DEMONS IN SPACE

[COVER IMAGE - WIP]

DEMONS IN SPACE

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INTRODUCTION

When someone says "tabletop roleplaying game", what do you think of? Swords, wizards, dragons, and dreadful dark dungeons full of danger? There are plenty of games that do this and they do it well. In fact, this game is based on one of them (*Swords & Wizardry*, if you are curious).

But this is not that type of game. This is not some mythical past; this is the future. Spaceships, laser guns, teleportation technology…and horrible monstrosities from beyond the known universe are trying to destroy our world. It is up to the players to fight back and save the world…or die trying.

You will not be walking through underground dungeons built by mad wizards searching for the secret of immortality, you will fighting for your life in space stations high above the earth or trying desperately to give medical aid to your buddy in the burnt out shell of a major metropolis.

There are no orcs or elves in this game, but instead multi-armed demons or twisted creatures made from flesh and metal are coming to destroy everything you hold dear. Unholy abominations with a taste for human flesh are hunting you down!

What do you do? Other games have swords and crossbows. Here you have chainsaws and laser rifles! Will you prevail over the eternal enemies of mankind? Fire up your favorite metal album and find out in…

DEMONS IN SPACE

Even the old cannot remember when space was vast, its distances unconquered. Thanks to Dr. Thorvald and his gates, mankind was no longer bound to the pedestrian physics of mass and velocity. Instead, we crossed the starry oceans by piercing the veil between dimensions, entering and leaving at points of our choosing. Between dimensions was the Thorvald field, a sea of black haunted by strange echoes. A ship entered a gate, lasers locked on a distant star, then rode the beam as space and time slipped by in ways no equation could accurately predict. Near their goal the gate opened and the ship crossed back into real space. Massive starliners carried tourists to see the frozen methane formations on Irenia while miles long container ships sailed the galaxy laden with everything from rare metals to exotic foodstuffs. Mankind thrived. Innumerable worlds offered their riches to explorers and colonists. Malcontents left to make societies in the mold of their beliefs. Dreamers headed out to form their utopias. So much room, so much abundance. There was always more, another world, another belt of mineral rich rocks floating in the ink black sea, another warm sun to welcome immigrants. The great militaries of the world shrank in the face of a durable peace. In small forward bases scattered throughout the systems the Marines kept watch against pirates and raiders, men that found a different sort of opportunity in the wonder of the Thorvald Gates. Meanwhile mankind continued exploring and building. The Golden Age had arrived.

But in the dark places of the universe something stirred.

"Mayday, mayday, mayday! Port Zealand Control, this is CV Alessia, do you copy? Mayday, mayday, mayday!"
"Alessia, Port Zealand Control, what is your situation?"
"Port Zealand Control, Alessia. We have entered real space ahead of destination point due to emergency. We are under assault. Many dead. Something is on the ship, animals…I don't know, they are tearing people apart, please help…"
"Alessia, I don't understand. An animal got loose? A xenomorph specimen?"
"Port Zealand, negative. Hull was breached within the Thorvald field. Everything happened after that."
"Alessia, you have experienced a hull breach?"
"Zealand, we are being hunted through the p-ways and torn apart by a number of unidentified creatures!"
"Alessia, this is Commander Hewson, Port Zealand Control. Let me speak with your captain."
"The captain is dead! I watched them rip him limb from limb! We're all going to dead soon if you don't do something!"
"I'm not doing anything until I understand exactly what is happening there, Alessia."
"…Demons, sir. There are demons on this ship."

GETTING STARTING

Most likely, you already know basically how this game works. One of you is the "Game Master" or "GM," who runs the game world: the GM designs the adventures, makes decisions and dice rolls for the monsters, describes what the characters see, and judges the effects of their actions. The rest of you are the "players," each of you taking on the role of a "player character" who might be a battle-tested marine, a combat medic weary of all the death, or any other sort of avatar representing you in the game world. You do not need to use miniatures, although they can sometimes help clarify who was standing where, when the bridge collapses, and other such important questions.

The first step is to complete a character sheet, recording your character's statistics and equipment; the next step is to sit down around a table with some dice and start playing! Unless, of course, you are the GM, in which case you will have to prepare the adventure first. There is more for you later on in the book – you are important enough to have whole sections of the rulebook for your use only!

DICE

DEMONS IN SPACE uses several different kinds of dice, abbreviated according to how many sides they have. A four-sided die is called a d4, and if you roll 3 of them (adding the results together), that is written as 3d4. The six-sided die is a d6, the eight-sided die is a d8, the ten-sided die is a d10, the twelve-sided die is a d12, and the twenty-sided die is a d20. When the rules mention d100 (or percentile dice), roll two ten-sided dice, treating the first roll as the "tens" and the second roll as the "ones." If you were to roll a 7 and then a 3, the result would be 73. A roll of 0 and 0 means a result of "100."

COMMON TERMS

You will discover several common terms (and their abbreviations) while reading. DEMONS IN SPACE itself is a roleplaying game, shortened to RPG. As a player, your character will be a player character (PC), while the GM will provide non-player characters (NPCs). **"Experience points"** (XP) are the measure of a character's growing expertise and ability. **"Hit Dice"** (HD) are the number of dice a character or monster rolls to determine total **"hit points"** (hp), the amount of damage a one can handle before dying. **"Armor Class"** (AC) is a measure of protection against attack. A **"Saving Throw"** represents the attempt to avoid or mitigate some type of unusual attack. **"Advantage"** means that you roll 2 d20s and use the result of the better one. **"Disadvantage"** means you roll 2 d20s and use the result of the worse one. Advantage and Disadvantage cancel each other out, even if you receive Advantage or Disadvantage from multiple sources. If you have 1 source of Advantage and 3 sources of Disadvantage on a particular roll, it is all cancelled out and you just roll normally. **"Loot Tokens"** (LT) will be explained later, but the short version is that you can use them find helpful items. Do not worry about trying to memorize all this; most of it will be self-evident as you read through.

CREATING A CHARACTER

THE CHARACTER SHEET

For your convenience, a blank character sheet is included in Appendix A. Of course, you can take a blank sheet of paper and create your own character sheet. If you choose to use the official character sheet, you have my permission to print as many copies as you need!

ROLL ATTRIBUTE SCORES

The basic attributes of a character are numbers representing Strength (muscle power), Dexterity (quickness and coordination), Constitution (general health and hardiness), Intelligence (education and IQ), Wisdom (common sense), and Charisma (leadership). The first step to creating your character is to roll 3d6 for each of the six attribute scores.
If your dice rolls are no good for the kind of character that you want to make, toss out those rolls and start over. Keep in mind that your character will almost certainly have at least one score that is lower than average. This is not a game of armored super-heroes! The great heroes of the far future do not begin as superior specimens of human perfection; they are flawed like anyone else. Their adventures will differentiate them from the common rabble!

STRENGTH

Roll 3d6 for your character's Strength score, and write it on your character sheet. High strength lets the character force doors open more easily, and allows much more weight to be carried. For Marines only, high strength gives bonuses to hit and to inflict damage. The table below shows the effects of your character's Strength score. Write down these bonuses on your character sheet. Strength is the Prime Attribute for Marines. (The Prime Attribute is important for calculating bonuses to your experience points when you get them and is described later in the rules.)

Table 1: Strength Score

Score	To-Hit Modifier*	Damage Modifier*	Open Doors**	Carry Modifier (in pounds)
3-4	-2	-1	1	-10
5-6	-1	0	1	-5
7-8	0	0	1-2	0
9-12	0	0	1-2	+5
13-15	+1	0	1-2	+10
16	+1	+1	1-3	+15
17	+2	+2	1-4	+30
18	+2	+3	1-5	+50

*Penalties apply to any character, but only Marines get the bonuses. It may seem silly that being strong will give you bonuses to damage with firearms, but Marines are just that good at fighting.

** On the roll of a d6, this is the result that succeeds in opening the door.

DEXTERITY

Roll 3d6 for your character's Dexterity score. A high Dexterity score gives your character bonuses when attacking with a firearm or other ranged weapon, and improves your Armor Class (explained later in the rules), making you harder to hit. Dexterity is the Prime Attribute for Technicians.

Table 2: Dexterity Score

Score	Ranged Weapon To-Hit Bonus/Penalty*	Effect on Armor Class
3-8	-1	Worse by 1 point
9-12	0	None
13-18	+1	Better by 1 point

*For Marines, this bonus is in addition to any bonuses for Strength.

CONSTITUTION

Roll 3d6 for your character's Constitution score. A high Constitution gives your character extra hit points for each hit die. It is not the Prime Attribute for any character class, but those extra hit points can come in very, very handy. Constitution is also used to determine a character's likelihood of successfully being resuscitated, or surviving other truly major shocks to the system. (For other shocks, use the same chance as shown for "Resuscitation Survival" on the table below. The GM will let you know if an event is a shock worthy of checking this table)

Table 3: Constitution Score

Score	Hit Point Modifier (per hit dice)	Resuscitation Survival
3-8	-1	50%
9-12	0	75%
13-18	+1	100%

INTELLIGENCE

Roll 3d6 for your character's Intelligence score. Intelligence is the Prime Attribute for Occultechs. Whenever an enemy casts a spell or power, use this chart to determine if a character understands what the spell or power is. You may also use this chart as a handy guide if the players come across some sort of strange magical phenomena.

Table 4: Intelligence Score

Score	Chance to Understand Cast Spell / Power
3-7	30%
8	40%
9	45%
10	50%
11	50%
12	55%
13	65%
14	65%
15	75%
16	75%
17	85%
18	95%

WISDOM

Roll 3d6 for your character's Wisdom score. Wisdom is the Prime Attribute for Combat Medics. Any character with a Wisdom score of 13 or higher receives a +5% bonus to all experience point awards. (Combat Medics with high Wisdom receive both this bonus and the bonus for Wisdom as their Prime Attribute.)

CHARISMA

Roll 3d6 for your character's Charisma score. Highly charismatic characters have a better chance to talk their way out of trouble, and can lead more followers than characters with low Charisma. Charisma also limits the number of NPCs that will willingly follow and obey your character. Additionally, Charisma has a small effect on how loyal they are. Any character with a Charisma score of 13 or higher receives a +5% bonus to all experience point awards.

Table 5: Charisma Score

Score	Maximum Number of Followers
3-4	1
5-6	2
7-8	3
9-12	4
13-15	5
16-17	6
18	7

CHOOSE A CHARACTER CLASS

COMBAT MEDIC

Combat Medics are men and women who work hard to keep their allies alive. They rush into enemy fire to drag out their comrades and apply emergency medical care. However, if need be, Combat Medics can bring the hurting along with the healing.

Prime Attribute: Wisdom, 13+ (+5% experience bonus)
Hit Dice: 1d6/level
Armor Permitted: Any, except Powered Armor
Weapons Permitted: Everything but the Chaingun, Rocket Launcher, and Mega Energy Blaster.

Combat Medic Class Abilities

Extra Starting Equipment: In addition to any other items that a new character may have, a new Combat Medic begins with 5 Stim Packs.

Enhanced Equipment: When using Stim Packs, Medical Kits, or Surgery Sets on allies, the Combat Medic adds twice his or her level as a bonus. A 3rd level Combat Medic using a Stim Pack on an ally would heal 1d8+6 hp. However, if that same Combat Medic used a Stim Pack on himself or herself, the healing would only be 1d8+3 hp.

Medical Experiments: After 1st level, Combat Medics can, from the bits of demon flesh, scavenged medical supplies, and possibly plants, create medical devices / drugs / syringes etc. Each day as they are out and about, they gather bits of this and that they put together into their Medical Experiments. This is not something that the GM or the player needs to keep track of; just assume it happens. As they level up, they become more efficient at finding ingredients and they learn to combine them to create new and strange effects. At the start of each day, the previous day's Medical Experiments

dissolve and the player may select a new set of Medical Experiments. A Combat Medic automatically knows all of the Medical Experiments of the level he or she can use.

