

JARKOON

ADVENTURES ON PLANET X!



Simon Washbourne | Beyond Belief Games

Welcome to Jarkoon

Astounding! Amazing! Incredible! Non-stop action using familiar rules! Who wants to read through reams of text just to get to the action? No-one right? These rules assume you know how to role play. They assume you know about "Golden Age" comic book space fantasy adventures. (Sword & Planet rules through a retro lens). They assume you know how OSR products work. There, it's done. You know how to play already. Just get on with it. Ray guns set to kill! Flash! Bang! Zoom!

Ability Scores

The standard way to create ability scores is to roll 3d6 in the order listed below:

Strength – You can use your Str bonus to modify your “to-hit” and damage results in melee.

Intelligence – You can use your Int bonus to give you bonus Jarkoonian languages.

Wisdom – The Psion can use the Wis bonus to reduce the saving throw of his target when using mental powers.

Constitution – You can use your Con bonus to gain additional hit points on each HD. Hit Die (HD) are rolled with a d4, d6, d8 or d10.

Dexterity – You can use your Dex bonus to modify your “to-hit” number with ranged (also called “missile”) weapons and modify your character’s armor class.

Charisma - Characters with a Cha of 15+ start the game with a:

- **Companion: AC10 Attacks +0, long knife 1d4+1 Move 12**
- **Or a Pet: AC12 Attacks -1, 1d3 (bite or claw) Move 14 Special: Animal senses**

Attribute Bonus

Attributes scores of 13-15 have a bonus of +1, 16-17 get +2 and 18 gets +3.

Attribute scores of 5-7 have -1 and 3-4 have -2.

Armor Class

Armor Class (AC) rates how difficult it is to hit and be hit. It is set out as AC XX; the XX represents the armor class and determines how easy/difficult it is to hit that AC.

Example: An unarmored man would be AC10, while one wearing a *leather jerkin* would be AC11.

Levels

Characters gain levels by completing adventures. After completing two adventures, a character progresses to 2nd level in their chosen class. Upon completing three more adventures, a character progresses to 3rd level and so on.

Saving Throw

This number is used to resist the effects of threats and other things that can harm your person, like mental attacks, falls and evasions, toxins, environmental dangers and so on. You also use this number to perform tasks/class abilities (called **Task Checks**). Some tasks can be attempted by anyone at the GMs discretion, using the basic number, and others receive a bonus if it is within their class abilities.



Astronomer

Astronomers are scientific advisers to Kings and Nobles. They know science and can even build small gadgets and devices but rarely venture into the territory of the “Science-Lords” whose ancient mysteries are outlawed in the City-States.

Hit Dice: 4 HP at 1st level and 1d4 per level thereafter.

Saving Throw: 15 at 1st level, 14 at 2nd, 13 at 3rd, 12 at 4th, 11 at 5th and 10 at 6th level. Astronomers get +1 on *Saving Throws* vs. electricity, heat and radiation.

Basic Hit Bonus (BHB): +1 at 4th level.

Armor & Weapons: Astronomers don't wear armor but can use daggers and ray guns. They start with a dagger and a toolkit, a long robe and a purse containing 1d6 bits plus whatever device they have selected.

Astronomers have class abilities as follows:

- **Pilot:** Astronomers can operate air-flyers at +2 to their *Task Check*.
- **Prediction:** Using pseudo-scientific star alignments and so forth, Astronomers are able to make predictions about courses of events, both locally and more planetary-wide. The closer to home and the more immediate the forecast, the more likely the prediction will be correct. These predictions are open to wide interpretation, so it is up to the GM to determine what is learned by the Astronomer but it should be at least somewhat useful. They can use this ability once per adventure per two levels, round up (once at 1st level).
- **Science:** Astronomers are educated people and can choose a scientific knowledge at +2 to their *Task Check*. They can choose another science at each level beyond 1st. Examples would be Astronomy, Physics, History, Mathematics, Biology, Botany, Zoology, Cultures, Engineering, Chemistry, Medicine, Geology and so on.
- **Repair:** Astronomers can repair any piece of machinery, air-flyer or device with +2 to their *Task Check*. This ability restores 1d6+1 damage that has been taken to the machine. It can only be used once per damaged machine.
- **Invent Device:** With appropriate parts, Astrologers can make a mechanism, gadget or other contraption given sufficient time to do so. At 1st level, the Astronomer may build one level 1 device, at 2nd level they may build two level 1 devices, at 3rd level they may build a level 2 device, at 4th level they may build another level 1 device, at 5th level they may build a level 3 device and at 6th level they may build another level 2 device. The cost of creating a device is 50 b per level of device. Sometimes, you will also need to locate appropriate parts for your device and this might involve an adventure. You'll probably need to work with the GM to come up with other things you wish to build and how long they will take but here are some examples:

Astronomer Devices – Level 1

These devices all have AC 11 and 4HP.

Dark Vision Goggles: These goggles allow the wearer to see in near complete darkness. These have no limit on the number of uses.

Feather Fall Belt: This belt allows the wearer to float safely to the ground from a height. Usable once per level per adventure.

Healing Device: This heals 1d6+1 HP. It can be used once per adventure per level.

Metal Detector: The metal detector can be used to locate any metals in the vicinity, up to 60 ft away.

Sleep Ray Generator: This automatically puts to sleep up to 2d4 living beings of 1HD. It can be used to sleep 1d4 people of 2HD or a single person of 3 HD. Single higher level targets get a Saving Throw to avoid being put to sleep. It can be used once per adventure.

Astronomer Devices – Level 2

These devices all have AC 12 and 4+1d4 HP.

Invisibility Cloak: This gadget allows the user to become invisible to the naked eye and to dark vision. It is usable once per adventure.

Invisibility Detector: With this device you can view invisible beings and objects. It has unlimited use.

