

THIS IS NOT A COMPLETE GAME

D&DS© is a clone of the original fantasy roleplaying game system, modified for science fiction. You need a copy of Dragon Trove LLC's Swordsmen and Skeletons© (S&S©) or other "Old School Resurgence System" to play. All S&S© rules are in force unless stated below.

CREATING A CHARACTER

Wisdom becomes Psychotronics (PSI), and modifies the bonus Telepathic Power levels a Telepath can use per day.

Charisma becomes Empathy (EMP), and modifies the bonus Empathic Power levels an Empath can use per day, as well as any character's chance to persuade.

Speed: SPD, is a secondary characteristic. Fast character races with SPD (see Spacefarer's Guide to Alien Races, below) 350-375 get +3 to movement (MV, see below) each turn, those with 400+ or higher get +6. Slow character races with SPD 225-250 suffer -3 to movement each turn, and those with 200 or lower suffer -6. The Speed characteristic is used only to modify the movement allowance, not for other purposes.

CHOOSE A CHARACTER CLASS, RACE AND ALIGNMENT

Player Character (PC) Classes

All characters classes can use all weapons and equipment.

Empath: Counts as the Priest class, except that the source of his abilities is emotionally based and Psychotronic in nature.

Star Explorer Counts as the Swordsman class for all purposes. Also gains a skill (engineer, pilot, scientist, merchant, xenologist, roboticist, etc.) developed with the GM.

Telepath: Counts as the Warlock class, except that the source of his abilities is mentally based and Psychotronic in nature.

Character Races

Man: Gains a special ability developed with the GM.

Alien: Aliens can be developed by the GM, or taken from the Spacefarer's Guide to Alien Races, graciously granted to the public domain by its author, Edward Lipsett, located here, for free on facebook: <https://www.facebook.com/groups/1614384882210987/>

To convert Spacefarer's Guide to Alien Races statistics: Reference the Racial Characteristics Comparison Chart on page 5 of the Spacefarer's Guide to Alien Races, and modify the D&DS system requisite based on that chart as follows: 200 or less=-7, 225=-4, 250=-2, 275=-1, 325=+1, 350=+2, 375=+4, 400 or greater=+8 All other requisites are generated normally. Example: A Garvian (Race #28) has an Empathy characteristic of 375. This converts into a modifier of +4 to the character's Empathy requisite score (for a base 14) in D&DS©. Note that many Spacefarer's Guide races have extremely high or low requisites when converted. The GM is free to disallow any race as a player character, or to modify it to bring it into balance with the campaign.

Most alien races also get special abilities listed in the text. A good rule of thumb is to grant any race a bonus of +3 to d20 rolls with any special skills or powers listed, or a penalty of -3 in any areas where the creature is handicapped. As always, the GM has final say on special cases.

Robot: Galactic science has increased to the point that Artificial Intelligence (AI) can occur randomly, with a few (perhaps 1/10th of 1%) non-sentient robots awakening to true sentience. Some Predecessor races could make AI machines, and the Uonter race (Spacefarer's Guide to Alien Races) is composed completely of robots, many of which are AIs. Any of these is a potential player character AI, if the GM allows.

AI robots can only belong to the Star Explorer character class. They can never use Telepathic or Empathic powers, including those conferred by Predecessor artifacts, and cannot be effected by those powers that involve illusion or mind control.

PC Robots can be reprogrammed with new skill sets, which requires about an hour if the software is present (costs 250 credits). Reprogramming allows a robot character to gain a different skill, losing the previous one. Each time a robot is reprogrammed, there is a chance that a glitch occurred in the programming, and there is no way to know whether this occurred until the robot encounters a high stress situation. Make the programmer's SV only when a high stress situation first occurs (+2 if at least a full week was taken to test the programming). If a glitch takes place, roll 1d12 on the table below:

Robot Programming Glitches (1d12)

1-9: Parse Time Error: Robot performs properly for one turn, then shuts down and requires an hour to reprogram. Under battlefield conditions this can be done in one turn, but if the programming roll fails, it automatically causes a logical error (see below).
10-11: Run Time Error: As Parse Time Error, but -4 to the reprogramming roll.
12: Logical Error: Turns the robot into a crazed berserker which seeks to exterminate all life. If disabled (unconscious) the robot can be reprogrammed, as per a Run Time Error, above.

Robots are unaffected by lack of food, water, sleep, poisons, vacuum, and cold, but must be recharged daily with an energy cell. They can begin play with a maximum score of 20 in any physical requisite, though only a maximum 10 in Psychotronics and Empathy.

