

STAR CRAWL

COMPATIBLE WITH
**DCC
RPG**

COMPATIBLE WITH
**MCC
RPG**

Star Crawl

Fantastic adventures in space and beyond

Updated 2nd Printing

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Produced by Tuesday Night Fiend Club

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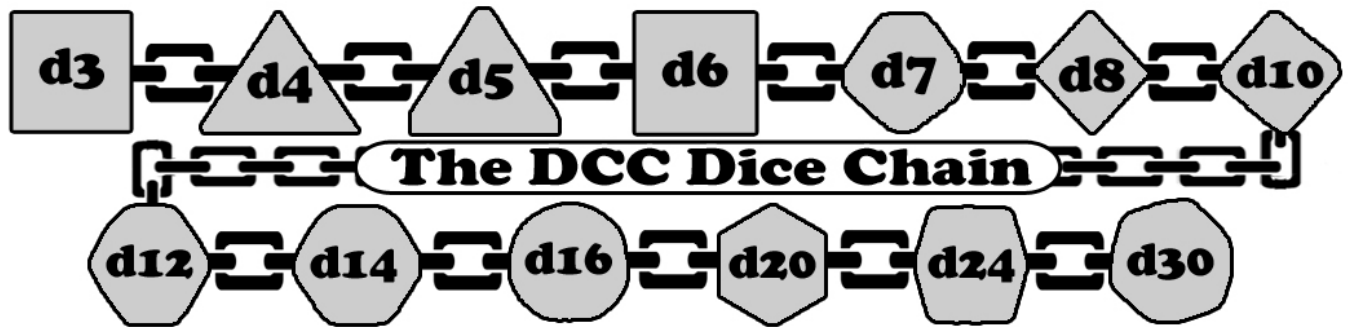
About Star Crawl

Pirates preying upon Imperial freighters; adventurers plundering dead worlds; Stellar Police bringing justice to far flung colonies; science vessels seeking out new civilizations. The settings and adventures of Star Crawl are as limitless as space itself.

Star Crawl is a game of sci-fi adventure, discovery, and wonder. Unlike most games of the genre, Star Crawl is not intended to force play into a specific setting: all is left wide open, allowing players and judges to build their own universe. Races are presented in terms of templates, allowing you to choose the specifics; weapons and equipment are general, encouraging customization; ships are presented within guides, letting you decide their natures. Some campaign elements are included to inspire your universe building, but they are not integral to the rules. This is your game, your setting, your characters: they look the way you want them to look.

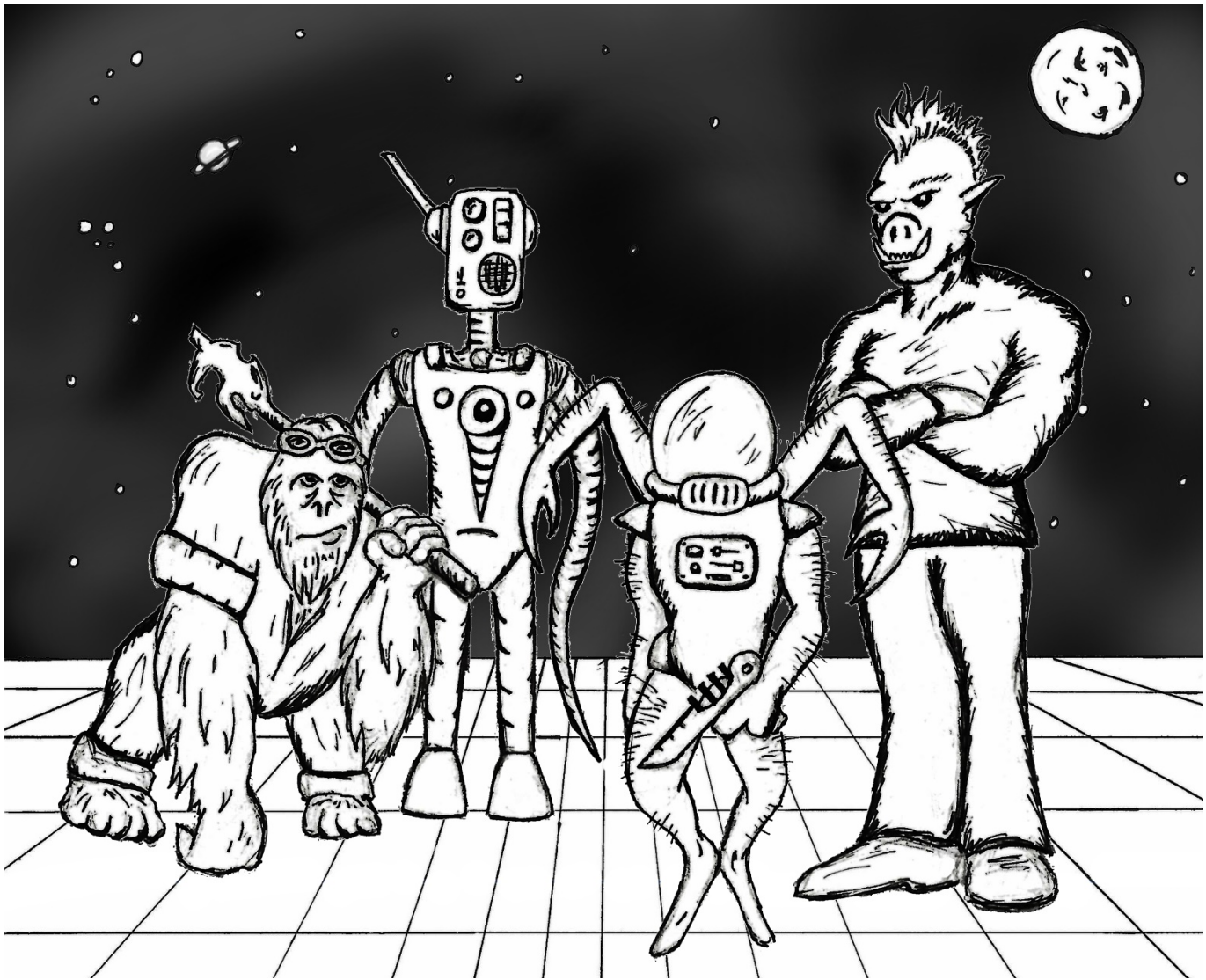
Star Crawl (SC) is designed for use with the Dungeon Crawl Classics (DCC) and Mutant Crawl Classics (MCC) role playing games. It is assumed that the reader has access to, and is familiar with, one or both of those games. Basic mechanics, such as ability scores, skill checks, and combat are covered in those core books. If, as a player or judge, you encounter a reference to rules you don't have (such as Psychic Mutations from MCC), ignore them- you'll be fine. Psychers in your corner of the SC universe simply don't have those powers.

SC can be used with other d20 based RPG systems with only minor changes, but there is one key concept from DCC/MCC referenced throughout these rules: the dice chain. This involves using larger or smaller dice to affect probability (this is referred to as adding or subtracting die steps). Rather than adding a simple numeric bonus to the final result, players will roll a different die. The die types used and their sequence in this chain are illustrated below.



Rules here may contradict rules in DCC or MCC: it is completely at the discretion of your judge (or GM) as to which are in play at your table. If your judge prefers tracking weapon charges to the random expiration described here, that's the way it is. There's no right or wrong way to play SC. Unless you're aggressively pointing out rules and shouting, "But the BOOK SAYS...!!!". Then you're absolutely playing it wrong. Go home & sleep it off.

Star Crawl is the result of my home DCC campaign and what follows grew from the incredible experiences I've had running games with the Tuesday Night Fiend Club. The game is geared towards wild, fun play and letting the players go nuts. What I've written is focused on providing a loose guide for play rather than rigid rules surrounding travel, encumbrance, and economy. I hope you have as much fun playing Star Crawl as I have had writing it.



Characters

Star Crawl is designed to accommodate characters, classes, and races from any DCC or MCC games. The classes presented here are intended as star borne options to expand your universe a bit. There is no reason you couldn't have a party consisting of a DCC Wizard, a MCC Rover, a SC Medic, and a Cyborg from Reid San Filippo's Umerica. The original SC campaign party consisted of all DCC characters who ended up in space, with new SC characters added over time.

Creation of SC characters matches the DCC/MCC process, but with one additional step: Race Template selection. There are no restrictions as to what races are available to each class, simply select one of the available Race Templates and apply the changes to your character.

When starting with a 0-level funnel, to speed up the game it is recommended that you not go through the Race Template selection process for each character. It is enough to review the list of available races for the players, then as a character steps up or "shines", players may wish to identify their race ("My lizard bureaucrat makes a grab for the photon pistol"). Once they hit 1st level, they will select a Race Template when choosing a class.

Star Crawl Character Creation Steps:

1. Roll Ability Scores (3d6 down the line, of course).
2. Roll for Occupation and Birth Sign
3. Choose Race Template (may delay until 1st level)
4. Fill in derived stats (Speed, Saves, Combat Adjustments, Perception) and roll for Hit Points (1d4 at 0-level)
5. Choose Alignment (DCC standards: Lawful, Neutral, Chaotic)

Occupation

Use the table below to determine your character’s starting occupation (what they did before seeking a life of adventure). At the discretion of your judge, you may use DCC’s tables for primitive characters or MCC’s “hunter/gatherer” table for characters originating from a post-apocalyptic world. Some occupations are left intentionally broad to allow for some interpretation on the part of the players (that Merchant could be a space station salesperson, vagrant vendor, or wasteland warehocker).

Starting gear includes items or skills carried over from this previous life. As players hailing from a modern, consumer-based society, you may find the starting equipment list to be a bit scant. If a character needs a particular item and the player can argue their occupation should have it, allow a Luck check: if successful, they have it on their person.

Credit represents the character’s relative wealth. This is further explained in the chapter on Equipment- for now, simply record the die type.

It should also be noted that the bulk of the occupations do not have starting weapons: this is intentional. Upstanding citizens of the universe do not typically carry weapons, so most new characters will be similarly unarmed when they are thrust into the circumstances that make them Star Crawlers. The judge should keep this in mind and ensure that many of the obstacles threatening the well-being of Star Crawl characters are of the situational and environmental variety. Clever players will find and improvise weapons from their surroundings. If the judge intends a 0-level adventure to be combat heavy, they should provide ample opportunities for the characters to arm themselves.



Table 1: Star Crawl Occupations

Roll	Occupation	Starting Gear	Credit
01	Aeronaut	Leather helmet and flight goggles	d5
02	Aftermath Cleaner	Bio-suit and genetic-dissolving compounds	d6
03	Algae Farmer	Spore samples	d4
04	Analyst	Vast collection of spreadsheets which will never be referenced again	d6
05	Apothecary	Mortar & pestle and d30 poppers	d8
06	Architect	Drafting tools	d7

Roll	Occupation	Starting Gear	Credit
07	Archivist	Amazing organizational skills	d5
08	Arms Dealer	Concealed plasma pistol (2d4 dmg)	d8
09	Artist	Assorted art supplies	d3
10	Astronomer	A star named after yourself	d6
11	Athlete	Excellent shoes	d7
12	Bartender	Drink recipes from a hundred worlds	d5
13	Bio Farmer	Pouch of patent-protected seeds	d4
14	Broadcaster	Portable recording rig	d5
15	Brood Nurse	Short-range monitoring device and sani-wipes	d4
16	Bureaucrat	Glossary of Galactic Regulations (portable digital edition)	d7
17	Burglar	Lockpicks	d4
18	Carpenter	Nail Driver (1d4 short-range dmg)	d5
19	Chef	Duralloy knife (1d4 dmg)	d6
20	Chemist	Pocket chem analysis kit	d7
21	Children's Entertainer	Wacky clothing and frivolous baubles	d4
22	Con Artist	Deck of plasti-cards	d4
23	Data Mule	Subcutaneous data storage implants	d5
24	Dental Hygienist	Sonic tooth scrubber	d6
25	Dilettante	Trust fund and full social agenda	d10
26	Diplomat	Formalwear and excellent etiquette	d8
27	DJ	Collection of recordings on an outdated medium	d3
28	Educator	Expensive texts with no value	d4
29	Engineer	Klep Wrench (1d8 melee dmg)	d6
30	Entrepreneur	A massively inflated sense of self-worth	d10
31	Factory Worker	Eye and ear protective gear	d5
32	Fashion Designer	A finger on the pulse of the hottest trends	d6
33	Fine Machinist	Set of tiny tools	d6
34	Fixer	Shady contacts and a lack of conscience	d6
35	Flavor Engineer	Compounds capable of replicating flavors	d6
36	Florist	Clippers and roll of fine wire	d5
37	Futurist	A lifetime of detailed trend analysis	d7
38	Gambler	Dice (both loaded and legit)	d5
39	Genetic Engineer	Secret clone slug stashed away somewhere	d7
40	Geologist	Several exceptional rocks (of no interest to anyone else)	d6
41	Hacker	IP-infringed datapad	d6
42	Helium Collector	Gas tank and high-pitched voice	d5
43	Hunter	Pneumatic Crossbow (1d8 dmg)	d4
44	Hyperspace Navigator	Charts of common (and less common) hyperspace routes	d6
45	Ice Pirate	Leather armor and a cutlass (1d6 dmg)	d4
46	Janitor	Cleaning solution	d4
47	Journalist	Digital recorder/transcriber	d5
48	Kelb Baller	Kelb Ball and Kelb Gloves	d8
49	Laborer	Good gloves and a back brace	d4
50	Medical Technician	First aid kit and 1d6 poppers	d6
51	Memory Tech	Memory mapper	d6
52	Merchant	Currency Converter	d6
53	Military	Laser Sidearm (1d6 dmg)	d6
54	Miner	High-quality head-mounted light	d6
55	Model	Wide recognition and little respect	d7

Roll	Occupation	Starting Gear	Credit
56	Mural Painter	Cans of paint in assorted colors	d3
57	Navigator	Star Charts	d5
58	Nuclear Physicist	Portable Rad Detector	d7
59	Numismatist	Collection of alien currency	d6
60	Ophthalmologist	Lens cleaner and eye drops	d7
61	Particle Harvester	Particle separator	d6
62	Personal Shopper	Discounts at numerous high-end retailers	d5
63	Pet Trainer	Pocket full of treats	d5
64	Philatelist	1d6 albums of stamps	d4
65	Philosopher	Abundant ennui	d3
66	Pirate	Duralloy Sword (1d8 melee dmg)	d4
67	Preacher	Canonical text and icon relevant to your faith	d5
68	Private Detective	Slug Pistol (1d8 dmg)	d4
69	Protein Farmer	Self-replicating protein critter	d5
70	Pyrotechnician	Highly flammable powders and detonators	d5
71	Sanitation Worker	Coveralls and good boots	d6
72	Satirist	A long list of enemies	d4
73	Scavenger	Assorted bits of junk and an overinflated sense of their value	d3
74	Security	Stun rod	d5
75	Shiftless Drunk	Bottle of alcohol and a vengeful ex	d2
76	Ship Scrubber	Acid-proof gloves	d4
77	Shuttle Technician	Tube of emergency vac-sealant	d6
78	Social Activist	Insurgent contacts	d4
79	Software Engineer	Portable computer with universal interface cables	d6
80	Space Trucker	Extensive knowledge of hyperspace lanes	d6
81	Spacewelder	Laser welding gun (1d4 dmg)	d6
82	Spiritual Advisor	Crystals and baubles imbued with artificial significance	d4
83	Stage Magician	Formalwear with abundant pockets	d5
84	Standup Comedian	Issues (lots of issues)	d4
85	Star Sailor	Jaunty hat	d5
86	Stellar Police	Stun Rod and Duraweave Vest	d6
87	Street Cleaner	Portable pressure washer	d4
88	Student	Crippling debt	d2
89	Tailor	Thread and fabric swatches	d6
90	Terraformer	Genesis seeds	d6
91	Thug	Club (1d6 dmg)	d4
92	Translator	Glutark's Guide to Greetings (portable digital edition)	d6
93	Undertaker	Sonic Shovel (1d6 melee dmg)	d6
94	Valet	Business attire and excellent grooming	d6
95	Videographer	Vid-recorder and hundreds of hours of union ceremony recordings	d4
96	Virtual Realty Agent	Acres of off-the-books virtual property	d8
97	Wanderer	Backpack	d2
98	Writer	Transcription slate	d4
99	Xenobiologist	A history of exposure to strange alien diseases	d6
00	Displaced Time Traveler	(reroll and interpret result as an archaic version of the occupation)	d3

Star Signs

Roll d30 on the table below to determine each character's Star Sign. Add the character's Luck modifier to all rolls of the indicated type.

Table 2: Star Signs

d30	Star Sign (Lucky Roll)	d30	Star Sign (Lucky Roll)
1	Scourge (all Attack rolls)	16	Phoenix (Healing rolls)
2	Cutter (Melee Attack rolls)	17	Untouched (Saving Throws)
3	Seeker (Ranged Attack rolls)	18	Serpent (Escape Traps/Bindings)
4	Brute (Unarmed Attack rolls)	19	Survivor (Saves vs Poison/Toxins)
5	Comet (Ship/Vehicle Attack rolls)	20	Dancer (Ref Saving Throws)
6	Destroyer (all Damage rolls)	21	Fighter (Fort Saving Throws)
7	Crusher (Melee Damage rolls)	22	Thinker (Will Saving Throws)
8	Burner (Ranged Damage rolls)	23	Shield (Armor Class)
9	Thug (Att & Dmg w/ starting wpn)	24	Sentinel (Initiative)
10	Black Thumb (Repair checks)	25	Stalwart (Hit Points each level)
11	Sweeper (Notice Traps/ Security)	26	Slayer (apply twice for Critical Hits)
12	Witness (apply twice to Perception score)	27	Tower (saves vs Psy attacks)
13	Adept (Spell/Mutation/Psy checks)	28	Grip (apply twice for Fumbles)
14	Chosen (Spell/Mutation/Psy damage)	29	Speaker (Number of Languages)
15	Guide (Pilot checks)	30	Wind (Speed: +/-1=+/-5')

Perception

If using a standard DCC or MCC character sheet, you will want to make space for a new Star Crawl stat: Perception. Perception is a simple, catch-all roll for characters to notice something others (including their players) may overlook. It is also particularly useful for monitoring a ship's sensors while part of a crew.

Perception is derived by adding the ability modifiers for Intelligence and Luck. So, a character with a 16 Intelligence (+2) and 8 Luck (-1) would have a Perception score of +1. Certain classes and race templates have additional bonuses to their Perception score, as described in their entries.



Classes

On reaching 1st level, each character must choose a class. There are no requirements for classes, but higher scores in some abilities will obviously make a character more successful in certain classes (you might want to reconsider whether medic is best choice for that character with 4 Intelligence...). Characters gain experience and levels as detailed in the DCC & MCC rulebooks.

The following classes should be considered the standard choices for 1st level Star Crawl characters. Any others may only be selected after consulting the judge.

Mechanic: Support class focused on problem solving, repairs, and technology. They'll be best served with high Intelligence.

Medic: Healers and doctors, their primary goal is keeping their companions healthy. Intelligence is very useful for medics.

Psycher: They have powerful mental abilities that can quickly take foes out of a fight, but they tend to be physically frail. Personality is their key attribute.

Scoundrel: Specialists in sleight of hand, stealth, and illicit gains. They can benefit equally from high Agility, Intelligence, and Personality.

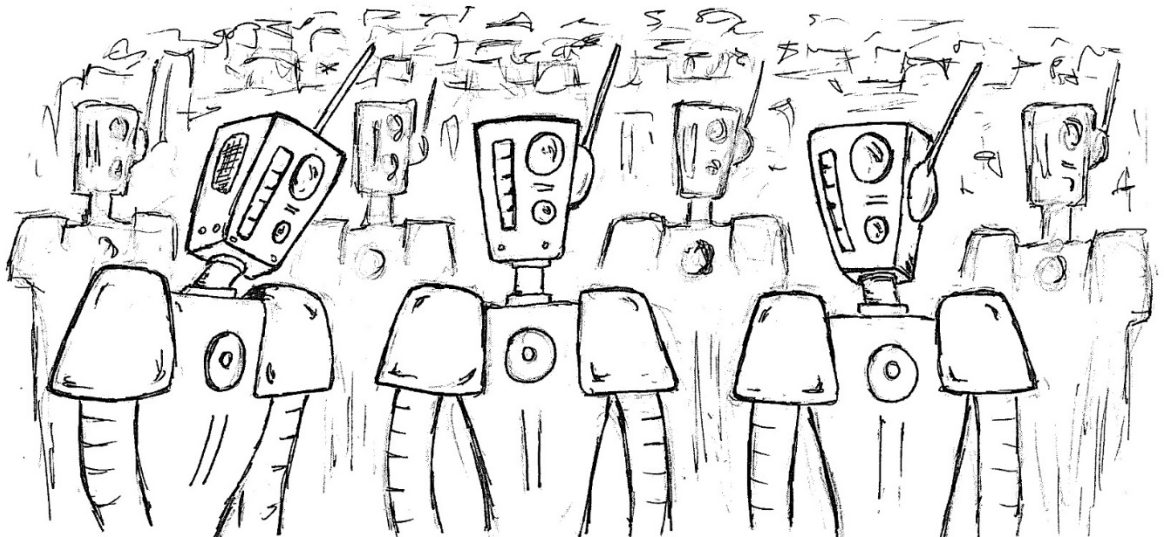
Soldier: Well equipped for both support and combat roles, they work best in groups. Strength, Stamina, and Agility will all improve their combat skills, but Personality becomes a key ability at higher levels.

Space Cowboy: A combat class specializing in ranged attacks and good at escaping tough situations. High Agility and Luck statistics will be especially helpful when creating a Space Cowboy.

Swashbuckler: their shareable good fortunes and advanced two-fisted fighting skills make them valuable companions. High Luck scores benefit them more than most, but as a combat class they also value Strength, Stamina, and Agility.

Thief: as described in the DCC rulebook, these are masters of, well, thievery. Agility is their most important attribute.

Warrior: as described in the DCC rulebook, they are the unquestioned masters of combat. Stamina is important, but high scores in Strength and/or Agility will greatly improve their damage potential.





Mechanic

When you need something fixed, figured out, or built, nobody beats a mechanic. Mechanics are not just repairmen: these are the characters who dedicate their lives to understanding technology and seeking out new, better ways of doing things.

Hit Points: Mechanics gain 1d8 hit points at each level.

Repair: The core skill of mechanics is their ability to repair mechanical and electrical devices. Add their Intelligence modifier to the base score indicated on the level advancement table to find the character's Repair skill. For alien or unfamiliar systems, the mechanic may need to pass an Understand the Unusual check before attempting repairs. The time it takes to enact repairs is dependent upon the situation at hand and wholly at the discretion of the judge.

Table 3.1: Sample Repair DCs

Action	DC
Un-jam weapon	8
General Repair check	12
Repair robot (1d6 HP/ mechanic level)	12
Improvise projectile weapon from scrap parts	14
Activate ancient planetary weapon system	16
Make derelict ship flight-worthy	18
Cut Repair time in half	+4

Understand the Unusual: The analytical minds of mechanics are particularly suited to quickly assessing and understanding unfamiliar situations and alien devices. Understand the Unusual is a fairly broad skill, representing the ability of the character to simply figure things out. Examples might include how to use a never-before seen weapon, denominations of alien currency, or the blast radius of an improvised explosive. The DC of the roll is at the discretion of the judge and should factor in the relative strangeness to the character of the item to be understood. The mechanic's base Understand the Unusual bonus is their level plus Intelligence modifier.

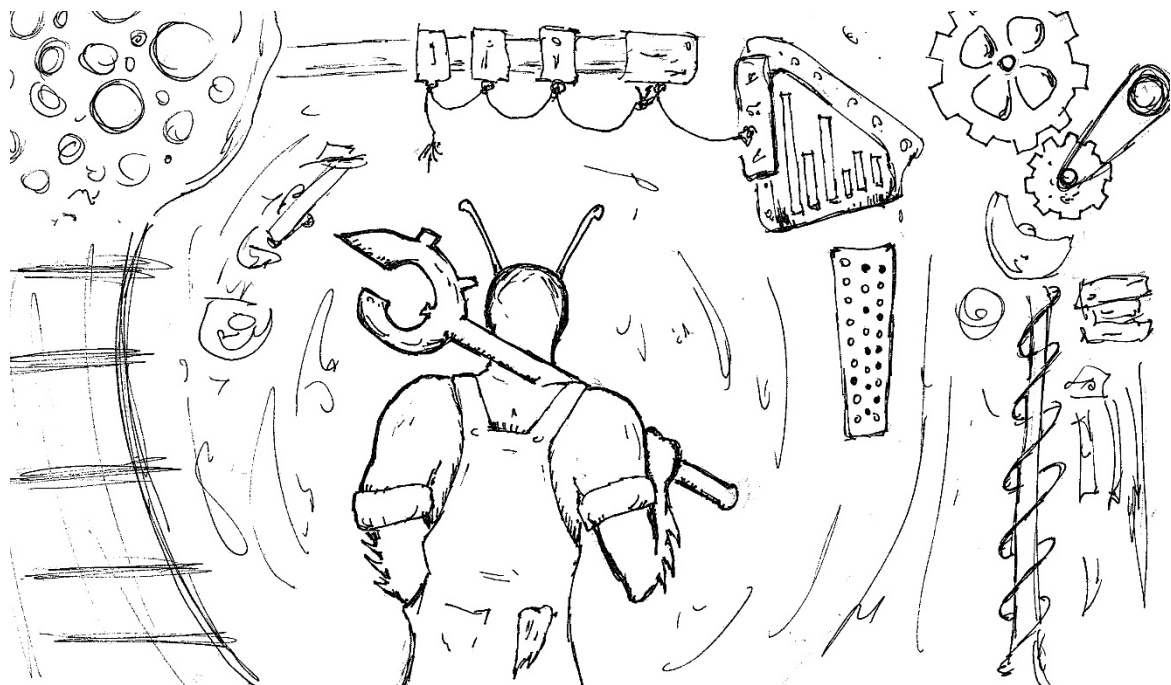
Table 3.2: Understand the Unusual Sample DCs

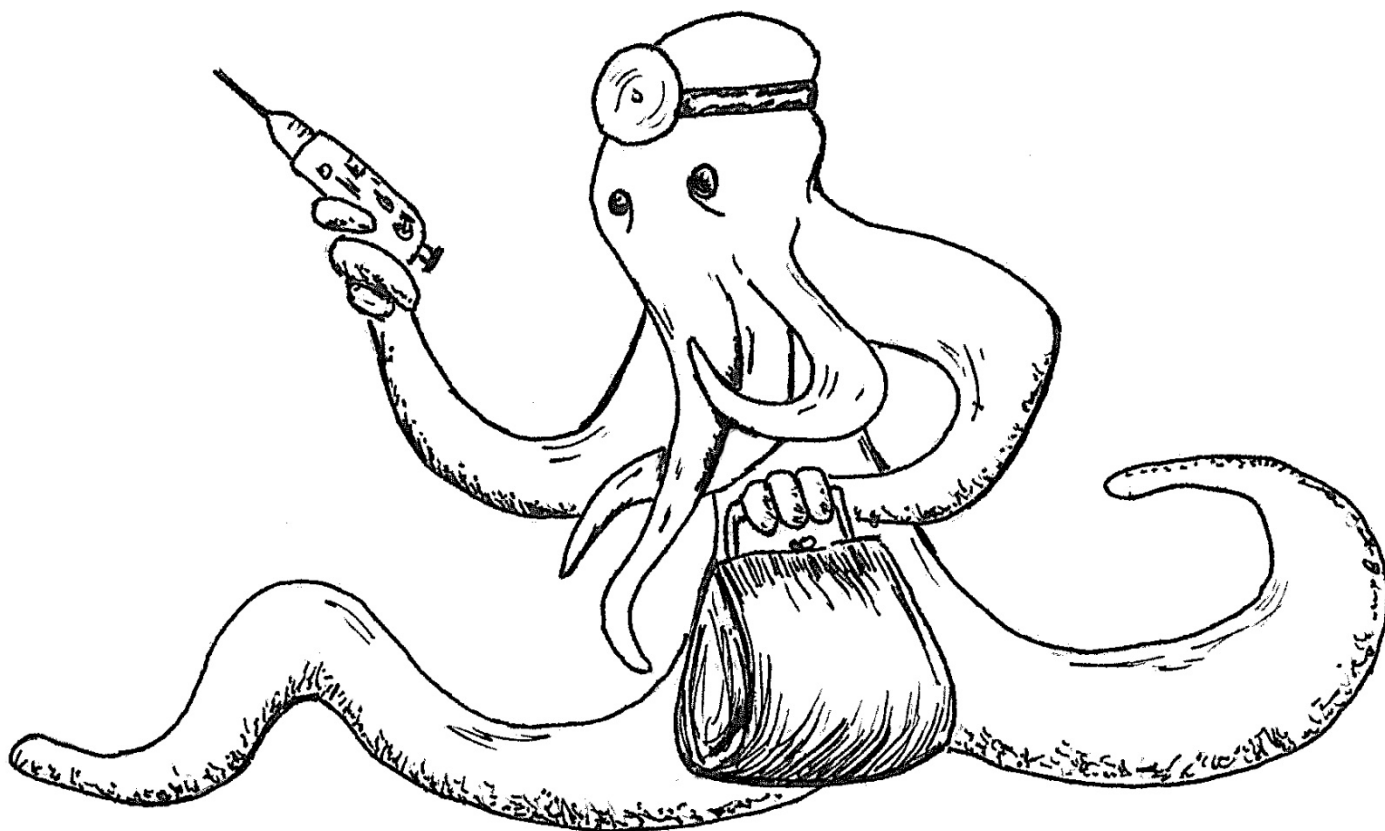
Action	DC
Figure out alien currency	10
Use completely new type of weapon	12
Interpret meaning from signs in an unknown language	14
Understand significance of data in dead alien scientist's notes	16

Pilot: In the world of independent starship operators, mechanics are often called upon to fly the ships they service. Their base Pilot skill is equal to their Level plus modifiers for Agility and Intelligence.

Table 3.3: Mechanic Level Advancement

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Repair
1	+0	1d6/II	1d20	+1	+1	+1	+1
2	+1	1d8/II	1d20	+1	+2	+1	+3
3	+2	1d8/II	1d20	+2	+2	+1	+5
4	+2	1d10/II	1d20	+2	+3	+2	+6
5	+3	1d10/II	1d20+1d14	+3	+4	+2	+7
6	+4	1d12/II	1d20+1d16	+3	+4	+3	+8
7	+4	1d12/II	1d20 (x2)	+4	+5	+3	+9
8	+5	1d14/II	1d20 (x2)	+4	+6	+3	+10
9	+6	1d14/II	1d20 (x2)	+5	+6	+4	+11
10	+7	1d16/II	1d20 (x2)	+5	+7	+4	+13





Medic

Medical doctors, field medics, and local healers all fall under the umbrella of medics: the ones to patch you up when things get rough. Though often overlooked, no ship crew or salvage party can be considered complete without a medic.

Hit Points: Medics gain 1d6 hit points at each level.

Base Medic Check: When making any attempts to heal, or otherwise address, disease, ailment, or injury, the medic's Base Medic Check is used. This score is equal to the medic's level plus Intelligence modifier. Specific diseases and toxins will have individual DCs, included in the ailment's description. Samples on Table 4.1: Sample Medic Check DCs are for reference: they may be modified by the judge based on circumstances. A character who is near death (reduced to 0 hit points) can automatically be stabilized by the medic on the round damage was sustained (bringing them to 1 hit point); attempting stabilization on any subsequent rounds requires a Medic Check (DC 12). Stabilization must occur within a reasonable timeframe (at the judge's discretion based on the severity of the wounds).

Table 4.1: Sample Medic Check DCs

Action	DC
Stabilize Dying Character (immediately)	Auto
Stabilize Dying Character (rounds following injury)	12
Diagnose illness	14
Treat minor, common ailment	12
Treat rare, life-threatening ailment	18
Treating unfamiliar alien or lifeform	+2-6

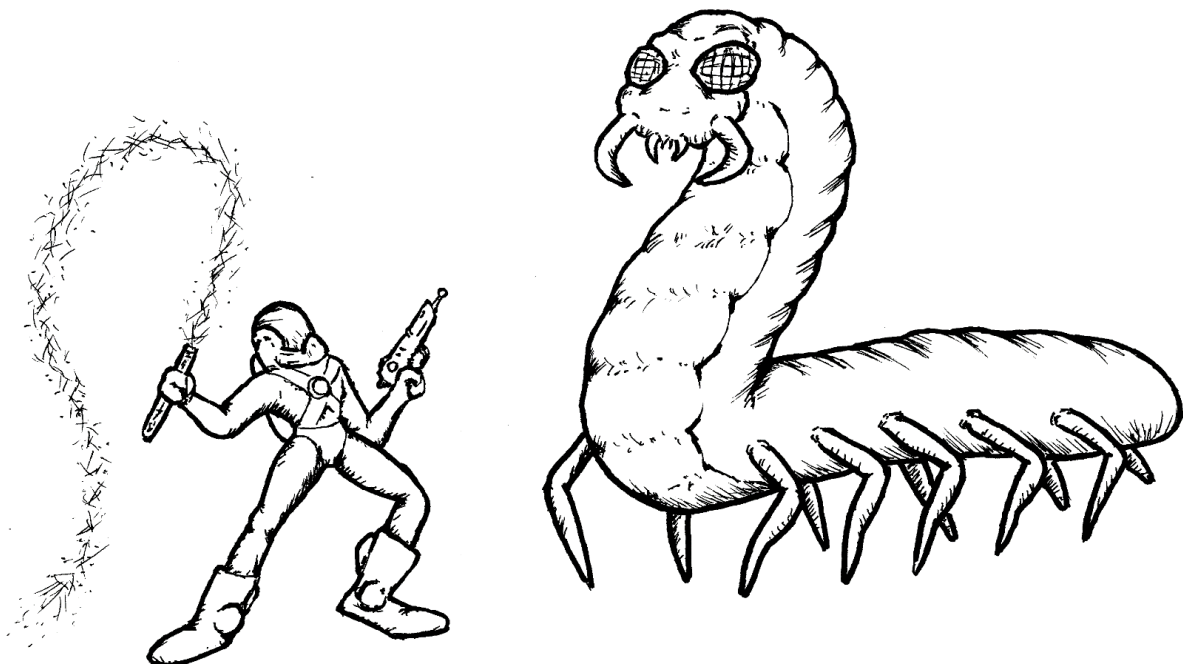
Trained Professional: While any character can attempt to use most simple medical devices and healing aids, these items shine in the hands of a medic. Any time a medic administers healing with drugs or devices, the amount healed may be rerolled (keeping the higher of the two results). The entire roll must be rerolled, not just select dice. For example, a medic successfully heals an ally for 2d6 hit points, rolling 7 (a 2 and a 5). As a Trained Professional, they reroll, getting 5 (a 4 and a 1). The original result of 7 will apply.

Improvised Care: In situations where advanced healing technologies are unavailable, the medic can always attempt quick, simple first aid to stabilize or patch up the infirmed. Unless the medic has proper supplies on hand, this often involves ripping shirts, boiling water, and/or cauterizing wounds. The attempt must be made immediately after the incident in which the injury was sustained (basically, as soon as there is a lull in combat, the medic can administer a single Improvised Care check on each wounded character). Improvised Care requires a Medic Check vs DC 12: success allows the target character to regain hit points as defined by the medic's current level.

Note that Improvised Care may be attempted under any circumstances, but the result may only be impacted by the Trained Professional reroll if the medic has access to proper equipment (first aid kit, sterile bandages, etc.).

Table 4.2: Medic Level Advancement

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Improvised Care
1	+0	1d6/III	1d20	+0	+1	+1	1d3
2	+1	1d8/III	1d20	+0	+1	+2	1d3
3	+1	1d8/III	1d20	+1	+2	+2	1d4
4	+2	1d10/III	1d20	+1	+2	+3	1d6
5	+2	1d10/III	1d20+1d14	+1	+2	+4	1d8
6	+3	1d12/III	1d20+1d16	+2	+3	+4	1d8
7	+4	1d12/III	1d20 (x2)	+2	+3	+5	1d10
8	+4	1d14/III	1d20 (x2)	+2	+4	+6	1d12
9	+5	1d14/III	1d20 (x2)	+3	+4	+6	1d14
10	+6	1d16/III	1d20 (x2)	+3	+4	+7	1d16



Psycher

Though some beings may have latent psychic powers, the true masters of the mind are psychers. These rare, gifted individuals dedicate their lives to training their mental abilities, often to the exclusion of all else.

Hit Points: Psychers gain 1d4 hit points at each level.

Extra Sensory Perception: Psychers make all Perception and Initiative checks using 1 die type higher (typically, this will be d24).

Base Psyker Check: This is the modifier to any attempts to use psyker powers. The value is the psyker's level plus Personality modifier. If the psyker ever rolls a natural 20 when making a Psyker Check, they may add their level a second time to the roll.

Mind Burn: Sometimes, the psyker's base abilities just aren't enough. Prior to attempting to use a psychic power (before rolling any dice), the psyker may declare they will Mind Burn. This involves pushing themselves far beyond the normal limits, resulting in temporary ability damage.

Intelligence and/or Personality can be spent: each point burned grants a bonus point to the final Psyker Check result. Such points are regained at a rate of one per day. A psyker may regain access to a power lost for the day with a single point of Mind Burn. Each use of the power requires another ability point to be burned. Note that if a natural 1 is rolled while using Mind Burn for a power, in addition to the normal penalties, one point of Intelligence or Personality is lost permanently.

Power Manifestation: At character creation, the psyker must roll on Table 5.1: Psyker Power Manifestation to determine what visible signs occur when a power is used. Any time a Psyker Check result is a natural 20, or 25+ with modifiers, and/or if the psyker uses Mind Burn, the "Intense" version of the manifestation occurs.



Table 5.1: Psyker Power Manifestation

1d8	Manifestation (<i>Intense</i>)
1	Eyes turn black (<i>Black veins spread across face</i>)
2	Eyes glow (1d4: 1- white, 2- blue, 3- green, 4- red) (<i>Glow becomes blinding, forcing others to look away</i>)
3	Visible veins pulse on forehead (<i>Head begins to obviously and vigorously throb</i>)
4	Air crackles around Psyker (<i>Visible blue energy arcs from Psyker, dealing 1 damage to all within 5'</i>)
5	Loose objects nearby vibrate slightly (<i>Room shakes, with items falling from shelves</i>)
6	Barely audible high-pitched whine (<i>Piercing shriek, shattering thin glass</i>)
7	Nose bleeds a trickle (<i>Blood runs from nose and ears: lose 1 HP</i>)
8	Lights dim (<i>Light bulbs shatter; electronics fail momentarily</i>)

Psychic Powers: Table 5.4: Psyker Level Advancement has a column for "Powers Known". This indicates the maximum number of psyker powers the character can learn. At 1st level, the character gains the listed number

of powers (typically rolled randomly, though the judge may allow some player input as fits the character or campaign). At subsequent levels, the psyker's mind opens and they gain additional insights, represented by rolling randomly for a new power. At the judge's discretion, the psyker may seek out mental training to learn a desired power. A master of the power they wish to learn must be found and convinced to teach the psyker. *Misfire*: Anytime a misfire is indicated on a failed Psyker Power roll (or, if using MCC Mental Mutations, anytime a defect roll is called for), roll on Table 5.2: Psyker Power Misfire.

Table 5.2: Psyker Power Misfire

1d4	Misfire Effect
1	Intense Manifestation... and nothing else. All witnesses are left disappointed.
2	Target is immediately aware of the Psyker's attempt (including the exact nature of said attempt)
3	Pass a DC 12 Fort save or become unconscious for 1d4 rounds
4	Roll on Table 5.3: Psychic Corruption

Corruption: Using powerful psychic powers is devastating to even the most disciplined students of the mental arts. As the psyker changes, sharing the company of "normals" becomes increasingly difficult. In some cases, they find it more difficult to use their powers as their mind destroys itself.

Table 5.3: Psychic Corruption

1d6	Corruption
1	Things just... aren't right. The psyker becomes increasingly aloof and detached. Lose 1 point of Personality (cumulative with each result).
2	It's too much! You must focus on shutting out external stimuli. Permanent -1 to Perception checks (cumulative with each result).
3	Occasionally, visions of things that once were (or maybe will be?) flood the psyker's mind. These are rarely useful, but always distracting. A -1 penalty is applied to Initiative rolls.
4	Hair loss (1st result: patchy; 2nd result: total baldness).
5	All future activations of this power trigger the intense effect. If this result is rolled a second time, effect reverts to normal.
6	The part of the psyker's mind that accesses this power is blocked. Until some sort of psychic healing process can be completed (likely an adventure unto itself), the Psyker cannot use this power.

Table 5.4: Psyker Level Advancement

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Powers Known
1	+0	1d6/I	1d20	+1	+0	+1	2
2	+1	1d6/I	1d20	+1	+0	+2	3
3	+1	1d8/I	1d20	+1	+1	+3	3
4	+1	1d8/I	1d20	+2	+1	+4	4
5	+2	1d10/I	1d20+1d14	+2	+1	+5	5
6	+2	1d10/I	1d20+1d16	+2	+2	+6	5
7	+3	1d12/I	1d20 (x2)	+3	+2	+7	6
8	+3	1d12/I	1d20 (x2)	+3	+2	+8	7
9	+4	1d14/I	1d20 (x2)	+3	+3	+9	7
10	+4	1d14/I	1d20 (x2)+1d14	+4	+3	+10	8



Scoundrel

Spies, smugglers, and pirates can all be considered scoundrels. These are the hardened souls willing to do whatever it takes to get ahead, even if that sometimes puts them outside the constraints of civilized societies.

Hit Points: Scoundrels gain 1d6 hit points at each level.

Trained Eye: Scoundrels add their level to their Perception score.

Scoundrel's Luck: Each time a scoundrel spends a point of Luck to modify a die roll, they get a significantly higher return on their investment than other classes. For each point spent, they should roll the Luck Die listed for their level: the result is the number of points by which the original die roll is modified. Each day, the scoundrel recovers Luck points equal to their level. This will not cause their Luck score to exceed their original value.

Scoundrel Skills: These are the skills by which scoundrels ply their shady trades. Each advances with level (as seen on the Table 6.1: Scoundrel Skills by Level) and may be impacted by the character's Ability Score modifiers.

Surprise Attack: This value is added to attack rolls if the scoundrel initiates combat or otherwise surprises his opponent. If such an attack is successful, it is also considered a critical hit. This includes actions taken while part of a group or alone. Note that this skill can also be used while manning ship weapons, but it takes a little more setup to pull off.

Sneak Silently: Add to attempts to go unnoticed while moving, such as getting into position for a Surprise Attack. This roll is made against a DC that takes into account the area across which the scoundrel is sneaking (base DC 10).

Sleight of Hand: Palming items, picking pockets, drawing a weapon unnoticed, or other concealed acts of manual dexterity are encompassed by this skill.

Pick Lock: This skill encompasses bypassing any physical locking mechanisms, such as traditional (tumbler) locks or manacles.

Disable Security: With a successful application of this skill, the scoundrel deactivates security measures, such as alarms or laser grids. This causes the system to malfunction or shut down, either temporarily or permanently (at judge's discretion in consideration of the circumstances).

Forge Credentials: This skill includes credentials both physical (such as documents or identification papers) and electronic (such as access codes). Such credentials will be adequate for general purposes but may not hold up under intense examination (the judge should feel free to adjust the DC based upon expected level of scrutiny).