Saving Throw Bonus: Combat Medics gain advantage on saving throw rolls against being paralyzed.

Table 6: Combat Medic (C) Advancement Table

Level	Experience Points Required for Level	Hit Dice (d6)*	Saving Throw	# of Medical Experiments (by level)				
				1	2	3	4	5
1	0	1+6	15	-	-	-	-	-
2	1,500	2	14	1	-	-	-	-
3	3,000	3	13	2	-	-	-	-
4	6,000	4	12	2	1	-	-	-
5	12,000	5	11	2	2	-	-	-
6	24,000	6	10	2	2	1	1	-
7	48,000	7	9	2	2	2	1	1
8	100,000	8	8	2	2	2	2	2
9	170,000	9	7	3	3	3	2	2
10	240,000	10	6	3	3	3	3	3

* Add 6 hp to the total you roll on your first Hit Dice

OCCULTECH

Sometimes when a person goes through a Thorvald Gate, they come back a little...different. In most cases, the person does not even know that they have changed. It starts innocently enough, with weird little occurrences such as household objects randomly moving when you are not looking, but over time, the person becomes a threat to those around them. When a fire can spontaneously break out or a heavy object fly across a room, the person becomes a danger. The government tries to find these troubled people and train them. They are taken to secret government camps for months and they come back as trained Occultechs.

Now never seen without their distinctive armor, even around family and friends, the Occultechs have full control over their strange powers. However, they are changed men and women. Their attitude is much more grim than before, but they will refuse to say precisely why. A Occultech never speaks about the training or the long absences when a government agent comes to collect them for a mission. The armor, which is black and covers the whole body, *never* comes off, so no one is ever completely sure if their loved one is still in there, or if *anyone* is actually in there. (The truth of the matter is up to the GM)

Prime Attribute: Intelligence, 13+ (+5% experience bonus)
Hit Dice: 1d4
Armor Permitted: Only the special armor they wear. It covers the whole body and has the same stats as a Light Vest: -2 [+2] AC. All Occultechs begin play with this armor as a free item. If taken off, the Occultech dies.
Weapons Permitted: Only the Pistol, Shotgun, Sawed-Off Shotgun, Grenades, and Laser Rifle.

Occultech Class Abilities

Powers: A Occultech simply knows his or her powers; they are ingrained in his or her mind. He or she does not need to prepare them (in the way that Combat Medics prepare their Medical Experiments), though he or she must get a good night's sleep each day to regain all his or her spent Dark Matter Points.
Knowing Powers: A 1st level Occultech begins play with 3 1st level powers. Every time an Occultech levels up, they may add 2 powers up to a level they can cast. Each level of power costs a certain number of Dark Matter Points.

1st: 1 Dark Matter Point
2nd: 3 Dark Matter Points

3rd: 5 Dark Matter Points
4th: 7 Dark Matter Points
5th: 9 Dark Matter Points

Saving Throw Bonus: Occultechs gain a bonus of advantage on all saving throw rolls against all spells/powers.

Table 7: Occultech (O) Advancement Table

Level	Experience Points Required for Level	Hit Dice (d4)*	Saving Throw	# of Spells (by level)				
				1	2	3	4	5
1	0	1+4	15	1	-	-	-	-
2	2,500	2	14	2	-	-	-	-
3	5,000	3	13	3	1	-	-	-
4	10,000	4	12	4	2	-	-	-
5	20,000	5	11	4	2	1	-	-
6	35,000	6	10	4	2	2	-	-
7	50,000	7	9	4	3	2	1	-
8	75,000	8	8	4	3	3	2	-
9	100,000	9	7	4	3	3	2	1
10	200,000	10	6	4	4	3	2	2

* Add 4 hp to the total you roll on your first Hit Dice

MARINE

Fearless warriors against the scourge of demons, Marines rip and tear their way through the ranks of the hell-spawn. Master of all weapons and armor, they are the frontline of any assault or the backbone of any defense.

Prime Attribute: Strength, 13+ (+5% experience bonus)
Hit Dice: 1d8/level
Armor Permitted: Any.
Weapons Permitted: Any.

Marine Class Abilities

Multiple Attacks: Against creatures with 1 HD or less, a Marine makes one attack per level each round.
Strength Bonuses: Unlike most other character classes, Marines with a high Strength can have bonuses to hit and on damage, per Table 1.
Taunt: With the power of an extended middle finger and a well-chosen invective, the Marine can stun an enemy if it fails a saving throw. If the enemy has more HD than the Marine has levels, the enemy makes the saving throw with disadvantage because the enemy cannot believe that a weakling is insulting it. If the enemy fails the saving throw, it cannot act on its next turn. A single enemy may only be taunted successfully once per combat.

Table 8: Marine (M) Advancement Table

Level	Experience Points Required for Level	Hit Dice (d8)*	Saving Throw
1	0	1+8	14
2	2,000	2	13
3	4,000	3	12
4	8,000	4	11

5	16,000	5	10
6	32,000	6	9
7	64,000	7	8
8	128,000	8	7
9	256,000	9	6
10	350,000	10	5

* Add 8 hp to the total you roll on your first Hit Dice

OFFICER

Whether a commissioned military man, a chaplain, or a commissar, the Officer leads the party into battle. While not a great combatant on their own, they always have a loyal bodyguard with them to fight, and they also have a few support abilities to enhance the power of the party.

Prime Attribute: Charisma, 13+ (+5% experience bonus)
Hit Dice: 1d6/level
Armor Permitted: Light Vest & Medium Combat Suit
Weapons Permitted: Everything but the Chaingun, Rocket Launcher, and Mega Energy Blaster.
Inspiring Word: If an ally dies in combat, the Officer can give a (brief) rousing speech about the fallen. All allies that can hear that Officer gain advantage on all combat rolls and saving throws for the rest of the combat. This ability is usable once per combat.
P.S. It doesn't matter *who* killed the ally or how the ally died.
Tactical Genius: The Officer may turn an advantage into a disadvantage and vice-versa, once per combat. This ability may be used on an ally or an enemy.
Saving Throw Bonus: Officers gain advantage on saving throw rolls against an effect that would be considered "mind control".

Level	Experience Points Required for Level	Hit Dice (d6)	Saving Throw
1	0	1	15
2	1,500	2	14
3	3,000	3	13
4	6,000	4	12
5	12,000	5	11
6	24,000	6	10
7	48,000	7	9
8	100,000	8	8
9	170,000	9	7
10	240,000	10	6

Bodyguard: Begins play with a Bodyguard follower. That follower is "free" and does not count against the Maximum Number of Followers that a character may have. If the bodyguard dies, a new one shows up as soon as possible. The bodyguard has its own advancement chart based on level of Officer. As an extension of the Officer, the Bodyguard does not make morale rolls, nor does he/she take a share of XP. The Bodyguard automatically gains a Hit Die whenever the Officer levels up.

Level of Officer	Hit Dice (d8)	Saving Throw	Free Items
1	1	17	Pistol
2	2	16	Light Vest
3	3	14	Shotgun
4	4	13	Grenades
5	5	12	Sawed-Off Shotgun
6	6	11	Medium Combat Suit
7	7	9	Chaingun
8	8	8	Heavy Combat Armor
9	9	6	Laser Rifle
10	10	5	Powered Armor

TECHNICIAN

Equipped with lots of strange gadgets, the Technician tries to use technology to defeat the demons. Before the invasion, they kept everything running, whether it was fixing a computer or making sure an atmospheric filter was in proper working order. Now, they use their cunning and gadgetry to fight back.

Prime Attribute: Dexterity, 13+ (+5% experience bonus)
Hit Dice: 1d4/level
Armor Permitted: Light Vest only.
Weapons Permitted: Any.

Technician Class Abilities

Upgrade Weapon: The Technician can spend 1 hour to upgrade his weapon (except unarmed attacks and grenades). Any dice that are rolled for a weapon's damage is increased by one step using the following chart: d4 -> d6 -> d8 -> d10 -> d12 If the weapon does multiple dice worth of damage, each die is increased. Thus, 2d4 becomes 2d6. However, this bonus to the weapon's damage only applies to the Technician that upgraded it. The Technician cannot upgrade the weapon and then hand it to someone else, not even another Technician.

Technician Skills (on the roll of a d6, this is the result that succeeds):
1) Climb Walls. This what the Technician needs to climb a wall that others cannot climb by using a suction cup device attached to his wrists. If the wall is more difficult than normal (very slippery, for example), the GM may lower a Technician's chances of success. In general, if a normal person has a chance to climb a wall, a Technician can most likely do it automatically.
2) Hacking. This is used for disabling electronic systems; for example, security cameras and electronic locks. Or access your email password. Or discover who hacked into the general's private email server. Naturally if the task is harder than is normal, such as the opposing hacker being behind seven proxies, the GM may apply a penalty to the chance of success.
3) Stealth. The Technician turns on a personal stealth field and tries to hide from prying eyes.
4) Open Locks. Technicians can pick mechanical locks. Some locks might be unusually difficult, in which case the GM might apply a penalty to the chance of success.

Table 9: Technician (T) Advancement Table

Level	Experience Points Required for Level	Hit Dice (d4)*	Saving Throw	Climb Walls	Hacking	Stealth	Open Locks
1	0	1 + 4	15	85%	15%	20%	10%
2	1,250	2	14	86%	20%	25%	15%

3	2,500	3	13	87%	25%	30%	20%
4	5,000	4	12	88%	30%	35%	25%
5	10,000	5	11	89%	35%	40%	30%
6	20,000	6	10	90%	40%	45%	35%
7	40,000	7	9	91%	45%	50%	40%
8	60,000	8	8	92%	50%	60%	55%
9	90,000	9	7	93%	60%	70%	65%
10	120,000	10	6	94%	70%	80%	75%

* Add 4 hp to the total you roll on your first Hit Dice

RACE

This is not some game full of elitist elves or dour dwarves. You are human. That is it. No, you cannot play as some misunderstood half-demon, half-human abomination. Monster girls are right out!

ALIGNMENT

There are only three alignments: Law, Neutrality, & Chaos. There is a great cosmic conflict between the forces of Law and Chaos. Naturally, the demons are creatures of Chaos. The players should either be on the side of Law, or at least Neutral. A Lawful character is devoted to preserving mankind free from demonic influence. The Lawful character is not required to be a kind person, in fact, they can be downright mean! What matters is the devotion to Law. A Chaotic character is either possessed by the demons or is *very* willing to work with the demons. Finally, a Neutral character is interested in survival and will work with the side that will not eat them (generally the Law).

OTHER CHARACTER INFORMATION

Let me be frank with you. Don't bother creating a complex backstory for your character. Your characters will probably die quite a few times and you will need to create a new one. If you need help with characterization, pick three traits at random from the chart below. In fact, in the back of the book, there will be a full-page version of this chart if you want to print it off and attach it to a dart board! I do not agree with anything on the blog that this came from, but it is helpful for creating a DEMONS IN SPACE character.

Male Protagonist Bingo

MILITARY RANK	TITLE OR DESIGNATION INSTEAD OF NAME	CRIMINAL	VIGILANTE	KILLING SPREE (HUMANS)
HARDENED VETERAN	BLASÉ ABOUT KILLING	LONER	COLD AND ALOOF	WHITE
DARK HUMOR IN THE FACE OF DANGER	BICEPS AS BIG AS YOUR THIGHS	ANTI-HERO	MAKES A LIVING BEING VIOLENT	NO PATIENCE FOR POLITICS
GUNS. LOTS OF GUNS.	BROODING	PSYCHOLOGICAL PROBLEMS	LOTS OF ARMOR	"GRITTY" REBOOT
BALD/ CREW CUT	SCOWLS A LOT	SUPERNATURAL POWERS	KILLING SPREE (ALIENS/ OTHER)	THEY KILLED MY WIFE / CHILD / FAMILY!!! I'LL MAKE THEM PAY!!!