Levitation Belt: The belt is similar to the Feather Fall Belt, but this also allows the wearer to move up as well as down. Usable once per level per adventure.

Translator Appliance: This gadget allows the Astronomer to understand any spoken language and to translate their own tongue to that of whoever they are talking to. It can be used once per level per adventure.

Unlocking Mechanism: This device unlocks all doors, gates and portals within 60 ft. It can be used once per level per adventure.

Astronomer Devices – Level 3

These devices all have AC 13 and 4+2d4 HP.

Flying Harness: This contraption grants the power of flight with movement on 120 ft per round. It lasts 1d6 turns +1 per level and can be used once per adventure.

Lightning Bolt Gun: A gun requiring a small pack on the back, a bolt of lightning is discharged causing 1d6 damage per level of Astronomer at a range of up to 240 ft. A *Saving Throw* is allowed to reduce damage by half. It can be used once per adventure.

Water Breathing Apparatus: This apparatus gives the wearer the affinity to breathe and survive underwater. It has no limits on its use.

Noble

Born to power and used to the deference of those of lower station, Nobles exert wide influence in their native City-States and sometimes far beyond.

Hit Dice: 6 HP at 1st level, then 1d6 at each level thereafter.

Saving Throw: 15 at 1st level, 14 at 2nd, 13 at 3rd, 12 at 4th, 11 at 5th and 10 at 6th level. Nobles also get +2 on *Saving Throws* vs. being lied to.

Basic Hit Bonus (BHB): +1 at 3rd level, +2 at 5th level.

Armor & Weapons: Nobles can wear any armor (but rarely do) and use any weapon. Nobles start with a sword, a long knife, rich clothing and a purse containing 3d6 bits.

Nobles have class abilities as follows:

- **Assess:** Nobles are able to study another individual for a few minutes and work out something about them; such as their class, their level, maybe any hidden agendas and anything else the GM sees fit to divulge at +2 to their *Task Check*.
- **Influence:** Envoys generally have access to resources and power over individuals (particularly of lower station). They get +2 on *Task Checks* where such influence can be brought to bear.
- **Pilot:** Nobles can fly any air-flyer at +2 to their *Task Check*.
- **Retainers:** Nobles have a number of servants, bodyguards, diplomats and other people in their service. At any time, the Noble can call upon those in the vicinity (always in the palace; at other times it depends on circumstances) and call upon to 2d6 guards (+1 per level) and/or other retainers to do their bidding.

Scout

A Scout is a spy or explorer, trained to patrol and reconnoiter ahead to observe and report on enemy movements.

Hit Dice: 6 HP at 1st level, and 1d6 per level thereafter.

Saving Throw: 14 at 1st level, 13 at 2nd, 12 at 3rd, 11 at 4th, 10 at 5th and 9 at 6th level. The Scoundrel gets +1 on *Saving Throws* vs. being cheated or lied to and evasion.

Basic Hit Bonus (BHB): +1 at 2nd level, +2 at 4th level and +3 at 6th level.

Armor & Weapons: Scouts use daggers, long knives, spears and bows. They wear armor no heavier than a battle harness. Scouts start with a dagger and spear or long knife and a bow. They also have a leather jerkin and a loincloth.



Scouts have class abilities as follows:

- **Surprise Attack:** When attacking from behind or by surprise (using aimed bows from concealment, for example), the Scout gets +4 to hit and x2 damage. This rises to x3 damage at 6th level.
- **Scout Skills:** Scouts get +2 to *Task Checks* for the following abilities: *Climbing, Tracking, Finding/Removing Traps, Listen, Hiding in Shadows* and *Moving Silently*.

Offworlder

Offworlders are people who has come to Jarkoon from elsewhere; usually a displaced Earthman. Many Offworlders find themselves looked upon as long-sought heroes and liberators, whose mysterious arrival portends revolutionary changes in the status quo.

Hit Dice: 8 HP at 1st level, and 1d8 at each level thereafter.

Saving Throw: 15 at 1st, 14 at 2nd, 13 at 3rd, 12 at 4th, 11 at 5th and 10 at 6th level.

Offworlders also get +2 on *Saving Throws* vs. death and evasion.

Basic Hit Bonus (BHB): +1 at 2nd level, +2 at 4th level and +3 at 6th level.

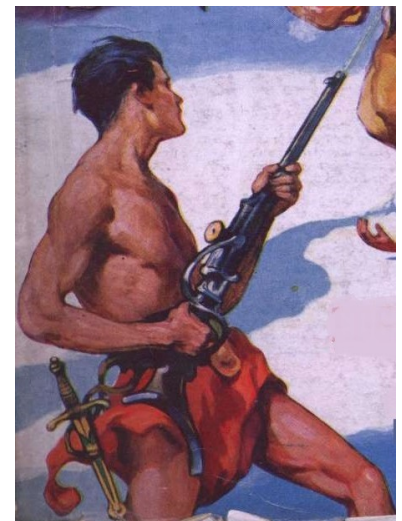
Armor & Weapons: Offworlders can wear armor no heavier than a battle harness but can use any weapons. They start with a loincloth, a club and nothing else (except their “Earth item – see below).

Offworlders get the following class abilities:

- **Combat Style:** Offworlders have an unusual fighting style compared with the inhabitants of Jarkoon and this can give them an edge in combat. In the first round (and for a number of rounds equal to their level), this is so unusual that they receive a+2 to hit and damage *or* to their armor class (they can switch between these bonuses as required each round).
- **Weapon/Item from Earth:** Offworlders have an item from Earth that somehow came with them to Jarkoon. This item can be a revolver or rifle or some other valuable item that gives +2 to *Task Checks* when used for the purpose it was designed. You might need to work with the GM to determine the item’s uses.

