SPACE DUNGEON

Book I: Starsailors and Psionics

FURIOUS RABBIT PRODUCTIONS

SPACE DUNGEON

BOOK I

STARSAILORS AND PSIONICS

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BOOK I: STARSAILORS AND PSIONICS

INTRODUCTION

SPACE DUNGEON is an attempt to reclaim the future from the past. In content, it seeks to recapture the mood of early science fiction at a time before scientific reality encroached upon our fantasies of the future: a time when computers were banks of flashing lights that spoke with tinny voices, when robots were shambling hunks of machinery, when almost every intelligent being in the cosmos spoke the same language, and when physics took a back seat to fantasy. Similarly, in form, it harks back to the origins of roleplaying, a time before rules lawyers and power gamers were the audience of choice, a time when writers talked up to you instead of down to you, when half the fun was filling in the gaps in the rules with your imagination and on-the-spot improvisation, and when the thrill of the sheer newness of it all was more than enough to keep you going.

Another way of looking at it is that **SPACE DUNGEON** is itself one possible answer to the speculative question: "What would have happened had the authors of the Original Role-Playing Game been avid fans of Golden Age science fiction instead of fantasy?"

SF on the whole now seems to draw fewer serious readers and followers than does fantasy; this strikes me as odd, because in a way SF has far more potential to develop. Fantasy begins and ends with Tolkien, who for all practical purposes both invented and perfected the genre. A similar (mis)fortune has not befallen SF, and likely never will, because a quirk of the genre is that no matter how "hard" it tries to be, it is practically always dated within a few years when compared to progress in the real world. We laugh at the early stories that assumed data storage would always be done with tapes; and yet I think if this makes the stories less enjoyable for you, then you've kind of missed the point.

SF developed when science seemed like magic to a lot of people, so science could provide the same storytelling function that magic used to. Now that the development of technology, and in particular the advancement of computer technology within our lifetimes, has made "magic" practically a banality, it seems to me that there are two choices left for writers: keep on trying to keep up with technology until you're basically writing pure fantasy, or else go back to the Golden Age that defined the genre and try to figure out what made it a Golden Age in the first place. This is what **SPACE DUNGEON** was designed to help you do.

Like the Original Game, **SPACE DUNGEON** is meant to provide a generic framework within a specific range of subgenres. The subgenres in question are "science fantasy," "space opera," and "planetary romance." Mad sci-

entists, fantastic monsters, bug-eyed aliens, beautiful princesses, daring astronauts, and evil space corsairs … all these and more are waiting for you within these pages. The only missing ingredient is you and your imagination.

Look to the future … the future is now!

HOW TO PLAY

SPACE DUNGEON is like the Original Game in another important respect: it tries to provide the maximum possible information about the game in the minimum possible space. To accomplish this, some things have to be left out. In particular, **SPACE DUNGEON** does not go into as much detail about the actual flow of play as a complete beginner might wish. That said, at the present time there are many role-playing games meant specifically to teach beginners and many books and other resources for learning what role-playing is, so describing the minutiae of play is nowhere near as important now as it would have been at the time the Original Game was first released. On the other hand, a lot of work has gone into making **SPACE DUNGEON** as readable and as clearly organized as possible, another area where the Original Game left much to be desired, as those of us who ever tried to make coherent sense of it know all too well!

There is also the possibility of making good the omission by producing a special **SPACE DUNGEON** game supplement specifically for the purpose of teaching complete beginners how to play, but that is rather more a task for the future than the present.

In a nutshell, this is what happens when a group of friends get together to play **SPACE DUNGEON**. All but one of them will have gone to the trouble of creating *characters*, imaginary people in an imaginary world that the players will have fun pretending to be. In **SPACE DUNGEON**, player characters are also referred to as *starsailors*, a literal translation of "astronauts." Starsailors are defined by numbers representing their physical strength, their intelligence, and so on. These numbers are used to help decide what the starsailors can and can't do in their imaginary world, creating limitations to the power of imagination that make the shared fantasy challenging and therefore interesting. One of the players has a special status: the *Galaxy Master* (or GM for short), as this player is called, has to prepare an environment in advance, along with challenges, obstacles, and opponents. The GM has the uniquely rewarding task of making up everything in the imaginary world that isn't imagined by the players, including people, monsters, buildings, landscapes, worlds, and even entire galaxies, and then describing it all to them, including and especially how it all responds to their actions. In doing all this the GM uses the rules simply as a framework to provide consistency and a sense of reality, to keep the shared fantasy from being *mere* fantasy and therefore more like something that's really happening.

Although this sounds hard, it really isn't; a little preparation and an ability to improvise—acquired if necessary—really do go a long way.

The Original Game followed the convention of describing all the imaginary opponents that the GM comes up with as *monsters* if they were monstrous or hostile or as *non-player characters* (NPCs) if they were more like secondary characters in a story. **SPACE DUNGEON** still uses the term NPC, but replaces the fantasy term "monster" with the SF neologism *xenozoon* (plural *xenozoa*). This is a compound word put together from ancient Greek that can loosely be translated as "alien life form." Just like the original term "monster," "xenozoon" is largely treated within these pages as synonymous with "adversary," so there is no reason for players to expect xenozoa to always be aliens. Some of the worst xenozoa player characters might encounter could well be people!

Creating a starsailor is outlined in detail in the STARSAILOR CREATION SUMMARY section, but in brief, you begin by determining your *ability scores*. There are six abilities: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. Traditionally, the score for each is determined by rolling three six-sided dice. Since die-rolling happens a lot in the game, we use a convenient abbreviation to tell you how many dice of how many sides to roll. In this case we would tell you to roll *3d6* for each ability score and to record them all in pencil on a convenient piece of paper.

The next step is to choose a *species* and a *class*, and then to record any bonuses or penalties due to rolling exceptionally high or low ability scores. Write down the languages your starsailor knows and determine his or her hit points. Choose an *alignment*, write down any special powers and features of your class, roll for starting money and buy equipment, record your *armour class*, make any necessary notes on your weapons and other things like your *saving throw* modifiers, and that's all there is to it!

In the course of play your starsailor will accumulate *experience points* (XP). Gaining experience means that your starsailor improves, becoming tougher and better at whatever his or her class specializes in doing. The fun of role-playing games consists precisely in this continuity: you play the same starsailor from session to session and get to watch him or her grow in the course of play. There is no game board required because your starsailor's adventures take place entirely in your imagination, and there are no winners or losers because the whole point is simply to have fun together by sharing a good adventure story.

It's important to keep in mind that without the possibility of loss there can be no reward. Without an element of risk, the game wouldn't be any fun. For this reason role-playing games always include the possibility of starsailor "death," i.e. a rule that if your starsailor's hit points ever fall below a certain number, you're supposed to stop playing the starsailor. Even "losing" a starsailor in this sense isn't at all the same as losing at other games, because it makes for a better story, and serves the purpose of keeping the game challenging and fun. Roll up another starsailor, rejoin the game, and keep going!

Following the tradition of the Original Game, the rules of **SPACE DUNGEON** are presented in three booklets. The first, **BOOK I: STARSAILORS**

AND PSIONICS, contains all the rules for starsailor creation. The second, **BOOK II: XENOZOA AND UNCOMMON TECHNOLOGY**, lists a variety of strange creatures and unusual items and artifacts that your starsailor might encounter in the imaginary universe you create together. The third and last, **BOOK III: VOYAGES AMONG THE STARS**, contains rules and helpful advice for the GM to tie together all the rules in all the books to produce a consistent, interesting, and enjoyable role-playing experience for everyone.

As a player, all the rules you need are in the first book (this one), and it's also the only book you're allowed to consult during play. The GM, on the other hand, will need the rules in all three books, and will consult them all actively in the course of any given session of play.

ABILITY SCORE GENERATION

Each starsailor is defined by 6 abilities: STRENGTH, INTELLIGENCE, WISDOM, DEXTERITY, CONSTITUTION, and CHARISMA. The abilities have two basic functions. The first is to give players and the GM a broad sense of what starsailors are and are not likely to be able to do. For example, a starsailor with a slightly below average Strength score of 9 is unlikely to win a weight-lifting competition, and a starsailor with a far above average Wisdom score of 17 is unlikely to be fooled by a confidence trickster. The GM will take ability scores into account when making *ad hoc* rulings regarding the possibility of success or failure of your starsailor's chosen actions.

The second function of ability scores is to determine certain derivative and pre-defined starsailor capabilities. For example, Intelligence affects the maximum number of additional languages that all starsailors can learn over and above the ones they start with. Specifically for Psi-Sensitives, their Intelligence score determines the chance of being able to choose the new psionic techniques they learn at each level along with the number of additional psionic power points and techniques they have at their disposal (see the INTELLIGENCE table below).

Finally, each starsailor class has a *prime requisite*. This is an ability that is considered of primary importance for the class in question (see the CLASS FEATURES table below). Human starsailors with a high prime requisite score for their class receive a bonus to earned experience points (see the PRIME REQUISITE table below).

The classical method of generating ability scores was for the GM to roll 3d6 in order for each of the 6 abilities, to decide whether the results were acceptable given the planned difficulty level of the game, and if so, to pass the results on to the player. As you can probably guess, this method did not last very long before other approaches were introduced that allowed players more control over what type of starsailor they played. Following tradition, in addition to the classical method, **SPACE DUNGEON** offers the following alternatives for the GM and players to consider:

- Roll 4d6, keep the 3 highest die rolls and drop the 4th, repeat 6 times, and assign the results to the 6 abilities as desired.
- Roll 3d6 a total of 12 times, keep the 6 highest results, and assign them to the 6 abilities as desired.
- Roll 3d6 a total of 6 times for each ability, in order, and keep the highest of the 6 rolls.
- Roll 3d6 for each ability score, in order, and generate enough ability scores for a total of 12 different starsailors. Keep the one set of starsailor abilities you prefer.

SPACE DUNGEON only has one inviolable rule with respect to ability score generation, and it is this: the percentile die roll for exceptional Strength should *never* be fudged. Really exceptional Strength should remain an exceptional thing in order to maintain its prestige.

ABILITY SCORE REFERENCE TABLES

STRENGTH

Score	To Hit Modifier[1]	Damage Modifier[1]	Feats of Strength	Max. Item Points
3-4	-2	-1	1	3/4
5-6	-1	-	1	5/6
7-9	-	-	1-2	7/8/9
10-12	-	-	1-2	10/11/12
13-15	+1	-	1-2	13/14/15
16	+1	+1	1-3	16
17	+2	+2	1-4	17
18[2]	+2	+3	1-5	18
18 (01-50)	+2	+3	1-5	19
18 (51-75)	+3	+3	1-5	20
18 (76-90)	+3	+4	1-6 (1)[3]	21
18 (91-99)	+3	+5	1-6 (1-2)[3]	22
18 (00)	+4	+6	1-6 (1-3)[3]	23

1. Only Troopers and Templars receive the bonuses. All classes receive the penalties.

2. Troopers and Templars with a Strength score of 18 roll percentile dice and consult the additional lines according to the numbers in parentheses.