Bingo card by wundergeek
gomakemeasandwich.wordpress.com

Each character starts with the following items:

> A Backpack
> The clothes on their back
> 10 Days of Food
> A Waterskin
> 50 feet of rope
> A Pistol
> 20 units of Pistol Ammo
> 50 Loot Tokens (LT)

Also, throughout the game, the character will gain more LT to get more equipment. When not in combat, or an obviously perilous situation (like falling off a cliff), a character may use their LT to scrounge around and find the item. If they have enough LT, they may find several items at once. For example, a character with 100 LT could find 1 Sawed-Off Shotgun (30 LT) plus two Stim Packs (20 LT) plus 100 Shotgun Shells (50 LT) all at once. A player does not have to spend all their LT and may "save up", but if they die, the LT is lost. However, if the body is recoverable, the items can be freely looted and divvied up to the other surviving party members or given to the replacement character.

The GM may declare that you find a particular item, for example, you come upon an armory with a bunch of Chainguns and ammunition or you find a half-eaten torso holding a Laser Rifle. This would be "free" and not cost the players any LT. Generally, an item cannot be looted until at least one "free" one has been given a member of the party.

The GM has final say if that item can be found in a particular area, but generally this should only be limited to prevent a character from beginning the game with no items other than a Chaingun and the clothes on their back.

Here is a table of weapons that a character can scavenge with LT:

Table 10: Weapons

Item	Damage	Range*	Weight (lbs)	Cost (in LT)
Unarmed Strike	1d4	Melee	-	-
Pistol	1d6**	40 ft	2	10
Pistol Ammo (1)	-	-	0.05	0.25
Shotgun	2d4***	30 ft	8	20
Double-Barreled Shotgun	2d8***	20 ft	20	30
Shotgun Shells (1)	-	-	0.25	0.5
Chaingun	2d6	50 ft	40	50
Chaingun Ammo (1)	-	-	0.5	0.75
Rocket Launcher	2d10	80 ft	30	75
Rockets (1)	-	-	2	5
Laser Rifle	1d10+2**	100 ft	15	90
Power Cells (1)	-	-	0.05	0.4
Mega Energy Blaster	3d10	Special	50	100
Energy Ball (1)	-	-	1	10
Grenade (1)	1d8+4	20 ft	0.4	4
Chainsaw	3d6	Melee	15	20
Chainsaw Battery	-	-	1	5

* Using a weapon beyond this range gives disadvantage on the attack roll. The weapon cannot reach farther than twice this range. Except the Unarmed Strike and Chainsaw. You can only use those in melee, ya dingus!
** This weapon may be dual-wielded, one in each hand!
*** This weapon does not grant disadvantage on attack rolls in melee

Weapon Descriptions

Unarmed Strike: Your character uses his or her body to make an attack. Punch, kick, headbutt, etc. Therefore, you can make an unarmed strike even if you are holding a weapon. Weapon butt attacks fall under this as well.
Pistol: Can be dual wielded.
Shotgun: Can be used in melee without disadvantage. In fact, in melee, all Shotgun attack rolls are made with advantage.
Sawed-Off Shotgun: Can be used in melee without disadvantage. In fact, in melee, all Sawed-Off Shotgun attack rolls are made with advantage.
Chaingun: When using this weapon, your character should yell, "CHAIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIINGUN!"
Rocket Launcher: All attacks using the Rocket Launcher ignore any Damage Reduction (DR) that a creature possesses. Also, when the rocket hits (whether a creature or the wall), all creatures within 10 feet of the point of impact take 1d10 damage, unless they succeed on a saving throw, in which case they take half damage.
Laser Rifle: Can be dual wielded.
Mega Energy Blaster: Does not require an attack roll. The Mega Energy Blaster can hit any target within 100 feet. All attacks using the Mega Energy Blaster ignore any Damage Reduction (DR) that a creature possesses. When fired, the target and every creature (except non-possessed humans) within 50 feet of the target take 3d10 damage, unless they succeed on a saving throw, in which case they take half damage. Finally, all creatures with 1 HD simply die if they are within the blast of the Mega Energy Blaster (except non-possessed humans). No saving throw allowed for instant death.
Grenade: Does not require an attack roll. When thrown, the grenade automatically lands at the targeted area and deals 1d8+4 damage to everyone in a 5 foot radius, unless they succeed on a saving throw, in which case they take half damage. The Grenade cannot be thrown further than 40 feet.
Chainsaw: When using a Chainsaw, the user must spend a round attaching the Chainsaw Battery and revving the cord. Once this is done, the Chainsaw Battery lasts for 2d6+2 rounds (if you are a sadistic GM, you roll this number and keep it a secret from the player). The player may *not* turn off the Chainsaw before the Chainsaw Battery runs out. On an attack roll that is a "natural 20", whatever the Chainsaw hits, dies. Period. Describe the death in as brutal terms as you (and your group) are comfortable with. Any non-mindless nearby enemies must make a saving throw or flee in terror at the avatar of destruction that the player has become. On an attack roll that is a "natural 1", the player wielding the Chainsaw takes normal Chainsaw damage. If you are asking why a Chainsaw is on a space ship or a space station or wherever your game takes place, the reason is because it is awesome!

Table 11: Armor

Armor Type	Effect on AC From a base of 9 [10]	Weight	Cost (in LT)
Light Vest	-2 [+2]	5 lbs	20
Medium Combat Suit	-4 [+4]	15 lbs	40
Heavy Combat Armor	-6 [+6]	30 lbs	60
Powered Armor*	-8 [+8]	50 lbs	100

* Powered Armor increases unarmored damage by 1 die (1d4 become 1d6, 4d6 becomes 4d8, etc). Also, Powered Armor increases carrying capacity by 100 lbs. The armor weights 50 lbs, so the character gets a "free" additional 50 lbs of equipment. While wearing Powered Armor, any Dexterity bonuses or penalties to AC are ignored.

Calculating Armor Class

Now it is time to talk about Armor Class and what it means. Basically, Armor Class (AC) is an indicator of how difficult it is to "hit" a character or creature in combat, but here is where it gets complicated:

This game has two different ways of numbering armor class, and a group must choose which system to use. Ask the GM if he or she is using the ascending system or the descending system for Armor Class. The numbers all work out the same, but in the ascending system it is better to have a high Armor Class, and in the descending system it is better to have a low Armor Class. All numbers for the alternate ascending Armor Class system are in [brackets]. When using the regular system, simply ignore the numbers in brackets. (Everywhere. Wipe them from your mind. Make them invisible.) Here is how to calculate the effect of your armor on your Armor Class:

Using the Descending (regular) System
If you are using the regular descending Armor Class system, an unarmored character has an Armor Class of 9. Every type of armor has an "Effect on AC." Ignore the bracketed numbers and use the "Effect on AC" to reduce the base Armor Class of 9. The lower the result, the better; powerful characters may have an AC reaching into the negative numbers.

Using the Ascending (alternate) System
If you are using the alternate ascending Armor Class system, an unarmored character has an Armor Class of 10. (That is not 9, as in the regular system, but TEN.) Actually, it is [10], because we use brackets to identify that system. Now the "Effect on AC" numbers are the ones in [brackets] and wearing armor will cause AC to go up rather than down, the higher the better. Because this is based on *Swords & Wizardry* (with whom the author is not affiliated), one of the requirements is to use both descending and ascending Armor Class. The author prefers ascending Armor Class, but the GM of your group will tell you which system you will be using.

Table 12: Medical Supplies

Item	Healing	Cost (in LT)
Stim Pack	1d8 + level	10
Medical Kit	2d8 + level	20
Surgery Set	3d8 + level	30
Berserk Pack	3d8 + level	50

Medical Supply Descriptions

Stim Pack, Medical Kit, and Surgery Set: Pretty self-explanatory. Use the item and gain hp back. You may use it on yourself or an ally that you can touch. The "+ level" is based on the person using the medical item. If character A is level 2 and is using a Stim Pack on character B who is level 4, character A rolls 1d8 + 2. However, if character B uses a Stim Pack on themselves, character B rolls 1d8 + 4. You cannot go over your maximum hp. For example, let us suppose that your maximum hp is 10 and your current hp is 6. You use a Stim Pack and get a total of 5. Your hp total goes to 10. That extra 1 hp of healing is wasted. Combat Medics get to add twice their level when using these items on an ally.

Berserk Pack: When a character uses the Berserk Pack, their eyes turn red and they have an overwhelming desire to beat their enemies to a pulp with their bare hands for the next 3 turns. During this time, the character's Unarmed Strike damage increases to 4d6 and their speed is set to 12. If the character is a Marine, their Strength bonus to damage is doubled for Unarmed Strike attacks. If the character has a penalty to damage due to low Strength, ignore it for Unarmed Strike attacks while the Berserk Pack is active. Any enemy with 15 hp or under that is hit with an Unarmed Strike is instantly killed, no saving throw allowed. Please take your time to describe how brutally the enemy has been killed. Every enemy that is killed with an Unarmed Strike grants the character 1d4 hp, up to that character's hp maximum. While under the influence of the Berserk Pack, the character should, in addition to snarls and grunts, speak some of the following phrases:

"Who's a man and a half? I'm a man and a half!"
"There's nothing wrong with you that I can't fix…with my hands!"

"I've gotta handful of vertebrae and a headful of mad!"
"I'm a 12.0 on the 10.0 scale of badness!"
"Rip and tear your guts!"
"Ooh. Here it comes! Here comes the night train!"

For any other items that a player may want, the GM may just assign an LT value or allow the players to find it, if it is logical to find said item. If there is an LT cost, players should work with the GM on why they want the item. The players should not try to "pull one over" on the GM by convincing the GM to give an incredibly useful item at a too-low LT cost.

POWER-UPS

In addition to items, players can find power-ups throughout the world. Consider them to be after-effects of magic leaking into the world (such as through a demonic invasion). There is no LT Cost for these, (and their weight is negligible), because you are not intended to "loot" them. They should be specifically placed in certain locations (or behind a hidden door) by the GM.

Amulet of Non-Detection: This glowing ruby amulet will, once put on, stop glowing and turn the player invisible. Additionally, their footsteps make no sound while moving. This will last for 1 turn, or until the player attacks / bumps into an enemy. If the player attacks while under the effect of the amulet, the attack either automatically hits or is made with advantage (depending on situation / GM decision). Once 1 turn (10 minutes) is up or an attack is made, the amulet ceases to work. However, it still is an expensive piece of bling.

Impregnable Ichor: If a character spends one round covering themselves in this slimy green ichor and they will be immune to all damage and instant death effects for 2d6 + 3 rounds. This does not protect against mind-control or similar effects. Better hope no one casts Cognitive Behavioral Shift on the character! It will take the character 1 round to apply the ichor.

Sample from the Fountain of Youth: What appears to be an ordinary bottle of water, is in fact full of a fluid from the Fountain of Youth. When a character drinks this, they are immediately brought to full hit points. Additionally, any ailments are cured (including blindness, diabetes, cancer, the flu, etc). Finally, the character gains 3d8 temporary hit points that will be lost first with future damage (before the real hit points). These hit points last 24 hours, or until lost.

Visor of Vision: This visor somehow fits on any helmet, or directly over the eyes, if a character does not wear a helmet. This item will allow the character to see in the dark, as well as on the infrared / ultraviolet spectrum. It lasts for 3 turns (30 minutes). The player may turn the visor on and off, but must use at least 1 minute of time each time it is turned on (round up). For example, if a character uses the visor for 2 minutes and 17 seconds, count it as using 3 minutes of time.