Other possibilities include:

A pair of binoculars, a camera, 2 walkie-talkies, a flashlight, a cavalry saber, a revolver with 6d6 bullets, a rifle with 3d6 bullets, a bazooka with 1d3 shells, a microscope, a gold pocket watch, a hand drill and bits, a clockwork toy, a science book, night vision goggles etc.



Warrior

A fighting-man or less often, woman, trained in battle from a young age. Some are soldiers and guardsmen of the City-States and others are mercenaries; ready to sell their swords to the highest bidder.

Hit Dice: 10 HP at 1st level, and 1d10 at each level thereafter.

Saving Throw: 16 at 1st level, 15 at 2nd, 14 at 3rd, 13 at 4th, 12 at 5th and 11 at 6th level.

Warriors also get +2 on *Saving Throws* vs. death.

Basic Hit Bonus (BHB): +1 at 2nd level, +2 at 3rd, +3 at 4th, +4 at 5th and +5 at 6th level.

Armor & Weapons: Warriors can use any armor or weapon. They start with a battle harness, average clothing, a sword or falchion, a dagger and a purse containing 1d6 bits.

Warriors get the following class abilities:

- **Combat Barrage:** Warriors get one attack per level each round against foes of 1 HD or fewer, up to the number of shots they have in their weapons(s) (if using limited shot weapons).
- **Weapon Trained:** Warriors have one weapon at which they excel, giving them +1 to hit and damage with a weapon of their choice (sword, ray gun, bow etc) **or** they can use a sword in one hand and dagger or long knife in the other and attack with both without penalty.



Lo'Kreen

An ancient race from a distant sun, dislocated from their own world by the power of the Science-Lords. Somehow, they ended up on Jarkoon where they helped to overthrow the tyranny of the Science-Lords and make a home for themselves.

Hit Dice: 10 HP at 1st level, and 1d10 at each level thereafter.

Saving Throw: 16 at 1st level, 15 at 2nd, 14 at 3rd, 13 at 4th, 12 at 5th and 11 at 6th level. Lo'Kreen also get +2 on *Saving Throws* vs. death.

Basic Hit Bonus (BHB): +1 at 2nd level, +2 at 3rd, +3 at 4th, +4 at 5th and +5 at 6th level.

Armor & Weapons: Lo'Kreen eschew the use of most armor except leather or battle harness, but can use any weapon although they rarely use ranged weapons. Lo-Kreen start with a battle harness, a loin cloth and a pole arm or falchion.

The Lo'Kreen are tall, long-legged and muscular humanoids with hairless dark purple skin. They have a sharp tusk on each side of their mouth.

Lo'Kreen have the following class abilities:

- **Dark Vision:** Lo'Kreen can see in near darkness as if it were daylight.
- **Long Stride:** Lo'Kreen are able to move at 15 ft per round due to their long legs.
- **Mighty Surge:** Once per adventure a Lo'Kreen can automatically succeed in lifting, breaking, bending, or smashing an object, item, machine, wall, vehicle or similar. Really huge or powerful objects may only be partially damaged.
- **Strong Arm:** Lo'Kreen add +2 to their Str score.

Psion

Strong-willed individuals with mysterious powers of the mind

Hit Dice: 4HP at 1st level and 1d4 per level thereafter.

Saving Throw: 15 at 1st level, 14 at 2nd, 13 at 3rd, 12 at 4th, 11 at 5th and 10 at 6th level. Psions get +2 on *Saving Throws* vs. psychic attacks, taunts, interrogation and intimidation.

Basic Hit Bonus (BHB): +1 at 4th level.

Weapons: Psions can wear leather harness and don't often use weapons but can use melee weapon, bows, slings and spears if necessary. Psions start with unusual attire, a dagger or long knife and a pouch containing 2d6 bits.

Psions have a choice of Powers. Choose two at 1st, another at 3rd, and another at 6th level:

- **Danger Sense:** Warning alarms go off in your head when threats to your well-being are nearby. You get a Task Check at +2 to sense the presence of danger and possibly an idea of its immediacy and whereabouts.
- **Heal Others:** You can touch someone to heal them of 1d6+1 points of damage once per level per day.
- **Heightened Charisma:** Increase your Cha to 18. If it's already 18, add 1d4.
- **Heightened Intelligence:** Increase your Int to 18. If it's already 18, add 1d4.
- **Heightened Wisdom:** Increase your Wis to 18. If it's already 18, add 1d4.
- **Mental Blast:** With the power of your mind you can send a pulse of pure mental force to batter your enemies. Targets get a *Saving Throw*. Success means they take half damage. The blast does 1d6 at 1st level, 2d6 at 4th level and 3d6 at 6th level. You can split the damage dice between separate targets if you wish.
- **Mind Control:** You can dominate people and some aliens/creatures with your psychic strength of will. You need to be able to view your target and they get a *Saving Throw*. If they fail, they are under your control for as long as you concentrate.
- **Telekinesis:** You possess the ability to exert mind over matter, moving or manipulating objects through the power of your thoughts. At 1st level, you can lift and move small objects up to the size of a gun or a sword. At 2nd level you can lift objects the size of a small table or couch. At 3rd level, you can lift man-sized objects or creatures (unwilling targets get a saving throw), large tables and benches. At 4th level, you can lift a small air-flyer. At 5th level, you can lift a medium air flyer. At 6th level you can lift a large air flyer. It has a range of 60 ft + 10 ft per level of Psion.
- **Telepathy** - You can communicate with others across distances with the power of your mind. Through your thoughts, you can perceive over distances, through barriers, and even what is normally unseen. At 1st level you can send messages by thought to anyone you can see. If it's someone you already know, you can send thoughts to them if they are within 50 miles (rising to 250 miles at 2nd, 1,000 at 3rd, 2,500 at 4th, across the continent at 5th level and, at 6th level, all the way across Jarkoon itself). If you connect, and if they allow, you can see and hear what they perceive.
- **Teleport:** You can instantly transfer yourself from your current location to any other spot that you can see directly. You can do this once per adventure per level. You can teleport to a location you know up to 50 miles away once per adventure. This is very taxing and if Con is 12 or less requires twenty minutes rest afterwards.



