol from its holster.

"Wait Max!" yelled Dr. Rebecca, "What if it isn't hostile? We should try to make contact first."

I looked back at the slime-covered creature, and thought about our dead comrades. Perhaps it was all a misunderstanding? If it was, I would never know. I pulled the trigger and the energy bolt struck the creature with a blinding flash!

The United Corporate Nations

In the year 2,222 AD, Earth, Venus, and Mars are united under one government, the United Corporate Nations (UCN). The UCN is a political engine composed of representatives of thousands of powerful corporations. Earth itself is mostly a sprawling city of high tech skyscrapers, and the corporate offices of the most powerful organizations. The employees of these corporations (the denizens of Earth) live in various levels of comfort, based upon their income and relative status.

Venus and Mars are highly terraformed, and have been colonized for a couple hundred years. They aren't nearly as densely populated as Earth, but do boast populations in the billions, and are also the home of many rapidly developing corporations.

Far beyond our solar system lie the Reaches, a densely packed cluster of stars, many with habitable worlds very similar to Earth. Faster than light ships, with matter screens, can make the long journey into space at incredible speeds. Systems of the Reaches are still being explored by survey teams from the UCN. The UCN is looking for both habitable planets and those ripe for resource exploitation. Of course there are laws and strict (time consuming) procedures covering this exploration.

Some colonies in the Reaches are directly under the control of a single corporation, while some are under the collective control of the UCN. Others are independent, legally claimed and funded by other sources. Systems of government in the colonies vary from UCN appointed corporate executives to self appointed emperors or elected governors. Despite the presence of the UCNP (the UCN Police), the Reaches are a breeding ground for corruption.

A Role Playing Game

X-plorers is a science fiction role playing game. A role playing game (RPG) is make-believe with rules. It is a social activity where players pretend to be heroic characters adventuring in a universe of the far future. Role playing is pretending to be a different persona and acting as that character would. The game rules and mechanics define the capabilities of each character and help to determine the outcome of his or her actions.

This RPG requires a group of people to play. Four or five is optimal, but it can be played with many more and as few as two. One person takes on the role of Referee, while the others each take on the role of a Player Character (PC), or simply, characters.

The Referee has the greatest responsibility when playing the game. He or she develops and creates the galaxy and story in which the PCs adventure. He also takes the role of all the denizens of that galaxy that aren't player characters, such as aliens, creatures, and other non-player characters (NPCs). Finally, the Referee runs the game, Refereeing disputes, interpreting rules, and making sure everyone stays involved in the action.

The players use these rules to create the heroic persona or character they will role play. During the game the players will be faced with situations, challenges, and problems as presented by the Referee. It is their responsibility to stay in character, and solve these dilemmas as they feel their characters would. Sometimes this involves using ones imagination and wit, while other times it involves the luck that hinges on the toss of a couple of dice.

Together the Referee and the players create grand stories and epic adventures in the galaxy of X-plorers that will be long remembered. See "How the Game Plays" in the appendix for an example of role-playing in practice.

What's Needed to Play?

A role playing game is usually played around a table. Most of the action takes place verbally and in the players' imaginations as they create the story together. However, there are a few components that are necessary to play, and a few that are just helpful in making the experience more fun.

X-plorers Rulebook: This book contains all the rules you need to create characters and play the game.

Players: X-plorers requires at least two people to play, while a group of four to six usually works best. One takes the role of Referee, while the rest take the roles of player characters. Character sheets for recording characters can be found at the back of the rulebook, or you can simply use a sheet of paper, or even an index card.

Dice: The Referee and each player should have at least one 20-sided die and three six-sided dice.

Miniature Figures: Most hobby stores sell metal or plastic miniature figures for war gaming and role playing. They also sell battle mats or graph paper with one inch grids. X-plorers combat is traditionally played without miniatures, where all the action takes place in your imagination. However, many people find it helps them to visualize the combat better when they have a physical representation of the scene of the battle. The choice to use them or not is yours.

A Mission: The Referee should have a mission ready to play. Most Referees write their own missions. Pre-made missions can be found in *Galactic Troubleshooters*, the X-plorers magazine.

Other Stuff: Needless to say, you will need other stuff. Scratch paper for notes, graph paper for maps, and pencils to write with are a necessity. Having some type of tokens, counters, or gaming stones will be extremely helpful if using miniatures. Snacks and soda will keep players happy too!

How Dice are Used in X-Plorers

X-plorers uses standard six-sided dice that can be found in any game or department store, and a 20-sided die that can be found in most game stores.

When referring to dice an abbreviation is always used. The first number of the abbreviation is the number of dice to be rolled, followed by the letter "d" (which stands for die or dice), followed by a 6 or 20 (which stands for the six-sided or 20-sided die being used for the roll). For example, 2d6 means you should roll two six-sided dice and add the result.

Sometimes a roll of 1d3 will be called for. This is simply made by rolling 1d6 with a number 1 to 2 = 1, 3 to 4 = 2, and 5 to 6 = 3.

Finally, sometimes there may be an additional positive or negative modifier listed after the dice. This is simply added or subtracted from the die roll total. For example, 1d6+2 means to roll one six-sided die and add 2 to the total for a result of 3 to 8.

How to Use This Book

This rule book is for the players. It details everything players need to create their characters and play the game. It also shows the players how to improve their PCs with the experience they gain from completing missions.

Most Important!

While this work is referred to as the "rule book" there is only one absolute rule: Anything in this book should be thought of as changeable! You read that right: this book should simply be thought of as guidelines for you to create the type of game you desire.

The Referee is the final authority on rules, and after weighing the consequences, if he thinks something should be changed, then so be it. The main purpose of the game is to have fun. If changing, adding, or ignoring certain rules adds to that fun, then, by all means, do it!

Remember, X-plorers is a "retro" style game. It doesn't include rules and modifiers for every single possible situation. It is purposely designed like this to allow you to customize and create your own style of play and house rules, like in the "good old days."

CHAPTER ONE:
CHARACTER CREATION

The first step in playing the game is to create a player character. This is a simple matter of rolling some dice to randomly determine your character's physical and mental weaknesses and strengths, picking a character class, and using your game money (credits) to buy some equipment. Once completed, you are ready for your first mission.

The Role of Your Character

The PCs can choose to take any role in the game they like, but the default idea is that they form an X-plorers team. X-plorers are also known as galactic troubleshooters. These special operatives are hired to solve problems of all types, both big and small. X-plorers have a very good reputation for being loyal to whoever is currently employing them. They can work discreetly, and can be trusted with sensitive information.

An X-plorers team can take missions from one of several possible organizations. They can work for the government of Earth, Mars, or Venus. They might work directly for the UCN itself. Perhaps they work for the private interests of one of the major corporations, or even a smaller corporation. The PCs may be more idealistic, working for one of the colonies of the Reaches, or perhaps for a single individual's interest. Finally, they may simply be mercenaries or smugglers taking on any job they can find.

Character Creation Summary

Follow these simple steps to create your character (a character sheet to record all this information can be found at the back of the X-plorers rule book).

Step 1: Attribute Scores
Roll 3d6 and total the result once for each of the four attribute scores (Agility, Intelligence, Physique, and Presence). Note bonuses or penalties for high or low scores.

Step 2: Character Class
Choose a character class from chapter two (Scientist, Soldier, Scout, or Technician). Note your class skills.

Step 3: Hit Points, Basic Hit Bonus, Saving Throws
Your character starts at 1st level. Roll 1d6 for your hit points and add your Physique bonus (if any). Note your basic hit bonus (BHB) and calculate your melee and ranged bonus by adding your Physique bonus and Agility modifiers to the BHB respectively. Note your saving throw (ST). All this information can be found on the Character Advancement Table on page 7.

Step 4: Equipment
Roll 3d6 x 100 to determine your starting credits, and equip your character from the equipment lists in chapter three. Determine your armor class (AC) and note the damage your weapons cause.

Step 5: Personality
Name your character and create their background story. Add any details you like, such as height, weight, age, and a physical description.

Attribute Scores

Attributes define the character both physically and mentally. They represent the innate natural talent and traits the character possesses. There are four Attributes: Agility, Intelligence, Physique, and Presence.

Roll 3d6 for each attribute in the order listed above. Once those rolls have been calculated, it is often obvious which type of character best fits the stats, but a player always has the option to play any character class desired. You may swap two of the scores to help create the type of character you want.

Agility (AGI) is a measure of a character's dexterity, hand eye coordination, balance, quickness, reaction speed, and ability to manipulate their body while maintaining control. You will use agility when trying to perform acrobatic movements, catch or grab items, or get out of something's way.

- Use your agility bonus for agility-based saving throws and skills.
- You use your agility bonus to modify your "to-hit" number with ranged weapons.
- The agility bonus is used to modify a character's armor class (AC).

Intelligence (INT) is a measure of a character's IQ, knowledge, education, common sense, perception of his surroundings, and ability to learn. You will use intelligence to comprehend complex ideas, notice obscure or out of place things, or to recall something you may have learned in your past.

- Use your intelligence bonus for intelligence-based saving throws and skills.

Physique (PHY) is a measure of physical power and the ability to use that power. It is also the characters constitution, health, stamina, and overall physical fitness. You will use Physique when trying to move or lift heavy objects, trying to break or force things, fighting off the effects of disease or poison, facing adverse physical conditions, or when performing extended actions that take a lot of endurance.

- Use your Physique bonus for Physique-based saving throws and skills.
- You use your Physique bonus to modify your "to hit" and damage with melee weapons. (This also modifies unarmed attacks. Punches do 1d3 points of damage.)
- Your Physique bonus is added to the d6 you roll for hit points every level.

Presence (PRE) is a measure of a character's charisma, leadership, personality, inner strength, willpower, bravery in the face of terrifying things, and to an extent, his swagger and good looks. Presence is the characters outer and inner soul, if you will. It is important when trying to negotiate with someone or impress them (intentionally or otherwise). It is also important to actions such as persuasion, gaining information, and trying to get oneself out of a sticky situation.

- You use your Presence bonus for Presence-based saving throws.

Attribute Modifiers

Each attribute has the potential to modify what you can do. Particularly high or low attribute scores grant your character a modifier (i.e., a bonus for above-average scores or a penalty for lower ones). The table below lists the modifiers for high or low attribute scores:

Table 1: Attribute Modifiers

Attribute Score	Description	Modifier
3-4	Poor	-2
5-8	Below Average	-1
9-12	Average	0
13-16	Above Average	+1
17-18	Great	+2

Choosing a Character Class

Chapter two lists the four character classes, Scientist, Soldier, Scout, and Technician. After you have rolled your attributes, you should decide which class you want to play. Characters with high Intelligence make better Scientists and Technicians, while those with a higher Physique make better Soldiers, and those with a higher Agility make excellent Scouts.

Character Advancement

The Character Advancement Table below applies to all characters and contains the following information:

Level: Refers to the level of experience of the character. All characters start at 1st level.

XP: This is the number of Experience Points (XP) needed to advance to this level. Starting characters have zero XP.

HD: You roll six-sided hit dice (HD) to determine your hit points, which measure the damage your character can sustain before dying. You roll 1d6 at first level (adding your Physique bonus) to determine your hit points (HP). Every subsequent level you roll another 1d6 + Physique bonus and add it to your previous hit points for your new hit point total. You can never gain less than 1 HP per level, despite a negative Physique modifier. Note: Referees may allow characters to take the maximum HP (6 + Physique bonus) at 1st level.

BHB: This is the "Base Hit Bonus" added to any attack roll; note that the Soldier occupation has a different advancement scheme (See Combat).

ST: This is the base Saving Throw number. You must roll this number or greater on a d20 to succeed at saving throws (See Playing the Game).

Table 2: Character Advancement

Level	XP	HD	BHB	Soldier BTB	ST
1	0	1	+0	+1	15+
2	2,500	2	+0	+1	14+
3	5,000	3	+0	+2	13+
4	10,000	4	+1	+2	12+
5	20,000	5	+1	+3	11+
6	40,000	6	+2	+4	10+
7	80,000	7	+2	+4	9+
8	160,000	8	+3	+5	8+
9	320,000	9	+4	+6	7+
10	640,000	10	+5	+6	6+

Reading the Character Classes

After you have determined your basic attributes you need to decide on your character's class. There are four classes: Scientist, Soldier, Scout, and Technician. This determines your characters niche and skills during the game. You can further diversify your character by learning the skills of other classes through multi-classing (if the Referee allows this). The rules for multi-classing follow the individual class descriptions.

Each character class has a description below, as well as a table of four skills in which the class is proficient. The table shows how each skill progresses by the level of the character (or level of the skill in the case of multi-classing).

For the most part, the number shown on the table is the number needed to be rolled (or greater) on a d20 in order to successfully use the skill. This is called a Skill Check (SC). Two of the Soldier skills (weapon specialization and martial arts) work a little differently and are explained in their description. Note: a roll of a 1 always fails and a roll of 20 always succeeds, despite any modifiers to the skill check.

If the skill description is followed by an attribute in parenthesis, then this attribute's bonus is added to the d20 roll when attempting to use this skill.

Scientist

Scientists are an essential part of any X-plorers group. Not only are they a fountain of knowledge on the environment, but they are also experts on dealing with alien life forms. Scientists can use computers to retrieve data and analyze things. They are also trained in medicine and first aid and are able to heal their companions when they get hurt.

Table 3: Scientist Skills

Level	Computers	Medicine	Science	Sociology
1	13+	15+	13+	16+
2	12+	14+	12+	15+
3	11+	13+	11+	14+
4	10+	12+	10+	13+
5	9+	11+	9+	12+
6	8+	10+	8+	11+
7	7+	9+	7+	10+
8	6+	8+	6+	9+
9	5+	7+	5+	8+
10	5+	6+	5+	7+

Computers (INT): Computers are complicated machines used to compile and interpret data. Scientists are experts at putting data into computers and receiving information based on that data. Since most advanced computers take up a large space, the Scientist will usually have to return to his office or spaceship to use the computer for scientific purposes (unless he has a portable computer). Many corporations and governments use computers to store information, and proficient Scientists can figure out how to retrieve this data.

Medicine (INT): Scientists can perform field medicine on an individual immediately after he was hurt (right after a fight or accident). Using medicine "hypos" (hypodermic injections) and bandages, he can heal 1d6 points of damage. Note: use of the medicine skill cannot heal more damage than was just sustained, or more hit points than the character had to start. In a hospital or sick bay, the Scientist can automatically (no roll necessary) heal 1d6+3 points of damage a day (instead of the usual 1d6 gained by natural healing).

Science (INT): Science covers all scientific studies (i.e., astronomy, biology, geology, chemistry, etc.). This can be used to analyze things in the field or make scientific deductions.

Sociology (INT): Sociology is the study of society. This includes intelligent alien life forms as well as animal life. The Scientist can use this skill to figure out the reason for the confusing behaviors of animals or aliens.

Soldier

Soldiers are an essential part of any X-plorers group. They are trained in all weapon use and repair. They know how to blow stuff up, kill the enemy, and are deadly with or without an actual weapon in their hands. Soldiers are also adept in surviving in a hostile environment, and can lead their companions through the rough wilderness of alien worlds.

Table 4: Soldier Skills

Level	Demolitions	Martial Arts	Survival	Specialist
1	15+	1d3+1	13+	
2	14+		12+	1 to hit
3	13+	1d3x2	11+	
4	12+		10+	+1 damage
5	11+	1d3+1x2	9+	
6	10+		8+	+1 attack
7	9+	1d6x2	7+	
8	8+		6+	+2 damage
9	7+	1d6+1x2	5+	
10	6+		5+	+2 attack

Demolition (INT): The Soldier knows how to use plastic explosives and other explosive devices and timers. With this skill he can successfully set charges big or small. If successful the explosion will have the desired effect (such as blowing a lock off of a door or blowing up a skimmer when the door is opened). The Referee will determine the result of a failed test. On a roll of 1, the explosive may immediately blow up causing damage to the Soldier. Plastic explosives cause 4d6 points of damage to anything within a blast radius of one meter of the explosion per 50 grams used. The Soldier can use a wick or timer to detonate the explosive.