Smuggle: By application of this skill, the scoundrel is able to move items unnoticed. This may be slipping items past security on one's person or moving cargo through a blockade. The actual circumstances and plan should be determined by the player: the skill roll merely represents the smuggler's ability to conceal and move such goods. Note that this is distinctly different from Sleight of Hand: that skill represents acquisition of items, while Smuggling involves keeping them.

Grift: This skill is used to bluff, con, or otherwise convince others that the scoundrel is acting in their best interest. Not just limited to con-games or scams, it may also be used to gain trust or place the scoundrel in an undeserved role.

Table 6.1: Scoundrel Skills by Level

	1	2	3	4	5	6	7	8	9	10
Luck Die	d3	d4	d5	d6	d7	d8	d10	d12	d14	d16
Surprise Attack	1	3	5	6	7	8	9	10	11	12
Sneak Silently*	1	3	5	6	7	8	9	10	11	12
Sleight of hand*	2	4	6	8	9	10	11	12	13	14
Pick Lock*	1	3	5	7	8	9	10	11	12	13
Disable Security**	1	3	5	6	7	8	9	10	11	12
Forge Credentials**	1	2	3	4	5	6	7	8	9	10
Smuggle**	2	4	6	7	8	10	11	12	13	14
Grift***	1	2	3	4	5	6	7	8	9	10
*Add Agility modifier		**Add Intelligence modifier				***Add Personality modifier				

Table 6.2: Scoundrel Level Advancement

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will
1	+0	1d10/II	1d20	+1	+1	+0
2	+1	1d12/II	1d20	+2	+1	+1
3	+2	1d12/II	1d20	+2	+2	+1
4	+2	1d14/II	1d20	+3	+3	+2
5	+3	1d14/II	1d20	+4	+3	+2
6	+4	1d16/II	1d20+1d14	+4	+4	+3
7	+5	1d20/II	1d20+1d16	+5	+4	+3
8	+5	1d20/II	1d20 (x2)	+6	+5	+4
9	+6	1d24/II	1d20 (x2)	+6	+6	+4
10	+7	1d30/II	1d20 (x2)	+7	+6	+5



Soldier

Soldiers are those who dedicate their lives to the art of combat: not just simple fighting, but the tactics and strategies of war. They understand that beyond weapons and machines, organization and cooperation win the day. Soldiers aren't as flashy as some other classes, but their survivability and reliability make them the core of many groups.

Hit Points: Soldiers gain 1d12 hit points at each level.

Specialty Field: Each soldier chooses a Specialty Field at character creation. They gain the Specialty Bonus listed on Table 7.2: Soldier Level Advancement to checks related to their specialty. At the judge's discretion, the Specialty Bonus may be applied to other checks related to the field. A player interested in additional Specialty Fields should work with their judge to create them.

Communications: Add to any attempts to hack or jam broadcast or communications systems.

Demolitions: Add to set or disarm explosives (include ability modifier from Intelligence).

Gunner: Add to attacks with ship weapons (include ability modifier from Agility).

Infantry: Add Specialty Bonus to Stamina & Fortitude checks related to marching or endurance; reduce Armor Check Penalty by 2 & reduce Fumble Die by 1 step (minimum d4).

Special Intelligence: Add to all attempts to gather information or intimidate (include ability modifier from Personality).

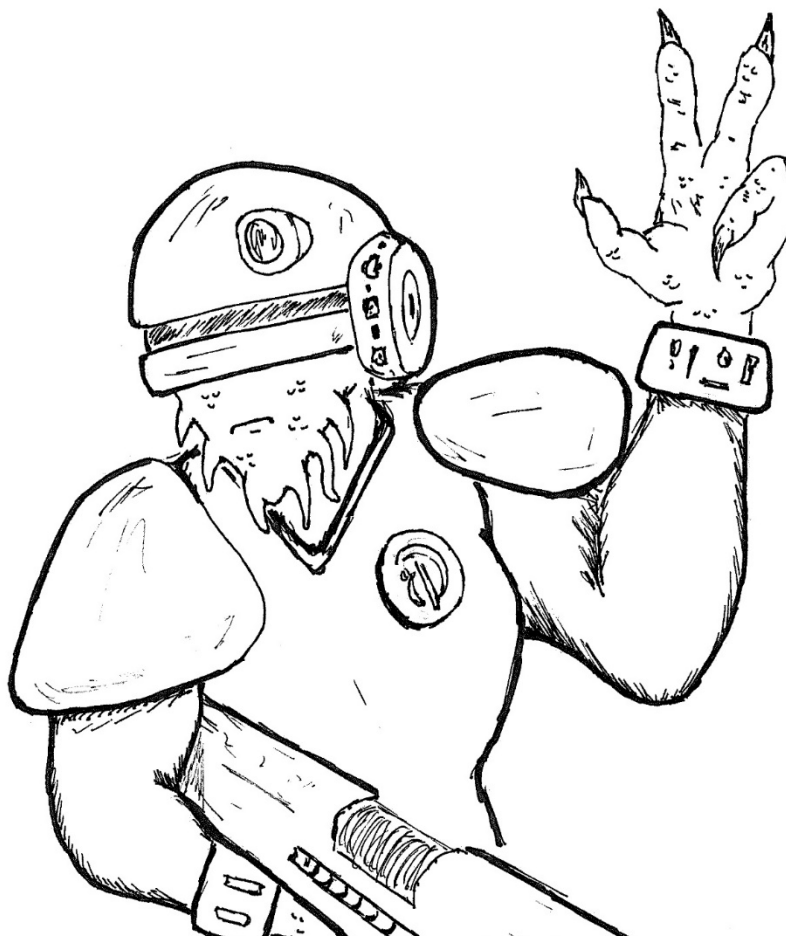
Pilot: Add to Pilot skill (include ability modifiers for Intelligence and Agility).

Recon: Add to Perception.

Sniper: As an action, take aim to gain Specialty Bonus to next ranged attack roll; if this attack is successful, it will be a critical hit.

Heroic Effort: Through force of will and training, the soldier can keep on going beyond what may seem possible. When reduced to 0 Hit Points, a soldier may make a Will save (DC 12) to act for one more round. They can continue this way indefinitely, with the Will save DC increasing by 2 each round. So, the DC will be 16 on the third round, 18 on the fourth, and so on until a roll is failed. Once the Will save is failed, the soldier will fall as normal.

Squad Tactics: Soldiers truly excel when working together. A soldier uses this ability to assist others in any given task: when the assisted character makes the check, increase the die type by 1 step. In addition to skill/ability checks, this can apply to attack (such as a spotter helping to set up a shot) or damage rolls (concentrating fire to enhance the other attack). Multiple soldiers can provide support, but the die type will not increase beyond d30. Note that only one character makes the roll: the others just assist.



For example: three soldiers are engaged in combat against an alien beast and they just haven't been able to beat its high AC. Two provide support to the best shooter: only this soldier will attack this round, using a d30 instead of his usual d20.

Chain of Command: As an action, a soldier may give orders to a lower level soldier (or group of soldiers). The acting soldiers gain a bonus equal to the level of the senior soldier. Note that this bonus is cumulative with Squad Tactics, but a single soldier cannot provide both benefits in a round. So, in the example above, if a 3rd level soldier had ordered the three 1st level soldiers to team up, the shooter would get +3 to that d30 attack roll. Only one soldier can give a Chain of Command bonus at a time: if multiple soldiers issue orders simultaneously to the same target(s), the conflicting orders cancel each other out. If soldiers are at the same level, one should be identified as the senior officer for purposes of this skill.

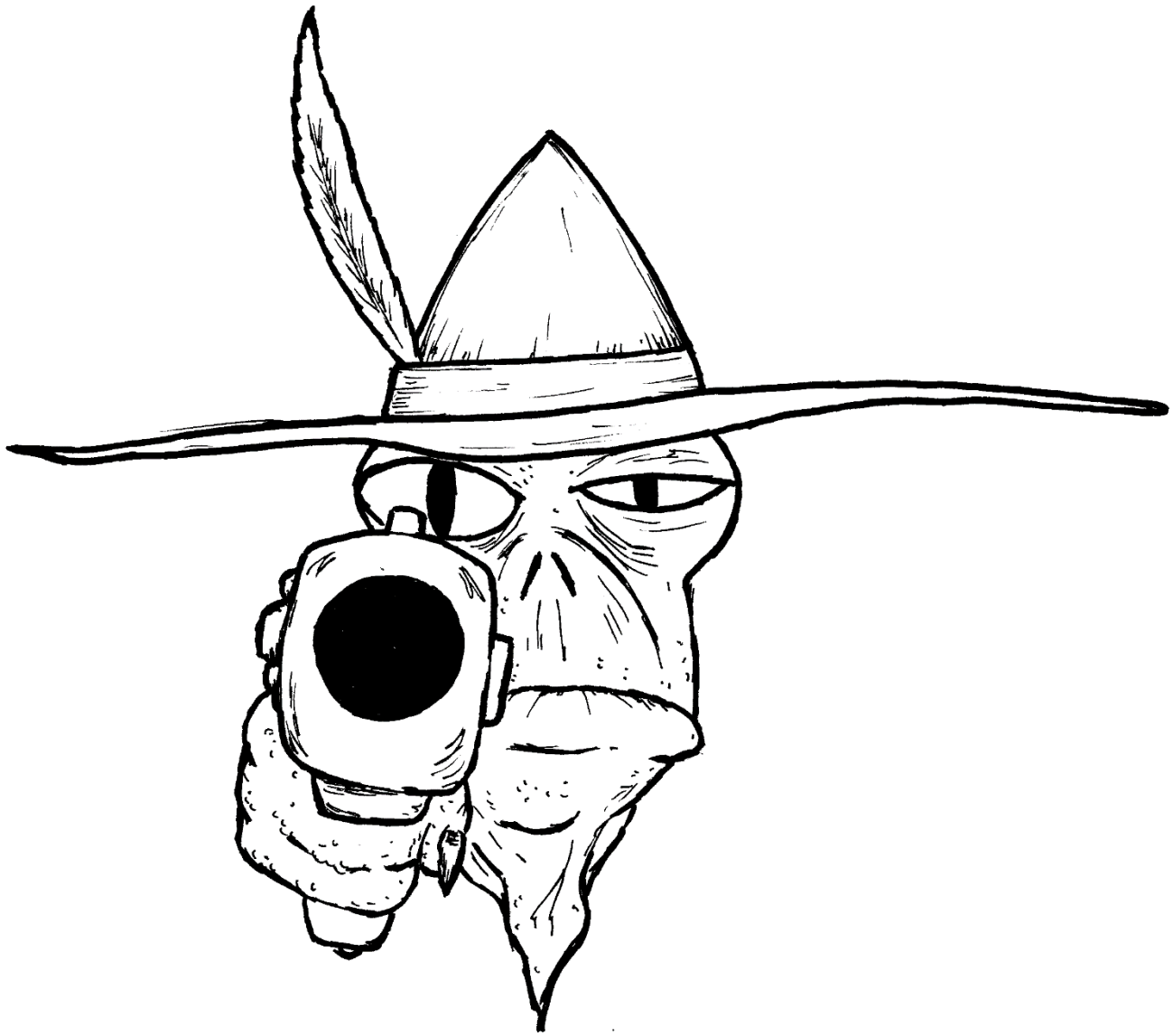
Recruits: Starting at 5th level, a soldier may attract recruits. These can be rookies assigned to them, newbies seeking out training, or even locals picked up on an adventure. They gain experience at half the rate of the soldier to whom they are assigned (round up). Recruits start out as 0-level characters and become soldiers upon reaching 1st level (soldier will be the only character class available to recruits: if another class is chosen, they must abandon their senior officer and set off on their own). If the original PC dies or is otherwise no longer playable, the player may choose a recruit to take over as the primary PC (typically, the most veteran recruit). If this new PC is less than 5th level, the other recruits will abandon them, seeking out a true veteran.

Table 7.1: Soldier's Max Number of Recruits

	Soldier Level					
<i>Personality</i>	5	6	7	8	9	10
<i>5 or less</i>	0	0	1	1	1	2
<i>6-8</i>	0	1	1	1	2	2
<i>9-11</i>	1	1	2	2	3	3
<i>12-13</i>	1	2	2	3	3	4
<i>14-15</i>	2	2	3	3	4	4
<i>16-17</i>	2	3	3	4	4	5
<i>18 or more</i>	3	3	4	4	5	6

Table 7.2: Soldier Level Advancement

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Specialty Bonus
1	+1	1d10/III	1d20	+1	+1	+1	2
2	+2	1d12/III	1d20	+1	+2	+1	3
3	+3	1d14/III	1d20	+2	+3	+1	4
4	+4	1d16/III	1d20	+2	+4	+2	5
5	+5	1d16/IV	1d20+1d14	+3	+5	+2	6
6	+6	1d20/IV	1d20+1d16	+3	+6	+2	7
7	+7	1d24/IV	1d20 (x2)	+4	+7	+3	8
8	+8	1d24/V	1d20 (x2)	+4	+8	+3	9
9	+9	1d30/V	1d20 (x2)	+5	+9	+3	10
10	+10	1d30+2/V	1d20 (x2) +1d14	+5	+10	+4	11



Space Cowboy

S Bounty hunters, duelists, and trackers: space cowboys ride the wild frontiers of space, surviving with guts & guns. Though valued by most crews for their combat prowess, they are just as likely to strike out on their own. When creating a space cowboy, high Agility and Luck statistics will be especially helpful.

Hit Points: Space cowboys gain 1d10 hit points at each level.

Quickdraw: Space cowboys are always ready for trouble and don't hesitate to throw the first punch. They add their level to Initiative checks.

Trick Shot: Making their living at the end of a gun, space cowboys are the undisputed masters of firearms. The Trick Shot die should be rolled when a space cowboy makes a ranged attack. This result is added to all ranged attack and damage rolls this round (cumulative with any other bonuses). Before making a ranged attack roll, a space cowboy may declare a Trick Shot. This can be a special maneuver specific to the situation such as shooting a gun out of the target's hand, reflecting a photon beam off a mirror to hit the target in the back, or the "road agent spin" (flipping a gun being surrendered to make a surprise attack). If the Trick Shot die roll is 3 or higher and the modified attack roll is a success, the space cowboy pulls off the shot. If no special maneuver is attempted and the space cowboy gets a critical hit, add the Trick Shot die roll to the final result on the critical hit table.

True Grit: Space cowboys are just tougher than most other folks, able to survive situations that would lay most low. Any time a space cowboy spends a Luck point to modify a saving throw result, roll their Trick Shot die and add the result to the saving throw total.

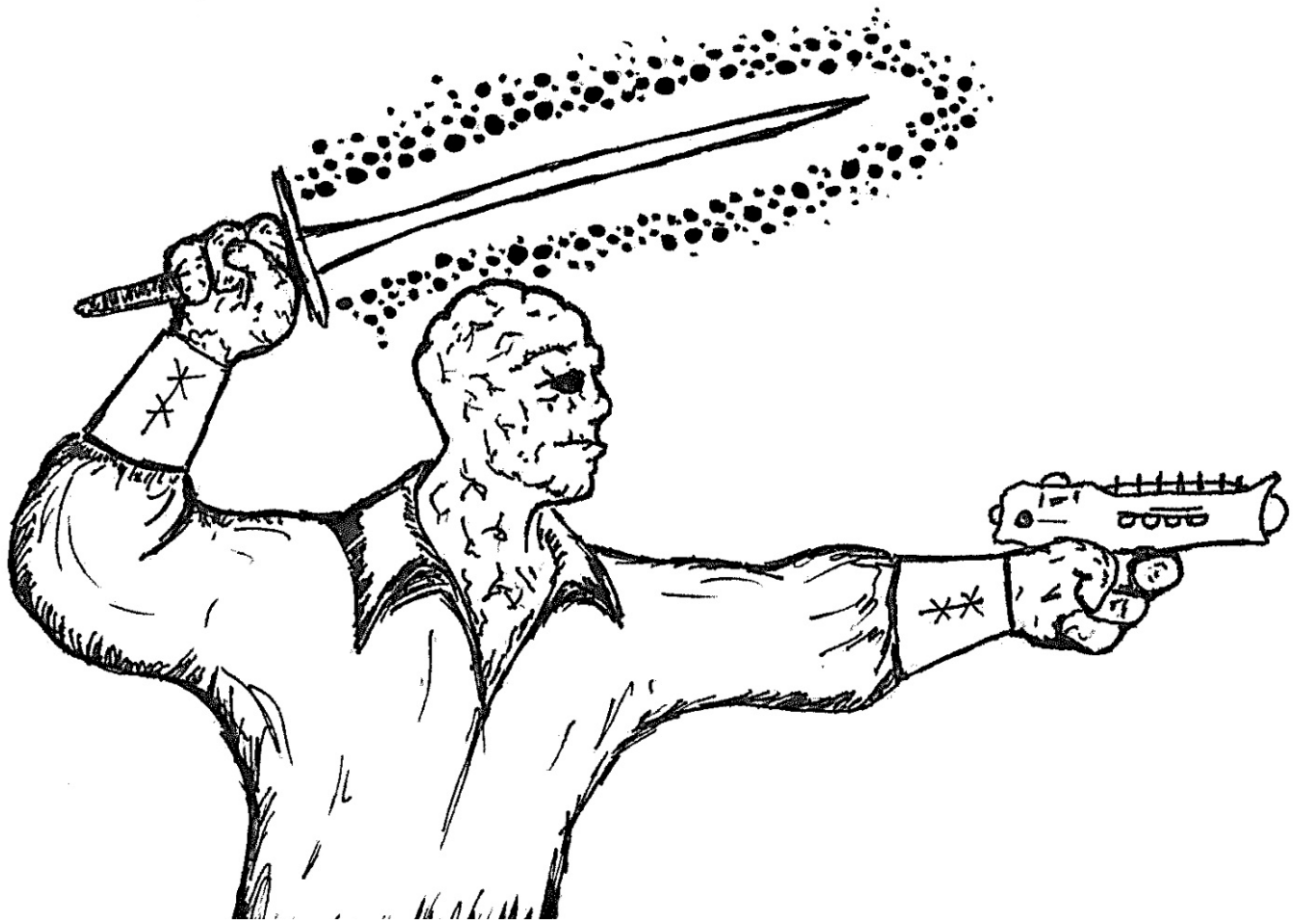
Tracking: A space cowboy gains +1 die type when attempting to track, follow, or otherwise find a target. Depending upon the circumstances, this may apply to Perception, Intelligence, or other checks as determined by the judge.

Lone Wolf: The space cowboy is accustomed to fighting against the odds. In situations where foes might gain an advantage for attacking in numbers (such as flanking bonuses or pack fighting special abilities), they do not gain such benefits against the space cowboy.

Space Cowboy Level Advancement

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Trick Shot Die
1	+1	1d10/II	1d20	+1	+1	+1	d3
2	+1	1d12/II	1d20	+1	+1	+1	d4
3	+2	1d14/II	1d20	+2	+2	+1	d4
4	+2	1d16/II	1d20	+2	+2	+2	d5
5	+3	1d16/II	1d20+1d14	+3	+3	+2	d6
6	+3	1d20/II	1d20+1d16	+3	+3	+2	d6
7	+3	1d20/II	1d20 (x2)	+4	+3	+3	d7
8	+4	1d24/II	1d20 (x2)	+4	+4	+3	d8
9	+4	1d24/II	1d20 (x2)	+5	+4	+3	d8
10	+5	1d30/II	1d20(x2)+1d14	+6	+5	+4	d10





Swashbuckler

The heroic captain swooping in at the last minute; the wild-eyed scavenger, blithely gliding through the spaceways; the wisecracking charmer, fighting her way across the galaxy. Swashbucklers are the pulp heroes, risking it all for glory. Fortunately, they've got the luck and skills to stay alive long enough to enjoy the fruits of victory.

Hit Points: Swashbucklers gain 1d8 hit points at each level.

Lucky: When spending Luck points, the swashbuckler gains a +2 bonus for each point spent. The swashbuckler may, at any time, choose to spend Luck in this fashion to improve the rolls of their allies. Note that only 1 swashbuckler in any given group can convey this bonus (they should be identified from the start as the crew's "Lucky Swashbuckler"). Each day, swashbucklers recover spent Luck points equal to their level. This will not cause their Luck score to exceed their original value.

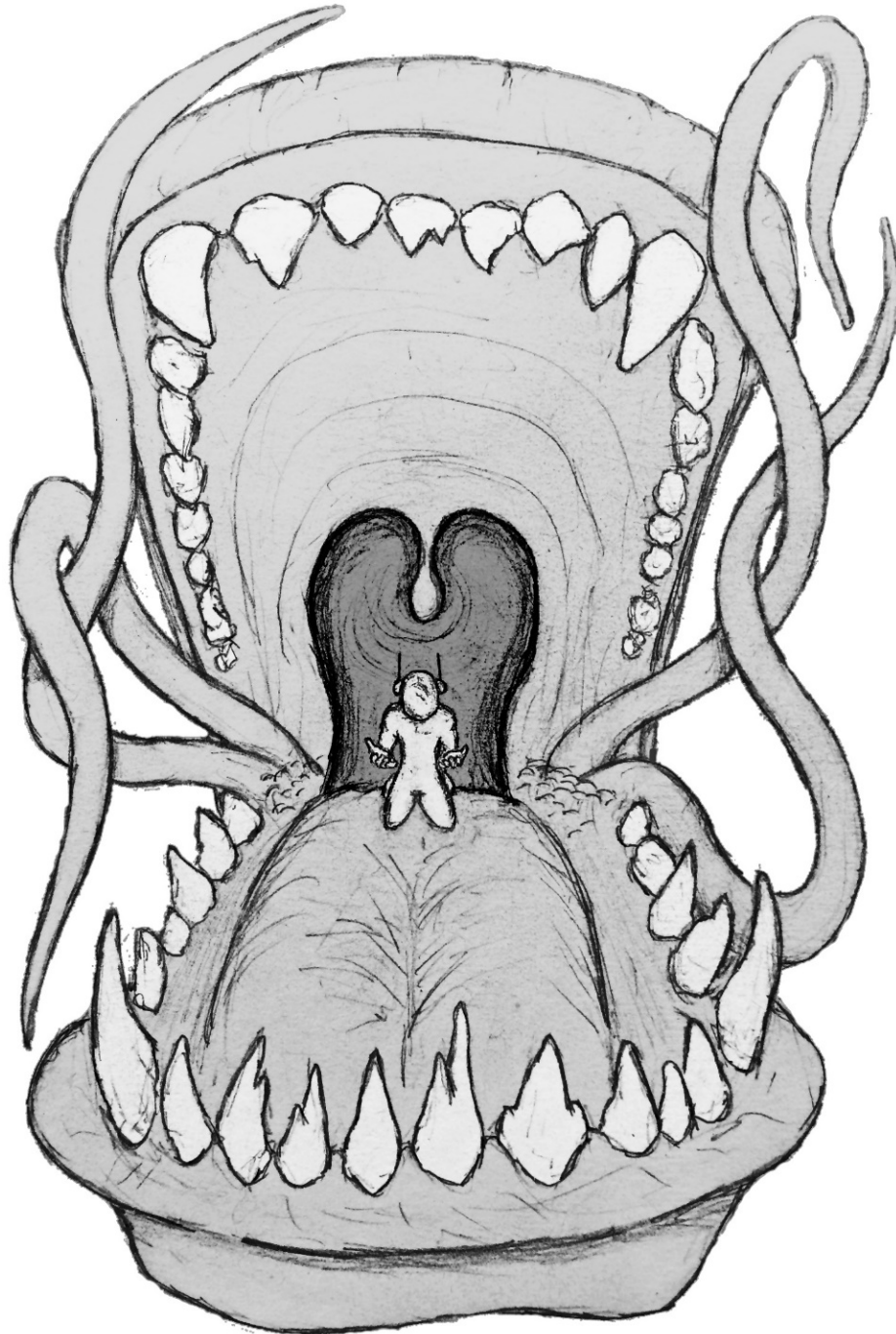
Pilot: Swashbucklers often captain their own ships: their base Pilot skill is equal to their level plus modifiers for Agility and Intelligence.

Two-fisted Fighters: When fighting with two weapons (whether they be melee, ranged, or both), the swashbuckler is considered to have a minimum Agility score of 16 (meaning both attacks are made at -1 die type, typically resulting in 1d16 for each). If the swashbuckler's Agility is 18 or greater, only the secondary weapon is at -1 die type. The two weapons may be of similar size (such as two swords or two photon pistols) but neither may be a two-handed weapon. Unlike other classes, if either of these rolls is natural max (such as 16 on a d16), it is considered a critical hit. A fumble only results if both weapons roll natural 1s.

Well-Traveled: Swashbucklers tend to get around, picking up things as they go. At character creation, each swashbuckler chooses a single scoundrel or thief skill for which they've found a knack. They advance in this skill as a scoundrel of the same level (or thief of the same level and alignment).

Table 8: Swashbuckler Level Advancement

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will
1	+1	1d8/III	1d20	+1	+1	+1
2	+2	1d8/III	1d20	+2	+1	+1
3	+2	1d10/III	1d20	+2	+2	+2
4	+3	1d10/III	1d20	+3	+2	+2
5	+4	1d12/III	1d20	+4	+2	+3
6	+5	1d12/III	1d20+1d14	+4	+3	+4
7	+5	1d14/III	1d20+1d16	+5	+3	+4
8	+6	1d14/III	1d20 (x2)	+6	+4	+5
9	+7	1d16/III	1d20 (x2)	+6	+4	+5
10	+8	1d16/III	1d20 (x2)	+7	+5	+6



Notes on DCC/MCC Classes

Clerics: Clerics and other divine spellcasters are exceedingly rare in civilized sectors of space. By the time a race reaches the stars, they usually lose touch with the deep faith that allows them to channel the power of their gods. A cleric will be seen as truly amazing, perhaps even regarded as a messiah. Revealing their healing powers carries much risk, as others may covet them and seek to control (or destroy) the caster. Clerics may be included at the discretion of the judge.

Thieves: Thieves are common in the universe of Star Crawl, especially on densely populated worlds. They should be considered among the standard available class choices for players. Their skills complement, and in some cases overlap, those of the scoundrel class: this should be carefully considered when discussing party balance. There are sure to be instances where the judge will be called upon to adjudicate the limits of a thief's skills in a sci-fi setting. A DCC thief will also receive the scoundrel's "Trained Eye" skill, adding their level to their Perception score.

Warriors: Like thieves, warriors are not uncommon and should be a standard class option for players. They are the dominant class on gladiator worlds and among more savage races.

When choosing their lucky weapon, the DCC rules of specificity apply to SC weapons as well. "Pistol" is not adequate: the player should specify photon pistol or plasma pistol.

Wizards: While rare, wizards are not unheard of across the universe. Most intelligent races consider true magic a myth, assuming the spells of the wizard to be trickery achieved through technology (and most wizards do not challenge this assumption). Their inclusion in Star Crawl is at the discretion of the judge.

Non-Human DCC Classes (Elf, Dwarf, Halfling): Players should consult their judge about availability of non-human DCC races for Star Crawl games. If allowed, they will use the Hoomin Race Template (in the eyes of the universe, they're all Hoomins). The judge may wish to carefully consider modifying (or removing altogether) the elf's standard patron relationship: once they take to the stars, many elves no longer adhere to the old ways.

MCC Pure Strain Human Classes (Sentinel, Shaman, Healer, Rover): These classes can come from different alien stocks on primitive worlds- simply apply a Race Template. The nature of the classes lends well to the "stranger in a strange land" concept. If using these primitive classes, the judge is encouraged to use the MCC process for handling artifacts when encountering any advanced or alien technology. The rover class will gain the scoundrel's Trained Eye skill, adding their level to Perception.

MCC Mutants (Mutant, Manimal, Plantient): As with the pure strain human classes above, the mutated MCC classes can be altered versions of alien races. If using this method, Vegetoid should be the only Race Template available to plantients (with the PC a mutated example of their species). The judge may also wish to introduce a cosmic radiation aspect to the campaign: simply move the MCC action to the stars and allow cosmic clouds to be a source of mutations.



Race Templates

At character creation (or on reaching 1st level), the player will choose a Race Template and apply it to their character. Race Templates are not representative of a single species, but a broad group that share common features. One player's Bug could be a humanoid race that evolved from insects millions of years ago; another player may create an intelligent scorpion the size of a small dog. Both would use the same Bug Race Template. The judge may wish to define some specific races for the players ("In this campaign, all Space Pigs are savage Orcs") or collaborate with the players to build the universe ("What does your Space Pig look like?").

Any class can be any race, though some are more obviously suited to certain roles (such as Stonefolk warriors) and others will take some explaining (maybe that Robot psyker has an experimental Psi-Core expansion).

To aid play, the judge may wish to copy the mini-sheets at the back of the book for distribution to players when choosing a race. The Race Template sheets are also available for download at www.tuesdaynightfiendclub.com

Avians: Many species have evolved from birds and retained their ability for flight. All have wings: some as forelimbs, others as additional limbs from their backs. To allow these wings to carry them, Avians have thin, delicate frames. Despite this, Avians are famously savage fighters.

Stat Adjustments: Strength -1; Agility +2; Hit Die -1 Step (min d4)

Special Abilities: Flight (fly at base 40' speed); Natural Attack (beak and/or talons: 1d4 dmg)

Bio-engineered: The creation of Bio-engineered slave species was just one of many atrocities committed by the Hoomins during the centuries their vast empire dominated the known universe. Built and raised for subservience, the Bio-engineered have fought to achieve independence.

Stat Adjustments: Choose any 2 abilities: all checks with these are made with 1 die step higher (max d30); choose 2 different abilities: all checks with these are made with 1 die step lower (min d4)

Special Abilities: Made to Serve (All saves to resist influence, mind control, or domination are made at -2); Unsettled Scores (All attacks against Hoomins gain +2 to hit and damage)

Bugs: Regardless of the species, Bugs are universally feared by other races. Their thought processes and behavior are truly alien to other sentients and they tend to have very little regard for other life.

Stat Adjustments: Personality -2; Natural AC +2

Special Abilities: Natural Attack (Bite, claw, sting, etc.; at creation, choose ranged for 1d2 dmg or melee for 1d4 dmg); Toxin (delivered via Natural Attack; roll 1d4 or choose from below)

1. Poison: Fort vs DC (10+ Level) or KO 1d4 turns
2. Acid: Additional 1d3+Level damage
3. Paralytic: Fort vs DC (12+Level) or paralysis 2d4 rounds
4. Hallucinogen: Fort vs DC (12+Level) or Confused 1d6 turns

Greys: Greys are dedicated to scientific pursuits, particularly xenobiology. They have a sinister, almost mystical, reputation among the primitive worlds where they collect vast numbers of specimens. Despite this, their advanced technologies earn respect from other advanced races.

Stat Adjustments: Strength -1; Stamina -1; Intelligence +2

Special Abilities: Natural Telepaths (can freely communicate mentally with other Greys and psychers)

Hoomins: In the eyes of the universe's many inhabitants, the term "Hoomins" applies to all variants of soft fleshed bipeds apparently descended from apes. Any dwarf, elf, halfling, or human would simply be called "Hoomin".

Stat Adjustments: None

Special Abilities: Pervasive (Hoomins have spread throughout the universe and display a surprising capacity for interbreeding with other aliens.)



Lizards: Lizards have been spaceborne as long as any other race can remember. They are particularly hardy and adaptable, with countless variations of "Lizard" among the stars. Their fierce instincts serve them well in trade and combat alike.

Stat Adjustments: Stamina +2

Special Abilities: Hardy (add Level to Fortitude Saves unless vs cold/ freezing); Cold Blooded (-4 to all saves vs cold/ freezing)

Prime Apes: Intelligent apes exist on many worlds, representing an evolutionary alternative to Hoomins. While often oppressed by their evolutionary cousins, Prime Apes tend to be better regarded by the universe as a whole.

Stat Adjustments: Strength +1; Personality +1

Special Abilities: Brachiation (Climb as thief of same level)

Robots: Sentient mechanical beings of all forms fall under the umbrella of "Robots", despite many of them despising the simplistic moniker. Though most were created by organics (or "flesh"), Robots typically view natural life forms as inferior and deserving of disdain. The feeling is often mutual.

Stat Adjustments: Intelligence +2; Personality -2; Strength +1

Special Abilities: Artificial Body (immune to toxins; cannot be healed by conventional medicine; take add'l 1d6 dmg from electric attacks); Repairable (can be Repaired by mechanic to restore 1d6 HP per level of mechanic); Special Purpose (choose or roll 1d3 below)

1. Killer (Use 1 higher Crit Table)
2. Tool (Choose a scoundrel or thief skill: add level to checks)
3. Translator (Luck check to know a race's language and/or customs)

Space Pigs: Considered by many other races to be boorish and ignorant, Space Pigs are frequently encountered in large numbers of their own kind. They are particularly suited to militaristic pursuits; without such structure, they tend to fall prey to chaos and disorder.

Stat Adjustments: Stamina +2; Personality -1; Intelligence -1

Special Abilities: Scent Tracking (add Level to Perception when using sense of smell)

Stonefolk: Stonefolk are a diverse range of species, including some with segmented rocky hides and others with supple stone-like flesh. Their lifespan is seemingly indefinite. Stonefolk can enter a statue-like state of hibernation that is indistinguishable from death, leaving many to wonder if they ever die at all.

Stat Adjustments: Hit Dice: +2 die steps (max d16)

Special Abilities: Hardened Flesh (+2 AC/ level; -1 Agi/ 2 levels); Ultravision (vision works on different wavelengths- can see things other races can't imagine); Stone Systems (immune to gas & toxins; can survive long periods without food, water, or air; can survive in vacuum)

Tentacloids: The only trait shared by the vastly diverse species of Tentacloids is tentacle-like limbs. Quantity and qualities of said appendages vary, but typically they are 6-10 sucker-lined arms. Many Tentacloids also appear moist at all times. Needless to say, most other races consider them to be gross. They're not wrong.

Stat Adjustments: Strength +1; Personality -1

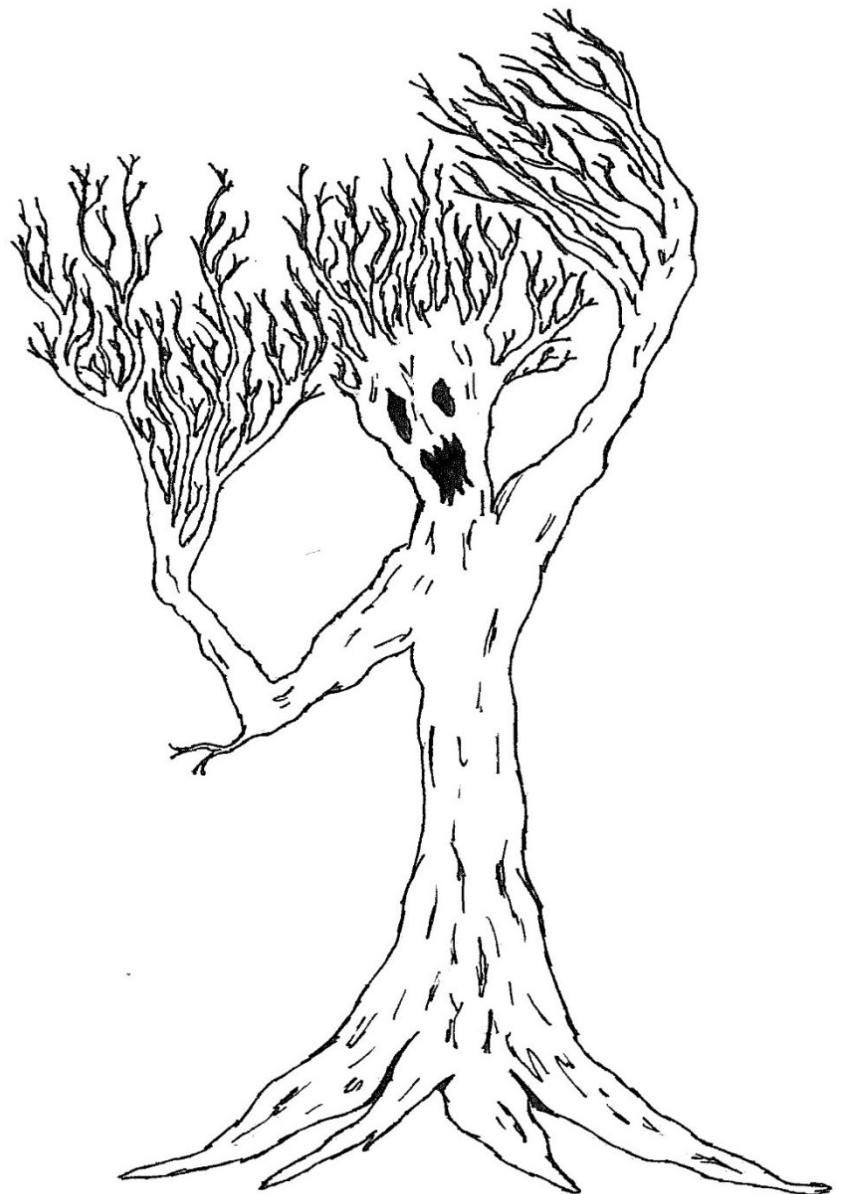
Special Abilities: Tentacle Climbing (able to climb almost any surface; add Level x2 to any Climb checks); Grabbers (add level to any grapple/ hold checks); Escape Artists (+2 to all attempts to escape captivity or bonds)

Vegetoids: Upon many worlds, plants have developed sentience and taken to the stars. Their technology is typically wondrous and bizarre living science. In particular, Vegetoid ships are vast living things that grow to their crew's needs.

Stat Adjustments: Stamina +1; Personality -1; Natural AC +1; Base Speed: 20

Special Abilities: Photosynthetic (regen 1 HP per Level each hour while in good growing conditions: sunlight for most; cool darkness for fungi); Variant Morphology (roll 1d5 or choose from below)

1. Vegetative Mind: Immune to all mental attacks; -4 Int & Per
2. Spore Cloud: 1/day, Fort vs DC (10+level) or KO (20' area)
3. Fruit Bearing: Grow level number of healing (1d6) fruit daily
4. Thick Bark: +level to AC; -1 Agi
5. Tendrils: Rapidly growing thin tendrils (5'/ round; max 40')



Equipment

On Currency and Economy

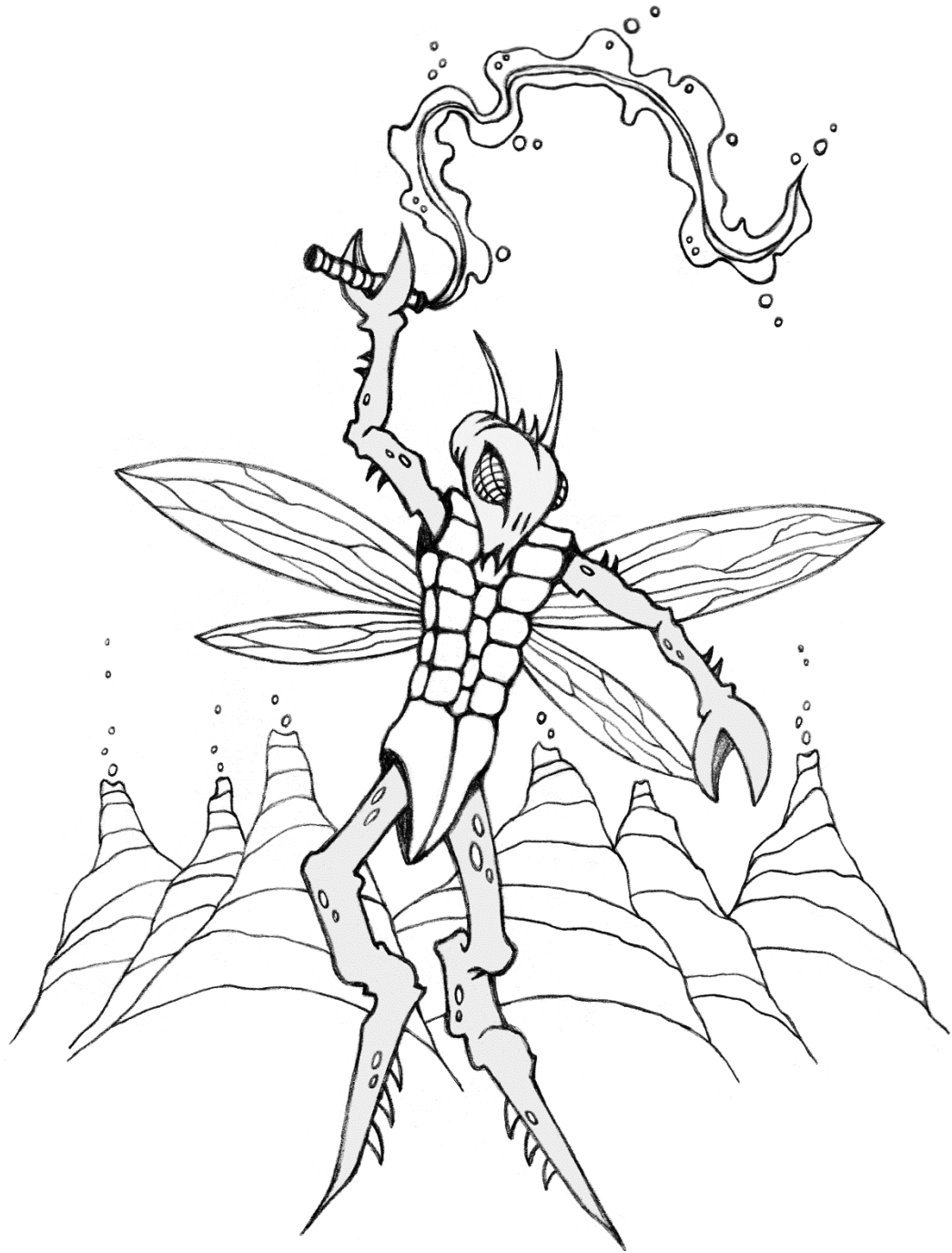
With the diversity of the universe and its uncountable worlds, it is impossible to apply a single currency standard to them all. In Star Crawl, economy is relative to local demand. For example, on a highly civilized star port, a photon pistol will hold some small value. Take that pistol to a primitive world and you could trade it for a king's ransom. But if crates of those pistols are dumped into every village, they become worth little more than a sword. Each world characters travel to may very well have their own unique economic systems in place: the best way to gauge an item's value is to see what the being in front of you will trade for it.

That being said, it does simplify things greatly to have some economic standard to define relative worth. Within civilized portions of space (mostly those worlds once part of the Hoomin Empire), that standard is Credit. One's ability to purchase goods and services is a function of their personal wealth, represented by their Credit die. The character's starting Credit die can be found on Table 1: Star Crawl Occupations. This is fairly stable, only shifting with great influxes of resources or an increase in revenue generation (such as the acquisition of a star ship or rights to a mining colony). More commonly, over the course of adventures characters will receive transient bonuses to their Credit (a simple +1-5). This bonus will dwindle over time, typically dropping by one each month (the judge will determine exactly how quickly these bonuses erode, based in part on the characters' standard of living). When attempting to make a purchase, roll the character's Credit. The Value on the equipment table shows a typical required Credit check result (note that these are variable from world to world). If the value of an item is less than half the character's max Credit (the total of the max possible roll including bonuses), no roll is necessary. Luck may be used to modify the Credit roll, but the final total can never exceed the max total possible with this check (for example, checking against a Credit of d4+2, Luck cannot raise the final total above 6). The judge should feel free to penalize characters who abuse this system (looking at you, scoundrels).