A History of Jarkoon

Jarkoon is an old planet with a long and vibrant history. However, it is much more recent events that are important to what's going on now so much of the ancient past will have to be left to the scholars and historians.

Old Jarkoon

Many centuries ago, Jarkoon had crawled out from its warlike past and become a peaceful land of wealth and plenty. The Jarkoonians lived in relative luxury; they had plentiful crops from the fertile soils of the plains and river estuaries and bountiful food from the seas, lakes and rivers. They needed for nothing and their time was taken up with matters of philosophy, sports, the arts and other pleasures. Even the Nobility ruled with only the lightest of touches – their role was mainly bureaucratic and administrative. There was little crime and any punishments were meted out lightly.

This way of life was only as a result of the scientists who used their knowledge of mathematics, physics and engineering, to create such a peaceable and rich world. But it was the reliance of the Nobility on these scientists for their guidance and advice in all matters that was to bring about the downfall of Old Jarkoon.

It slowly dawned upon the scientists that the Nobility was more-or-less reliant upon them for just about everything – marvels such as aqueducts, crop machines, mining apparatus, ariel flyers, even down to the counsel provided by the scientists in matters of administration and governance.

The scientists became ever more secretive and reclusive; demanding more for their projects; more metals (in very short supply on Jarkoon) to build ever more ambitious machines, more crystals with which to power them – and the Nobility was ever eager to give in to the demands of the scientists; even to the extent that they started to demand that their subjects work in the quarries, the mines and the crystal caves to provide the scientists with whatever they desired. Initially the workers were paid but gradually this became virtual slavery.

The scientists now started to refer to themselves as *Science-Lords* and became more and more tyrannical in their dealings. They became corrupt, twisted, degenerate and immoral as time went by; leading them to the conviction that they were the real rulers of Old Jarkoon and that the rest of the Jarkoonians should be subservient to them; especially the Nobility who had not given the *Science-Lords* the deference that they were entitled to.

So the *Science-Lords* set about building the *Great Ziggurat of the Scientific Mysteries*; a resplendent palace from which they could rule the whole of Jarkoon. This took vast numbers of slaves to build but that didn't matter to their evil masters. The Nobles of Jarkoon were left with little; all their power had been swept aside and they were not much more than servants to the *Science-Lords*.

The Slave Revolt of Jarkoon

This dire situation continued for many long decades; the *Science-Lords* had turned to the stars to solve the mysteries of the universe and sent out some of their machines to other planets that they could see through their giant "*Far Vision Mechanisms*". Such expeditions required more and more metals, power crystals and demanded much more of the populace, such that virtually the whole of Jarkoon was now in slavery to the *Science-Lords*.

Jarkoonians had long given up their war-like tendencies, so it was difficult to turn back to the sword. However, this constant tyranny eventually pushed the people too hard for too long and several small revolts sprung up, though easily contained by the might of the *Science-Lords*. To help in containing the rebels, the *Science-Lords* took away the planet's name and therefore its identity. They referred to it as Planet X and people who continued to refer to Jarkoon or calling themselves Jarkoonians were put to the sword. However powerful the *Science-Lords* were they hadn't foreseen the arrival of the Lo'Kreen and this was to lead to their own downfall.

The home planet of the Lo'Kreen was one of the first to be conquered by the *Science-Lords*. However, some thousand or so Lo'Kreen escaped their homeworld and came to Jarkoon to start the fight back at its source. How they got to

Jarkoon is a mystery that the Lo’Kreen do not discuss; they had no starships and yet they arrived. Once it was clear about their reason for being on Jarkoon, the rebel leaders welcomed the Lo’Kreen to fight alongside them, despite their unusual differences.

Plans were drawn up and the strike was swift and bloody. It helped that the Lo’Kreen had a small number of “*Nogo*” Guns, that were designed to knock out machinery; many of the *Science-Lords*’ weapons were destroyed before they could be put to use. It also helped that the *Science-Lords* were so intent of their conquest of the stars that they had lost sight of what was happening on their own world. So they were pushed back and back, losing much ground until the rebels reached the bastion itself – *The Great Ziggurat of the Scientific Mysteries*.

The Destruction of Jarkoon

The *Science-Lords* hadn’t expected to be fighting on their doorstep and for their very lives, but they had prepared for such an eventuality by building a great and destructive contraption called *The Devastation Device*. This was hidden within the depths of the Ziggurat and was brought out when all seemed lost for the *Science-Lords*. They set the contraption and fled for their caves well below ground. *The Devastation Device* did its worst- the destructive machine blasted the area around the Ziggurat and for thousands of miles. Whole cities were flattened, forests burnt to cinders, plains turned to barren deserts, rivers and lakes dried up and mountains were brought crashing down. Little was left of Old Jarkoon once the machine had completed its evil task.

The *Science-Lords* thought they were safe in their underground lairs, but even they had underestimated the power of *The Devastation Device* and many of their caves were smashed and ruined; sealing up entrances and blocking all escape. However, there were survivors and they are still underground building up their power once again to unleash themselves back into the world when the time is right.

New Jarkoon

The aftermath was grim and dark but Jarkoonians are a hardy race and there were survivors. They had to fight hand-and-fist to get back up but fight they did. Small tribes grew up to squabble and battle over what little was left. These tribes grew bigger (or were destroyed in battle) and many settled; building small towns and then gradually growing their power raiding other towns; gaining influence and authority as they developed. These small towns grew, over time, into large walled city-states from behind the walls of which the leaders could once again rule their lands. However, they haven’t forgotten the *Science-Lords* and no longer defer to outside counsel. The ancient sciences are now outlawed and to wield such science brings with it a death sentence.

