

SPACE ADVENTURES - X!



Simon Washbourne | Beyond Belief Games

Welcome to Space Adventures - X!

Thrills! Spills! Action! Adventure! Sci fi space 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 science fiction. Sci-fi 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! Wham! Blam! Kaboom!

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 space languages.

Wisdom – The Psychic 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 d6.

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 **Sidekick: AC10 Attacks +0, ray gun 1d6 Move 12**

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

Armour 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 *skin suit* 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.

Starting Gear

Each starting character gets one of the following, depending on their class:

Scientist

They start the game with reinforced clothing, a hand beamer, a Scientific Analyzer or a Biomed Analyzer and 2d6 credits.

Envoy

They start with a suit of reinforced clothing, any pistol and a hand beamer, a stun cane **or** electro foil and 5d6+6 credits.

Scoundrel

They start with a skin suit, a deck of cards and set of dice, lock pick tools, a hand beamer and a small knife and 3d6 credits.

Space Ace

They start with a pilot suit, a space helmet and air supply, a choice of any ranged weapon and any melee weapon and 2d6 credits.

Psychic

They start with a skin suit, any pistol **or** any melee weapon they can use and 3d6 credits.

The Scientist

This is the guy or gal that knows what makes the universe tick with a wide knowledge of space and medical sciences and engineering.

Hit Dice: 4 HP at 1st level and 1d6 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. Scientists get +1 on *Saving Throws* vs. electricity, heat and radiation.

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

Armor & Weapons: Scientists can wear armor up to a *pilot suit* and can use any one handed melee or ranged weapon.

Scientists have class abilities as follows:

- **Use Scientific Analyzer:** Any character can use this to detect life signs. However, The Scientist uses this device for a number of other purposes. At 1st level he can scan an area up to 60 ft for life signs (1 in 6, rising to 2 in 6 at 3rd level and 3 in 6 at 6th level). At 2nd level, he can scan for radiation or other energies up to 60 ft away. This is at 1 in 6 at 2nd level, 2 in 6 at 4th level and 3 in 6 at 6th level. At 3rd level, the Scientist can use the analyzer to scan samples of materials (rock, metal, water, dust, plants, alien life forms etc.) to determine their make-up and other things up to the GM. At 3rd level, the roll is 1 in 6 and at 5th level it is 2 in 6.
- **Use Biomed Analyzer:** The Scientist has trained to use this portable device which allows them to use it at its fullest capacity. Any non-medic can use one to heal 1d3 wounds once per adventure. However, the Medic using it can heal 1d6+1 wounds per adventure per level. At 2nd level, it can also be used to neutralize poisons in a body once per adventure (twice per adventure at 4th level and three times at 6th level). At 3rd level, the Scientist can also use the machine can also cure illnesses and diseases once per adventure. At 4th level, The Scientist can also use it to stimulate the heart of someone who has apparently died and allow them to make another *Death Save*.
- **Repair:** The Scientist can repair any piece of machinery, space ship engine or device. This is 2 in 6 at 1st level, 3 in 6 at 3rd level and 4 in 6 at 6th level.
- **Invent Device:** With appropriate parts, The Scientist can make a mechanism, gadget or other piece of hardware given sufficient time to do so. You need to work with the GM to come up with things you wish to build and how long they will take (I'd recommend you get to build one in between adventures and there is a cost of 50 credits per (spell) level of device. . It is recommended that you use Swords & Wizardry Magic User spells that could translate into a gadget (avoiding any that cross into The Psychic's realm of abilities). Here are some examples:

Sleep Ray Device, Spider Climb Boots & Gloves, Feather Fall Belt, Language Reader, Levitation Belt, Invisibility Detector, Invisibility Cloak, Dark Vision Goggles, Jet Pack, Lightning Bolt Gun etc.



The Envoy

The Envoy is a representative of a government or corporation who is sent on special diplomatic missions.

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. Envoys also get +1 on *Saving Throws* vs. interrogation and being lied to.

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



Armour & Weapons: Envoys can wear armour up to a crash suit and use any pistol or an electro foil or stun cane.