Any time a character rolls a natural 1 on a Credit check, they must follow it up with a Luck check: if this is failed, the character's Credit Die is permanently reduced by 1 step (minimum d2). Yes, this is horribly unbalanced in favor of those with higher Credit: even in space, the rich get richer & the poor get poorer.

For example: A soldier with low credit (d4) acquired a Frigate loaded with valuable cargo on their latest adventure. They decide to sell off the cargo but keep the ship, so the judge gives them +1 Credit Die type (for the ship asset) and +2 bonus Credit (for the cargo sale). For the next month or so, the soldier has d6+2 Credit (after which, it will settle at d6). They decide to buy that modified plasma rifle they've been eyeing up. The trader is asking 4, so the soldier just needs to roll a 2 or better before adding the +2 bonus. Our soldier is a charmer, so after a successful Personality check to haggle the price, the judge adjusts it down to 3. Since this is less than half their current max Credit (8), the plasma rifle can be purchased without a roll.

More primitive weapons and armors, such as those listed in DCC and MCC, remain popular among beings who regularly find themselves in combat situations. Particularly in the cramped and delicate environs of a star ship, a melee weapon is often the best option. The values of such items should be decided by the judge on a case-by-case basis, keeping in mind that such items as a suit of chain mail will be custom work created by specialty artisans and the price should reflect this.



Weapons

The weapons on Table 9.1: Weapons represent a small sampling of those available to characters: the judge (and players) are encouraged to invent their own devices or variations on those listed. There's no reason a bug soldier can't seek a custom ElectroWhip that does acid damage. Such creations can become adventures in themselves: perhaps the space slug froth needed to fuel the Acid Whip can only be obtained on Sel'Cas VIII, a deadly world beyond the galactic rim. Star Crawl is a game of wonder and discovery, not one of buying items off menus.

Weapons will be restricted in many civilized places, but those marked with * are considered particularly dangerous: obtaining such items will be difficult and their possession may be controlled by special regulations. Their values are increased to reflect this.

Unfamiliar Weapons: Inevitably, especially when bringing DCC characters into Star Crawl, the PCs will encounter new and exotic weapons, the likes of which they have never handled. If the basic functions are understood but its use is unpracticed, the character attacks with a -1 step die type penalty. This penalty persists until the character has made 5 successful attacks with the weapon.

If dealing with a truly alien device and a mechanic is not available to Understand the Unusual, I recommend using the MCC artifact rules. A Star Crawl character's Artifact Check adjustment should be that of a Sentinel of the same level.

Weapon Special Rules

2-Hand: This weapon requires two hands to use properly. Attackers using 2-handed weapons suffer -1 die type to their initiative. A character must have at least 14 Strength to attempt to use a 2-handed weapon with only 1 hand and attacks will be made at -1 die type.

Payload: Before firing, select the type of ammo to be used. On a to hit roll of 1-5, that payload expires after this shot.

Powered: To function, the weapon must have its power source. On an Attack roll of 1 (or, in case of variable settings, on a roll equal to the power level) the power source expires and the weapon cannot be used again until replenished.

Stun: This weapon will incapacitate a target unless they make a Fortitude save against the indicated DC. After the DC is listed a duration in rounds for the effect (if no duration is listed, default is 1d6 rounds).

Variable: The weapon has variable settings, which must be selected prior to firing. If the attack roll is equal to or less than the current power level, the weapon's power expires.

Wrap: With a successful hit, the target is entangled and must make a successful Agility or Strength roll against the attack roll result to escape. Some weapons continue to deal damage to the target while entangled: this amount will be listed after Wrap.

Weapon Descriptions

Payload Entries: Items on the weapons table in *italics* are payloads for the weapon listed directly above. Typically, they cannot be used without the launching weapon. The listed Value is for each reload.

Blade: This represents the broad category of small swords that are fairly ubiquitous among beings with ill intent. Those desiring more specificity should refer to the DCC weapon tables.

MagnoMace: Each attack with this heavy blunt instrument kinetically charges its special MagnoSlam. Every 5th round of consecutive combat, the attacker can unleash a stun attack (Fort save vs Att roll or KO for 1d6 rounds).

Power Axe: This notoriously devastating two-handed weapon consists of an L-shaped shaft with an arcing energy cutter forming an angle to 1/3 of the way down the shaft.

Pneumatic Crossbow: This projectile's integrated propulsion system allows bolts to be launched with considerable power in rapid succession. The listed damage is for a standard bolt: upgraded ammunition typically requires custom manufacture.

Stun Rod: This short rod has a charged tip that, when pressed against a target, discharges a powerful shock.

Photon Guns: These weapons fire powerfully concentrated bursts of light.

Plasma Weapons: These dangerous weapons utilize pure, burning energy, either fired as projectiles or arcing as the "blade" on a melee weapon.

Personal Projectile Launcher (PPL): Typically only encountered on fields of planetary war, this small missile launcher can be loaded with variable payloads to respond to an array of threats. The most popular payload is an explosive shell that damages all within a 10' radius of the target. For obvious reasons, they are extremely dangerous to use within a ship or space station.

Table 9.1: Weapons

Weapon	Damage	Range	Value	Notes
Blade	1d6	-	1	
Crush Glove	1-4d4	-	3	Variable Powered
Electro Whip	2d4	-	4	Wrap foe (1d4/rd) Powered
MagnoMace	1d6	-	3	MagnoSlam every 5 th round
Plasma Knife	1d4+2	-	3	Powered
Plasma Sword	1d8+2	-	4	Powered
Power Axe	2d8	-	4	Powered; 2-Hand
Stun Rod	Stun	-	2	Stun (DC 15, 1d10) Powered
Acid Slinger	2d4 (1d6 rounds)	10	3	Payload: Sticky Glob
Hypo-gun	1	20	2	Payload: Darts
<i>Coagulant Dart</i>	Heal		2	Heal 1d6
<i>Daze Dart</i>	Confusion		3*	Will DC 12 or -1 die step for 1d4 turns
<i>Tranq Dart</i>	Stun		3*	Stun (DC 12, 1d10)
Photon Pistol	1: Stun(12) 2: 1d8	50	2	Variable Powered
Photon Rifle	1: Stun(12) 2: 1d8 3: 1d12	80	3	Variable Powered
Plasma Pistol	1: 2d4 2: 3d4	40	3	Variable Powered
Plasma Rifle	1: 2d4 2: 3d4 3: 5d4	70	4	Variable Powered
Pneumatic Crossbow	1d8	50	2	Payload: Bolts
Personal Projectile Launcher (PPL)	By Payload	70	5*	Payload: Missiles
<i>Explosive Missile</i>	3d6: 10' radius		4*	
<i>Gas Missile</i>	Gas: 20' radius		3*	Stun (DC 10, 1d6)
<i>Piercer Missile</i>	2d8		5*	+2 to hit vs armor

Weapon Modifications

Table 9.2: Weapon Modifications lists upgrades that can be applied to most weapons. The Candidates column indicates the types of weapons that can be improved with the modification. The Value should be added to the weapon's base value.

Special weapons or modifications beyond those described are left to the imagination of the judge (or player commissioning a unique item). Obtaining more powerful weapons should be a special event and each such item should one of significant import. A +3 longsword is one thing, but the Star Forged Blade, made from God-Steel in the heart of a dying star by the Magman of Torril? That's a prize.

Advanced Alloy: The weapon is made with materials that are a noticeable improvement over those normally used. This modification is made at creation and cannot be applied at a later date. Duralloy is a material commonly used to make powerful blades.

Security Keyed: This weapon has an integrated safety that prevents any but the intended user from activating it. This could be a genetic lock, implanted chip, or wearable electronic accessory.

Super-Charged: The weapon's output is significantly increased, resulting in +1 die type to all damage. However, this is a very dangerous trade-off: the range for expiring is doubled and any fumble will deal weapon damage to the wielder.

Targeting Asset: When purchased, the specific targeting asset should be identified (such as scope, laser sights, or range finder).

Table 9.2: Weapon Modifications

Modification	Effect	Candidates	Value
Advanced Alloy	Increase durability and effectiveness; +1 to attack and damage	Any non-powered weapons	x2
Security Keyed	Prevents use by any but intended user	Any powered/ payload weapons	+2-4
Super-Charged	+1 damage die type; double chance to expire; fumble deals damage to user	Any powered weapons	x2
Targeting Asset	Includes Scope, Laser Sights, etc.; Add +1-2 to attack rolls	Any ranged weapons	+2-3

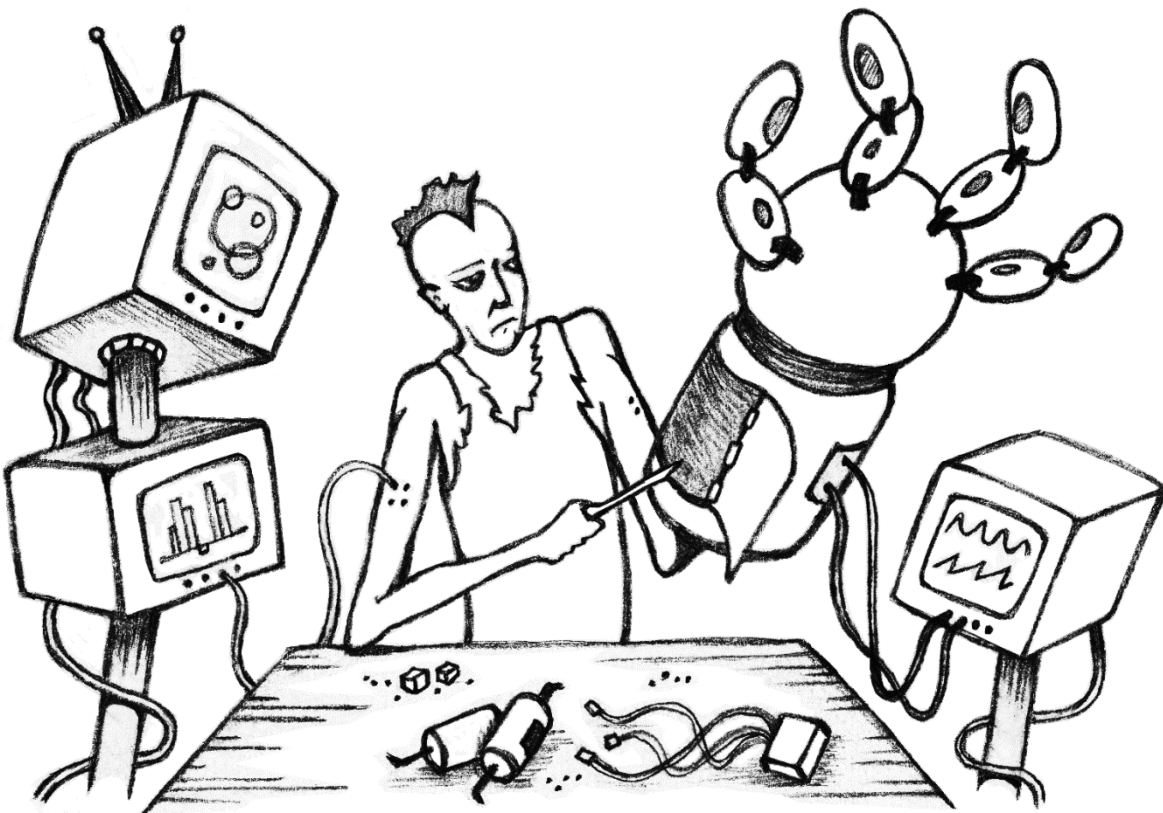


Powered Weapon Fumble Table

When a character rolls a natural 1 on an attack with a powered weapon, the judge may opt to use the table below instead of the standard DCC Fumble Table. Note that these effects are in addition to the power source expiring. The die used for this table is indicated by the character's armor (an unarmored character rolls 1d4). As with the DCC table, the character's Luck modifier will inversely influence the result on this table (so a +1 Luck modifier will add -1 to the Fumble roll).

Table 9.8: Powered Weapon Fumbles

Roll	Result
1 or less	A wildly humiliating miss, but no other special effects.
2	You stumble and trip but may recover with a DC 10 Ref save; otherwise, fall to the ground until your next round.
3	Your weapon grip falters- though you recover, your next attack takes a -2 penalty.
4	The weapon has a minor malfunction. Once out of combat, any character can fix it with a DC 10 Intelligence or Repair check.
5	You fall to the ground, losing all actions this round and losing one action next round.
6	The weapon's power supply completely fails and cannot be recharged. A replacement power supply will cost ½ the weapon's original value.
7	You fumble attempting to keep hold of your weapon and drop it 2d6' away.
8	The weapon malfunctions- in addition to needing to be recharged, it sustains damage. With a Repair check (DC 12) and 1d4 turns, a mechanic can fix it.
9	Your attack goes wide, nearly striking an ally. This distraction leaves them open to attack: the next enemy targeting them this combat gains +2 to hit.
10	The weapon has one last burst of power before expiring. Deal attack damage to a random target within range (including allies).
11	The weapon overheats, dealing 1d4 damage to you.
12	Your attack is uncoordinated and wild, coming dangerously close to an ally. They lose focus and are at -1 die type for all actions this round.
13	Buckles and/or harnesses on your armor snap, entangling you and preventing any actions this round. Until a mechanic can Repair your armor (DC 12), your armor class is lowered by 2d3.
14	With a wild attack, you inadvertently attack an ally. Make a new attack roll against them, using the same attack die and power setting as the original attack.
15	You accidentally damage yourself, taking the damage of the intended attack.
16+	The weapon explodes, dealing damage as if at the weapon's maximum setting to you and all others within 5'. The weapon is irrevocably destroyed.



Armor

For typical galactic denizens, armor is not a common accessory. In most places, someone walking around in armor draws a lot of suspicion. But sometimes, you just need protection. While most armors can be adjusted to fit beings of different sizes, they will likely need at least some customization to fit properly: the judge may wish to apply penalties (such as increased Check Penalty) to improperly fitted or “off-the-rack” armor.

Bodysuit: This is a relatively broad grouping of thin armors that includes reinforced flight suits. Many variations exist and prices vary accordingly: the listed value is base for a no-frills model.

Dermaseal: This thin, extremely flexible material clings to the skin, providing simple and nearly undetectable protection.

Duraweave: The most common armor material available, this woven polymer is lightweight and protects equally well against physical and energy attacks.

Power Armor: This heavy armor requires an internal power source to move. Typically, Power Armor also enhances the wearer’s strength (+1-4) and may include integrated weapons. Any critical damage result that affects armor has a chance to disable the power supply and lock the armor: the wearer should make a Luck check to avoid.

Deflector Cloak: Difficult to distinguish from a standard piece of thick outerwear, this hooded cloak protects the wearer from energy attacks. Each round, the user ignores the first 5 points of energy damage (such as from laser, photon, plasma, or radiation sources). It may be worn over other armor.

Force Projector: A rare and extremely valuable piece of advanced personal protection, the force projector provides the user with their own private force field. Typically worn as a pendant, it may also be integrated into other armor. Beyond providing an armor class bonus, the force projector absorbs a set amount of damage (usually 5-20 points) before deactivating for 1d6 hours. Note that the value for this item is a factor of the amount of damage it can absorb.

Table 9.3: Armor

Armor	AC Bonus	Check Penalty	Speed	Fumble Die	Value
Bodysuit	+2	-1	-	d6	2
Dermaseal Suit	+2	-	-	d4	6
Duraweave Vest	+3	-1	-	d6	4
Duraweave Suit	+5	-2	-	d8	5
Power Armor	+8	-6	-5	d16	5 +1 per Str
Deflector Cloak	-	-	-	+1 step	4
Force Projector	+4	-	-	-	4 per 5 pts

Armor Modifications

The upgrades on Table 9.4: Armor Modifications may be applied to standard armors (not special items such as deflector cloaks and force projectors). The Candidates column indicates the types of armor that can typically be improved with the modification. The Value should be added to the armor's base value.

Advanced Alloys: Constructed with special materials, this armor is lighter and more efficient. It gains +1 AC and reduces check penalties by 1.

Insulated: The armor has a special diffusing layer that helps protect against energy weapons, granting +2 AC vs them.

Photoreactive: The surface of the armor is coated with a material that helps conceal the user, granting a +10 bonus to attempts to hide or sneak. Note that this is impacted by the Check Penalty (giving photoreactive Power Armor a net +4 bonus). It is typically applied to light armors covering the entire body, such as a Bodysuit or Duraweave Suit: a photoreactive Duraweave Vest would be of little benefit.

Thermal: This upgrade helps protect the wearer from some effects of extreme temperatures, granting +4 to all temperature related saving throws (making it very popular with lizards).

Vac-sealed: These suits provide protection from the vacuum of space and toxic environments. They include the option to attach an internal air supply and usually provide some protection from radiation (+4 to related saves). Most feature air filtration systems that allow outside air to flow in but shut down upon detecting toxins or vacuum. If the wearer sustains any damage while wearing a vac-sealed suit, they must make a Luck check: failure indicates the suit has been compromised.

Table 9.4: Armor Modifications

Modification	Effect	Candidates	Value
Advanced Alloys	+1 AC, -1 Check Penalty	Duraweave and heavier armors	x2
Insulated	+2 AC vs energy weapons; +1 Fumble Die step for those under 1d10	All but Dermaseal	+2
Photoreactive	+10 bonus to hide	Any full body armors	+3
Thermal	+4 heat/cold saves; +1 Fumble Die step for those under 1d10	Any	+1
Vac-sealed	Protects from vacuum and harmful environments	Any full body armors with helmets	+2

Other Gear & Equipment

The judge is encouraged to be creative when giving characters special pieces of technology. Often, the players will specifically request certain gear. The table below is intended to provide some inspiration and give an idea for item values. Entries whose values are marked with * are considered illegal or dangerous and are likely to be regulated or controlled in civilized locations.

Table 9.5: Tech Gear

Item	Value	Notes
EMP Pendant	4*	All electronics save (DC 14) or deactivate for 1d4 turns. Roll 1d4: expires on 1.
Klep Wrench	2	A mechanic's best friend (+2 to all Repair rolls with mechanical devices). It is also useful as a melee weapon (dealing 1d8 damage).
Navbot	5	Robotic navigator programmed to assist with complex calculations of hyperspace routes. Considered an essential ally by most captains.
Recharge Pack	1	Provides a single recharge for an exhausted powered item (such as Photon Pistol, Plasma Blade, etc) or payload item. Power rechargers are fairly universal but payload packs are specific to the item & payload.
Recorder Drone	3	Autonomous robotic video and audio recording device programmed to follow an identified target. Photoreactive surface (+10 Hide) doubles value.
Tentacle Ball	2	Bursts into binding tentacles on contact (DC 14 Str or Agi to escape).

Table 9.6: Medical Gear

Item	Value	Notes
Anti-tox	1	Anti-toxin injection (reroll failed toxin save)
Coagulant	2	Healing accelerant injection (restores 1d6 HP)
Closure	1	Dermal wound sealant (restores 1d6 HP from external damage & stops bleeding)
First Aid Kit	2	General wound care supplies (restore 1 HP. Roll 1d6: supplies exhausted on 1)
HyperVax	1	Oral immune booster (grants +2 to all Fort saves for 1d3 days; further applications have no effect for 1d3 weeks afterwards)
MedSpray	3	Healing accelerant spray (restores 1 HD of HP. Roll 1d4: expires on 1)
Popper	1/3*	Dermal amphetamine (restores consciousness; highly addictive)

The judge should always feel free to add items appropriate to the setting or location. When at a loss for what is to be found, Table 9.7: Random Found Items can be used for inspiration. If more straightforward items are desired, use 1d30: the lowest results on the table are the most mundane. Those looking for a more varied assortment should roll 1d100.

Table 9.7: Random Found Items

Roll	Random Item
01	Roll again on this table: the item found is an opposite version of the entry. So, an item that is usually edible would be poisoned; a beneficial tool will harm its user; a trapped item is now useful; socks are now hats.
02	1d12 small containers of different colored pigment powders. Each will permanently stain any surface they contact. Roll 1d8 with each use of a color: on a 1, that color expires.
03	Laser calipers: perfect for measuring the size of round objects.
04	A small object containing data in an obsolete format. If a compatible media player were found, there is a 30% chance the data is valuable (otherwise it contains personal photos, with a 60% chance to be obscene).
05	Laser etching pen. It can only do superficial damage to surfaces, including giving impressive scars to living beings.

Roll	Random Item
06	Assorted electronic components. Can give a mechanic a one-time +1 bonus to a single Repair roll.
07	Magnifying lens: makes small things look big. Adjusting the outer ring of this device increases magnification up to 200x.
08	Glow stick: the base of this short tube can be turned to vary the intensity of light emitted.
09	Data crystal containing star charts for a distant galaxy. Several populated worlds are mapped, including at least one that is home to a previously unknown civilization.
10	A metal headband and a small hollow ball. Psychers will instantly recognize this as a training device for fledgling psychers: with a successful Personality check (DC 16), the wearer of the headband can move the ball. A psycher can do this without a check.
11	Strange stone samples containing traces of an unknown mineral. The stones would be of some interest to a geologist, but there is a 5% chance the minerals could be refined to have great value to a chemist. If the source of the minerals could be traced, the finder might become quite wealthy...
12	Sabotaged photon pistol. The firing mechanism has been rigged to explode, causing 2d4 damage to the user.
13	Imperial credit chip, granting a +6 credit bonus to a single purchase. 10% chance that its use will trigger an alert to the Stellar Police.
14	Media player for an obsolete format.
15	1d2 adhesive gloves: when a button at the wrist is pressed, the palms of the gloves adhere to any surface. 30% chance to fit any given character.
16	Nebula Globe: this flat-bottomed glass orb is filled with a dark fluid. Shaking it agitates tiny glowing dots that float about in a beautiful display. 30% of these contain a small scene from a tourist destination at the bottom.
17	Pieces of exoskeleton from an unknown insectoid creature. 15% chance that close examination reveals the pieces to actually be some sort of armor. If repaired, the armor functions as scale mail (and looks totally wicked).
18	2d20 tiny multi-colored disks with a rubbery texture. If pressure is applied, a crack is heard and the disk rapidly expands to become a floating balloon.
19	Data slate with an active HyperNet connection. 15% chance it is being sought by its owner, who will remotely deactivate it once used.
20	Very small robotic drone, with cyber-control disk. The user must make a Will save (DC 18) to control the drone. Each successful use lowers the DC of this check by one (min DC 10). The drone cannot attack or carry any items heavier than a sheet of paper and any damage will destroy it (while flying, it has an effective AC of 20 and Stealth +10). While focused, the user can see through the drone's camera.
21	Bottle containing 3d8 NuMeal nutrient pills: each sates the consumer's hunger and provides a balanced meal. If more than one is eaten within a 3-hour period, a Fortitude save is required (DC 12+number consumed) to avoid vomiting.
22	A laser pointer. The blue dot projected by this small cylinder will blind a target for 1d3 turns.
23	Weapons cache: locked container holds 1d4 ranged weapons (plus reloads/ recharge packs for each) and 1d3 melee weapons. Exact nature of the weapons should be determined by setting/location of cache.
24	Wristband mounted portable computing device. There is a 10% chance the data contained on the device is of great import to certain parties.
25	Universal Receiver: this small box is covered with dials, switches, and gauges. Adjusting the settings allows any sort of broadcast to be intercepted (radio, laser, HyperVue, etc.). This is a complex process, requiring an Intelligence check (DC 12). Mechanics may instead use Understand the Unusual for this roll.
26	Hand torch, useful for igniting any flammable items. Direct exposure causes 1d6 damage to living things. Roll 1d20 with each use: on a 1, it expires.

Roll	Random Item
27	1d3 Recharge Cells: these small, single-use devices allow an expired device (such as a powered weapon) to be recharged.
28	UltraShades, the ultimate in eye protection! When any sort of flash, ray, or harmful light is directed towards the wearer, the lenses go completely opaque for the duration of the exposure.
29	Personal environmental hydrosorber (PEH Bottle): this bottle, made from a micro-porous plastic, absorbs, purifies, and collects ambient moisture. In normal (non-desert) conditions, it will produce about one cup of drinkable water per hour.
30	Coolant sack: when sealed, all items within will be cooled to just above freezing. Opening the sack has a 10% chance to damage the seal, ruining the item.
31	Blank leather-bound notebook. Only one page, hidden towards the middle, has any writing on it (DC 10 Perception check to notice). This page contains an obscene doodle.
32	Tiny robotic bug, trapped under a glass dome. If the dome is removed, the robo-bug will regard its rescuer as its hero. Though it is incapable of communication, it can understand all spoken languages. It will be that character's dedicated companion and follow all instructions to the best of its ability. <i>Robo-Bug: Init +6; Bite +4 (1 dmg); AC 22; HD 1d3; MV 40'; Act 1d20; Fort -2, Ref +10, Will +4; AL N</i>
33	Electronic clock, programmed to the time cycle of a planet with 72 four-hour days per year. An extremely loud alarm will go off once per four-hour cycle. An Intelligence or Understand the Unusual check (DC 14) is required to disable the alarm.
34	Shaker of Sairmont's Kreckle, the most popular brand of kreckle in the galaxy ("If it's not Sairmont's, it's sleg!"). Roll 1d30 with each use: on a 1, it runs out.
35	Handheld game system with 2d4 games. Each game is some variant of catching adorable creatures, building relationships with them, and then making them fight.
36	Psycho-speaker: this small box will loudly broadcast the thoughts of its bearer. 20% of the time, the box will malfunction and broadcast the thoughts of another in the area.
37	Plastic robotic skull that repeats everything said by whatever it is looking at. 5% chance that it may, in time, learn and develop artificial intelligence.
38	Personal Mobility Platform (PMP). This shiny black 2' square is about 3" thick. When activated (via a subtle button along its edge), it will hover about 6" off the ground. Any being standing on the PMP can guide its movement by leaning in the direction desired. The speed of the PMP is controlled by how severe it is tilted (up to 90' movement). A Reflex save (DC 18) is required to successfully control the PMP without falling off: each successful use lowers this DC by 1 (min DC 10).
39	Sheet of self-refreshing tissue. A quick snap of the tissue activates sanitizing nano-bots which remove any filth or debris. 5% chance of malfunction which will cause nano-bots to consider holder's hand as foreign debris (they will dissolve the contacting digits almost instantly).
40	Portfolio of documents, receipts, and ledgers. If 1d4 weeks are dedicated to their study and an Intelligence check (DC 14) is made, the documents allow the character to make a valid claim to a spice mine on a nearby planet (granting a permanent +1 die step to Credit).
41	The Amazing Lazor Razor! The closest shave in the galaxy, guaranteed! (some restrictions apply)
42	Mood pen: the color of its ink will vary based upon the emotional state of the writer.
43	A box containing the last memories of a soldier. Included are a holocket with a final message from the soldier to their spouse, a medal in recognition of valorous service in the Psycher War, and a certificate of death.
44	Pyrotechnic pistol, with adjustable settings. Options include color and effect (crackle, whistle, boom, etc.). Causes 1d6 damage if used as a weapon. Roll 1d8 with each use: expires on a 1.
45	The SupraVox audio modulator, which coverts any sound into melodic song. "So smooth, it must be SupraVox!"
46	Honus Wagner baseball card, being used as a bookmark in a first edition copy of Charles Dickens' <i>A Tale of Two Cities</i> .

Roll	Random Item
47	Hydroponics chamber containing a single fruit bearing plant, the Uber-Melon. A single bite of the Uber-Melon flesh completely sates one's hunger. However, it is so delicious that the consumer must make a Will save (DC 12) or continue to eat the melon until their stomach explodes.
48	Sleep assisting Dream Disk: when placed on the forehead, a willing target falls into a deep, restful slumber (unwilling targets are entitled to a DC 14 Fort save). With a successful Psyche check (DC 12), a psyche can shape the dreams of the sleeper.
49	Sack of socks. Roll 1d10 to determine their quality (1= moldering trash; 10= finest space silk).
50	Bolt of shimmering cloth with a strange pattern. Sentient beings with an Intelligence of 5 or less will be fascinated and spend all available time staring at it.
51	Final remains of a once valuable tome being consumed by a tiny scaled rodent with no arms and massive teeth.
52	Delicate key made of valuable metal. If snapped in two, there is a 10% chance it contains a rolled plastic sheet with the coordinates of a satellite housing a secret arms cache. Another 20% contain toxin capsules (Fort save vs DC 12 or die).
53	Ultra-Zocchihedron: When placed on a written number, this small glass orb will shift into a die with that many sides (each side numbered and with sharp edges). When rolled in die form, it is a perfect randomizer. Resting the die on a written 0 will reset it to a smooth orb.
54	Restraining loop: when any item remains within the loop for more than three seconds, the loop tightens snugly. A DC 18 Strength check is required to sunder the loop.
55	Large chest, secured with a complex lock (DC 18 to pick) and trapped with an electric generator (2d4 damage; DC 16 to disable). Inside are 3d10 mundane hats, all of them silly.
56	Jar of self-replicating protein. It will only grow within the jar and will not exceed this space. It is edible, nutritious, and fairly bland. If it didn't scream when eaten, it would be the perfect nutritional supplement.
57	Severed hand, perfectly preserved. 20% of these are cybernetic.
58	Jar of alien fruit, preserved in a thick syrup. Altogether foul looking, but surprisingly tasty.
59	Undulating gel of indeterminate origin: only the gods know what it is.
60	DentaBot: this small elliptical device is covered with soft bristles. When placed in one's mouth, it will secrete a minty foam and scour all surfaces.
61	Skulls. So many skulls...
62	Small jar containing a translator slug. This tiny grey gastropod is a symbiotic telepath. When placed in one's aural cavity, it snakes its way into the skull and latches onto the auditory nerve. From there, it translates any spoken language into the native language of the host.
63	A case containing several high-quality shirts tailored for a being with four arms.
64	Cooking Cube: opening the hinged door on this surprisingly light box reveals a one cubic foot cavity. Any item inside when the door is closed will be brought to a very hot temperature in a matter of seconds (a bell sounds at completion). This will kill any living things. If any metallic items are inside when the door is closed, the box will explode, dealing 2d6 damage to all within 10'.
65	Completely filled "Frequent Feeder" card from Scultar's Scrum Shak, entitling the bearer to one free Scrum Bucket.
66	Holographic smart mirror. 10% of these include the "Mirror Mirror" upgrade, making the gazer appear to be the fairest of them all.
67	Magazine containing salacious gossip regarding the celebrities of an unknown world.
68	Shower in a Can: when sprayed onto a living being, it will remove all debris, filth, and inorganic materials. This formula was developed by a completely hairless race; as such, it will remove all hair from the target.
69	Collection of baubles and souvenirs from dozens of worlds. None have any real value, but children and the elderly will be fascinated by them.
70	Desiccate gun: it will completely dry out the area where it is pointed (within 3' range), at a rate of about one cup per round. This will cause 2d6 damage to most living things.

Roll	Random Item
71	Alien cookbook containing numerous recipes for Hoomins.
72	Psycho-reactive book: with a successful Will save (DC 12), the bearer can mentally transcribe onto its pages.
73	TruSeason Flavor Spray: this white cylinder has a nozzle on one side, a porous pad on the other, and a button on top. When the pad is licked, it formulates a perfect blend of seasonings for the licker. Pressing the button while aiming the nozzle towards food will dispense these seasonings.
74	Several books detailing rules, strategy, and gambling tactics around Kelb Ball, a well-known sport popular among several humanoid species. 35% chance that there is a handwritten notebook detailing locations of illegal "Extreme Kelb" games.
75	Scale model of a Hoomin battleship. 10% chance it is a functional drone (AC 14, 2d4 HP), armed with a working photon pistol.
76	Small, soft, round creature with tiny black eyes and a large toothless mouth. This hairless mauve thing is affectionate but very stupid: its only apparent purposes are consumption and flatulence.
77	Rubbish and refuse of no apparent value. 5% chance that included among this trash is a sheet of paper upon which is written a poem of breathtaking beauty.
78	Epidurator: your skin's never felt better! This fist-sized half sphere is porous on its flat side. When moved across living tissue, it will remove blemishes and callouses, leaving the skin smooth and soft. The variable controls can be adjusted to accommodate skin from Hoomin to Stonefolk (though using too high of a setting will result in the target's skin being completely peeled away).
79	Clothes in a jar: if this black tar-like substance contacts living flesh, it will rapidly flow out and cover the being's body. It is a symbiotic organism that will take on any appearance the wearer desires. It acts as a photoreactive dermaseal suit for purposes of armor. There is a 65% chance the symbiote is malicious, in which case it will slowly turn the wearer into a sadistic monster.
80	Hair growth tonic: causes rapid hair growth on any organic surface to which it is applied. Contains enough tonic to cover 1d4 square feet. The effect is taxing: each full square foot applied to a creature causes 1 point of temporary Stamina loss.
81	A ring bearing the insignia of an unknown organization. 5% of these can be controlled with a Will save (DC 12), allowing the wearer to fly. It is likely the other members of the group will seek to reclaim the ring (particularly if the current bearer is deemed unworthy).
82	SupraRest, the intergalactic leader in comfort! This pillow will adjust size and density to accommodate any head rested upon it. Each time it is used, there is a 1% chance it will malfunction and suffocate the sleeper.
83	This is just a pen. But it's a really, really nice pen.
84	Dermal Communicator: when placed within the aural cavity, this tiny device blends with the skin and becomes virtually undetectable. It allows clear communication between any beings wearing them. 1d4 are found together.
85	Entropic Earpiece: this small receiver pulls random bits of sound from broadcasts and plays them through its tiny speaker. The settings allow these broadcasts to be anywhere between half a second and a minute in length. Originally designed as a torture device, these have found popularity with the younger generation: while at the shortest broadcast length, a strange rhythm often appears. Some have claimed to hear the secret rhythm of the cosmos in this way.
86	Series of numbers written on a scrap of paper. An Intelligence check (DC 14) can decode these as stellar coordinates. Roll 1d4 to determine what is at the coordinates: 1- abandoned space station; 2- pirate trap; 3- lost paradise world; 4- the greatest kebab restaurant in the universe.
87	A small case containing several tiny jars, each of which holds seeds. These are samples of extinct flora from a dead world. There is a 5% chance one of the seeds will produce a Vegetoid species.

Roll Random Item

- 88 Retractable Durafillament: this flat round box is about the size of a Hoomin's hand. A tag is attached to a 100' spool of very thin polymer filament. The filament is extremely durable and is capable of holding up to 1000 pounds. Tapping the side of the box causes the line to retract: if the tag is anchored, it will pull the holder of the box to the end of the line.
- 89 X-Ray Specs: activating these goggles allow the wearer to see through up to 1' of wood/soil, 6" of steel/stone, or 1" of dense metal (such as lead or gold). If directed at a living being within 10', that being must make a Fortitude save (DC 10) or become nauseated. Each use has a cumulative 1% to render the user permanently blind.
- 90 Several small piles of dust. Careful examination will reveal a single tooth under each pile. A Perception check (DC 12) reveals that the piles were created deliberately.
- 91 1d3 syringes of growth formula. Each dose permanently increases the recipient's size by 25% (as per a 14-17 result from the DCC Enlarge spell). This change takes 1d4 hours and is incredibly stressful: the recipient must make a Fort save (DC 14) or die.
- 92 Sealed glass cylinder containing iridescent self-sustaining flowers. If cylinder is breached, the flowers will instantly die and dissolve into a dust which will trigger seasonal allergies.
- 93 Plastic box decorated with an indecipherable alien writing and images of what appears to be fruit. Inside are small, brightly colored gel-like spheres. They are a potent alien cleanser: anyone foolish enough to consume one must make a Fort save (DC 16) to avoid extremely unpleasant side effects including diarrhea and projectile vomiting.
- 94 ComfOrb: the ultimate accessory in personal comfort! When activated with a twist, this small orb will create a personal environment for its bearer: temperature is moderated, precipitation is deflected, and air is freshened. It will not fully prevent harmful effects from the most severe environs, but the bearer gains +1 die type for all saves based on environmental conditions.
- 95 Action figure from an obscure alien toy line. If still in the package (5% chance), this item would have great value to curio collectors.
- 96 EternaChew: the flavor of this chewing gum never fades. Unfortunately, that flavor is watermelon.
- 97 The tiny desiccated corpse of a 1" tall alien being. There is a 5% chance it was a being of great import (denoted by its garish dress): returning the corpse to its people will gain their favor.
- 98 Psyche Soul Crystal: this dangerous artifact contains the imprisoned mind of a powerful psyche. It is carried within a locked lead box (DC 18 to pick lock). Physical contact with the crystal triggers a mental battle for control of the toucher's body. They must pass a Will save (DC 16: psyches may use their Psyche Power Check instead) or be possessed by the psyche (level 1d4+4). Driven mad by centuries of imprisonment, the psyche will immediately attack the body's former companions.
- 99 Life-force Healer: when placed between two beings, this device will heal one at the cost of the other. The receiver will heal 1d12 hit points for every 1d6 hit points lost by the giver. Diseases and toxins can also be healed in this way: the giver will suffer the affliction if they cannot pass a saving throw equal to that required for the original infliction using 1d30 (if there was no save, treat DC as 20). If used to revive a dead being, it will require the same number of hit dice as the corpse, multiplied by the number of days it has been dead. To gain these, the device will drain hit dice from all sentient beings in the vicinity: any reduced to 0 hit dice are irrevocably dead.
- 00 Roll again on this table. The item is truly exceptional and of much higher quality: weapons increase damage by 1 die type, dangerous items have an increased DC to resist, socks are thermal, etc.

Space Environmental Rules

Zero-Gravity

Most find acting without the benefit of gravity more difficult than they'd imagined. Unless the character has some sort of anchor or way to maintain their physical orientation (such as a jet pack or personal gyroscopic device), all actions are made at -1 die type. Any action that potentially creates force (such as shooting a gun or punching a foe) will push the character in the opposite direction, likely in a disorienting spin. The judge should keep this in mind and apply appropriate situational penalties.

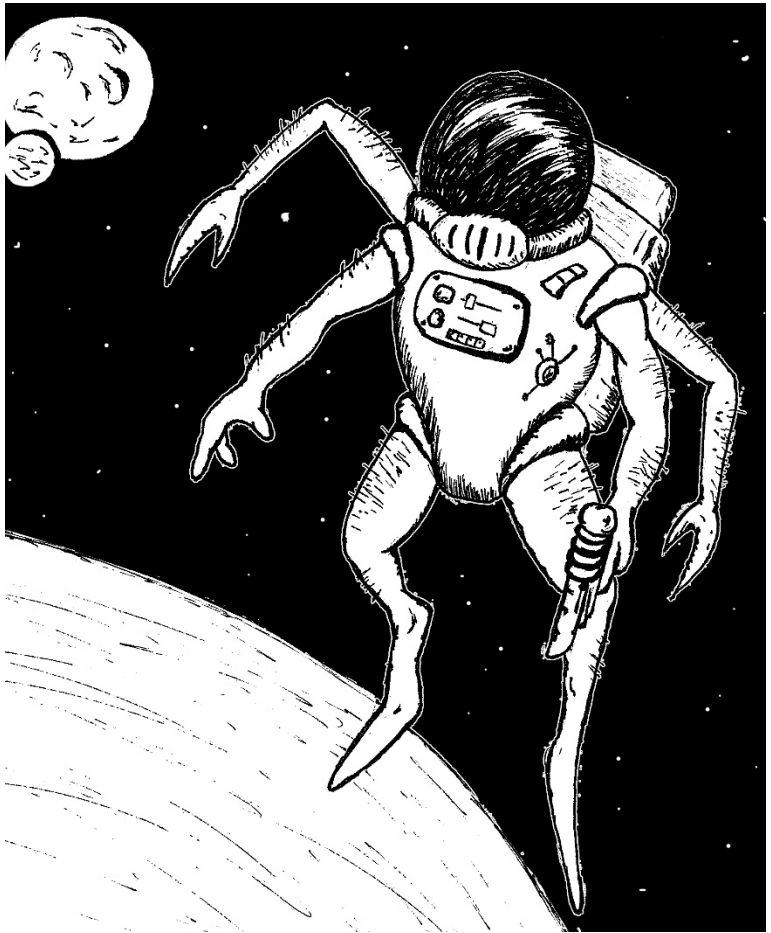
Surviving without Air

If placed in a situation where the character does not have access to adequate air (such as a hostile alien world or in a ship with no life support), they will quickly begin to die. A character may survive without air for a number of rounds equal to their Stamina bonus. After that, they must make a Fortitude save (DC 10) each round to avoid death. This can be prolonged for a number of rounds equal to half their Stamina score (round up). If they fail a save or reach the Stamina limit, they will lose consciousness. They will then lose 1d4 Stamina per round; at 0 Stamina, they die.

The Vacuum of Space

While certain aliens can survive the vacuum of space, all others will die quickly: an unprotected character can survive 1 round (modified by their Stamina modifier) before they start to die. Each round thereafter, they will lose 1d4 points of Stamina. Once their Stamina reaches 0, they die. If rescued before death, they will recover lost Stamina at a rate of 1 point per day. Environmental suits provide some protection from this devastating outcome. If a character in a vacuum wearing an environmental suit takes any damage, they must make a Luck check: if they fail, the suit has ruptured and they begin the process described above.

Keep in mind that while in the vacuum of space, the character will most likely also be dealing with zero-gravity and trying to survive without air. Stamina loss for vacuum and lack of air are cumulative.



Ships & Space Combat

Space ships, on the norm, are massive, ponderous vessels designed to protect their passengers from death in the cold void. Inevitably, creatures will use anything as a weapon, and these lumbering machines are no exception. Attacks and damage involving space ships follow a special set of rules. Some large creatures may also be governed by these rules (though they will have usually a hit point total rather than armor & hull points).

The system for ship combat described below is not intended for hyper-realistic battle simulations: it is meant to be quick, easy, and fun. Particularly when placing ships and determining firing arcs, the judge should be generous to players and not enforce strict placement rules. Have fun and let story override mechanics.

Ship Statistics

Blank examples of the Star Ship Record below are included at the back of this book. These sheets are also available to download at www.tuesdaynightfiendclub.com. Complete one for each ship involved in combat: if the players obtain their own ship, the captain's player will maintain their ship sheet as they would their own character's sheet. A well-prepared judge may find it useful to keep on hand copies for each ship that may be encountered during an adventure, much as one may prepare NPCs in advance.

STAR SHIP RECORD

Name:
Class: *Frigate*
Captain:
Maneuvering Die: *d20*
Speed Die: *d20*
Damage Denominator: *5*

		Damage Denominator					
		5	6	7	8	9	10
Dots Removed	1	5	6	7	8	9	10
	2	10	12	14	16	18	20
	3	15	18	21	24	27	30
	4	20	24	28	32	36	40
	5	25	30	35	40	45	50
	6	30	36	42	48	54	60

Weapons	Facing	Damage	Range	Notes
<i>Photon Cannon</i>	<i>Bow</i>	<i>4d6</i>	<i>Medium</i>	
<i>Defensive Lasers</i>	<i>Stern</i>	<i>1d12</i>	<i>Short</i>	

Class is a very general classification of ships and intended only as a starting point. The Star Ship Record is designed to accommodate all classes of ships, with the exception of fighters (they have their own smaller sheet).