The Great Six City States

The six great City States are the most powerful in New Jarkoon. They hold the richest lands and have the most powerful armies. Whilst cooperation is often strained, each sees that a major war now might destroy the fragile growth of New Jarkoon, so the various Lords are highly active in the area of diplomatic relations.

Grand Loomaloo: Grand Loomaloo is the largest and most powerful of the City States. It stands on the estuary of the Loomaloo River which has recovered some of its former fertility, making for a highly desirable territory.

Koalum: A major trading City.

Mirinpoor: Built in the middle of Lake Mirinpoor (one of the few lakes remaining in this otherwise dry land) Mirinpoor has created some wonderful gardens and parks, containing many statues and monuments to the rebels that freed Jarkoon from the evil of the *Science-Lords*.

Piplom (City of Philosophers): Piplom has amassed what texts and scrolls it can recover to make the city a centre of learning and scholarship. It is believed that it has a hidden library deep underground where some texts of the *Science-Lords* are stored and strongly guarded.

Sarijipoor (City of Gleaming Spires). A magnificent city of tall towers, palaces and Ziggurats. It is here that most diplomatic talks are held amongst the Nobles of the City States.

Thuur: The least of the “Great Six”, Thuur is a fractious city, with many Nobles vying for control. Its position is tenuous and could lose its position to one of the Lesser City States.

The Lesser City States

These are smaller and much more warlike nations of New Jarkoor. They hold onto much less desirable lands; nearer to the ancient Ziggurat and therefore their lands are barren as a result of the devastation wrought by the Science-Lords during their last few desperate hours. The Nobles of these City States are constantly fighting over their territories to improve their fortunes and raise their profile amongst The Great Six City States.

Jastar: Jastar is most noted for its fighting pits, where men can earn their fortunes battling each other or, sometimes, wild beasts brought from all over Jarkoor.

Loalux: A minor City State.

Pashtek (Shadow of the Ziggurat): Pashtek is built very near to the ruins of the Ziggurat. It is said that some treasure hunters have ventured into the ruined Ziggurat to seek their fortunes but few have returned.

Sakkoor (Hidden City of Sky Pirates): Sakkoor's exact whereabouts is uncertain but the Sky Pirates are a constant threat to all of the City States and there are rewards for information on the location of the City.

Shar: A small and largely unimportant City State.

Vadium (City of Mercenaries): As the name implies, a large number of mercenaries can be found here, for the right price.



The Wild Lands

Between the City States is untamed wilderness, barren and hostile to all life. Only very hardy people dwell out here, scratching out a living by hunting and scavenging. There are a number of tribes contesting what little the lands have to offer.

Em'Laah: Hidden away in a rare deep forest is the city of Em'Laah. It is home to many Lo'Kreen who gathered there after the downfall of the *Science-Lords*. Their merchants travel from time to time to the City States to conduct trade and negotiations but otherwise they do not tend to mix with the rest of Jarkoon.

Languages of Jarkoon

Barbaric: The language of the people living in the Wild Lands. It bears a passing resemblance to Old Jarkoonian but it is much more guttural and hard to understand unless brought up in the Wild Lands. There is no written version of this tongue.

Jarkoonian: is spoken almost everywhere in the Great Six City States and in many places beyond.

Lo'Kreen: The language of the alien visitors to Jarkoon. It is not known whether there is a written language – if there was it has probably been forgotten.

Old Jarkoonian: The common language spoken before the downfall of the *Science-Lords*. Whilst it is little used now, some Nobles have started to learn the language so that they can discuss matters of state in complete privacy and so that they can pass on secret messages as necessary.

Science: The lost and secret language of the *Science-Lords*. Old texts tell of the wonders and mysteries of machines and engineering, weird constructs and amazing mechanisms, the secrets of the stars and planets and the marvels of the universe. These texts are forbidden.

Flyers

Small Air Flyer

AC: 11 **HP:** 8 **Crew:** 2 **Attacks:** None **Move:** 50 mph

Used primarily as a conveyance for one or two people and their personal gear. Without cargo, it could seat another passenger.

Medium Air Flyer

AC: 12 **HP:** 12 **Crew:** 4 **Attacks:** None **Move:** 45 mph

Primarily a merchant craft used to carry cargo in short hops between City States, it could be outfitted with a ray cannon, especially if expecting a pirate attack. There is room for up to 8 passengers.

Large Air Flyer

AC: 13 **HP:** 20 **Crew:** 8 **Attacks:** ray-cannons x2 **Move:** 40 mph

A merchant craft for longer hauls and larger cargoes, this could be outfitted with more cannon as a small warship. It can carry up to 20 passengers/fighting men.

Huge Air Flyer

AC: 14 **HP:** 40 **Crew:** 16 **Attacks:** ray-cannons x4 **Move:** 30 mph

The largest merchant craft designed to carry cargoes over longer distances. It can hold up to 50 passengers or fighting men, if outfitted as a warship (with up to 4 additional cannons).

Pirate Air Flyer

AC: 12 **HP:** 18 **Crew:** 10 **Attacks:** ray-cannons x3 **Move:** 50 mph

Whist Sky Pirates will use any craft that they can get hold of this is a popular choice as it is fast and maneuverable. There is room for up to 30 fighting men and a small cargo hold.



Playing the Game

Time

A turn represents ten minutes, and a combat round is 1 minute.

Movement Rate

Base movement rate for all races is in terms of feet per combat round.

Characters move at 12 ft.

Careful movement halves the rate, running doubles it.

Damage and Death

When a target is hit, the amount of damage is deducted from their hit points. When these hit points reach zero, the target dies, if they fail their *Death Save*. Otherwise they are knocked out.

Note: *If any of the damage is from fists or stun weapons, the character doesn't die but is knocked out.*

Healing

In addition to scientific or psionic means of restoring hit points, a character will recover 1 hit point per day of uninterrupted rest.