Martial Arts (PHY): The number listed is the amount of damage the Soldier inflicts with unarmed attacks (note: you add your Physique bonus to this). At 3rd level, the Soldier gets two attacks per round with fists and feet. In addition, if the Soldier ever rolls a 20 while fighting unarmed, he knocks out his opponent for 1d6 rounds.

Survival (INT): Survival is the Soldiers ability to find food and shelter in hostile environments and on alien worlds. The Referee may determine that the characters take damage (1 point per day) if they are out in the elements without food and shelter.

Weapon Specialist (AGL): At 2nd Level, the Soldier can choose a single weapon as his favorite. With this weapon he receives the bonuses listed. Note: the numbers are not cumulative, they are the total (for example, at 10th level you get +2 attacks, not +3 attacks). These bonuses are added to any other bonuses (for level or attributes) the Soldier may already have when using this weapon.

Scout

The Scout is an essential part of any X-plorers group. Scouts are trained at being self-sufficient, sneaky, getting into places others cannot, and then remaining undetected. Experts at infiltration, they can override advanced security systems to let the rest of the group into guarded locations. Even though they are not "thieves" in the proper sense of the word, Scouts can steal when need be.

Table 5: Scout Skills

Level	Pilot	Security	Slight of Hand	Stealth
1	14+	15+	14+	13+
2	13+	14+	13+	12+
3	12+	13+	12+	11+
4	11+	12+	11+	10+
5	10+	11+	10+	9+
6	9+	10+	9+	8+
7	8+	9+	8+	7+
8	7+	8+	7+	6+
9	6+	7+	6+	5+
10	5+	6+	5+	5+

Pilot (AGI): A Scout must often be prepared to get away quickly. Being trained to drive whatever vehicle is available is a useful skill. The Scout's pilot skill is identical to that of the Technician class.

Security (INT): Security is a measure of the Scout's quick thinking when he goes into infiltration mode. This is his ability to notice minute, or hidden details such as security cameras, guards, trip wires, or other alarm systems. It is also his ability to bypass all technology levels of security devices, such as locks (traditional and electronic) or sophisticated computer programs.

Sleight of Hand (AGI): Sleight of hand is the Scout's ability to palm items in plain sight without anyone noticing, or even to pick pockets. If the roll fails, and the result is a 1 or 2, then someone has observed the failed pilferage and may raise an alarm or attempt to blackmail the character.

Stealth (AGI): Stealth represents the Scout's physical ability when he goes into infiltration mode. This is his ability to move without a sound and to hide in shadows and places here others wouldn't be able to. Stealth is also the Scout's chance to climb sheer or extremely difficult surfaces (those that a normal person couldn't climb without the aid of a rope or ladder). If the roll fails, the Scout falls from halfway up the surface, suffering 1d6 points of damage for every five meters he falls. It's also his ability to sneak up on someone in a non-combat situation (one roll) and knock him unconscious (with a successful "to hit" roll). The Referee may determine that this can't be used on creatures or aliens because of their different physiologies.

Technician

The Technician (Tech) is an essential part of any X-plorers team. They are trained in the workings and repair of all machines and equipment. They are expert pilots of ground, air, and space vehicles. While Scientists know how to use computers, Techs also know how to change the workings and programs of these computers. Finally, Techs can repair and reprogram robots.

Table 6: Technician Skills

Level	Computers	Mechanics	Pilot	Robotics
1	15+	13+	14+	15+
2	14+	12+	13+	14+
3	13+	11+	12+	13+
4	12+	10+	11+	12+
5	11+	9+	10+	11+
6	10+	8+	9+	10+
7	9+	7+	8+	9+
8	8+	6+	7+	8+
9	7+	5+	6+	7+
10	6+	5+	5+	6+

Computers (INT): This is the same as the Scientist Skill, except that the Tech can also repair the computer, install new programs, and modify existing ones.

Mechanics (INT): This is the Tech's chance to repair, understand, and operate any type of mechanical device.

Pilot (AGI): Techs are professional drivers and operators of vehicles. This is their chance to know how to operate an unfamiliar vehicle (note: "unfamiliar" usually means "alien," as one skimmer or plane is very much like another). This also is his chance to perform evasive or extreme maneuvers (such as turning tight corners at high speeds). The Referee must determine the result of failures in these circumstances. Most of the time the Tech will simply have to slow down, other times there may be a crash that causes damage to the vehicles occupants, or property or people around the vehicle.

Robotics (INT): This is the Tech's ability to repair and operate robots. It also is his ability to change programming, or retrieve information from the robot's brain. Note: all robots have a factory installed first directive that makes them unable to harm human beings. While possible to reverse this, it is considered one of the universe's most sacred laws, and punishment for breaking it is always extreme.
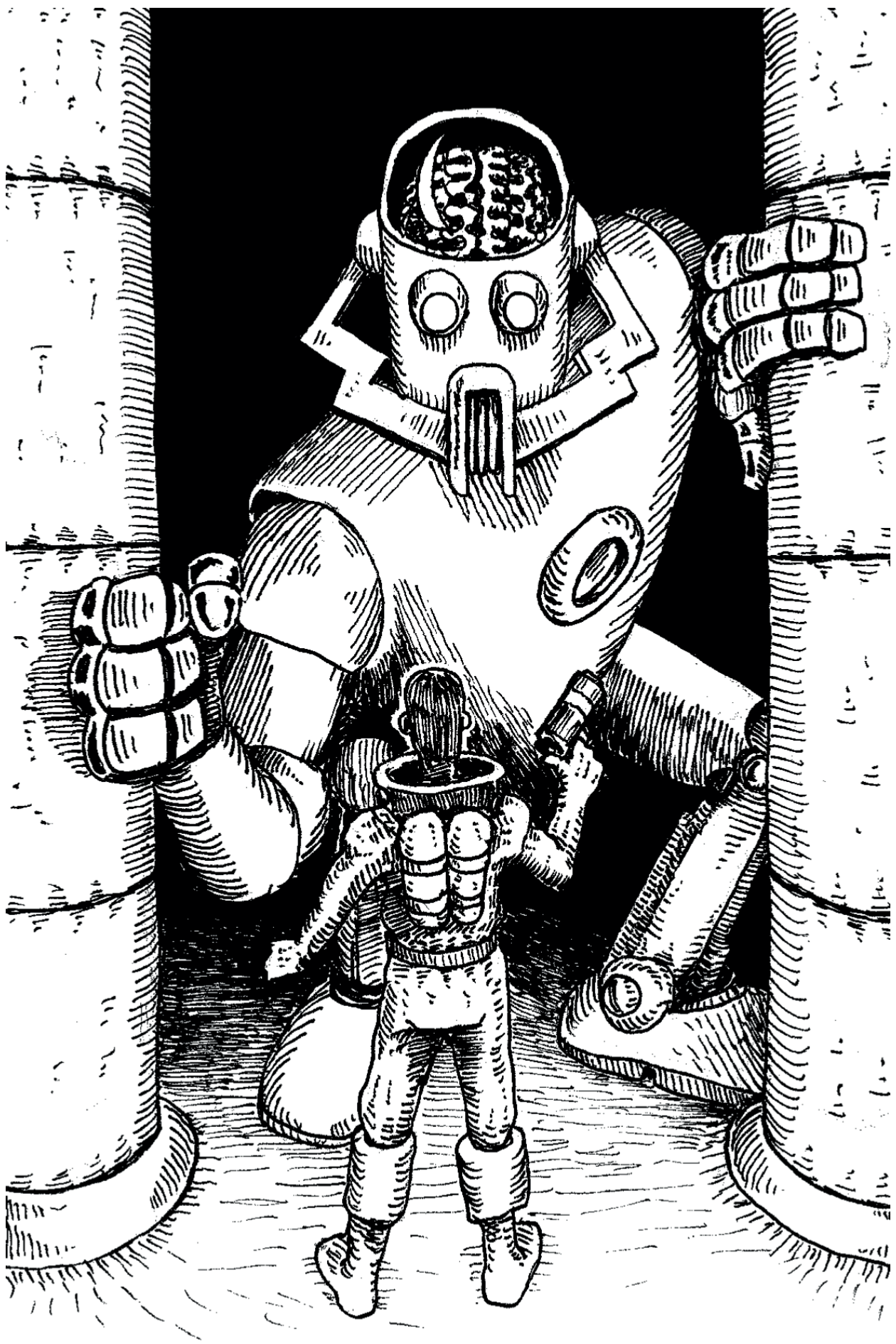
Multi-Classing [Optional]

Multi-classing is an optional rule (check with your Referee) that allows members of one class to learn the skills of another class. This can be particularly useful if a member of a certain class isn't present in an X-plorers team.

You can choose to multi-class any number of skills at any class level, but the new skills always start at 1st skill level (Referees cannot pay extra XP to start players out at a higher level).

To multi-class, the character must expend additional XP (based on the Multi-Class Skill Table) in advance to learn, and later to advance in the skill. Once you start advancement in a multi-classed skill you cannot choose to stop, you must continue to pay the additional XP (indicated on the Multi-Class Skill Table) every level along with your normal XP required to advance to the next class level, until the multi-classed skill reaches 5th skill level (the maximum for a multi-classed skill).

For example: Dr. Rebecca, a 4th level Scientist decides she wants to multi-class her next level. She wants to learn the demolition skill of a Soldier. To acquire the demolition skill at 1st skill level will cost her an additional 4,250 XP. So, Dr. Rebecca will have to acquire a total of 24,250 XP to advance to a 5th level Scientist, at which time she will gain the demolition skill at 1st skill level. It will cost her 48,500 XP to advance to 6th level, at which time her demolition skill will go up to 2nd level.

Multi-classed skills can never be raised above 5th skill level, and you can't acquire them at a higher level than first by spending additional XP, or skip levels of advancement.

Table 7: Multi-Classing

Skill Level	XP Cost
1	4,250
2	8,500
3	17,000
4	34,000
5	68,000

Character Retirement

Each Referee has his or her own style, and a preference for a given range of character levels for their games. The Referee has the final say on how and when retirement works for the campaign. Some ignore retirement altogether and simply extrapolate the tables to include levels beyond those shown.
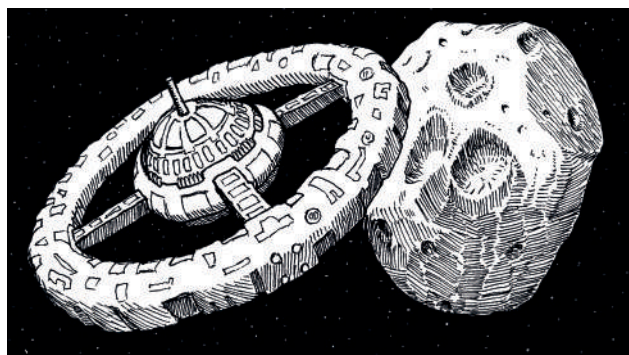
EQUIPMENT

Each Character starts with 3d6 x 100 credits to purchase equipment from the following tables. Most of this equipment is personal and survival gear. Some additional equipment may be given or loaned to the characters by their employer for a certain mission.

Needless to say the following lists can't possibly be comprehensive, and there will be parts of the galaxy where these items are not available. Each Referee will tell you what is available and what additional items can be purchased from a list of his own creation.

Some worlds may have different laws regarding the ownership of certain items (weapons being the most obvious). The Referee may (or may not) inform you of any local laws and the penalty for breaking them.

The Credit

The credit (cr) is the standard monetary unit in the game. The credit comes in two different forms. First is the credit chip, a small square flat piece of metal that contains an alloy that is worth one credit in value. This is the most common form of exchange between worlds. The second is in the form of a plastic card (like today's credit cards) that records all transactions and acquires funds electronically from the characters banking corporation.

Equipment Weight

Rather than keep track of every single pound a character can carry, X-plorers uses an abstract method of a characters carrying capacity. It is assumed that characters will not always be carrying around all their gear, so you should be sure to inform your Referee where you are storing items and what you are carrying on your person.

In addition to clothes and any small personal items (like a pen or nail clippers), a character can wear his weapons belt (including a weapon and ammunition), a survival pack, and one kit without being "weighed down" (although they would look silly carrying all of this in a city). If the character carries more than this, he is assumed to be weighed down (see the Movement section in Chapter 4). The Referee should inform the player if he thinks their character is attempting to carry more than he can, taking his Physique attribute into account.

Adventure Gear

Survival Pack (50cr): This is the standard wilderness survival pack in the form of a comfortable, compact satchel. It contains one liter of fresh water and seven packs of a powder chemical that can purify additional liters of water. It contains seven packs of concentrated food paste (each pack has enough calories for one day. Separate food packets can be purchased for 1cr each. The pack also contains 10 meters of plastic rope, a lighter, and a thin, all-weather blanket. The pack can contain four additional items from the following list (or any other item your Referee approves):

- Compass (10cr)
- Gas mask (30cr)
- Flare gun/flare (15cr)
- Flashlight (5cr)
- Pocket knife (5cr)
- Small foldable grappling hook (10cr)
- Communicator (with other players) (20cr)
- Binoculars (100cr)
- Camera (100cr)
- Night vision goggles (200cr)
- Plastic explosives, 100 grams (100cr, Soldiers only)
- Two micro-timers (for plastic explosives)

Waterworld Kit (1,000cr): This kit comes in a compact backpack. The water kit contains one self-inflatable, four-man raft; four inflatable life preservers; four one-hour air tanks; four ultra-light, heated wet-suits with flippers and built-in communicators; and four underwater goggles. This kit also includes four nicely folded beach towels.

Base Camp Kit (1,000cr): This compact backpack kit contains a large two-room tent made of an ultra-light special material that begins to harden when a sealed pack is opened. Once constructed (takes one man about two hours) the tent is very durable in all weathers and environmental conditions. The pack includes four inflatable mattresses, two "tables" and a small generator which operates small lights in the tents ceiling or any other equipment the characters have.

Medical Kit (500cr): This compact backpack kit comes with everything a Scientist needs to perform his medical skill. It has bandages, drugs, medicines, and medical analyzers.

Mechanics Kit (500cr): This compact backpack kit contains everything a Tech needs to perform all his repair and alteration skills. It contains basic and electronic tools and diagnostic equipment.

Sensor / Survey Kit (1,000cr): This heavy backpack contains micro-fusion powered equipment needed to map and explore a world. It also contains sensors that can be used to detect motion and proximity of life forms. Sensors can also detect the electromagnetic emissions of technological devices. Finally there is a Toxi-counter used to detect radiation or poisons in the air and analyze atmospheres.

Scientific Kit (500cr): This compact backpack kit contains all the analyzers and chemicals necessary for the Scientist to perform his science skills.

Environmental Suit (1,500cr): The E-suit (pictured in the character class illustrations) is a lightweight suit that provides protection from both hostile environments and the vacuum of space. It provides 48 hours of life support, including oxygen, heat, cooling, nourishment, protection from harsh weather, and waste control. The suit is also equipped with a communicator in the helmet. The suit does not provide any AC bonus, but all defenses (except combat armor) can be worn under and/or over it.

Whenever the suit is damaged (such as when a character is "hit" in combat) it must be "patched" with a large shiny sticker the next round, or the inhabitant starts to take 1d6 points of damage per round in space, or 1d3 points of damage in other hostile environments.

PCs must keep track of the number of patches they have (the suit comes with 12). Additional patches cost 1cr each and additional power cells for another 48 hours of life support can be purchased for 50cr each.

Defenses

X-plorers live a dangerous life! Defensive screens, suits, and armor provide protection from attacks. Each defense has an AC rating listed on the Armor Class Table. The higher your armor class is, the harder you are to hit in battle (see combat).

No Defense: X-plorers wear durable clothing while in the field, but it offers no protection (Free, AC 10).