3. Numbers in parentheses represent chances to perform *legendary* feats of strength, e.g. destroying a temple by pushing over the pillars that hold up the roof.

To roll percentile dice (or d%), roll two ten-sided dice and read the first result as tens and the second as ones, producing a number from 01-00.

INTELLIGENCE

Score	Additional Languages	Chance to Choose Technique	Additional Psionic Power Points	Additional Techniques Known
3-4	-	20%	-3	-
5-7	-	30%	-2	-
8-9	-	40%	-1	-
10-12	+1	50%	-	-
13-14	+2	65%	-	-
15-16	+3	75%	+1	+1
17	+4	85%	+2	+1
18	+5	95%	+3	+1

WISDOM

Score	Healing Modifier[1]	Saving Throw Modifier[2]
3-4	-2	-2
5-7	-1	-1
8-9	-	-
10-12	-	-
13-14	-	-
15-16	+1	+1
17	+2	+1
18	+3	+1

1. The modifier is applied to any and every act of healing by the Medic. The penalties are applied to all classes when they use med-tech. A negative adjustment can never result in less than 1 hit point being restored.

2. Applied to all classes' saving throws versus Psionics & Mental Effects.

DEXTERITY

Score	Ranged Attack Modifier[1]	AC Bonus[2]
3-8	-1	-
9-12	-	-
13-14	+1	-
15	+1	+1
16	+1	+2
17	+1	+3
18	+1	+4

1. This modifier is applied to every "to hit" roll made with a ranged weapon. At the GM's discretion, this adjustment can also be applied to initiative rolls on an individual basis.

2. Only Troopers and Templars receive this bonus.

CONSTITUTION

Score	Hit Die Modifier	Maximum Number of Revivifications	Chance of Successful Revivification	Chance of Surviving Transmutations
3-6	-1*	3/4/5/6	30%	35%
7-10	-	7/8/9/10	50%	55%
11-12	-	11/12	75%	80%
13-14	-	13/14	85%	90%
15	+1	15	90%	95%
16	+1	16	95%	98%
17	+2	17	98%	99%
18	+3	18	99%	100%

* This penalty cannot adjust hit point rolls below a result of 1 per hit die.

CHARISMA

Score	Maximum Number of Employees	Reaction Modifier*
3-4	1	-2
5-6	2	-1
7-9	3	-
10-12	4	-
13-15	5	+1
16-17	6	+2
18	12	+3

* This modifier is applied both to Reaction Checks and to employees' initial Loyalty scores (see the EMPLOYEES section in **BOOK III: VOYAGES AMONG THE STARS**).

PRIME REQUISITE

Score	Experience Point Adjustment
3-6	-20%
7-8	-10%
9-12	-
13-14	+5%
15+	+10%

SPECIES DESCRIPTIONS

Humans are humans as we currently know them from our own experience. Their advantages relative to the humanoid species are that they receive an experience point bonus for high prime requisite scores and that they have unlimited advancement in all classes.

Alpha-class humanoids (Alphas) come from planets with gravity that is slightly lower than Human-standard and whose climates tend to be mild and temperate. They tend to be thin and slender, and are shorter and lighter than the human average (5', 120 lbs.). They live longer than humans, about 150–200 years. They tend to be intellectual and cultured, with a natural interest in other species and an affinity for psionics. Because of these traits they have a base 50% chance to understand unfamiliar cultures, i.e. intuitively understand their customs and mores, but not to speak and understand their languages. As well, they begin play with one extra psionic power point, and Alpha Psi-Sensitives are able to wear powered armour and use psionic techniques despite the armour restrictions of their class.

Delta-class humanoids (Deltas) come from planets with gravity that is significantly higher than Human-standard. They have adapted to dangerous environments and are squat and thickly-muscled, tending to be about 12" shorter and 20 lbs. heavier than humans on average. Typical lifespans range from 100–150 years. They have a natural affinity with engineering and technology and are extremely tough and resistant. They are able to detect traps, unusual constructions, and shifts in orientation and in gravity 60% of the time when they actively attempt to do so. They also have a base 65% chance of understanding unfamiliar technology and making it work. Finally, because of their inherent resilience and toughness, they have a +2 bonus to all saving throws (cumulative with class saving throw modifiers).

Android-class humanoids (Androids) are artificial creations intended to do work that humans would find undesirable or hazardous. They are built to be light and strong using modern synthetic materials, and are typically given pleasant features and personalities to help humans see them as harmless. Thanks to miniaturization technology, they tend to be about the same size and weight as humans. They do not need to breathe and thus are not affected by most gases or by suffocation; they are unaffected by hunger and thirst; and they are immune to most poisons and illnesses that would affect humans and humanoids. However, their synthetic tissues are vulnerable to some android-specific micro-organisms and toxins; and, while water-resistant, deep immersion in bodies of water will lead to leaks and internal short-circuiting. Typically they can survive for around 200 years before component degradation leads to irreversible systems shutdown. Androids have 4 slots for expansion circuits and begin the game with 3 slots already filled. Their chameleon circuit allows them to blend into the background 80% of the time; but to use this power, they cannot be in plain view and must remain stationary. Activation of the chameleon circuit is relatively slow and takes 1 round. They also come with a targeting circuit that gives them a +2 to hit with ranged weapons and a night-vision circuit that allows them to see in the infra-red spectrum for a range of 60'.

Half-Alphas result from mixed unions between humans and Alphas. They are roughly human-sized, but have the more refined features of Alphas. They tend to be outsiders and wanderers, and as a result develop a great interest

in and knowledge of other cultures. This results in a compassion for living beings that makes them naturally gifted Medics, so that Half-Alpha medics add +1 to hit points restored whenever they use med-tech or their own class abilities to heal. They also retain some of the Alphas' talent for psionics, permitting them to wear powered armour and still use psionic techniques. They are even better than Alphas at understanding unfamiliar cultures (65% chance). They live for about 80–90 years on average.

SPECIES FEATURES

Race	Features
Human	- XP bonus for high prime requisite scores. - Unlimited advancement in all classes.
Alpha	- Understand unfamiliar cultures 50%. - Bonus +1 psionic power point. - Can wear powered armour and use psionic techniques.
Delta	- Detect traps, unusual constructions, shifts in orientation and gravity 60%. - Understand and work unfamiliar technology 65%. - Bonus of +2 to all saving throws (cumulative with class saving throw modifiers).
Android	- 4 slots for expansion circuits; begin with 3 filled. - Chameleon circuit: blend into background 80%.* - Targeting circuit: +2 to hit with ranged weapons. - Night-vision circuit: see in infra-red spectrum 60' range. - Unaffected by hunger, thirst, gas, poison, suffocation.
Half-Alpha	- Understand unfamiliar cultures 65%. - Bonus +1 hit point healed if a Medic. - Can wear powered armour and use psionic techniques.

* To use this power, Android cannot be in plain view and must remain stationary. Chameleon circuit is slow, and takes 1 round to adapt to surroundings.

SPECIES CLASS OPTIONS

Species	Trooper	Psi-Sensitive	Medic	Rogue	Templar
Human	U	U	U	U	U
Android	8^1	-	-	U	-
Delta	10^1	-	-	U	-
Alpha	6^1	10^2	-	U	-
Half-Alpha	6^1	8^2	10^3	U	-

1. Add 1 to max. level if Strength is 17; add 2 if Strength is 18.

2. Add 1 to max. level if Intelligence is 17; add 2 if Intelligence is 18.

3. Add 1 to max. level if Wisdom is 17; add 2 if Wisdom is 18.

LEVEL LIMITS

Level limits have a number of functions within the game. The first is to provide a balancing function by offering a mild disincentive to choose the inherently more powerful humanoid species. The second is to help strengthen the Rogue class, which in concept is inherently weaker than the other classes. The third is to help ensure that when humanoid species are chosen, it is for the sake of good roleplaying. It is worthy of mention that the game is designed for starsailor retirement around level 10-14, so the level limits will have an impact on play, but not a tremendous one. In any case, players can always compensate for them through the intelligent redistribution of uncommon technology. Finally, level limits have been included to preserve an aesthetic quirk of the Original Game: you can't have it all, so you have to make choices. As far as **SPACE DUNGEON** is concerned, this is part of the fun!

CLASS DESCRIPTIONS

Troopers are trained fighters. They often come from a military or paramilitary background. They use a d8 to determine their hit points. They can use any weapons and armour, and some martial uncommon technology is only usable by them. Along with better chances to hit opponents, they also have special Strength and Dexterity bonuses that make them highly effective in combat. Beginning at 5th level, Troopers can attack twice per round; this requires them to hold a weapon in each hand, which prevents use of a shield. Finally, against opponents of 1 or less hit dice, Troopers get a number of melee attacks equal to their level. The same is true of any case where the ratio of the Trooper's levels to the xenozoa's hit dice is 4:1 or greater. These extra attacks are only permitted when the entire group of opponents meets the hit die requirement. Thus a 12th level Trooper would be able to attack 12 times if facing a group of enemies with 3 or less hit dice; but the presence of even one enemy of 4 hit dice in the group would prevent the bonus attacks. The prime requisite of Troopers is Strength. Troopers have a +2 bonus to saving throws versus Shock, Trauma, & Transmutation and Fields & Area Effects.

Templars are a sub-class of Troopers. They belong to a military order of warriors and have undergone specialized training and taken vows that give them special powers that they must use only to support the fight of Law against Chaos. Like Troopers, they use a d8 for hit points. They can use any weapons, but may use neither armour nor shield. Their training, however, results in an improvement in their base armour class by +1 per level until level 9, and then by +1 per 2 levels. Thus a Templar has a base armour class of 11 at level 1, 19 at level 9, and 20 at level 11, etc.

Templars get the same Strength and Dexterity bonuses as do Troopers. However, owing to their vows, they cannot own more than 10 items, of which only 4 can be weapons. They also cannot keep more than CR 1,000 wealth in reserve (i.e. wealth not spent on XP).

Templars have a bonus of +2 to hit and damage when fighting with a glowblade and begin play with one in their possession (i.e. they do not have to spend starting CR to acquire it). Due to their experience with field medicine, they can cure 2 hit points per level once per day. The frequency with which they can use this power increases by 1 every 5 levels, so a 5th level Templar can cure 10 hit points twice daily and at 10th level can cure 20 hit points thrice daily. (Note that Templars do not gain a positive healing modifier for high Wisdom as do Medics.) Beginning at 2nd level, Templars can detect Chaos at will within a 60' range. Beginning at 6th level they can use psionics as a Psi-Sensitive of 5 levels less and can use psionic recordings (only). They can never research new techniques or manufacture psi-gear.

Templars must have a Charisma of 17 or higher. Although Charisma is their prime requisite, they do not obtain experience point bonuses for high Charisma. They must avoid Chaotic acts and avoid associating with Chaotic characters. The nature of their powers and vows, however, makes them vulnerable to Chaos, and a Templar who commits too many acts of a Chaotic nature ultimately falls from grace and becomes an NPC under the control of the GM (see the ALIGNMENT section for details). They have a +2 bonus to saving throws versus Shock, Trauma, & Transmutation and Fields & Area Effects.