Frigates are the ships to which players will most likely have access: relatively small, but large enough for a typical PC group to use as a home. They normally have some weapons and cargo space. *Destroyers* are usually slightly larger and geared exclusively for combat. *Battlecruisers* are the large flagships of major military forces and often are accompanied by squads of Destroyers. *Planet Killers* are extremely rare engines of pure destruction. Only highly advanced races are capable of building such vessels, and amongst these few have the resources and inclination to do so. Despite their lack of combat prowess, *Freighters* are the most common vessels in the spaceways: they may have some minor defensive armaments, but freighters are designed only to carry cargo. *Space Stations* are (mostly) stationary bases of operations and commerce, typically in orbit around a planet or moon.

The information on Table 10.1: Star Ship Base Statistics should be considered a starting point for judges to make their own ships.

Table 10.1: Star Ship Base Statistics

Ship Class	Speed Die	Maneuver Die	Damage		Hull	System Slots	Size
			Denominator	Base Armor			
Fighter	d20	d24	5	3*	4	4	1
Frigate	d20	d20	5	4	8	10	2
Destroyer	d16	d16	7	5	8	12	3
Battlecruiser	d16	d12	10	5	8	20	4
Planet Killer	d12	d6	15	5	12	30	5
Freighter	d12	d10	5	3	6	10	3
Space Station	-	d3	10	4	12	14	5

**Value listed is the Armor TOTAL, not per side*

The **Maneuvering Die** is used to move and position ships, especially during the heat of combat. The pilot or helmsman of the ship also uses the Maneuvering die (modified by their Pilot skill) for any attempts to evade obstacles such as asteroids.

The **Speed Die** is primarily used to pursue or elude another ship; as such, it is typically made as an opposed roll. Pilot skill does not impact this roll, but ship modifications or crew actions may.

Damage Denominator (DD) is the amount of damage required to remove a single point of armor or hull. When taking damage, each multiple of the damage denominator from a single attack will remove 1 point of armor (or hull)- damage beyond this is lost.

For example, a battlecruiser with DD of 10 is shot by two plasma cannon blasts. The first does 12 points of damage and the second does 8 points, resulting in the ship losing 1 point of Armor (the extra 2 points from the first shot are lost; the second shot did not reach the threshold to punch the Armor).

The Star Ship Record includes a chart for showing how many points of damage are required to remove the identified number of armor (or shield/hull) points. Checking the example sheet on the preceding page, you can see that for this ship with DD of 7, 28 points of damage will remove all 4 armor points from a side.

Base Armor represents the amount of damage a ship can safely take while protecting the hull. With the exception of Fighters (who have a single armor value for the entire ship), the base armor value applies to each of the ship's four sides (bow, stern, port, and starboard). The dots on the ship drawing represent armor for each side. When filling out your Star Ship Reference sheet, cross off excess points.

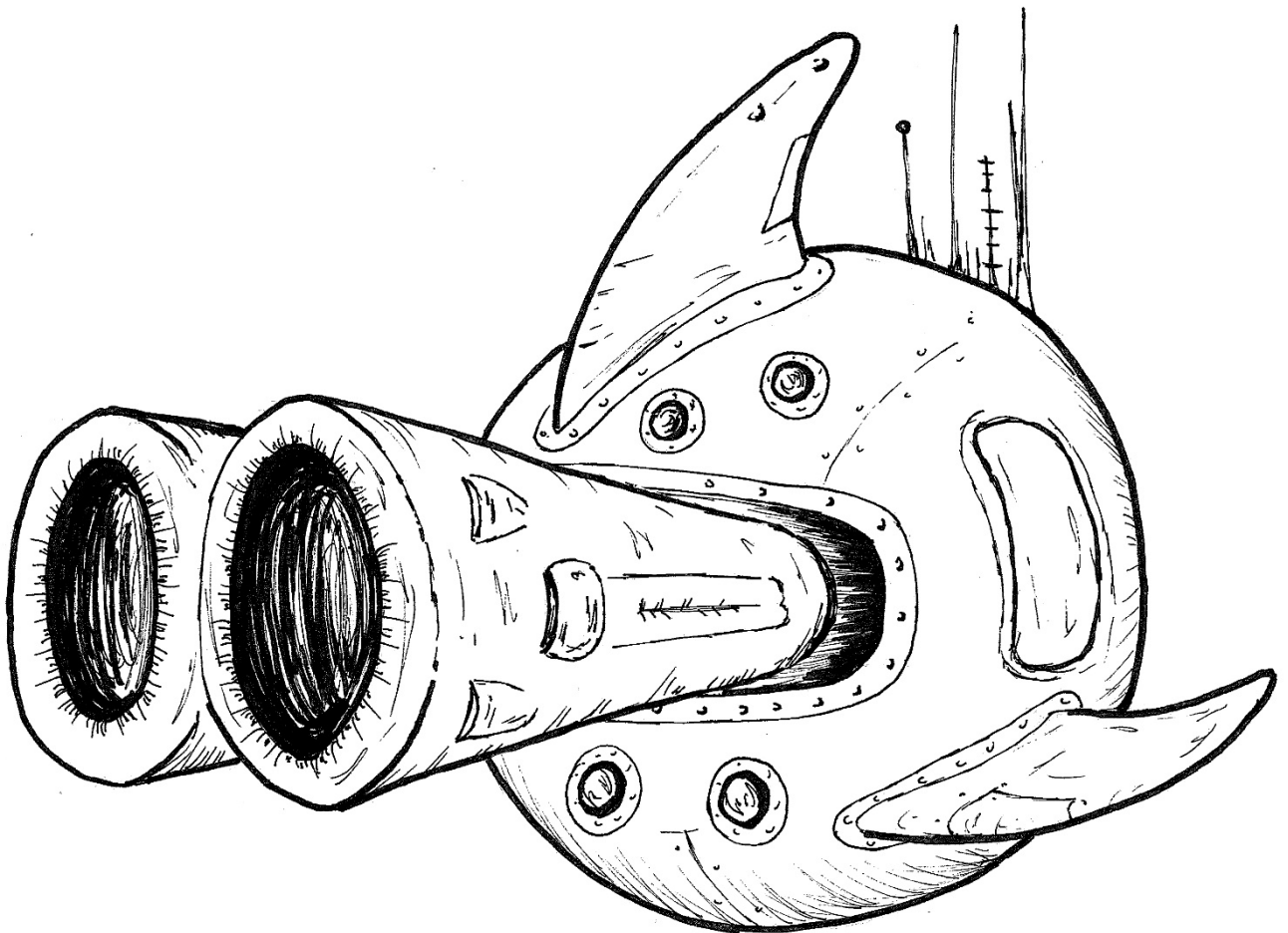
Once the armor is penetrated, further attacks to that side of the ship will be applied against the **Hull**. For each point of hull damage sustained, a systems roll will be made to determine possible detrimental effects. If all hull points are removed, the ship is irrevocably destroyed.

Some advanced vessels also have energy **Shields**, protecting their entire ships from damage. As with armor and hull, a single shield point is taken for each multiple of the damage denominator sustained. However, facing is unimportant- shields come from a single pool for the entirety of the ship. Shields will regenerate over time: in general, any ship removed from combat regains one shield point per turn.

System Slots represent the number of critical portions of the ship. When completing the ship record sheet, you may assign systems to any number desired, so long as all systems are assigned. Not all system slots must be filled: excess slots represent empty or non-critical space. For each point of hull damage sustained, roll a die equal to the number of system slots and consult your ship's systems log. The rolled system has become damaged or destroyed; if an empty slot is rolled, no extra effects occur.

Size is most important when building and moving ships. The size rating will determine how many system slots must be dedicated to core systems, such as engines. Ships will not operate to their full capacity (if at all) without adequate systems for their size.

Weapons include all armaments and defenses the ship carries. Facing indicates from which direction the weapon may shoot. Unless otherwise specified, the weapon may attack ships in a 180° arc from this side (so, the bow facing Photon Cannon on the example ship can attack ships on the port, bow, and starboard sides). Fixed weapons only fire to the facing indicated. Range is measured in number of spaces on the space combat map.



System Slots		
Slot	System	Notes
1	Engines	
2	Engines	
3	Photon Cannon	
4	Defensive Lasers	
5	Cargo Hold	
6	Cargo Hold	
7	Living Quarters	
8	Life Support	
9	Grav Control	
10	Bridge	
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
<u>Notes</u>		

The back of the Star Ship Record sheet will be used to record the ship's systems and record additional notes. Tables 10.2-10.4 list the number of system slots each system will take up on the Star Ship Record. Core and optional ship systems may be placed according to the captain's (or judge's) choosing, so long as the number of systems do not exceed the maximum defined by the ship's class. Open slots are left blank and can be filled at a later date with upgrades, weapons, or optional systems.

All **Core Systems** must be included in any ship of Frigate class or larger. A fighter only requires Engines and Cockpit, but unless equipped with Life Support, fighter pilots must wear environmental suits with air supplies. Where required system slots are variable based on ship size, round up. For example, Gravity Control for a planet killer (size 5) would require 2 system slots.

Values are not listed for ships, systems, or weapons. A space ship is often an integral part to Star Crawl games and may be considered by the players to be another member of the party. Building and upgrading ships should not be as simple as picking items off a list: the judge should consider creating adventures or, at the least, special encounters to obtain or negotiate for desired upgrades. Want to add another engine slot? Well, there's a trader at Starphaze Base who's got a Chimpazonian warp core, but he'll need some incentive to let it go... Similarly, ship repairs and maintenance should be guided by story, not money (do you really want to bring the campaign to a halt because life support's down and nobody's got a Credit rating above d4?).

Table 10.2: Core Ship Systems

System	Effect	System Slots
Bridge	Command and control	1
Engine	Moves ship	1 per Size
Gravity Control	Maintains gravity	1 per 4 Size
Life Support	Provides appropriate air and atmosphere for occupants	1 per 3 Size
Living Quarters	Includes personal storage, dining, and sleeping areas	1 per 10 Crew

Table 10.3: Optional Ship Systems

System	Effect	System Slots
Breaching Pods	Short-range pods designed to blow holes into enemy ships to allow rapid invasion; 4 being capacity	1 per 2 Pods
Cargo Hold	Space for transporting cargo	1
Cloaking Device	Perception (DC 12+range) required to notice ship; effective range for all attacks targeting this ship are doubled	1 per 2 size
Electronic Countermeasures (ECM)	When deployed, enemies targeting this ship attack with -1 die type this round. Roll 1d4 after use: expires on 1.	1
Escape Pods	Unarmed pods with independent life support systems; roughly 2 being capacity	1 per 4 Pods
Extra Engines	Increase Speed Die by 1 step (max d30)	1 per 2 Size
Extra Payload	Additional reloads for Payload weapon; Hull Damage result of Major or above will cause explosion, dealing 1 add'l point of Hull damage	1
Fighter Bay		1 per Fighter
Jolly Pods	Transport shuttle; 6 being capacity	1 per Pod
Maneuvering Thrusters	Increase Maneuvering Die by 1 step (max d30)	1 per 2 Size
Shields	Provide (2+Size) force shields	1 per Size above 1
Weapons		1 (unless noted)

Table 10.4: Ship Weapons

Ship Weapons	Damage	Range	Notes
Defensive Lasers	1d12	0	Ship
Particle Cannon	3d10	2	Ship
Lt Photon Cannon	3d6	1	Ship
Photon Cannon	4d6	2	Ship
Plasma Cannon	5d4	1	Ship
Projectile Launcher	*	1	Ship (2 slots unless fixed), Payload
<i>Explosive Projectile</i>	3d8		Deal ½ damage to adjacent sides
<i>Piercer Projectile</i>	2d10		Treat DD as 2 lower
Heavy Rail Cannon	4d12	4	Ship (2 slots); Fixed
Independent Firing	-	-	Allows weapon to fire without dedicated gunner using d16
Turret	-	-	Allows full 360° fire (cannot be applied to Fixed weapons)



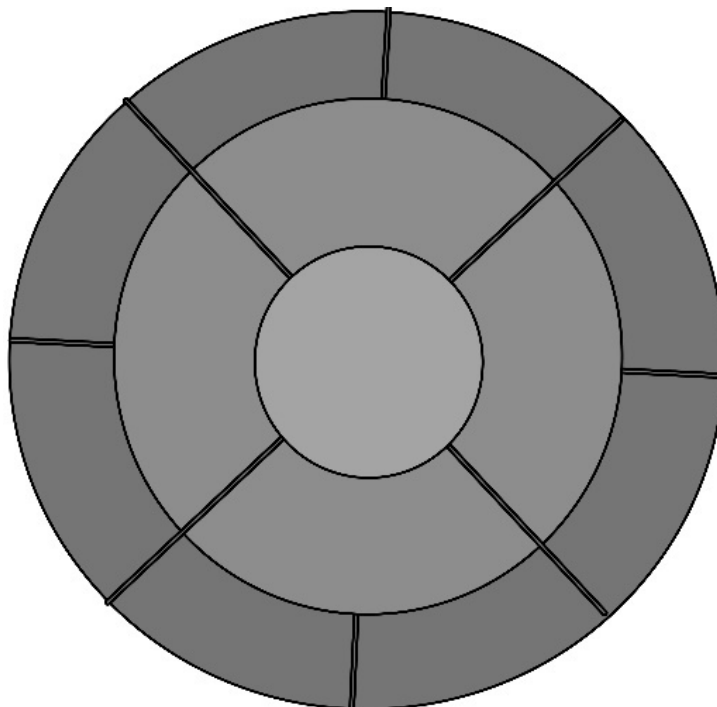
Optional Rule: Ship's Luck

When a crew operates together for a long time in the same ship, the vessel takes on a personality and becomes like a member of the party. The judge may wish to give such a ship its own luck rating. This is found by averaging the luck scores of all PCs that are part of the permanent crew. Any member of the crew may choose to burn the ship's luck, but be careful: ships do not easily regain spent luck points (and swashbucklers may not share their luck with the ship). The ship's luck bonus will inversely apply to system hits that result from hull damage.

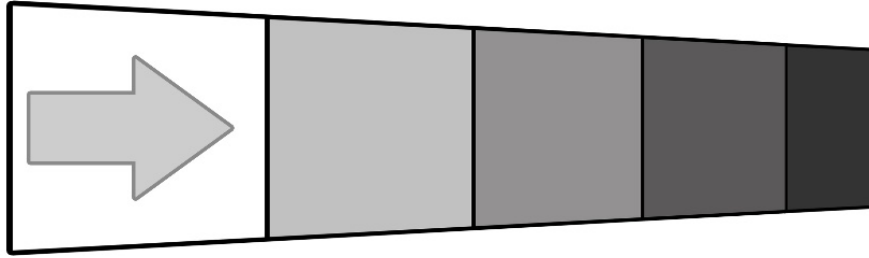
Ship Combat

For ship-to-ship combat, it is recommended that figures or chits be used on a paper sheet or battlemat. This will help track relative positions of ships throughout the battle. Simple two-ship fights are easy enough to manage using the mind's eye, but when you have three or more ships shifting around each other, it quickly gets confusing.

The image below shows an example of a ship combat field one might draw out on paper, with three concentric circles divided into 13 sectors. The action should begin at the center, with arriving ships entering from the outside. Ships in the same sector would be considered at range 0 and each line marks off another range. So, two ships in the center are at range 0 to each other; two ships at opposite ends of the inner ring would be at range 1 from the center and range 2 from each other.



A second area, the pursuit track, will be used when a ship attempts to escape combat or elude pursuers. The pursuit track just needs to be 5 squares in a row, each large enough to accommodate your ship models/chits.



Characters acting as the ship's helmsman (making all Maneuvering and Speed rolls) and gunner (manning weapons & making all attack rolls) should be identified prior to the start of combat. If the helmsman is also acting as gunner, all attacks are made at -1 die type. On larger ships, multiple characters may act as gunners, with each controlling one weapon. If a gunner is manning multiple guns, each new target after the first is attacked at -1 die type (if all weapons are trained on a single opponent, all attacks are made as normal).

Each round, the following steps will be taken in order:

1. Maneuvering Rolls (or Speed Rolls on pursuit track)
2. Move Ships (ascending Maneuvering roll order)
3. Attack (descending Maneuvering roll order or back to front on pursuit track)
4. Crew Actions (orders, prep for next round)

Maneuvering Rolls: Once ships are engaged in combat, each will make Maneuvering rolls using their listed maneuvering die. Ships on the pursuit track make Speed rolls instead (using their listed speed die). The helmsman adds their Pilot skill to all Maneuvering rolls- this score is an aggregate of their Intelligence and Agility modifiers (some classes have additional bonuses).

Move Ships: The ship with the lowest result on the Maneuvering roll is moved first. Each other ship is then placed in ascending order of their Maneuvering rolls, paying attention to facing and relative position. When using a map, ships may freely move up to one sector away. With a successful Speed roll (vs DC 14), they may move two sectors. When placed, a ship may declare they are taking **evasive maneuvers**. During this round of combat, any attacks they make are at -1 die type; however, attack rolls against them this round are opposed rolls. For each attack, the helmsman of the target ship makes a Maneuvering roll, the result of which becomes the DC for that attack. A ship may attempt to **disengage from combat** during the movement phase. If no other ships declare they are pursuing, the ship escapes. Otherwise, move the ship to the center space of pursuit track. Any pursuing ships are placed behind, on the first space of the track if they have already moved this round and directly behind the fleeing ship if they have not.

If ships are already on the pursuit track (having been placed there the previous round), compare the speed rolls of all ships: move the ship with the highest roll forward one space on the track and move the ship with the lowest roll backward one space (other ships do not move). A ship dropping off the end of the track (from the first space) is left behind; if only the fleeing ship remains on the track, it escapes. If the fleeing ship leaves the pursuit track from the last space, it escapes. If a ship enters the same space as the fleeing ship, it is caught and cannot escape: move all ships on the pursuit track back to the combat field.

Attack: Ships attack in Maneuvering results order, from highest to lowest (opposite the order ships are placed). Each ship may attack targets within a 180° arc of the facing of any of their weapons. For example, a frigate is placed with a fighter on its starboard side. It can attack the fighter with any weapons with a bow, starboard, or stern facing. There are two exceptions to this: weapons with a "fixed" facing may only attack ships directly in front of that side and turret weapons can attack on any side. Typically, fixed weapons have

greater damage output, making them worth the extra effort. Ships on the Pursuit track fire in order along the track (from back to front). All attacks during a pursuit are made at -1 die type.

Base DC for attacks is 10 at range 0 and +2 for each additional range (12 at range 1, 14 at range 2, etc.). If an attack roll result is a natural 20, increase the damage die by 1 step (so 3d8 becomes 3d10).

Crew Actions: The captain may help coordinate the efforts of crew members during the heat of combat. Any crew not actively firing weapons or piloting the ship may perform special actions, to be declared before making Maneuverability or Speed rolls. Some examples are listed below, but players are encouraged to come up with their own ideas.

Increase Engine Output: A mechanic may make a Repair roll (DC 14) to optimize the engines, with success increasing Speed and Maneuvering dice by 1 die type each for the duration of the current combat. If the mechanic rolls a 1 on the check, both are reduced by 1 die type until significant repairs can be made (typically requiring several hours). While operating with increased output, any Speed or Maneuvering roll of 1 forces a roll on the Engine Hits table.

Repair Systems: A mechanic can use their Repair skill to attempt repairs on a damaged system (see Tables 11.1-11.6 for Repair DCs). Other classes attempting repairs do so using with an Intelligence check at -1 die type.

Ramming Speed: The captain may order his ship to ram an enemy ship. Unlike other crew actions, this is declared during ship placement. At that time, the attacker and target make an opposed Maneuvering roll: the ram only occurs if the attacker wins. A clever captain may *Increase Engine Output* before issuing the order for ramming speed. When the ships collide, both take damage equal to the attacking ship's remaining hull spots multiplied by its damage denominator. For example: if a frigate with 4 remaining hull and a DD of 5 rams a battlecruiser, both ships take 20 damage to the facing side. If neither ship is destroyed by this, the attacking ship is lodged into the defender (a successful Speed roll vs DC 10 on a subsequent round is required to dislodge). Any attacks by a lodged ship ignore armor and deal damage directly to the hull. Boarders may also move between the ships with ease.

If only one ship is destroyed, the other ship will take massive damage: 1d30 per Size of the destroyed ship (directly to their hull if the ram damaged the remaining ship). Using the example above, if the frigate (size 2) were destroyed by the collision, the battlecruiser would take an additional 2d30 damage to its hull.

Damaging Ships

When a ship takes hull damage, roll on the ship's System Slots table once for each hull point sustained (after calculating for damage denominator) to determine what systems are damaged. The attacking ship may target specific systems by making their attack roll at -6. If successful, do not roll on the system table: instead, all hull damage from that attack applies to the targeted system. Roll 1d6 to determine the specific impact to that system, using the Tables 11.1-11.6. If a system does not have a dedicated Hit Effects table, use Table 11.1: General System Hit Effects.

Table 11.1: General System Hit Effects

1d6 Roll	Effect
1	<i>Superficial Damage:</i> Just a few scratches, everything's fine.
2	<i>Minor Damage:</i> Easily repaired within 1d4 rounds (Repair DC 10). Until repaired, system operates at reduced capacity (typically -1 die type).
3	<i>Power Cells Damaged:</i> To use system, power must be rerouted from another system (Repair DC 12), rendering that system incapacitated.
4	<i>Major Damage:</i> It can be fixed, but it'll take 1d6 turns (Repair DC 14). Until repaired, system is disabled.
5	<i>Critical Damage:</i> Until replacement parts can be obtained, the system is disabled. Additional serious penalties may apply.
6	<i>Destroyed!</i> System is completely destroyed and must be replaced. Additional deadly penalties may apply.

Table 11.2: Engine Hits

1d6 Roll	Effect
1	<i>Superficial Damage:</i> Just a few scratches, everything's fine.
2	<i>Minor Damage:</i> Easily repaired within 1d4 rounds (Repair DC 10). Until then, reduce Speed & Maneuver dice by 1 step each.
3	<i>Fuel Jettison:</i> Unless fuel can be rerouted from another engine slot (Repair DC 12), the engine is out of commission.
4	<i>Major Damage:</i> It can be fixed, but it'll take 1d6 turns (Repair DC 14). Unusable until then (consider these engines offline).
5	<i>Critical Damage:</i> Replacement components must be obtained before repairs can be enacted. Unusable until then (consider these engines offline).
6	<i>Destroyed!</i> This engine slot is completely incapacitated and must be replaced.

Table 11.3: Life Support Hits

1d6 Roll	Effect
1	<i>Superficial Damage:</i> Just a few scratches, everything's fine.
2	<i>Minor Damage:</i> Easily repaired within 1d4 rounds (Repair DC 10). If not repaired, 2d4 hours until life support runs out.
3	<i>Power Cells Damaged:</i> Power must be rerouted from another system (Repair DC 12), rendering that system incapacitated.
4	<i>Major Damage:</i> It can be fixed, but it'll take 1d6 turns (Repair DC 14). If not repaired, 1d6 hours until life support runs out.
5	<i>Critical Damage:</i> Replacement components must be obtained before repairs can be enacted. 1d4 hours until life support runs out.
6	<i>Destroyed!</i> Life Support is completely disabled. Unless the crew has personal environment suits, they'll all die within 1d4 turns.

Table 11.4: Weapon Hits

1d6 Roll	Effect
1	<i>Superficial Damage:</i> Just a few scratches, everything's fine.
2	<i>Minor Damage:</i> Easily repaired within 1d4 rounds (Repair DC 10). Until repaired, damage is reduced by 1 die type.
3	<i>Power Cells Damaged:</i> To continue firing, power must be rerouted from another system (Repair DC 12), rendering that system incapacitated.
4	<i>Major Damage:</i> It can be fixed, but it'll take 1d6 turns (Repair DC 14). Until repaired, the weapon cannot be fired.
5	<i>Critical Damage:</i> Replacement components must be obtained before repairs can be enacted. Until then, the weapon is unusable.
6	<i>Destroyed!</i> The weapon is completely destroyed and must be entirely replaced.

Table 11.5: Crew Quarters Hits

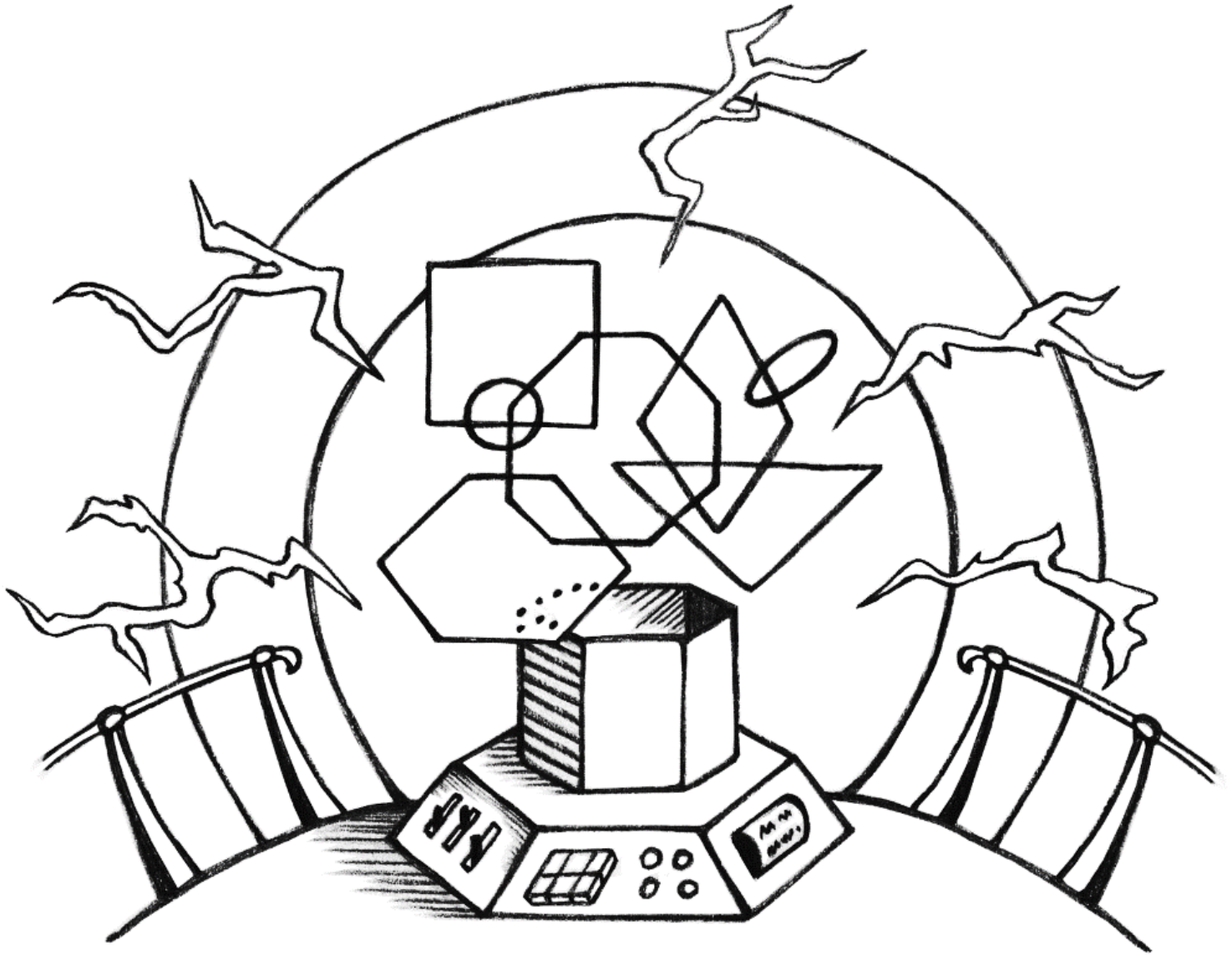
1d6 Roll	Effect
1	<i>Superficial Damage:</i> Just a few scratches, everything's fine.
2	<i>Minor Damage:</i> Easily repaired within 1d4 rounds (Repair DC 10). Until repaired, crew will need to be housed elsewhere (such as the engine room or bridge).
3	<i>Power Cells Damaged:</i> To be occupied, power must be rerouted from another system (Repair DC 12), rendering that system incapacitated.
4	<i>Major Damage:</i> It can be fixed, but it'll take 1d6 turns (Repair DC 14). Until repaired, quarters are unsafe for residence. Crew within quarters failing Luck checks take ½ damage from the attack.
5	<i>Critical Damage:</i> Until replacement parts can be obtained, the quarters are unusable. Crew within quarters take ½ damage from the attack and those failing Luck checks are evacuated into space.
6	<i>Destroyed!</i> All crew resting within the quarters take full damage from the attack and are evacuated into space.

Table 11.6: Bridge Hits

1d6 Roll	Effect
1	<i>Superficial Damage:</i> Just a few scratches, everything's fine.
2	<i>Minor Damage:</i> Easily repaired within 1d4 rounds (Repair DC 10). Until repaired, all ship rolls (attacks, Speed, Maneuvering) are reduced by 1 die type.
3	<i>Power Cells Damaged:</i> To restore bridge functions, power must be rerouted from another system (Repair DC 12), rendering that system incapacitated.
4	<i>Major Damage:</i> It can be fixed, but it'll take 1d6 turns (Repair DC 14). Until repaired, ship movement and weapons must be managed directly from the appropriate locations. Bridge crew failing Luck checks take ½ damage from the attack.
5	<i>Critical Damage:</i> Until replacement parts can be obtained, ship movement and weapons must be managed directly from the appropriate locations. Bridge crew take ½ damage from the attack and those failing Luck checks are evacuated into space.
6	<i>Destroyed!</i> Bridge is completely destroyed, rendering the ship a listing hulk. All bridge crew take full damage from the attack and are evacuated into space.

Table 11.7: Gravity Control Hits

1d6 Roll	Effect
1	<i>Superficial Damage:</i> Just a few scratches, everything's fine.
2	<i>Minor Damage:</i> Easily repaired within 1d4 rounds (Repair DC 10). Until then, gravity functions at 50% capacity.
3	<i>Power Cells Damaged:</i> To restore gravity, power must be rerouted from another system (Repair DC 12), rendering that system incapacitated. Until then, see Zero Gravity Combat section for special rules.
4	<i>Major Damage:</i> It can be fixed, but it'll take 1d6 turns (Repair DC 14). Until then, see Zero Gravity Combat section for special rules.
5	<i>Critical Damage:</i> Until replacement parts can be obtained, gravity controls are offline. Until then, see Zero Gravity Combat section for special rules.
6	<i>Destroyed!</i> Ship's gravity is offline, requiring complete system replacement. Until then, see Zero Gravity Combat section for special rules.



Stellar Travel

Every race travelling to the stars has come up with their own way of moving between planets- some independently, others with guidance. These methods include faster than light engines, wormholes, hyperspace, probability drives, and space folds. It is fully up to the judge how ships in your game get around. In the end, it really doesn't matter: travel and distances should serve the story. If you want the players to have some downtime so the psyker can regain some of those Mindburn points, the trip to the next planet might take three days; if a character needs to get to Setti Alpha IV before dying from an alien poison, maybe the trip takes an hour less than they have left. Stellar travel time only really matters if you decide to run a space-based hex crawl game, in which case you just need a standard time for traversing each hex.

That being said, the judge may see travel as an opportunity for challenge and adventure. Mapped space jump waypoints might be common pirate nests; maybe hyperspace is awash with strange alien lampreys that follow ships back to normal space; or perhaps a space fold malfunction could plopp the crew into another dimension.

Psycher Powers

Gaining Powers

When selecting powers for a psycher, choose or roll 1d20 on the table below. Powers gained from rolls above 10 are found in Mutant Crawl Classics. If you do not have access to MCC, use 1d10 to roll for powers.

Table 12.1: Psycher Powers

Roll	Power	Page
1	Astral Projection	52
2	Cosmic Awareness	53
3	Memory Scalpel	54
4	Mental Illusion	55
5	Mind Puppetry	56
6	Mind Reading	57
7	Psyche Crush	58
8	Tech Storm	58
9	Telepathic Link	59
10	Thought Shaping	60
11	Domination	<i>MCC 69</i>
12	Empathy	<i>MCC 70</i>
13	Force Field Generation	<i>MCC 71</i>
14	Mental Blast	<i>MCC 76</i>
15	Mental Shield	<i>MCC 76</i>
16	Mind Control	<i>MCC 75</i>
17	Pyrokinesis	<i>MCC 80</i>
18	Telekinesis	<i>MCC 81</i>
19	Telepathy	<i>MCC 82</i>
20	Thought Spike	<i>MCC 85</i>

If a non-psycher somehow gains a psycher power (such as through medical experimentation or interference from a god-like alien being), they will add their Personality modifier to power checks.

When using a psycher power, unless otherwise specified, a psycher may choose to use a lower result on the table than that rolled. This may be advantageous, as some of the highest results can have some potentially undesirable consequences.



Astral Projection

The psyker projects their mind out and away from their body, allowing travel even to physically unreachable locations. Unless otherwise specified, the astral form is invisible and can fly, but it cannot interact with the physical world. The astral form can see and hear as normal, but other senses are lost. For the spell's duration, the psyker's body is left in a coma-like state, but the astral psyker will be aware of any attacks upon their body. If the psyker has not returned their astral form to their body when the spell expires, it will snap to the body nearly instantly. This is fairly stressful and leaves the psyker incapacitated for 1d4 rounds.

Range: Self

Duration: Varies

1	Failure, the ability cannot be used again that day, and roll for Misfire.
2-11	Failure and the ability cannot be used again that day.
12-13	For 1 round per Caster Level (CL), the psyker's astral form leaves their body and may roam up to 10' per CL away (travelling with a base move of 30').
14-17	For 1 turn per CL, the psyker's astral form leaves their body and may roam up to 100' per CL away (travelling with a base move of 50').
18-19	For 1 turn per CL, the psyker's astral form leaves their body and may roam up to 1 mile per CL away. (travelling with a base move of 50'). The psyker may use any of their psyker powers, but they may not otherwise contact or interact with others.
20-24	For 1 turn per CL, the psyker's astral form leaves their body and may travel nearly instantly to any location on their current planet. The psyker may use any of their psyker powers, but they may not otherwise contact or interact with others.
25-28	For 1 hour per CL, the psyker's astral form leaves their body and may travel nearly instantly to any location on their current planet, as well as nearby moons, satellites, or ships. The psyker may use any of their psyker powers. With a successful Will save (DC 16) and 1d6 rounds of concentration, the astral form may manifest visibly and audibly.
29-31	For 1 hour per CL, the psyker's astral form leaves their body and may travel nearly instantly to any location on their current planet, as well as nearby moons, satellites, or ships. Other dimensions and planes of existence may be reached. The psyker may use any of their psyker powers. With a successful Will save (DC 12) and 1d4 rounds of concentration, the astral form may manifest visibly and audibly.
32-35	For 1 day per CL, the psyker's astral form leaves their body and may roam freely any distance away, including to other dimensions and planes of existence. It may move as fast as a ship in hyperspace: terrestrial travel is so quick it effectively functions as teleportation. The psyker may use any of their psyker powers at +1 die type. With a round of concentration, the astral form may manifest visibly and audibly.
36+	The psyker's astral form becomes one with the universe. The psyker can instantly shift their awareness to monitor a number of locations equal to their CL, no matter how remote or secure: only special psychic barriers will prevent entry. While focusing on a location, the psyker may use their psyker powers at +1 die type and the astral form may manifest visibly and audibly. For the duration of the spell, the psyker's physical body is in stasis, encased in a field of pure psychic energy. This field has an AC of 18 and 100 HP; any damaging attacks upon this field will be instantly noticed by the psyker. The pull of the universe is so great that many psychers who reach this level of enlightenment never reclaim their physical forms. Once per day, the psyker may attempt to return to their body (requiring a Will save vs DC 20).

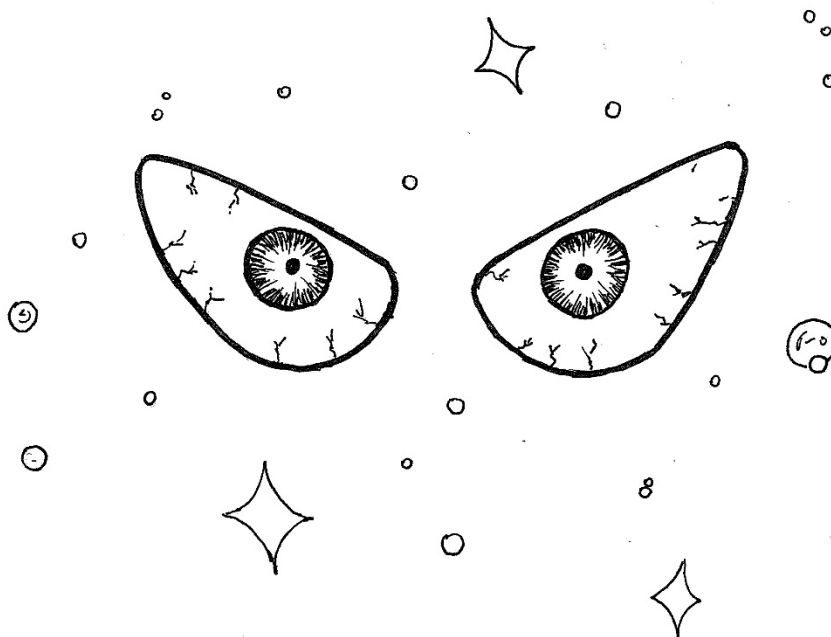
Cosmic Awareness

The psyker opens their mind to the universe, granting a level of awareness far beyond that normally possible. The psyker may not choose a lower result for this power: no psyker can resist the revelations gained by the highest levels of Cosmic Awareness.

Range: Self

Duration: 1 round/CL unless noted otherwise

- | | |
|--------------|---|
| 1 | Failure, the ability cannot be used again that day, and roll for Misfire. |
| 2-11 | Failure and the ability cannot be used again that day. |
| 12-13 | The psyker gains +2 to Armor Class. |
| 14-17 | The psyker cannot be surprised and gains +2 Armor Class. |
| 18-19 | The psyker cannot be surprised and gains an Armor Class bonus equal to their level. |
| 20-23 | The psyker cannot be surprised and gains bonuses to Armor Class and Reflex saves equal to their level. |
| 24-27 | The psyker can sense the actions of others milliseconds before they move. In addition to gaining bonuses to Armor Class and Reflex saves equal to their level, the psyker cannot be surprised and may act at any time in the initiative round, interrupting another after they declare their action. A psyker of a level high enough to have multiple actions may split these actions to interrupt multiple foes. |
| 28-29 | The psyker gains a sense for the flow of the future and may attempt to change its course. For the duration of the power, the psyker may reroll anything. This includes attacks, ability checks, damage rolls: all of it. However, the second result must always be used (even if worse). |
| 30-33 | The psyker becomes cosmically aware. For the duration of the spell, they notice any cosmically significant events occurring in their galaxy (supernovas, dying gods, comets altering their paths, etc.). They may focus and observe any of these events, granting an understanding of celestial movements rarely afforded to mortals. Unfortunately, this is all supremely overwhelming: they must make a Will save (DC 16) to take any action other than contemplating the universe. |
| 34+ | The psyker communes with the universe, understanding the cosmos in ways only gods have. Though the knowledge gained is fleeting to the mortal mind, shadows of secrets remain. For the next 1d6 days, all Intelligence, Perception, and Psyker Power rolls are improved by 1 die type (this stacks with the psyker's normal ESP bonus, up to a max d30). However, all Personality rolls involving social interaction during the same period are made using a die 2 steps lower (the psyker is insufferably arrogant). |



Memory Scalpel

This is a precise power, allowing the psycher to edit memories. While it is most commonly use to assist others in overcoming trauma, it can easily be used for more malicious purposes.

Range: Touch

Duration: Permanent

1	Failure, the ability cannot be used again that day, and roll for Misfire.
2-11	Failure and the ability cannot be used again that day.
12-15	The psycher may examine a single event in the target's past, reliving it as an impartial witness.
16-18	The psycher may examine a single event in the target's recent past (1 day per CL), reliving it as an impartial witness. Minor details of the event can be edited. Examples of minor changes include making a thief appear to be someone else, changing the weather at the time of the event, or altering an overheard conversation.
19-21	The psycher may examine a single event in the target's recent past (up to 1 week per CL), reliving it either as an impartial witness or an active participant. This event can be entirely altered or removed.
22-25	The psycher comes to understand a period in the target's past (up to 1 month per CL) as if the psycher had lived them. The events and experiences during this period can be shifted and altered slightly. The details may be changed, but the lessons and emotional impressions of this time will remain.
26-29	The psycher comes to understand a period in the target's past as if the psycher had lived them (up to 1 year per CL). The events and experiences during this period can be dramatically altered or altogether forgotten.
30-32	The psycher touches the mind of several individuals (1 per CL), viewing shared experiences and memories. Such shared memories can be altered to make each believe a past event occurred in a vastly different manner.
33-35	The psycher touches the mind of several individuals (1 per CL), viewing key moments from their past. Altogether new experiences can be created and each target will be wholly convinced this is reality, no matter how illogical the circumstances (for example, several different aliens could be made to believe they were childhood friends despite their different ages or planets of origin). Each mind will create new memories to support the implanted experiences, potentially altering their worldview significantly.
36+	The psycher can wipe away the mind of an individual target, making them a mind clone of another. The target will become exactly as the template mind at that time, gaining the Personality, Intelligence, class, and level of the template while retaining all original physical statistics (Strength, Agility, Stamina, Luck, and hit points). For those of stricter morals, use of this power will be considered murder. Among some societies of psychers, this power is used as a form of capital punishment for the most vile of offenders, wherein the mind of a newborn child is copied onto the mind of the guilty party.

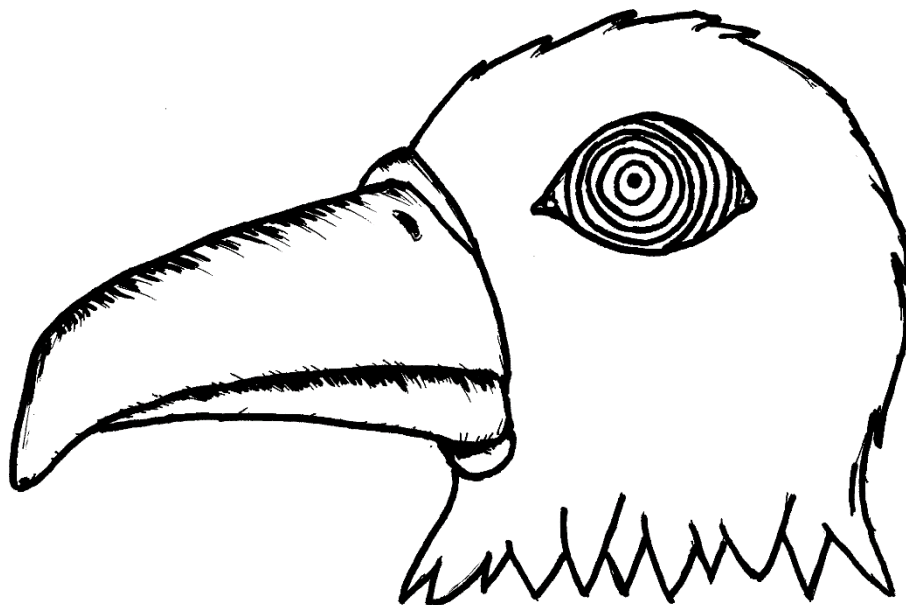
Mental Illusion

By targeting individual minds, the psyker may create false sensory information. Targets are entitled to a Will save; if successful, the illusion is not seen.