Alignments

No modifications here, though GM's looking for a campaign with a grittier, less fantastic feel may simply ignore alignment rules.

EMPATHIC AND TELEPATHIC ABILITIES

Priest spells become empathic abilities; warlock spells become telepathic abilities. These are generically terms *Psychotronic* Abilities. Some are renamed, as below. Any *Swordsmen & Skeletons* spells not listed below are not in play unless the GM decides otherwise.

Empathic Abilities

Level 1

Low Level Cellular Regeneration: As *Cure Light Wounds*
Sense Hostility: As *Detect Evil*
Detect Psychotronic Power: As *Detect Magic*
Psychotronic Luminescence: As *Light*
Telepathic Shield As *Zeal*

Level 2

Psychotronic Paralysis As *Hold Person*
Low Level Empathy: As *Speak with Animals*

Level 3

Body Control: As *Remove Curse/Disease*
Mind Armor: As *Defiance*
Sense Psychotronic Impression: As *Speak with Dead*

Level 4

High Level Cellular Regeneration: As *Cure Serious Wounds*
Resist Psychotronic Influence: As *Protection Circle*

Level 5

Inner Lucidity: As *Commune*
Remove Psychotronic Presence: As *dispel evil*; "enchanted monsters" are psychotronic creatures
Improved Telepathic Shield: As *Holy Zeal*

Telepathic Abilities

Level 1

Low Level Mind Control: As *Charm Person*
Detect Psychotronic Power: As *Detect Magic*
Psychotronic Luminescence: As *Light*
Psychotronic Shock: As *Sleep*

Level 2

Psychotronic Paralysis As *Hold Person*
Sense Hostility: As *Detect Evil*
Sense Light Wave Diffraction: As *Detect Invisible*
Light Wave Diffraction: As *Invisibility*
Telecephalic Illusions: As *Phantasmal Force*

Level 3

Disrupt Psychotronic Force: As *Dispell Magic*
Energetic Control: As *Fiery (Pyro-), Icy (Cryo-) or Lightning (Electro-) Wrath*
Telekinetic Propulsion: As *Fly*
Temporal Distortion As *Haste*

Level 4

Improved Mind Control: As Charm Monster

Id Disruption: As Fear

Body Control: As Remove Curse/Disease

Level 5

Mass Psychotronic Paralysis: As Hold Monster

AVAILABLE EQUIPMENT

PCs start with 200 Credits (CR) each. All S&S© equipment can be purchased for its listed GP value in CR. Holy water and silvered weapons have only psychological value, unless the GM decides otherwise.

Item	Cost	Item	Cost
Food Pill (Rations for 1 creature per standard day; unpalatable, but edible by all known races)	1 CR	Quadricorder (Analyzes substances/energy sources (and intensity), ranged)	90 CR
Photonic Screwdriver (+3 to repair advanced equipment)	80 CR	Hand Computer (processes 4 levels of data) from a datacube	40 CR
Communicator (planetary range or to/from orbiting ships)	10 CR	Neutron Shield (AC 14, MV 12 must be recharged daily)	45 CR
Data Cube (holds 20 levels of data; GM call what that means)	20 CR	Powered Armor (AC 16, MV 18, must be recharged daily)	500 CR
Riding Beast (usable only on its home planet) and saddle	15 CR	Flak Vest (Armor Class[AC]12, Move[MV] 12)	15 CR
Power Cell (Recharges any item that requires a charge in 1 turn, then must be recharged itself for 1 hour from the ship's engines or for one standard day by solar energy).	5 CR	Disruptor (ranged weapon, 1d6 damage; roll of 1 causes no damage, but forces opponent to make a SV or fall unconscious for the rest of the battle, must be recharged after 30 shots)	50 CR

ALIEN MONSTERS

Two possibilities for creating alien monsters exist. The Spacefarer's Guide to Alien Monsters is excellent, and any skilled GM can come up with quick conversion rules to the S&S© / D&DS© systems. Another way is to use the Wandering Monster Encounters Charts from S&S© and New Monsters For S&S© as follows. Roll twice on the encounter charts. Use all the stats from the first roll for the monster *except the special ability stat*. For special abilities, use the stat for the second monster rolled. As monsters from unexplored worlds are supposed to be unknown quantities, *the monster's physical description is based on the miniature you use to represent it*. Probably half a dozen to a dozen monsters for each planet would make a good encounter table.