Psi-Sensitives have a natural affinity with the forces of Order and Entropy and with the mysterious psi-factor that underlies both. Their minds are able to draw upon psi-factor and channel its power into techniques that produce wondrous effects. They are weak fighters and use a d4 to determine their hit points. They can only use light weapons and, due to the arduous mental practice that their discipline requires, cannot use any armour or shields.

Psi-Sensitives can learn and use psionic techniques. They can also use psi-gear, including psionic recordings. They gain a number of psionic power points equal to their level plus a number of additional points based on Intelligence (see the INTELLIGENCE table). Thus 4th level Psi-Sensitives with an Intelligence score of 17 have 6 power points at their disposal (an Alpha would have 7). Power points are expended when using techniques; all expended power points are regained after a good night's sleep.

Psi-Sensitives begin the game knowing 2 techniques if their Intelligence is 15 or greater; otherwise they only know 1. They learn 1 new psionic technique per level. Their chance of choosing the techniques they know and learn is dependent on their Intelligence (see the INTELLIGENCE table). If the Chance to Choose Technique roll is failed, the technique gained is selected randomly from all those they able to learn at that level and do not yet know.

Initially, Psi-Sensitives are limited in the techniques that they can learn and use; they can only learn techniques of a level equal to half their level rounded up. Thus only Psi-Sensitives of 3rd level or higher can learn second level techniques, and only Psi-Sensitives of 5th level or higher can learn third level techniques.

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Psi-Sensitives are able to research new techniques. At 11th level they are able to manufacture psionic recordings. Their prime requisite is Intelligence. They have a +2 bonus to saving throws versus Streams, Jets, & Sprays and Psionics & Mental Effects.

Medics are specialists in care and healing. While they are almost as good in combat as Troopers, their true strength lies in team support. They use a d6 to determine hit points and are restricted to light weapons, though they can use any armour. They are the only class that can stabilize unconscious characters with negative hit points (takes 1 round). Their medical knowledge also enables them to heal 1d6 hit points plus any healing modifier for high Wisdom once per person per day. The total hit points healed increases by 1d6 for every 5 Medic levels. This medical intervention takes 1 turn per person. If in a position to offer treatment, Medics can confer a +2 bonus to saving throws versus Toxins & Illnesses and Shock, Trauma, & Transmutation. Finally, Medics also have a base 50% chance (+5% per level to maximum 95%) to diagnose disease, illness, and injury and to determine an effective treatment.

Medics are able to use med-tech restricted to Medics. Their prime requisite is Wisdom. Medics have a +2 bonus to saving throws versus Toxins & Illnesses and Shock, Trauma, & Transmutation. They can only be lawful or neutral.

Rogues are roving adventurers who live by their wits. They use a d4 to determine hit points and can use only light weapons and armour. The demands of their profession have caused them to develop unusual expertise in a skill set that defines the functions of their class. These skills include:

– Opening (pick mechanical and electronic locks, bypass security systems);

– Tinkering (find and disable traps; fix broken mechanisms and machines; make computers do things);

– Sneaking (move around undetected; also climbing, hiding, jumping);

– Speaking (read an unfamiliar language; understand/make yourself understood to someone speaking an unfamiliar language);

– Stealing* (picking pockets, sleight of hand, prestidigitation);

– Cheating* (breaking rules without anyone noticing);

– Lying* (persuade, overcome someone's common sense, barter.

* Intended victims above 6th level reduce the chance of stealing, cheating, and lying successfully by 5% for every 2 levels above 6th. If the roll fails by +20% or more, the intended victim (of whatever level) will become aware of the attempt. Thus if a 10th level Rogue attempts to pick the pockets of a 12th level character, the actual chance of success is 55%, and the character will notice the attempt on a roll of 75% or higher.

Skills have a percent chance to succeed that is based on the Rogue's level and species. They improve at a rate of 5% per level. No matter what adjustments are applied, there is always a minimum 5% chance of failure and a minimum 5% chance of success.

Other classes can attempt to do things that are covered by Rogue skills; e.g. anyone can try to lie; but Rogues will have a much higher chance to succeed as a rule, and will be able to tell much bigger lies.

Rogues have extremely quick reactions and have a bonus of +1 to their individual initiative on the first round of combat when they have a ranged weapon readied. As well, any attack made with this weapon in the first round of combat if the Rogue has initiative (or if the enemy is surprised) will be at +4 to hit. If this attack succeeds, the total damage rolled will be doubled. Every 4 levels, the Rogue can make another such attack, and the damage multiplier is increased by 2 (i.e. 2 attacks at 4x damage at 4th level, 3 attacks at 6x damage at 8th level, and so on).

Rogues, because of their wanderings and jack-of-all-trades orientation, can use psionic recordings at 10th level; but there is always a 10% chance of the psionic recording backfiring in some way that is harmful to them. Their prime requisite is Dexterity. They have a +2 bonus to saving throws versus Streams, Jets, & Sprays and Psionics & Mental Effects.

Rogues must begin as neutral or chaotic, but are unique among classes in having the option to switch alignment. At level 5, a chaotic Rogue may opt to become neutral. A neutral Rogue may opt to become lawful.

CLASS FEATURES

Class	Prime	HD	Alignment	Weapons	Armor
Trooper	Strength	d8	Any	Any	Any
Templar	Charisma*	d8	Lawful	Any	None
Psi-Sensitive	Intelligence	d4	Any	Light	None
Medic	Wisdom	d6	Lawful or Neutral	Light	Any
Rogue	Dexterity	d4	Neutral or Chaotic	Light	Light

* Although Templars are a sub-class of Troopers and must have a Charisma of 17+, they do not receive an XP bonus for a high prime requisite score.

CLASS SAVING THROW MODIFIERS

Class	Modifiers
Trooper	+2 bonus to saving throws versus Shock, Trauma, & Transmutation and Fields & Area Effects.
Templar	+2 bonus to saving throws versus Shock, Trauma, & Transmutation and Fields & Area Effects.
Psi-Sensitive	+2 bonus to saving throws versus Streams, Jets, & Sprays and Psionics & Mental Effects.
Medic	+2 bonus to saving throws versus Toxins & Illnesses and Shock, Trauma, & Transmutation.
Rogue	+2 bonus to saving throws versus Streams, Jets, & Sprays and Psionics & Mental Effects.

CLASS ABILITIES

Class	Abilities
Trooper	- Special Strength and Dexterity bonuses. - At 5th level: attack 2x/round if wielding two weapons. - Number of attacks equal to Trooper's level against opponents with 1 or less hit dice as well as against opponents whose total hit dice are less than or equal to 1/4 the Trooper's level.
Templar	- Must have 17+ Charisma. Must avoid Chaotic acts. - Trooper Strength and Dexterity bonuses (but not two-weapon use and multiple attacks). - Bonus of +2 to hit and damage when fighting with a glowblade. Begin play with a glowblade. - Armour class improves by +1/level until level 9, and then by +1/2 levels. - Cannot keep more than $1,000 wealth in reserve. - Cannot own more than 10 items, including 4 weapons. - Cure 2 hit points/level 1x/day. Frequency increases by 1 every 5 levels. - At 2nd level: detect Chaos at will, 60' range. - At 6th level: use psionics as a Psi-Sensitive of 5 levels less and use psionic recordings, but no other psi-gear.
Psi-Sensitive	- Can learn and use psionic techniques. - Can use psi-gear. - Can research new techniques. - At 11th level: manufacture psionic recordings.
Medic	- Can stabilize characters at < 0 hit points. Takes 1 round. - Can heal 1d6 hit points + Wisdom healing modifier once per person per day (takes 1 turn per person); hit points healed increases by 1d6 for every 5 levels. - Confer upon others a +2 bonus to saves against Toxins & Illnesses and Shock, Trauma, & Transmutation. - Base 50% chance (+5% per level to max. 95%) to diagnose disease, illness, and injury and determine treatment. - Can use med-tech restricted to Medics.
Rogue	- Rogue skills. - At 5th level: option to switch alignment. - At 10th level, can use psionic recordings, but 10% chance of backfire. - If ranged weapon readied, +1 to individual initiative in 1st round of combat; if Rogue also has initiative, +4 to hit, and 2x damage if attack succeeds. Gain 1 additional attack and +2 to damage multiplier every 4 levels.

LANGUAGES

The languages listed below are for the most part actually language families, groups of dozens or perhaps hundreds of very similar language variants, each of which is understandable in principle by anyone fluent in any of the others. They tend to be grouped by function as well as by the home quadrant in which they are most frequently used. Each language is indexed, catalogued, and assigned a name and reference code (the first three letters of which are given in parentheses below) for ease of reference among galactic linguists. These names and codes are scientific classifications and not necessarily the way that native speakers refer to their own languages.

The major language families in use by starsailor species are:

– *Galactic Common Speech* (GCS). The languages of common acceptance and use throughout the myriad galaxies. The standard human speech.

– *Alpha Language Family* (ALF). The languages of Alphas, the prime inhabitants of Alpha Quadrant. Also spoken by Half-Alphas.

– *Delta Aggregated Common* (DAC). The languages of Deltas, the prime inhabitants of Delta Quadrant.

– *Android Bio-optimized Speech* (ABS). A melange of beeps, clicks, hisses, and whistles used by androids for rapid information exchange with organics and with other mechanical beings in a sonic medium.

The major languages specific to starsailor classes are:

– *Military Universal Dialect* (MUD). The professional speech of Troopers, soldiers, warriors, fighters, and all military and paramilitary types.

– *Templar Standard Tongue* (TST). The language used by the Order of Templars. There is a 60% overlap with the Military Universal Dialect and a 40% overlap with the Psionic Constructed Language, such that those fluent with these languages have the same percent chance of mutual understanding with speakers of the Templar Standard Tongue.

– *Psionic Constructed Language* (PCL). An artificially constructed language in use among Psi-Sensitives to discuss the theory and practice of psionics.

– *Dialogic Diagnostic Speech* (DDS). A language specifically developed for the use of Medics, it has an extremely rich vocabulary to describe symptoms, diseases, illnesses, diagnoses, and cures.

– *Standardized Thieves' Cant* (STC). A loose conglomerate of borrowed words, fairground speech, and rhyming slang whose use is particularly widespread among Rogues, entertainers, gamblers, galactic rovers, scoundrels, picaroons, and other people who must travel the universe to live.

Other languages in widespread use throughout the cosmos include:

– *Abacus Evolved Communication.* (AEC). This is a means of communication that involves the manipulation of a set of tokens representing abstract ideas on a complex game board (see the EQUIPMENT table for

cost), so named because it evolved from more advanced designs of the abacus. It is a specialized non-verbal language for the communication of complicated philosophical and aesthetic concepts. It requires a minimum Intelligence score of 12 to learn at all, and the language is so difficult that one's % chance of communicating a particular line of thought is restricted to one's Intelligence score x 5. It is an extremely slow and detailed form of communication, the average simple conversation lasting about an hour. It is favoured by Psi-Sensitives, who use it as a method of mental training, and by higher level Templars, for similar reasons.