Range: 10' / CL (to target mind: illusion can appear anywhere)

Duration: Concentration

- | | |
|--------------|--|
| 1 | Failure, the ability cannot be used again that day, and roll for Misfire. |
| 2-11 | Failure and the ability cannot be used again that day. |
| 12-13 | The psyker can make an alteration to how the target perceives a single item or being with a single sense. A footfall may be softer; a face looks more handsome; a fruit tastes bitter. |
| 14-17 | A simple illusion can be created which engages a single sense of a single target. |
| 18-19 | An illusion can be created which engages up to two senses of a single target. |
| 20-23 | An illusion engaging up to two senses may be created, affecting up to one target per caster level. |
| 24-27 | A complex illusion engaging all senses may be created, affecting a single target. |
| 28-29 | A complex illusion engaging all senses may be created, affecting up to one target per caster level. |
| 30-33 | A complex illusion engaging all senses may be created, affecting all witnesses. Because of the widespread appearance of the illusion, those passing the saving throw will likely believe that they are the ones whose perception is altered. |
| 34+ | The psyker can create an illusory being, object, or event for all who would be expected to notice (range is effectively unlimited). All senses can be engaged and the illusion will withstand all scrutiny. The illusion will leave a permanent impression on the targets: for example, if the illusion creates a giant slug that crushes a building, witnesses will live out their lives thinking that building is now rubble (an alien coming to the area after the psyker leaves will see an intact building that the locals claim is destroyed). An illusory being will persist in the minds of others forever: their collective consciousness will guide the actions of the illusion consistently and in a manner that prevents the unaffected from entering situations that could disprove the illusion's existence. If the illusion would cause damage or harm the target, they will believe they are wounded until enough time has passed for the wound to have been expected to heal. If the illusion would cause death, the target is entitled to a Fortitude saving throw: success indicates that they miraculously survived. |



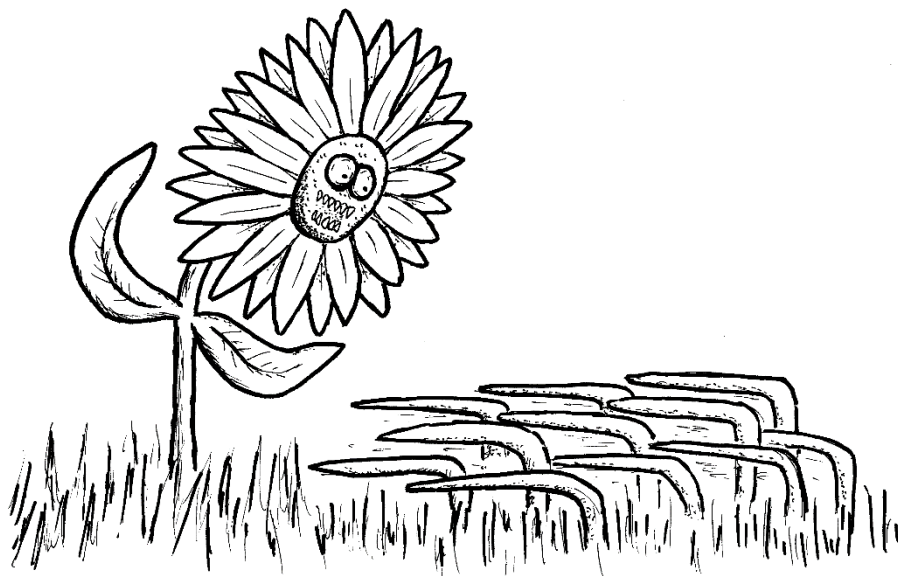
Mind Puppetry

The psycher takes control of another being's body. The target can resist with a successful Will save. During this time, the controlled being is aware, but unable to act. Unless otherwise specified, the psycher's body is in a coma-like state during the period of control. At some levels, the control may be noticed by others with a successful Perception check against the Psycher Check result.

Range: 5'/CL to establish; 100'/CL to maintain

Duration: Concentration

1	Failure, the ability cannot be used again that day, and roll for Misfire.
2-11	Failure and the ability cannot be used again that day.
12-15	Failure, but the power is not lost
16-17	The psycher can awkwardly manipulate the movements and actions of another being (all of which are performed at -1 die type). Any observing the controlled being may notice something is awry. The control is tenuous: each round the controlled being may make another saving throw.
18-21	The psycher can manipulate the movements and actions of another being (all of which are performed at -1 die type). Others familiar with the controlled being may notice something is awry.
22-24	The psycher can manipulate the movements and actions of up to 2 other beings (all of which are performed at -1 die type). Others familiar with the controlled beings may notice something is awry.
25-28	The psycher has complete control over the body of another being in a manner that is mostly natural: only those extremely close to the controlled may notice something is awry.
29-31	The psycher has complete control over the bodies of up to 3 beings in a manner that is mostly natural: only those extremely close to the controlled characters may notice something is awry.
32-33	The psycher has completely control over the body of another being in a manner that is completely natural, even to close allies. The psycher may take actions with their own body at -1 die type, but any damage to the psycher will break the mental connection.
34-35	The psycher has complete control over the bodies of up to 3 target creatures in a manner that is completely natural, even to close allies. The psycher may take actions with their own body at -1 die type, but any damage to the psycher will break the mental connection.
36+	The psycher may take complete control over any bodies within sight range. While the actions are performed in a completely natural manner, the extreme coordination of multiple controlled beings appears exceedingly creepy. The psycher may also take full actions with their own body, but any damage to the psycher will break the mental connection.



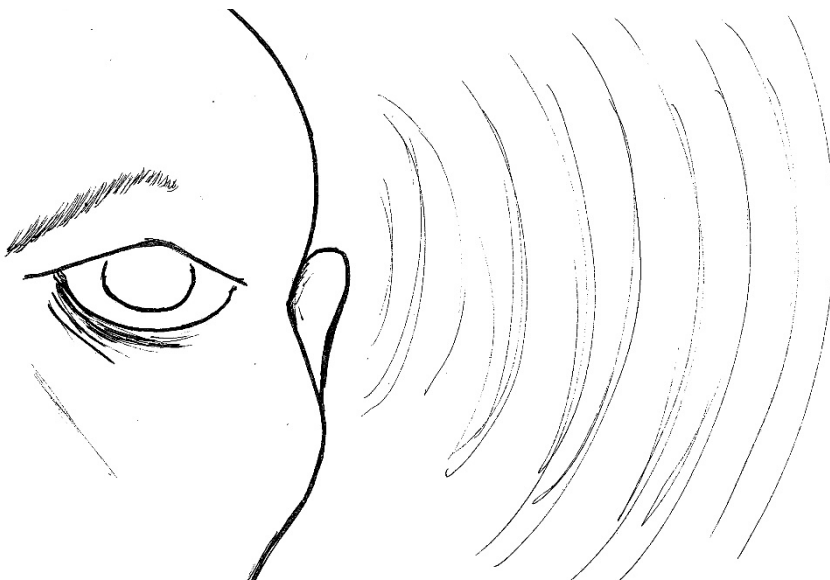
Mind Reading

The psyker understands and interprets the thoughts of others. Beyond simply knowing the target's thoughts, the psyker can understand their motives and desires. Mind Reading transcends language, allowing thoughts to be understood even if the psyker and target could not normally communicate. This is a subtle power: no manifestation is visible unless there is a misfire. If this power is successfully used, the psyker may attempt to go deeper with their next action: the psyker power check for this is made using +1 die type and is no longer considered subtle (manifestation will occur).

Range: 10' / CL

Duration: Concentration

- | | |
|--------------|---|
| 1 | Failure, the ability cannot be used again that day, and roll for Misfire. |
| 2-11 | Failure and the ability cannot be used again that day. |
| 12-13 | Failure, but the power is not lost. |
| 14-17 | The psyker can determine the general emotional state of a single target and ascertain the truth of all statements made by them. |
| 18-21 | The psyker can read the surface thoughts and emotions of a target. |
| 22-24 | The psyker can probe the mind of a single target, retrieving recently accessed memories and experiences. |
| 26-28 | The psyker reaches deep into the mind of the target, gaining access to their deepest thoughts, memories, and desires. |
| 29-31 | The psyker enters a trance-like state, from which they can access the thoughts, memories, and intentions of all beings within range. They will be aware of any attempts to disturb their trance and may instantly leave this state. |
| 32-35 | For the next turn, the psyker may access the thoughts and memories of any creatures within range (at this level, constant concentration is not required). Each target is entitled to a saving throw the first time their thoughts are accessed: further access for the duration of the spell does not allow additional saves. For the duration of this power, all Personality and Psyker Power checks made by the psyker against affected targets gain +1 die type. |
| 36+ | Within the blink of an eye, the psyker lives the life of a target creature. The psyker's comprehension and understanding of the creature's thoughts, motives, and emotions are perfect. Any Personality checks made by the psyker against the target for the next 1d6 turns automatically succeed. All future personality checks and psyker power checks the psyker makes against the target are made using +1 die type. |



Psyche Crush

An aggressive attack on the mind, this is of particular use against other psychers. In all cases, the target is entitled to a Will save to negate the effects. Psychers may use their psycher power check in place of their Will to save against this power.

Range: 10'/CL

Duration: Concentration

1	Failure, the ability cannot be used again that day, and roll for Misfire.
2-11	Failure and the ability cannot be used again that day.
12-13	Failure, but the power is not lost.
14-17	The target's resolve is shaken, resulting in -1 die type on their next action, including psycher power rolls.
18-19	The target loses their next action and will have in -1 die type on attacks (including psycher power rolls) for the next 1d4 rounds.
20-23	The target is stunned, unable to act for the next 1d4 rounds and has -1 die type to all rolls for the next turn.
24-27	The target is stunned, unable to act for the next 1d6 rounds and has -1 die type to all rolls for the next turn. If the target is another psycher, they lose access to a random psycher power for the day (as if they failed a psycher power check with 11 or less).
28-30	The target is paralyzed for the next turn and has -1 die type to all rolls for the subsequent 1d3 turns. If the target is another psycher, they lose access to 1d4 psycher powers for the day (as if they failed a psycher power check with 11 or less).
31-33	The target is paralyzed for 1d6 hours. If used against another psycher, the target will lose access to all psycher powers for 1d4 days (as if they failed a psycher power check with 11 or less).
34+	The target's mind is locked and they fall into a permanent coma. They can only be awakened by a psycher using Memory Scalpel, Telepathic Link, or Thought Shaping. A result of 20+with any of those powers will free the target.

Tech Storm

This power is one of a psycher's few weapons against the mindless. By concentrating their neural impulses into electrical blasts, the psycher can damage robots, machines, and weapons. Unless otherwise noted, a machine may only make a saving throw if they include some sort of EMP shielding (success reducing damage by half or negating special effects). Organic targets take half damage and ignore any special effects from this power. If the check for this power indicates the max result (32+), the psycher may not opt to use a lower result.

Range: 5'/CL

Duration: Instant

1	Failure, the ability cannot be used again that day, and roll for Misfire.
2-11	Failure and the ability cannot be used again that day.
12-13	Failure, but the power is not lost.
14-17	A single target within range takes 1d6 damage.
18-19	A single target within range takes 2d6 damage.
20-23	A single target within range takes 3d6 damage. The interference causes all checks and rolls by the target to be at -1 die type for 1d4 rounds.
24-27	A single target takes 5d6 damage and will be inactive or unusable for 1d6 rounds.
28-29	One target per CL takes 3d6 damage. The interference causes all checks and rolls by the target(s) to be at -1 die type for 1d6 rounds.
30-31	One target per CL takes 5d6 damage and will be inactive or unusable for 1d6 rounds.

- 32+** A true tech storm originates from the psyker, with energy arcing through the air. Every electronic device, machine, and robot within range takes 10d6 damage. Each must also make a saving throw, with failure indicating shutdown for 1d8 turns.

Telepathic Link

Using this power, the psyker joins minds with another being. Willing targets receive no save against this power; unwilling targets will be aware of the attempted intrusion and are entitled to a Will save to avoid the link. The psyker may choose to use a lower result than that rolled: they may not always wish to open up the sort of deep connection allowed by the highest results.

When two psychers link with a result of 20+, they may teach each other known psyker powers. These may not exceed the normal number of powers known.

If linked psychers simultaneously cast a power they all know, each makes the attempt at +1 die type.

Range: 5'/CL to establish link; 20'/CL once established

Duration: Varies

1	Failure, the ability cannot be used again that day, and roll for Misfire.
2-11	Failure and the ability cannot be used again that day.
12-13	The psyker is able to make momentary contact with a similar mind (of a roughly similar race/species), allowing transmission of a quick, single sentence message.
14-17	The psyker is able to make contact with a similar mind (of a roughly similar race/species) for a single round, allowing brief back and forth communication.
18-19	The psyker is able to connect with the mind of another sentient being. The connection lasts up to 1 round per CL, during which time back and forth communication is possible. If the beings do not share a language, the communication is simple and limited to emotions, basic concepts, and the physical world.
20-23	The psyker is able to connect with the mind of another living being, regardless of relative intellect or sentience. The connection lasts up to 1 turn per CL, during which time back and forth communication is possible. Sentient beings can communicate openly regardless of language, but communication with non-sentient beings will only convey observations and basic needs.
24-27	The psyker is able to link with the minds of up to 1 sentient being per CL. This connection persists for 1 hour per CL, during which time open communication is possible as if all were in the same room. All understand the communication as if it were in their native language. Once this connection is established, the effective range of the connection is unlimited.
28-29	The psyker bestows upon another being what is essentially a psychic pager: at any time, either may attempt to contact the other. The psyker may then attempt to establish a Telepathic Link (regardless of range), gaining +4 to the power check roll.
30-33	The psyker is able to make a deep, permanent link with another being. At any time, either may open a communication channel with the other. Even when not actively communicating, each will be aware of the general emotional state of the other. This is a serious connection between minds, and one psychers do not take lightly. Any being may only have one such link at a time. Once this connection is established, the effective range of the connection is unlimited.
34+	The psyker can reach out to the mind of any living being they have met in the past, regardless of current distance separating them, and establish a full psychic rapport. This connection lasts as long as the psyker desires, with both able to share knowledge, experiences, and emotions. Language and relative intellect are no barriers to this connection: this is true oneness. Even after the connection has been severed, each party will sense when the other is in danger or under stress. All future attempts at Telepathic Link between these two beings are made with a +10 modifier.

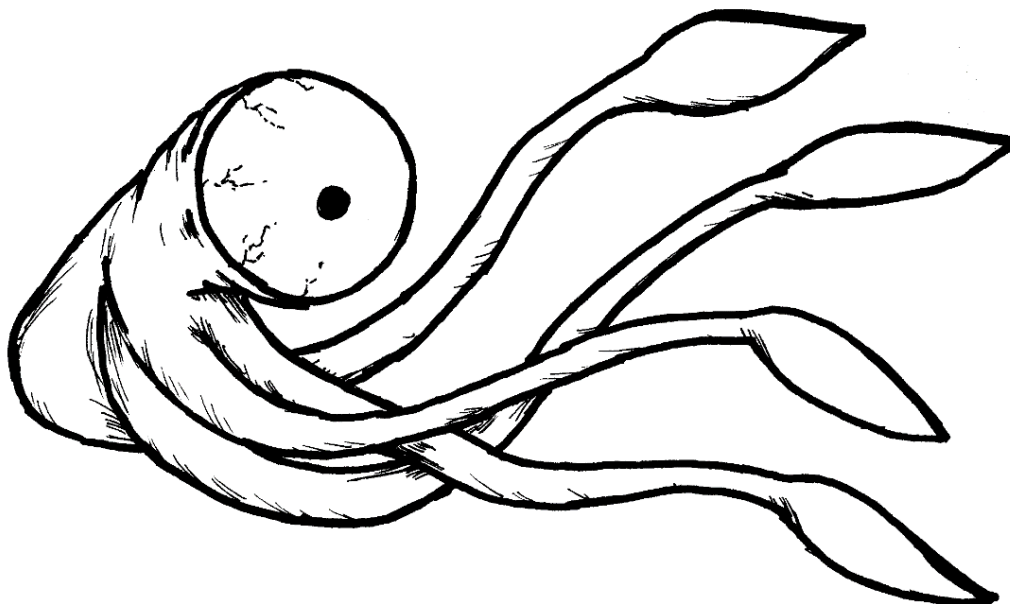
Thought Shaping

The psycher alters the thoughts and emotions of another being. This is a subtle power: no manifestation is visible unless there is a misfire. It should be noted that this is a dangerous and potentially evil power: others will absolutely regard its use as a hostile act. A successful Will save prevents Thought Shaping and, if above 18, alerts the target to the attempted influence.

Range: 10' / CL

Duration: 2 rounds / CL

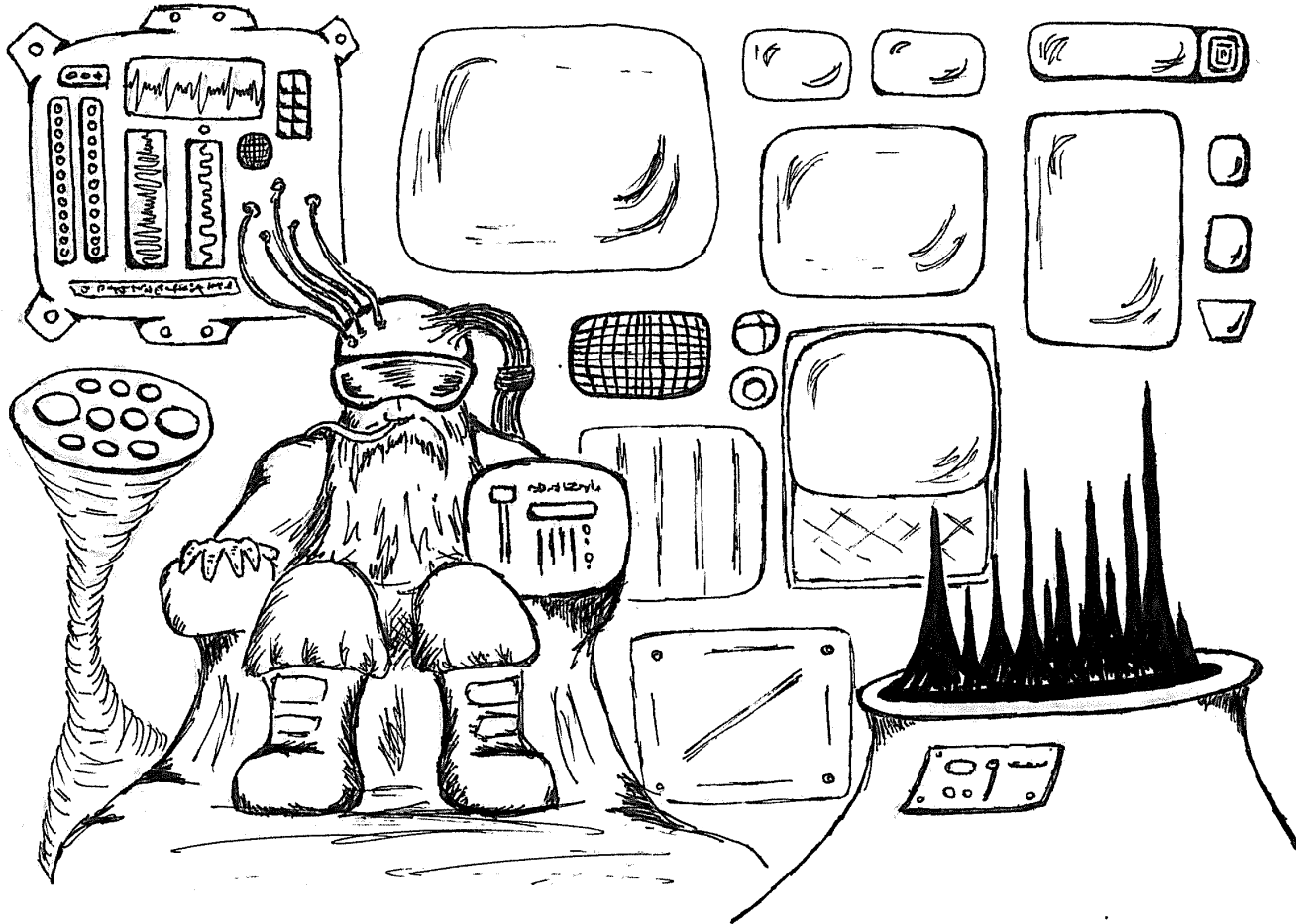
1	Failure, the ability cannot be used again that day, and roll for Misfire
2-11	Failure and the ability cannot be used again that day
12-13	The psycher senses and understands the emotional state of beings within range. This does not convey the ability to detect hidden beings, but it allows the psycher to better communicate, granting +2 to Personality checks.
14-17	In addition to sensing the emotional state of beings within range, the psycher can intensify an emotion already present in a single being. Melancholy becomes intense depression; annoyance becomes anger; happiness becomes jubilation.
18-19	The psycher projects a wave of calm, subduing strong emotions. Up to three beings can be made calm, docile, and reasonable. They will respond to attacks, but otherwise they cease aggressive behavior and will be open to reasonable discussion.
20-24	The psycher may make one being believe a single idea, concept, or opinion to be wholly right and true. Targets who would normally find the idea abhorrent gain +4 to the saving throw.
25-28	In addition to sensing the emotional state of beings within range, the psycher can intensify emotions already present in all said beings. Melancholy becomes intense depression; annoyance becomes anger; happiness becomes jubilation.
29-32	The psycher projects a wave of calm, subduing strong emotions. All beings in range can be made calm, docile, and reasonable. They will respond to attacks, but otherwise they cease aggressive behavior and will be open to reasonable discussion.
33-35	The psycher may make all beings within range believe a single idea, concept, or opinion to be wholly right and true. For the duration of the spell, they will aggressively dispute any opposing views.
36+	The psycher may permanently alter a being's core beliefs. A righteously enraged foe could be made into the psycher's best friend; a strict vegetarian made into a ravenous cannibal; a greedy tycoon made to advocate socialism. The change may be subtle or dramatic: it's totally at the whim of the psycher.



Star Borne Patrons

As in *Dungeon Crawl Classics* and *Mutant Crawl Classics*, characters at times may earn the patronage of powerful personages. These may be powerful aliens, masters of ancient technologies, or even supernatural demi-gods. Such beings require something for their assistance, though the form of payment may not always be clear to the primitive mind of the character. The patrons below are simply examples of those to be found in the universe. Each may be known by different names across the cosmos: feel free to substitute a campaign appropriate title.

Unless otherwise stated, all Star Crawl patrons adhere to the DCC patron rules.



The Witness Beyond the Stars

For eons untold, The Witness has rested in his station beyond the stars, seeing all that occurs across the universe, recording each moment in bottomless data banks. His knowledge is unmatched, his reach limitless. Throughout the ages, he has found the most exciting subjects are unpredictable and chaotic (orderly, lawful beings are terribly dull to watch). As such, he has become a true champion of the Chaos ethos, encouraging freedom, change, and entropy.

On occasion, knowledge is beyond his reach (such as shielded worlds, unknowable motivations, or deepest ancient secrets). When possible, he summons those possessing such knowledge to his station; otherwise, he employs his "Agents of The Witness" to fetch what he desires. His personal physician and caretaker, "The Doctor", fits these Agents with cybernetic enhancements to help fulfill their duties. Principal among these is the "Eye of the Witness", a robotic eye which replaces the Agent's own (typically, their left). All Agents gain access to the Eye of The Witness spell on receipt of the implant.

As the Witness loves randomness and chaos, an Agent must make a Luck check if they wish to use a lower result for any Witness granted spell or ability. If they fail the roll, they may use the lower result but must also immediately roll on the Patron Taint table.

Patron Bond: The Witness

Unlike other patrons, The Witness' loyalty to his followers is variable. When one becomes an Agent of The Witness, they do not roll for their Patron Bond rating as normal. Instead, the Witness will determine the importance of their missions on a case-by-case basis. At the beginning of any adventure, the judge will note how it serves the interests of The Witness and assign a Patron Bond level accordingly. If it is not obvious, the judge should roll randomly.

Invoke Patron: The Witness

Since the connection to The Witness is in part technological, the Agent need not be a spellcaster. Any character with The Eye of the Witness may roll to Invoke Patron for The Witness, adding their Will save or Spell/Power check to the roll.

Roll	Result
12-13	Knowledge of The Witness: For one hour, the Agent's Intelligence is raised by 1d6. If this would increase the Agent's Int bonus, it will impact all checks (including for spellcasting).
14-17	Favor of The Witness: The Agent gains 1d6 temporary Luck points which must be used within the hour. These can be spent as any other Luck could be spent, but do not add to the Agent's total for purposes of bonuses or Luck checks.
18-19	Interference: The minds of the enemies of the Agent are vexed with complex and confusing ideas, leaving them preoccupied or incapacitated. All foes within 60' must make a Will save or be rendered unable to take any actions for 2d4 rounds. Those which successfully save (or those attacked while incapacitated) suffer a -2 penalty to all rolls for 1 turn as they contemplate these disturbing revelations.
20-23	Open Mind: Secrets of the universe are revealed to the Agent. For the next turn, the Agent gains access to a random DCC spell (reroll if it is one already known or one entirely inappropriate to the current situation). During that time, the spell cannot be lost, but any failed castings result in an immediate Patron Taint roll.
24-27	Intel Briefing: The Agent gains supernatural insight into their current situation and environs, allowing them to gain knowledge about the area, opponent, and/or current problem that would otherwise be undiscoverable at the current time.
28-29	A Brief Respite: The Agent steps outside of time to gain an audience with the Witness. The Witness is generally helpful and forthcoming. Even if the witness does not possess knowledge pertaining to the present conundrum, his counsel is typically useful.
30-31	Infinite Outcomes on Infinite Worlds: The Agent gains access to the secrets of the multiverse for a brief moment. History can be avoided by sidestepping into a parallel reality wherein certain events never occurred. The Agent details which recent event they wish to avoid: additional changes to this new reality are left to the whim of the Judge.
32+	Satellite Strike: This is the ultimate wrath of The Witness: a blast from beyond the stars. The attack takes 2d4 rounds to arrive and is preceded by a pale blue light bathing the target area. During this time, the Agent may call off the strike by appealing to The Witness (DC 15 Invoke Patron roll). The strike will deal 10d20 damage to everything within 100' beyond a 10' radius "safe zone" around the Agent. This will level buildings, raze ground, and generally destroy. It is a very obvious action, alerting all within the solar system of the Agent's location.

Patron Taint: The Witness

When Patron Taint is indicated for The Witness, roll 1d6 on the table below.

Roll	Result
1	Age: The Agent grows 1d6 years older. This effect is cumulative.
2	Data Overload: The knowledge comes too fast for the Agent's mind to process, causing unconsciousness for 1d6 turns.
3	Visions: Occasionally, things that once were flood the Agent's vision. These are rarely useful, but always distracting. -1 to Perception.
4	Unkempt: Physical maintenance becomes less and less important. The Agent becomes increasingly filthy and disheveled. Wounds tend to become infected unless attended by another.
5	Unknowable: The agent retreats further within their mind in commune with the Witness. In moments of stress or when describing a subject of import, the Agent must make a Personality check to be understood by others, even close companions. The DC for this check starts at 8, but increases by 2 each time this result is rolled.
6	Cybernetic Creep: The Doctor's implants expand across the Agent's body, replacing flesh. The creep is slow and slight (first, the cheek; next, down the neck; then the shoulder) until the body is unrecognizable as organic. For each three times this taint is gained, add a +1 AC bonus.

Burn: The Witness

If a psyker, wizard, or mutant serves The Witness, they may roll 1d4 on the table below for Mindburn/SPELLBURN/GLOWBURN.

Roll	Result
1	Lost Experiences: The Witness taps into the deepest recess of your mind: perhaps too deep. Burn Experience points (5 XP per 1 point of burn bonus).
2	Data Upload: Trade memories and unspoken secrets for greater power. Burn Personality points.
3	Stripped Knowledge: Barter your intellect as currency, exchanging what you know for arcane insight. Burn Intelligence points.
4	Cyber Overload: Cybernetic implants go into overdrive, burning at the flesh. Burn Stamina points.

Patron Spells: The Witness

Agents of The Witness can gain access to two special patron spells:

- Eye of The Witness (gained with the implant of the Eye)
- Dataload (gained when the Agent has proven themselves to be a valuable asset- judge's discretion as to when this occurs)

Eye of The Witness

The Agent charges the energies of their cybernetic eye to gain enhanced abilities. These energies may be discharged for a secondary effect, thus ending the first effect prematurely.

Manifestation: The Agent's cybernetic eye glows. Roll 1d4: (1) A bright red pinpoint of light, even visible in magical darkness; (2) A diffuse blue glow, bright enough to illuminate the Agent's face; (3) A starburst of yellow, obscuring that side of the Agent's face; (4) A green cone of light which clearly indicates where the Agent is looking

Range: Self

Duration: Varies

Misfire: Roll 1d4: (1) The eye goes blind for 1d4 hours as it recharges; (2) An immediate, uncontrollable discharge of energy blasts all targets directly before the Agent for 2d4 damage; (3) The cybernetics overload, burning the Agent for 1d4 dmg +1/instance of Cybernetic Creep patron taint; (4) the eye flashes an emergency beacon for 1 turn, easily visible to all within line of sight and trackable via radio frequencies

1	Lost, failure, and worse! The Eye of the Witness cannot be activated again today and roll 1d3 modified by current Luck bonus: (≤ 1) Misfire+ Patron Taint; (2) Patron Taint; (3) Misfire
2-11	Failure and The Eye of the Witness cannot be activated again today
12-13	Gain infravision for 1 turn per level. Energy may be discharged to blind those in front of the Agent for 1d4 rounds (Fortitude save to avoid).
14-17	The eye shimmers in a hypnotic manner, fascinating those the Agent addresses for 1d4 turns. The Agent gains +2 to all Personality rolls during this time. The energy can be discharged to confuse a target if they fail a Will save, leaving them disoriented and unable to act for 1d6 rounds.
18-19	For 1 turn, the Agent gains telescopic vision, allowing them to see even small details on any object within line of sight at any distance. Only the horizon (and intervening objects) limit the range. The Agent can even see beyond a planet's atmosphere to satellites (including moons). Beyond immediate orbital range of the planet, the vision is equivalent to that of a good telescope- neighboring planets, comets, celestial bodies, etc. can be identified, but details cannot be discerned. Energy can be discharged to send a powerful signal beacon which (if desired) can be seen from space.
20-23	The Agent gains full dark vision for 1 turn. Energy may be discharged as a powerful laser blast directed at a single target, dealing 3d6 damage.
24-27	The eye emits subtle pulses in such a pattern as to sooth those around the Agent. For 1d4 turns, any living beings (sentient or not) who meet the Agent's gaze must make a Will save (vs the Spell Check roll) or react in a calm, relaxed manner: aggression or hostility towards anyone is impossible. Energy may be discharged to cause a hypnotic burst, causing all in line of sight to make a Will save or fall into a stupor for 2d4 rounds.
28-29	The eye glows with power. Within the next turn, the Agent may discharge up to 3 powerful laser attacks, each dealing 4d6 damage. If an attack slays its target, it will pass through it and deal remaining damage to the next target in a line. If no blasts are fired, the energy dissipates into the Agent, dealing 2d4 damage.
30-31	For up to 1 turn per level, the Agent can see all things as they truly are, ignoring illusions and disguises. Beyond that, the Agent can also discern a target's alignment and interpret minor physical cues to identify lies and intent. Discharging the energy on a target will force them to tell the full truth to all queries for the next 1d6 rounds.
32+	The eye is super charged with power, allowing the agent to see through up to 1 foot of solid material. This effect lasts 4 turns; however, until discharged, the Agent will suffer 1d6 damage per turn from the intense power. When discharged, the eye projects a powerful cone (20' long, 10' wide at its terminus) which does 6d10 points of radiation damage (-1d10 per turn the penetrating vision effect was in use) to all targets in the field.

Dataload

By tapping into the vast knowledge of The Witness, the Agent can attempt to gain further understanding of a situation and attempt to predict probable outcomes.

Manifestation: Roll 1d4: (1) The Agent stands in a drooling stupor; (2) The Agent's hair stands on end, crackling with power; (3) A faint blue aura surrounds the Agent; (4) Tiny static bursts can be seen popping before the Agent's face

Range: Self

Duration: Varies

Misfire: Roll 1d4: (1) The Agent is left with incorrect information regarding the situation that they will insist is accurate; (2) The Agent babbles hidden knowledge loudly for 1d3 rounds, confounding those around him, who must make a Will save (DC 10) or stand in rapt attention for the duration; (3) Cybernetics overload, burning the Agent for 1d4 dmg +1/instance of Cybernetic Creep patron taint; (4) Overwhelmed with possibilities, the Agent will be left indecisive & unable to commit to an action for 1d4 turns

1 Lost, failure, and worse! Dataload cannot be activated again today and roll 1d3 modified by current Luck bonus: (≤ 1) Misfire+ Patron Taint; (2) Patron Taint; (3) Misfire

2-11 Failure and Dataload cannot be activated again today

12-15 The Agent may immediately ask a single yes/no question of the Witness, which will be answered honestly and to the best of the Witness' (near-omniscient) knowledge. If the question is vague or there is no clear yes/no answer, no response will be received.

16-19 The Agent gains special insight, granting +1d6 Intelligence for the next 1d4 turns

20-24 The agent may ask 1d3 questions of the Witness. Each should be answerable with a short (single sentence) response. Questions will be answered honestly and to the best of the Witness' (near-omniscient) knowledge. The Witness's patience is not infinite: if the Agent takes too long to construct questions or if the queries are over-long legalese traps, there will be no response (the spell is considered wasted).

25-28 The Agent's mind is temporarily super-charged: for the next 1d6 turns, all Intelligence checks are made using 1 die type better (typically, this would be d24). During this time, the Agent may make Intelligence checks for things they couldn't possibly know (DC varies, but typically 16+).

29-31 The Agent instantly becomes a temporary expert on a single subject (a person, place, or thing pertinent to the situation). For the next turn, the Agent knows all information desired regarding this subject and may gain special situational bonuses to rolls (determined by the judge).

32-35 The Agent gains special insight into the universe and how they may apply their own skills to advance within it. For the next 1d4 turns, the Agent is considered 1d4 levels higher for purposes of all class-based skills and abilities (Psycher Power checks, Grift rolls, Repair checks, etc).

36+ The multiverse and its infinite possibilities are laid bare for the Agent to see. For the next turn, the Agent may reconsider any actions and try again, granting a single reroll for every die roll.

Mother of Hearts

Deep within a dead world orbiting a dying star in a forgotten galaxy lies one of the most powerful beings in the universe: The Mother of Hearts. Though none outside her world have laid eyes upon Mother in a hundred generations, she knows the faces of each of her progeny and they feel her love. Regarded by many as a cult, The Children of Mother are much more.

On joining Mother's family, each Child receives a "Sibling", a parasite said to be the direct spawn of Mother herself. Upon physically contacting the potential Child, the Sibling casts Patron Bond, with a spell check bonus equal to the character's level (the character may burn Personality to enhance this spell). If the Patron Bond spell fails, the potential candidate is found lacking and this Sibling will never bond with this character. With a successful Patron Bond, the Sibling permanently attaches to the Child and they enter communion with Mother: she can empathically sense the Child and, if necessary, use the Child's body. Invoke Patron appeals to Mother to take direct control. If the Child ever comes under the influence of a mind-affecting spell or effect, they may immediately make a free use of Invoke Patron.



The Sibling: This symbiotic creature consists of a body mass with a single large eye and four tentacle-like arms which grasp onto the trunk of a Child of Mother. When the Child is bound to Mother, the Sibling's flesh melds with that of the child: only death of the Child will make the Sibling detach. If separated from its host and no new host is immediately available, the Sibling's flesh will harden as it curls into an egg-like shape and hibernates. Direct contact from a living potential host will awaken it from this state. While attached to a Child, the Sibling is capable of casting wizard spells. It may Spellburn using the physical stats of its host. To cast any spells, the Sibling must have line of sight to its target (often requiring the Child to open their shirt to expose their symbiotic friend). Attacks directed at the Child will not typically affect the Sibling unless it is specifically targeted; in such cases where it is targeted, the Sibling only takes 25% of damage sustained (the rest is passed onto the Child).

Mother of Hearts Sibling: *Init 0 or as host; Grab +4 (bond with host); AC 16; HD 3d4; MV 20' climb (immobile once bonded); Act 1d20; SP spell check 2+ ½ host level/HD; SV Fort +4, Ref 0, Will +16; AL N*

Invoke Patron: Mother of Hearts

The Child appeals to Mother, asking her to grant power through the Sibling's connection. The player may not choose to take a lower result on this table: Mother gives what Mother gives...

Roll	Result
12-16	Mother's Watch: The Child gains +2 to all saving throws for 1d6 rounds. If this is cast immediately following a failed Will or Fortitude saving throw, the Child may re-roll.
17-21	Strengthen thine Sibling: The Sibling regains all lost spells and is fully healed. For the next turn, the Sibling gains +4 to all spell checks.

22-25	Better the Child: For the next turn, the Child gains +4 to Strength, Agility, and Stamina. This will temporarily improve hit points and saving throws.
26-29	Mother's Milk: The Child is healed of all wounds, ailments, and toxins. They also gain +4 to all saving throws for the next turn. If this is cast immediately following a failed Will or Fortitude saving throw, the Child may re-roll.
30-32	Mother's Blessing: For the next turn, the Child makes all checks, saving throws, and attacks at +1 die type. If this is cast immediately following a failed Will or Fortitude saving throw, the Child may re-roll.
33-35	True Child of the Mother: The Mother of Hearts imbues the Child with power beyond imagining. For the next turn, the Child's Strength, Agility, and Stamina are increased to 20 (granting +4 to all associated checks), effective AC becomes 20, and they gain 40 additional hit points. They may make two melee slam attacks per round, each using a d24 attack die and dealing 2d6 damage. They are immune to mind influencing spells or effects and gain +10 to Fortitude saves. However, their mental capacity is significantly diminished: any Personality, Intelligence, or Perception checks made during this time use d12. When the effect wears off, the Child is extremely fatigued, and will make all rolls at -1 die type for another turn.
36+	Mother Incarnate: The Child becomes a living avatar of The Mother of Hearts. Their body rapidly grows to a towering 30' mass of tentacles, mouths, and eyes. This behemoth will destroy or consume all before it, but the Child may make a Will save (DC 16, using their normal score) to identify targets to be spared destruction. This form will be maintained for 2d6 rounds, after which the Child will be left unconscious for the same amount of time. <i>Mother of Hearts Avatar: Init +6; Tentacles +8 (2d6 +grab for 1d6 automatic dmg per round); AC 16; HD 14d10 (100 HP); MV 60'; Act 1d20x4; SP Swallow (with natural 18-20 roll on tentacle attack target will be jammed into one of the avatar's many mouths, taking 3d4 damage per round from digestion); SV Fort +10, Ref +4, Will +16; AL N</i>

Patron Taint: Mother of Hearts

When Patron Taint is indicated for the Mother of Hearts, roll 1d6 on the table below to determine what great blessing Mother has chosen to bestow upon her Child.

Roll Result

1	Mother's Flesh: The Child's skin begins to resemble that of Mother, lumpy and green. Each instance of this taint enhances the effect: at first, a slight green tint with some blemishes; by the fourth instance, the skin is a deep khaki green and covered with large hard bumps. Every second instance of this taint grants a +1 AC bonus.
2	Mother's Love: The Child's connection to Mother grows stronger, while their individuality fades. Each instance of this taint reduces the Child's Personality score by 1 and grants a +1 to all Invoke Patron rolls.
3	Sibling's Boon: Mother has chosen to strengthen the Sibling bond. Roll 1d4 and permanently transfer this many maximum Hit Points from the Child to the Sibling. Every instance of this taint grants a +1 to all spell checks by the Sibling.
4	Mother's Choice: The Child has been chosen to undertake a mission on Mother's behalf. This mission must be started as soon as reasonably possible (if the delays are excessive, the Child may be subject to serious penalties, such as blocking access to Sibling spells).
5	Mother's Watch: With each instance of this taint, the Child gains an extra eye somewhere on their body (usually a location not typically covered by clothes: Mother likes her eyes to see). Every instance of this taint grants a +1 to the Child's Perception.
6	Mother's Wrath: The Child's request has offended Mother and she lashes out, causing welts and pustules to painfully burst from the Child's skin, dealing 1d6 damage. While these wounds could be tended by a medic, no true Child would allow it: they will heal at a rate of 1 HP per day.

Burn: Mother of Hearts

In addition to normal Mindburn/Spellburn/Glowburn options, a Child who is a psycher, wizard, or mutant may burn Hit Points. They will gain a +1 to the check result for every 3 Hit Points so burned. As with normal stat burns, these points are regained at a rate of one per day.

Patron Spells: Mother of Hearts

Children of Mother gain patron spells through their Sibling. The Sibling casts as a 3rd level wizard with spell check of 2+half the Child's level (round down) and must have line of sight to their target (often requiring the Child to open their garments and expose the Sibling). Any spells with a range of self or touch may be cast directly on their host or via the host's touch.

The Sibling gains a number of spells equal to the Child's level -3 (so a Sibling will gain their first spell when their Child reaches 4th level). Spells should be randomly chosen from the table below (all can be found in the DCC rulebook). To roll on this table, use a die type equal to the Child's level (round up if the die type is not available). Reroll any duplicate results.