ALIEN PLANETS

The Spacefarer's Guide to Planets (Sectors 1 and 2), allow easy planet generation. Go here <https://topps.diku.dk/torbenm/maps.msp> for maps. Overlay a square or hexagonal grid on the icosahedral map and you are ready to game! For inhabitants, roll 1d100 on the list in the Spacefarer's Guide to Alien Races. If the race does not match the planet's atmosphere, they are colonists, living in orbit, domed cities, etc.

INTERSTELLAR ENCOUNTERS

Roll 1d6. On a score of 1-5, roll on the tables in Spacefarer's Guide to Planets: Sector Two; on a 6 a warship crewed with Black Tide Robots is encountered: <https://www.drivethrurpg.com/product/189323/The-Black-Tide-System-Neutral-Interstellar-Role-Playing-Campaign-Rules>. Scoutships contain 2d6 crew/passengers/marines; merchantmen and warships contain 5d6.

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STARSHIP COMBAT

Set two starship battle maps adjacent to each other. A random number of fighters (1d3-1 for a scout, 1d4 for a merchantman, or 1d6 for a warship) can also be placed on the map in empty space not adjacent to anything else. PCs and NPCs in powered armor or spacesuits (not other armor) are called "boarders", and can move normally through space between the vessels. A successful disruptor shot targeting an adjacent bulkhead has a 35% chance of opening a breach that boarders can pass through. Assume the ships are evacuated and all parties are at least in unarmored spacesuits, so explosive decompression is not a problem.

Each turn, roll 1d6 to see what happens in Starship Combat:

- 1: **Dog Fight:** Roll 1d6 for each fighter. Each 6 destroys a random enemy fighter, random enemy boarder in space (fighter must have line of sight), or causes the enemy ship 1 hit, attacker's choice. Scouts are destroyed by 3 hits, Merchantmen by 5, Warships by 7.
- 2: **Ships Engage:** Each ship rolls a SV. The captain must choose one of: *Damage Control* (Engineer saves to repair 1 hit to his ship), *Fire!* (Gunner saves to cause enemy ship 1 hit), or *Evasive Action* (Pilot saves to warp away from the battle).
- 3-6: **Boarders Engage:** Each side takes a round of melee combat. *Note that Starship boarding actions with energy weapons are extremely dangerous.* Any miss involving a roll of 1 on a d20 means some critical piece of equipment was struck. This will either (50%) cause an explosion in the room (all characters must SV or take 2d6 damage) or another effect based on the area (navigation control lost if on the bridge, surgical equipment ruined in the medical bay, nuclear power plant detonates in the engine room etc.). For this reason, archaic weapons such as swords are commonly used in such fights. A defeated crew that used disruptors will often (50%) find itself thrown into space by the enraged victors. Few NPC vessels will use energy weapons in boarding actions (20%) though pirates and highly militaristic races are more likely to (45%). Robots will do whatever the situation dictates.
Also note that PC fighter pilots can reroll their Dog Fight d6 once per game session per level. PC fighter pilots or boarders killed by enemy fighters are instead captured by the enemy or drifting in space, at the GM's discretion.

PLANETARY INVASIONS

Fight these as Starship Combats, but a single spaceship is set adjacent to a planetary battle map. Both sides may have fighters. The planetary high command can take all of the actions available to a starship captain.

PREDECESSOR ARTIFACTS

The ancient *Predecessors* left behind artifacts that cannot be duplicated by modern galactic science. Emulate these with S&S© magic items, modified as follows: A *Malicious Artifact* counts as a *Cursed Item*. *Tree of Life* is a Predecessor regenerative syrup that counts as a *Healing Potion*. A *Psychotronic RNA Ampoule* counts as a *Spell Potion*. A *Psychotronic Focus* counts as an *Enchanted Item*. A *Predecessor Weapon* will be either a disruptor or sword (50/50 chance) modified as per an *Enchanted Weapon*. *Predecessor Armor* is Powered Armor, Neutron Shield or Flak Vest modified as *Enchanted Armor*. Finally, a random item roll of 11 counts as 10, and 12 becomes a *Predecessor Ship*, for which roll 1d6: *1=Disintegrator Batteries* (causes 1d2 damage each time the ship hits in a "Ship's Engage" turn). *2=Nullity Ship* (cannot be detected by non-psychotronic Enemies). *3=TransHyper Ship* (Can jump between any two black holes of known coordinates). *4=Star Cracker* (After one standard day in position, can fire a beam that will cause a star to go nova). *5=Living Ship* (Regenerates all damage each time there is a "Ships Engage" turn). *6=Sentient Ship* (Ship's computer is an Empath character, but can use only *Inner Lucidity* (roll 1d3 twice; lower roll is the number of times this can be used each standard day).