– *Commercial Exchange Language* (CEL). The language primarily used for commerce, trade, and diplomacy. Highly legal and technical in vocabulary and construction, it is spoken by merchant space navies, mercantile guilds, politicians, ambassadors, and negotiators.

– *Lunar Galactic Common* (LGC). Originally in use among Delta lunar colonists, spread throughout Delta-allied quadrants by migration.

– *Migratory Interplanetary Dialect* (MID). The language families in use by the Space Nomads, a coalition of migratory peoples with no fixed home planet or quadrant.

– *Old Terran Esperanto* (OTE). A Terran constructed language, used by some groups of humans and spread to human-colonized quadrants.

– *Old Terran Volapük* (OTV). Another Terran constructed language, spoken by some groups of humans, largely in frontier quadrants.

– *Omicron Modified Speech* (OMS). A highly modified offshoot of Galactic Common Speech, so different that it is counted as a separate language family. Used primarily by hostiles from the Omicron Quadrant.

– *Outer Stellar Dialect* (OSD). The language families in use primarily in the outer quadrants among frontier species.

Beginning languages. All starsailors begin the game knowing two or three languages: Galactic Common Speech as well as the respective languages of their species (if humanoid) and class. Starsailors may learn a maximum number of additional languages determined by their Intelligence Scores. Not all these languages need be selected at the beginning of the game. Players may leave "space" for their starsailors to learn new languages later in the game as opportunities present themselves. It is not normally possible to learn the language of another class. However, the Speaking skill of Rogues does allow them to understand other class languages and communicate in them.

Xenozoic languages. It is assumed that intelligent xenozoa with individual cultures each speak their own language. For ease of reference these can simply be referred to by the names of the xenozoa that speak them, e.g. "Illa-Loa." These languages are not normally known by starsailors at the start of the game but may be acquired in the course of play. It is also assumed that the vast majority of xenozoa within the contacted universe are able to speak at least one of the standard languages in the three lists above.

HIT POINTS

Hit points are an abstract representation of a starsailor's ability to resist succumbing to game "death." Hit points are lost whenever a starsailor is subjected to physical strain, damage, or injury. When hit points drop to 0 or less, the starsailor is unconscious and can take no action. It is possible for hit points to be a negative value, e.g. if a starsailor is reduced to 1 hit point and then is struck by a sword for 3 hit points of damage, the starsailor is unconscious and has hit points of -2. Starsailors at 0 or negative hit points lose a further hit point each round. Game death ensues at -10 hit points.

Only Medics can stabilize starsailors at negative hit points without special equipment. It takes 1 round for a Medic to stabilize an unconscious starsailor (also see the Medic class description). The stabilized starsailor loses no further hit points and will awaken in 1d6 turns with 1 hit point.

Hit points are naturally recovered at the rate of 1 hit point per day of full rest.

ALIGNMENT

In the world of **SPACE DUNGEON**, Order and Entropy are actual forces. They are complementary manifestations of the fundamental psi-factor that Psi-Sensitives manipulate and channel through their techniques. All starsailors, NPCs, and intelligent xenozoa have a fundamental stance towards these primeval galactic forces based on whether they seek to promote further organization in the galaxy, increase the amount of disorder, or prefer to stand back and allow the cosmic process to play itself out without interference. In the ethical sphere this is referred to as *alignment*, and it can have one of three values: *lawful*, *neutral*, or *chaotic*, depending on whether the character's basic orientation is towards Law, Chaos, or Neutrality.

The concept of alignment is important for consistent role-playing and also because some uncommon technology as well as other game factors (e.g. techniques, xenozoic powers, and so on) may affect characters differently depending on their alignment. It is also historically important because it preserves an essential aspect of the mood of the Original Game, and so has been retained in **SPACE DUNGEON**.

Rogues and alignment. Rogues are unique among classes in having the option to switch alignment. At level 5, a chaotic Rogue may opt to become neutral. A neutral Rogue may opt to become lawful.

Templars and alignment. Because of the vows that give them their special powers, Templars are particularly vulnerable to Chaos in a way that other starsailor classes are not. The GM will secretly award Chaos points to each Templar for committing Chaotic acts (e.g. associating with Chaotic characters, cowardice in the face of battle, or the use of subterfuge would result in +1 Chaos point). Conversely, the running total of Chaos points would be decreased by Lawful and heroic acts. The running total of Chaos points awarded

will always be tracked secretly by the GM. If the Chaos point total ever reaches 10, the Templar "falls from grace," becoming a Chaotic NPC permanently under the control of the GM. As the Chaos point total grows, the GM should provide the Templar with admonitory signs in the form of nightmares, omens, premonitions, visions, and so on.

STARSAILOR ADVANCEMENT

As starsailors journey through the universe, they accumulate *experience points* (XP). Their level is a function of total experience points earned. As their level increases, they gain more hit points, improve at combat, get better *saving throws* (chances to avoid negative effects), and may acquire other powers as well. These other powers are outlined in the CLASS ABILITIES table.

Each time a starsailor gains a level, another hit die of the given type is rolled and the result added to the starsailor's total hit points. Note that total hit dice at each level are listed in the tables in order to help you roll up a new starsailor in case you should you lose your current one to perils in the game world. In this case the GM usually asks you to roll up a starsailor of the appropriate level and reintroduces you into the game at a convenient point.

The rule for generating XP progressions is to double the XP required for level 2 for each following level until the last level at which hit dice are gained, and then to require that amount of XP for each succeeding level. Thus becoming an 11th level Trooper would require 614,400 XP.

TROOPER EXPERIENCE PROGRESSION

Level	Title[1]	XP	Hit Dice (d8)	"To Hit" Modifier[3]	Saving Throw Modifier
1	Recruit	0	1	-	-
2	Combatant	1,600	2	-	+1
3	Veteran	3,200	3	+2	+1
4	Warrior	6,400	4	+2	+2
5	Avenger	12,800	5	+2	+2
6	Defender	25,600	6	+4	+3
7	Protector	51,200	7	+4	+3
8	Vindicator	102,400	8	+4	+4
9	Trooper	204,800	9	+6	+4
10	Trooper, 10th Level	409,600	9+2[2]	+6	+5

1. Templars use the same table as Troopers but their level titles are Novice, Initiate, Cavalier, Challenger, Champion, Exemplar, Paragon, Paladin, Templar.

2. +2 hit points per level past level 9. Constitution bonus no longer applies.

3. The rate of progression for the "to hit" modifier is +2/3 levels for Troopers.

PSI-SENSITIVE EXPERIENCE PROGRESSION

Level	Title	XP	Hit Dice (d4)	"To Hit" Modifier[2]	Saving Throw Modifier
1	Visionary	0	1	-	-
2	Psychic	2,075	2	-	+1
3	Channeler	4,150	3	-	+1
4	Clairvoyant	8,300	4	-	+2
5	Mind Reader	16,600	5	+2	+2
6	Mentalist	33,200	6	+2	+3
7	Telepath	66,400	7	+2	+3
8	Pataphysicist	132,800	8	+2	+4
9	Psionicist	265,600	9	+2	+4
10	Psychonaut	531,200	10	+4	+5
11	Psi-Sensitive	1,062,400	11	+4	+5
12	Psi-Sensitive, 12th Level	2,124,800	11+1[1]	+4	+6

1. +1 hit point per level past level 11. Constitution bonus no longer applies.

2. The rate of progression for the "to hit" modifier is +2/5 levels for Psi-Sensitives.

ROGUE EXPERIENCE PROGRESSION

Level	Title	XP	Hit Dice (d4)	"To Hit" Modifier[2]	Saving Throw Modifier
1	Hooligan	0	1	-	-
2	Knave	1,000	2	-	+1
3	Gambler	2,000	3	-	+1
4	Smuggler	4,000	4	+2	+2
5	Trickster	8,000	5	+2	+2
6	Adventurer	16,000	6	+2	+3
7	Wayfarer	32,000	7	+2	+3
8	Traveller	64,000	8	+4	+4
9	Voyager	128,000	9	+4	+4
10	Rogue	256,000	10	+4	+5
11	Rogue, 11th Level	512,000	10+1[1]	+4	+5
12	etc.	768,000	10+1	+6	+6
13	etc.	1,024,000	10+2	+6	+6
14	etc.	1,280,000	10+2	+6	+7

1. +1/2 hit point per level past level 10. Constitution bonus no longer applies.

2. The rate of progression for the "to hit" modifier is +2/4 levels for Rogues.

ROGUE SKILLS PROGRESSION

Level	Opening	Tinkering	Sneaking	Speaking	Stealing	Cheating	Lying
1	20%	25%	35%	50%	25%	35%	30%
2	25%	30%	40%	55%	30%	40%	35%
3	30%	35%	45%	60%	35%	45%	40%
4	35%	40%	50%	65%	40%	50%	45%
5	40%	45%	55%	70%	45%	55%	50%
6	45%	50%	60%	75%	50%	60%	55%
7	50%	55%	65%	80%	55%	65%	60%
8	55%	60%	70%	80%	60%	70%	65%
9	60%	65%	75%	80%	65%	75%	70%
10[1]	65%	70%	80%	80%	70%	80%	75%
11	70%	75%	85%	80%	75%	85%	80%
12	75%	80%	90%	80%	80%	90%	85%
13	80%	85%	95%	80%	85%	95%	90%
14	85%	90%	95%	80%	90%	95%	95%

1. At 10th level, Rogues can use psionic recordings; but there is always a 10% chance of harmful backfire.

Rolling above the percentages in the table indicates failure; no other attempts may be made. No matter what level the Rogue is and what adjustments are applied, there is always a minimum 5% chance of failure and a minimum 5% chance of success.

Intended victims above 6th level reduce the chance of stealing, cheating, and lying successfully by 5% for every 2 levels above 6th. Thus if a 10th level Rogue attempts to pick the pockets of a 12th level character, the actual chance of success is 55%. If the roll fails by +20% or more, the intended victim will become aware of the attempt (on a roll of 75% or more in this example).

HUMANOID ROGUE SKILL ADJUSTMENTS

Species	Opening	Tinkering	Sneaking	Speaking	Stealing	Cheating	Lying
Alpha*	-	-	+15%	+10%	+5%	-	-
Delta	+5%	+15%	-	-	-	+5%	+5%
Android	+5%	+10%	-	+15%	-	-	-

* Also Half-Alpha.

MEDIC EXPERIENCE PROGRESSION

Level	Title	XP	Hit Dice (d6)	"To Hit" Modifier[2]	Saving Throw Modifier
1	Intern	0	1	-	-
2	Sawbones	1,250	2	-	+1
3	Leech	2,500	3	-	+1
4	Alienist	5,000	4	+2	+2
5	Chirurgeon	10.000	5	+2	+2
6	Practitioner	20,000	6	+2	+3
7	Healer	40,000	7	+2	+3
8	Medic	80,000	8	+4	+4
9	Medic, 9th Level	160,000	8+1[1]	+4	+4
10	etc.	240,000	8+1	+4	+5
11	etc.	320,000	8+2	+4	+5
12	etc.	400,000	8+2	+6	+6

1. +1/2 hit point per level past level 8. Constitution bonus no longer applies.