Force Screen: The force screen is generated by a wrist watch-sized device run on micro-fusion power. The force screen can be worn with any other type of suit and adds +1 to that AC, but you cannot wear more than one force screen (150cr, AC 11 or +1).

Mesh Suit: This thin suit can be designed to look like regular clothing and doesn't weigh any more or cause a movement penalty. It contains a special material charged with electrons that deflects regular and laser weapons (300cr, AC 12).

Reflec Armor: This lightweight armor is a combination of a mesh suit and shiny plastic plates that are even more protective. This armor will cause a movement penalty (weighted down) to anyone with a Physique attribute of 8 or less (600cr, AC 14).

Combat Armor: This durable thick reflec armor completely covers the body and is usually only worn in large scale skirmishes. Walking down the street of a city in combat armor will most likely attract the attention of the local law enforcement. Combat armor is heavy and causes a movement penalty (weighted down) to anyone with a Physique attribute of 12 or less (1,200cr, AC 16).

Table 8: Armor Class

Defense	Armor Class	Cost
None	10	
Force Screen	11 or +1	150
Mesh Suit	12	300
Reflec Armor	14	600
Combat Armor	16	1,200

Weapons

The most common weapon of an X-plorers team is the handy laser pistol. Soldiers usually collect a compliment of weapons and carry something a bit heavier, like a laser rifle and some grenades (it's his job to blow things up, after all). However, not all worlds the characters visit will be as technologically advanced, so the weapon charts contain a number of more archaic weapons.

Melee Weapons: Melee weapons are those that are used in close hand-to-hand fighting. On more civilized worlds you won't find the average citizen carrying around a melee weapon (much less an archaic one, like a sword), but X-plorers always seem to find trouble and are more likely to find themselves in a melee combat than those average citizens mentioned above.

area of a fragmentation grenade takes 5d6 points of damage. If someone in the blast area makes an agility saving throw they manage to leap out of the way, and only take 2d6 points of damage.

Table 9: Melee Weapons

Weapon	Damage	Cost
Axe	1d6+1	15
Club	1d6	
Dagger / Knife	1d6-1	10
Fists	1d3	
Halberd / Pole Arm	1d6+1	40
Mace / Warhammer	1d6	50
Spear	1d6	20
Staff	1d6	10
Sonic Dagger	1d6+1	50
Sonic Mace	1d6+2	100
Sonic Sword	1d6+3	150
20 Energy Unit (EU) Clip		20

Sonic Weapons: Sonic weapons are merely handles with an activation switch. When the switch is activated, a "blade" of concentrated sound extends to the appropriate length (dagger: 20cm, mace: 50cm, sword: one meter). This is the standard melee weapon of the future. Sonic weapons require an EU clip, and expend 1 EU per attack (successful or not).

Ranged Weapons: Ranged weapons are anything that is shot (or thrown) from a distance. Ranged weapons can be extremely deadly, especially explosives, and high tech weapons such as laser guns, so most people who enter into ranged combat must be ready to finish it.

Ammunition: Ranged weapons require ammunition that is purchased separately. You must track how much ammunition you use, and replenish your supply when you run out. The Ranged Weapons Table tells you what type of ammunition the weapon uses (where applicable), and how many rounds are expended per shot. Note, that Laser weapons have multiple settings and expend one energy unit (EU) per 1d6 of damage.

Range: Each weapon has a range, listed in meters, in which they are effective without penalty. The weapon can shoot (or be thrown) twice this range, but accrues a -2 penalty "to hit".

Grenades: Grenades go off and explode in the set time (one to 10 seconds) no matter if they "hit" or not. Grenades have two special rules:

Bounce: If the character "hits" with a grenade, it lands where they want it to and everyone within the blast area is affected. If the attack "misses", the grenade bounces somewhere, 2d6 meters in a random direction (roll 1d6 with 1 to 2 being behind the target, 3 to 4 being in front of the target, 5 to the left, and 6 to the right).

Blast Area: A smoke grenade fills an area approximately 6 x 6 meters with smoke. A fragmentation grenade throws shrapnel in the same area. Smoke grenades don't cause damage, but everyone within the blast

Table 10: Ranged Weapons

Weapon	Damage	Ammo	Range	Cost
Bow	1d6	Arrow		50
Arrows (20)				2
Crossbow	1d6+1	Bolt	40	75
Bolt (30)				5
Sling	1d6	Stone	20	10
Stones (20)				1
Automatic Pistol	2d6	Bullet	30	200
Automatic Rifle	2d6	Bullet	100	300
Bullet Clip (20)				5
Laser Pistol	1-3d6	20 EU	50	600
Heavy Laser Rifle	1-5d6	100 EU	100	800
20 EU Clip				50
100 EU Clip				250
Frag. Grenade	5d5		15	20
Smoke Grenade			15	20

Vehicles

There are numerous makes and models of ground and air vehicles. The following are some very generic templates of common types of vehicles characters may purchase or acquire. Cars generally fit four to six passengers in comfort, eight if everyone is skinny. Cycles are generally for one or two passengers, and the explorer is designed for a team of four to six members.

Ground Car (5,000cr): This is your typical four-wheeled car for worlds with paved roads. Some are manually driven and some drive via pre-programmed remote road checkpoints. Styles and propulsion engines vary greatly.

Skimmer Car (8,000cr): These cars hover a meter off solid ground to provide a more cushioned ride, especially over bumpy terrain. Still, they are commonly used on paved worlds as well, simply because they are the current technology.

Ground Cycle (2,000cr): Ground cycles are two- or three-wheeled vehicles, faster than cars, designed for one or two unprotected passengers.

Skimmer Cycle (2,500cr): The same as ground cycles, but even faster, and like the skimmer car, these hover one meter above the ground, making them ideal for most types of terrain.

Explorer (25,000cr): The Explorer is a favorite of exploration missions on untamed planets. It is an "easily" disassembled all-terrain track vehicle. The enclosed and armored hull is airtight, and it can travel over water, swamp mud, rocks, and rough terrain fairly well (although sometimes slowly). Needless to say, it can't travel through all terrain (such as mountains or dense woodlands).

Air-Car Skimmer (50,000cr): Looking much like a skimmer car, the air-car skimmer can also travel up to one kilometer high in the atmosphere, at very high speeds. It can also hover, and can land without a runway.

Spaceships

Like vehicles, there are numerous makes and models of spaceships. Spaceships are covered and detailed extensively (including price) in Chapter Four: Space.

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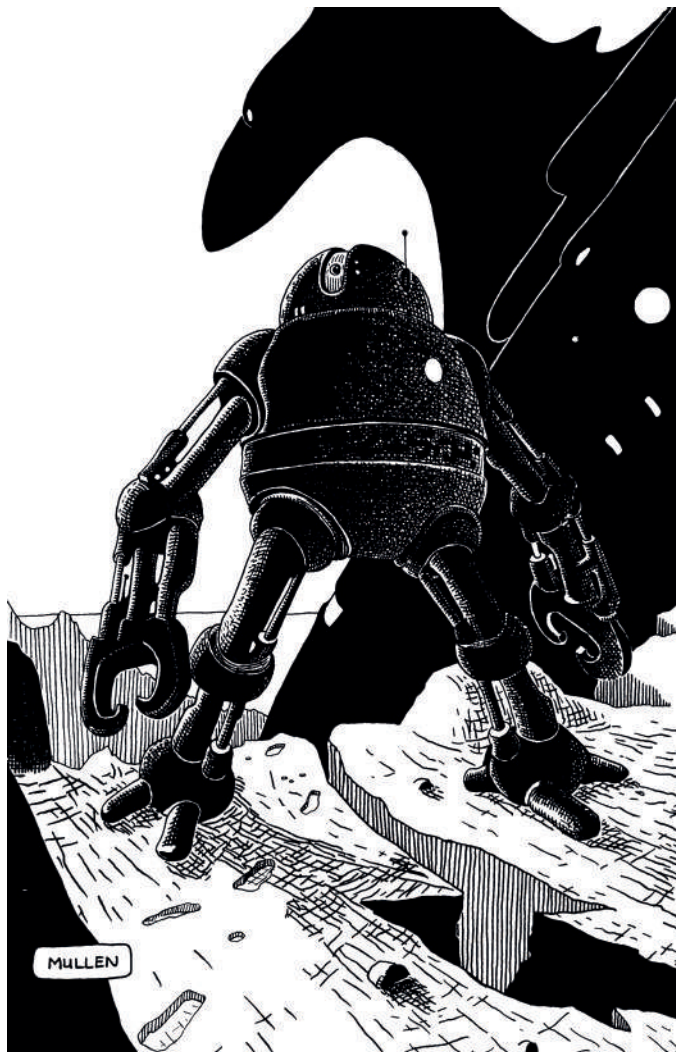
Robots

There are three basic types of robots: non-intelligent, factory machines (drones); programmable, semi-intelligent bots limited to performing one or two basic jobs with little or no diversity; and artificial intelligent (AI) bots. The latter are the variety X-plorers are most likely to purchase.

AI Robots

AI robots are those that can not only be programmed to do certain jobs, but they also learn, adapt, and self-expand their programming based on experience.

AI robots develop "personalities" based on the individuals with whom they interact. Although some may begin to seem like "real" people, one must not forget that they are in fact, still machines just acting according to sophisticated programming. A fresh new AI robot brain behaves much like an obedient eight-year old—it is eager to please and learn in the process.

AI Robot Types

Like vehicles, robots come in many makes and models. Most robots are humanoid in shape although some are constructed in other ways for certain jobs (the Spider-bots of Mars come to mind).

There are three basic levels of quality of AI robots available: Standard, Good, and Advanced. The descriptions below indicate the type and their cost, as well as the number of programs they initially come with, their AC, skill/save throw number for all tasks they attempt to perform, and their hit points. Robots heal hit points via the Technicians robotics skill at a rate of 1d6 per successful skill check, per hour of repair time. A robot that is reduced to zero HP is destroyed beyond repair.

- **Standard AI Robot (5,000cr):** AC 10, HP 10, ST 14+, MV 4, four initial programs
- **Good AI Robot (10,000cr):** AC 12, HP 20, ST 12+, MV 4, six initial programs
- **Advanced AI Robot (20,000cr):** AC 14, HP 30, ST 10+, MV 4, eight initial programs

Programs Available

Choose from the following list of programs to fill a new AI robot's program slots. Further programs can be added at a cost of 1,000cr each. They require a robotics skill throw to install.

As a rule of thumb, if a PC needs a kit to perform a certain skill, the robot needs an identical "built in" kit at the same cost.

- **Computers:** Same as the Scientist skill of the same name. This also allows a robot to navigate a spaceship.
- **Data:** A chance to know random information and history about a planet, its ecosystems, and societies.
- **Etiquette:** The chance to know the proper customs for certain cultures and alien races.
- **Mechanics:** Same as the Technician skill of the same name. This also allows a robot to perform

engineering functions on a spaceship.

- **Medicine:** Same as the Scientist skill of the same name.
- **Pilot:** Same as the Technician Skill.
- **Robotics:** Same as the Technician skill.
- **Science:** Same as the Scientist skill.
- **Security:** Same as the Scout skill.
- **Translation:** The ability to translate any given language, including the ability to interpret and translate unknown languages.

Upgrades Available

- You may also purchase upgrades for your AI robots to improve their functions and abilities. You may only purchase an upgrade once for each AI robot. Upgrades cost 1,000cr each.
- **Armor Plating:** +2 AC
- **Damage Resisters:** +10 hp
- **Advanced Processor:** +2 ST die roll

First Directive

The laws governing AI robot construction and programming are very strict about the First Directive of every robot. The First Directive is simply this: A robot must always aid a human, and can never harm a human. The First Directive is hardwired into every robot. Needless to say, criminal minds have been breaking this programming law…usually with detrimental effects on the robot's brain.

CHAPTER THREE:

PLAYING THE GAME

Once you've got a character, the Referee will describe where the character is and what he sees. The game might start in your space craft, in a vast and teeming alien city, in a star port tavern, or in the wilds of an unexplored world—that's up to the Referee. From that point on, you describe what your character does. Going to the laboratory, shooting your lasers at the alien creature, talking to the people you meet; all of these sorts of things are your decisions. The Referee then tells you what happens as a result: you find the malfunctioning robot in the laboratory, your lasers miss the creature and it attacks your character, etc. The epic story of your character's rise to greatness (or death, in the effort to reach greatness) is yours to create. The rules below are guidelines for how to handle certain events, such as combat, movement, healing, dying, how experience points are awarded, and other important parts of the game.

Saving Throws and Skill Checks

Other than "to hit" rolls in combat, saving throws (ST) and skill checks (SC) will be the most common rules you will use in the game. Saving and skill checks are very simple to make, and work fundamentally the same way. To make a saving throw or skill check you simply roll a d20, add the appropriate attribute bonus to the roll, and try to equal or beat the number listed on your class' Skill Table (for skill checks) or the Character Advancement Table (for saving throws). Your saving throw is successful if your roll is equal to, or better than, the "to hit" number.

Skill Checks

Skill checks are especially easy as they already have a predetermined attribute bonus and you are attempting to perform a specific skill. The Referee may choose to further modify the roll if he or she thinks the task is particularly easy or hard by applying a bonus or penalty modifier to the throw (this should be no greater than -4 to +4).

It is important to understand that just having a skill means that a class is exceptionally proficient in that area, but doesn't always mean they are the only characters that can attempt feats that would fall under that skill area. For example, the Scout and Technician have the pilot skill for different reasons. This doesn't mean that no one else in the game knows how to fly or drive anything unless they multi-class in this skill. For example, most characters are assumed to be able to operate a skimmer and other common vehicles (much like most people can drive a street car in our world). What having a class skill does mean is that when it comes time to make a difficult maneuver, operate a complicated vehicle (like a spaceship), or jump into a completely alien vessel and start flying it, a class with the pilot skill is more proficient when performing these procedures. A roll will only be called for when trying to do something exceptional.

To give another example, one can assume that everyone in the future has some basic computer skills. A simple intelligence saving throw would be good enough to pull some basic information from an unsecured computer. But when it comes time to pull restricted or encoded information from a secure computer, then the PC is going to need to have a computer skill.

Saving Throws

Saving throws are a catch-all for everything else you might try that the Referee thinks is important enough to roll for. The Referee can call for saving throws for both actions (the character trying to do something), or reactions (the character needs to avoid something), and the Referee will usually assign an attribute to the throw, in which case you can add any attribute bonus to the throw.

Examples of actions would be a Physique saving throw to jump over a gaping fissure, or an Intelligence saving throw to figure out an alien pictograph, or a Presence saving throw to convince a petty criminal to tell you where to find his boss.

Examples of reactions could be a Physique saving throw to survive some poison you just ingested, or an Agility saving throw to avoid falling into a pit trap, or at least to try to grab the edge before you plummet into its depths.

Know When to Roll'em

A Referee should be careful to only call for a saving or skill throw when it is important. Calling for one every time a PC tries to do some mundane task will not only slow the game, but it will become dull for everyone. Saving and skill checks should be called for when the outcome is going to have game or story effects or is suitably challenging.

Secret Referee Rolls

Occasionally, the Referee will roll in secret for the PC. There are times when even a failed roll would give the player knowledge he wouldn't otherwise have. For example, if the Referee asks the player to make an intelligence saving throw to notice something, and the player fails, the character doesn't see anything out of the ordinary. But the player now knows that there is something out of the ordinary that his character didn't notice. It's sometimes better for the Referee to make the roll in secret, and only mention it on a successful result.

Gaining Experience

Characters are awarded experience points (XP) for attending game sessions, successfully encountering alien creatures and NPCs, and successfully completing missions.

All characters receive 100 XP for each game session the player controlling the character attends. If a player has to miss the session, and the Referee runs that character as an NPC, he doesn't receive the XP.

Alien creatures, spaceships, and NPCs have a set experience point value (see Space and Creating Creatures). This award is given when a hostile creature is successfully defeated, either by killing it, trickery, or negotiation. Running away from a fight never earns a character XP, even though it might be the smartest thing to do.