WEIGHT AND MOVEMENT

Table 13: Base Movement Rate

Weight Carried*	Base Movement Rate
Up to 75 pounds plus Carry Modifier, if any	12
76-100 pounds plus Carry Modifier, if any	9
101-150 pounds plus Carry Modifier, if any	6
151-300 pounds plus Carry Modifier, if any	3

* Carry Modifier (from Strength, if any, is added to the total. For example, an adventurer with a Carry Modifier of +10 can carry up to 85 pounds before dropping from a Movement Rate of 12 to a Movement Rate of 9, while a person with a Carry Modifier of -10 would drop to a Movement Rate of 9 even if carrying only 66 pounds of equipment.

Table 14: Movement Rates

Description	Speed	Results
Walking	Base Movement rate times 20 feet / turn	Mapping and careful observation of surroundings is possible
Running	Base Movement rate times 40 feet / turn	No mapping permitted. Characters are automatically surprised and have no chance to surprise others. The sound of running may attract the attention of enemies.
Combat	Base Movement rate divided by 3, times ten feet, is how far the character can move in one round. Thus: Base Movement of 3 = 10 feet Base Movement of 6 = 20 feet Base Movement of 9 = 20 feet Base Movement of 12 = 40 feet	Dashing around, battling your foes. Alternatively, running for your life.

HOW TO PLAY

Once you have created your characters, the GM will describe the setting and what your characters can see (probably something horrible). You may start in a research station floating around a planet, in the depths of a massive cargo ship, on a besieged Earth, or possibly even in Hell itself. Once the game begins, you describe your actions and what you do. Do you go down the left hallway or the right? Do you sneak by the cultists, or do you throw a grenade at them? While you describe your actions, the GM will control any other characters or monsters you meet.

The rules below are guidelines for how to handle certain events: combat, movement, healing, dying, and other important parts of the game. Basically, you and the GM work together, with the GM handling the details of a dangerous demon-infested world, and you deciding what your character does in it. The epic story of your character's rise to greatness (or unfortunate death) is yours to create in the GM's world.

GAINING EXPERIENCE

Characters are awarded experience points (XP) for killing monsters. Monsters each have a set experience point value (given in the monster's statistics). Also, the GM may also give XP for completing critical tasks, like closing a portal to Hell or repairing a spaceship to fly to Earth to warn everyone of the demonic invasion coming.

XP Bonus: Each Character Class has one Prime Attributes listed in its class description. If a character has this Prime Attribute at 13 or higher, all experience point awards to the character are increased by 5%. Additionally, if the character has a Charisma score of 13 or more, experience point awards are increased by 5%. Finally, if the character has a Wisdom score of 13+, the character gains a third 5% bonus. Thus, high Wisdom or Charisma may earn bonuses twice for a character, as the Prime Attribute as well as individually. It is possible for a character to gain as many as three 5% bonuses to experience point awards for a total increase of 15%.

When your character has accumulated enough experience points to reach a new level, you will roll another hit die and add that number to the character's hit points. He or she may gain new powers or other abilities, as applicable, and combat skills may also increase. In other words, your character has become more powerful and can now pursue greater challenges!

TIME

Sometimes the GM will rule that "an hour passes," or even, "a month passes," in the life of the adventurers. However, two important time measurements need quick explanations. These are the "turn," and the "combat round." A turn represents 10 minutes, and a combat round is 6 seconds.

Turns are used to measure normal movement when the adventurers are in a dangerous place; combat rounds are used to measure time when the party is in combat. See the Movement Rate tables as an example of how "rounds" and "turns" are used.

SAVING THROWS

From time to time, a spell / power or some other kind of hazard requires you to make a "saving throw." A successful saving throw means that the character (or monster) avoids the threat or lessens its effect. Each character class has a "Saving Throw" target number, which gets lower and lower – easier to beat, in other words – as a character gains levels. To make a saving throw, roll a d20. If the result is equal to or higher than the character's saving throw target number, the saving throw succeeds. Take note: Some character classes have better-than-average chances to make a saving throw against particular types of hazards. Occultechs, for example, get advantage on the die roll on their saving throws against powers and spells of all kinds. These various bonuses are described in the explanation of each character class. Marines do not get these bonuses because their base saving throw numbers are better than the other classes across the board. Monsters can also make saving throws; a monster's saving throw target number is listed in its description.

COMBAT

There are multiple ways to run combat in this kind of game. The first option listed below is the official way to run initiative and combat. There are two alternatives included, if you want to use those instead. Before we get to the initiative rules, here are the surprise rules:

The GM decides if the characters or the monsters might be surprised. If the monsters are banging on the door because they know the party is in there, no one is surprised. But if the characters turn the corner of a hallway and the monsters are right there, then both sides might be surprised. To check for surprise, roll 1d6 for each side that might be surprised. On a roll of 1-2, that side is surprised. On a roll of 3-6, that side is not surprised.

OFFICIAL INITIATIVE AND ORDER OF BATTLE

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

1. Check for Surprise. The GM determines if one side, or both sides, might be surprised. The GM rolls for surprise. The surprised group automatically loses initiative on the first round of combat. Also, they have disadvantage to all initiative rolls to the rest of the combat session (or until the surprised group's initiative ends up higher than the other group's initiative).
2. Determine Initiative. Each side rolls 1d20, and the highest result wins. Ties go to the players. Note that this is rolled for each side, not for each combatant.
3. Winning Initiative Goes. The side that won Initiative acts first (use a power or cast a spell or attack and move), and results take effect.
4. Losing Initiative Goes. The side that lost initiative acts; results take effect.
5. The Round Ends. The round is complete; if the battle has not been resolved, begin the cycle again, starting with step 2.

ALTERNATIVE INITIATIVE 1

1. Check for Surprise. The GM determines if one side, or both sides, might be surprised. The GM rolls for surprise. The surprised group automatically loses initiative on the first round of combat. Also, they have disadvantage to all initiative rolls to the rest of the combat session (or until the surprised group's initiative ends up higher than the other group's initiative).
2. Declare Spells/Powers: This is not an option for a group that was surprised; they have to wait until the beginning of the next round. Any player whose character is going to cast a spell must say so before the initiative roll. (The GM makes a similar determination for the opponents.) The casting of any spell or power starts at the beginning of the combat round. Thus, if the enemies win the initiative roll and damage the caster, the power or spell's casting may be disturbed and it is lost.
3. Determine Initiative: Each side rolls a 1d20 and the side with the highest result is the winner. One roll is made for each side, not for each individual. If this is the first round and one group was surprised, the other side gets to go first automatically, without having to roll a die.
4. Movement and Missile Fire: Each combatant on the side that won initiative may move, or may fire any missile weapons. Then the losers of the initiative roll may move or fire missile weapons. If a Medical Experiment has a range longer than melee, it may be used here. Only 1 Medical Experiment may be used per user per round.*
5. Melee Combat and Spells: Each combatant on the side that won initiative makes any melee attacks / Medical Experiments (if in melee range), or casts powers / spells. Powers / spells take effect immediately. A Power or spell cannot be cast if the caster is in melee combat with enemies. Losers of the initiative then make their attacks and cast spells. Only 1 Medical Experiment or spell may be used per round per user per round.*
6. The round is complete. Go back to step 2 (Declare Spells/Powers) and repeat the process until the combat is finished.

* This just means that if a Combat Medic uses a Medical Experiment during step 4, he or she may not use one during step 5. However, if there are two Combat Medics, one could use a Medical Experiment during step 4 and the other could use a Medical Experiment during step 5. Or both use it in step 4. Or they both use it in step 5.

ALTERNATIVE INITIATIVE 2

This is a little different. This is an individual initiative order of battle. Each character has an individual initiative based on the following formula:

Character Level + Class modifier + Dexterity Modifier + Alert status = Initiative

The class modifier for each class is as follows:

Combat Medic +4
Marine +3
Technician / Officer +2
Occultech +1

For the Dexterity Modifier, look at the character's Dexterity Score and give them the Initiative modifier listed below.

3 to 8 = -1
9 to 12 = +0
13 to 18 = +1

Alert status can change based on circumstances. The GM is the final arbiter of a character's status. An explanation of each status is below.

Alert +3
Cautious +0
Distracted -3

Alert: The character is looking in the direction that the threat is coming from and they are able to take action to defend themselves. The character cannot maintain this attitude forever.
Cautious: The character is looking for danger, but the threat comes from a slightly different direction. When in doubt, assume a character is cautious.
Distracted: The character is doing something else when the threat arrives (like a Technician hacking a computer while monsters are banging on the door), but they are not fully surprised.

Of course, if the characters are surprised / the enemies are surprised, the other side gets one full round of actions before initiative scores are checked. The character or enemy may take a full suite of actions, which would generally be move and attack, move and use a Medical Experiment, or move and use a power. Basically, move plus something else.

The initiative of enemies is based on the enemy's HD + Alert status. However, the Alert status of enemies is slightly difference. An Alert enemy has a +6 to Initiative and a Distracted enemy has a -6 to Initiative. A Cautious enemy still has +0 to Initiative.

In a case of a tie, the player wins the tie. If two players tie, the players involved decide who goes first. If they cannot decide quickly, the GM can declare that the character with the higher Dexterity score goes first. If the Dexterity Scores are the same, roll a die to break the tie.

THE ATTACK ROLL

To have a character attack with a weapon, a player rolls a d20 and adds any bonuses to the result. These "to-hit" bonuses may include a Marine's Strength bonus or a Dexterity bonus (for attacks with ranged weapons). The player or the GM also subtracts any "to-hit" penalties, which might come from enemies hiding behind cover, etc.). The total attack roll is then compared to a table to see if the attack hits. If the attack roll is equal to or higher than the number shown on the table, the attack succeeds. If an attack hits, it inflicts damage; a number of hit points determined by the type of weapon the attacker is using. A "to-hit" roll that comes up as a 20 on a d20 is automatically a hit and a "to-hit" roll that comes up as a 1 on a d20 is automatically a miss. Damage is subtracted from the defender's hit point total. (See "Damage and Death").

Table 15: Combat Medic Attack Table

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
1-2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
3-4	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
5-6	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
7-8	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
9	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
10	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23

Table 16: Occultech, Officer, and Technician Attack Table

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
1-3	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
4-5	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
6-7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
8-9	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
10	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24

Table 17: Marine Attack Table

Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
1-2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
3	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
4-5	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
7	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
8	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
9	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
10	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21

Table 18: Monster & Follower Attack Table

Hit Dice	Target Armor Class [or Ascending Armor Class]																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
1	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
2	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
3	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
4	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
6	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
7	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
8	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
9	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
10	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19

SPECIFIC COMBAT SITUATIONS

Sometimes players will come up with unusual tactics during combat. A good GM will encourage the heck out of this! Do not be afraid to "house rule" strange situations. To assist, here are few situations that may come up that I have created rules for.

Cover – If a character or monster takes cover, you may want to give the attacker disadvantage on the attack roll (unless it is in area of effect attack). If the cover is complete, the attack automatically misses.

Dual Wielding – The character makes one attack roll at disadvantage, but if it hits, the damage rolled is that of both weapons. Each attack uses double the ammunition of course. Additionally, any damage bonuses are doubled as well. Marines do not have disadvantage on an attack roll with two weapons. For example: a Marine with 18 Strength wielding 2 Pistols would do 2d6+6 damage on a hit, but it would use two Pistol Ammo. A character may dual-wield Unarmed Strikes. Go ahead, give that slobbering demon, the ol' one-two!

Haul Ass – If a character just wants to move and do nothing else during their turn, they may "haul ass" and move twice their normal movement.

DAMAGE AND DEATH

When a character (or creature) is hit, the amount of damage is deducted from hit points (hp). When total hit points reach 0, the character is dead. Period.