2. The rate of progression for the "to hit" modifier is +2/4 levels for Medics.

MULTI-CLASSING

All humanoids can be single-classed Rogues; Deltas, Alphas, Half-Alphas, and Androids can be single-classed Troopers; Alphas and Half-Alphas can be single-classed Psi-Sensitives; Half-Alphas can be single-classed Medics. Level limits apply to all classes but Rogue (see the SPECIES CLASS OP-TIONS table). Any 2 or 3 classes available to the humanoid species in question can be combined to create a multi-classed starsailor as per the below rules. Humans cannot be multi-classed (but see the DUAL-CLASSING section below).

XP requirements for each multi-classed level are obtained by adding the XP requirements for all the classes together. So a Trooper/Psi-Sensitive/Rogue requires 1,600 + 2,075 + 1,000 = 4,675 XP to reach Level 2. XP requirements for higher levels still include those for all classes, even when a level limit is reached in one or more of the classes. Multi-classed starsailors do not receive any XP bonus for high prime requisites.

Hit points are determined by averaging all the dice for the individual classes. Thus upon gaining level 2, a Trooper/Psi-Sensitive/Rogue would roll 1d8 + 1d4 + 1d4 and divide the total by 3, rounding fractions of 0.5 and higher up, and otherwise rounding down, and finally adding any Constitution bonus to the result.

Once a starsailor reaches a level limit in a particular class, the starsailor determines hit points by averaging the hit dice of the class or classes in which advancement is still possible. Thus a level 7 Trooper/Psi-Sensitive/Rogue with a Strength score of 16 and therefore limited to level 6 in the Trooper

class (see the SPECIES CLASS OPTIONS table) would roll 1d4 + 1d4 and divide by 2, round off as above, and apply any Constitution bonus. Note that as stated above, the XP requirement for level 7 would still be the sum of the three classes' XP requirements *including* Trooper.

The following class-based restrictions apply to multi-classed starsailors:

– Multi-classed Troopers lose their special Strength and Dexterity bonuses along with the ability to wield two weapons at level 5 and their multiple attacks against opponents with low hit dice.

– Multi-classed Rogues cannot wear heavy armour and still use Rogue class abilities.

– Multi-classed Psi-Sensitives cannot wear any armour and still use psionic techniques *except* for powered armour.

Otherwise, with regard to rolls to hit, weapon choices, and everything else, multi-classed starsailors select the most favourable options from among their classes at any given level. They receive all the saving throw bonuses of their classes, but the bonuses are not cumulative, i.e. having a bonus of +2 to the same saving throw category in two classes does not add up to a bonus of +4. They also possess the starting languages of all their classes.

DUAL-CLASSING

Dual-classing is an option available only to humans, and only once in their careers. At any point after reaching level 2, a starsailor may switch to another class, provided that 1) a minimum score of 16 is possessed in the prime requisite of the new class; 2) the starsailor's alignment meets the requirements of the new class; and 3) the starsailor is able to learn the language of the new class. Most abilities from the old class are retained along with hit points (see exceptions below), but no more advancement is possible in that class. Progress in the new class begins at level 1 and follows the new experience progression table. The saving throw modifiers of the former class are lost and replaced by those of the new class.

The following class-based restrictions apply to dual-classed starsailors:

– Dual-classed Troopers lose their special Strength and Dexterity bonuses along with the ability to wield two weapons at level 5 and their multiple attacks against opponents with low hit dice.

– Dual-classed Rogues cannot wear heavy armour if they wish to use their Rogue class abilities.

– Dual-classed Psi-Sensitives cannot wear any armour at all if they wish to use psionic techniques.

Otherwise, with regard to rolls to hit, weapon choices, and everything else, multi-classed starsailors select the most favourable options from among their available class levels, but receive no XP bonus for high prime requisites.

Templars may not be dual-classed. However, they may switch to the Trooper class at any time, effectively losing all special Templar abilities and becoming Troopers of the same level. In this case they do not gain the ability to wield two weapons at level 5, nor do they have multiple attacks against opponents with low hit dice.

MONEY AND EXPERIENCE

The currency in use throughout most of known space is the Galactic Credit (CR). Credits exist in both electronic and paper form. The most common manner of carrying credits for purposes of everyday transactions is the credit chip. This is a card not unlike our own debit cards, with the difference that money is actually loaded onto the card (the vastness of interstellar space makes real-time computer networking on a vast scale unfeasible). Counterfeiting is prevented by means of a complex system of encryption and accounting.

To gain experience points, starsailors must spend the money they acquire in their adventures. This expenditure represents both their upkeep costs and the cost of the training they require in order to gain new levels. The credits spent for experience points cannot be used for any other purpose. If you use credits to buy equipment, items, or services, those credits do not provide any experience points. Conversely, credits spent on experience points disappear from the game and cannot be used to purchase equipment or other items or services.

Experience points are awarded for credits on a 1 to 1 basis. A prime requisite bonus means that more experience points are awarded for spending the same amount of credits. Thus a starsailor with a 10% experience point bonus for a prime requisite score of 15+ will earn 1,100 XP for every 1,000 CR spent on training and upkeep.

While awarding experience points for money is not strictly "realistic," doing so has the advantages of being easy and convenient, of retaining a charming quirk of the Original Game, and of providing a simple and constant motive for adventure. If starsailors are to thrive and grow, they must be vigilant and constantly in search of new opportunities for gain!

When pricing new items or attempting to get a sense of the fairness of pricing in trade, to get a (very) rough idea of the value of items, consider that 1 CR is about $20 in the real world. Although credits, like our currency, are divided into 100 subunits or "cents," for the sake of convenience prices in the equipment tables below are rounded up to the nearest CR.

ENCUMBRANCE AND MOVEMENT

The encumbrance of equipment is measured in abstract units called *item points*. The maximum number of item points starsailors can carry is determined by their Strength (see the STRENGTH table). As a general rule, if an

item is large enough to be significant and can be carried in one hand, it is worth 1 item point. If it requires two hands to carry, it is worth 2 item points.

Movement rates are a function of the total number of item points carried (see the MOVEMENT RATES table below). Indoors, starsailors can move up to twice their movement rates in a normal turn.

Containers. Backpacks and other containers increase maximum allowable item points. They have no beneficial effect on movement rates.

MOVEMENT RATES

	Unburdened (0-6 Item Points)	Burdened (7-12 item points)	Overburdened (13+ item points)
Indoors	12"	6"	3"
Encounters	3 lines	2 lines	1 line

Exceptional strength. Troopers and Templars can add their "to hit" modifiers for exceptional Strength to the limits in the MOVEMENT RATES table. Thus a Trooper or Templar with 17 Strength could carry up to 8 item points and still remain unburdened, would be burdened carrying 9-14 item points, and would be overburdened carrying 15+ item points.

STARTING EQUIPMENT

Equipment available at the start of the game (other than weapons and armour) shouldn't provide any game-significant advantage or benefit. Items that do should all be considered uncommon technology. The aim of starting equipment is a negative one: to prevent inconvenience.

In the beginning, passage in spaceships will have to be bought; later in the game, when the party has more funds, they can be rented. Only towards the middle of the game may starsailors have enough CR to buy a spaceship, and then only a small one. Note that a new light plane in the real world costs something on the order of $300,000!

The items listed in the EQUIPMENT table are largely self-explanatory (except for battery chargers). Where necessary, explanations are given in the notes to the table.

Battery chargers. The standard battery chargers available to starsailors at the beginning of play require solar energy to operate. This is typically unproblematic so long as a few hours are spent outdoors every day. Problems will only be encountered if the starsailors spend protracted periods of time indoors, underground, or around artificial light sources.

The lack of functioning battery chargers can be disastrous, as one of their main uses is to recharge the batteries used to power ranged energy weapons (see the WEAPONS and AMMUNITION AND ACCESSORIES tables for more information).

EQUIPMENT

Item	Cost (CR)	Item	Cost (CR)
AEC game board	10	Laser pointer	1
Backpack, large**[1]	10	Lifejacket	5
Backpack, small[2]	5	Lockpicks	10
Bag	1	Lodestone	5
Battery charger, fast[3]	40	Lute**	15
Battery charger, slow[4]	20	Magnifying Glass	5
Boots, plain	2	Mallet	2
Boots, walking	5	Med-kit	15
Canteen	1	Mirror	1
Chain, 10'***	5	Net**	2
Communicator	20	Notebook & pen	1
Compass	2	Oil and cloth	1
Cooker	8	Pan, metal	1
Crampons	5	Pick	5
Credit chip	1	Pitons, 10	2
Dictaphone	10	Pole, 10'**	1
Dictionary	2	Pouch	2
Firestarter	1	Ring, plain	20
First aid kit	5	Rope, 50'**	1
Flashlight	2	Sack[5]	2
Food pastilles, 5	8	Shovel**	5
Gemstone, synthetic	50	Shovel, folding	10
Gloves, plain	3	Spacesuit	50
Gloves, supple	5	Spikes, iron, 5	2
Gyroscope[6]	25	Stake, wooden	1
Hammer	3	Sub-space radio	10
Hat	1	Telescope, pocket	10
Hook, grappling	5	Tool set, small	5
Icebox**	10	Utility belt	2
Lantern & oil	5	Water purifier**	5

, * All equipment listed counts as 1 item unless otherwise indicated by asterisks. The number of asterisks corresponds to the number of item points.

1. Counts as 2 items but increases carrying capacity by 8 item points (net effect +6 item point capacity).

2. Counts as 1 item but increases carrying capacity by 5 item points (net effect +4 item point capacity).

3. Takes 1/2 hour to recharge one shot.

4. Takes 1 hour to recharge one shot.

5. Counts as 1 item but increases carrying capacity by 4 item points (net effect +3 item point capacity).

6. Gyroscopes, once set, always point in the same direction.

ARMOUR AND PROTECTIVE GEAR

Boots, gloves, and helmets protect against environmental hazards, but have no direct effect on armour class. They can be worn by all classes. Templars and Psi-Sensitives cannot wear any armour or carry any shield, except for Alpha and Half-Alpha Psi-Sensitives, who can wear powered armour and still use psionic techniques. Rogues can only wear mesh armour; they cannot carry shields (see the SPECIES FEATURES and CLASS FEATURES tables).

Mesh armour is a thin weave of extremely strong metalized plastic, similar to medieval chain mail, but stronger and lighter. It covers the torso, upper arms, and thighs.

Plexi-shields are made of specially hardened battle plastic. They improve armour class by 1. They are considered heavy armour, and so cannot be used by Rogues.

Resin, ceramic, and plate armour consist of protective material fitted to the body. They include gauntlets, boots, and helmets or head coverings made of the same material as the rest of the suit.

The item points of armour are equal to base AC – 10. A shield is worth 1 item point.