Each mission successfully completed has an XP award (split up between the characters involved in the mission). If the mission is a failure, characters do not receive the award. Mission rewards are usually between 1,000 and 10,000 XP, based on its length and complexity. A mission may grant "bonus" XP for completing certain mission objectives, learning and using certain information, or just good role playing.

Finally, experience points are calculated at the end of a game session. When a character has enough XP to advance to the next level, he may do so immediately, before the next game session.

Time

Sometimes the Referee will rule that "an hour passes," or even, "a month passes," in the life of your X-plorer. Time isn't important unless the Referee determines it is. If the PCs are waiting for a space shuttle that will arrive the next day, and nothing of importance is going to happen until it arrives, then the Referee should just skip forward in time to the shuttle's arrival. The Referee should simply control time as needed to advance the mission.

The only instance that time becomes very important is during combat, or other intense action sequences. When these action sequences take place you will need to know how long a task takes and who gets to do things first. When this happens, the game time breaks down into "rounds". Rounds are three-second periods of time during which individual characters can usually perform a single action and move.

Movement

A character can move four meters per round plus his agility bonus in meters when normally encumbered. If "weighted down" (see Equipment Weight in Chapter Three) he can only move two meters per round, and doesn't get to add his Agility bonus.

When moving cross country on foot, an X-plorers team can cover about 15 kilometers a day (with regular breaks and exploration). If weighted down, or traveling through difficult terrain (jungle or swamps, for instance), only eight kilometers can be covered. Most of the time, characters will opt to take a vehicle for long trips cross country.

Combat

When the party of X-plorers comes into contact with enemies or creatures a combat may take place. The order of events is as follows:

1. Determine initiative (who acts first)
2. Party with initiative acts first (moving and attacking) and results take effect
3. Party that lost Initiative acts and their results take effect
4. The round is complete; roll a new initiative and start a new round if the battle has not been resolved

Determine Initiative

At the beginning of each new combat round, each side rolls initiative on 1d6. The high roll wins. The winning side acts first, by moving, attacking, or performing other actions. The other side calculates damage and casualties and then gets its turn.

When it's time for the PCs to act, initiative order is determined by comparing Agility attributes with the highest going first. The players can sit around the table in initiative order to make it easier to remember who goes next. Alternatively, the players can choose their own order each turn.

The Referee's side usually goes in order of the hit dice (highest first) if he is controlling several adversaries. However, the Referee can also choose to change this default order (e.g., which adversaries are closer or quicker, etc.).

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously. The Referee may handle this situation in any way he chooses, with one caveat: the damage inflicted by combatants during simultaneous initiative is inflicted even if one of the combatants dies during the round. It is possible for two combatants to kill each other during a simultaneous initiative round.

Individual Initiative [Optional]

It is more time consuming, but if the Referee chooses, he can have each individual involved in the combat roll their own initiative, and act in that order (from highest to lowest). Individual initiative is determined by rolling 1d6 and adding the character Basic Hit Bonus (BHB) or an adversary's "to hit" bonus (THB).

Surprise

Sometimes one side of the fight may be unaware of the other when combat starts and be surprised. This can be the result of an ambush, or sneaking up on an opponent. The Referee simply determines that one side is surprised. In this case, those who surprise their opponents automatically win initiative the first round of combat. After that, roll normally.

The Attack Roll

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These "to-hit" bonuses include the character's BHB, the agility bonus for ranged weapons, the strength bonus for attacks with hand held weapons, and any other bonus identified as a "to-hit" bonus.

The attack roll is then compared to the target's armor class to see if the attack hits. If the attack roll is equal to or higher than the defender's Armor Class, the attack hits.

If the attacker has multiple attacks (in the case of Soldiers and some creatures) all attacks are rolled and resolved one after the next on their turn.

Melee Attack

A melee attack is an attack with hand-held weapons such as a sonic sword, spear, or dagger. A character's strength bonus is added to the "to hit" roll and weapon damage. Two combatants within two meters of each other are considered to be "in combat."

Ranged Attack

Ranged attacks are attacks from a distance (of greater than two meters) with weapons such as a bow, pistol, grenade, or laser rifle. When the character is using ranged weapons, their agility bonus is added to the "to hit" roll. When using ranged weapons to attack into a melee (i.e., into a group of targets), it is not possible to choose which opponent (or friend) will receive the attack. Roll randomly to determine who is hit with the attack.

20's and 1's [Optional]

A "natural" roll of 20 is an automatic hit and inflicts double damage, while a natural roll of 1 is an automatic miss and may result in dropping a weapon or tripping or some other "fumble". A fumble causes the attacker to lose their entire next turn in combat. Soldiers or creatures with multiple attacks lose them all.

Modifiers: The Rule of 2 [Optional]

The AC of a character and the "to hit" roll generally take into account the variables that take place in a battle. Combatants aren't assumed to be standing still while shooting or slugging it out with each other. Rather, they are assumed to be weaving and dodging, looking for openings and taking cover.

Still, there will be times when the characters attempt to do something for which they think they should get some kind of bonus. For instance, they may take cover behind some heavy machinery, plan an ambush, or try to use two weapons at the same time. In these instances, the Referee may simply determine the action is already covered in the basic combat rules, or he may apply the optional "Rule of 2" to the situation.

The rule of two is simply that a +2 or -2 bonus or penalty is added to the die roll. For example, hiding behind heavy cover grants a +2 bonus to the defenders AC. Using a second weapon may incur a -2 penalty to each shot, and an additional -2 penalty may be applied to the shot using the character's off hand.

Referees choosing to use the Rule of 2 should not get bogged down in determining every little possible bonus or penalty. Use the Rule of 2 only when something exceptional is taking place.

Negotiation and Diplomacy

X-plorers will usually attempt to make contact with the opponent before engaging in full scale combat, unless such is impossible. Some combats can be averted with a few well-chosen words. If the X-plorers are outmatched, they might elect to bluff their way through in an attempt to avoid combat (or delay it until favorable conditions arise). If the situation calls for it, the character attempting to negotiate or bluff should make a Presence saving throw.

Damage and Death

When a PC (or adversary) is hit, the amount of damage is deducted from hit points. Hit points are an abstract measure of the characters endurance and luck. All damage is considered to be superficial, until the HP total is reduced to zero. When hit points reach zero, NPCs, and enemies die.

Fortunately, characters are made of sterner stuff! When a PC looses all hit points (down to zero), he or she will take a "critical hit." When suffering a critical hit, immediately roll 1d6 + Physique modifier and refer to the Critical Hit Table. All further damage the character takes, while at zero hit points, results in another roll on the Critical Hit Table, but with an added -1 modifier to the roll.

Healing

In addition to using the medicine skill means of restoring hit points, a character will recover 1d6 hit points per day of uninterrupted rest. One week of rest will return a character to full hit points regardless of how many hit points the character lost.

Table 11: Critical Hits

1d6	Result
1	Instant death!
2-3	Fatal wound! Character will die in 1d6 rounds
4	Knocked out! The character looses consciousness for 1d6 x 10 rounds
5	No effect
6	Adrenaline Surge! The character gains 1d6 HP! At the end of the combat, the adrenaline drains away, HP are reduced to zero, and the character looses consciousness for 1d6 x 10 minutes.

CHAPTER FOUR

SPACE

Most adventures will take place on a planet, or perhaps a large spaceship or space station. Space itself is simply the "void" that must be traversed to get to these locations. However, this travel sometimes involves complications that must be dealt with.

Buying a Ship

Spaceships are expensive, and it will probably be some time before characters can afford to buy one (not to mention the upkeep). Eventually PCs will want to own their own ship. They may earn enough credits to buy one, may inherit one, or may win one in a game of chance. Stealing one is generally not a good idea, since papers and ID numbers are constantly checked at docking stations and space ports.

Transportation

Often characters will have to arrange for travel aboard someone else's ship or a commercial transport. Many times, this cost is paid and arranged by the organization that hired the characters, other times the PCs will be responsible for finding their own transportation.

The chart below will give the Referee a starting point to base the expense for a given trip. This chart gives the base cost for the transportation of one person or cargo according to the length of the journey. Short trips are generally from systems that lie close to each other (five or fewer light years), medium trips to the reaches are generally six to 10 light years, and long trips constitute 11 or more light years. Inter-system travel is usually wholly dependent on the economy and availability of the local system and their laws (and taxation). 100cr is a good starting value for a short inter-system trip.

Standard fare is via a respectable transportation company or currier, cheap fare is via a less respectable independent ship. An additional fee is usually tacked on for particularly "dangerous" journeys.

Travel Time

Faster than light ships with matter screens make the "jump" from one point in space to another in mere moments. A jump requires days of acceleration (to get to jump speed) and deceleration (to get down to atmospheric speed). In the end, it takes about 24 hours to travel one light year.

Navigation for the jump is all preprogrammed by the navigator, and there is usually very little problem during travel in the void. Most travel occurrences take place before the acceleration phase or after the deceleration phase is completed, when the ship is in close proximity to the planet or space station it is leaving or visiting.

Table 11: Space Travel Fare

Length of Trip	Standard	Cheap	Dangerous
Short	500cr	300cr	+250cr
Medium	1,000cr	600cr	+500cr
Long	1,500cr	900cr	+750cr

Ship Classes

There are six different ship classes that represent differences in size, complexity, and crew requirements. Characters will most likely only ever own or operate Class 1 or Class 2 ships, but who knows where their illustrious career may lead them?

The types of ships listed on the table below are all fighting crafts. Needless to say, there are variations on these types. For example, you may have a Class 3 Freighter, or a Class 5 Passenger Liner.

Cargo and passenger capacity is left totally up to the Referee.

Crewing a Ship

There are four main jobs on any spaceship, Pilot, Navigator, Gunner, and Engineer. The Pilot and Navigator are necessary just to function and fly the ship. Gunners and Engineers are optional...but it can be deadly not to dedicate crew members to protecting and maintaining the ship.

Table 12: Ship Classes

Ship Class	Type	Crew*	Hull Points	Weapon Damage**	AC	NPC Skill***	XP Value	Cost Million Cr
1	Fighter	1-2	5	1d6	10	14/12/10+	15	15
2	Scout	2-7	10	1d6	10	15/13/11+	60	30
3	Frigate	4-12	20	1d6+2	11	15/13/11+	240	60
4	Destroyer	4-20	40	1d6+2	11	14/12/10+	1400	120
5	Cruiser	4-50	80	2d6	12	14/12/10+	5200	240
6	Battleship	4-100	160	2d6	12	13/11/9+	20800	480

* The minimum listed number is the pilots and navigators needed to fly the ship.

** This is the damage for each weapon. Multiply this damage by 10 if firing at something planet side.

*** This is a typical Skill Throw for all crew at basic, experienced, and advanced levels. This can be adjusted by the referee for more or less skilled crew as desired.

Table 13: Crew Wage

Crew Type	Skill Throw	Short	Trip Medium	Long	Extra Danger	Layover Per/Day
Pilot	12+	100cr	150cr	200cr	+25	15cr
Engineer	13+	75cr	125cr	150cr	+50	20cr
Navigator	13+	100cr	150cr	200cr	+25	10cr
Gunner	+3 (to hit)	50cr	75cr	125cr	+0	5cr

Certain character classes are cut out for certain jobs. Technicians are perfect for Pilots or Engineers. Scouts are also great Pilots. Scientists make excellent Navigators. Soldiers are a no-brainer to become Gunners (Soldiers may specialize in spaceship weapons if they prefer). If you are using the optional multi-classing rule, others can take the Pilot, Mechanics, Weapon Specialist, or computer Skills to become proficient at the various positions on the spaceship.

Sometimes characters will find themselves short-handed and in need of hiring crew. The Crew Wage Table below gives an idea of typical crew pay for particular stations. Referees should modify this table for more skilled crew, or hiring crew from planets of different economic situations.

Space Combat

Eventually the characters are going to encounter a spaceship that isn't friendly, and combat may occur. Keep in mind that space combat can be extremely deadly. When a ship blows up, the entire crew is killed. Sometimes it's safer to run than fight, but sometimes you don't have a choice. Space combat follows a similar procedure as person to person combat, but has several different steps to reflect the frantic crew of the ship trying to perform their duties. The order of events is as follows:

- Determine initiative
- Party with initiative acts first in the following phase order and results take effect:
    1. Navigation Phase
    2. Engineering Phase
    3. Pilot Phase
    4. Gunner Phase
- Party that lost initiative acts in the same phase order and their results take effect
- Once the round is complete, roll a new initiative and start a new round if the battle has not been resolved (either by a ship being destroyed, incapacitated, or having escaped)
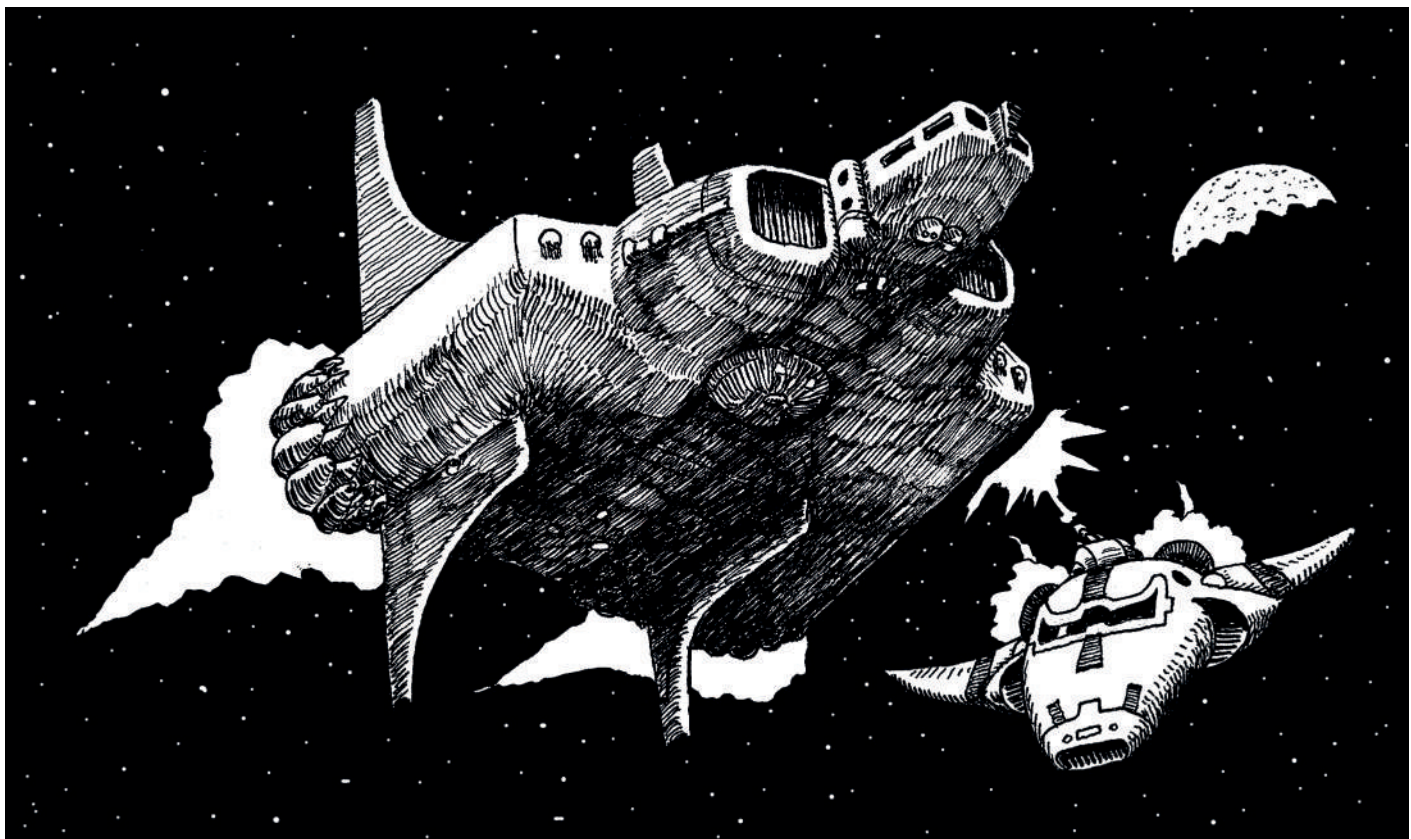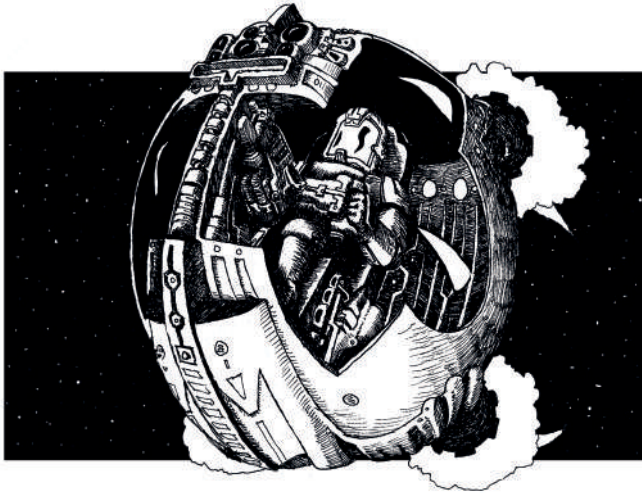
Preparing for Battle

When two ships encounter one another within a certain range, it's assumed scanners on each ship detect one another and communications channels can be opened. This exact distance is an abstract measurement known in X-plorers as Space Units (SU). Ships begin the encounter five SU apart.