When a character dies, all of their items can be looted from their bodies (if the bodies can be located), but any XP or LT is lost forever. Special note, any armor that the character is wearing is recoverable, but it is considered damaged and only offers half the normal protection. 2 damaged suits of armor can, with an hour's work, be combined into a "normal" suit of armor. If there are 2 damaged suits of armor that are of different types, when combined, the new "normal" suit of armor is of the weaker armor.

HEALING

In addition to the various medical means of restoring hit points, a character recovers full hit points after a full night's sleep. However, the demons are not likely to let the player to have a peaceful night's sleep.

QUICK METHOD FOR ASCENDING AC COMBAT

If you are using the Ascending AC system, it may be easier to calculate your "to-hit" rolls according to a simple formula. The numbers are the same as the Descending AC tables—this is just a different way of calculating the results. This is how it is done: each character class gains a base "to-hit" bonus, which increases as a character's level increases (see the table below). Add this bonus to the attack roll, and if the result is equal to or greater than the opponent's AC, the attack hits. That's it; no chart needed for combat.

If you are using the regular attack chart, DO NOT add a base "to-hit" bonus to your roll – the combat charts already take it into account. The base "to-hit" bonus is a feature of this Quick Method only. To use this system, write down your character's base "to-hit" bonus. You will need to adjust it as your character gains levels, but after doing that, you will not have to check any table to see if he or she scores a hit.

Table 20: Ascending AC Combat "To Hit" Bonus

Class	Level									
	1	2	3	4	5	6	7	8	9	10
	Base "To-Hit" Bonus									
Combat Medic	+0	+0	+1	+1	+2	+2	+3	+3	+4	+5
Occultech + Officer + Technician	+0	+0	+0	+1	+1	+2	+2	+3	+3	+4
Marine	+0	+0	+1	+2	+2	+3	+4	+5	+6	+7

FOLLOWERS

From time to time, players may meet other survivors of the demon attack. It is possible that they may wish to follow and help you out. If they are willing and able to pick up a gun and fight with you, the maximum number of followers that an individual character can bring into combat is based on the character's Charisma score from Table 5. The GM will have the stats of each follower. The GM will determine the starting weapon of the follower (if any). The follower will automatically find ammunition for that weapon. They will not share. If a follower dies, they drop the weapon they were using, as well as 4 full attacks worth of ammunition. (For example, a Pistol and 4 Pistol Ammo) If they were wearing armor, they will drop that as well.

If a player wishes to give a Follower a weapon, they may. However, the player must give the follower the weapon plus 4 units of ammunition for that weapon. At any time (except combat), the player may request the weapon back. No matter how many attacks have occurred in the time that the follower has had the weapon, it will be returned with exactly 4 units worth of ammunition. Followers may NOT use Mega Energy Blasters.

Followers do not blindly follow the players forever. They must be treated well and not abused. For example, do not use them as cannon fodder. If they are not treated well, they may leave or even betray the players to the demons.

POWERS AND MEDICAL EXPERIMENTS

This section lists the powers available to Occultechs (and some enemies) and Medical Experiments available to Combat Medics. While these two mechanics share some similarities, they are technically different. If an effect or game mechanic refers *specifically* to powers / spells only, it does not affect Medical Experiments.

What is the difference between a power and a spell? Powers have a "scientific" basis due to effects on the brain after passing through a Thorvald Gate. Spells are actual magic with a more "fantasy" basis and are granted by pacts with demonic entities. I have tried to always use the term "powers / spells", because they are effectively the same thing mechanically. When an evil Cultist casts "Cognitive Behavioral Shift", just call it "Charm Person". If you are familiar with other fantasy roleplaying games, you should be able to figure out what most of these spells are. When in doubt, just say "this magical attack is similar to X".

MEDICAL EXPERIMENTS LIST

Level 1

Cure Light Wounds
Detect Demons
Purify Food and Drink

Level 2

Adrenaline Rush
Restraining Pulse
Sound Barrier

Level 3

Cure Disease
Interrogate Cadaver
Poppy Grenade
Revoke Demonic Bind
Stable Luxosphere

Level 4

Hydro-Generation
Cure Serious Wounds
Neutralize Poison

Level 5

Create Bland Rations
Nanobot Plague
Resuscitation

POWER LIST

Level 1

Barrier
Bind Hatch

Cognitive Behavioral Shift
Decipher Dark Matter Essence
Decipher Thorvaldian Binary
Energy Blast
Luxosphere
Parasitic Torpor
Repellent Wave Sphere
Reveal Dark Matter

Level 2

Burn Seal
Cognitive Interception
Effervescent Engorgement
Hall of Mirrors
Hello Darkness My Old Friend
Nanite Mesh Weave
Nanite Restriction Bypass
Personal Gravity Reduction
Sensory Occlusion
Sift Data Nodes
Stable Luxosphere
Void Echo
Void-Synch Vision

Level 3

Attune Ocular Processing
Deflection Barrier
Interval Shift
Monster Summoning I
Open Void Gaze
Oxygenate the Blood
Repellent Wave Sphere, 10 ft radius
Restraining Pulse
Revoke the Void
Sensory Occlusion, 10-ft Radius
Sever Gravitic Chain
Suggestion
Thermogenesis
Voltaic Discharge

Level 4

Cognitive Behavioral Shift Mark II
Disrupt Neural Network
Dream Theater
Extension I
Flora Invigoration
Ice Storm
Monster Summoning II
Multi-phasic Appearance Shift
Nightmare

Prime-Matter Shift
Revoke Demonic Bind
Thermic/Artic Barrier
Void Eye
Void Step

Level 5

Clintonian Cascade
Consult the Thorvaldian Athenaeum
Dimensional Phase Modulance
Extension III
Fauna Engorgement
Ferrous Barrier/Igneous Barrier
Halt
Indenture Pan-Phasic Being
Monster Summoning III
Pernicious Wind
Personal Density Field
Quantum-Level Matter Shift
Restrict Neural Transmission
Transmute Rock to Mud

MEDICAL EXPERIMENT AND POWER DESCRIPTIONS

At the beginning of some of these descriptions is a word or acronym in **bold**. This represents military shorthand for the power.

Adrenaline Rush
Medical Experiment Level: Combat Medic, 2nd Level
Range: Only upon a character not in combat.
Duration: 1 hour (6 turns)

The Combat Medic injects pure adrenaline directly into the recipient's bloodstream. This Medical Experiment grants its recipient advantage to attack rolls (and improves morale, if the recipient is not a player character). The recipient cannot already be in combat when the power is cast.

Attune Ocular Processing
Power Level: Occultech, 3rd Level
Range: 40 feet
Duration: 1 day

Thanks to the enhancement of his or her's helmet processing power from the Occultech. The user can now see in total darkness up to 60 feet.

Barrier
Power Level: Occultech, 1st Level
Range: Caster
Duration: 2 turns

The caster conjures up an invisible barrier that interposes itself in front of attacks. The barrier improves the caster's armor class to 2 [17] against missile attacks and to 4 [15] against other (melee) attacks. If the caster's armor class is already better than the power would grant, the power has no effect.

Bind Hatch
Power Level: Occultech, 1st Level
Range: GM's Discretion
Duration: 2d6 turns
BH will hold and secure any door or hatch for 2d6 turns. This Dark Matter Force holds a door or gate in position for the power's duration (or until dispelled). Creatures with Dark Matter resistance can shatter the hyper-spatial seal without much effort

Burn Seal
Power Level: Occultech, 2nd Level
Range: Close
Duration: Permanent until dispelled

Burn that door! Burn Seal is a Dark Matter effect that floods the seams of a door or latch with nanites and ignites them in dark fire, permanently sealing the portal. Creatures with Dark Matter resistance can shatter the power without effort. Any Occultech-user three levels or higher than the original user can open the portal, and a Nanite Restriction Bypass Occultech will open it as well (although the power is not permanently destroyed in these cases)

Cognitive Behavioral Shift
Power Level: Occultech, 1st Level
Range: 120 feet
Duration: Until dispelled

Cognitive Behavioral Shift is a mind-effecting wave of disruptive neuron-bursts. Focused on arousing the Lateral Pre-Frontal Cortex which is directly responsible for the trait of agreeableness, making the target of this pattern shift have feelings of deep friendship towards the user. This use of this Dark Matter power is a closely guarded secret. If others knew that they were capable of being turned friendly against their will, outrage would be the result.

Cognitive Behavioral Shift Mark II
Power Level: Occultech, 4th Level
Range: 60 feet
Duration: See below

This power operates in the same manner as Cognitive Behavioral Shift, but can affect any one living creature, including powerful monsters. For monsters of fewer than 3 hit dice, up to 3d6 can be affected. Monsters have one chance per week to break free of the charm, with the probability based on their hit dice (as shown below).

Hit Dice Chance to Break Charm (Roll once per week)
1–2 HD 5%
2–4 HD 10%
5–7 HD 20%
8–10 HD 40%

Clintonian Cascade
Power Level: Occultech, 5th Level
Range: GM's Discretion
Duration: Permanent

This power animates skeletons from dead bodies. 1d6 undead are animated per level of the caster above 8th. The corpses remain animated until slain. Use of this power often makes the allies of the Occultech uncomfortable.

Named for the famed usurper queen, Arch-Magos Clinton, this power invigorates buses full of voters.

Cognitive Interception
Power Level: Occultech, 2nd Level
Range: 60 feet
Duration: 2 hours

The user can read the thoughts of other beings. The Occultech cannot penetrate more than two feet of stone and is blocked by even a thin sheet of lead. This power is another closely guarded secret of the high command. They often use Occultech Senior Staff members to observe any interviews they deem vital.

Consult the Thorvaldian Athenaeum
Power Level: Occultech, 5th Level
Range: None
Duration: Number of "Yes/No" questions

DUS it. 'Dial up Satan.' The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, in order to gain affirmative or negative answers to the questions being contemplated. The Occultech may ask a question that is at odds with Hell's agenda, because the Occultech is assumed to ask it in such a way as to not reveal the fact that the Occultech is against Hell. The power's effects depend upon how deeply the caster quests into the various planes of existence. The caster must decide how "far" into the planes of existence the contact will be attempted. The number of planes in "depth" that the caster chooses will affect the number of yes or no questions that can be asked, the chance that the knowledge is available at that level, the chance of receiving a wrong answer, and the chance that the caster will become temporarily insane from the experience. Temporary insanity lasts for as many weeks as the "number" of the plane where the caster's sanity failed… or perhaps was deliberately removed.

Table 21: Consult the Thorvaldian Athenaeum

Plane of Existence	Max # of Questions	Knowledge Available	Wrong Result	Temporary Insanity
3rd	3	25%	70%	1%
4th	4	30%	60%	10%
5th	5	40%	50%	20%
6th	6	50%	40%	30%
7th	7	60%	30%	40%
8th	8	70%	25%	45%
9th	9	80%	20%	55%
10th	10	85%	15%	65%
11th	11	90%	10%	75%
12th	12	95%	1%	85%

Create Bland Rations
Medical Experiment Level: Combat Medic, 5th Level
Range: Close
Duration: Immediate

This Medical Experiment creates a one-day supply of food for 24 humans (or the like). It doesn't taste great (unless a lot of spices and seasonings are added), but it is filling. Much like Cajun cooking, don't ask *precisely* what it is. At 9th level the amount of food doubles.

Eat it Private Smith! Yes, that used to be a demon's liver, but it is full of protein.

Cure Disease

Medical Experiment Level: Combat Medic, 3rd Level
Range: Touch
Duration: Immediate

Get vaccinated! This cures the Medical Experiment's recipient of any diseases, including magically inflicted ones.