Envoys have class abilities as follows:

- **Amateur Pilot:** The Envoy can fly any aircraft or space ship, although not as well as *The Space Ace*. The chance for the Envoy is 1 in 6 at 2nd level rising to 2 in 6 at 5th level.
- **Assess:** Envoys 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. This starts at 2 in 6 at 1st level, 3 in 6 at 4th level and 4 in 6 at 6th level.
- **Charmer:** Envoys are trained to be calm and diplomatic. They can talk their way into places not normally accessible, obtain stuff that most people can't and talk people into doing things they wouldn't normally do. Their chance is 2 in 6 at 1st level, rising to 3 in 6 at 3rd level and 4 in 6 at 6th level.
- **Knowledgeable:** Envoys have some training or skill that others don't generally have – acting, disguise, bureaucracy, culture, law etc. They can even pick a Scoundrel skill from *Pick Pockets*, *Open Locks* or *Move Silently*. At 1st level, they succeed on a roll of 1 in 6, rising to 2 in 6 at 3rd level and 3 in 6 at 6th level. Their skill could even be something like fencing or marksmanship (giving +2 to hit with one specific type of weapon).
- **Listen:** Envoys are trained to pick up information by listening to conversations going on around them. Their chance is 2 in 6 at 1st level, rising to 3 in 6 at 5th level.
- **Wealth:** Envoys generally have access to plenty of cash and resources. They can generally get hold of items or pay bribes without concern. Roll 1 in 6 at 1st level, rising to 2 in 6 at 3rd level, 3 in 6 at 5th level and 4 in 6 at 6th level.

The Scoundrel

A Scoundrel is a con man, a smuggler, a gambler and a cheat. But they are a useful member of the crew because of his or her special set of skills.

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.

Armour & Weapons: The Scoundrel can wear armor up to a crash suit, and can use any one-handed missile or melee weapons.



The Scoundrel has class abilities as follows:

- **Amateur Pilot:** The Scoundrel can fly any aircraft or space ship, although not as well as *The Space Ace*. The chance for the Scoundrel is 1 in 6 at 2nd level rising to 2 in 6 at 5th level.
- **Back Stab:** When attacking from behind or by surprise, the Scoundrel gets +4 to hit and x2 damage. This rises to x3 damage at 6th level.
- **Scoundrel Skills:** The Scoundrel has a 2 in 6 chance to succeed at *Climbing*, *Gambling*, *Opening Locks*, *Finding/Removing Traps*, *Listen*, *Pick Pockets*, *Hiding in Shadows* and *Moving Silently*. At 3rd level this rises to 3 in 6 and at 5th level this rises to 4 in 6.

The Space Ace

The Space Ace is a fighter, spaceship pilot and all-round action hero or heroine.

Hit Dice: 7 HP at 1st level, and 1d6+1 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. The Space Ace also gets +1 on *Saving Throws* vs. death and evasion.

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

Armour & Weapons: The Space Ace can wear any armour and use any weapons (including space ship weapons).

The Space Ace gets the following class abilities:

- **Ace Pilot:** The Space Ace can fly any aircraft or space ship. 2 in 6 at 1st level, 3 in 6 at 3rd level and 4 in 6 at 6th level.
- **Combat Barrage:** The Space Ace gets 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:** The Space Ace can choose one weapon type (laser blaster, combat blade, ray gun etc.) with which they receive +1 to hit and damage.



The Psychic

A strong-willed individual with powers of the mind

Hit Dice: 4 HP at 1st level, and 1d6 at each 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 Psychic also gets +1 on *Saving Throws* vs. mind control and mental blasts.

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

Armour & Weapons: The Psychic can wear up to reinforced clothing and use any one-handed weapons.

The Psychic gets the following class abilities:

- **Danger Sense** - On a roll of 2 in 6 warning alarms go off in your head when threats to your well-being are nearby. This goes up to 3 in 6 at 3rd level, and 4 in 6 at 5th level.
- **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 walkie-talkie. At 2nd level you can lift objects the size of a Biomed Analyzer or portable radio set. At 3rd level, you can lift man-sized objects or creatures (unwilling targets get a saving throw). At 4th level, you can lift a small flyer or land vehicle. At 5th level, you can lift a Disc Craft or Fighter Flyer. At 6th level you can lift a Flying Saucer.
- **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 on 2 in 6 (rising to 3 in 6 at 3rd level and 4 in 6 at 5th 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 planet at 5th, across the solar system at 6th). If you connect, and if they allow, you can see and hear what they perceive.