Use a copy of the Space Combat Chart below when starting combat. A larger version of the Space Combat Chart and several ship tokens can be found in the back of this rule book that you can photocopy and use in your games. Alternatively, you can draw the simple diagram on a piece of paper and use a token, coin, or gaming stone to represent your ship.

Place the chart underneath the PCs' ship. The chart will be used to simulate the close proximity of the ships, whether it is the PCs' ship moving closer or away, or the enemy moving closer or away. The enemy ship is static on the chart.

The crew of each ship will have to decide if they are going to attempt to close move closer for a better battle position or to escape. Escapes are successful when the PCs' ship moves off the Space Combat Chart, at which point the battle ends.

Determine Initiative

At the beginning of a combat round, each side rolls initiative on a d6 with the highest roll winning. The winning side acts first, moving, attacking, or performing any other actions. The other side calculates any damage and then takes its turn (if their ship has not blown up, or the enemy hasn't escaped).

Navigation Phase

The Navigator is the first to act, as his information helps everyone else perform their frantic jobs. The Navigator has two choices: a general navigation check or to coordinate a multi-vector action (moving in more than one space). Both require a Computer skill throw.

If the Navigator makes a general navigation check, he knows where everything of importance is in the immediate area, and intercepts important enemy transmissions. Everyone else receives a +1 to all saves and "to hit" rolls this round.

If the ship is being attacked by multiple ships (see Multiple Ship Combat at the end of this chapter), the Navigator may choose to attempt to coordinate a multi-vector action. In this case, the Navigator's Computer skill roll success means that the ship can act simultaneously on 1d3+1 Space Combat Chart spaces. Work out all movement and attacks on all charts before moving to the enemies turn, or the next combat round.

Engineer Phase

The Engineer has three main choices in combat. He can either attempt to fix the ship (immediately "healing" 1d6 hull points of damage), pump the shields (adding +1 AC until the PC's next Engineering Phase), or pumping the engines (giving the Pilot a +1 to any skill checks in the Pilot's Phase this round, cumulative with any bonus from the Navigator). All of these choices require a successful Mechanics skill check.

Pilot Phase

The Pilot has three main choices in his phase. He can attempt evasive maneuvers (maintain distance and gain +1 AC this round, cumulative with any bonus from pumping the shields), escape (moving one SU away from the enemy. Remember, moving off the chart means you have escaped), or attack position (move one SU toward the enemy and giving your gunners a +1 "to hit" in the Gunner Phase this round, cumulative with any bonus gained from the Navigator). All of these choices require a successful Pilot skill throw.

Gunner Phase

In the Gunner's phase, he can target any enemy ships and fire using the ships weapons. Each Gunner can control one gun. The roll "to hit" is the character's BHB plus any bonuses for Agility, Weapon Specialization (if a Soldier chooses spaceship weapons as his specialization), and any bonus from the Pilot or Navigator for this round.

Spaceship weapons suffer from range diffusion (they get less powerful at longer ranges), and the target receives a

ENEMY					PC START

+1 to his AC for every SU of distance between the two ships. Note: this does not count the squares the PCs' ship and enemy ship are occupying.

Damage

When a weapon hits an enemy ship, it causes immediate damage. Damage is subtracted from hull points. When hull points reach zero, NPC ships are destroyed or incapacitated (the Referee's choice).

When the hull points of a PC-piloted ship reach zero, they must immediately roll on the Ship Critical Hits Table. Any additional hits while still at zero hull points automatically require another roll on the table.

Table 14: Critical Hit

1d6	Result
1-2	*Explosion! The ship explodes in a blinding flash! All aboard are instantly killed*
3-4	Incapacitated! (Dead in the water) All the ships systems are out except life support (See below)
5-6	*Still flying! The ship is sputtering along severely damaged, but refuses to die*

Fixing Hull Points

Outside of jury-rigging during combat, a Technician requires one week to repair 1d6 points of hull point damage. This requires docking at a space station, a planet-side space port, or performing a space walk.

Multiple Ship Combat

At times more than one ship may be attacking the PCs' ship. This may mean that some ships advance toward PCs on the same turn that others are evaded. In this case the Referee will have to track multiple combat charts, one for each enemy ship engaging the PCs.

The same procedure is used when multiple ships are attacking the PCs, with all enemy ships acting on the same initiative roll in any order, as determined by the Referee. You should have a Space Combat Chart for each enemy ship that is attacking. The PCs' ship can only choose to take action (all four phases of a combat round) on one of the Space Combat Charts per round unless the Navigator has chosen, and succeeded at, a coordinating a multiple-vector action.

Dead in the Water

Being incapacitated puts the crew in a very bad position. All systems except life support shut down until the ship can be properly repaired. This means your ship is essentially defenseless against additional attacks (-4 to AC) and boarding actions.

Boarding actions occur when an enemy ship attaches itself (via a tractor beam or grappling arms) to another ship and forces its access port open so its crew can enter (usually to kill the enemy crew and steal the ship, or acquire cargo or information the ship or crew may possess).

CHAPTER FIVE:
REFEREE'S GUIDE

Most of the rules up to this point have been geared toward what both the players and the referee need to know. If you only plan on being a player, there is no need to read further. The rest of the information in this book is for the referee. It is the referee's job to "run" the game and create the galaxy around the player characters. This includes designing exciting missions for the players to take part in, detailing locations they will visit, and taking on the role of all the people and creatures they will meet.

The Referees Responsibilities

The referee is responsible for running the game. This means he controls the flow and action, keeps the game from turning into unorganized chaos, and interprets and implements the games rules during play. The referee has the final say on all rules. This includes how they are interpreted and how they are changed. The referee should always be fair and impartial, but ultimately the decisions are his.

Preparation
The referee's first responsibility is to prepare for the game session. He must make sure that all participants are informed of where the game will be played and at what date and time. He should also give the players all the information they need to prepare characters in advance, or, be prepared to create characters once all the players arrive. He should make sure everyone has all the equipment they need, and that he has all his own equipment organized. Finally, he must make sure that he has prepared a mission for the PCs to undertake (either one of his own creation or an adventure pre-made by someone else).

Mood
The referee sets the mood and tone of the game. This is important. If the referee presents situations in a light-hearted or comical manner, it is likely that the players will respond similarly. If the situations are serious or dark, players will act accordingly. The referee should decide beforehand what he wants the mood of the game to be like.

This isn't to say that there can't be breaks from the mood. Even during the most intense moments, players are going to crack a joke or two. This is all part of the social activity of roleplaying. But, the referee should be prepared to curb this activity if it gets out of hand, overtakes the game, or destroys the mood. However, the game is about having a good time with your friends, so be conscious of being too heavy handed and possibly ruining the night's fun or hurting a friend's feelings.

Pace
Setting the pace is another important aspect of pulling off a game session that falls squarely in the referee's responsibilities. The referee controls the flow of the story and keeps things going. The PCs are often waiting on the referee to tell them what happens next. If you are quick

about it, you will keep the energy and excitement level high. If you allow out-of-game talking, excessive joking, or take a long time to look up rules you will lose the attention of your players, and the game will run more slowly and usually be less fun and exciting.

Storytelling

Possibly the most important aspect of being a referee is the ability to tell a good story and present the adventure to the players. The referee has to take what the players decide to do and narrate how it affects the story. This often involves a lot of improvisation as players will often do the unexpected.

The referee must also take on the roles of all the creatures and NPCs. This involves being able to act differently for each to portray the various personalities they posses and being able to react to what the PCs might say or do to them. Getting into the role of NPCs and creatures during the game session can be one of the most enjoyable experiences as a referee. Don't be afraid to ham it up. Use different voices, make lots of facial expressions, yell, whisper, or snarl if that is what the NPC or creature is doing.

Entertainer

Finally, it is the job of the referee to entertain and amaze his players. While the PCs are the stars of the show, the referee is the director. If he doesn't make everything run smoothly the game will be a disaster and no one will have a good time. While everyone is responsible for bringing a positive motivated attitude to the table, no one takes on the brunt of this responsibility more than the referee. When the game session goes well, it will be to his credit. If the session is terrible, he will take the blame, whether it is truly his fault or not.

You are center stage and the players are counting on you to make each and every game session fun and memorable. Keep the energy level high, know the rules, make the non-player characters (NPCs) come alive, have fun, and above all make sure the players all stay involved, excited, and entertained.

Calling for Skill and Saving Throws

Knowing when to ask the PCs to make a skill or saving throw is probably the most important rules aspect the referee is in charge of. A referee should be careful to only call for throws when it is important. Calling for a throw every time a PC tries to do some mundane task will not only slow the game, but it will become dull for everyone and ruin the drama of making an important test. Tests should be called for when the outcome is going to have game or story effects or is suitably challenging.

Creating Missions

Along with bringing the snacks to game night, the single most important part of a roleplaying session is the mission, (i.e., the adventure in which the X-plorer team is going to take part).

The mission is the framework of the story the referee has laid out for the PCs. The referee must create a basic plot, flesh out important NPCs and creatures the players will meet, and detail interesting locations they will visit. Since players are notorious for doing the exact *opposite* of what the referee expects, he must also be prepared to improvise all of the above on a moment's notice.

The mission can be as detailed as the referee feels comfortable. Some referees like to write down everything they can think of, detail every person the players will run into, and draw maps of every place they may visit…while others simply jot down a few notes, or a simple outline, and "wing" the rest. Test different styles and stick with what works for you.

"Balancing" your missions is important. You want to make the adventure challenging, but not impossible for the characters. This is fairly easy, since the characters' capability level is measured in levels. This easily tells you how competent they are, and the proportionate toughness of NPCs and creatures they can defeat.

Elements of a Mission

Before we can actually write a mission, we need to know just what it is we have to include and accomplish.

The Scenario

A scenario is the plot behind a mission. This is usually given to the PCs in the form of a job they are being hired to perform. The scenario can be open-ended or linear.

- **Open-Ended:** The PCs can go anywhere and do anything. The referee throws them the plot, the PCs do whatever they want with it, and the referee reacts to what they do.
- **Linear:** Linear missions give the PCs the plot and then place them in pre-designed situations and locations. The outcomes of these generally lead to other situations or locations (depending on what the PCs do). By the time the PCs have gone through the plotline of situations they have completed the story and mission.

Referee information

The referee must also figure out all of the behind-the-scenes details the players won't know right away. These can be things that have already happened that set up the mission or things that are going to happen soon. This might include the motivation of NPCs, things that will happen if the players do or don't do something specific, and the famous double crosses and surprises the mission will contain. If the mission has an overarching story line the referee will want to outline it now.

Players Introduction

After the scenario is chosen and the backstory has been developed, you have to figure out how to get the PCs involved. The opening scene and accompanying narration usually accomplishes this. Sometimes you will want to read an introduction that already puts the PCs into the mix. Other times you will want to put them in a place right before the story starts, and let them role play their way into it.

Situations & Scenes

Once the referee has determined all the above, he is ready to create the body of the story. This usually involves creating—and putting the PCs into—situations that must be resolved. Once these situations are resolved, they lead into new situations that must in turn be resolved. By the time we get to the final situation and conclusion we have told a complete story.

Situations can include things like combat, exploring a location, mysteries that must be solved, or conversing with a NPC. As you design a scene, you should describe the situation and the results of the most *obvious* choices the PCs may make. Even if they don't make these obvious choices (and they usually don't!), knowing what to do if they do will be a great help in determining the result of any *other* decision they make.

Locations

Sometimes a situation comes in the form of a location. This is a place is usually mapped out and keyed. When the PCs enter certain locations they trigger the situation. For example, in a map of a derelict spaceship the characters are exploring, an alien monster attacks the PCs when they enter the medical bay. If the PCs don't enter the medical bay, the monster doesn't attack.

Maps

You will need to draw maps of important locations, and especially locations where battles will take place. The best way to do this is on graph paper, with each square equaling two meters indoors, and any appropriate scale outdoors. When the maps are completed, you should make a map key by labeling locations with numbers or letters. Use these numbers to write corresponding descriptions of each place or room. Each description should include what the PCs can see, what they can't see but might find out if they search, things that may happen when they enter the place, and any NPCs or creatures found there.

Supporting Cast

Make sure to create or copy down the statistics of any NPCs or creatures the PCs will encounter. If NPCs are going to be interacting with the PCs make sure to note any personality traits, what information can be obtained from them, and any other notes that will make roleplaying them easier and more fun.

Random Encounters

Some referees like to place every NPC or creature in the specific location they will be encountered, while others like to supplement this with *random encounters* (this is usually used in the wilderness or a complex the characters are exploring). The standard formula for a random encounter is as follows:

After deciding where to roll for a random encounter, you roll 1d6.

- On a 6 an encounter takes place.

The referee should then roll 1d6 on a chart of six appropriate creatures or NPCs he has prepared beforehand to determine just what shows up.

Following, is an example random encounter table prepared for a trip through the jungles of Venus.

Table 15: Random Encounter

1d6	Encounter
1 - 3	Blood-sucking Tree Frogs (1d6)
4	Venus Slime Snake (1d3)
5	Human Explorers (1d6)
6	Raptus-Rex (1)

Conclusion

It is helpful if the referee makes any important notes about how things wrap up. An example would be: *When the PCs return to the colony after destroying the wasteland gang that has been harassing them, they are given their 500 credit reward. They are also warned that several UCN Police are on the way, and they aren't too fond of the way the colonists decided to take care of the situation.* The conclusion should also note the experience point reward for the mission and any notes on further or related missions to follow the one just completed.

Props

While not technically an element of the adventure, props can greatly enhance your mission. Props can be very simple to make, with the most common being the player handout. A handout is simply something on paper that you hand to the players. This could be a map, a page from a journal, or an illustration of a room or NPC.

Getting Ideas

Now that you know the elements needed to create a mission, you're probably wondering how you come up with the ideas to make it interesting and fun. Fortunately the answer is easy: ideas either come from inspiration or brainstorming.

Inspiration

Inspiration for a good mission can come from almost anything. Movies, books, comics, cartoons, and even real life offer plenty of stories that can be used as is, or altered slightly to fit the science fiction genre. Feel free to "steal" from anything for your missions; most plots are time tested and variations on a theme anyway. Take these stories, change them around, and make them your own.