Saving Throws

A hazard may require you to make a *Saving Throw*. A successful *Saving Throw* means that the individual avoids the threat or lessens its effect. Each character class has a *Saving Throw* target number based on level. Roll that number or higher to succeed.

Monster Saving Throw—target number is calculated by subtracting the monster's HD from 19.

Combat

When the party of adventurers comes into contact with enemies, the order of events is as follows:

1. Determine Initiative.
2. Party with Initiative acts first (using abilities, attacking, etc.) and results take effect.
3. Party that lost Initiative acts and their results take effect.
4. The round is complete; keep turn order for the next round if the battle has not been resolved.

Determine Initiative

At the beginning of a combat round, each side rolls Initiative on 1d6—high roll wins. The winning side acts first—moving, attacking and taking other actions. The losing side takes damage and casualties, and then gets its turn.

Initiative rolls may result in a tie. When this happens, player characters act first.

Melee Attack

A melee attack is an attack with hand-held weapons such as a blade, gun, or cane. Two combatants within five feet of each other are considered to be “in combat.”

Missile Attack

Missile attacks are attacks with ranged weapons such as a gun or rifle. When using guns and ranged weapons to fire into a melee, randomly determine friend or foe as your target; *except Scouts, who can always avoid shooting their friends.*

The Attack Roll

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. The total attack roll hits if equal to or higher than the number shown on the table below.

Creature attack—attack as a 1st level character, but add their HD to the attack roll. Creatures of less than 1 HD attack as 1st level characters.

Two-Weapon fighting

A character can choose to use a sword in one hand and a dagger in the other (or a dagger in each hand). If they do this, they can attack with each weapon at -2 to hit. A Dex of at least 10 is required to do this.

Some Jarkoonian Names

Male: Zobar, Telvic, Raran, Kodar, Palvin, Ravik, Geovor, Zobloc, Fentor, Jandas, Vokor, Kotan, Cordan, Yotrin, Girin, Partuk, Gullik, Gulzar, Thangor, Krogar, Jagran, Jotik, Karangar, Kunak, Dordak, Matlan, Mortan, Om, Mur, Omdrek, Murtor, Aldrek, Trochar, Zentar, Tarjek, Crojak, Krojan, Sondor, Daytar, Vantor, Kartan, Jendrik, Tarkor.

Female: Zelta, Minesse, Tiaran, Loesse, Yana, Aishara, Suria, Itara, Dishanara, Esha, Gula, Thana, Hema, Jayma, Jota, Karandra, Kishora, Leela, Muma, Mayalan, Andrula, Nuka, Needa, Premera, Shutara, Rami, Rasel, Rina, Sadia, Luta, Piona, Sarala, Sarika, Sondra, Loendra, Shima, Polandra, Jenda, Quaria, Telemandra, Trishna, Yeeasha.

Lo'Kreen: Lo'Dall, Do'Ness, Co'Luum, Bu'Rann, Ka'Teel, So'Gurr, Ta'Taal, Vo'Leer, Za'Zaar, Lo'Tukk, Li'Gren, Du'Rorn, Bo'Heer, Da'Lann, Go'Taar, Hu'Heep, Ja'Jaxx, Jo'Jeer, La'Lemm, Bu'Kreer, Ho'Doorn, Me'Toor, Na'Paad, Po'Drees, Mu'Teek, Qo'Sarr, Ru'Laan, So'Dreer, Tu'Laas, Vi'Voor, Yo'Limm, Va'Treen, Di'Suun, La'Koor, Bu'Loorn.



NPCs and Foes

Jarkoonian Citizen

AC: 10 **HD:** 1d6-1 **Attacks:** None or by weapon **Move:** 12

Jarkoonian Soldier

AC: 12 **HD:** 1d6 **Attacks:** Sword 1d8 or pole arm 1d10 **Move:** 10

Jarkoonian Archer

AC: 11 **HD:** 1d6 **Attacks:** Long Knife 1d4+1, bow 1d6 **Move:** 11

Assassin

AC: 13 **HD:** 1d6 **Attacks:** Long knife 1d4+1, dagger 1d4 **Move:** 10

Air Pirate

AC: 11 **HD:** 1d6+1 **Attacks:** Long knife 1d4+1 **Move:** 11

Air Pirate Captain

AC: 12 **HD:** 2d6 **Attacks:** Falchion 2d4, ray gun 1d6 **Move:** 10

Gladiator

AC: 13 **HD:** 3d6+3 **Attacks:** Falchion 2d4, spiked knuckles 1d3+1 **Move:** 10

Mercenary

AC: 12 **HD:** 1d6+2 **Attacks:** Spear 1d6, bow 1d6 **Move:** 10

Mercenary Captain

AC: 14 **HD:** 2d6+2 **Attacks:** Sword 1d8, spear 1d6, dagger 1d4 **Move:** 9

Lo'Kreen

AC: 12 **HD:** 2d6 **Attacks:** Nogo gun 2d6*, pole arm 1d10 **Move:** 12

**vs. machines only*



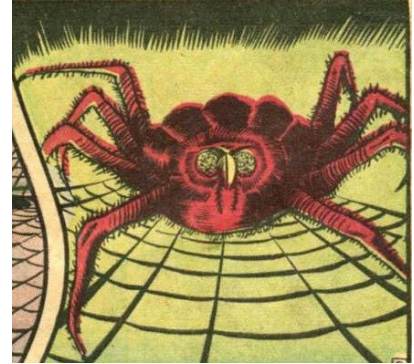
Creatures of Jarkoon

PsySpiders

AC: 12 **HD:** 2d6+1 **Attacks:** Bite 1d6* **Move:** 14

Special: *Psychic attacks – mental blast and mind control. Poison bite.*

PsySpiders can be found in forests, caves, tunnels and other dark places on Jarkoon. They have very low intelligence but are have a psychic link between members of their “hive”. Their psychic powers include mental blast (1d6 damage; saving throw allowed) and mind control (saving throw allowed), which they use to bring their prey towards them so that they may consume them. The poison bite paralyzes their prey for 1d3 turns.