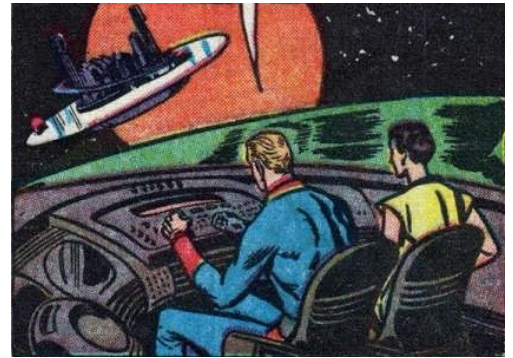
Space Ships and Flyers

Air Flyer

AC: 16 **HP:** 50 **Crew:** 2
Attacks: None **Move:** 250 mph

Special: Can carry up to 2 passengers. Can travel briefly outside of atmosphere to operate as a make-shift shuttle.

The Air Flyer is a normal mode of transport for wealthy citizens on most advanced planets. They come in various forms. They can be armed with a ray beamer but generally aren't; except if expecting attack by pirates or similar.



Air Flyer, Fighter

AC: 18 **HP:** 60 **Crew:** 1/2
Attacks: Laser Cannon **Move:** 500 mph

The Fighter is a military upgrade to the standard flyer. It is up-armoured, faster and includes a weapon; normally a laser cannon. They take different forms; especially those built on other planets. Some have a crew of two – especially any with more than one weapon.



Air Flyer, Transport

AC: 16 **HP:** 80 **Crew:** 6
Attacks: None **Move:** 220 mph

Special: Can carry up to 4 passengers. Has a large cargo hold.

The transport carries large cargoes usually only planet-side, but can take short trips out of atmosphere to collect or carry cargoes to cargo carrying space ships. It can be armed with up to 2 laser cannons or 4 ray beamers, if required.

Disc Craft

AC: 17 **HP:** 60 **Crew:** 2
Attacks: None **Move:** 7,500 mph (in space)

The disc craft is a small space-going craft. Often used as a shuttle, it can go out into deep space as a leisure craft or for other purposes. It can carry small cargoes or up to 4 passengers. The Disk Craft is not often armed but can carry a ray beamer, if pirate attacks are anticipated.



Flying Saucer

AC: 20 **HP:** 75 **Crew:** 3
Attacks: Ray Beamer **Move:** 15,000 mph (in space)

The flying saucer is a larger version of the disc craft and is usually armed. It can carry up to 4 passengers and a small cargo or 8 passengers and no cargo.

Rocket

AC: 22 **HP:** 100 **Crew:** 4
Attacks: By weapon **Move:** 25,000 mph (in space)

Rockets are tall and narrow and can land and take off from planets. They aren't intended for long atmospheric flight but can fly in an atmosphere for a time, to enable a good landing site to be identified. They are usually armed with 1 laser



cannon and 1 missile. They can carry 8 passengers or a small cargo.

Large Rocket

AC: 22 **HP:** 150 **Crew:** 6
Attacks: By weapon **Move:** 30,000 mph (in space)

Rockets are tall and narrow and can land and take off from planets. They aren't intended for long atmospheric flight but can fly in an atmosphere for a time, to enable a good landing site to be identified. They can carry 50 passengers or a large cargo. They are usually armed with up to 2 laser cannon and 2 missiles (maybe one replaced with a force field generator or glitterdust caster).

Massive Rocket

AC: 22 **HP:** 250 **Crew:** 10
Attacks: By weapon **Move:** 50,000 mph (in space)

Rockets are tall and narrow and can land and take off from planets. They aren't intended for long atmospheric flight but can fly in an atmosphere for a time, to enable a good landing site to be identified. They can carry 100 passengers or a very large cargo. They are usually armed with up to 4 laser cannon (maybe one replaced with a force field generator) and 2 missiles.