Brainstorming

One of the most popular ways to come up with a story idea from scratch is brainstorming. When brainstorming, simply sit down with a blank piece of paper and start thinking. Jot down anything that you come up with that is even remotely interesting, or that you might want to include. For example you might want to include an alien or perhaps a derelict spaceship, or some type of political intrigue and mystery, so you jot them down.

After a while start to look at your ideas and elements you've jotted down. Focus on some of those that you think are more interesting. Then start to think about what makes them interesting, or what would make them more interesting or unique. Then look at the things you've fleshed out a bit, and start to develop ways that they might go together. Soon you will find a link you will want to develop even more.

By the time you are done brainstorming you will have come up with several storylines. Choose the one you like best, or develop them all.

Creating a Galaxy

X-plorers is a science fiction roleplaying game that takes place in a massive galaxy (although still only a tiny portion of the grand Milky Way) of your devising. Do not feel obligated to create the whole thing at one time. Most missions will take place on a single planet, or at a single location. Concentrate on that planet or location first. In time, you might link missions, by noting how locations correspond to each other. Trying to create a whole galaxy, or even a small part of one, is a daunting task. Take your time and it will develop itself.

Creating Planets

X-plorers isn't "hard" science fiction. In other words, the rules of the real universe don't have to correlate to the universe you create for the game.

Realistically, the chances of finding a planet that Earthlings could colonize would be astronomically slim. First, it would have to have oxygen. Then the gravity would have to be proper for the human body to survive and thrive (not to mention keeping the aforementioned oxygen contained. Then it would have to support the complex network of plant and animal life (right down to the microscopic) needed for human survival. All this would have to happen on an evolutionary scale almost parallel to our own world. If not, one simple bacterium could wipe out an entire colony before they could come up with a vaccine to counter it.

Create interesting planets that you think are neat locations to tell a story; do not worry if they are physically possible. Do not get bogged down in real science unless you and your group enjoy this type of thing. For example, planets will have a breathable atmosphere if you want it to…or not, if that is important to making the story more enjoyable. The same goes with gravity, edible food and drinkable water. For that matter, the same holds with sentient alien races. They can be as strange and bizarre as you like, but, if you want them to understand, or even speak, the human language for the sake of the story, who's to tell you they can't?

Aliens

Many planets in the reaches will have sentient races, but many are primitive by earth standards, and may not have achieved space travel (although they may be used to having their world visited by those who have).

On the flip side, it may be fun for the PCs to come across an alien race that is so far advanced as to ignore humans and consider them insignificant.

reduced to zero in combat, the creature dies. Some small creatures may have less than 1d6 HD. They may have 1d3 or simply 1 HP.

Total Hit Bonus (THB): This is the number the creature adds to its attack roll to see if it scores a hit. *It is exactly the same as the creatures hit dice.*

Creature "to hit" rolls: Creatures roll a d20 to attack, add their THB to the number (maximum bonus of +15). If the attack roll is equal to or higher than the opponents AC, the attack hits and does damage.

Attacks (ATT): This entry shows you the creature's number of attacks and the amount of damage they inflict with each attack. If a creature has more than one attack listed, he gets to make that many attacks in *each* round of combat. Use common sense to determine if the target of each attack should be the same individual or if it can be multiple targets.

Saving Throw (ST): This shows the target number, on a d20, the monster needs to exceed or beat in order to make a successful saving throw (when the referee thinks one is called for). This number is found by taking 19 minus the hit dice of the monster.

Move (MV): This number is the monster's movement rate in meters per combat round (3 seconds). Some monsters have alternate modes of movement listed in parenthesis.

Special (SPC): Some creatures have special or unique abilities, these are listed here.

Experience Point Reward (XP): XP tells you how many experience points the characters earn as a result of killing or defeating the creature.

Chapter SIX
Creating Creatures and NPCs

Important non-player characters may be created by the referee in the same manner as player characters, but, more often than not they will simply be created the same as the creatures listed in this chapter. For all practical purposes, NPCs are also referred to as "creatures" for this chapter.

There are billions and billions and billions of creatures in the galaxy, and the PCs are going to encounter a lot of them in their adventures. Each new planet is going to have a plethora of creatures unique to its environment. To even attempt to list all these creatures here would be futile. Rather, this chapter gives the simple tools to create the creatures you need to populate your planets as you need them.

Creature Statistics

Each creature is defined by the following list of statistics. Most of them work identically to those previously described in the rules:

Armor Class (AC): The creature's armor class is the number that must be equaled or beaten on a "to hit" roll to cause them damage in combat. A creature's AC is based on its quickness, natural hide, and/or toughness.

Hit Dice (HD): This is the number of dice (d6) rolled to determine an individual creature's hit points. When HP are

Creature Creation Steps

There are five basic steps to creating a creature. Most of these steps are handled by asking yourself some simple questions:

- Envision the creature and its purpose.
- What is the creature's type and size?
- How fast is the creature?
- How does the creature attack and defend itself?
- Does the creature have any special abilities?

Envision the creature and its purpose

Before you can start you need to think about the creature's home planet, what type of appearance it might have based on its environment, and think of what purpose it serves in the mission.

A small monkey-like lizard that likes to pilfer shiny objects on a swamp world is very different from a gigantic burrowing man-eating insect on a desert world.

Is the creature there as an obstacle? Is it there to fight the PCs? Perhaps the creature is present to mislead them into thinking something?

What is the creature's type and size?

There are three basic types of creatures, herbivores (eat plants), carnivores (eat meat), and omnivores (eat anything). This often helps to determine how dangerous and deadly they can be.

Size will also help to determine how tough a creature is, both in terms of defenses and damage caused by attacks. Sizes can be divided into five basic categories:

- Tiny: Weighing less than five kilograms and up to 25 cm long (DMG 1d3, HD 1HP–1d3).
- Small: Weighing five to 20 kilograms and 25 cm to 1 meter long (DMG 1d3 to 1d6, HD 1d3–1d6).
- Medium: Weighing 20–200 kilograms and two to five meters long (DMG 1d6, HD 1–5).
- Large: Weighing 200–1,500 kilograms and two to 5 meters long (DMG 1d6–2d6, HD 5–10).
- Giant: Weighing more than 1,500 kilograms and more than five meters long (DMG 2d6, HD 10+).

How fast is the creature?

For the most part it is good enough to know if a creature is faster or slower than the characters (or their vehicle). This stat becomes important when the characters are trying to get away from, or avoid a hostile creature. Speed is given per three-second combat round. AC generally starts at a default value of 10.

- Slow: 1–3 meters per round (-1 AC)
- Medium: 4–6 meters per round
- Fast: 7–10 meters per round (+2 AC)
- Very Fast: more than 10 meters per round (+4 AC)

How does it attack and defend itself?

Think about the creature's natural weaponry and defenses. Does it have claws, a nasty bite, a lashing tail, or something totally alien? Determine the number of attacks a creature has per combat round (such as bite/claw/claw).

Does the creature have a carapace or natural armor, maybe a thick leathery hide or matted hair? A creatures AC should start at 10 and be adjusted according to the thickness of his hide and his move above. Some sample hide thicknesses are detailed below:

- **Squishy**: creature is fleshy (-2 AC)
- **Normal:** creature has human-like skin
- **Thick:** creature's skin is leathery or protected by hair (+2 AC)
- **Protected:** creature's skin is protected by quills, or scales, or tough skin (+4 AC)
- **Armor:** creature is covered with natural armor plates, a carapace, or thick scales (+6 AC)

Does the creature have any special abilities?

Creatures have all kinds of natural special abilities and traits. Alien creatures are likely to have even more bizarre ones. The following section of this chapter lists several special abilities and traits you can use to make creatures unique, and make creating them easier.

Experience Point Reward

Each and every creature or NPC earns the characters XP when they defeat it in one way or another. This can be through diplomacy, stealth, trickery, or combat. The XP reward is based on the creature's hit dice total plus any special ability bonuses.

Add the SPC bonus listed for each special ability a creature possesses. For example, a creature worth 10 XP, with one special ability, would be worth 15 points. With two special abilities it would be worth 20 points.

Table 16: Creature Experience Value

HD	XP	SPC Bonus	HD	XP	SPC Bonus
<1	10	+5	7	600	+300
1	15	+7	8	800	+400
2	30	+15	9	1,100	+550
3	60	+30	10	1,400	+700
4	120	+60	11	1,700	+850
5	240	+120	12	2,000	+1,000
6	400	+200	13	2,300	1150

+300 XP per HD

Special Abilities and Traits

The following is a brief list of some special abilities and traits you can quickly assign to creatures. This list is by no means totally comprehensive. Adjust these abilities for individual creatures, or better yet, make up new and stranger special abilities.

Acute Senses: One of the creature's five senses (sight, sound, taste, touch, and smell) are highly attuned. This will make it hard to trick him when this sense is involved. The actual sense will be listed in parentheses in the creature description. Any saving throw that involves the heightened sense is made at a +5 bonus.

Berserker: The creature fights to the death with no regards for his safety or life.

Breath Weapon: This creature has a breath weapon of some type (something it projects from its maw). The breath weapon can be used *instead* of its other attacks on a given round and fills a cone shaped area in front of the creature. This cone extends six meters from the creature's mouth and is two meters wide at its end and hits anyone caught in this area automatically. Victims can immediately make an agility saving throw to jump clear of the breath weapon or suffer the following effects based on the type of weapon.

- **Acid:** The target takes 2d6 points of damage. Roll 1d6 for any armor the target is wearing and 1d6 for the weapon he is wielding. On a roll of 1 the acid has permanently damaged the item beyond use.
- **Fire:** The target takes 2d6 points of damage and is on fire! The victim must take a round to drop and roll or he will continue to burn for 1d6 more points of damage per round.
- **Gas:** The target takes 1d6+2. The gaseous vapors linger in the area of effect for 2 rounds. If the target stays in the area of effect he takes an additional 1d6+2 points of damage each round.
- **Lightning:** Unlike the rest of the breath weapons, lightning doesn't shoot in a cone, but rather in a straight line toward a single target with a range of six meters. A "to hit" roll must be made and the lightning causes 3d6 points of electrical damage.

- **Vomit:** The target takes 1d6 points of damage from bile for three rounds in a row until enough of the vomit drips off to cause no further damage. The target must make an immediate Physique saving throw or vomit. This puke-fest takes up the victim's next combat round.

Cause Fear: This creature is terrifying or really creepy! When a PC sees this creature for the first time, he must make a presence saving throw or attempt to immediately run away for the next 1d3 rounds before regaining their composure. If there is nowhere to run, the victim fights at a -1 "to hit".

Cling: This creature can move along walls and ceilings at the same movement value as on the ground.

Dark Vision: The creature can see 20 meters in the dark.

Disease: This creature has a bite that may cause an illness or disease. If the bite attack successfully hits in combat, the victim must make a Physique saving throw or suffer the following effects: All saving check are made at -2 and the character only naturally heals 1 points of damage a day. If not treated in 1d6 days the PC must succeed at a Physique saving roll every day or die. A successful Medicine skill check can cure the effects (this can be attempted daily).

Gore: If this creature can charge at least half of its move value, it can use its horns or tusks to gore its victim. When using a gore attack, the creature's "to hit" and damage are increased by +3.

Hold Attack: This creature can hold an opponent and hit on subsequent rounds automatically if it chooses to use this attack option. The "hold" begins when the creature hits the first time in combat. This first attack doesn't cause any damage, but, the victim is locked in its embrace. After that the creature automatically causes 1d6+2 points of damage per round by squeezing and crushing the victim. The victim can break free by making a Physique saving throw during his combat round instead of attacking, otherwise he makes all his attack rolls at a -2 penalty.

Immunity/Weakness: This creature is immune to certain types of attacks, or can only be damaged by a certain type of attack. For example, Immunity (Lasers) means the creature can't be harmed by laser weapons. Alternatively, the creature may have a particular weakness. This is an attack type that causes double damage on a successful hit. Since a weakness isn't a positive special ability, it reduces the creatures XP value by 20 or half its original XP, whichever is the lesser.

Optional Movement: This creature can move in a certain difficult terrain at a different movement rate than normal. For example, a bloodsucking Venus tree frog moves twice as fast when it takes to the trees, as it does on the ground. This can include flying, swimming, burrowing, or movement through any special type of terrain. The type of movement and the rate of movement are listed in the special abilities entry of the creature.

Paralyzing Chemical: This creature has a bite, spits, or emits a chemical that causes its victims to be paralyzed. If the victim is exposed to the chemical (usually with a successful "to hit" roll on the part of the creature), they must make Physique saving throw or be paralyzed for 1d6 minutes (long enough to be devoured).

Phobia: Creatures with a phobia are afraid of the thing in parentheses. If presented with the thing they fear the creature will attempt to get away, or fight at a -2 to its attack and damage rolls. For example, Phobia (Fire) would mean the creature is afraid of fire. Since phobia isn't a positive special ability, it reduces the creatures XP value by 20 or half its original XP, whichever is the lesser.

Poison: This creature has an attack that injects poison. When the poison attack hits, the victim must make a Physique test or suffer additional damage based on the lethality of the poison.

- Level 1 poison causes 1d6 points of additional damage.
- Level 2 poison causes 1d6+2 points of additional damage.
- Level 3 poison causes 2d6 points of additional damage.
- Level 4 poison causes death.

Regeneration: This creature heals at an accelerated speed. At the beginning of its initiative turn, the creature heals 1d3 or 1d6 (the referee's choice) points of damage. The referee may decide that certain types of damage may not be healed (e.g., fire or laser damage).

Roll: If this creature successfully hits a victim on his attack he causes damage and has also locked his jaws onto one of the victim's limbs. On its next turn the creature can roll quickly around taking the victim for the bumpy ride for 1d6+2 automatic points of damage. After this the victim is released.

Stench: These creatures stink! The smell is so overpowering that when a PC comes within two meters of the offending creature they must make a Physique test or become nauseated. Nauseated characters suffer a -2 to all saving throws and attack rolls until the encounter is over and they can get some fresh air.

Sting: This creature has a nasty sting. Once it sinks its stinger or proboscis into the victim by making a successful attack roll it has imbedded it in the victim. On subsequent rounds the creature deals its normal attack damage automatically, without making further "to hit" rolls, until removed or killed. Removing the creature requires a successful Physique saving throw. Anyone attacking the creature makes all attack rolls at -2 (to avoid hitting the victim).

Stupidity: This creature has an incredibly low intelligence. In the midst of battle this creature will want to feed as soon as it makes a kill, and it is dumb enough to do so, even though it may still be under attack. Since stupidity isn't a positive special ability, it reduces the creature's XP value by 20 or half its original XP, whichever is the lesser.

Surprise Attack: This creature likes to lie hidden until its prey is within striking distance and then jump out for a quick surprise attack, hoping to make an instant kill. When a victim gets close enough to be attacked the creature gets a free attack before the first combat round starts.

Swallow: This creature is so huge, or at least its mouth is, that there is a chance it will swallow its victims whole! If this creature rolls a natural 20 while attacking with its mouth, it has swallowed its victim! The victim takes normal damage and continues to take 2d6 points of automatic damage

each subsequent round. The victim can fight from the inside of the creature, but suffers a -2 to all attack and damage rolls. If the creature dies the victim then crawl or be cut out.

Swarm: This is actually a swarm of creatures, not just one. When a swarm takes its HP total in damage, the swarm scatters. A swarm can attack anything in a 4 x 4 meters area during its Initiative turn.

Web: This creature can shoot a sticky web that can entangle and immobilize its prey. The web has a 12 meter range. If the web attack hits the victim it doesn't do damage but renders the victim immobilized until he makes a Physique saving throw to break free (possibly with a penalty). While in the web the victim can still attempt to attack or take other actions, but all saving throws and attack rolls are at -4, and any other actions take 4 times as long to perform.

Standard Creatures

Below are standard creature stats. When you need a creature, simply add a colorful description, give it some special abilities, and you have an instant alien creature. Modify any of the stats to make the creature unique.