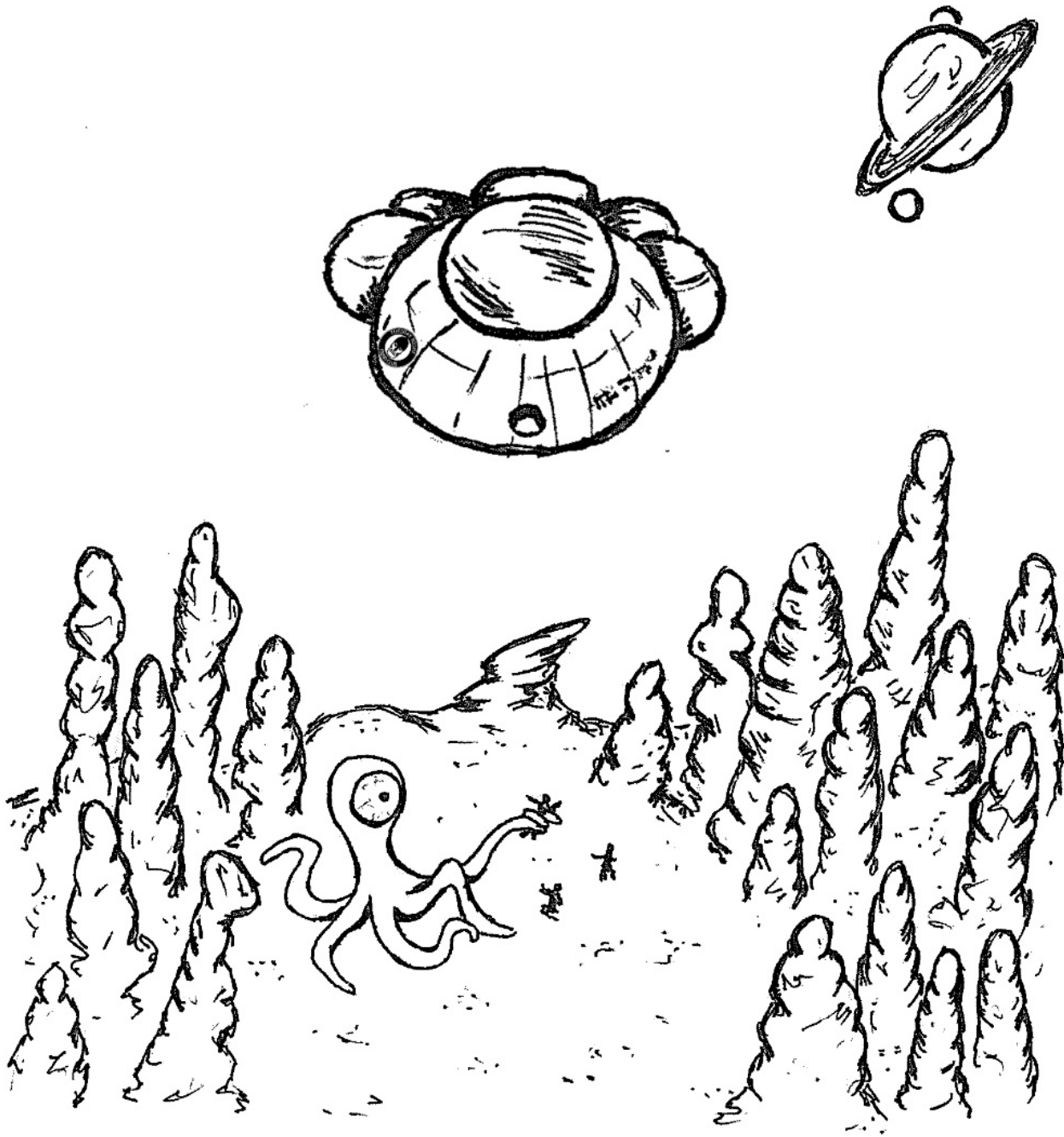
Mother of Hearts Patron Spells

Roll	Spell	Source	Page
1	Charm person	1 st level Wizard	DCC p.131
2	Strength	2 nd level Wizard	DCC p.198
3	Magic shield	1 st level Wizard	DCC p.146
4	Magic missile	1 st level Wizard	DCC p.144
5	Sleep	1 st level Wizard	DCC p.155
6	Color spray	1 st level Wizard	DCC p.135
7	Scorching ray	2 nd level Wizard	DCC p.192
8	Paralysis	1 st level Cleric	DCC p.264
9	Lightning bolt	3 rd level Wizard	DCC p.222
10	Fireball	3 rd level Wizard	DCC p.216

Other DCC & MCC Patrons

Most DCC and MCC patrons are tied to single worlds: it is at the discretion of the judge whether the influence of these beings reaches into space. They may wish to revise or reskin the patrons to fit their Star Crawl campaign. For example, the Three Fates may become the Celestial Prognosticators, a psycher collective witnessing universal destinies unfolding. Note that Sezrekan is an exception- somehow, he has managed to touch every magic-using world across the cosmos with his madness. Don't ask me how, it's just the way these things go: dude gets around.





Strange New Worlds

The following section is intended help generate features of a world, whether that be inspiring creation or fleshing out details of a setting you've got in mind. These rules can also help quickly generate a world when your players go off-course and travel to a place you've never considered.

You should first establish a baseline of "normalcy" for your campaign. As humans, this would be an Earth-like world: depending upon the makeup of the PC party, it could be something entirely different. For example, if the bulk of the group is lava-core Stonefolk from a dense, sunless world, their baseline might be high temperature with extreme gravity. You'll be generating each feature of the world in terms of how it differs from this baseline: rolls on Table 13.1: Environmental Deviations help quantify this deviation.

I use three Fate (Fudge) dice for the Gravity, Temperature, and Daylight tables, but you could just as easily use a d6 (1-2 indicate lower than normal; 3-4 indicate no deviation; and 5-6 indicate higher than normal) with a d3 for intensity of deviation. Consult the chart to determine the impact of the world's environment on the party. All effects are cumulative as you move away from the baseline. Note that the baseline for the Daylight table is always a 50/50 day/night split.

For example, checking Gravity, I roll a net ++ on the Fate dice (or 5 on d6 and 2 on d3) so this world has Heavy Gravity. That's rough for non-natives, as they'll experience a -5' speed and -1 Strength penalty.

Table 13.1: Environmental Deviations

Gravity Deviation		Effect
3-	Minimal	+1 Agility
2-	Light	+1 Strength
1-	Decreased	+5' Speed
0	Normal	No effect
1+	Increased	-5' Speed
2+	Heavy	-1 Strength
3+	Extreme	-1 Agility

Temperature Deviation		Effect
3-	Freezing	Cold damage from exposure
2-	Cold	-1 Agility
1-	Cool	-
0	Normal	-
1+	Warm	-
2+	Hot	-1 Stamina
3+	Sweltering	Heat damage from exposure

Daylight Deviation		Effect
3-	All night	Temperature Deviation -1
2-	25% day	Fungus is the most common form of vegetation
1-	33% day	-
0	50% day	-
1+	66% day	-
2+	75% day	In areas with adequate water, plants thrive: plant creatures gain +1 HD & all attacks/dmg are made with +1 die type
3+	All day	Temperature Deviation +1

Using the results of these three tables, you can build a wide variety of worlds by thinking on what sort of life (if any) would evolve in such a place. Table 13.2: Sample Worlds provides some examples.

Table 13.2: Sample Worlds

Gravity	Temp	Daylight	Sample Description
3-	1+	2+	Massive forests tower high. Islands of mossy vegetation float across the sky as would clouds.
2+	1-	2-	This world is dominated by forests of short, thick fungus. The inhabitants are stocky and pale with coarse fur.
0	2+	3+	A merciless desert world, where twin suns provide ceaseless daylight. Water is the most valuable commodity, carefully extracted from underground sources.
3+	3-	3-	A barren rock world orbiting a dead sun.

Worlds may be further characterized (or generated entirely) with use of Table 13.3: Terrestrial Twists. This list contains quick descriptions, each of which can be used independently or along with the Environmental Deviations tables to help generate unique planets. Roll 1d50 to find your Terrestrial Twist. If a 50-sided die is unavailable, roll 1d5 and 1d10 as one would roll 2d10 for 1-100 rolls (with a 5 on the d5 indicating "0" unless the d10 rolls 10).

Table 13.3: Terrestrial Twists

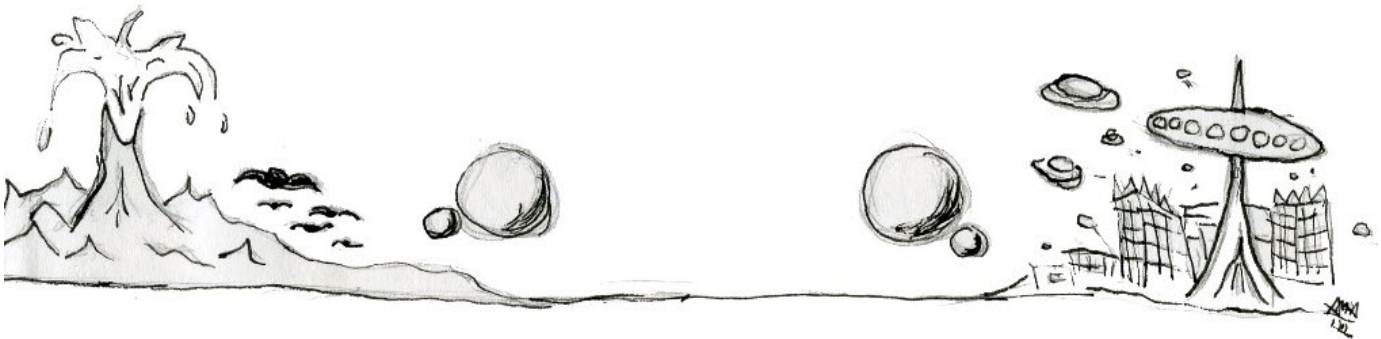
Roll	Planetary Features
01	Not what it seems: roll again on this table. The rolled result is merely a façade created by a powerful alien to lure in unsuspecting travelers.
02	Trash world: a steady stream of dumpster ships bring refuse to dump here. Unfortunate outcasts from other worlds scrape together a meager existence scavenging this waste.
03	The planet appears lush and hospitable with no advanced sentient life. Structures and ships can be found from a fledgling colony, apparently abandoned by the colonists (of whom there are no signs).
04	World of Giants: the organisms and structures on this world are significantly larger (by a factor of 1d10).
05	Commerce planet: a trading hub that is home to thousands of vendors, shops, and warehouses. All manner of items can be purchased here, including those considered illicit on other worlds.
06	The planet is completely water, with no land masses at all. A complex society of aquatic beings exists beneath the waves.
07	The world is home to a powerful dictator, who rules with an iron fist. Aggressive defense satellites deter any visitors.
08	Extreme geothermic activity makes the entire planet unstable: volcanoes and earthquakes are common.
09	The atmosphere of this world contains powerful euphoric compounds. A Will save (DC 14) is required to voluntarily leave.
10	All vegetation on this world is fungal (mold blanket meadows, forests of giant mushrooms, puffball mountains).
11	This world has a robust system of defensive satellites. An automated message is broadcast warning approaching vessels they will be attacked. 20% of such systems protect dead worlds (or worlds with primitive populations unaware of the defenses); others can be contacted and reasoned with, but alien visitors will be subject to extreme scrutiny.
12	Small world: all inhabitants, vegetation, and structures are 1/10 th the size of the characters.
13	An unknown cataclysm decades past destroyed civilization on this world. The dominant species survived, but barely. Descendants of survivors scrape by salvaging treasures of the ancients.
14	Factory world: dense clouds of smog and pollution obscure most of the ground and make for a toxic atmosphere. Ships constantly bring manufacturing materials and leave with products.
15	This world is a swirling mass of clouds. While the upper layers are breathable, the gasses become toxic and caustic as a traveler moves deeper. What lies at the core of the world is unknown (and possibly unknowable).
16	There is no planet... Charts indicate that a planet should be here, but there simply is not. No debris field or traces remain to indicate that a world was ever here.
17	A prison planet, home to the vilest offenders from a hundred worlds. A crafty crew may be able to sneak onto the world, but escaping is another matter...
18	A world out of orbit. Most of this planet's inhabitants have recently died as a result the planet moving closer to (or further away from) the local star. Charred (or frozen) corpses litter decaying cities.
19	The planet has a very complex orbit around 2d3 stars, resulting in frequent and unpredictable sunrise/sunset and climate changes. Any alien being must make a Will save each day (DC 10+ number of days spent). Failing this save drives the being into a psychotic madness.

Roll Planetary Features

- 20 Living creatures on this world are controlled by a parasitic fungus, a hive mind that has adapted to control plants and animals. All things exist in balance and harmony: they don't react kindly to disturbances...
- 21 All organic life is metallic (steel trees with aluminum leaves, copper animals, etc.). When one of these organisms is slain, it rusts away as a normal creature would decompose. Soil is composed of rust and minerals; oceans and other bodies are filled with oils.
- 22 Parallel Evolution: this world has evolved life forms and culture nearly identical to that of one of the PCs, with one significant exception (such as a major world war ending with a different victor).
- 23 The beings of this world live beneath large domes for protection from the hostile atmosphere. Many of these have specific purposes such as settling disputes (Thunderdome), providing delights of the flesh (Pleasuredome), or rocking sick beats (Terror dome).
- 24 To survive in the face of ecological disaster, the people of this world had their consciousnesses uploaded to massive computer banks and now only manifest as holograms. A crew of robots maintain the mainframes and they are well equipped to protect their charges.
- 25 This world appears to be a featureless barren rock. However, the interior of the planet houses a vibrant society.
- 26 The entire planet is a single living being: all terrain, beings, and structures are manifestations of the planet's will.
- 27 The atmosphere of this world repels all approaching ships. Making planetfall requires more power than would normally be required to escape a planet. Flight within the atmosphere is dangerous and can easily result in being shot into space.
- 28 The inhabitants of this world are slightly out of phase with the rest of the universe. To newly arriving outsiders, these beings will seem to be on a 5 second delay in all their responses. Over time, the visitors will sync up with the world; unfortunately, when they leave, they will be 5 seconds behind the rest of the universe.
- 29 Tomb world: this small planetoid is a monument to some great and powerful being,
- 30 A giant tree, and the psyker squirrels that protect it, are the greatest power on this world. Threats to the tree are dealt with instantly and mercilessly.
- 31 The world is primitive, pre-industrial revolution. An entrepreneurial alien with power armor arrived several years ago and set himself up as a god: the monuments to his greatness are nearing completion...
- 32 Three small worlds orbit each other as they rotate around their sun. Each world is ruled by a rival faction, leaving the space between a deadly battleground.
- 33 Sparkling pink waters, grand picturesque vistas, and the orange sun make this one of the most beautiful planets in the galaxy. As such, it is a popular destination for wealthy tourists.
- 34 To reach the surface of this world, one must first punch through the thin layer of ice that encloses the upper atmosphere. The entire planet is frozen. Traces of a (suddenly) dead civilization can be found beneath the ice.
- 35 This world is completely inorganic, yet alive. All life forms are mineral based: some have iron hearts, others have crystal flesh.
- 36 The world is populated by statues. All organic matter (plants, animals, and sentient beings) somehow turned to stone. Machines, buildings, and other structures were unaffected, remaining intact and usable.
- 37 Landing on this seemingly normal planet reveals that all flora and fauna are artificial (plastic plants, statues in place of people, etc.). All structures are hollow facades and digging into the ground reveals the planet itself is nothing but an empty shell, with machines generating a false atmosphere.
- 38 This beautiful, lush world is tranquil and inviting. Tall, purple flowers are in bloom where the characters land. Pollen from these flowers is a powerful sedative: those failing a Fort save (DC 10) will take a rest, never to rise again. Outside forces will be required to rouse them from this peaceful slumber.

Roll Planetary Features

- 39 The natives of this world communicate almost exclusively via taste. One's flavor is a major determining factor on how they are received and all visitors should expect to be licked frequently. No tourist ever willingly visits the world.
- 40 Talentocracy: the world is ruled by a society where art and talent are valued above all else. The talentless labor to keep the elite artists living in decadent luxury.
- 41 What appear to be rolling hills and wide plains are in fact vast expanses of thick molds. Beneath the mold (up to 50' deep in places) can be found the ruins of a wondrously advanced society. Disturbing the fungus may cause spore avalanches and sinkholes.
- 42 Inhabitants here have succumbed to a mind-rotting disease that leaves them feral, cannibalistic beasts. Unfortunately, it's a communicable disease...
- 43 This quiet earth: all life on this world has no capacity for producing natural sounds (voices, cries, laughter, flatulence). The unusual sponginess of native stones and flora reduces incidental sound production. Brash and loud characters will be seen as terrifying and hostile. Here, words are weapons.
- 44 Water here is a sentient thing, actively engaging any visitors. A gracious greeting may easily be misinterpreted by a character as attempted drowning.
- 45 A sticky planet. So sticky. Ugh...
- 46 The world is a weapon, launched centuries ago during an intergalactic war. The inhabitants are zealots, descendants of the original crew, handing down oral tradition that the world is on course to its destiny: little do they realize that destiny is destruction.
- 47 Children on this world are effectively immortal, aging at 1/100th the normal rate. As a side effect, all beings die on reaching adulthood. Adult characters landing will succumb to this ailment within 1d4 for days if they remain.
- 48 The inhabitants of this world have advanced far beyond want and desire. At best, they will see visitors as curiosities to be studied and dissected; at worst, dangerous primitives to be purged.
- 49 The major land masses on this world rest on extremely active tectonic plates. Maps are mostly useless, as major geographic features change daily. As a side effect, these shifts emit a low frequency sound that can only be heard by some species. This sound strongly resembles bovine mooring.
- 50 Complex world: roll twice on this table and combine the features to create a unique location.



In Star Crawl, the space between should be just as interesting as the planets themselves. The Celestial Strangeness table can help flesh out empty sectors with strange places and unusual occurrences. Roll 1d50 on this table. If a 50-sided die is unavailable, roll 1d5 and 1d10 as one would roll 2d10 for 1-100 rolls (with a 5 on the d5 indicating "0" unless the d10 rolls 10).

Table 13.4: Celestial Strangeness

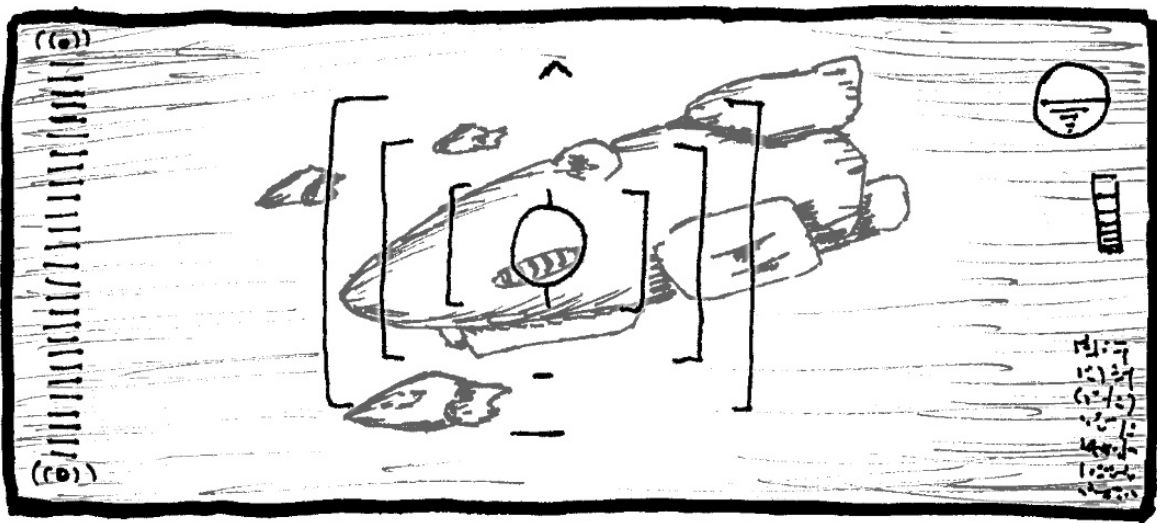
Roll	Celestial Features
01	Not what it seems: roll again on this table. The rolled result is merely a façade created by a powerful alien to lure in unsuspecting travelers.
02	Asteroid belt: a series of 1d4 piloting checks (DC 18) is required to pass through unharmed. Each failed check results in 2d6 damage to a random ship facing.
03	Encounter with a long dead world-ship. The original inhabitants have been gone for centuries, but ancient defense systems and descendants of biological experiments remain.
04	Cosmic radiation cloud: ships without special shielding will take 3d6 hull damage and passengers must make Fort saves (DC 10 +1d8). If MCC rules are available, treat as radiation exposure (including chance of mutation).
05	Remnants of a space battle litter the area. 20% chance there is at least one lootable ship.
06	Black hole: a careless crew venturing too close will need to make a Speed roll (DC 10+size of the ship) to escape destruction.
07	An active space station is here, with beacons across the sector advertising its location. 10% are operated by a military force and hostile to any outsiders; the rest are neutral commerce stations.
08	Distress signal: a disabled freighter is requesting assistance reaching the nearest station. 20% of these calls are traps set by pirates.
09	Hostile forces: this system is actively patrolled by the dominant race. A Luck check by the captain is required to avoid an encounter with a destroyer.
10	Clouds of different elemental particles fill this region of space, making travel difficult. All Perception, Maneuvering, and navigation checks are made at -1 die type. As volatile clouds meet, beautiful explosions occur: ships unlucky enough to be caught between take 3d6 damage to all sides.
11	Space here is thick, like syrup. Outside a ship, non-native beings will drown. Non-native ships reduce Speed & Maneuvering dice by 2 steps. Planetary atmospheres are bubbles.
12	A crystal moon: during proper orientation, the local star's rays focus into a beam of death.
13	Synesthesia nebula: within, smells can be seen, sights tasted, sounds smelled, flavors felt, and textures heard.
14	Waves of destruction emanate across the solar system. Tracking the source reveals an orphaned celestial infant, whose tantrums destroy planets.
15	Micromanaging Star: the center of this solar system has a very strict sense of order. Any invading bodies, such as comets or ships, are intercepted with solar flares of unprecedented strength and precision.
16	Psychonatural Nebula: All beings share basic telepathic link, with thoughts as loud as voices. Psychers must make Will save (DC 12) or be overwhelmed & rendered catatonic. Those succeeding gain +1 die type to all Psyche checks while within the nebula.
17	Behold, the domain of deliciousness. Everything (yes, everything) within this region of space is edible and quite tasty. Anything remaining for more than one month gains this property.
18	A comet which, when it passes a planet (or vessel), raises the dead as mindless zombies.
19	Tyson Sphere: this solar system is encircled by a thin membrane similar in consistency to chicken fat. All worlds are just as gross as you would expect.
20	Sound carries and is amplified through this region of space. Native ships carry sonic weapons and track with an advanced form of radar. Explosive weapons cause an additional 2d6 damage.
21	A small, seemingly abandoned space station. Entry is only possible through one of six airlocks. Each of these leads to a room with six exits. Each of these rooms leads to another identical room, ad infinitum. Once inside, exiting the station is a herculean feat of luck and intellect.

Roll Celestial Features

- 22 Psycho-navigational disturbances make conventional navigation impossible: crew will notice errors in navigational computations, star charts don't seem to line up, etc.
- 23 This sector of space is controlled by a powerful alien species. They have built automated toll stations to intercept travelers, demanding payment for passage (which must be made in their own currency). Passing the station without payment risks severe penalties.
- 24 An alien being appears in the ship, fused with the bulkhead. A small device is salvageable from the body: a personal teleporter. A mechanic could likely figure out how to use it, but is it worth the risk...?
- 25 An intercepted beacon will lead back to a massive ark-ship, launched untold centuries before. This vessel is completely self-sufficient and the inhabitants have no idea they are on a ship.
- 26 A massive space battle is underway, involving hundreds of ships. However, a Perception check (DC 10) is required to notice, as the ships are very tiny.
- 27 In an otherwise uninhabited system, there is a small satellite housing a surprisingly popular restaurant (their breakfast is fantastic).
- 28 A dangerous comet is encountered: it emits a strange radiation which causes all living things near it to turn to stone. If it passes a planet, all living things (including flora) will be turned to stone.
- 29 Two incredibly powerful beings are locked in combat. Debris from collateral damage can be seen and each will not hesitate to use passing ships as weapons against their opponent.
- 30 The void in this place is bright green rather than being black.
- 31 Backside of a black hole: there is a 10% chance that an elongated ship (with a thoroughly confused crew) will be spit out while passing.
- 32 The stars are watching...
- 33 Several round fissures in space can be found here. Remaining in the area will reveal massive interdimensional worms that are digging holes in reality.
- 34 The entire solar system here is an illusion, programmed to run its course when any visitors arrive. The illusion shows the dying of the local star and the nearby planets destroyed in its wake. Approaching a planet reveals incredible detail, including the collapse of society in the face of destruction. An accompanying radio broadcast narrates the entire tableau.
- 35 Several stars have drifted close enough together to cause a rare "chain-nova", from which dozens of new stars are being birthed. Though spectacular in its beauty, ships remaining to observe the phenomenon will be vulnerable to strange and dangerous cosmic energies.
- 36 Celestial artist: a god-like being moves nebulae and star systems in the name of aesthetics. Intruding ships that offend his sensibilities are quickly shunted off across the cosmos.
- 37 Leviathan, Destroyer of Worlds: this massive worm moves across the universe devouring planets it encounters. Attacking its indestructible hide is a futile act: entire planets have burned out their fleets out trying to stop the god-beast to no avail. Two small planetoids orbit Leviathan, from which pirates prey upon refugees fleeing targeted worlds.
- 38 What appears to be a sun is a bio-luminescent plant and each planet in the system is one of its blooms, separating into orbit as they reach maturity. The greatest threat to visitors is the orbiting hive of enormous space bees.
- 39 The borders of the Hell System: demon vessels patrol this sector of space and destroy (or worse, capture) any unauthorized travelers. The planets of this crowded system are truly deserving of the "hellish" descriptor. Each is ruled with an iron fist by one of Space Satan's vassal lords.
- 40 A world is encountered with all moons and satellites apparently locked into orbits synchronous with the planet's rotation. If the world is approached, a Perception check (DC 10) is required to notice thin strands connecting all these bodies together- if not perceived, the ship will be caught. Escaping the web requires a Speed check (DC = 16- ship's size). The smallest moon is a titanic void spider which preys upon captured ships
Void Spider: *Init +2; Crush +8 (4d10), web-shot +1(-1 step to Speed & Maneuver dice: DC [14- Size] Speed roll to escape); HD 5d10 (DD: 4); Act 2d20; SP behaves as a ship (DD: 4, Speed: d14, Maneuver: d20); SV Fort +10, Ref +16, Will +12; AL N*

Roll Celestial Features

- 41 This star system is well populated with worlds of intelligent life, none of which have progressed to the industrial age. A highly advanced race has built a robust network of satellites to monitor the worlds (and stymie any technological advancements). They will not take kindly to outsiders interfering with their experiments...
- 42 Vast tachyon clouds cause time to move very quickly within this nebula: a ship spending an hour within will find a year has passed when they leave.
- 43 To all outside appearances, this vast sector of space is completely empty and featureless. Passing within, sensors and vision cannot reach beyond a few score miles, but there are stars and a few solar systems here. Navigation is extremely dangerous, requiring a Perception check (DC 14) to avoid an accidental collision.
- 44 Brilliant stars, colorful particle clouds, and massive benign space whales make this area one of the most beautiful in all of space. When first encountered, travelers must make a Will save (DC 8) to avoid being completely fascinated for 1d3 turns.
- 45 A chaos maelstrom twists and warps nearby planets, creating bizarre changes in complete disregard for the laws of science. Ship passing too close to the maelstrom will risk severe changes to their crew. Roll 1d6 for each passenger (Chaotic characters add 1 to this roll & Lawful characters subtract 1): ≤ 1 = no changes; 2 = Minor Corruption; 3 = Major Corruption; 4 = Greater Corruption; 5+ = Mutation. *For Corruption, see the appropriate DCC tables; for Mutation, roll on MCC Table 3-1: Radburn Results.*
- 46 A two-dimensional portal to another dimension, which houses the worst criminals from a dead world.
- 47 All the nearby stars pulse in unnatural colors. With an Intelligence check (DC 20), the pattern can be identified as a message left by an ancient god.
- 48 Approaching this system, one notices debris from several shipwrecks. If the crew gets closer, all communications and navigation systems are completely taken over by ads for a flavored drink company, broadcast from a malfunctioning satellite nearby. Remote communication and computer navigation will be completely impossible unless the satellite can be disabled. Exploring nearby worlds will find societies that succumbed to madness and collapse due to the non-stop ad bombardment.
- 49 Once a key location in an interstellar war, this system now holds debris from dozens of destroyed ships. Remains of space mines litter the area, posing significant risk to passing ships. Investigating a wrecked ship requires a Maneuver roll (DC 14) to avoid the mines (4d8 damage to a random side). Wrecks are 15% likely to contain salvageable parts (possibly including experimental weapons developed for the war).
- 50 Complex system: roll twice on this table and combine the features to create a unique location.



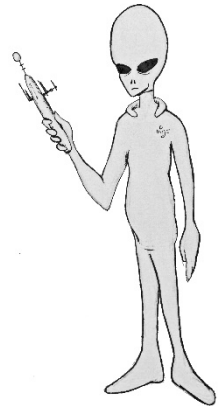
Bestiary

Intelligent Alien Species

Through use of the Race Templates, players may choose any of these species. As described earlier, these are simply examples of race options available to the players: player characters need not resemble one of the species described below. The statistics following each entry are for typical representatives of the species for use in encounters: the judge is encouraged to change these as necessary to fit the scenario.

Abductors (Race: Grey): These thin, large headed Greys gain their name from the exuberance with which they collect other beings (purely in the name of science, of course). Instantly recognizable in their skin-tight silver body suits, other races give Abductors a wide berth. Abductor technology is beyond the cutting edge and, though rarely larger than destroyer class, their ships are righteously feared.

Abductor Explorer: *Init +4; Stun rod +2 (Stun DC 15), Plasma pistol +2 (2d4/3d4); AC 14 (photoreactive bodysuit); HD 2d6; MV 30'; Act 1d20; SP +14 stealth, Natural telepathy; SV Fort -, Ref+2, Will +6; AL L*

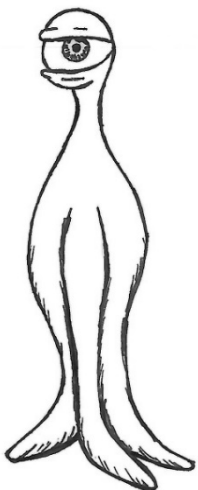


Chimpazonians of Reltar (Race: Prime Ape): Though relatively low in number, the Chimpazonians have had significant impact on the universe at large. Their diplomatic efforts helped unite other races who stood against the spread of the Hoomin Empire and the Reltar System was one of the few within reach of the Hoomins that remained independent. To this day, their system is hostile territory for Hoomin ships. Physically, the Chimpazonians are short and stocky with long arms and hunched posture, their bodies covered in dark hair.

Chimpazonian Diplomat: *Init 0; Atk by weapon (typically photon weapons); AC 13 (duraweave vest); HD 2d6; MV 30' (walk or climb); Act 1d20; SP Personality checks at +4; SV Fort +2, Ref +1, Will +3; AL C*

Chitterers (Race: Bug): Chitterers are fairly primitive and reached the stars in service of more advanced bugs. Famously quick, Chitterers are impressive in physical combat. Their narrow, upright bodies are supported by four legs and their forelimbs end in pincers which secrete a powerful paralytic toxin. Large mandibles and six eyes are the only features on their hairy, oblong heads, making it difficult for other races to identify individual Chitterers.

Chitterer: *Init +6; 2 pincers +2 melee (1d4); AC 14 (chitinous hide); HD 3d6; MV 40'; Act 2d20; SP poison pincers (Fort DC 14 or paralyzed 2d4 rounds); SV Fort +2, Ref +10, Will +2; AL N*



Crawling Watchers (Race: Tentacloid): Tentacloids are a diverse race, and the Crawling Watchers are among the stranger known species. Their bodies are comprised almost entirely of four symmetrical tentacles, capped with a single large eye. A powerful feeding beak is concealed under the tentacles and their standard attack involves pulling wrapped opponents into this beak to be consumed. They do not have a developed civilization of their own and the Crawling Watcher language is completely physical, conveyed with blinks and subtle undulations.

Crawling Watcher: *Init +2; 4 Tentacles (1d4 each), Beak +4 (1d6); AC 14; HD 2d8; MV 30'(climb 30'); Act 2d20; SP if 2 tentacles hit, target is grabbed & will be attacked with beak; SV Fort +2, Ref +4, Will +2; AL N*

Derns (Race: Bio-engineered): Also known as the Blue Serfs, the Derns are perhaps the most populous of Hoomin creations. As the Hoomin empire fell, the Derns rose up and earned their independence. Some former Hoomin settlements were taken over by Derns and remain their colonies. While treated with disdain by their creators, other sentients targeted by Hoomins have great respect for this insurgent race. Outside their bright blue skin, Derns are nearly identical to typical Hoomins.

Dern Militant: *Init 0; By weapon +2 (typically, blades or photon guns); AC 14 (duraweave vest); HD 2d10; MV 30'; Act 1d20; SP use 1 die type higher for all Intelligence & Stamina rolls; use 1 die type lower for all Personality & Agility rolls; +2 attack & damage vs Hoomins; SV Fort +3, Ref -1, Will -1; AL N*

Fungoid Fiends of Falvor III (Race: Vegetoid): These (barely) sentient vegetoids look like giant mushrooms topped with a bulbous sphincter from which they can extend long fibrous tendrils. This sphincter can also spew noxious spores, weakening their targets. Dark spots across the top of the mushroom body function as sensory organs, processing sight, sound and smell.

Fungoid Fiend: *Init -2; 4 Tendril whips (1d4); AC 12; HD 2d8; MV 15; Act 4d20; SP Spore cloud (Fort vs DC 15 or -1 die type to all rolls for 1d10 rounds), immune to mental/sleep attacks; SV Fort +8, Ref 0, Will +6; AL N*

Grantors (Race: Stonefolk): Among the most known, and most peaceful, of the Stonefolk are the Grantors. Their rocky flesh is rough and typically a gray shade, giving them the appearance of weathered granite. Though their physical gifts lend themselves to combat, most Grantors will only fight in self-defense, preferring a life of quiet introspection. Grantor monks have been known to spend centuries in motionless contemplation.

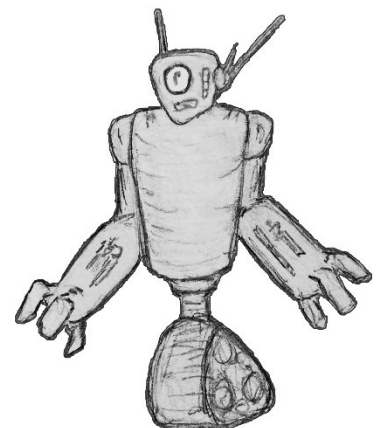
Grantor Monk: *Init -1; 2x Slam +4 (2d4 +2); AC 16; HD 4d12; MV 20; Act 2d20; SP Capable of surviving in vacuum; SV Fort +10, Ref -2, Will +6; AL L*

Humans (Race: Hoomin): Humans are the only ones who call themselves by that name (all other races simply use the broader "Hoomin"). The reputation of Humans is one of power, racism, and hate, mostly earned through the merciless military actions of the Hoomin Empire. Though this order officially fell about a century ago, many planets are still ruled by Humans loyal to the imperial ideal, waiting for the day they can reclaim their place in the stars.

Imperial Soldier: *Init +2; Plasma rifle +2 (2d4/3d4/5d4); AC 15 (duraweave suit); HD 3d12; MV 30; Act 1d20; SP abilities as 3rd level soldier; SV Fort +4, Ref +2, Will +2; AL L*

Mechanuloks (Race: Robot): To many, the name Mechanulok is synonymous with sentient robot. The race that created them is long lost, but legend says they sought to create a perfect self-replicating machine to sustain their lives of leisure. Their success was both grand and terrible: the machines quickly achieved sentience and eliminated their masters. The Mechanulok home world is now a planet-wide factory, ceaselessly creating new robots and sending them out into the universe.

Mechanulok Fixer: *Init +2; Slam +2 (1d6+2), Plasma welder +2 (2d4); AC 16 (insulated armor plating); HD 4d8; MV 30'; Act 1d20; SP Repair +6; SV Fort +4, Ref +2, Will +2; AL L*





Serpines (Race: Lizard): These lizards have earned a sinister reputation through generous application of slaughter, pillage, and enslavement. The species is made of three distinct archetypes: engineer, brute, and master. The engineers make up the bulk of Serpine society as laborers and specialists, while brutes are their monstrous enforcers. The seldom seen masters are the ruling class: they lack limbs but have powerful psyker powers. A Serpine pirate crew will typically have around 70% engineers, 30% brutes, and maybe a single master.

Serpine Engineer: *Init +2; Ranged weapon +2 (typically plasma pistol); AC 12 (bodysuit); HD 3d6; MV 30; Act 1d20; SP Repair +4; SV Fort +5, Ref +4, Will +2; AL C*

Serpine Brute: *Init +2; Melee weapon +2 (typically mace or blade, +2 damage); AC 14; HD 4d10; MV 30; Act 1d20; SP add 1d4 deed die to attacks/damage; SV Fort +8, Ref +2, Will 0; AL C*

Serpine Master: *Init +4; Bite (2d6); AC 14; HD 5d6; MV 30; Act 1d20; SP hypno-gaze (Will vs DC 16 or be entranced); 1d3 psyker powers (+4 to psyker power check); SV Fort +5, Ref +4, Will +8; AL C*

Sporcs (Race: Space Pig): Large bipeds known for their savagery, stubbornness, and poor hygiene, Sporcs have a society ruled by strength, with the weak killed or forced into servitude. This is a relatively recent development: history says they were once a fairly advanced race of Space Pigs. They were absorbed into the Hoomin Empire in its early days and the Hoomins began an aggressive program of eugenics to shape the Sporcs into more perfect soldiers. It is rumored that some distant Sporc worlds remained outside Hoomin influence and exist as offshoots of the original Sporc stock.

Sporc Pirate: *Init +2; Sword +2 (1d8+2), Plasma pistol (2d4/3d4); AC 13; HD 2d8; MV 30'; Act 1d20; SV Fort +4, Ref -, Will -; AL C*



Wind-hawks (Race: Avian): Of the Avian races, Wind-hawks are the most widespread. They

have been found on hundreds of worlds, despite not having the means or technologies to move between worlds. Some speculate that the modern Wind-hawk is a remnant of some long dead culture, in part because on all the worlds where they appear, they share a common language. Physically, they are imposing, standing at just over seven feet tall, with a wingspan nearly twice that. They do not have hands, but they are capable of fine manipulations with their talon feet.

Wind-hawk: *Init +4; Talon +3 (1d4), Beak +2 (1d6); AC 14; HD 4d6; MV 40' fly; Act 2d20; SP if hit with 2 talon attacks, target is grabbed, likely to be dropped from a great height; SV Fort +2, Ref +6, Will +2; AL N*





Beasts and Monsters

These entries represent just a sampling of creatures that characters may encounter on their travels. Feel free to modify for use in your game: the core DCC rulebook has excellent advice for customizing monsters. Similarly, creatures from DCC & MCC make excellent foes in a Star Crawl game. Since the games are completely compatible, no special conversion is necessary.



Bone Hound: Savage but intelligent, bone hounds have a complex sense of honor and disgrace (which has led to many beings finding themselves gored for an unknown offense). Bone Hounds have two powerful legs, with which they rapidly charge foes. They have two tiny pincer-like appendages between the legs which are used in both mating and communication (the greatest insult a bone hound can perform involves complex motions of these appendages). Bone hounds form packs of 3-6 which will hunt and fight in unison, focusing on a single opponent until they are felled.

Bone Hound: *Init +2; Charge +4 (2d8 +2), gore +2 (1d8); AC 16; HD 4d10; MV 40; Act 1d20; SP pack attack (gains +1 to attack for each other bone hound attacking an opponent), +1 die type for Perception checks related to tracking/surprise; SV Fort +8, Ref +2, Will +2; AL L*

Ethereal: Slow moving beings with nearly transparent flesh, ethereals attack foes with long, tendril-like digits. Their touch conducts a powerful bio-electric charge. Fast moving attacks and projectiles will pass through them: only energy based attacks or very slow thrusts can damage an ethereal.

Name: *Init -6; Touch +4 (1d12); AC 10; HD 2d8; MV 15; Act 1d20; SP only damaged by energy and slow attacks; hide/sneak +10; SV Fort +4, Ref 0, Will +4; AL N*

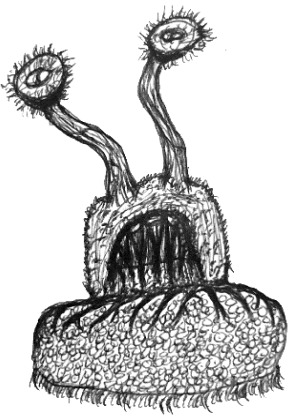
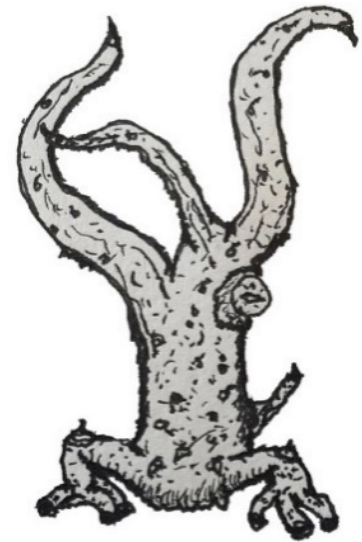


Glurper: Though dim-witted and clumsy, glurpers have been popular participants on the gladiatorial moons of Caldor since a technicality ruled them as sentients (and therefore eligible for the fights). Their hunting tactics are simple: they fly above their prey and glurp forth acidic vomit, then consume what remains. They are solitary creatures, though groups of up to six glurpers have been known to gather to take down large prey.

Glurper: *Init 0; Glurp (1d12 for 1d3 rounds); AC 14; HD 3d6; MV 30' (fly); Act 1d20; SP acidic glurp (continue to take damage for 1d3 rounds); SV Fort +2, Ref +4, Will 0; AL N*

Trunklor: These tall, slow moving beasts often hide within tall forests, where their rough hide and branching tentacles allow them to pass as trees. They will typically remain motionless, waiting for a tempting morsel to consume. Trunklors are solitary creatures, only coming together in groups every 70 years to breed.

Trunklor: *Init +4; Tentacles (2d6); AC 16; HD 5d8; MV 20; Act 3d20; SP surprise unless target makes Perception check (DC 14); SV Fort +8, Ref -2, Will +4; AL N*



Scourer: This large beast is named for its uncanny ability to cleanse an area of life. It has two independent digestive systems with unique needs. The lower portion of the body provides locomotion via thousands of cilia-like appendages. These surround dozens of mouths which constantly graze on any vegetation over which they pass. Atop this, the creature has a great maw surrounded by grasping tendrils. This upper portion remains dormant until the watchful eyestalks detect movement: the tendrils then lash out to pull in prey.

Scourer: *Init +4; Tendril +4 (grab), bite +6 (2d10); AC 15; HD 6d8; MV 20; Act 4d20; SP if grabbed target fails Strength check (DC 10+2 per tendril), it will be pulled in for a bite the next round; SV Fort +8, Ref +2, Will +2; AL C*

Slert: Fortunately, the Slert is a rare beast. Looking much like a massive upright slug, this creature has two clawed fore-limbs and a tentacle-ringed mouth. It feeds upon the essence of beings, grasping their heads with an iron grip. Foes keeping their distance must beware the Slert's acid spittle, which can be directed at targets up to 30' away. Not much is known about these solitary creatures: they are far more interested in feeding than conversing.