Should it ever become necessary to convert armour classes from the Original Game to the system used in **SPACE DUNGEON**, the rule is to calculate *20* – Original Game AC; this reflects a change in the chance to hit an unarmoured character at level 1 from 55% in the Original Game to 50% in **SPACE DUNGEON**.

ARMOUR

Armour	Base AC	Cost (CR)	Item Points	Weight
None	11	-	-	-
Boots	-	5	1	-
Gloves	-	2	1	-
Helmet	-	8	1	-
Mesh	13	15	3	Light
Plexi-shield	+1	10	1	Heavy
Resin	15	30	5	Heavy
Ceramic	17	50	7	Heavy
Plate	19	150	9	Heavy

WEAPON TYPES

There are four types of weapons: light melee, heavy melee, light ranged, and heavy ranged. See the CLASS FEATURES table for permissible weapons.

Most of the weapon types should be familiar. Where further explanation is necessary, it is given as notes to the tables below.

WEAPONS

Weapon	Type	Cost (CR)	Ammo	Item Points
Club	Light melee	1	-	1
Knife	Light melee	5	-	1
Quarterstaff*	Light melee	2	-	1
Boomerang	Light ranged	3	-	1
Needle gun	Light ranged	25	Needles	1
Short bow*	Light ranged	15	Arrows	1
Sling	Light ranged	1	Sling bullets	1
Vibro-pistol	Light ranged	20	Mini battery	1
2H Sword*	Heavy melee	15	-	2
Battleaxe*	Heavy melee	15	-	2
Glowblade	Heavy melee	100	-	1
Pole arm*	Heavy melee	8	-	2
Sword	Heavy melee	10	-	1
Spear, thrust	Heavy melee	3	-	1
Long Bow*	Heavy ranged	20	Arrows	1
Crossbow*	Heavy ranged	25	Bolts	1
Energy rifle*	Heavy ranged	40	Large battery	1
Handgun	Heavy ranged	30	Magazine	1
Ray gun	Heavy ranged	35	Small battery	1
Spear, thrown	Heavy ranged	3	-	1

* Two-handed weapon; precludes concurrent use of a shield.

A Note on Glowblades. This heavy melee weapon merits a brief explanation because of its importance to Templars. Glowblades are made of a special alloy that responds to electrical stimulation by becoming incredibly hard and sharp and by giving off a brilliant light. The power pack of a glowblade is able to replenish itself from solar energy under normal circumstances. No particular attention need be given to this, as the blade requires significantly less energy than other weapons, and a few minutes a day in the sun is enough for the weapon to remain operational.

A glowblade that is out of power or not turned on is for all intents and purposes just a regular sword (i.e. does the same damage, and has the same modifiers versus armour class).

AMMUNITION

Most ranged weapons require ammunition in some form or another. The specific form is given in the WEAPONS table above. Ammunition costs are given in the AMMUNITION AND ACCESSORIES table below.

Players are expected to track the use of ammunition and to ensure that they have a sufficient supply on hand. Bullets have to be replaced; as a general rule, 50% of other projectiles will be recoverable and reusable. Searching for spent projectiles after a battle takes 1 turn.

Batteries can be replaced or otherwise recharged; see the STARTING EQUIPMENT section for details on battery chargers.

AMMUNITION AND ACCESSORIES

Item	Cost (CR)	Item Points
Arrows, 10	5	1
Arrow quiver, holds 20	2	1
Battery, mini, 5 shots	5	1
Battery, small, 10 shots	10	1
Battery, large, 20 shots	20	1
Bolts, crossbow, 10	5	1
Bolt hip quiver, holds 10	2	1
Bullets, sling, 10	1	1
Magazine, 10 bullets	10	1
Needles, 10	5	1

WEAPON MODIFIERS

There are "to hit" modifiers applied both to melee and to ranged weapons as per the following tables:

TO HIT MODIFIER BY MELEE WEAPON AND ARMOUR TYPE

Weapon	Dmg.	None		Mesh		Resin		Ceramic		Plate	
		11	12	13	14	15	16	17	18	19	20
2H Sword[1]	1d10	+2	+1	+2	+1	+2	+1	+1	0	+1	0
Battleaxe[1]	1d8+1	+1	0	+2	+1	0	0	+2	+1	-1	-2
Club	1d4	+1	0	+1	0	0	0	+1	0	+1	0
Glowblade	1d10	+1	+1	+1	+1	+1	+1	+2	+2	+2	+2
Knife	1d4	+1	0	+1	0	0	0	-1	-2	-2	-2
Pole arm[1,2]	1d8	+2	+1	+2	+1	+1	0	0	0	0	0
Quarterstaff[1]	1d4+1	+2	+1	+2	+1	0	0	+1	0	-1	-2
Spear[3]	1d6	+1	+1	+1	+1	0	0	0	0	0	0
Sword	1d8	+1	0	0	0	0	0	-1	-2	-1	-2

1. Two-handed weapon; precludes concurrent use of a shield.

2. Pole arms have an additional modifier of -3 if range is 0. They have a longer reach than other weapons and permit melee attacks against opponents of range 1 or 2.

3. Thrust spear.

Important: the modifiers in the TO HIT MODIFIER BY MELEE WEAPON AND ARMOUR TYPE table above are *only* applied when facing opponents actually wearing armour of the given type. When attacking enemies with natural armour, e.g. scaly skin, thick hides, dense shells, etc., the table should not be used.

TO HIT MODIFIER BY RANGED WEAPON TYPE

		Range in Lines						
Weapon	**Dmg.**	**0**	**1**	**2**	**3**	**4**	**5**	**6**
Boomerang[1]	1d6	-	+1	+1	0	0	0	0
Long Bow[2]	1d6	-	+2	+2	+1	+1	0	0
Crossbow[2,3]	1d6+1	-	+3	+2	+1	+1	+1	+1
Energy rifle[2]	1d8	-	+3	+2	+2	+2	+1	+1
Handgun	1d6+1	+3	+2	+1	0	0	0	0
Needle gun[4]	1d6	+2	+1	0	0	-1	-2	-3
Ray gun	1d4+2	+3	+2	+1	0	0	0	-1
Short Bow[2]	1d4+1	-	0	0	0	0	-1	-1
Sling	1d4	+2	+1	+1	0	-1	-2	-2
Spear[5]	1d6	-	+1	+1	0	0	-1	-1
Vibro-pistol[3,6]	1d4	+1	+1	0	0	0	-1	-2

In the table above, a modifier of "-" means that the weapon cannot be used at that range.

1. If target is missed, boomerang returns to sender; if target is hit, boomerang is lost but can be retrieved after the battle.

2. Two-handed weapon; precludes concurrent use of a shield.

3. Rate of fire 1/2 rounds. Every second round must be spent reloading. No shield bonus is permitted while reloading.

4. Must be pumped to restore air pressure every 5 rounds (takes 1 round) and manually reloaded every 10 shots (takes 2 rounds).

5. Thrown spear. At range 0, spears can only be used for melee attacks.

6. If hit, target must save vs. Streams, Jets, & Sprays, and if failed, is at -1 to hit for 1d4 rounds due to disorientation from the weapon's vibratory rays.

Ranged weapon modifiers. In contrast to melee weapons, the modifiers for ranged weapons reflect each weapon's effectiveness at a certain distance from its target. **SPACE DUNGEON** uses an abstract ranging system in which distance is measured in "lines"; this system is explained in more detail along with the intricacies of combat in **BOOK III: VOYAGES AMONG THE STARS**.

Improvised weapons (stones, bottles, etc.) do 1d3 damage and are at -2 all ranges.

PSIONICS

Behind the forces of Order and Entropy lies the mysterious psi-factor. Certain individuals discover that their minds are sensitive to psi-factor and are able, with long and arduous training, to use their minds to produce apparently miraculous effects. The discipline that involves the study and practice of psi-manipulation is called *psionics*. The use of psionics to produce specific effects involves learning *techniques*. Techniques are activated by mentally running through a set series of abstract and abstruse symbolic thoughts. Learning a technique involves mastery of this sequence of thoughts. The thoughts in question are inexpressible in most languages and require mastery of a specially constructed language, the PCL (see the LANGUAGES section; the TST suffices for Templars' limited psionic capabilities). Activating the technique requires the expenditure of psionic *power points*.

It is assumed for game purposes that the use of psionics requires concentration but unless otherwise stated in the technique's description, the process is rapid enough to permit use in a combat situation.

Learning techniques. As stated in the CLASS DESCRIPTIONS section, Psi-Sensitives begin the game knowing 2 techniques if their Intelligence is 15 or greater; otherwise they only know 1. They learn 1 new psionic technique per level. Their chance of choosing the techniques they know and learn is dependent on their Intelligence (see the INTELLIGENCE table). If this roll is failed, the technique gained is selected randomly from all those they able to learn at that level and do not yet know. Initially, Psi-Sensitives can only learn 1st level techniques. Beginning at 3rd level they can learn 2nd level techniques, and beginning at 5th level they can learn 3rd level techniques.

Psionic power points. Psi-Sensitives have a base number of psionic power points equal to their level; Psi-Sensitives with high Intelligence have additional power points (see the INTELLIGENCE table). Thus 4th level Psi-Sensitives with an Intelligence score of 17 have 6 power points at their disposal. Alphas have +1 power point (see the SPECIES FEATURES table). Using a technique requires the expenditure of a number of power points equal to the technique's level. All expended power points are regained after a good night's sleep.

Androids and psionics. Except where techniques produce effects that fall under Androids' specific immunities (hunger, thirst, gas, poison, suffocation, and the like), techniques affect Androids just as they do all other species. This is because the synthetic minds of Androids are sophisticated enough that they have more or less the same psychic vulnerabilities as humans and humanoids. True robots may be immune to some psionic effects.

Psi-gear. Psi-Sensitives can use uncommon technology known as *psi-gear* to augment their inherent abilities. The most common type of psi-gear is *psionic recordings*. Psionic recordings allow Psi-Sensitives to activate a technique without expending power points and without needing to have learned the technique contained in the recording. They are erased by use.

LIST OF TECHNIQUES

	Level 1	Level 2	Level 3
1.	Alter Lighting	Camouflage	Adaptation
2.	Alter Temperature	Cloak Thoughts	Alter Size
3.	Block Psionic Effect	Deflect	Bind Animal
4.	Charm	Dehydrate	Control Animals
5.	Command	Dodge	Empathetic Link
6.	Energy Bolt	Energy Bolt II	Energy Bolt III
7.	Fold	Hibernate	Fists of Steel
8.	Fuse Surfaces	Hypnosis	Id Exteriorization
9.	Ignite	Jump	Invisibility
10.	Improve Armour	Paralyze	Levitation
11.	Intuit Answer	Probe Thoughts	Possession
12.	Locate Object	Psionic Projectile	Psionic Projectile II
13.	Night-Vision	Psychic Assault	Psychokinesis
14.	Read Minds	Scare	Second Wind
15.	Remote Viewing	Sense Traps	Send Fetch
16.	Reveal Hidden	Shift Phase	Strangle
17.	Shatter	Summon Assistance	Telekinesis II
18.	Speak Languages	Teleport	Transformation
19.	Telekinesis	Telepathy	Transmutation
20.	Treat Wounds	Trip	Understand Animals

Research and engineering. Psi-Sensitives can also research new techniques and, beginning at 11th level, manufacture their own psionic recordings. Rules for psi-gear, technique research, and psionic recordings are given in **BOOK II: XENOZOA AND UNCOMMON TECHNOLOGY**.