Kardoshan Warcruiser

AC: 23 **HP:** 300 **Crew:** 25
Attacks: By weapon **Move:** 30,000 mph (in space)

Kardoshan Warcruisers are massive, blocky, militaristic space machines. They are heavily armed and armoured and are just geared up for fighting and conquest. They can carry a large cargo and up to 200 soldiers ready for battle. They are usually armed with up to 5 laser cannon (maybe one replaced with a force field generator) and 3 missiles but often replace one of the latter with a glitterdust caster.

Kardoshan Dreadnaught

AC: 25 **HP:** 500 **Crew:** 40
Attacks: By weapon **Move:** 12

Kardoshan Dreadnaughts are massive, blocky, militaristic space machines. They are heavily armed and armoured and are just geared up for fighting and conquest. They can carry a large cargo and up to 500 soldiers ready for battle. They are usually armed with up to 8 laser cannon (maybe one replaced with a force field generator or glitterdust caster) and 6 missiles but often replace one of the latter with a magnetic beam.

Space Ship Weapons

Weapon	Damage	Rate of Fire	# of Shots	Range	Cost
Ray Beamer	3d6+6	1	30	close	1,250 cr
Laser Cannon	5d6+6	1	50	far	3,750 cr
Missile Tubes	7d6+6	1	10	far	6,250 cr
Magnetic Beam	*	1	5	medium	7,000 cr
Glitterdust Caster	**	1	25	close	1,000 cr
Force Field Generator	***	N/A	1	close	5,000 cr

Note: PCs can operate these weapons as if they were their personal weapons (see combat charts).

Ranges for space combat are abstracted as it's hard to create without going into a lengthy new system for space combat (which isn't the purpose of this rpg).

**This beam does no damage but on a hit it ensnares the target and drags it into the cargo hold.*

***This is a defensive weapon that sprays glittering dust around the ship making it hard to target with lasers (-4 to hit)*

****This is a defensive weapon that lasts 6 rounds and provides +2 to the AC of the space ship.*

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 12ft.

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 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 ten 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 Space Aces, 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 level 1 character, but add their HD to the attack roll. Creatures of less than 1 HD attack as 1st level characters.



NPCs and Foes

Citizens

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

Asteroid Miners

AC: 13 **HD:** 1d6 **Attacks:** By weapon **Move:** 9

Space Pirates

AC: 12 **HD:** 1d6+1 **Attacks:** Combat blade 1d6, Ray Gun 1d6 **Move:** 10

Space Pirate Captain

AC: 14 **HD:** 2d6 **Attacks:** Combat blade 1d6, Ray Gun 1d6 **Move:** 8

Space Marshal

AC: 14 **HD:** 3d6 **Attacks:** Stun cane 1d6, laser pistol 1d6 **Move:** 8
Special: *Gather posse – 3d6 citizens*

Aliens

Frogites

AC: 11 **HD:** 1d6+3 **Attacks:** Bite 1d6, claws 1d3 (x2) **Move:** 11

Frogites are an evil and warlike space-faring race, with a reasonably advanced level of technology. They resemble tall frogs (about 7 ft tall); hence their name. They tend to go naked but do wear space suits when necessary. For some reason, they prefer to fight with their natural weapons, but can use ray guns when needed. They come originally from the planet *Orkeen* but have taken over a number of other nearby planets, where they have enslaved the indigenous peoples.



Psychic Worms

AC: 14 **HD:** 3d6+1 **Attacks:** Bite 1d6+2 or claws 1d6 x2 **Move:** 12

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

Psychic worms can be found on the planet *Ardo*. 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.



Kardoshans

AC: 13 **HD:** 1d6+1 **Attacks:** Laser rifle 1d6+1 **Move:** 9

Kardoshans are a technologically advanced militaristic race; with their weaponry in particular. However, they are somehow medieval in their general outlook; almost like the knights of *Old Earth*. They live on the planet *Kardosha* and have recently gone into space and are beginning to explore nearby planets. Their aim is to bring their military might to bear and rule. They are going through a phase of rapidly building up



their space fleet; there are hundreds being built at the present time, but plans are for thousands of ships to go out to find planets to conquer.

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.