Slert: *Init +2; Acid spray +2 (3d6), claw +2 (1d6), tentacle grab (special); AC 16; HD 5d10; MV 30' (slither); Act 2d20; SP with successful tentacle grab, drain 1 Personality per round (Will save vs attack roll or target remains motionless for draining); SV Fort +8, Ref 0, Will +10; AL C*

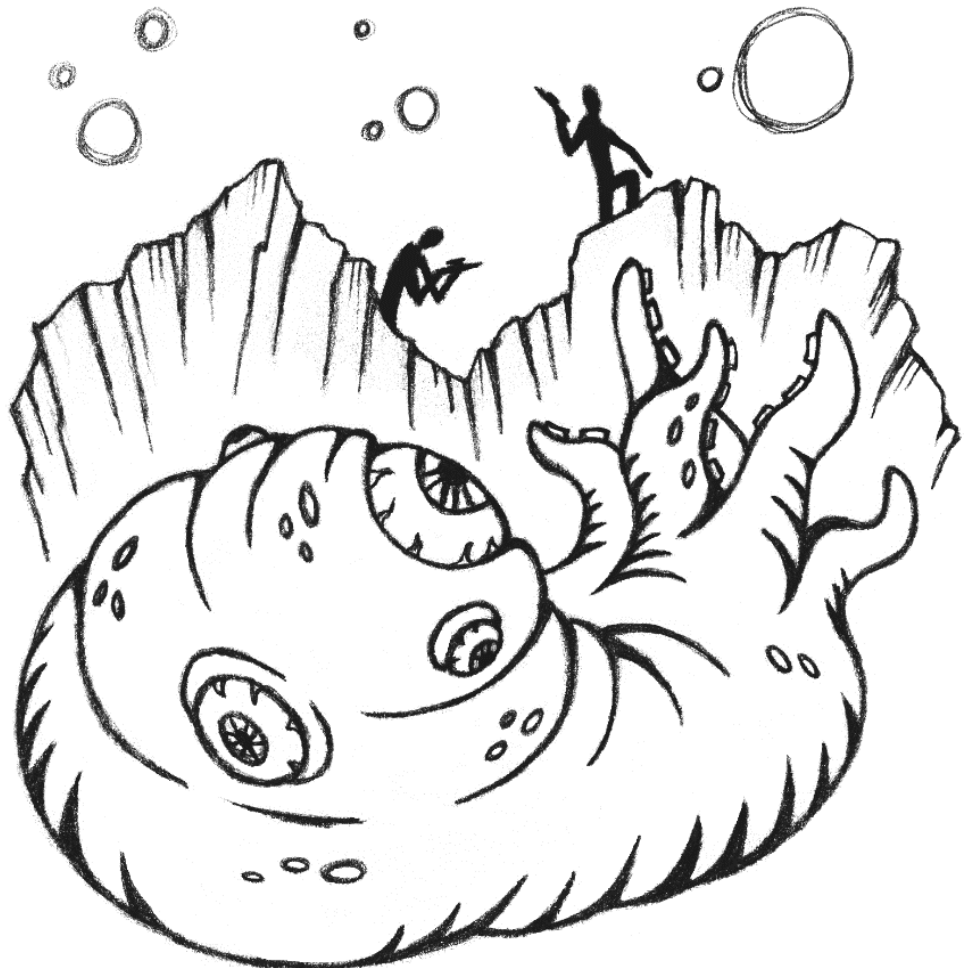
Woodsman: The true name of this intelligent but aloof species is not typically shared with outsiders (who they consider vastly inferior): most simply know them as Woodsmen. Though small and physically unimposing at about 2' tall, they are righteously feared, as their powers are nearly unparalleled. They have complete control over any plant life in their vicinity, including the induction of rapid growth or mutation. Typical tricks include forming wooden armor shells, tearing apart foes with tendrils, or using roots to create underground tunnels for hidden movement. As a Woodsman becomes attuned to local flora, they bond and meld with it, terraforming the world into a living extension of their consciousness. Once this process is complete, the Woodsman may spawn a child, who seeks to make their way on another planet. Any beings who assist the Woodsman in this mission will be remembered and welcomed on their eventual homeworld. Woodsmen are strict carnivores and will take great offense to any sentient being who consume the flesh or leaves of plants: most other offense will be forgiven, but it will take a great deal of work to make a Woodsman trust an herbivore.

Woodsman: *Init +6; Bite +4 (1d4); AC 20; HD 5d4; MV 30' (run, climb, or burrow); Act 2d20; SP extreme plant control (+6 AC from plant armor; shoot thorns for 2d4 dmg; trapping tendrils +4 to grab; other similar powers), +12 hide/sneak in natural surroundings; SV Fort +8, Ref +10, Will +10; AL C*

Wirc Worm: Also known as Larvors, Devourers, or World Tumors, these are among the galaxy's most dreaded creatures. Their lifecycle begins in a stony egg, floating free in space, often for centuries. On entering a planet's atmosphere, the shell burns away revealing their larval form. This larva burrows into the host planet, feeding upon the world's resources. On reaching maturity, they destroy the host world and take to the stars, where they birth a litter of new eggs and the cycle begins anew.

Larval Wirc Worm: *Init +2; Crush +4 (3d10), bite +4 (4d8); AC 18; HD 4d12; MV 30' (burrow); Act 1d20; SP swallow with bite 18+; SV Fort +8, Ref 0, Will +10; AL N*

Adult Wirc Worm: *Init +2; Crush +10 (6d10), bio-plasma blast +16 (4d6); HD 8d12 (DD: 5); Act 2d20; SP behaves as a ship (DD: 5, Speed: d16, Maneuver: d16); SV Fort +20, Ref 0, Will +20; AL N*



The Promethean Adventure

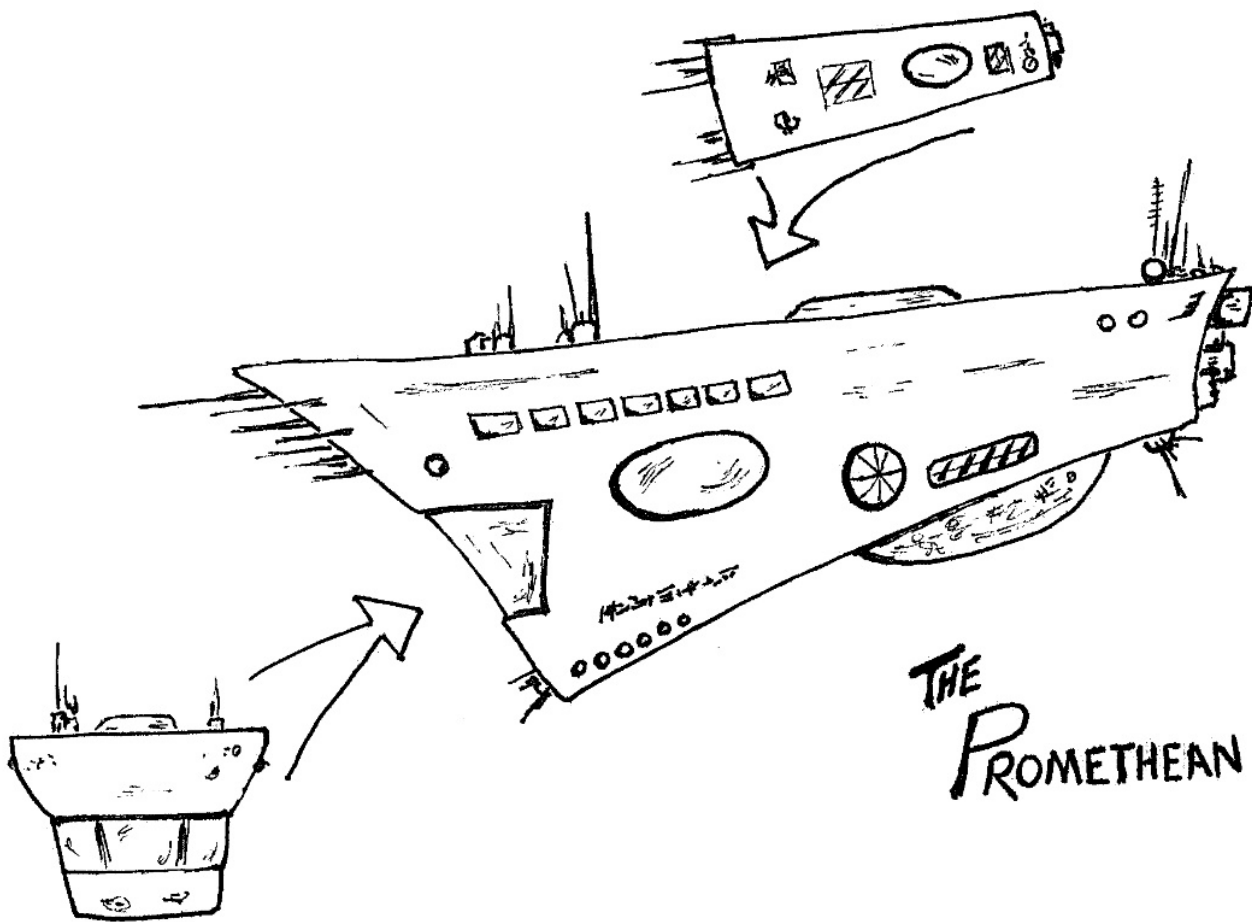
A 0-level adventure for Star Crawl

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Special inspirational thanks to Stefan Flickinger



Introduction

This Star Crawl adventure is intended for 8 to 24 newly created 0-level characters. As with standard DCC funnels, each player starts with up to four 0-level characters. By the end of the adventure, any surviving characters should have enough experience to reach 1st level. The scenario is intended to introduce players to the Star Crawl setting and mechanics. If all of a player's characters die in the course of the adventure, the judge should insert an encounter with other survivors to allow the player to get replacements.

In the Promethean Adventure, passengers on a space liner will struggle to survive the aftermath of a pirate attack. In the chaos of an imploding luxury liner, it is entirely possible the party will split up and move towards

different locations or goals: the judge should be prepared to deal with such situations. This is not a “check every cabinet” kind of adventure. Players stopping to fully examine every room must be reminded that the goal is escape and time is of the essence: the judge should not hesitate to kill a few characters to emphasize this point. There is great potential for replayability with this adventure. The judge may, for example, re-run the adventure with crew members trying to escape from engineering or stowaways starting off in the cargo hold. Similarly, a TPK does not necessarily end the session: just pick up with another group of survivors.

At the start of the adventure, review the occupations of the characters. For each occupation likely to be found working on a space liner (navigator, engineer, DJ, children’s entertainer, bartender, etc.), allow a 30-60% chance, depending upon the occupation, that the character is a member of the Promethean crew. Keep this in mind as you are running the adventure: crew members may have special knowledge or access unavailable to passengers.

Background

The Promethean is a luxury liner nearly three centuries old. It was built by Hoomin industrialists as a symptom of the time: inefficient, gaudy, and slow moving. But it was built well, outlasting the empire that spawned it. In recent years, more efficient ships have replaced the lumbering leisure liners of old and the Promethean has ceased to be profitable. Seeking to squeeze out every last credit, the current owner has advertised the final flight of the Promethean as an event, with the ship as a vessel for sending off an era.

Unfortunately for the passengers, the owner hasn’t taken his eyes off the bottom line in a long time. The usual fighter escort has been laid off; safety checks and maintenance haven’t been performed in quite some time; faulty systems haven’t been replaced. Even exit signs and “you are here” escape maps have been pulled down for sale in the gift shop which could make a routine evacuation something of a challenge.

Running This Adventure

The judge should read through this adventure completely and understand the layout of the Promethean. Because of the open nature of the adventure, it is important the judge have a solid understanding of the ship and all possible encounters.

The adventure is broken down into three sections:

- **Narrative:** Beginning with “Starting the Adventure”, this section of the adventure describes how events surrounding the last voyage of the Promethean will likely unfold.
- **Map and Key Locations:** The judge will follow these as the characters move about the ship. Each entry provides important details about the area and what encounters should be expected within.
- **Quick Reference:** This provides compiled statistics for enemies, NPCs, and ships that may be encountered within this adventure. To keep things moving during the game, the judge may wish to fill out record sheets ahead of time for each ship.

Ability Checks: This adventure has a high number of situations where characters must make ability checks or saving throws to survive certain situations. When running a 0-level game where each player controls multiple characters, this can quickly get overwhelming. I recommend having each player only roll for the character with the lowest check; if they succeed, so do all their characters. If they fail, roll again for the character with the next lowest check; and so forth until a roll is successful or all characters fail. For example: a player has four characters with Agility scores of 8, 10, 12, and 16. When called upon to make an Agility check, they roll just once for the character with 8. They fail the roll, so they roll again for the character with 10: this time, they succeed, so only that first character is considered to have failed the check.

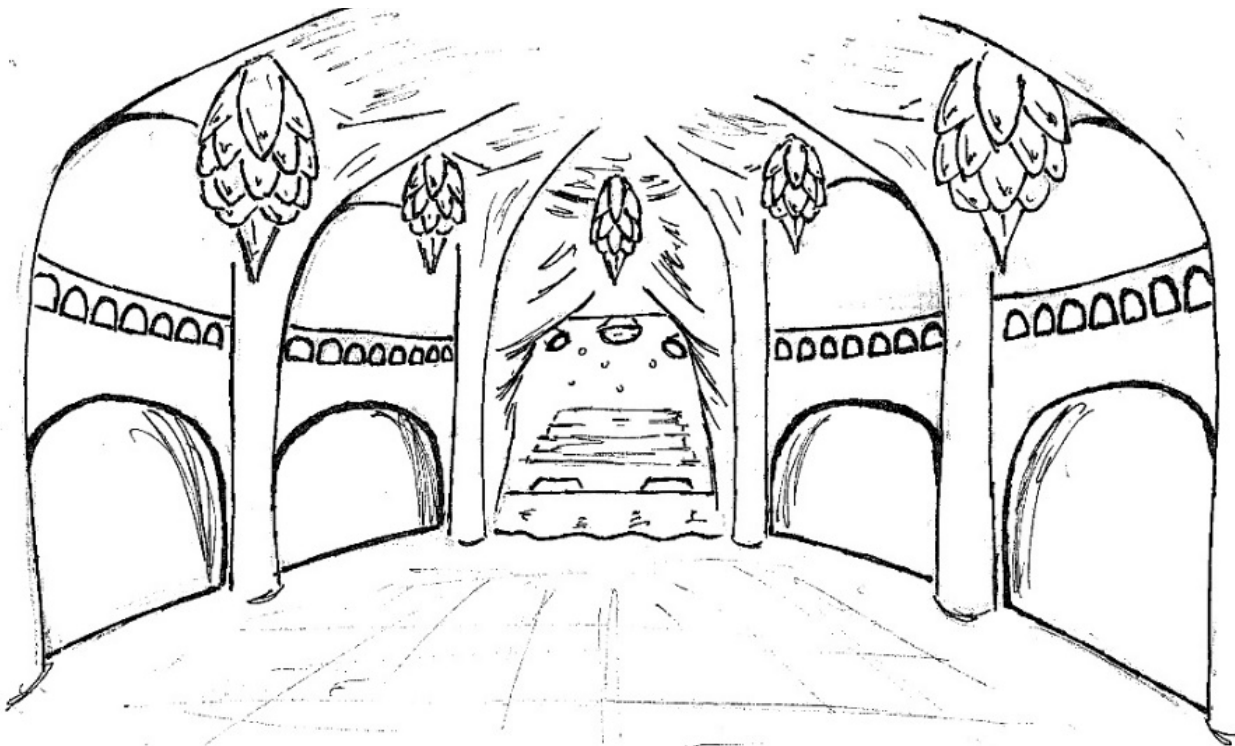
Starting the Adventure

The characters have been lucky enough to gain berth on the final journey of the Promethean. Its best days are long gone, but the hundreds year-old ship is still a fine vessel and a fixture of stellar travel. Once a destination unto itself, the Promethean is now a reasonable means of long distance travel for the cost-conscious traveler. A palpable air of melancholy fills the halls, as veteran crew and worlds-weary travelers say their final goodbyes.

The adventure starts in the ballroom, the social center of the old ship. All passengers have been welcomed to a final sendoff gala, with the upper tier reserved for Luxury Class passengers (only characters with a Credit rating of 1d8+ will have access). Most have chosen to participate in the festivities and the grand old hall is near capacity. It should be established that the PCs know each other through past history or interactions on the ship: at the start of play, the judge may wish to have each player introduce their characters and how one (or more) know the characters introduced by the last player.

While nowhere nearly as extravagant as the affairs of its peak, the Promethean still boasts impressive facilities. Refreshments and snacks are freely available throughout the ballroom (though those on the upper tier are of significantly higher quality). The ship's steward acts as MC and bandleader, deftly guiding the arkestra to elevate the mood of the room. Allow some time for characters to cavort & canoodle (if dealing with a large group of characters, the judge may wish to have the players highlight the activities of just one character).

Unbeknownst to the passengers, several shortcuts were taken to cut the costs of the Promethean's last journey. Among these was eliminating the usual fighter escort, leading a disgruntled former escort pilot to seek severance by selling details of the ship's route to Sporc pirates. A pair of frigates wait near a navigation point and attack the passenger liner on sight. Though armed with some defensive weapons, the Promethean is unable to drive off the pirates and takes heavy damage. Using their typically unsubtle tactics to avoid the liner's defensive weapons, the Sporc frigates slam into the space liner, disgorging their crews in search of pillage. One of the frigates hits the engineering section and is destroyed; the second hits the cargo hold and remains relatively undamaged.



The Attack

Passengers in the ballroom have a chance to notice the brief battle through the observation dome with a Perception check (DC 12). The crew, alerted to the threat, will attempt to keep inquisitive passengers calm by assuring them it's just a pyrotechnic display. A Personality check (DC 10) sees through the ruse. Regardless, the illusion of safety ends rather quickly: several large "booms" are heard and vibrations felt as the Sporc frigates slam into the luxury liner. The ship steward takes to the ballroom's stage and assures the passengers that there is no danger. Though a murmur rises, the passengers stay relatively calm. Crew members will rally to the steward awaiting his direction. Give the players a chance to declare how they're responding. Any actions taking more than a minute will be interrupted.

The gravity control systems go out, rendering all passengers weightless. In the ballroom, this causes confusion, but panic doesn't begin quite yet. Many of the celebrants enjoy the situation, laughing and frolicking through the air. Allow the players to describe their response before the grav systems kick back in.

After about 2 rounds of weightlessness, the gravity control systems come back online, but in reverse: all passengers who have not anchored themselves will be slammed into the ceiling of the ballroom. With a successful Luck check, each character can avoid injury: those who fail will take 1d6 damage. A few passengers will be impaled on the ceiling's massive chandeliers and dozens of others are seriously injured.

Cool-headed characters assessing the situation should be allowed a Perception check (DC 12) to notice hairline cracks growing across the massive ceiling dome. Within a few rounds, allow a second Perception check (DC 10) to notice that it's getting colder in the room, especially around the edges of the dome.

The ship's steward will work to calm passengers, assuring them they're in the safest part of the ship ("and we'll be able to signal the rescue ships through the dome!"). Pointing out the cracking dome or steady temperature drop will not change his opinion. If the PCs attempt to sway the crowd or point out the danger, the steward will first try to quiet them ("Working these people up won't help matters!"). Failing that, he'll ask the crew to subdue the rabble-rousers. The most outspoken character will be targeted by four crew (see appendix for stats), with four more backing them up if others interfere. Note that players allowing themselves to be dragged into a full brawl with the ship's crew are doomed: the fight is likely to drag on longer than it takes for the dome to give out. If characters make to leave the ballroom, the steward will make a half-hearted attempt to convince them to stay ("Only fools would leave the safety of the ballroom!"), but will not otherwise interfere. No other passengers will follow them.

Ballroom Blitz

Once the party notices the cracks, the race to escape is on, whether they realize it or not. Start a silent timer, allowing at most 1 minute per player (the judge may wish to vary this time based on the experience of the players). At about the halfway point, if the party is not actively working to escape, allow a Perception check (DC 10) to notice the cracks spreading from a few new areas and stress marks appearing on the dome's metal frame. Again, the steward will dismiss voiced concerns as attempts to spread panic.

There are six exits from the ballroom. Two of these, through the kitchen, are blocked by shifting equipment and are not usable at this time.

Most passengers will first consider the grand entry (through which most passengers entered the ballroom). The ballroom's gilded pillars can be climbed to reach this exit (requiring a DC 10 Strength check). Characters falling from a pillar will sustain 1d6 damage unless special precautions are taken. The grand entry leads to the Sky Mall on deck 3.

Two other exits, from the upper tier, are easily reached in the reversed gravity by scurrying along the ceiling. Both of these lead to a shared hall that opens into the Luxury Lounge of deck 1.

Members of the crew know of a sixth exit, at the rear of the stage's bandstand, but most passengers will not (DC 14 Perception to notice). Once found, it can be reached by climbing the long curtains flanking the stage. This is an easier climb, only requiring a DC 8 Strength check. This exit leads to the Crew Lounge (deck 3).

Any passengers remaining in the ballroom at the end of the timer (or any who simply decide not to leave) will die. The dome will begin to loudly groan and snap as the cracks rapidly grow larger. All in the ballroom will notice, but by that point it's too late. Alarms will sound and bulkheads will slide to block the exits. The great dome shatters and the ballroom is evacuated into space: within seconds, hundreds die in the cold void.



Navigating the Promethean

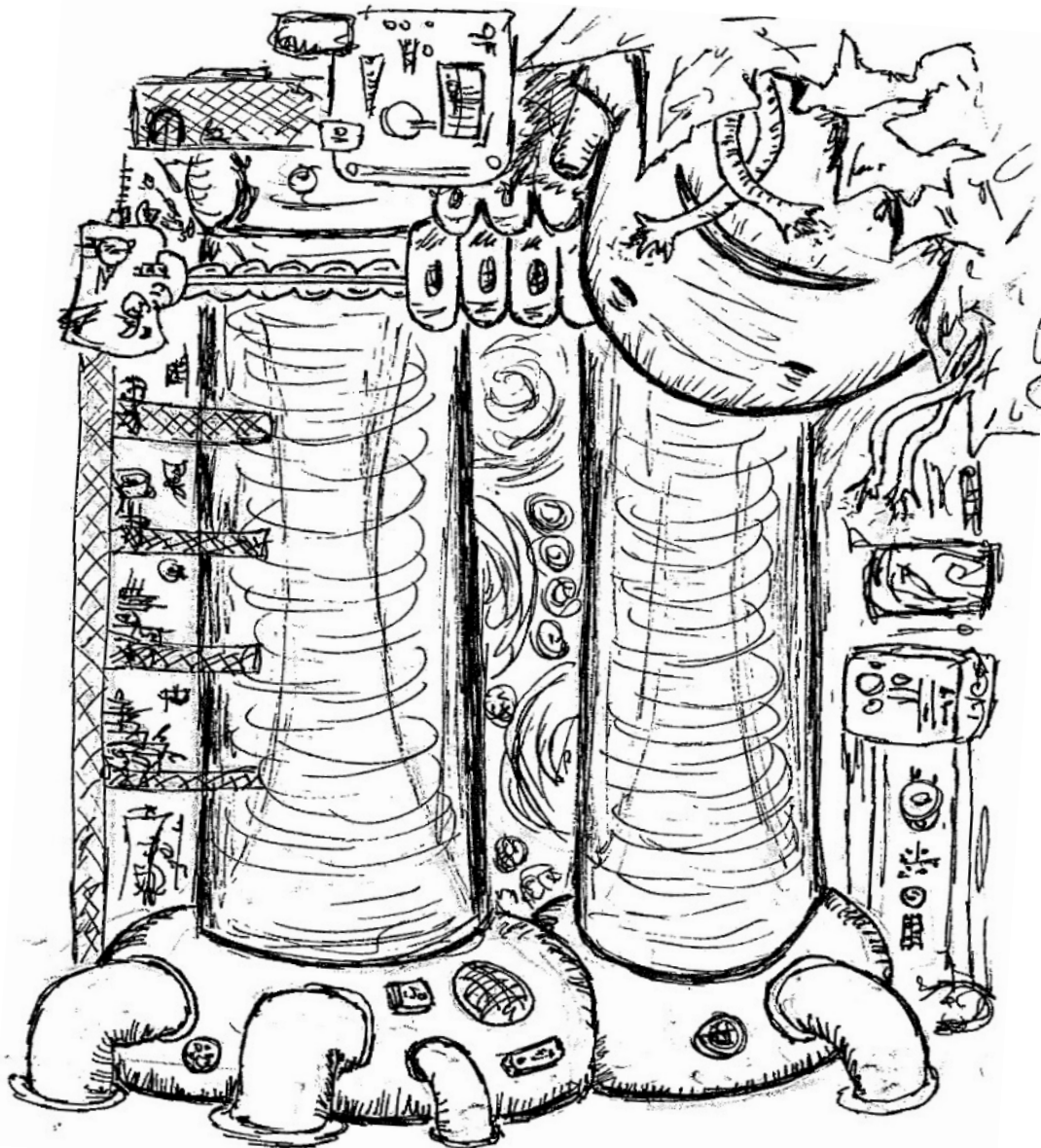
Characters outside the ballroom will hear the alarms. All characters must make a Reflex save (DC 10) to leave the immediate vicinity before safety bulkheads seal off each avenue leading away from the ballroom. Failure leaves them trapped on the ballroom side. Of those failing, the one with the lowest Luck will be crushed by the bulkhead in a horrifying display.

Doors: As a safety measure, all door locks disengaged when the ballroom dome ruptured. However, due to the ship's poor state of maintenance, there is a 15% chance that any given door remains locked. Such doors can be disabled with an Intelligence check (DC 12) made using d16 unless the character has an occupation likely to be familiar with such a process (burglar, engineer, security, etc.). Alternatively, a Strength check (DC 14) can be made to force a door open. Sealed emergency bulkheads are more difficult to bypass, with a DC 16 for the Intelligence check or DC 18 for the Strength check.

Ventilation System: Some may attempt to bypass secured doors or dangerous areas through the ventilation system (note that emergency sealed bulkheads cannot be easily bypassed in this way, as the air shafts seal along with the doors). A Strength check (DC 8) will be required to wrench the vent open, allowing them to slide in. The ductwork is lengthy and complex: the crawler must make an Intelligence check (DC 10) to avoid becoming lost.

There may be situations where the characters, due to fire or collapse, find themselves trapped with no way to reach lower decks. The judge should provide a method of escape such as a collapsing deck floor or air shafts. Similarly, if the party moves too quickly through the ship, the judge shouldn't hesitate to throw a fire or tunnel collapse in their way to spice things up. If, for example, the party quickly moves to the Auxiliary Control Room and hacks the system to find a clear path to the Escape Pod Bay, they should find a few of the stairwells on fire and impassable when they arrive.

If any characters insist on setting off alone, the judge is encouraged to kill them quickly using any situationally appropriate result from the random events table: players should learn the hard way that you never split the party.



Repairing the Ship

Some players may wish to attempt repairs on the Promethean. While not impossible, trying to repair a complex 300 year-old engine system in a toxic environment would present a challenge for even the most skilled mechanic. Stabilizing the engines enough to prevent their eventual explosion requires a DC 16 Repair check (apply Intelligence modifiers to this roll). Unless the character has an occupation that would be familiar with this sort of work (such as an engineer or shuttle technician), the Repair roll will be made using a d16. Repairing the engines enough to allow the ship to move again will require a second roll against DC 18. Each process will take 1d4 turns. Keep in mind the toxic atmosphere in the engineering section: without an environmental suit and an air supply, no character will survive long enough to enact the repairs.

Ending the Adventure

If left unrepaired, the Promethean's drives will explode, destroying the ship and any survivors left onboard. Rescue ships will eventually respond to the automated emergency beacons, picking up survivors who make it to escape pods. If the pirates managed to keep their frigate and pull away from the Promethean, they will try to make the most of their lost salvage by picking up pods for sale to one of the less desirable local destinations (in that case, the judge may wish to start the newly 1st level characters on a gladiator moon or deep within a mining planet).

If the characters managed take over the pirate ship, they now have a base of operations and, potentially, a means of supporting themselves. If time allows, you may wish to have the characters who acquired the freighter face off with a Sporc fighter or two. This will give them a chance to learn space combat against a fairly easy opponent and close the adventure with an action scene.

Key Locations

The Promethean has six levels, numbered 1-6 from top to bottom.

- Deck 1 (Emperor Deck) contains luxury accommodations for the wealthiest of travelers. In reversed gravity situations, entering doors will be difficult, as the halls have higher ceilings than elsewhere on the ship: a DC 8 Strength or Agility check is required to access doorways.
- Deck 2 (Star Mall) houses shops & restaurants (many of which are now abandoned). Due to dedicated localized gravity nodes, this deck will always have normal gravity orientation.
- Deck 3 (Lito Deck) is home to recreation, entertainment, and dining options. Due to dedicated localized gravity nodes, this deck will always have normal gravity orientation.
- Decks 4 and 5 (Upper and Lower Residential Decks) are packed with standard passenger accommodations. The fore quarter of both decks are taken by the bridge and navigation sections. The upper half of the cargo section extends into Deck 5. If gravity is reversed in this area, movement is relatively unhindered, except in the Cargo hold (see area description for details).
- Deck 6 (Escape Pods and Cargo) includes engineering, the cargo hold, and a few passenger cabins. The fore quarter, directly beneath the bridge, is where the escape pods are located. See Escape Pod Bay entry for details of reversed gravity in this area.

If characters search a given area, they will find room-appropriate goods. With a successful Luck check, they may find something interesting: roll on Star Crawl Table 9.7: Random Found Items.

Location	Description
Doors (All decks) ALL	There is a 15% chance that any given door is locked. It can be disabled with an Intelligence check (DC 12) made using d16 unless the character has an occupation likely to be familiar with such a process (burglar, engineer, security, etc.). Some secure areas require a higher DC check- these are identified in the area descriptions. A Strength check (DC 14) can be made to force a door open.
Airlocks (All decks) ALL	Throughout the ship, secure or potentially dangerous areas are protected by airlocks. These are typically short halls (8'-12' long) with valve doors at each end. Usually, only one door can be open at a time, but there is a 20% chance that this safety feature is malfunctioning, allowing a careless traveler to open both at once. A system of complex lights (familiar to those with space-related occupations) will indicate the environmental status on the other side of the door. Lockers are found within airlocks, 50% of which contain 1d3 Vac-Suits (treat as vac-sealed bodysuits). Unfortunately, there is only a 10% that the locker also contains a single air supply (roll 1d6 with each round of use: expires on a 1). Encounters: None Stuff: 1d3 Vac-Suits (50%); 1 air supply (10%)
Crew Tunnels (All Decks) ALL	These passages are typically narrow with pipes and ducts running their lengths. Examination reveals decades of haphazard maintenance, with dangerous materials ready to burst forth at any moment. Passengers running through these tunnels for any extended period must make Luck checks to avoid sustaining 1d4 damage from incidental hazards. Access panels within the crew tunnels can be used to override local ship controls such as ventilation and emergency bulkheads (DC 14 Intelligence check required for such operations). Encounters: Random only; dangerous environs Stuff: Random only
Main Halls (All decks) ALL	Unless otherwise specified, all halls are wide but low (~10' wide and 8' high). Any breaches or fires in a hall will trigger safety bulkheads which seal the area. However, due to ship's age & poor recent maintenance, there is a 20% chance one will not trigger. By accessing a security panel, a character may make an Intelligence check (DC 10) to manually trigger a bulkhead. Encounters: Random only Stuff: None
Stairs & Elevators (All Decks) ALL	Most stairs throughout the ship have open risers and flat-beam treads, allowing them to be climbed in reversed gravity. Typically, this will just require a Strength check (DC 8). If the character is moving quickly to escape a hazard, an Agility check (DC 8-12, depending on circumstances) may be required. All elevators have roughly 8 passenger capacities and operate via localized gravity control. As such, they are currently hazardous. To drive this home, the first elevator characters encounter should contain the remains of unfortunate passengers pasted to the ceiling. If they decide to take the risk and use an elevator, the character with the lowest Luck should make a Luck check for each floor traversed: failure indicates a system malfunction that causes 1d6 damage to all passengers. Where an elevator abuts a crew passage, they can be accessed via secure access panel. These are readily visible from the crew tunnels, but carefully concealed from within the elevator (DC 10 Perception to notice). Passengers may attempt to climb the elevator shaft. Forcing the doors to gain access requires a Strength check (DC 12). Since the cars are grav-controlled, there are no easily climbable cables: navigating the smooth shaft will require a DC 14 Agility check.

	<p>Encounters: Random only; dangerous environs Stuff: None</p>
<p>Ballroom (Decks 1-2)</p> <p>1-2</p>	<p>This massive oval room is the centerpiece of the Promethean, taking up nearly a third of decks 1 and 2. Though still ornate and lush, it is obviously well past its prime, with the drapes fading and the gilding peeling from the walls. The ceiling is a massive glass dome with a spectacular view of space.</p> <p>The wide stairwell leading up to the ballroom from the Star Mall is designed to grant a sweeping view upon entry. Staircases at either side of the dancefloor lead to the upper tier balcony. Crew stationed at the bottom of each staircase prevent access by non-VIP passengers. A wide stage dominates the far end of the room, with tiered seating for a full arkestra. Elaborately carved pillars climb some 50' up to the domed ceiling, which grants a breathtaking view of space. For the grand ball, small standing tables have been set up at the edges of the room, but the main floor remains empty for revelers.</p> <p>After the initial events, the ballroom will be locked down by secure bulkheads. If a character manages to bypass these, they will encounter a vacuum created by the shattered dome.</p> <p>Encounters: Party guests; dangerous environs Stuff: Food & drink</p>
<p>Engin- eering (Decks 1-6)</p> <p>1-6</p>	<p>Entry to engineering is restricted by airlocks (see above). All lockers in engineering airlocks contain 1d3 Vac-Suits, but none contain air supplies (surviving engineering staff claimed them all after the crash).</p> <p>Occupying the rear fifth of the ship, the engineering section is a mess of machinery, engines, and catwalks. Dominating the area are the twin power-towers which provide energy for the entire ship. These are massive glowing rods surrounded by gyrating rings of energy, all of which are encased in nearly indestructible glass cylinders. The upper area contains the gravity system generators, with conduits connecting them to local grav-nodes throughout the ship. Unfortunately, this is where one of the Sporc frigates crashed: the resulting explosion wreaked havoc on the ship's gravity and killed some of the ship's engineering crew. The remaining crew quickly assessed the situation and decided to abandon ship (they have taken all but one of the aft escape pods). There is also one undamaged repair pod in this section: it is housed with the remaining escape pod in the repair bod bay at the lowest level. The Sporc frigate's bridge has been destroyed and it is beyond repair.</p> <p>The explosion and resultant fires have left the air supply toxic: any character without protection will take one point of damage each round they remain in the area. The symptoms of this chemical poisoning are painful and horrific (hacking cough, nasal passages burn, eyes bleed, etc).</p> <p>Moving throughout engineering is relatively simple (assuming the toxic atmosphere isn't an issue, of course). Catwalks and ladders run along the walls and energy towers, connecting the entry airlocks to all areas. Due to the damaged gravity nodes here, check for gravity reversal every round using 1d4 (1-2= no change; 3= negate gravity; 4= reverse current gravity).</p> <p>Encounters: Dangerous environs Stuff: 1 escape pod; 1 repair pod</p>
<p>Luxury Suites (Deck 1)</p> <p>1</p>	<p>Each of these luxury apartments feature 2-4 bedrooms, multiple bathrooms, sitting room, and a kitchen. The rooms are large and luxurious, befitting the astronomical prices charged for their use (though those accustomed to high-class accommodations will notice they are in desperate need of an update).</p> <p>The primary feature of the sitting room is a large porthole window. After the attack, there is a 15% chance that any of these rooms has had this window blown out. All luxury suite doors are locked (see Doors above); those with blown out windows will</p>

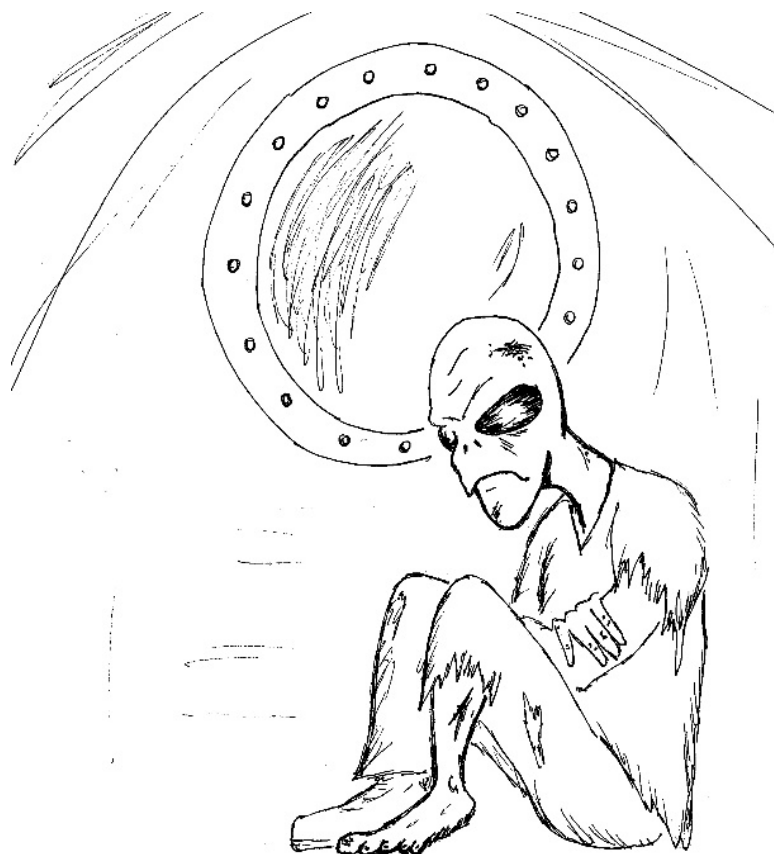
	<p>also require a DC 18 Strength check to open. Since these quarters are not protected by airlocks, opening a door will suck out the nearest character before the door slams shut. These are the only passenger accommodations with personal single-passenger escape pods, accessible through a narrow chute decorated with abundant warning placards. Unfortunately, there is only a 30% that any one of these escape pods is actually functional: the rest just shoot you into space.</p> <p>A group of 2d4 looting crew will be encountered among the luxury suites.</p> <p>Encounters: Pillaging Crew (2d4); dangerous environs Stuff: Random only</p>
<p>Luxury Lounge (Deck 1)</p> <p style="text-align: center; font-size: 2em;">1</p>	<p>Access to this quiet lounge area is restricted to those passengers with luxury suites. Furnishings and fixtures here are luxurious, on par with those in the ballroom. The only current occupants are a pair of elderly Hoomins, who are taking full advantage of the untended bar and arguing over galactic politics. Reverse gravity doesn't bother them: they simply flip a fallen chair and continue drinking. If engaged in conversation, they will be dismissive of any characters with low Credit ("sad state of affairs when such rabble are allowed on the Emperor Deck"). They will ignore any warnings of danger and will refuse to leave the lounge ("Been riding this lady near 80 years: she's seen worse!").</p> <p>Encounters: Rich old dudes (2) Stuff: Random only</p>
<p>Emergency Control Center (Deck 1)</p> <p style="text-align: center; font-size: 2em;">1</p>	<p>At the fore end of deck 1 is a small area only accessible to senior crew and members of engineering. Protected by advanced security (DC 16 check to bypass), this area allows crew to override ship systems in the event of catastrophe. A security bot will challenge any who enter: its damaged control systems do not allow it to recognize authorized personnel (meaning everyone gets attacked). The room's main feature is a long counter with three stools set before a massive viewscreen. Each of the three computer terminals at this counter can be accessed with an Intelligence check (DC 12). Once accessed, they can be used to view surveillance cameras across the ship, check location status, and broadcast messages. Each security camera and status monitor has a 30% chance to be faulty, providing no useful information (or showing a dangerous area to be perfectly safe). With a further Intelligence check (DC 14), advanced systems can be accessed, allowing use of ship weapons, controlling security bots, and modifying local gravity. Unfortunately, each such system has a 20% chance to fail outright. In the ship's current state, navigation is impossible even from here.</p> <p>Encounters: Security bot (1) Stuff: Random only</p>
<p>Star Mall (Deck 2)</p> <p style="text-align: center; font-size: 2em;">2</p>	<p>Characters entering the vicinity of the Star Mall will find it under normal gravity (at least, until they near the fountain).</p> <p>This grand shopping area is split into two levels, with a walkway and shops on the upper level and more shops circling the large courtyard on the lower level. The upper and lower levels are linked by the grand staircase which leads up to the ballroom entryway. Most of the shops have been abandoned prior to this trip: those remaining include a souvenir shop, luxury clothier, personal care supplies, and a sports memorabilia store. If a character seeks out a particular sundry item, give a 5-30% chance to find it here (with the exception of weapons/armor: there never has been a shop selling those items in the Star Mall). The bow end of the lower level houses a personal styling salon and a restaurant.</p> <p>At the center of the lower level courtyard is a large ornate fountain. It has independent gravity controls, used to create complex water displays. The attack has caused this system to malfunction, making the fountain a local gravity well. Benches, tables, and</p>

	<p>people from the Star Mall have been crushed into a mass surrounding the fountain. The screams of these unfortunate souls can be heard as the pressure slowly kills them. Any character venturing too close will be added to this death ball unless they make a successful Strength check. Along the inner edge of the upper tier walkway and the lower tier storefronts, the DC is 8. If a character is foolish enough to venture closer after they feel the tug, the DC increases to 12 as they get 10' from the storefronts. If pulled in, the DC is 20 to escape the mass and each round held there they will take 1d4 points of crushing damage.</p> <p>Encounters: Random only; dangerous environs Stuff: Shop contents</p>
<p>Security (Deck 2)</p> <p>2</p>	<p>The ship's security station consists of a front area, where passengers may present concerns to security personnel, and a back office, which includes an armory and surveillance equipment. The door to the back office is locked (see Doors above). The surveillance equipment allows a character to check video feed and status of any ship location with an Intelligence check (DC 8). A security bot will greet characters entering the front area. Attempts to enter the back office will cause the bot to attack. Hidden in the desk in the back office is a security access card (found with a DC 10 Perception check) which will allow characters to bypass any locked doors.</p> <p>Encounters: Security bot (1) Stuff: Duraweave vest (1d3), stun rod (1d4), security access card</p>
<p>Kitchen (Deck 2)</p> <p>2</p>	<p>The large commercial kitchen is filled with heavy equipment and food prep materials. The reversal in gravity was hard on this area, with a mass of equipment slamming around and blocking off the exits to the ballroom. The kitchen staff were not the most stable members of the crew to begin with, and this has driven them over the edge. The head chef has secured the remaining exits (requiring DC 14 Strength to bust through) and the staff will attack anyone who manages to enter. They are all equipped with knives (1d4 damage) and fight ferociously (+2 to hit & damage). Otherwise, treat them as pillaging crew.</p> <p>Encounters: Kitchen staff (6) Stuff: Knives, food, cooking equipment</p>
<p>Crew Lounge (Deck 2)</p> <p>2</p>	<p>This small, messy room includes several couches and a table, along with multiple viewscreens and games. This is one of the few areas open to crew during off hours. At the time, 4 crew members are here, unsuccessfully attempting to negotiate with the kitchen staff for food. They will not be helpful to passengers barging in, but they will not attack on sight. If the passengers can somehow convince the kitchen staff to give up the grub, they will provide the group a crew ID access badge (which can open all doors secured by DC 12 and lower locks) and instructions on the quickest method to reach the escape pods (though they disagree on what that is).</p> <p>Encounters: Crew (4) Stuff: Random only</p>
<p>Star View Restaurant (Deck 2-3)</p> <p>2-3</p>	<p>Located on the port side of decks 2 and 3, this multi-level restaurant is very popular among passengers. The dominant feature is a massive window through which diners have a stunning view of space. Like most of the Promethean's large windows, this one failed during the attack. Looking in from the still-intact Star Mall or Lito Deck windows, the state of the restaurant is obvious: corpses and tables float just outside the shattered window.</p> <p>The Star View foyer acts as an airlock: a character wishing to access the restaurant could easily do so through this small lobby. This may serve resourceful players well: if equipped with a vac-suit, characters can use this area as a shortcut down to Deck 3, allowing them to bypass many hazards.</p>