EXPLANATION OF TECHNIQUES

First Level Techniques

Alter Lighting. Changes the lighting in a 60' radius to a maximum darkness equal to a moonless night or to a maximum brightness equal to noon sunshine on a summer's day. Lasts 1d6+2 turns.

Alter Temperature. Changes the temperature in a 60' radius to a maximum low of 4°C/40°F or a maximum high of 40°C/104°F. The alteration takes 1 turn and lasts for 1d6+4 turns.

Block Psionic Effect. This technique prevents the operation of any one specific psionic technique within a radius of 60'. The Psi-Sensitive must direct the block against a specific effect, or against something that is suspected of being an effect; it cannot simply be used over a blanket area. Effects caused by techniques that are no longer in operation cannot be undone, e.g. the damage done by an Energy Bolt cannot be restored, but an attempt at Remote Viewing can be stopped.

Charm. Makes the target see the Psi-Sensitive as a dear, trusted friend; +3 to all rolls on the REACTION AND MORALE CHECK RESULTS table (see **BOOK III: VOYAGES AMONG THE STARS**). If the target succeeds in a saving throw versus Psionics & Mental Effects, the technique is nullified. Duration 1d6+2 turns, but the effect ceases immediately if the Psi-Sensitive does something grossly incompatible with the target's perception of the Psi-Sensitive as a friend.

Command. The target must obey one specific, non-suicidal, non-treasonous command given by the Psi-Sensitive, e.g. "forget you ever saw me," "give me a drink," "go away," etc. If the command violates the target's basic convictions, it will automatically fail. The command must be capable of being carried out within a period of 5 minutes. Only sentient beings who can understand commands can be affected; this includes e.g. a well-trained guard dog. The target is allowed a saving throw versus Psionics & Mental Effects; if it succeeds, the technique has no effect.

Energy Bolt. Produces an electrical discharge that automatically does 1d4+1 damage to the target. Effective range is 60' or 6 lines in combat; no "to hit" roll is required.

Fold. With this technique any one inanimate object of 1 item point or less can be folded into a small, palm-sized paper-thin square. The folded object can fit into a large pocket and weighs virtually nothing (0 item points). Anyone can restore the original object simply by unfolding the square. Refolding the object requires another use of the technique. Folding and unfolding each take 1 turn to complete.

Fuse Surfaces. This technique fuses two surfaces together permanently. It will work on any non-living material including metal, glass, stone, and wood. The fusion is physical and can only be undone by breaking the items or structures apart. The maximum area of effect is a 10' x 10' area of contact.

Ignite. Produces a burst of flame that can start a small fire. The Psi-Sensitive must touch the object to be ignited. Cannot be used on a living thing or on worn clothing.

Improve Armour. By boosting the Psi-Sensitive's reflexes, this technique increases the Psi-Sensitive's armour class by 2 and confers a +2 bonus on all saving throws. The effect lasts for 1d6+1 rounds.

Intuit Answer. Gives the Psi-Sensitive a vague sense of an answer to a yes or no question. The chance that the question is answered truthfully is 50% plus 5% per level of the Psi-Sensitive, to a maximum of 95%.

Locate Object. Produces a general sense of how to find a specific object or type of object, e.g. what to do specifically in the next three turns to get closer to the object, or what to do generally to find the object.

Night-Vision. Confers the ability to see in the infra-red spectrum, 60' range. With this technique the Psi-Sensitive can fight in darkness or against an invisible opponent at no penalty. Artificial illumination spoils the effect. Duration: 1d6 turns.

Read Minds. Allows the Psi-Sensitive to discover the surface thoughts and motivations of one character within a range of 60'. Can also be used to determine alignment. If the character is unwilling, a successful saving throw versus Psionics & Mental Effects will nullify the effect. Regardless of success or failure, the target immediately becomes aware of the attempt.

Remote Viewing. Allows the Psi-Sensitive to see (but not hear) in a 30' radius up to 100' away. If the location has not been previously visited, the Psi-Sensitive must specify a direction and distance for the centre of the area being viewed. The interposition of solid matter between the area and the Psi-Sensitive does not normally interfere with remote viewing. The area of effect must remain stationary, though the point of view can be changed within the area as if the Psi-Sensitive were physically present to view the scene. Psi-Sensitives present at the location will automatically know they are being viewed. If the target location is dark, objects will be seen as if dimly illuminated. Maximum duration 1 turn.

Reveal Hidden. Discloses the existence of hidden or concealed items or doors as well as invisible or otherwise hard to see objects. The normal area of effect is the immediate location of the Psi-Sensitive (10' radius).

Shatter. Causes one common and unexceptional item of 1 item point or less within a range of 60' to shatter into many pieces, becoming completely unusable. Has no effect on uncommon technology. If the item is being held or carried, a successful saving throw versus Psionics & Mental Effects will result in no effect.

Speak Languages. Allows understanding of and communication in an unfamiliar language, but not the ability to read or write it. Can be used on others as well as oneself. Duration 1d6 turns.

Telekinesis. Can move 1 object of up to 10 lbs. a maximum distance of 100'. Any object hurled at an opponent is treated as an improvised ranged weapon (1d3 damage, -2 at all ranges).

Treat Wounds. This technique instantaneously cures 1d6 hit points of damage. The Psi-Sensitive must touch the character whose wounds are being treated.

Second Level Techniques

Camouflage. Alters the appearance of one human-sized or smaller object so that it blends in perfectly with its surroundings. The object can only be found if it is looked for (base 20% chance of success) or stumbled over. If the target moves or is moved, it becomes instantly visible. Duration 1d6 turns.

Cloak Thoughts. Immediately nullifies any attempt to read the Psi-Sensitive's mind, including the Read Minds and Probe Thoughts techniques. Duration 1d6 turns.

Deflect. Stops a single ranged weapon of any sort including projectiles and rays. The intent to use the technique must be declared after a successful hit

but before any damage is rolled. This technique is instantaneous and does not count as the character's action for the round; however, only one use is allowed per round.

Dehydrate. Alters the atomic structure of unliving matter, producing a small crystal from which the original item or items can be reconstituted by dissolving the crystal in water. The equivalent of up to 10 item points of equipment or 10 cubic feet of wall, dirt, or earth can be dehydrated into a crystal of 1 item point. The crystal has the texture of hard glass and will not be unintentionally shattered under normal circumstances, but will dissolve instantly in water. If the crystal is damaged, the original items are completely ruined. Reconstitution of the original items is relatively slow and takes one turn.

Dodge. As Deflect, but stops a single successful melee attack.

Energy Bolt II. Produces two electrical discharges that can be directed at the same target or at separate targets. Each bolt automatically does 1d4+2 damage. Effective range is 60' or 6 lines in combat.

Hibernate. The Psi-Sensitive falls into a deathlike state characterized by immunity to the effects of heat and cold, to oxygen deprivation, and to drowning, suffocation, or gas. The state lasts 2d6 turns and cannot be ended by normal means, though the Block Psionic Effect technique will awaken the Psi-Sensitive immediately. During hibernation the Psi-Sensitive is completely vulnerable to physical weapons and can be killed instantly by armed foes. When the effect ends and the Psi-Sensitive awakens, a roll against the Chance of Successful Revivification indicated in the CONSTITUTION table is made; if this is failed, the Psi-Sensitive dies instantly.

Hypnosis. Alters the mind of the target so that something false is believed to be true. This can range from believing that a friend is an enemy to full-blown hallucinations. Requires the target to be at close range and to understand what the Psi-Sensitive is saying. A successful saving throw versus Psionics & Mental Effects means the technique has no effect. Activating the technique requires 1 turn, and the effects last for 1d6 turns.

Jump. Allows you to jump 10' vertically or horizontally and land safely. An attempt can be made in combat to strike an opponent upon landing provided that the opponent is exactly 1 line away. The target is allowed a saving throw versus Psionics & Mental Effects; if it succeeds, the technique has no effect. If it fails, the target takes 1d4 hit points damage and is knocked prone (-4 to hit and to armour class; rising takes 1 round).

Paralyze. If the target fails a saving throw versus Psionics & Mental Effects, the target is paralyzed and cannot move for 1d4 turns. Range 60' or 6 lines in combat.

Probe Thoughts. Similar to Read Minds, but allows detailed knowledge of even deeply hidden motivations and desires. Lasts 1d4 turns.

Psionic Projectile. Creates an energy projectile that does 1d6+3 hit points damage if the Psi-Sensitive makes a successful "to hit" roll. Effective range

is 60' or 6 lines in combat. Range modifiers: 0/+3, 1/+2, 2/+2, 3/+2, 4/+1, 5/+1, 6/+1.

Psychic Assault. Causes a state of overwhelming confusion in the target. The target must make a saving throw versus Psionics & Mental Effects each round or be unable to act coherently, moving in random directions and generally bungling things. If the target is attempting to attack and a friend is within range, the target will attack the friend instead. Range 30' or 3 lines. Duration 1d4+1 rounds.

Scare. The target must make a saving throw versus Psionics & Mental Effects; if this is failed, the target is gripped with blind, unreasoning terror of the Psi-Sensitive and attempts to flee the immediate area. Targets above 5th level get a +1 bonus to the saving throw for each level they are higher than the Psi-Sensitive. The target must be close enough for the Psi-Sensitive to make visual contact (not more than 10' or 1 line). The target can do nothing but move away from the Psi-Sensitive as fast as possible using the most direct route. If the target is cornered or prevented from fleeing, the effect immediately ends. Lasts 1d4+1 rounds.

Sense Traps. The Psi-Sensitive becomes aware of any traps within a 60' radius, including a knowledge of how they are triggered and a general sense of the likely results.

Shift Phase. Turns the body, worn clothing, and carried items insubstantial without altering their appearance. The Psi-Sensitive can move through solid objects, but is unable to grasp or move them, or to be harmed by them. The Psi-Sensitive can still use stairs and will not sink through floors unless an effort is made to do so. Duration 1d3 turns or until voluntarily ended. If the effect ends while the Psi-Sensitive is wholly or partially within a solid object, corresponding injuries (including death) will result.

Summon Assistance. Sends a telepathic call for assistance that will be received by the person most likely to respond within a radius of 1 mile per level of the Psi-Sensitive. The recipient of the call will have a general sense of who is calling, why, and from where. The intention of the call is known clearly enough to prevent deception. The recipient cannot be chosen.

Teleport. The Psi-Sensitive dematerializes and rematerializes in another location within a 100' radius. If the location has not been previously visited, the Psi-Sensitive must specify a direction and distance. Materializing wholly or partially within a solid object will produce corresponding injuries, including death. Can also be used to close to melee range in combat.