Klangaar

AC: 15 **HD:** 2d6+4 **Attacks:** Grab*, Bite 1d6+1 **Move:** 12

Special: *“Lurk and Grab”, half damage from energy weapons, regeneration*

The Klangaar (and other very similar creatures) seems to live on moon-like planets. It can live in the vacuum of space and, although it does struggle in an atmosphere, it can still survive. It is a hardy creature that takes half damage from ray guns, laser weapons, cold, heat and fire. The creature is also hard to kill as it regenerates 2HP per round if it gets wounded. It normally lurks under the ground in its tunnel complex, waiting for sounds above. It attacks by grabbing it with two powerful arms (roll to hit; if hit the Klangarr has grabbed its prey). It takes a Str save to escape; otherwise it gets +4 to hit with its bite.



Croc-Men

AC: 13 **HD:** 1d6+1 **Attacks:** Bite 1d6 or laser pistol 1d6 **Move:** 12/6 (swim)

Special: *Four arms – if using more than one weapon, they get -1 on each attack per weapon used (cumulative).*

Croc-Men are an advanced space-faring race. They resemble earth crocodiles, but have six limbs. They have two hind legs and four arms. The arms can be used to wield up to four weapons and/or tools; so they are quick and manual tasks where dexterity is particularly important. Croc-Men are a friendly race to humankind and will generally respond positively to requests. They are deadly enemies of the Frogites.



Robo-Men

AC: 16 **HD:** 4d6+4 **Attacks:** Fists 1d6+1 **Move:** 10
Special: *Immense strength, no need to eat, drink or sleep, immune to mind control and mental blast effects.*
Robo-Men are evil, single-minded automatons that are built and controlled by Zardoz (see below).



Zardoz

AC: 14 **HD:** 1d6 **Attacks:** see below **Move:** 0
Special: *No need to eat, drink or sleep, immune to mind control and mental blast effects, force field, has Mental Blast, Mind Control, Telekinesis and Telepathy powers.*

Zardoz is what remains of an evil megalomaniac alien; an ancient, evil, twisted genius brain encased in a force field with, connected to a massive automaton-machine via tubes, pipes and wires. It is so massive that it takes up a quarter of the planetoid referred to as “*The Planet of the Robo-Men*”; but named Zardoz, as Zardoz is now basically the planetoid. Robo-Men continue work to add more machines to the whole and constantly clamber all over it to affect repairs and keep it running smoothly. Zardoz’s plan is to take over the universe with his Robo-Men. The automaton-machine has a massive spaceship building program going on.

Vargons

AC: 12 **HD:** 1d6 **Attacks:** Rocket pistol 2d6/1d6 or rocket rifle 3d6/2d6/1d6
Move: 12

Vargons are an advanced race of yellowish-skinned, red eyed aliens. They are militaristic, but not hell-bent on conquest; simply defending their own world from would-be aggressors. They have space rockets but again, use these defensively. With strong diplomatic presence, they could easily become an ally and trading partner.



Bird-Men

AC: 11 **HD:** 2d6 **Attacks:** Bite 1d6+1 **Move:** 12/24 flight
Special: *Flight*

A race of non-spacefarers. They have their cities in the mountain ranges of their very mountainous planet, *Crallax*. Their snouts are extremely dexterous and the few tools they do use are operated with them or with their feet.



Space Zombies

AC: 10 **HD:** 2d6 **Attacks:** Punch 1d3 (x2) or Bite 1d3
Move: 6
Special: *Immune to psychic attacks - mental blast, mind control and telepathy.*

Bite causes zombie disease.

No-one knows how these beings came about – most attribute it to some weird “space sickness”. It causes the victim to rot and decay and become slow and mindless. Their bite (saving throw allowed) causes this zombie-rot and the victim will become a zombie in two days, if not treated.



Missile Weapon Table

Weapon	Damage	Rate of Fire	# of Shots	Range	Cost
Thrown knife	1d6-1	1	1	10ft	2 cr
Hand Beamer	1d6-1	2	6	15ft	12 cr
Ray Gun	1d6	2	12	30ft	25 cr
Laser Pistol	1d6	2	20	50ft	30 cr
Stun Pistol	1d6*	2	16	30ft	25 cr
Rocket Pistol	2d6/1d6**	1	4	30ft	65 cr
Laser Rifle	1d6+1	2	40	200ft	75 cr
Rocket Rifle	3d6/2d6/1d6***	1	8	100ft	125 cr
Ancient Revolver	1d6	1	6	25ft	4 cr

Shooting or throwing beyond this range is at a -2 penalty to hit. The weapon cannot reach farther than twice this range. Outdoors, these range increments are tripled.