Cure Light Wounds
Medical Experiment Level: Combat Medic, 1st Level
Range: Touch
Duration: Immediate

Cures 1d6+1 hit points of damage.

Cure Serious Wounds
Medical Experiment Level: Combat Medic, 4th Level
Range: Touch
Duration: Immediate

Cures 2d6+2 hit points of damage.

Decipher Dark Matter Essence
Power Level: Occultech, 1st Level
Range: Caster only
Duration: 2 data slates or other magical writings

DDME. This mode of vision allows the Occultech to read the hidden language of Thorvaldian Binary writings on items and data slates. Binary writing cannot be read without the use of this power.

Lance Sgt. Saltzi began his usual tirade. "I cannot make out any of this non-sense occultech junk. Get me someone upfront that can DEE DEE EM EE on this would ya?"

Decipher Thorvaldian Binary
Power Level: Occultech, 1st Level
Range: Caster only
Duration: 2 data slates or other magical writings

DTB allows the caster to read directions, instructions, and similar notations that are written in unfamiliar or even unknown languages. This mysterious use of Dark Matter affects the user's mind directly. Opening his or her eyes to the naked meaning of any writing.

Deflection Barrier
Power Level: Occultech, 3rd Level
Range: Caster
Duration: 2 hours

The recipient becomes invulnerable to small missiles. Only those missiles projected by normal humans and/or weapons are affected. Demonic spines, spittle, balls of fire, or other such attacks are unaffected

Detect Demons (Combat Medic)
Medical Experiment Level: Combat Medic, 1st Level
Range: 120 feet
Duration: 1 hour

The Combat Medic detects any demons within the Medical Experiment's range.

Dimensional Phase Modulance
Power Level: Occultech, 5th Level
Range: Touch
Duration: Instantaneous

This power transports the caster or another person to a destination that the caster knows, or at least knows what it looks like from a picture or a map. Success depends on how well the caster knows the targeted
location, as follows:

1. If the caster has only seen the location in a picture or through a map (so that knowledge is not based on direct experience), there is only a 25% chance of success, and failure means death, for the traveler's soul is lost in the spaces between realities.
2. If the caster has seen but not studied the location, there is a 20% chance of error. In the case of an error, there is a 50% chance that the traveler arrives low, 1d10 x10 feet below the intended location (with death resulting from arrival within a solid substance). If the error is high (over the 50% chance for a "low" arrival), the traveler arrives 1d10 x10 feet above the targeted location—likely resulting in a deadly fall.
3. If the caster is well familiar with the location, or has studied it carefully, there is only a 5% chance of error. On a 1 in 6 the teleport is low, otherwise it is high. In either case, the arrival is 1d4 x10 feet high or low.

Disrupt Neural Network
Power Level: Occultech, 4th Level
Range: 120 feet
Duration: 2 hours

DIM. This power confuses people and monsters, making them act randomly. On a roll of 2d6, the creatures will do the following:

Die Roll Reaction
2–5 Attack caster & caster's allies
6–8 Stand baffled and inactive
9–12 Attack each other

The effects of the confusion may shift every 10 minutes or so, and the dice are once again rolled. The power affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 hit dice or fewer are automatically affected by the power, and it takes effect instantly. Creatures of 4 hit dice or more automatically overcome the confusion effect as it builds up to its full power (1d12 minutes, minus the caster's level), and only then are they permitted a saving throw. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the power's two-hour duration has run its course.

Dream Theater
Power Level: Occultech. 4th Level
Range: 240 feet
Duration: Until touched (other than by ally) or dispelled

This power changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or it could be replaced with an illusory forest, for example.

Effervescent Engorgement
Power Level: Occultech, 2nd Level
Range: Touch
Duration: 8 hours (80 turns)

This power may be cast upon a Marine or a Combat Medic. For the duration of the power, a Marine gains 2d4 points of Strength, and a Combat Medic gains 1d6 points of Strength. Strength cannot exceed 18.

Energy Blast
Power Level: Occultech, 1st Level
Range: 150 feet
Duration: Immediate

A bolt of pure energy flies where the caster directs, with a range of 150 feet. The bolt of energy hits automatically, doing 1d4+1 points of damage. The Occultech casts an additional two bolts of energy for every 5 levels of experience. Thus, at 5th level, the caster is able to hurl 3 bolts of energy, and 5 bolts of energy at 10th level.

Extension I
Power Level: Occultech, 4th Level
Range: Caster
Duration: See below

Extension I lengthens the duration of another of the caster's powers by 50%. Only powers of levels 1–3 can be affected by Extension I.

Extension II
Power Level: Occultech, 5th Level
Range: Caster
Duration: See below

Extension II lengthens the duration of another of the caster's powers by 50%. Only powers of levels 1–4 can be affected by Extension II.

Fauna Engorgement
Power Level: Occultech, 4th Level
Range: 120 ft
Duration: 2 hours

This power causes 1d6 normal creatures to grow immediately to giant size. The affected creatures can attack as per a giant version of the normal animal.

Ferrous Barrier/Igneous Barrier
Power Level: Occultech, 5th Level
Range: 60 ft.
Duration: Permanent (stone) or 2 hours (iron)

The user must announce which of the two options are being cast:

1. As a Wall of Stone power, the user conjures a wall of stone 2 feet thick, with a surface area of 1,000 square feet.

2. As a Wall of Iron power, the user conjures an iron wall from thin air. The wall is 3 feet thick, with a surface area of 500 square feet. Useful for temporary repairs to a damaged starship!

Hall of Mirrors
Power Level: Occultech, 2nd Level
Range: Around caster
Duration: 1 hour or until destroyed

The power creates 1d4 images of the caster, acting in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the caster, and may attack one of the images instead of the caster himself (determined randomly). When a hit is scored upon one of the images, it disappears.

Halt
Power Level: Occultech, 5th Level
Range: 120 feet
Duration: 1 hour (+10 minutes/level)

The caster targets 1d4 creatures, which are completely immobilized (saving throw applies). The caster may also target a single creature, in which case the saving throw is made with disadvantage.

Hello Darkness My Old Friend
Power Level: Occultech, 2nd Level
Range: 120 feet
Duration: 1 hour

Darkness falls within the power's radius, impenetrable even to darkvision. Luxosphere or Revoke the Void can be used to counteract the darkness.

Hydro-Generation
Medical Experiment Level: Cleric, 4th Level
Range: Close
Duration: Immediate

This power creates a one-day supply of drinking water for 24 men (or, for game purposes, horses). At 9th level the amount of water doubles, and it doubles again at every level thereafter.

Ice Storm
Power Level: Occultech, 4th Level
Range: 120 feet
Duration: 1 round

A whirling vortex of ice, snow, and hail forms in a cube roughly 30 feet across. Massive hailstones inflict 3d10 hit points of damage (no saving throw applies) to all within the area.

Indenture Pan-Phasic Being
Power Level: Occultech, 5th Level
Range: 240 ft
Duration: Until dispelled

The user summons a 16 HD elemental (any kind) from the elemental dimensions of existence, and binds it to his commands. Each type of elemental may only be summoned once per day. The elemental obeys the user only for as long as the user concentrates on it; when the user ceases to concentrate, even for a moment, the elemental is released and will attack.

Interrogate Cadaver
Medical Experiment Level: Combat Medic, 3rd Level
Range: Touch
Duration: 3 questions

The Combat Medic can briefly resuscitate and ask three questions of a corpse, and it will answer, although the answers might be cryptic. Only higher-level Combat Medics have powerful enough drugs to briefly bring back long-dead corpses. Combat Medics lower than 8th level can gain answers only from bodies that have been dead 1d4 days. Combat Medics levels 8–10 can speak to corpses that have been dead 1d4 months. Note that a die roll is involved here: for example, a 7th-level Combat Medic attempting to speak with a two-day-old corpse might still fail—the d4 roll might indicate that only a one-day-old corpse can be reached with this particular attempt.

Interval Shift
Power Level: Occultech, 3rd Level
Range: 240 ft.
Duration: 30 min.

Clock em'! The user must announce which of the two options is being cast. The Dark Matter user taps into the nearby Void, causing a temporal flux within a 60 foot radius of the user. It can be used in two ways, the Occultech player must state which effect they are using before it is used. 1. As a Haste use, as many as 24 creatures may move and attack at double normal speed. 2. As a Slow use, as many as 24 creatures failing a saving throw may only move and attack at half speed.

Luxosphere
Power Level: Occultech, 1st Level
Range: 60 feet
Duration: 1 hour (+10 minutes/level)

LUX is an effect of using Dark Matter, a strange pale light emits from an item or person with a radius of 20 feet. The caster targets a person or object which then produces a light about as bright as an emergency flare.

Monster Summoning I
Power Level: Occultech, 3rd Level
Range: N/A
Duration: 6 minutes
The caster summons 1d4 Imps, who serve him until slain, or until the duration of the power expires. The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Monster Summoning II
Power Level: Occultech, 4th Level
Range: N/A
Duration: 6 minutes

The caster summons 1d4 Mouth Demons, who serve him until slain, or until the duration of the power expires. The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Monster Summoning III
Power Level: Occultech, 5th Level
Range: N/A
Duration: 6 minutes

The caster summons 1d4 Floaters, who serve him until slain, or until the duration of the power expires. The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Multi-phasic Appearance Shift
Power Level: Occultech, 4th Level
Range: 240 feet
Duration: Until negated by the caster or dispelled

One hundred or fewer humanish-sized creatures are changed to appear like cargo crates. The illusion is so perfect that creatures moving through the "Storage Area" will not detect the deception.

Nanite Mesh Weave
Power Level: Occultech, 2nd Level
Range: 30 feet
Duration: 8 hours

NET. Fibrous, sticky strands of nanite fluid fill an area up to 10 × 10 × 20 feet. It is extremely difficult to get through the mass of strands—it takes 1 round if a barium-torch or chainsaw are used, and creatures larger than a horse can break through in 2 round. Human-sized beings take longer to break through – 3 rounds.

Nanite Restriction Bypass
Power Level: Occultech, 2nd Level
Range: 60 feet
Duration: Immediate

The **NRB** unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal Occultech. There will be times when those colored key-cards are simply not available to access further into a facility. Your technician fail you? No worries, with the **NRB** you'll be able to produce a swarm of nano-sized machines capable of chewing any locking mechanism apart within 60 feet in under a minute.

Nanobot Plague
Medical Experiment Level: Combat Medic, 5th Level
Range: 480 feet
Duration: 1 day

A storm of nanobots gathers, and goes wherever the Combat Medic directs. The cloud covers approximately 400 square feet (20 feet by 20 feet, with roughly corresponding height). Any creature of 2 HD or fewer that is exposed to the cloud of nanobots flees in terror (no saving throw).

Neutralize Poison
Medical Experiment Level: Combat Medic, 4th Level
Range: Touch
Duration: Immediate

This concoction counteracts poison if used promptly, but cannot be used to bring the dead back to life later. Also cures hangovers *instantly*.

Nightmare
Power Level: Occultech, 4th Level
Range: 240 feet
Duration: 1 hour

This power causes the creatures in its cone-shaped path to flee in horror if they fail a saving throw due to their worst nightmare appearing in their mind. If they do so, there is a 60% chance that they will drop whatever they are holding. The cone extends 240 feet and it 120 feet across at the widest part of the cone.

Open Void Gaze
Power Level: Occultech, 3rd level
Range: 60 ft.
Duration: 2 hours.

OPVOID. The user must announce which of the two options is being played. A two-foot thickness of solid stone or a thin layer of lead blocks both options. 1. As a Clairaudience power, the user can hear through solid obstacles. 2. As a Clairvoyance power, the user can see through solid obstacles.

Oxygenate the Blood
Power Level: Occultech, 3rd Level
Range: 30 feet
Duration: 2 hours

The recipient of the power is able to breathe underwater until the power's duration expires.