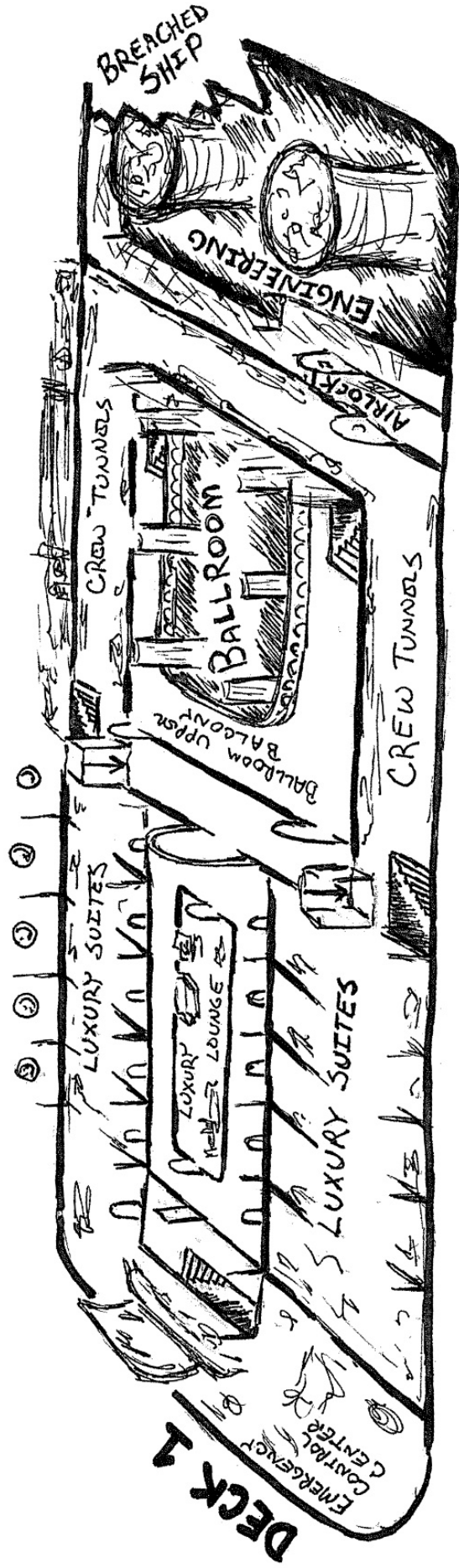
	<p>Encounters: Dangerous environs Stuff: Random only</p>
<p>Restaurants, Cafes, Salons & Spa (Deck 2+3)</p> <p>2+3</p>	<p>Each of these locations is a mundane example of the location named. Characters may easily find items common to such areas with a cursory search. Of particular interest may be weapons: 1d3 large knives (1d4 damage) can be found in each restaurant and café and the owner of the spa stashed a stun rod behind the counter.</p> <p>Encounters: Dangerous environs Stuff: Assorted mundanery</p>
<p>Crew Quarters (Deck 2 & 3)</p> <p>2+3</p>	<p>These areas are simple pod-like sleeping cells for the crew. The (slightly) larger quarters on Deck 3 are reserved for officers and section leads. If the characters spend time searching the quarters, they will awake annoyed crew who will attack the trespassers.</p> <p>Encounters: Annoyed Crew (4) Stuff: Random only</p>
<p>Bridge (Decks 4-5)</p> <p>4-5</p>	<p>This tall, narrow room spans two decks and is dominated on the bow side by a massive reinforced window. On the stern side of the room, there is a terrace at the level of each deck. Each of these hold several work stations and they are connected by a ladder. The passenger elevator can also be used to access the bridge (the access door is secured with a DC 16 lock). The workstations on the top tier control overall ship operations and security; the lower tier houses communications, navigation, and the captain's chair. Each level terrace has a pair of airlocks for accessing the rest of the ship. The Auxiliary Control room on deck 4 contains redundant controls for most of these systems. Typically, this room is not staffed (and due to poor maintenance, any functions accessed from here have a 35% chance to fail, as opposed to the 20% fail rate described below).</p> <p>Half of the stations hold the body of a crew member, dead and frozen. Due to a malfunction in the life support system during the attack, this area has no air and the temperature is far below freezing. Characters without appropriate protections will quickly die here: see the Star Crawl rules on surviving in space. The airlock vac-suits will protect against the cold.</p> <p>Computer terminals at each station can be accessed with an Intelligence check (DC 12). Selecting a station with a body slumped over it avoids this check: the previous user is still logged into the system. Once accessed, the station can be used to view surveillance cameras across the ship, check location status, and broadcast messages. With a further Intelligence check (DC 14), advanced systems can be accessed, allowing use of weapons systems, controlling security bots, and modifying local gravity. Unfortunately, each such system has a 30% chance to be faulty. This will lead to cameras and monitors providing no useful information (or showing a dangerous area to be perfectly safe); for advanced systems, a malfunction may have more severe repercussions (such as calling a pair of security bots or causing an extreme reversal of gravity). In the ship's current state, navigation is impossible even from here.</p> <p>Encounters: Dangerous environs Stuff: Random only</p>
<p>Lito Deck (Pool,</p>	<p>This is the center of leisure aboard the Promethean, a playground for bored travelers to kill the time between planets. The dominant feature is the massive swimming pool, featuring several water slides and areas of varying depths. To prevent drowning, this</p>

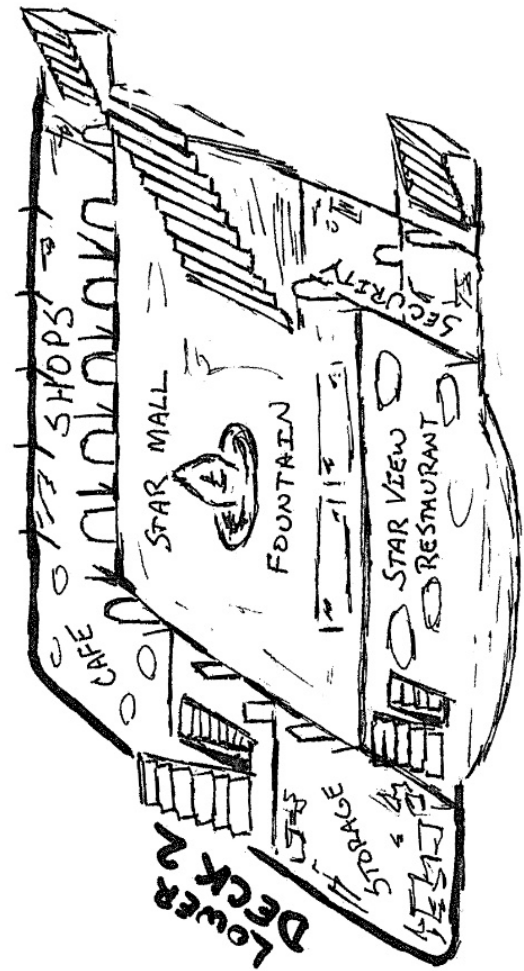
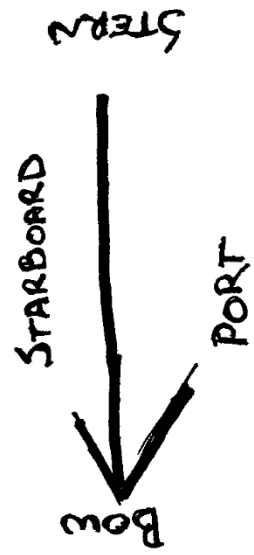
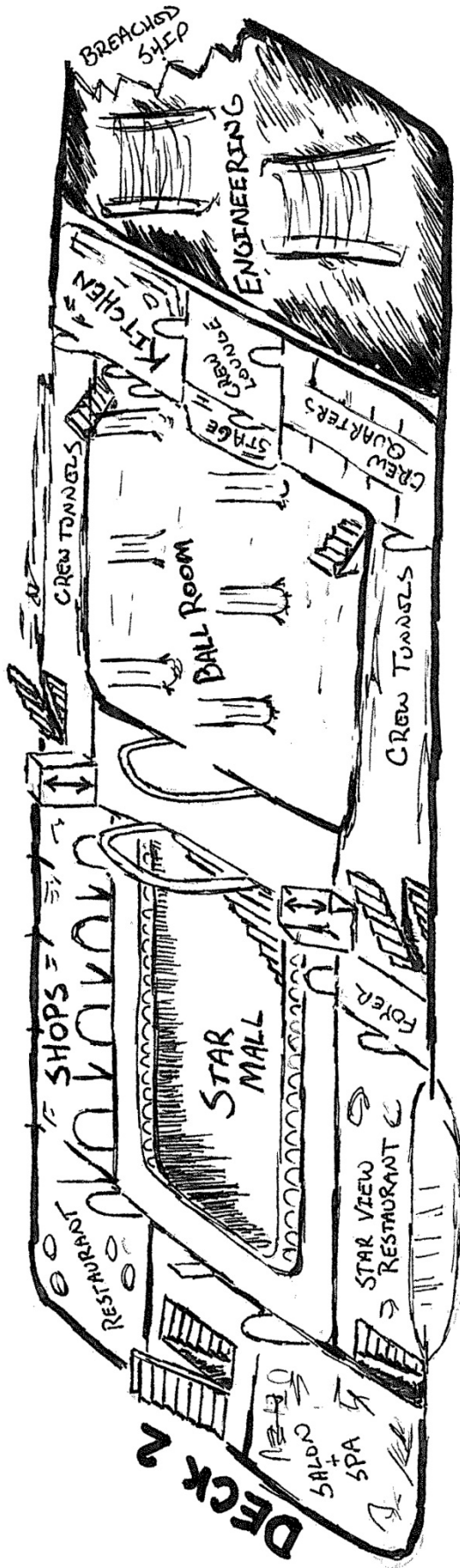
<p>Recreation Center, & VR Suites) (Deck 3)</p> <p style="text-align: center;">3</p>	<p>pool is equipped with custom gravity controls that should keep any swimmers from sinking. Unfortunately, these controls are malfunctioning after the attack: any being entering the pool will be pulled to the bottom, requiring a Strength check (DC 14) to escape. There are saunas, salons, and shops in stalls surrounding the pool. A judge should have little difficulty coming up with creative ways of killing off any characters foolish enough to visit a sauna at a time like this!</p> <p>Moving forward from the pool, the recreation center features several rooms with ball-based games. While most are safe to play, there is a 20% of a ball firing mechanism malfunction which deals 1d4 damage to any character failing a Reflex save (DC 10). There is also an electronic arcade filled with VR gaming experiences. In its current state, this is a dangerous place: any character playing one of these must make a Will save (DC 12) to avoid mental death.</p> <p>If the characters linger in this area too long, they may encounter a passing stampede of frenzied passengers (see description in the quick reference section at the end of the adventure for statistics).</p> <p>Encounters: Frenzied passengers (2d10); dangerous environs Stuff: Random only</p>
<p>Passenger Cabins (Decks 4-5)</p> <p style="text-align: center;">4-5</p>	<p>The passenger sections of decks 4 and 5 are nearly identical, with rows of small quarters stacked three high for the common traveler. Catwalks and stairs connect each layer to the floor level. Each room is fairly bland, with a bed/living room and a personal toiletry area. A thorough search has a 20% chance to turn up anything of interest. If gravity is reversed here, characters can easily climb the backsides of the catwalks to move between room levels.</p> <p>The first time characters enter this area, they will encounter a pair of Sporc armed with swords. They are looting rooms and will attack on sight.</p> <p>Encounters: Sporc pirates (2) Stuff: Random only</p>
<p>Cargo Hold (Decks 5-6)</p> <p style="text-align: center;">5-6</p>	<p>This ship's cargo hold is a very large detachable pod, normally capable of being piloted independently as a freighter for shipping runs to planets. Unfortunately, one of the Sporc frigates breached the hold, making detachment impossible.</p> <p>Catwalks line the walls and ceiling, as well as crossing the area at mid-height. Mechanical crane arms move along tracks on these catwalks, controlled from a booth on the uppermost portion of the stern-side wall. If a character gains access to this area and attempts to initiate the detachment sequence, all connecting airlocks will seal, but the cargo hold will not release (if the Sporc frigate later flies away, the detachment sequence resumes, possibly allowing the cargo pod to escape the destruction of the Promethean).</p> <p>Most floor space in the hold is packed with crates, leaving narrow aisles between. The cargo can be easily climbed to access the upper portion of the cargo hold (or lower portion, if gravity is reversed), but there is some risk (see below). The crates contain passenger belongings as well as commercial and industrial cargo. If characters take time to search the shipping containers, they will most likely (70%) just find trade goods or construction materials; otherwise, roll for random items.</p> <p>Gravity changes have made the cargo particularly unstable. Anyone climbing or opening crates must make a Luck check: failure indicates unstable stacks falling over, causing 2d4 damage to any character failing a Reflex save (DC 12).</p> <p>Two pairs of Sporc pirates are currently focused on looting: careful passengers may be able to escape their notice. However, if either group is attacked, the other will certainly notice and come to their aid.</p> <p>Encounters: Sporc pirates (2 teams of 2) Stuff: Trade goods; random</p>

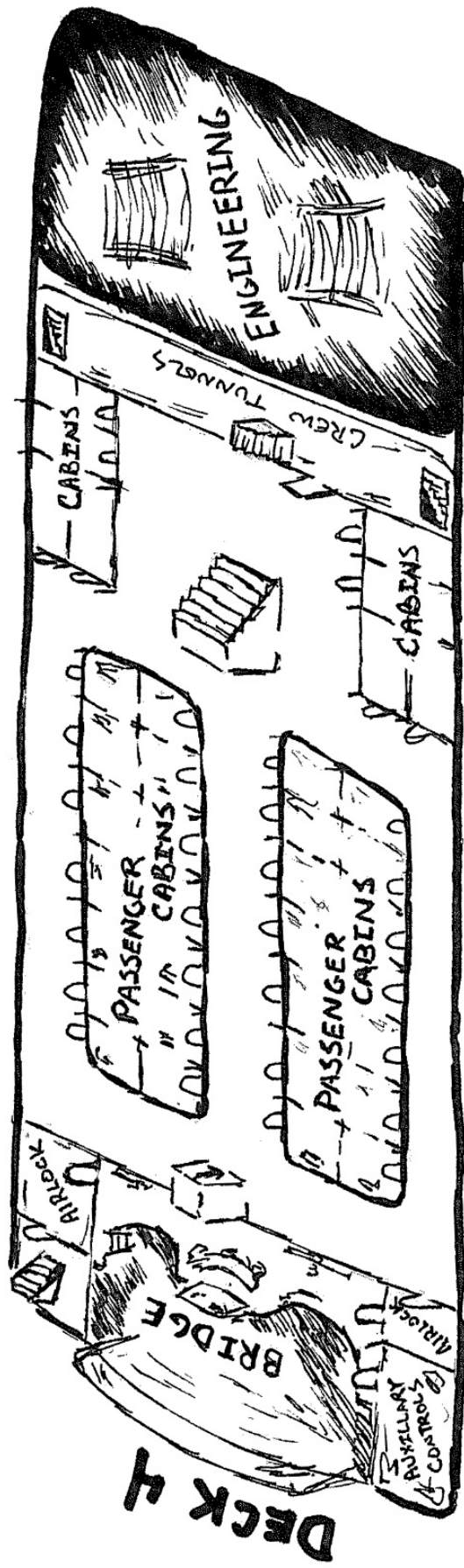
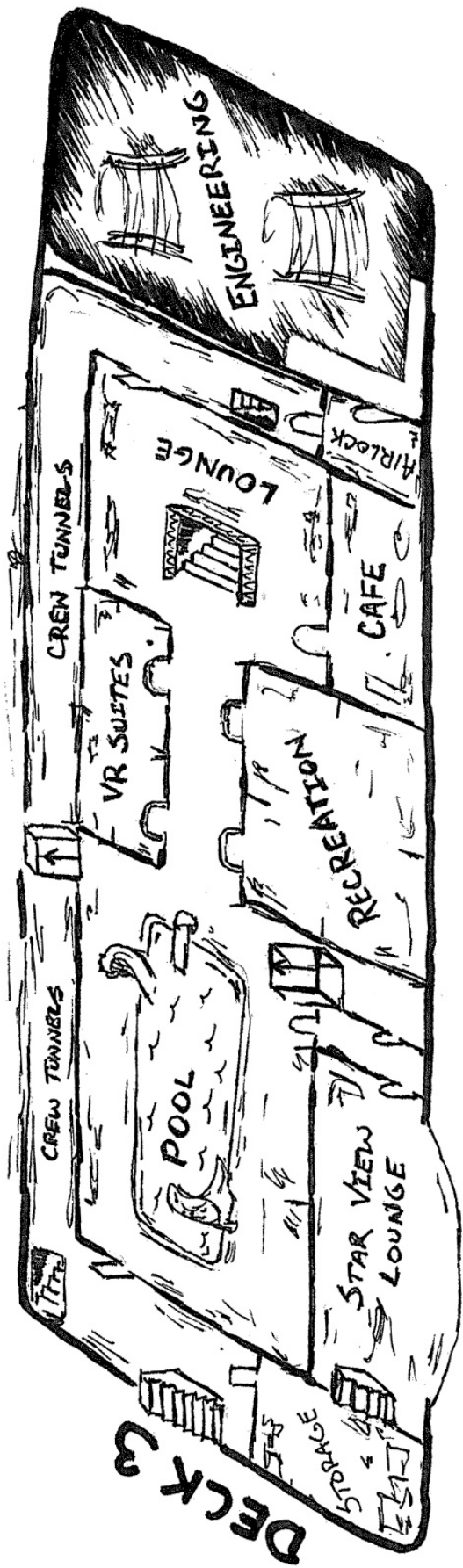
<p>Breached Sporc Frigate (Deck 6)</p> <p>6</p>	<p>The bow of the frigate is obvious to all who enter the cargo hold. A gangplank has been left open, with the raiding pirates loading up cargo. Only one Sporc remains on the ship at all times, in the bridge keeping the ship ready to go. There is also a Hoomin navigator chained in the bridge (the Sporc have kept this unfortunate fellow to aid in planning routes for raids). If the Sporc is killed and he is freed, he will happily assist the passengers in piloting the ship to safety.</p> <p>Encounters: Sporc pirates (2 groups of 2) Stuff: Trade goods; random</p>
<p>Escape Pods (Deck 6)</p> <p>6</p>	<p>This large area houses dozens of four-person escape pods arranged in neat rows corresponding to one of 10 launch tubes. From inside the pod, a simple mechanism initiates the launch sequence (taking 1d4 rounds); if multiple pods from a tube are initiated, they will form a queue. Due to the usual Promethean maintenance standards, each pod is 40% likely to fail (make a Luck check for the character with the lowest Luck in the pod: if successful, the pod simply fails to launch; if failed, the pod fires into space but the seal is poor & all passengers are spit out of the pod into space).</p> <p>A few pods have already failed, causing 4 tubes to queue up without launching. An Intelligence check (DC 12) will repair a tube to get things moving again. Unfortunately, a group of 20 other passengers has worked themselves into a frenzy, fighting over available pods. Unless the characters can make some mighty Personality checks (DC 16) to calm the crowd, they will be pulled into the melee. The passengers are unarmed, but twenty of them swinging fists wildly may prove fatal...</p> <p>If gravity is reversed in this area, there is an additional hurdle to overcome: the tops of the pods sit some 8' from the ceiling. Working together, teams of passengers should be able to reach the pods fairly easily, but the frenzied passengers may make this difficult to accomplish.</p> <p>Encounters: Frenzied Passengers (20) Stuff: Random only</p>

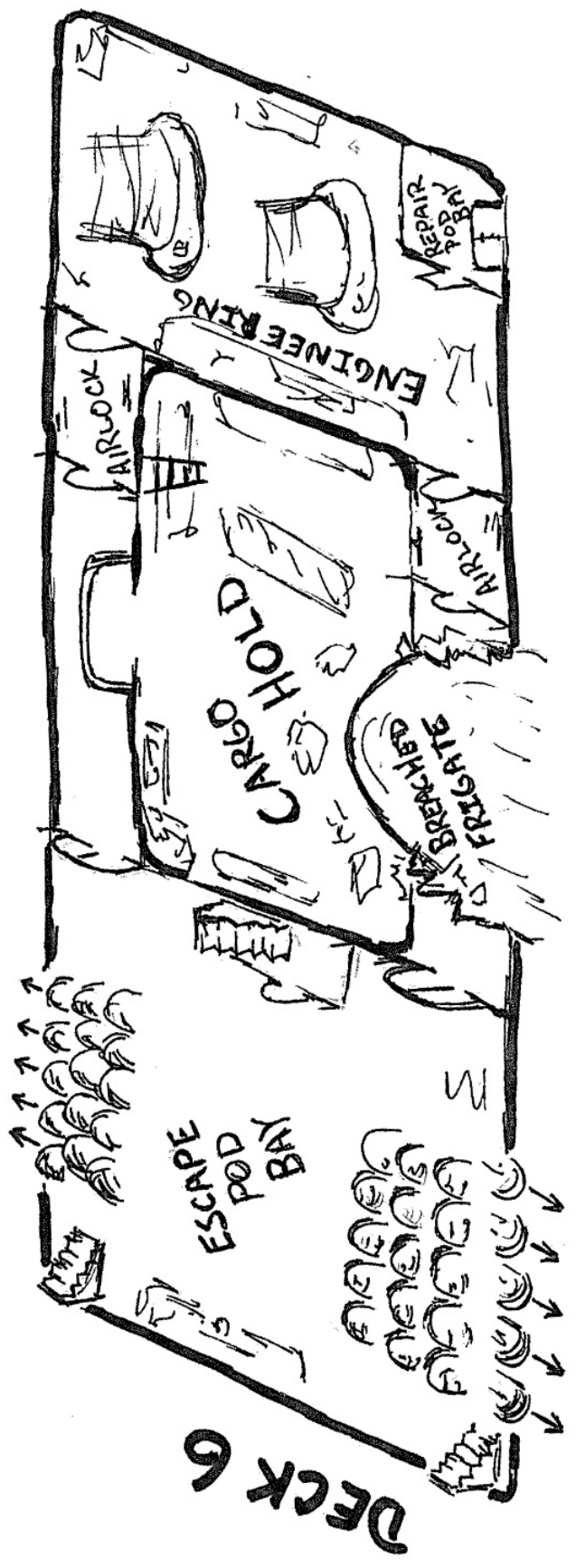
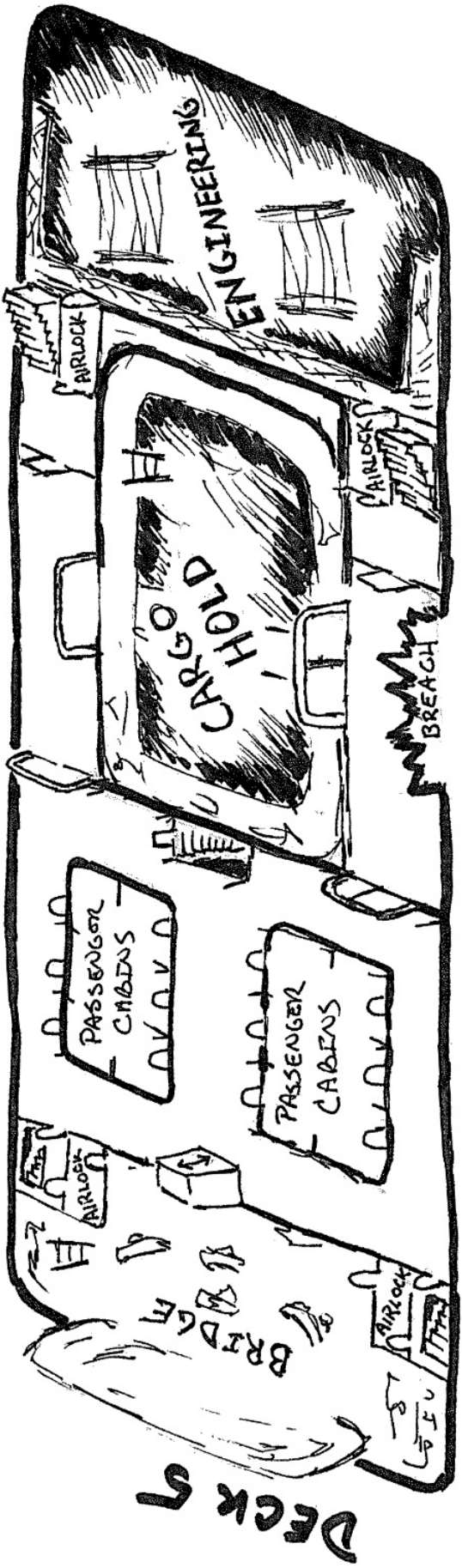


Promethean Deck Maps









Random Events

Judges wishing to increase the difficulty of the adventure- particularly if dealing with experienced or sassy players- can use the following random event table to spice things up. Roll each time the characters enter a new area (or whenever a player gives you lip).

To vary the encounters, use different rolls in different areas of the ship:

- In main halls, use 1d8
- Within the crew passages, use 1d6+6
- For all other areas, use 2d6

Roll	Event
1	Passenger Stampede. A pack of 3d10 frenzied passengers run down the hall, trampling any in their path. They cannot be reasoned with.
2	Lone Survivor. A passenger is found wandering alone. If approached, there is a 30% chance they will stab the nearest character with a hidden shard of metal (1d4 damage) then flee. Otherwise, they may be convinced to join the party.
3	Looters. 2d4 pillaging crew are encountered. They still think they have a chance to escape and will attack unarmed parties to protect their loot. If half the group is incapacitated, the rest will flee.
4	Roving Sporks. Encounter with 1d4 Sporc pirates who attack on sight.
5	Gravity Control malfunction. Roll 1d3: 1- standard gravity; 2- zero gravity; 3- reverse gravity. If roll duplicates current state, no change.
6-7	Nothing happens
8	Security. A security bot is encountered. Their AI systems have been corrupted, causing them to be a bit quick on the draw if encountering armed or apparently hostile characters.
9	Collapse. Portions of the ceiling (or floor, depending on current gravity) fall, blocking the area. The character with the lowest Luck score must make a Reflex save (DC 12) to avoid being crushed by the debris for 2d6 damage.
10	Fire! Smoke and flame are beginning to fill the area; unless it can be sealed off, the entire deck will be engulfed in 2d4 rounds. Characters in a burning room must make a Fort save (DC 10) each round or collapse from heat and smoke. Collapsed characters take 1d4 damage per round until death.
11	Breach. A crack in the ship's fuselage is causing decompression in this area: players will notice the lower temperature and may begin to feel light-headed from the lack of air. Within 2d4 rounds, the breach will become critical, and the emergency bulkheads will seal off the area (see "Navigating the Promethean" for more details on this situation).
12	Coolant Leak. A powerful chemical coolant is spraying from a ruptured pipe. Perceptive characters will notice frost in the area. Passing through the spray causes 2d4 damage to exposed characters (Reflex save vs DC 10 for half damage). Characters reduced to 0 hit points by this are frozen solid.

Promethean Adventure Quick Reference

Bestiary & NPCs

Name	Number	AC	HD	Fort	Ref	Will
Sporc Pirate	1d4	13	2d8	+4	-	-
Pillaging Crew	1d6	12	1d6	+1	+1	-
Frenzied Passengers	3d10	10	1d4	-	-	-2
Security Bot	1	15	3d6	+6	-	+6

Sporc Pirates: These bulky space pigs are typical of their species: brutish, arrogant, and dim-witted. Their primary goal is to pack their frigate with all the loot they can carry. They're fairly uninterested in prisoners (they're just too much work), so any passengers they encounter will be killed on sight. Each Sporc carries a sword and 1 in each group also has a plasma pistol.

Init +2; Sword +2 (1d8+2), Plasma pistol (2d4/3d4); AC 13; HD 2d8; MV 30'; Act 1d20; SV Fort +4, Ref -, Will -; AL C

Pillaging Crew: Some of the poorly paid crew are eager to get their hands on whatever they can before heading to the escape pods. They will count on intimidation and threat of force to shake down passengers they encounter. If half their number are damage or incapacitated, they will flee. Among any group of pillaging crew will be found at least one security card, allowing access to secured areas within the ship.

Init 0; Club (1d6); AC 12(bodysuit); HD 1d6; MV30'; Act 1d20; SV Fort +1, Ref +1, Will -; AL N

Frenzied Passengers: Many of the passengers have become convinced there is no escape and they're not dealing with it well. If trapped or cornered, they will devolve into a swirling melee, attacking any in range. If there is a clear avenue to escape, the panicked mob will just trample past.

Init 0; Punch (1d3); AC 10; HD 1d4; MV 30'; Act 1d20; SP Trample (2d4 dmg +1d4 per 10 passengers to all in their path, Ref DC 12 for half damage); SV Fort -, Ref -, Will -2; AL C

Security Bot: These squat cylinders feature painted smiles and jaunty captain's hats to appear non-threatening to passengers. When functioning properly, they will even dispense candy and helpful advice to children ("Remember kids, space is deadly: avoid the void!", "Horseplay around the pool can lead to corpseplay!"). Unfortunately, poor maintenance and a pirate attack have left these poor bots a bit frazzled. At best, they can be expected to shoot a hail of candy while shouting sketchy advice ("SWIMMING KILLS!", "EAT CANDY!"); at worst, they will interpret most acts as aggression to be dealt with harshly.

Init +4; Stun rod (DC 15 stun); AC 15; HD 3d6; MV 30' (10' over stairs); Act 1d20; SP Candy bombardment; SV Fort +6, Ref -, Will +6; AL L

Ships & Transports

Name	Spd	Man	DD	Shield	Armor	Hull	Size
Repair Pod	d12	d20	4	0	2	2	1
Escape Pod	d8	d8	4	0	2	2	1
Sporc Frigate	d20	d20	5	0	4	8	2
Sporc Fighter	d20	d24	5	0	3	3	1

Repair Pod: This small orb is designed to allow ship crew to make external ship repairs. Made for one passenger, it can hold a second in the small cargo space if necessary. The pod has adequate air supply for up to four hours (half that if there is a second passenger). It has two robotic arms for moving heavy objects, but they are not useful for fine manipulations (Agility checks with the arms use d14; Strength check use d30). It is not armed, but its cutting torch could do significant damage at close range.

Maneuver Die d20; Speed Die d12; Damage Denominator 4; Shields 0; Armor 2; Hull 2; Weapons: Punch (Range 0, 1d6 dmg), Cutting torch (Range 0, 1d10 dmg); System Slots (2)

Slot	System	Slot	System
1	Engines	2	Passenger

Escape Pod: Four passengers can easily fit within this small pod (two others can squeeze in, but they will not be able to strap into seats). The pod has adequate air supply for up to 24 hours (reduce by six hours for each passenger after the fourth; add six hours for each passenger less than four). It is not maneuverable by passengers, but the automated system will pilot the pod away from obstacles.

Maneuver Die d8; Speed Die d8; Damage Denominator 4; Shields 0; Armor 2; Hull 2; Weapons: none; System Slots (2)

Slot	System	Slot	System
1	Engines	2	Passengers

Sporc Frigate: This is a fairly standard frigate, currently with its bow penetrating The Promethean's cargo hold. Following the crash into the luxury liner, it has 3 points of damage to its front armor.

Maneuver Die d20; Speed Die d20; Damage Denominator 5; Shields 0; Armor 4; Hull 8; Weapons: Photon Cannon (Bow facing, Range 2, 4d6 dmg), Defensive Lasers (Stern facing, Range 1, 1d12 dmg); System Slots (10)

Slot	System	Slot	System
1	Engines	6	Cargo Hold
2	Engines	7	Living Quarters
3	Photon Cannon	8	Life Support
4	Defensive Lasers	9	Grav Control
5	Cargo Hold	10	Bridge

Sporc Fighter: Sporc fighters are not known for their combat prowess: they are primarily used to draw fire and provide cover for raiding frigates.

Maneuver Die d24; Speed Die d20; Damage Denominator 5; Shields 0; Armor 3; Hull 3; Weapons: Light Photon Cannon (Bow, Range 1, 3d6 dmg); System Slots (4)

Slot	System	Slot	System
1	Engines	3	Lt Photon Cannon
2	Life Support	4	Cockpit

STAR CRAWL RACE TEMPLATE

Avians

Many species have evolved from birds and retained their ability for flight. All have wings: some as forelimbs, others as additional limbs from their backs. To allow these wings to carry them, Avians have thin, delicate frames. Despite this, Avians are famously savage fighters.

Known Species

Bird People
Icari
Wind-Hawks

Stat Adjustments

Strength -1
Agility +2
Hit Die -1 Step (min d4)

Special Abilities

Flight (Fly at base 40" speed)
Natural Attack (Beak and/or talons: 1d4 dmg)

Though not possessing their own means for space flight, the primitive Wind-Hawks have managed to be found on many diverse worlds. They typically take over abandoned areas or ruins, aggressively preying upon locals. The more advanced races tend to consider them an invasive species.



STAR CRAWL RACE TEMPLATE

Bio-engineered

The creation of Bio-engineered slave species was just one of many atrocities committed by the Hoomins during the centuries their vast empire dominated the known universe. Built and raised for subservience, the Bio-engineered have fought to achieve independence.

Known Species

Derns
Mnemonics
Strongarms

Stat Adjustments

Choose any 2 abilities: all checks with these are made with 1 die step higher (max d30)

Choose 2 different abilities: all checks with these are made with 1 die step lower (min d4)

Special Abilities

Made to Serve (All saves to resist influence, mind control, or domination are made at -2)
Unsettled Scores (All attacks against Hoomins gain +2 to hit and damage)

The most prevalent Bio-engineered species are the Dern, or Blue Serfs. Developed for domestic servitude, the blue-skinned Derns have struggled against their genetic programming to form independent colonies. They take their name from the first of their kind to rise against her Hoomin masters.



STAR CRAWL RACE TEMPLATE

Bugs

Regardless of the species, Bugs are universally feared by other races. Their thought processes and behavior are truly alien to other sentients and they tend to have very little regard for other life.

Known Species

Ant-men of Aurelius VIII
Chitterers
Mandibuloids

Stat Adjustments

Personality -2
Natural AC +2

Special Abilities

Natural Attack (Bite, claw, sting, etc; at creation, choose ranged for 1d2 dmg or melee for 1d4 dmg)

Toxin (delivered via Natural Attack; roll 1d4 or choose from below)

1. Poison: Fort vs DC (10+Level) or KO 1d4 turns
2. Acid: Additional 1d3+Level damage
3. Paralytic: Fort vs DC (12+Level) or paralysis 2d4 rounds
4. Hallucinogen: Fort vs DC (12+Level) or Confused 1d6 turns

It is said that the Ant-men of Aurelius VIII can receive psychic orders from their queen up to three systems away. In truth, they rely upon psychic relays hidden on over 140 strategically located worlds.



STAR CRAWL RACE TEMPLATE

Greys

Greys are dedicated to scientific pursuits, particularly xenobiology. They have a sinister, almost mystical, reputation among the primitive worlds where they collect vast numbers of specimens. Despite this, their advanced technologies earn respect from other races.

Known Species

Abductors
Greys
The Silent Observers

Stat Adjustments

Strength -1
Stamina -1
Intelligence +2

Special Abilities

Natural Telepaths (can freely communicate mentally with other Greys and Psychers)

Upon journeying to the stars for the first time, many races are shocked to find that their "bogeymen" are in fact real. This, coupled with their aloofness and penchant for skin-tight bodysuits, has left the Greys amongst the most insular and mysterious known races.



STAR CRAWL RACE TEMPLATE

Hoomins

In the eyes of the universe's many inhabitants, the term "Hoomins" applies to all variants of soft fleshed bipeds apparently descended from apes. Any Dwarves, Elves, Halflings, or Humans would simply be called "Hoomin".

Known Species

Dwarf
Elf
Halfling
Human

Stat Adjustments

None

Special Abilities

Pervasive (Hoomins have spread throughout the universe and display a surprising capacity for interbreeding with other aliens.)

The "Thousand Year Empire" established the reputation of Hoomins as a cutthroat and xenophobic race. Through military might, these Hoomins forced alliances (or enslavement) upon hundreds of species. Despite its collapse within the last century, many Hoomins remain loyal imperialists.



STAR CRAWL RACE TEMPLATE

Lizards

Lizards have been spaceborne as long as any other race can remember. They are particularly hardy and adaptable, with countless variations of "Lizard" among the stars. Their fierce instincts serve them well in trade and combat alike.

Known Species

Reptaurs
Reptilloids
Serpines

Stat Adjustments

Stamina: +2

Special Abilities

Hardy (add Level to Fortitude Saves unless vs cold/ freezing)
Cold Blooded (-4 to all saves vs cold/ freezing)

The Serpine Pirates are amongst the most notorious villains in civilized systems. They prey upon all with equal hostility, including their own compatriots. Most of the slaves in the Fire Mines of Mito Ebsen owe their servitude to capture and sale by Serpine Pirates.



STAR CRAWL RACE TEMPLATE

Prime Apes

Intelligent apes exist on many worlds, representing an evolutionary alternative to Hoomins. While often oppressed by their evolutionary cousins, Prime Apes tend to be better regarded by the universe as a whole.

Known Species

Chimpazonians of Reltar
Gorilloids
Orangutan

Stat Adjustments

Strength +1
Personality +1

Special Abilities

Brachiation (Climb as Thief of same level)

The planet Reltar is a refuge and gathering place for Prime Apes of diverse species and origin. The world is famously hostile to Hoomins: Prime Ape battleships patrolling the system are said to destroy Hoomin manufactured vessels on sight.



STAR CRAWL RACE TEMPLATE

Robots

Sentient mechanical beings of all forms fall under the umbrella of "Robots", despite many of them despising the simplistic moniker. Though most were created by organics (or "flesh"), Robots typically view natural life forms as inferior and deserving of disdain. The feeling is often mutual.

Known Species

Androids
Mechanuloks
Replicants

Stat Adjustments

Strength: +1
Personality: -2
Intelligence: +2

Special Abilities

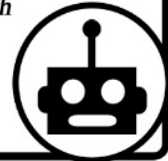
Artificial Body (Immune to toxins; cannot be healed by conventional medicine; take add'l 1d6 dmg from electric attacks)

Repairable (Can be Repaired by Mechanic (DC 12) to restore 1d6 HP per level of Mechanic)

Special Purpose (choose or roll 1d3 below)

1. Killer (Use 1 higher Crit Table)
2. Tool (Choose a Scoundrel or Thief skill: add Level to checks)
3. Diplomat (Luck check to know a race's language and/or customs)

Though there is no shortage of genocidal Robots across the cosmos, most Robots realize the purging of all flesh is an unrealistic goal. There's simply too much of it: their time is much better spent on other pursuits.



STAR CRAWL RACE TEMPLATE

Space Pigs

Considered by many other races to be boorish and ignorant, Space Pigs are frequently encountered in large numbers of their own kind. They are particularly suited to militaristic pursuits; without such structure, they tend to fall prey to chaos and disorder.

Known Species

Mupps
Spores
Star Swine

Stat Adjustments

Stamina: +2
Personality: -1
Intelligence: -1

Special Abilities

Scent Tracking (add Level to Perception when using sense of smell)

The Swinetrek is a well known vessel crewed entirely by Mupps. A HyperVue broadcast followed the crew for several cycles, sharing their (mis)adventures across the stars. Despite its notorious poor luck, the crew has a reputation for efficiency and bravery.



STAR CRAWL RACE TEMPLATE

Stonefolk

Stonefolk are a diverse range of species, including some with segmented rocky hides and others with supple stone-like flesh. Their lifespan is seemingly indefinite. Stonefolk can enter a statue-like state of hibernation that is indistinguishable from death, leaving many to wonder if they ever die at all.

Known Species

The Brikmen of Selta IX
Golems
Grantors

Stat Adjustments

Hit Dice: +2 die steps
(max d16)
Base Speed: 20

Special Abilities

Hardened Flesh (+1 AC/ level; -1 Agi/ 2 levels)
Ultravision (vision works on different wavelengths- can see things other races can't imagine)
Stone Systems (immune to gas & toxins; can survive long periods without food, water, or air; can survive in vacuum)

Captain Thistleton Dire is one of the universe's most famous Stonefolk. As the swashbuckling captain of the Dire's Wraith, he tries to project the image of a coldly efficient pirate- but those who've dealt with him know he's truly a hero to the hopeless who never refuses a distress call.



STAR CRAWL RACE TEMPLATE

Tentacloids

The only trait shared by the vastly diverse species of Tentacloids is tentacle-like limbs. Quantity and qualities of said appendages vary, but typically they are 6-10 sucker-lined arms. Many Tentacloids also appear moist at all times. Needless to say, most other races consider them to be gross. They're not wrong.

Known Species

Chullians
Crawling Watchers
Pakmar

Stat Adjustments

Strength +1
Personality -1

Special Abilities

Tentacle Climbing (Add Level x2 to any Climb checks)
Grabbers (Add level to any grapple/ hold checks)
Escape Artists (+2 to all attempts to escape captivity or bonds)

Due to their unusual physical language and complete lack of what most cultures consider civilization, the Crawling Watchers were not thought to be sentient for centuries after reaching the stars. Most assumed they were stowaways on the ships of more intelligent species.



STAR CRAWL RACE TEMPLATE

Vegetoids

Upon many worlds, plants have developed sentience and taken to the stars. Their technology is typically wondrous and bizarre living science. In particular, Vegetoid ships are vast living things that grow to their crew's needs.

Known Species

Fernulons
Fungoids of Falvor III
Supplants

Stat Adjustments

Stamina +1
Personality -1
Natural AC +1
Base Speed: 20

Special Abilities

Photosynthetic (regen 1 HP per Level each hour while in good growing conditions: sunlight for most; cool darkness for fungi)
Variant Morphology (roll 1d5 or choose from below)
1. Vegetative Mind: Immune to all mental attacks; -4 Int & Per
2. Spore Cloud: 1/day, Fort vs DC (10+Level) or KO (20' area)
3. Fruit Bearing: Grow Level number of healing (1d6) fruit daily
4. Thick Bark: +Level to AC; -1 Agi
5. Tendrils: Rapidly growing thin tendrils (5' round; max 40')

The Fungoid Fiends of Falvor III are popular, and frequent, participants in the arenas of the Chardon Gladiator Moons. They have earned their reputation: few opponents forget their first taste of a spore cloud.



System Slots

Slot	System	Notes
1		
2		
3		
4		
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6		
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20		

Notes

STAR FIGHTER RECORD

Name: _____ Pilot: _____

Class: _____

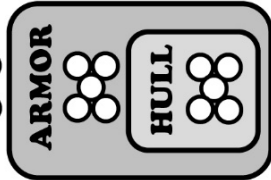
Maneuvering Die: _____

Speed Die: _____

Damage Denominator: _____



SHIELDS



Weapons **Damage** **Range** **Notes**

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Slot **System** **Notes**

1		
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4		

STAR FIGHTER RECORD

Name: _____ Pilot: _____

Class: _____

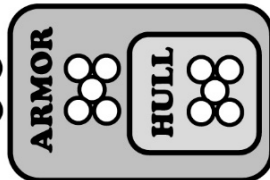
Maneuvering Die: _____

Speed Die: _____

Damage Denominator: _____



SHIELDS



Weapons **Damage** **Range** **Notes**

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Slot **System** **Notes**

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STAR FIGHTER RECORD

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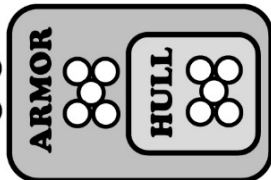
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Speed Die: _____

Damage Denominator: _____



SHIELDS



Weapons **Damage** **Range** **Notes**

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Slot **System** **Notes**

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4		

STAR FIGHTER RECORD

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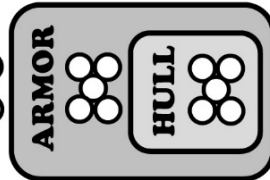
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Speed Die: _____

Damage Denominator: _____



SHIELDS



Weapons **Damage** **Range** **Notes**

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Slot **System** **Notes**

1		
2		
3		
4		

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