Devil Plants

AC: 13 **HD:** 3d6+1 **Attacks:** Fronds 1d3 (x3)* **Move:** 3

Special: *Paralysis, fronds detect movement on 5 in 6*

Devil plants are grey-purple flowers on bulbous “stalks”. Three fronds (some plants have more or less) wave around outside the centre of their flowers, searching for prey. Once the prey is located they can attack them with paralyzing stings. Devil plants have limited movement, for the purpose of avoiding danger or locating new sources of food and water.



Malshrooms

AC: 10 **HD:** 4d6+2 **Attacks:** Special **Move:** 3

Special: *Spores cause fungal disease.*

Malshrooms can grow singly or in large groups. They are often found with *Devil Plants* and *Hellish Cacti*. They can “puff” out spores to a range of 20 ft radius around them. These spores can cause fungal disease (saving throw to avoid), which immediately slows the afflicted to a move of 3 and after a day results graying skin and weakness (Str reduced by 1d6). The following day the afflicted loses 1d6 Con and starts to take on a “fungal” appearance. On the third day 1d6 Dex is lost and the afflicted becomes attuned to the ‘shroom that caused the disease and will try to rejoin with the ‘shroom and will eventually become a malshroom.

Hellish Cacti

AC: 12 **HD:** 6d6+4 **Attacks:** Spikes 1d3 (x1d6)* **Move:** 3

Special: *Spikes shoot up to 30 ft*

The Hellish Cacti often grows together in a forest of similar plants and malshrooms. They can fire up to 6 spikes from their bodies each round up to 30 ft around. They have 2 fronds, which when their prey is killed or unconscious, they can lift them into their flowers to liquidize and consume.

Apeoids

AC: 11 **HD:** 3d6+1 **Attacks:** Bite 1d6 or by weapon

Move: 12

Similar to Earth apes, these creatures have greater intellect and some even use tools and weapons.



Krunk

AC: 14

HD: 8d6+5

Attacks: Bite 1d10, claws 1d8 (x2)

Move: 10

Special: *Dark vision*

A massive brutish creature with little intelligence but great brute strength. Its unusual eyes allow it to see in total darkness.



Lashatar

AC: 16

HD: 9d6

Attacks: Bite 2d6

Move: 9

A great dinosaur-like creature with tough scaled hide and a powerful maw, full of sharp dagger-like teeth. It is always hungry and always searching for prey, which can be almost anything.



Hivers

AC: 12

HD: 1d6

Attacks: Bite 1d3*, claws 1d4 x2

Move: 7/18 (fly)

Special: *Paralysis bite*

Flying insectoids about the size of a man, these creatures hunt in packs to bring down their prey. They take their still-living prey back to their underground nests to lay their eggs.



Unok

AC: 12

HD: 2d6

Attacks: None

Move: 12

Special: *Prodigious leap, Teleport, Telepathy, Mental Blast*

Another insect-like creature, the Unok are about 8 ft tall, very intelligent, cold and calculating. They can jump great distances on their powerful hind legs, and have Psionic abilities. They avoid hand-to-hand combat as they have no fighting ability whatsoever.



Green Men

AC: 10 **HD:** 1d6 **Attacks:** Spear 1d6 **Move:** 12

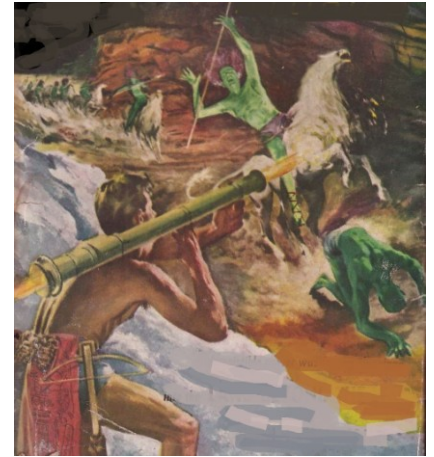
Green men are a tribal race of warrior-people that ride the barren wastes attacking merchant caravans and occasionally launching raids on the City States. They like to capture Nobles and rich merchants with a view to ransoming them. When raiding, they ride white beasts called *Har* that are trained from birth to fight with their riders.

Har

AC: 12 **HD:** 2d6 **Attacks:** Bite 1d6, hooves 1d4 (x2)

Move: 14

Har are the white-furred riding beasts of the Green Men.



Grimgazer

AC: 12 **HD:** 4d6 **Attacks:** Grapple 1d6 **Move:** 16

Special: *Sleep, Eyes (See below)*

A Grimgazer is a very peculiar, plant-like creature; its weird hypnotic movement induces a trance-like sleep in anyone who views it (*Saving Throw* allowed). It moves by levitation and its long tendrils are stronger than it looks – it uses it to grapple opponents whilst causing lashing whip-like damage on a strike. Each of its “eyes” can cause a strange effect as follows:

- *Red: Death ray 1d10 damage (no save but to hit roll needed)*
- *Black: Weakness – target's Str reduced by 1d6*
- *Purple: Blindness – target is blinded (saving throw allowed)*
- *Yellow: Disease – target is diseased (saving throw allowed)*
- *Crimson: Drain – target is level drained (saving throw allowed)*
- *Silver: Fumble – target's Dex reduced by 1d6 and drops anything carried*
- *Green: Telekinesis (Per Psion)*

Except for the red eye, each eye can be used only once in the combat and only two can be used at once in a round.



There are several varieties of this creature, the Banegazer (smaller with less powerful eyes) and the Deathgazer (larger and far more deadly; its red eye can disintegrate a foe, leaving just a pile of smouldering ashes).