Table 17: Herbivores

Size	AC	HD	THB	ATT	ST	MV	XP
Tiny	12	1HP	+0	1/1HP	19+	4	10
Small	10	1d3	+0	1/1d3	18+	8	15
Medium	12	2d6	+2	1/1d6	17+	12	30
Large	14	4d6	+4	1/2d6	15+	4	120
Giant	16	8d6	+8	1/3d6	11+	3	800

Table 18: Carnivores

Size	AC	HD	THB	ATT	ST	MV	XP
Tiny	14	1d3	+0	1/1d3	18+	8	10
Small	12	1d6	+1	2/1d3	18+	8	15
Medium	14	2d6	+2	2/1d6	17+	6	30
Large	16	4d6	+4	2/2d6	15+	6	120
Giant	18	8d6	+8	2/3d6	11+	6	800

Table 19: Omnivores

Size	AC	HD	THB	ATT	ST	MV	XP
Tiny	13	1d3	+0	1/1d3	18+	5	10
Small	11	1d6	+1	1/1d6	18+	5	15
Medium	13	2d6	+2	2/1d3	17+	3	30
Large	15	4d6	+4	2/1d6	15+	3	120
Giant	17	8d6	+8	2/2d6	11+	3	800

Sample Creatures and Aliens

NPCs

Child: A child is just that, a normal human child of age eight to 14. Needless to say, a child brought up on a harsh world, or one at war, may be a bit more resilient and possibly even more adept in combat.

AC 10, HD 1d3, THB +0, ATT 1HP or by weapon, ST 19+, MV 3, XP 10

Civilian: The Civilian is the average human adult. This can be from a civilized world or a colony. Most colonists of the reaches are a bit more resilient and more likely to be armed. Colonists have a +1 HP bonus.

AC 10, HD 1d6, THB +0, ATT 1d3 or by weapon, ST 18+, MV 4, XP 15

Pirate: The Reaches are a breeding ground for dubious sorts. Pirates are gangs of such unscrupulous individuals who make their living from crime. Pirates should always be considered armed and extremely dangerous.

AC 12 or 14, HD 2D, THB +1, ATT by weapon, ST 17+, MV 4, XP 30

Security Guard: Security guards, body guards, private soldiers, or hired police are common hired muscle found everywhere in the universe. They generally work for money and are loyal to their employer.

- Low Quality: AC 12, HD 1d6, THB +1, ATT by weapon, ST 18+, MV 4, XP 15
- Average Quality: AC 14, HD 3d6, THB +3, ATT by weapon, ST 16+, MV 4, XP 60
- High Quality AC 16, HD 5d6, THB +5, ATT by weapon, ST 14+, MV 4, XP 240

UCNP: The United Corporate Nations Police are a government funded police agency. This police force is common on Earth, Mars, and Venus and detachments are sometimes sent to particularly important planets in the Reaches.

- UCNP Trooper: AC 14, HD 3d6, THB +3, ATT by weapon (laser pistol or rifle), ST 16+, MV 4, XP 60
- UCNP Captain: AC 16, HD 5d6, THB +5, ATT by weapon (laser pistol or rifle), ST 14+, MV 4, XP 240

Alien Races

Foozies: Foozies reside on the rocky barren world of Fooze, on the far border of the reaches. They look like a 50cm diameter ball of matted dirty fur with ridiculously thin legs and arms ending in large appendages. Their face has flat, cat-like features while a single antenna-like growth protrudes from their forehead. Don't let their "cute" appearance fool you; foozies are a barbaric race that lives for war with other foozie clans (and pretty much anyone else who lands on their world).

AC 12, HD 1d6, THB +2, ATT 1d3/1d3 or by weapon, ST 18+, MV 8, XP 15

Hemips: Hemips are a 1 meter tall alien species from the third moon of Rig. They resemble bipedal earth grasshoppers, and share the ability of that bug to jump great distances (up to eight meters). Hemips are extremely

friendly and naive. They love to haggle, especially for shiny technological junk they can't really use.

AC 14, HD 1d6, THB +1, ATT 1d6 or by weapon, ST 19+, MV 5 (or jump 8), XP 15

Rok: Slow witted creatures from Anton, the roks stand a massive three meters high and resemble lumbering mounds of grey rock. Roks are slow to anger (in fact, they are slow to do anything, as every decision is usually brought before a council) and prefer thoughtful contemplation to violence. However, they can cause some serious damage when riled!

AC 20, HD 5d6, THB +5, ATT 2d6/2d6, ST 14+, MV 3, XP 240

Earth Creatures

Alligator: Alligators are large carnivorous reptilian creatures that prefer swamplands. They look slow and clumsy on stubby little legs, but, move surprisingly fast when attacking or threatened, especially in water. Their large fang-lined mouth deals a vicious bite, and once it clamps on it usually rolls violently, dealing the prey even more damage.

AC 16, HD 2d6, THB +2, ATT 2d6+2, ST 17+, MV 6 (9), SPC Roll, optional movement (water/swamp), XP 60

Hawk: A hawk is a quick and vicious bird of prey. Hawks preys on small creatures, but it can be controlled by a human master, and ordered to attack almost anything.

AC 12, HD 1d6, THB +1, ATT 1d3/1d3, ST 18+, MV 8 (16), SPC Optional Movement (Fly), XP 22

Lion: Lions are large tan colored felines that prefer warmer climates. The males are easily distinguished by a large tawny mane around its head. Both are proficient hunters with large fanged mouths and razor sharp retractable claws protruding from large paws.

AC 14, HD 2d6, THB +3, ATT 1d6/1d6/1d6, ST 17+, MV 8, XP 30

Mars Creatures

Bone Cruncher: The bone cruncher is a carnivorous horned bovine found stalking the mountains of Mars. Despite its lumbering appearance, it is very fast and agile. Its sharp beak-like mouth doesn't support any teeth, but, this bony ridge is used to break the bones of its prey to a pulp. When thoroughly mashed, the bone cruncher swallows its catch whole.

AC 14, HD 4d6, THB +4 (+7 gore), ATT 2d6 or 2d6+3 gore, ST 15+, MV 6, SPC gore, XP 180

Dune Enveloper: The dune enveloper looks similar to a rust colored stingray with the bulbous head of an octopus. It burrows just below the sandy surface, waiting for prey to step on it. Then the creature quickly envelops its victim (man-sized or smaller)! If the attack is successful, the prey is trapped and thousands of little tendrils start to suck the moisture from the victim's body (1d6+3 hold attack).

AC 13, HD 5d6, THB +5, ATT 1d6, ST 14+, MV 2, SPC Surprise Attack, Hold Attack, XP 480

Sand Slug: This 1 meter long nocturnal pack creatures is the bane of anyone out-and-about on Mars at night. Rust colored, with warmth sensing feelers, and small mouths lined with razor sharp teeth, sand slugs search for warm

blooded prey. When they find a meal they attempt to latch on and begin to feed on the victim.

AC 12, HD 1d6, THB +1, ATT 1d6, ST 18+, MV 8, SPC Sting, XP 22

Venus Creatures

Raptus-Rex: Without a doubt the most feared predator of the swamps of Venus is the giant raptus-rex. This large reptile is surprisingly smart and quick. It attacks with a huge mouth full of rows of shark-like teeth and with vicious tail lashes.

AC 18, HD 8d6, THB +8, ATT 3d6/3d6, ST 11+, MV 8, SPC Cause Fear, Swallow, XP 1,600

Slime Snake: This smelly six meter long mud colored slime snake is a constrictor found in the dense swamps of Venus. It moves equally well on land, water, or in the trees. It attempts to coil itself around its prey, suffocating it and then consuming it whole.

AC 16, HD 4d6, THB +4, ATT 1d6 or hold attack, ST 15+, MV 6, SPC Optional Movement (all swamp terrain), Hold Attack, Stench, XP 300

Blood-sucking Tree Frog: These bright green, 25 cm long tree frogs have mouths filled with razor sharp teeth. They are meat eaters and hunt in packs, hiding in foliage till prey passes close by. They then launch themselves at their victims propelled by their powerful back legs. After their initial attack, they can choose to continue with leaping bite attacks, or spit acidic saliva at their prey from a distance of up to three meters.

AC 12, HD 1d6, THB +1, ATT 1d6 bite or 1d3 spit, ST 18+, MV 6 (8), SPC Surprise Attack, Optional Movement (trees), Breath weapon (acid), XP 37

Creatures of the Reaches

Loper: The loper is a two legged plant eating reptilian creature that has been domesticated for riding and imported to many colony worlds in the Reaches.

AC 12, HD 2d6, THB +2, ATT 1d6, ST 17+, MV 12, XP 30

Reaches Rat: These 25cm hairless rodents have managed to spread to numerous colonized worlds by infesting spaceship cargo. They will eat and attack anything when hungry, including their fellow rats.

AC 12, HD 1d3, THB +0, ATT 1d3 + poison, ST 19+, MV 6, SPC Poison (level 1) XP 15

Vampire Moth: The vampire moth is a flying parasite found on many temperate worlds in the Reaches. They have a wingspan of from 30 to 50 cm and are covered with random patterns of pale white and black on their flimsy wings. Five tentacle-like appendages circle their mouth. They use these to hold on to their victims. Vampire moths hunt by night, emitting a mild pheromone that places potential targets into a dreamlike trance. Victims can make an Intelligence skill check to notice the moth before it is close enough to use its pheromone attack. Otherwise they must make a Physique skill check with a -2 penalty or be unable to act until one turn after the vampire moth has finished feeding (1d6 rounds) or is dead.

AC 12, HD 1d3, THB -3, ATT 1d3, ST 16+, MV 2 (5), SPC paralyzing pheromone , optional movement (fly), XP 20

X-plorers Glossary

Common Terms and Abbreviations

AC	Armor Class; the amount of a given target's material toughness or external protection
AGI	Agility; attribute score measuring a character's dexterity, hand-eye coordination and balance
BHB	Basic Hit Bonus; the number added to an attack roll
cr	Credits; the basic monetary unit in X-plorers; e.g., 1,500cr
EU	Energy Unit; measurement of energy required to run energy based weapons like lasers or other electronic equipment
HD	Hit Dice; the number of dice rolled to determine a player character's, adversary's, or other target's hit points
HP	Hit Points; the basic units of health for characters or Hull Points, the equivalent measurement of durability of a spaceship
INT	Intelligence; attribute score measuring a character's knowledge, common sense, perception
Multi-vector action	In spaceship combat, a ship may perform a special maneuver, moving on Space Combat Chart more than one space in one turn
NPC	Non-player Character; NPCs are controlled by the Referee
PC	Player Character; PCs are controlled by the players
PHY	Physique; attribute score measuring a character's strength, endurance, and physical power
PRE	Presence; attribute score measuring a character's charisma, will power and appearance
Referee	As the player charged with running the game the Referee controls the players' adversaries, environment, and anyone else they encounter during their session
ST	Saving Throw or Skill Throw; a roll made to determine whether a PC succeeds during an encounter or accomplish a specific task
SU	Space Units are an abstract unit of measurement determining distance between combatants in space
UCN	United Corporate Nations; the main political authority in the X-plorers universe
XP	Experience Points earned by players for completing a mission or task. They can be used to advance a PC's ability or skill level

US Customary Units to Metric Units

The metric system is used in this game because it fits the atmosphere of science fiction better than the current system of measurement used in the USA. Here is a simple chart of measurements commonly used. To make conversions as simple as possible (though not 100-percent accurate) they've been rounded off.

Length	1 inch (in) = 2.5 centimeters (cm) / 1 yard (yd) = 1 meter (m) / 1 mile (mi) = 1.6 kilometer (km)
Volume	1 quart (qt) = 1 liter (l) / 1 gallon (gal) = 4 liters (l)
Weight	1 ounce (oz) = 30 grams (g) / 1 pound (lbs) = .5 kilograms (kg) / 1 ton (T) = 1 metric ton (MT)
Temperature	0° Fahrenheit (F) = 18° Celsius © / 100° (F) = 78°© / 0° (C) = 32°(F)
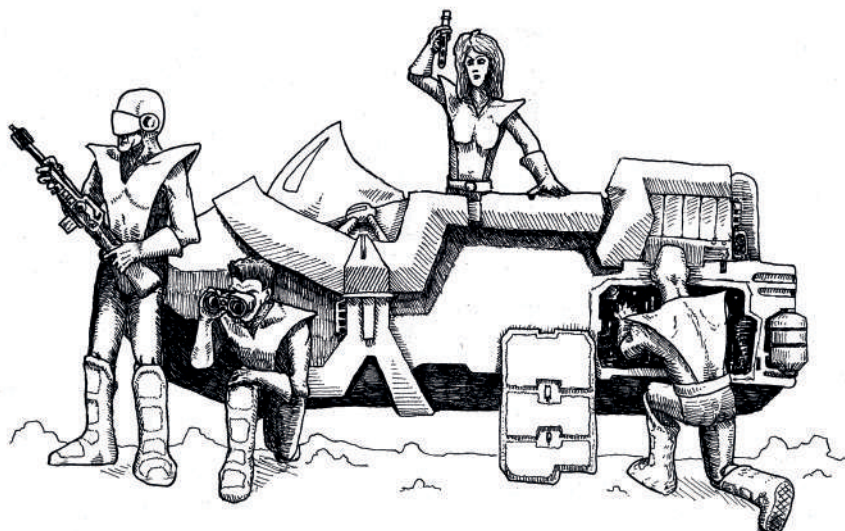
How the Game Plays

When your group of friends gets together to play X-plorers for a few hours, it is called a game session. This session can last as long as you want to play, but about four hours is generally adequate. This is enough time to get a lot accomplished and keep things exciting, while not going so long that everyone becomes tired, and possibly bored.

To help you understand what a role playing game is and how one plays, a script of part of a game session is presented below. Right now some of the game rules and die rolling may seem confusing; this will all be explained in time. For now, you can just ignore these game elements and concentrate on the flow of the game.

Dave, the Referee, has assembled his friends Mike (playing Maxamillian, the Soldier), Dana (playing Dr. Rebecca, the Scientist), and Chad (playing Dirty Bob, the Technician). The game session has been going for a while. The PCs are searching the foothills of a mountain range on a newly colonized planet. They have been hired by a mining corporation to investigate the disappearance of several mine employees…

Dave (Referee): OK, you round the bend into what looks like a well-used pass. As you do, the engine on the skimmer suddenly sputters and goes out, and it coasts to a halt.

Mike (Max): Great! Out of gas!

Chad (Dirty Bob): It runs on nuclear fusion stupid, and I checked the power couplers before we left. There is no way this thing is out of power. I hop off and pop the access panel.

Dana (Dr. Rebecca): I don't like this. You said "a well-worn path"? I'm going to get down and take a look. "Well worn" by what?

Dave (Referee): Dirty Bob, give me a mechanics skill throw. Dr. Rebecca, as you look at the path, you notice several trails of a green slimy substance.

Mike (Max): OK then, I take out my laser rifle and start to look around. No slimy alien is going to catch me off guard!

Chad (Dirty Bob): (Chad rolls a 20 sided die, or d20, and gets a 17, which is a success for his mechanics skill) I made it! How does the engine look?

Dana (Dr. Rebecca): Slime, huh? I'm going to scrape some up into a plastic bag to test back at the ship. I'm going to be careful not to touch it.

David (Referee): The slime melts through the plastic as soon as you put it in. Dirty Bob, the engine looks fine…in fact there is no reason it shouldn't be working, it's almost as if you are in an anti-energy field. Max, as you look cautiously around, you know…so as not to be caught off guard (rolls a dice in secret), you are hit in the forehead with some kind of boomerang-like weapon for (rolls another dice in secret) 3 points of damage, and you are knocked off the skimmer.

Chad (Dirty Bob): Great job on lookout, Max.

Mike (Max): Shut up!

Dana (Dr. Rebecca): Can I see where the weapon came from, or what threw it? Is it an alien?

David (Referee): Actually, it looks like a little human boy. He is hanging off of the mountain wall about 30 feet above you. Now that you are looking around, you see several other dirty human looking children dressed in animal skins emerging from hiding places among the rocks. They all have those boomerang weapons. You're surrounded, what do you do?