**Stun pistols do KO damage only*

***Cause an explosion in a 10 ft radius. At a 20ft radius damage is reduced to 1d6. Don't fire at targets that are too close!*

**** Cause an explosion in a 10 ft radius. At a 20ft radius damage is reduced to 2d6 and up to 30 ft radius causes 1d6.*

Melee Weapon Table

Weapon	Damage	Cost
Small knife	1d6-1	2 cr
Big knife	1d6	3 cr
Combat Blade	1d6+1	30 cr
Electro Foil	1d6	100 cr
Stun Cane	1d6*	60 cr
Stun Glove	1d3+1*	20 cr
Vibro Glove	1d3+2	30 cr
Fist	1d3*	-

**Causes KO damage only*

Armor Table

Type	AC	Move	Cost	Notes
None	10	12	-	The character is wearing no protective covering
Skin Suit	11	11	30 cr	A tight-fitting all in one costume with some protective qualities
Reinforced Clothing	12	10	65 cr	Normal clothing that has added metal strips or mail in areas
Crash Suit**	13	9	175 cr	An all-in-one suit intended to protect in a crash.
Pilot Suit**	14	8	350 cr	This is an upgraded crash suit.
Combat Suit**	15	7	500 cr	This is a suit designed for soldiers and those regularly in combat
Force Field Belt	+2	12	500 cr	This creates an invisible barrier adding to the wearer's AC
Glitterdust Spray*	+2	-	20 cr	This can be sprayed around the user to deflect laser attacks

*** A helmet and air supply can be fitted for activities in space*



Class Combat Tables

Class - Level	23	22	21	20	19	18	17	16	15	14	13	12	11	10
Space Ace 1 Scoundrel 1 Envoy 1-2 Psychic 1-3 Scientist 1-3	23	22	21	20	19	18	17	16	15	14	13	12	11	10
Space Ace 2 Scoundrel 2-3 Envoy 3-4 Psychic 4-6 Scientist 4-6	22	21	20	19	18	17	16	15	14	13	12	11	10	9
Space Ace 3 Scoundrel 4-5 Envoy 5-6	21	20	19	18	17	16	15	14	13	12	11	10	9	8
Space Ace 4 Scoundrel 6	20	19	18	17	16	15	14	13	12	11	10	9	8	7
Space Ace 5	19	18	17	16	15	14	13	12	11	10	9	8	7	6
Space Ace 6	18	17	16	15	14	13	12	11	10	9	8	7	6	5

Other Equipment & Gear

Weapon	Use	Cost
Scientific Analyzer	Enables 1d3 healing once per adventure. Also see The Scientist for extra uses.	500 cr
Biomed Analyzer	Enables detection of life signs. Also see The Scientist for extra uses.	500 cr
Lock Picks	Enables The Scoundrel to "ply his trade"	30 cr
Electro Picks	Gives a +1 bonus to the open locks ability.	85 cr
Space helmet & air supply	Attaches to crash suit and above to create a sealed space-going environment	250 cr
Portable Radio Set	A portable set, that can transmit to a receiver within a range of about 50 miles	180 cr
Walkie-Talkie	A hand-held unit that has a range of about 10 miles	50 cr
Flashlight	Power to illuminate a strong beam of up to 30 ft; up to 60 ft is shadowy/unclear	10 cr
Force Barrier Rods	This is a collection of rods that stick in the ground and create a field between them. Two just create a wall, three a triangular area, four a square and so on. Anyone going through the field receives 2d6 damage and an alarm is triggered.	50 cr/rod
Drilling Device	This allows you to drill into the planetary surface to extract scientific date for analysis	130 cr
Jet Pack	Enables the wearer to fly at 24 yards per round.	300 cr
Night Goggles	Enables the wearer to see in the darkness	75 cr



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