The Science Lords

AC: 10 **HD:** 6d6 **Attacks:** Ray gun 1d6

Move: 12

Special: *3 x level 1 devices, 2 x level 2 devices and 1 x level 3 device (see Astronomer)*

The *Science Lords* are an arrogant, selfish, decadent and disdainful race; clever, cunning and evil, twisted by their own single-minded search for the secrets of the universe.

They were believed to have been wiped out after the destruction caused by their *Devastation Device*, but this is far from true. They lurk within their caves and tunnels below the ruined *Great Ziggurat of the Scientific Mysteries*, searching for their lost texts and scientific marvels in readiness for day they can return to the surface of Jarkoon and restore themselves as the rightful leaders.



Missile Weapon Table

| Weapon | Damage | Rate of Fire | # of Shots | Range | Cost (bits) |
|-------------------|---------------|---------------------|-------------------|--------------|--------------------|
| Thrown dagger | 1d4 | 1 | 1 | 10 ft | 2 b |
| Bow | 1d6 | 1 | 10 | 50 ft | 15 b |
| Spear | 1d6 | 1 | 1 | 20 ft | 3 b |
| Sling | 1d4+1 | 1 | 12 | 40 ft | 1 b |
| Ray gun | 1d6 | 1 | 12 | 30 ft | 75 b |
| Ray rifle | 1d10 | 1 | 4 | 75 ft | 225 b |
| Ray cannon*** | 2d6 | 1 | 6 | 250 ft | 800 b |
| (Earth) Revolver* | 1d6+1 | 1 | 6 | 40 ft | - |
| (Earth) Rifle* | 1d8 | 1 | 7 | 200 ft | - |
| Nogo** | 2d6 | 1 | 4 | 60 ft | 200 b |

Shooting or throwing beyond this range up to x2 is at a -2 penalty to hit. At up to x3 the range, the penalty is -5

**First use against a foe also causes fear (saving throw allowed), due to the noise/alieness of the firearm. They have -1 to hit in the subsequent round.*

*** the Nogo is an ancient Lo'Kreen weapon used to knock out machinery. It doesn't harm living beings. They are very scarce.*

**** Requires a two-man crew and is usually mounted on a flyer.*

Melee Weapon Table

| Weapon | Damage | Cost (bits) |
|-----------------|---------------|--------------------|
| Dagger | 1d4 | 2 b |
| Long knife | 1d4+1 | 3 b |
| Club | 1d6 | 1 b |
| Sword | 1d8 | 30 b |
| Spear | 1d6 | 3 b |
| Pole arm | 1d10 | 20 b |
| Falchion | 2d4 | 35 b |
| Fist | 1d3* | - |
| Spiked Knuckles | 1d3+1 | 5 b |

**Causes KO damage only*



Armor Table

| Type | AC | Move | Cost (bits) | Notes |
|----------------|-----------|-------------|--------------------|---|
| None | 10 | 12 | - | The character is wearing no protective covering |
| Leather Jerkin | 11 | 11 | 10 b | A light leather shirt designed to protect against light weapons |
| Battle Harness | 12 | 10 | 15 b | A thick cross-belt and belt with added metal buckles to carry weapons |
| Mail* | 13 | 9 | 300 b | Not worn for long as it fatigues the wearer in the heat of Jarkoon |
| Breast plate* | 14 | 7 | 500 b | Not worn for long as it fatigues the wearer in the heat of Jarkoon |
| Shield | +1 | - | 25 b | |

**Due to Jarkoon's heat and scarcity of metal, these armor items are rare and only generally available to the very wealthy*

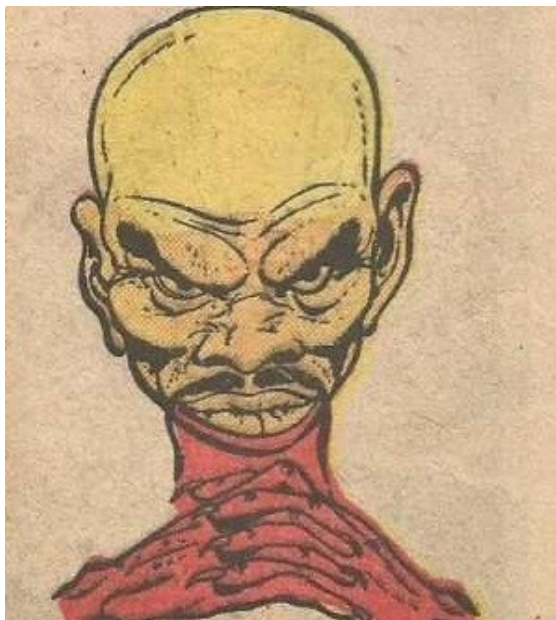
Money & Barter

Most trades on Jarkoon are done by barter – you do a service for someone and they'll agree to do something in return for you. This goes for goods as well as services.

However, since the *Science-Lords* were defeated, there are “bits” of metal all over the land and, due to the scarcity of metals, this has an intrinsic worth. Many people have started to trade in these “bits”, which has become the term for this new currency.

Class Combat Tables

| Class - Level | Armor Class | | | | | | | | | | |
|---|-------------|----|----|----|----|----|----|----|----|----|----|
| | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 |
| Warrior 1/Lo'Kreen 1 Offworlder 1/Scout 1 Noble 1-2 Psion 1-3/Astronomer 1-3 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 |
| Warrior 2/Lo'Kreen 2 Offworlder 2-3/Scout 2-3 Noble 3-5 Psion 4-6/Astronomer 4-6 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 |
| Warrior 3/Lo'Kreen 3 Offworlder 4-5/Scout 4-5 Noble 6 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 |
| Warrior 4/Lo'Kreen 4 Offworlder 6/Scout 6 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 |
| Warrior 5/Lo'Kreen 5 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 |
| Warrior 6/Lo'Kreen 6 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 |



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