That is just a few minutes of play. What will happen next? Well that depends on what the players do and how the dice fall. Now that you know what a role playing game experience is like, let's learn how to play!
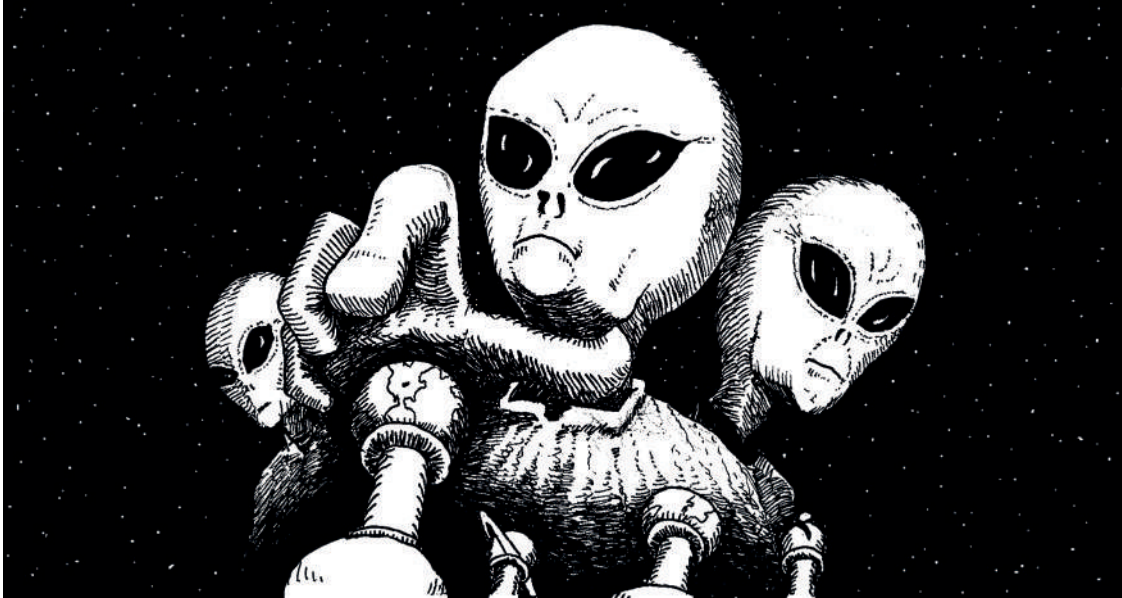
Chapter X: The Grey

The Roswell Incident

On July 4th 1947 a UFO crashed in Roswell New Mexico. Decades of controversial stories, speculations, and opinions surrounded the incident. Eventually it was labeled as mere fantasy and forgotten.

But the simple fact of the matter is that that a UFO did crash, and was confiscated by the United States government of the time. Dead bodies of the "Greys" (as they came to be known) were also recovered. Both were thoroughly studied in top secret military installations.

No other true contact with the Greys was ever made after the Roswell incident. However, the technology found in their spacecraft is solely responsible for the development of faster than light jump-drives and matter screens.

Before the UCN was developed, large warring corporations were threatening to take over the government of most countries. During this time of turmoil the documentation of the Roswell incident was lost or destroyed. The Greys, a quaint urban legend of Earth's history, were completely forgotten.

The Greys

Despite popular belief to the contrary, the Greys do exist, and have since the dawn of time as we know it. As an advanced race of engineers and scientists, they watch over the Milky Way Galaxy.

The Reaches are a very small section of densely clustered stars within close proximity to Earth. Indeed, it will take centuries to fully explore them. Beyond this a vast area of empty space and even further out resides the artificial super-structure that serves as the Greys' home in this galaxy.

From here the Greys watch the development of the galaxy's life forms, keeping an especially close eye on the ambitious Earthlings.

The Greys in Your Missions

As referee you now keep a spectacular secret. There is a race far more advanced than the Human race, watching and waiting.

The question is what are they waiting for and what is their ultimate purpose and goal?

Most important of all is the factor of the human race. The universe abounds with intelligent life, but no other race is as curious as that of the Humans. Unfortunately, their curiosity has caused them to advance rapidly, possibly too rapidly for their own good. Humans should not have achieved advanced space travel for at least another century. This would have been the case if it wasn't for that lost Grey ship in Roswell.

Grey Statistics

AC 16, HD 5d6 (30 hp), THB +5, ATT 5d10 (see below), ST 10+, MV 3, SPC Mind Over Matter, XP 600

Photon Devastator: The Photon Devastator is a monstrous gun that contains its own recharging power cell. Damage 4d6; Range 50

Mind over matter: The Greys are an ancient race and have developed their minds far beyond those of humans. They can use this power to affect their own bodies and matter around them. They can perform any of the following mental abilities in a 3 second round by making a successful Saving Throw:

- **Heal Self:** The Grey instantly heals 2d6 points of damage.
- **Telekinesis:** The Grey can move a single object weighing 300 kg or less 3d6 meters. If this is used as an attack (such as slamming someone into a wall) it causes 2d6 points of damage and the victim loses his next turn in combat (as he tries to recover).
- **Telepathy:** The Greys can communicate mentally. This is a process of exchanging thoughts and can be understood by anyone (despite language).

Chapter Y: Psionics & Other Weirdness
[Optional Rules]

Psionics are mysterious powers of the mind. It is believed by some that everyone possesses these abilities, but only a few have been able to master them, either through some fluke or special skill.

Characters and Psionics

Only the wisest humans seem to possess psionics, and even then they are few and far in-between. If your character has a Presence score of 13-18 at character creation, you might have psionic abilities.

After character creation is completed, characters with a 13 or greater Presence score roll a 1d20 and add their Pre attribute bonus. If the total is 18 or greater your character has a psionic ability. Roll 1d6 on the table below to determine what this ability is.

Psionic Ability Table I

1d6	Result
1	Awareness
2	Clairvoyance
3	Telekinesis
4	Telepathy
5	Visions
6	Symbiotic Entity

Using Psionic Abilities

Psionic abilities work just like skills. Roll 1D20 and add your Pre bonus to the roll. Cross reference the psionic ability with your character level on the chart below. If the result is greater than or equal to the number shown, the psionic ability has worked (on some level).

Note that *Visions* and *Symbiotic Entity* work a little different. Look in the *Psionic Ability Descriptions* section for more details on how those abilities work.

Psionic Ability Table II

Level	Awareness	Clairvoyance	Telekinesis	Telepathy
1	17+	16+	18+	15+
2	16+	15+	17+	14+
3	15+	14+	16+	13+
4	14+	13+	15+	12+
5	13+	12+	14+	11+
6	12+	11+	13+	10+
7	11+	10+	12+	9+
8	10+	9+	11+	8+
9	9+	8+	10+	8+
10	8+	8+	9+	8+

The Mental Cost of Using Psionics

Psionics are mentally and emotionally draining on the user. When a character uses a psionic ability successfully they temporarily lose 1 point of Presence. If a character attempts to use a psionic ability and *fails*, his Presence goes down 2 points. The bonus related to the Pre ability score also goes down according to **Table 1: Attribute Modifiers**, if appropriate.

Once Presence equals 10, the character is drained and cannot attempt to use his psionic abilities again that day. Pre is regained at a rate of 1d6 per nights sleep (6-8 hours).

Psionic Ability Descriptions

Awareness
Awareness is the ability to control ones body and to take it to a higher level of performance. These abilities only affect the character with the psionic ability and can never be transferred to anyone else. The following are all Awareness abilities:

- **Heal:** The character can heal 2d6 hp temporarily (usually during a combat or some other trying situation). Once the threat is over the character immediately takes the hit points. If this reduces the characters hp to zero, they must roll on the Critical Hit Table on page 17.
- **Enhanced Body:** The character can increase his Agility or Physique to 18 (granting a +2 bonus) for one skill throw or saving throw.
- **Suspended Animation:** The character can put himself into a deep sleep nearly stopping all body functions until they choose to wake up. The body ages as normal while in the suspended animation.

Clairvoyance
Clairvoyance is the ability to sense and see things around the character, sometimes at a great distance. These sights and senses are usually a bit vague, and it is up to the referee to determine how fuzzy or vivid any use of Clairvoyance is. The following are all Clairvoyance abilities:

- **Projection:** The character can project an invisible incorporeal presence to another location in order to view or hear an event. The projection only lasts a few moments and the further away the projection, the shorter and vaguer the results.
- **Sense:** This is the ability to sense life forces around the character. There can be some vague sense of what type and possibly an intention. For example, "several hostile and hungry beasts seem to be watching you from unseen locations."

Telekinesis

Telekinesis is the ability to move objects with your mind. This can be used to gently manipulate or move items. Alternately it can be used with intense (but clumsy) force to cause damage to people or property. The following are all Telekinesis abilities:

- **Move Object:** This is the ability to move objects in a controlled manner. The size of the object, the distance it is being moved, and the speed of movement should all be taken into account. Moving smaller items (up to 50 kg) a distance of a couple meters at a slow methodic speed is the normal use of this ability. Moving larger items, moving items further, moving items faster, or any combination of the above can accrue multiple penalties of -2 to the d20 roll (as determined by the referee. For example, a character wants to levitate a crashed vehicle a few meters in the air to rescue the scientist that is trapped underneath. Its only a few meters at a controlled speed, but the weight is rather heavy, so the referee decides to give the character a -2 penalty to the roll. Note this is simply moving the item, not necessarily controlling its other actions (especially if it's a living thing).

- **Manipulate:** The character uses this ability to manipulate some item without touching it. This can be because the item is out of reach (like the trigger of a laser gun in a space pirates holster), because it's some internal workings (like causing a hose to pull lose inside a grav-tanks engine), or because it's really really small.

- **Push:** This ability is used to forcefully push a person or item (usually at a person). This will throw a person back for 1d6 meters and cause 1d6 points of damage. On a natural roll of 20 the victim is knocked unconscious for 1d6 minutes.

Telepathy

"I can kill you with my mind!" Telepathy is the ability to invade the minds of others to cause mental damage, steal thoughts, or project thoughts. In addition to making the successful roll to use this ability, if the target mind is that of an unwilling subject they get to make an Intelligence saving throw to resist the effects of the psionic ability. The following are all Telepathy abilities:

- **Empathy:** This is the ability to read emotions or intentions. It is also the ability to slightly alter these emotions or intentions. This is particularly good for animals and aliens who don't necessarily think like human beings.

- **Read Minds:** This is the ability to invade a targets mind and draw bits of information forth. Each time this ability is successful the psionic gains one bit of desired information. The player should ask the referee what he is attempting to find out and the referee should inform them of the results.

- **Send Message:** This is the ability to send a short message to a target, and receive an equally short response if necessary. Characters should consider their message well before sending it because it can't be expanded or detailed further without attempting the ability again.

- **Mind Blast:** This is a blast of head splitting psionic energy into a target. If the roll is successful and the target fails it's save, he takes 2d6 points of damage and/or falls unconscious for 1d6 x 10 minutes.

Visions

Visions are a mental ability that the character has no control over. Visions can be things that have happened in the past or *might* happen in the future if certain things come to pass.

It is up to the referee to determine when visions occur and what the vision imparts.

Visions are usually viewed as if the character is floating around the scene seeing everything that happened.

Visions of the future are not set in stone. In fact, a future vision is often given to a character specifically to motivate him to attempt to stop it from happening. Unfortunately, trying to stop the vision might be the thing that causes it to happen in the first place. Hurts the brain to think about it!

Symbiotic Entity

At some point in the character's travels they have been exposed to a strange alien life form. This symbiotic entity is some sort of alien mind that has attached itself to the character and has a direct mind link to the character.

The symbiotic entity can be an incorporeal being that houses itself deep in the characters psychi, or it can be a microscopic organism that lives somewhere inside the characters body, or it can be some kind of (usually gross) growth somewhere on the characters body. The referee and player should work together to create a unique idea.

For all practical purposes the Symbiotic Entity is an NPC that is always with the character. The entity has its own personality and memories and sometimes the memories of other hosts it has had.

The Symbiotic Entity can leave at any time, but once it does it can never return to the same mind. The entity and its host often become very attached emotionally and feel very empty and lonely if separated.

Recorded Image

_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____
_____ _____

Weapon	Damage	Ammo	Range

Personal Profile

Name: **Gender:**
Class: **Level:**
Age: **Height:**   **Weight:**

Vital Statistics

AGI ____Saves, To Hit Ranged, AC

INT ____Saves

PHY ____ Saves, To Hit/Dmg Melee, HP

PRE ____Saves

Financial Report

Credits on person:

Credits in savings:

Other savings and valuables:

Basic Abilities

Basic Hit Bonus:

Saving Throw:

Hit Points:

Armor Class:

Mission Log & Notes

Areas of Expertise

Skill: _____ + _____

Skill: _____ + _____

Skill: _____ + _____

Skill: _____ + _____

Experience Points

Current Amount: _____

Needed for Next Level: _____

Space Combat Chart

You can use the charts below to run your single or multiple ship (up to 5) space combats. Cut out the round tokens and glue them to thin cardboard (like a cereal box) and use them to represent the PCs ship. Alternately, photocopy this page on cardstock.

Enemy						PC Start

1

Enemy						PC Start

2

Enemy						PC Start

3

Enemy						PC Start

4

Enemy						PC Start

5
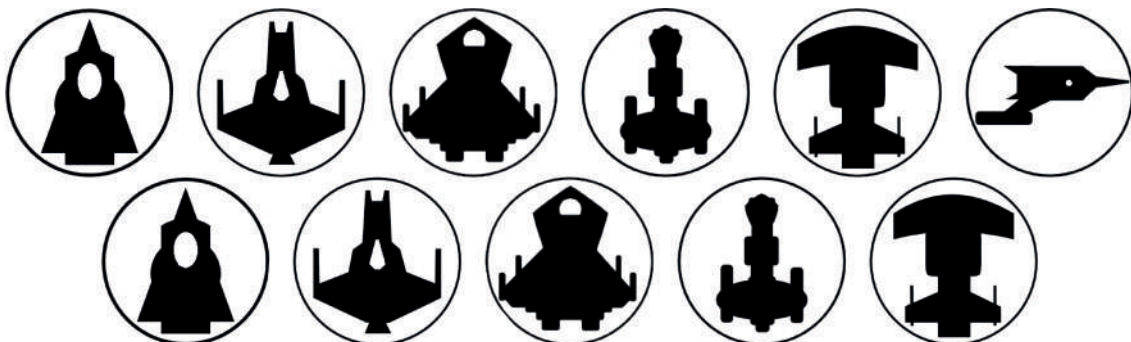
SERRANO CLASS SCOUT

PROPULSION: LAMMERS-REECE TYPE 107ZV1 CRIVEN ENGINES
DESIGN: BERTOLUCI, PDS.   MANUFACTURER: ADAM B.H., INC.

Bridge

Navigation / Life Support

Latrine & Shower

Crew Bunks (Triple-Bunks)

Type 107Zv1 Engines

Engineering

Mess / Provision

Storage

up.

MASTODON CLASS FREIGHTER
PROPULSION: MILLER-ROBERTS TYPE 28.3A MANASSAS ENGINES
DESIGN: NO5KCAJ, PDS.   MANUFACTURER: SWODAEM, INC.

Observation Deck

Latrine

Mess

Kitchen & Storage

Lift to Crew Level

Lift to Cargo Hold

'Tainment Pods

Comm Pods

Dock / Airlock

Cargo Bay Lvl 1

Enviro Suit Storage

Latrine

Mess / Meeting Room

Cargo Bay Lvl 2

lift

Docking Ops

Pilot / Navigation / Comms

Cargo Bay Lvl 3

Cargo Door

Life Support

[CARGO BAY SHOWN AT 1/3 SCALE]

Sensor Array

Crew Level

Cargo Bay 1

Cargo Bay 2

Cargo Bay 3

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