Parasitic Torpor
Power Level: Occultech, 1st Level
Range: 240 feet
Duration: 1 hour

Sack Time! This power puts creatures into a modified state of conscious by emitting a persistent Dark Matter neuron burst towards the target's Hypothalamus which regulates the conscious/sleep cycle of the brain. (no saving throw is permitted). It can affect a number of creatures based on their hit dice.

Table 22: Parasitic Torpor

Hit Dice of Victims	Number Affected
1	2d8
2	2d6
3	1d6
4+	1

Pernicious Wind
Power Level: Occultech, 5th Level
Range: Moves 6 feet per minute
Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15 feet in radius. The cloud moves directly forward at a rate of 6 feet per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy the cloud. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. For any creature with fewer than 5 HD, touching the cloud (much less breathing it) requires a saving throw to avoid immediate death.

Personal Gravity Reduction
Power Level: Occultech, 2nd Level
Range: 20 feet/level
Duration: 1 turn/level

PGR allows the user to levitate himself or herself, moving vertically up or down, but the tech itself provides no assistance with lateral movement. A wall, cliff side, or ceiling could be used to move along hand-over-hand. Levitation allows up or downward movement at a rate of up to 6 feet per minute (60 feet per turn), and the caster cannot levitate more than 20 feet per level from the ground level where the power was cast (such range being applied both to movement into the air and to downward movement into a pit or chasm).

LT. Corporal Eagan roared over the voice-casters, "Ohvem, PGR to that scaffold immediately, as soon as that door gives, hit them with everything you've got!"

Poppy Grenade
Medical Experiment Level: Combat Medic, 3rd Level
Range: 30 feet
Duration: 1 round

A Poppy Grenade affects a 20-foot x 20-foot area, causes all saving throws made by all creatures in that area to be done with disadvantage.

Prime-Matter Shift
Power Level: Occultech, 4th Level
Range: See below
Duration: See below

P-SHIFT! The user must announce which of the two options are being cast:

1. The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, or horns, for example), but not its hit points or combat abilities. The GM might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the power's effect is left to the GM to decide. This form of the power lasts for roughly one hour plus one additional hour for each level of the caster.

2. Alternately, this power allows the caster to turn another being into a different type of creature (such as a demon, an insect, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points. Used in this way, the range on this power is 60 feet. This form of the power lasts until dispelled.

Purify Food and Drink
Medical Experiment Level: Combat Medic, 1st Level
Range: Close/Touch (GM's discretion)
Duration: Immediate

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.

Quantum-Level Matter Shift
Power Level: Occultech, 5th Level
Range: 30 feet
Duration: 3 turns (30 minutes)

This power creates a hole through solid rock, about 7 feet high, 10 feet wide, and 10 feet deep (possibly deeper at the discretion of the GM). Enough room for a normal human. Not Rosie O' Donnell, or Tom Cruise. Somewhere in between. The hole closes again at the end of the power's duration.

Restrict Neural Transmission
Power Level: Occultech, 5th Level
Range: 240 feet
Duration: Permanent until dispelled

RNT is a power that affects only Occultechs or magic-using cultists. The saving throw against the power is made at disadvantage, and if the saving throw fails, the targeted being becomes feeble of mind until the magic is dispelled.

Flora Invigoration
Power Level: Occultech, 4th Level

Range: 120 ft.
Duration: Permanent until dispelled.

Undergrowth in the area suddenly grows into an impassable forest of thorns and vines. Up to 300 square feet of ground can be affected by this spell and the caster can decide the shape of the area to be enchanted

Resuscitation
Medical Experiment Level: Combat Medic, 5th Level
Range: Close/Touch (GM's discretion)
Duration: Immediate

Resuscitation allows the Combat Medic to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 5 days, but for every caster level higher than 8th, the time limit extends another 5 days. Characters with low Constitution might not survive the ordeal, and even for those with strong Constitution a period of at least a week is required before they can function normally. This can only be cast on player characters.

Revoke Demonic Bind
Medical Experiment / Power Level: Combat Medic, 3rd Level; Occultech, 4th Level
Range: Very close
Duration: Immediate

This power removes one demonic curse from a person or object.

Repellent Wave Sphere
Power Level: Occultech, 1st Level
Range: Caster
Duration: 1 hour

RWS is a protective field of scattered Dark Matter Energy that envelopes the user. Causing any manifestation of chaos (such as a demon) to suffer disadvantage on "to-hit" rolls against the caster, and the caster gains advantage on all saving throws against such attacks.

Repellent Wave Sphere, 10 ft radius
Power Level: Occultech, 3rd Level
Range: Centered on caster
Duration: 1 hour

RWS is a protective field of scattered Dark Matter Energy that envelopes the caster and all allies within 10 feet. Causing any manifestation of chaos to suffer disadvantage on "to-hit" rolls against the party, and the party has advantage on all saving throws against such attacks.

Restraining Pulse
Power Level: Occultech, 3rd Level and Combat Medic, 2nd level
Range: 120 feet
Duration: 1 hour (+10 minutes/level)

The caster targets 1d4 persons (according to the same parameters as the Cognitive Behavioral Shift power), who are completely immobilized (saving throw applies). The caster may also target a single person, in which case the saving throw is made with disadvantage.

Corporal Urdanski tapped his pipe against the guard rail, watching the embers tumble down slowly into nothingness. "So, you're not talking?" he said to the scientist who was all but weeping at this point. "That's fine, there are three more of you. Private, lock it." The shadowy figure stepped under the light, twisting her fingers in an elaborate gesture the eyes of the

scientist stopped mid-blink, a tear rolling down his eye. Urdanski chuckled, "You mix bad science, with arrogance, you get long falls." He suddenly grabbed the still figure and pitched him over the rail. "Bring the next one out."

Reveal Dark Matter (Occultech)
Power Level: Occultech, 1st Level
Range: 60 feet
Duration: 20 minutes

RDM causes the caster to perceive in places, people, or things the presence of a Dark Matter Node or Enchantment. Items charged with Dark Matter Energy, or people who have been tampered with, will be revealed to the Occultech.

Revoke the Void
Power Level: Occultech, 3rd Level
Range: 120 feet
Duration: 10 minutes against an item; permanent against a spell or power

RVD can be used to completely dispel most Dark Matter energy fields and enhancements. Rolls 1d20 + the HD of the caster + 1, if the caster's Intelligence is 13 or above. The GM rolls 1d20 + the HD of the enemy that cast the spell/power that the caster is trying to dispel. If the caster rolls the same number or higher than the enemy, the spell/power is dispelled. The caster can gain advantage on the roll, if they have an item strongly associated with the enemy (some hair, a piece of skin, an scrap of clothing, etc).

Sensory Occlusion
Power Level: Occultech, 2th Level
Range: 240 feet
Duration: Until dispelled or an attack is made

SO makes the object of this power, whether a person or a thing, becomes invisible to both normal vision and to thermal vision. An invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at disadvantage.

"How in the Hell did she get to the supply bunker?" PFC Fehr asked, he hadn't had any real liquor in almost three months. He wasn't taking his time with this bottle. Lance Corporal Barroz chuckled. "She SO'd past em'."

Sensory Occulsion, 10-ft Radius
Power Level: Occultech, 3rd Level
Range: 240 feet
Duration: Until dispelled or an attack is made

Sensory Occulsion, 10-ft Radius makes object of this power, whether a person or a thing (as well as every ally within 10 feet), invisible to both normal vision and to thermal vision. An invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at disadvantage.

Sever Gravitic Chain
Power Level: Occultech, 3rd Level
Range: Touch
Duration: 1 turn/level + 1d6 turns

GO LIGHT. This power imbues the Occultech with the power of flight, with a movement rate of 120 feet per round. The GM secretly rolls the 1d6 additional turns; the player does not know exactly how long the power of flight will last.

Sift Data Nodes
Power Level: Occultech, 2nd Level

Range: 60 feet +10 feet/level
Duration: 1 round/level

Sift it! This temporary boost in data streaming gives the user the correct direction (as the bullet flies) toward an object the user specifies with a search inquiry. The object cannot be something the caster has never seen, although the power can detect an object in a general class of items known to the user: access shafts, cadavers, etc.

Sound Barrier
Medical Experiment Level: Combat Medic, 2nd Level
Range: 180 feet
Duration: 12 turns

The Combat Medic throws a grenade at a targeted creature or object that causes silence to fall in an area with a 15-foot radius around the targeted creature or object, and moves with it. Tiny crystals floating the air around the target absorb all sound. Nothing from this area, no matter how loud, can be heard outside the radius.

Stable Luxosphere
Power Level: Occultech, 2nd Level
Range: 120 feet
Duration: Permanent until dispelled

PermLUX is an effect of using Dark Matter, a strange pale light emits from an item or person with a radius of 20 feet. The caster targets a person or object which then produces a light about as bright as a emergency flare.

Suggestion
Power Level: Occultech, 3rd Level
Range: Shouting distance
Duration: 1 week

The caster speaks a hypnotic suggestion to the intended victim. Victims who fail a saving throw will carry out the suggestion, as long as it can be performed within a week. The suggestion might not call for the action to be carried out immediately, and can be contingent upon something else happening first. A suggestion that the victim commit suicide is only 1% likely to be obeyed.

Personal Density Field
Power Level: Occultech, 5th Level
Range: 120 feet
Duration: 6 turns (1 hour)

The caster can move objects using distortions in the gravimetric field. The amount of weight that can be lifted and moved is 20 pounds per level. It is up to the GM's interpretation of the power whether the objects can be thrown, and at what speed.

Thermic/Artic Barrier
Power Level: Occultech, 4th Level
Range: 60 feet
Duration: Concentration

The user must announce which of the two options are being cast:

1. As a Wall of Fire power, the user creates a wall of fire that flares into being and burns for as long as the user concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and possessed creatures sustain

twice the normal damage. The user may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15 foot radius, also 20 feet high.

2. As a Wall of Ice power, the user conjures up a 6 foot thick wall of ice. The user may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15 foot radius, also 20 feet high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire powers and demonic effects are negated in the vicinity of the wall.

Thermogenesis
Power Level: Occultech, 3rd Level
Range: 240 feet
Duration: Instantaneous

A bead-like missile shoots from the caster's finger, to explode, at the targeted location, in a furnace-like blast of fire. The burst radius is 20 feet, and damage is 1d6 per level of the caster. The blast fills 33,000 cubic feet (33 ten-foot x ten-foot x ten-foot cubical areas) but shapes itself to the available volume. A successful saving throw means that the target takes only half damage.

Transmute Rock to Mud
Power Level: Occultech, 5th Level
Range: 120 feet
Duration: 3d6 days, unless reversed

This power transmutes rock (and any other form of earth, including sand) into mud. An area of roughly 300 x 300 feet becomes a deep mire, reducing movement to 10% of normal.

Void Echo
Power Level: Occultech, 2nd Level
Range: 240 feet
Duration: Until concentration ends

VE creates a realistic illusion of pure Dark Matter in the sight of all who view it. The illusion disappears when it is probed, but if the viewer believes the illusion is real he can take damage from it by direct psychic shock.

Void Eye
Power Level: Occultech, 4th Level
Range: 240 feet
Duration: 1 hour

The caster conjures up an invisible, Dark Matter "eye," that can move a maximum of 240 feet from its creator. It floats along as directed by the caster, at a rate of 120 feet per turn (12 feet per minute).

Void Step
Occultech Level: M4
Range: 10 ft. casting, 360 ft. teleport
Duration: Instantaneous.

SKIP. Void Step allows the user to teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the power's given range.

Void-Synch Vision
Power Level: Occultech, 2nd Level

Void-Synch Vision has two modes of operation, the Occultech user must specify which he or she is using prior to its use.