Telepathy. Opens a two-way channel for mental communication to a selected person. The channel is tenuous by nature and there is a 50% chance of any communication arriving in a garbled or incomplete form. This chance is reduced by 5% per level of the Psi-Sensitive but cannot be less than 5%. The effect lasts for 1d4+1 turns.

Trip. Knocks an opponent who fails a saving throw versus Psionics & Mental Effects to the ground. The target is prone (-4 to hit and to armour class; rising

takes 1 round). The target must be roughly human-sized and human-shaped (i.e. capable of being tripped) for the technique to work. Range: 60' or 6 lines in combat.

Third Level Techniques

Adaptation. Completely nullifies damage from exposure to hostile environments and toxic substances such as gas, acid, heat, cold, immersion, radiation, and the like. Duration 1d6+4 turns.

Alter Size. Shrink to a minimum height of 6" or grow by a maximum of 6'. Mass increases correspondingly. Melee attacks do +1 damage and Strength is increased by 1 point per 2' growth to a maximum of 18. Clothes shrink or grow along with the Psi-Sensitive, but equipment, armour, and weapons do not. Duration 1d6+1 turns.

Bind Animal. Creates a special psionic link between the Psi-Sensitive and a tame animal of human size and weight or less. The animal becomes intelligent and able to speak in the native language of the Psi-Sensitive. The consciousness of the Psi-Sensitive can also be shifted into the animal's body; under normal circumstances, this is automatically successful and requires one turn. During this time the Psi-Sensitive's body is comatose and exhibits all the signs of death except actual decay. The Psi-Sensitive is able to use psionics while in the animal's body. If the Psi-Sensitive's body is killed while its consciousness inhabits the animal, it is trapped there. If the animal is ever killed, the Psi-Sensitive is immediately reduced to 0 hit points and must roll against the Chance of Surviving Transmutations indicated in the CONSTITUTION table; if this is failed, the Psi-Sensitive dies instantly. The bond is permanent but requires 1d6 hours of complete concentration to establish. Only one animal can be bound at any given time.

Control Animals. Allows control over the actions of 2d4 animate beings of animal sentience and nature. If the animals are unwilling (e.g. hostile and attacking) each can make a saving throw versus Psionics & Mental Effects to nullify the control. Duration 1d4+1 turns.

Empathetic Link. Allows full access to another being's deepest memories, thoughts, and motivations, even beings of a radically different nature. Functions even if the target is unwilling, but the Psi-Sensitive is required to physically touch the being throughout the duration of the effect, which is 1d4+1 turns. At its conclusion, the Psi-Sensitive must make a saving throw versus Psionics & Mental Effects; if this is failed, the Psi-Sensitive's normal character and personality are temporarily forgotten and replaced by that of the other being. This side effect lasts for 1d6 turns.

Energy Bolt III. Produces three electrical discharges that can be directed at the same target or at separate targets. Each bolt automatically does 1d4+3 damage. Effective range is 60' or 6 lines in combat.

Fists of Steel. The Psi-Sensitive can make a melee attack with bare fists that does 2d6 hit points damage if the "to hit" roll succeeds. The blow is so

powerful that it will cause normal armour to buckle, destroying a plexi-shield or, if the opponent is not using a shield, reducing armour class by 1. Uncommon technology (e.g. powered armour) is not affected. The technique takes 1 round to prepare, so the Psi-Sensitive will only be able to make the melee attack on the following round. Outside of melee this technique can also be used to punch through wooden walls and doors up to 6" thick, stone slabs up to 3" thick, and metal sheets up to 2" thick.

Id Exteriorization. Materializes a monster from the Psi-Sensitive's Id. The beast is under control so long as the Psi-Sensitive maintains concentration and takes no other action. If under stress (e.g. is hit successfully), the Psi-Sensitive must save versus Shock, Trauma, & Transmutation or lose control of the Id Beast, at which point it attacks everything within reach. The Id Beast's statistics are: AC 19 (natural armour), HD 8, 36 h.p., #AT/D 2 claws/1d6 + 1 bite/1d4, MV 12", AL C, SN 3, ML +2. The Id Beast is immune to mind-affecting techniques, heat, cold, gas, poison, and oxygen deprivation. Duration 1d6+4 rounds.

Invisibility. Within a 60' radius, erases the Psi-Sensitive from others' perceptions. Those who fail a saving throw versus Psionics & Mental Effects act as though the Psi-Sensitive were in fact invisible and undetectable (-4 to hit). Only sentient beings whose psychology is reasonably similiar to the Psi-Sensitive's can be affected by this technique (humans, humanoids, and most animals and intelligent beings). Duration 1d6 rounds.

Levitation. Permits controlled flight at a speed of 12". Duration 1d6+1 turns. If the effect ends while the Psi-Sensitive is in the air, falling damage ensues.

Possession. Allows the Psi-Sensitive to take over the body of another creature of roughly the same size and mentality. If the creature is unwilling, a saving throw versus Psionics & Mental Effects nullifies the technique. Targets above 5th level get a +1 bonus to the saving throw for each level they are higher than the Psi-Sensitive. If the Psi-Sensitive succeeds, the creature's body is occupied by the Psi-Sensitive's consciousness. The Psi-Sensitive can then use all the creature's physical powers and abilities and has access to its memories, but cannot speak its language or use its psionic techniques. During the possession, the Psi-Sensitive's own body is to all appearances in a catatonic stupor. The possession takes 1 turn to accomplish and lasts 1d6+1 turns. If the Psi-Sensitive's own body is destroyed, the Psi-Sensitive can continue to exist in the possessed body, but the possessed creature can attempt another saving throw reach time the Psi-Sensitive is under stress, and in any event not less than once per day. If the creature succeeds, the Psi-Sensitive's consciousness is displaced and ceases to exist.

Psionic Projectile II. As Psionic Projectile, but creates two projectiles that each do 1d6+6 hit points damage. Each projectile requires a separate successful "to hit" roll.

Psychokinesis. Move 1 very large object of up to 1,000 lbs. in weight and 10 cubic feet in size a maximum distance of 100'. Movement is very slow (3"), making it almost impossible to harm someone with the technique.

Second Wind. Work continually without resting, eating, drinking, or sleeping for 1d4+1 days, but following the Second Wind, an equal number of days must be spent in complete rest. No power points are regained until the end of the rest period.

Send Fetch. Creates a simulacrum of the Psi-Sensitive (a "fetch") to a distant place. The place must have been visited previously, or else the Psi-Sensitive must specify a direction and distance. The maximum range is 1 mile per level. The Fetch is a copy of the Psi-Sensitive as currently outfitted. All possessions except for uncommon technology will be successfully duplicated and function correctly. The Fetch can fight and employ psionic techniques just as the Psi-Sensitive. When its hit points are reduced to 0, it simply dissipates, with none of its injuries passed on to the Psi-Sensitive. While seeing, hearing, and acting through the Fetch, the Psi-Sensitive's actual body remains locked in meditation and completely unaware of its surroundings; it can be killed instantly by hostiles. Duration 1d6+1 turns.

Strangle. For a period lasting 3 rounds, the target must save versus Psionics & Mental Effects each round or lose 1d6 hit points due to strangulation. The technique requires the Psi-Sensitive to maintain concentration, preventing movement or any other activity. For the duration of the effect, the target has a -2 penalty to hit and to armour class regardless of the result of the saving throw. Range: 60' or 6 lines in melee.

Telekinesis II. As Telekinesis, but can manipulate up to 5 objects simultaneously, and can make 5 simultaneous attacks on the same or up to 5 different targets.

Transformation. Turn one common object into another. The change consists purely in the rearrangement of atoms, so no there can be no change in material or value. If something is transformed into a mechanism, it has to be one that the Psi-Sensitive understands well enough to build. Uncommon technology is not affected. The Transformation takes 1 turn.

Transmutation. Allows the Psi-Sensitive to take on the form of a creature of roughly human size and shape or smaller. The Psi-Sensitive can use all of the natural abilities of the creature (claws, teeth, poison, etc.), but none of its psionic abilities. When the effect ends and the Psi-Sensitive reverts to type, a roll against the Chance of Surviving Transmutations indicated in the CONSTITUTION table is made; if this is failed, the Psi-Sensitive dies instantly. The effect lasts for 2d6 turns or until voluntarily ended.

Understand Animals. Communicate with and understand the speech of one specific type of animal. The nature of the communication will depend upon the intelligence and interests of the animals in question. Duration 1d6+2 turns.

STARSAILOR CREATION SUMMARY

1. *Roll for ability scores.* (See ABILITY SCORE GENERATION section.)

2. *Choose species and record features.* (See SPECIES DESCRIPTIONS section and SPECIES FEATURES table.)

3. *Choose class. If human, identify prime requisite.* (See SPECIES CLASS OPTIONS and CLASS FEATURES tables.)

4. *Record XP bonus due to high prime requisite, if any.* Note that humanoid starsailors and Templars receive no XP bonuses. (See CLASS FEATURES and PRIME REQUISITE tables.)

5. *Record bonuses and penalties due to abilities.* (See STRENGTH, INTELLIGENCE, WISDOM, DEXTERITY, CONSTITUTION, and CHARISMA tables.)

6. *Record languages.* (See LANGUAGES section.)

7. *Roll for hit points; modify by Constitution.* (See CLASS FEATURES and CONSTITUTION tables.)

8. *Choose alignment. Note restrictions to Medics, Rogues, and Templars.* (See CLASS FEATURES table and ALIGNMENT section.)

9. *Record class abilities, including saving throws.* (See CLASS DESCRIPTIONS section and CLASS ABILITIES, CLASS SAVING THROW MODIFIERS, and WISDOM tables.)

10. *Record psionic power points and known techniques, if any.* (See Psi-Sensitive subsection of CLASS DESCRIPTIONS section and INTELLIGENCE and LIST OF TECHNIQUES tables.)

11. *Record Rogue skills, if any; modify by species.* (See ROGUE SKILLS PROGRESSION and HUMANOID ROGUE SKILL ADJUSTMENTS tables.)

12. *Roll 3d6 x 10 for starting CR and buy equipment.* (See WEAPONS, AMMUNITION AND ACCESSORIES, ARMOUR, and EQUIPMENT tables.)

13. *Note total and maximum item points and record movement rate.* (See STRENGTH, WEAPONS, AMMUNITION AND ACCESSORIES, ARMOUR, EQUIPMENT, and MOVEMENT RATES tables.)

14. *Record armour class; if a Trooper or Templar, apply Dexterity bonus (if any).* (See ARMOUR and DEXTERITY tables.)

15. *Note weapon damage. If a Trooper or Templar, record any Strength modifier. If desired, record weapon "to hit" modifiers.* (See STRENGTH, TO HIT MODIFIER BY MELEE WEAPON AND ARMOUR TYPE, and TO HIT MODIFIER BY RANGED WEAPON TYPE tables.)

16. *Review and note "to hit" and saving throw modifiers by class and species.* (See SPECIES FEATURES and CLASS ABILITIES tables.)

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SPACE DUNGEON combines old-school feel with the vibe of Golden Age SF.

Book I: Starsailors and Psionics contains all the rules for character creation. It is the only book required for players.