Option 1

Range: 60 feet
Duration: 20 minutes

Thorvaldian taint is a mental enhancement that draws Dark Matter into the brain of the Occultech. The user detects creatures of Chaos, or those with chaotic enchantments, intentions, thoughts, or auras within the enhancements range. Poison is not inherently evil or chaotic and cannot be detected by means of this power.

Option 2

Range: 10 feet per user level
Duration: 1 hour

The caster can perceive invisible objects and creatures.

Voltaic Discharge
Power Level: Occultech, 3rd Level
Range: 240 feet (maximum distance)
Duration: Instantaneous

THOR. A bolt of lightning extends 60 feet from the targeted point, almost ten feet wide. Anyone in its path suffers 1d6 points of damage per level of the caster (half with a successful saving throw). The bolt always extends 60 feet, even if this means that it ricochets backward from something that blocks its path.

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END OF PLAYER'S SECTION

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This concludes the player's section of DEMONS IN SPACE. To play this game, it is unnecessary to read any further.

FOR THE GM

CREATING THE GAME

DEMONS IN SPACE is, unlike many other OSR games, very combat-focused. However, if you are familiar with other OSR rule systems, you should be able to run this game with no issues.

Let's talk about the setting. There was a little blurb at the beginning of this book, provided by the great Sky Hernstrom about Thorvald gates transporting ships across the great gulfs of space. However, there is not a lot of setting details in the rest of this book. You, the GM, will create the world, so I have left things quite vague. If you need some guidance, I would say this: Space can be lonely, even if there is an inter-stellar empire / federation / united group of planets. DEMONS IN SPACE is designed to be played as if the characters are somehow stranded or cut off from outside support. A broken-down five-mile-long ship, a space station in high orbit, or a science lab on the fringes of space are all great settings for a DEMONS IN SPACE game. You may have noticed that there is not a traditional economy in this game. The players are expected to scavenge their equipment, not buy it from a shop. The players are alone (except for maybe finding other survivors). Perhaps the group's goal is to repair a communications array, so that the cavalry can arrive.

Traps and hidden doors still exist, even on space ships. If your players are careful, they may find and disarm a trap through their own ingenuity, or at least set it off harmlessly. A secret door could be a hidden panel in the wall that a crew member used to smuggle contraband before the demon attack. Players should be able to notice the secret door if they bang against the wall that it is on or if they pick up on a clue that you give in the room description. However, this banging may bring demonic attention…

TRAPS

No. Not *that* kind.

A trap is an obstacle that the party must overcome to continue pressing on toward their goal. Generally, it is a static, non-monster object that hinders the players. Here are a couple examples of traps:

BARREL OF TOXIC WASTE / STARSHIP FUEL / SOMETHING EXPLOSIVE
A metal barrel full of strange green liquid that bubbles more and more the close someone comes to it.

If disturbed (by taking a single point of damage), it explodes in a radius of 15 feet, doing 1d6 damage to everything in that radius. A successful saving throw halves the damage.

PLASMA TORCH
A plasma torch (normally used for welding) has been attached to a door. If anyone or anything opens, it fires.

If the players open the door attached to this plasma torch, it will do 1d6 damage to anyone within 5 feet of the door. Better hope nothing is flammable nearby…

RIGGED SHOTGUN BLAST
A lonely survivor rigged a shotgun to blast if any demons came in through the door. Unfortunately, he forgot to trap the other door and is no longer among the living. But the shotgun is still there…waiting.

If the players open a particular door quickly, a shotgun fires with an attack roll as if it was a 2 HD monster. If it hits, it does standard shotgun damage (2d4). In any case, free shotgun!

MORALE

Certain enemies are fearless and always fight to the death (Demons and Robots). However, some enemies (mostly non-possessed humans) will not continue to fight a hopeless battle; they will seek to retreat, flee, or (if human) surrender.

Morale is rated from -6 to +4. A score of -6 indicates that the monster never fights (unless absolutely cornered), while a score of +4 indicates the monster will fight until killed, with no morale roll necessary in either case. If the monster has a morale score, it is listed on the monster description.

The GM makes morale rolls under two conditions: when one side of an encounter has lost a member due to death, or when half the group on one side is either killed or otherwise incapacitated. If both results occur in the same round, one morale roll is made at a -2 penalty. Solo monsters roll morale when they lose half their hit points. To make a morale roll, the GM rolls 2d6, adding the morale rating of the monsters. Then, check the results on this table:

Morale Roll	Result
2 or less	Flee in Terror
3 to 5	Tactical Withdrawal
6 to 8	Continue Fighting
9 to 11	Fight and Pursue
12 or more	TO THE DEATH!

Here is what the results mean.

Flee in Terror: The enemies all run away as fast as they can. If they cannot flee, they will attempt to surrender (if sentient). The characters may each choose to take 1 free attack on a fleeing enemy. They will continue fleeing for 10 minutes and will not make additional morale rolls during these 10 minutes.

Tactical Withdrawal: The enemies will attempt to retreat, but they will attempt to cover their retreat with spells or covering fire.

Continue Fighting: The enemies will keep fighting, but will not pursue the party if the party flees.

Fight and Pursue: The enemies will keep fighting and will pursue the party mercilessly if the party flees.

TO THE DEATH!: The enemies will continue to fight, pursue anyone who flees, and will not make any more morale rolls.

MONSTERS

The following is a quick reference guide for how to read monster descriptions:

Armor Class is explained in the rules for combat. If you are using the descending AC system (where a lower AC is better), disregard the numbers in brackets. If you are using the ascending system (where a high AC is better) use the numbers in brackets.

Hit Dice is the number of dice (d8) rolled to determine an individual creature's hit points. If there is a plus or minus next to the number, you add or subtract that number from the total, only once. For example: for a creature with 4+1 hit dice, you would roll 4d8, and then add one more hit point. Even if there is a plus or minus, if an effect is based on hit dice (HD), the creature is still considered as the number on the left side of the plus or minus. For example, if a creature has 4+1 hit dice, it is treated as a 4 hit dice creature.

Armor Class is the creature's AC in both the regular and the [ascending] values.

Attacks includes the number of attacks the monster has, and the damage these attacks inflict if they hit. Monsters get a separate attack roll for each attack. Monster attack rolls are made on Table 19.

Note: if you are using the "ascending AC system," do not bother using the chart, because there is a quicker way: Roll to hit, add the monster's hit dice, and if the result is equal to or greater than the character's armor class, the attack hits.

Saving Throw means the target number (on a d20) the monster needs to meet or exceed in order to make a successful saving throw.

Special is usually just a "flag" for the GM, to remind him or her that the monster has some unusual ability or feature. If necessary, more explanation may be included in the monster description.

Move is the monster's movement rate, and it is handled just as movement rates are handled for characters.

Alignment is the monster's alignment, which is handled just like character alignment.

Challenge Level is used to separate the monsters into "difficulty levels," so when you are creating an adventure you have some guidelines about what the characters can handle and what they cannot.

Morale: The number added or subtracted to morale rolls. If this option is not included in a monster description, the monster does not need to make morale rolls.

XP tells how many experience points the adventuring party gains for killing the creature. In some cases, you may choose to award experience points for defeating a creature without killing it. Circumventing a monster by creative means, or capturing it, are two examples of when such an award might be made. Be sure to divide XP by the number of players (each follower, except the Officer's Bodyguard, counts as an additional character). Round down if you cannot evenly divide the XP (minimum 1 XP).

LT is how many Loot Tokens (LT) are awarded to the party for defeating the monster. Be sure to divide them by the number of players in the party. Thus, if a monster gives 10 LT and there are 5 players, each one gets 2 LT. Round down if you cannot evenly divide the LT (minimum 1 LT).

MONSTER DESCRIPTIONS

DEMONS (don't need to make morale rolls)

POSSESSED SECURITY GUARD (PISTOL)
Hit Dice: 1
Armor Class: 7 [12]
Attacks: Pistol (1d6) or kick (1d4)
Saving Throw: 17
Special: Drops items upon death
Move: 6
Alignment: Chaos
Challenge Level/XP: 1 / 30
LT: 5

These security guards once patrolled the area, looking for troublemakers or keeping the peace. However, the onslaught of Hell was too much for them to handle and those evil forces have removed their soul and taken the body over entirely. Their only hope at peace is a high-caliber lobotomy.

100% chance to drop a Pistol and 4 Pistol Ammo
10% chance to drop a useful keycard to bypass a locked door

POSSESSED SECURITY GUARD (SHOTGUN)

Hit Dice: 1
Armor Class: 7 [12]
Attacks: Shotgun (2d4) or kick (1d4)
Saving Throw: 17
Special: Drops items upon death
Move: 6
Alignment: Chaos
Challenge Level/XP: 1 / 30
LT: 5

These security guards once patrolled the area, looking for troublemakers or keeping the peace. However, the onslaught of Hell was too much for them to handle and those evil forces have removed their soul and taken the body over entirely. Their only hope at peace is a high-caliber lobotomy.

100% chance to drop a Shotgun and 4 Shotgun Shells
10% chance to drop a useful keycard to bypass a locked door

IMP
Hit Dice: 1
Armor Class: 6 [13]
Attacks: Fireball (1d8) or Claw (1d6)
Saving Throw: 17
Special: Can climb any surface
Move: 9
Alignment: Chaos
Challenge Level/XP: 1/30
LT: 5

Hideous man-sized monstrosities with six limbs, imps scurry about, climbing any surface and attacking from unexpected angles. They have a fireball that they can throw, with a range of 40 ft or sometimes they like to get close and tear characters apart with their claws.

FLYING SKULL
Hit Dice: 1 –2 hp (minimum of 1 hp)
Armor Class: 5 [14]
Attacks: Bite (1d4)
Saving Throw: 17
Special: It flies!
Move: 12 (fly)
Alignment: Chaos
Challenge Level/XP: 1/30
LT: 5

Flying skulls fly around and occasionally try to bite characters.

MOUTH DEMON
Hit Dice: 2
Armor Class: 6 [13]
Attacks: Bite (1d8+1)
Saving Throw: 16
Special: None
Move: 12
Alignment: Chaos

Challenge Level/XP: 2/60
LT: 10

Little more than a mouth with a stomach and legs, these terrifying demons love nothing more than to run up and bite non-demons. Even cultists are wary around these eternally-hungry monstrosities. If they drop a character to negative hp, they will keep biting until the character dies. Then they will eat that character, destroying all that character's equipment. As a GM, you may decide that any explosives in an eaten character's inventory explode when eaten.

POSSESSED SECURITY GUARD (CHAINGUN)
Hit Dice: 3
Armor Class: 5 [14]
Attacks: Chaingun (2d6)
Saving Throw: 14
Special: Drops items upon death
Move: 6
Alignment: Chaos
Challenge Level/XP: 3/120
LT: 15

These elite security guards once patrolled the area, looking for troublemakers or keeping the peace. However, the onslaught of Hell was too much for them to handle and those evil forces have removed their soul and taken the body over entirely. Their only hope at peace is a high-caliber lobotomy.

100% chance to drop a Chaingun and 4 Chaingun Ammo
10% chance to drop a useful keycard to bypass a locked door

FLOATERS
Hit Dice: 3
Armor Class: 5 [14]
Attacks: Shockball (1d8+2) + paralysis
Saving Throw: 14
Special: Paralysis with Shockball and Flies
Move: 6 (fly)
Alignment: Chaos
Challenge Level/XP: 4/240
LT: 20

These flying beasts launch balls of electricity at their enemies, who, if struck by one, must save or be paralyzed for 1d4 rounds.

LUMBERING BARRAGE
Hit Dice: 4
Armor Class: 4 [15]
Attacks: Claw (1d6) or Mini-Rocket (2d6+2)
Saving Throw: 13
Special: 1 Homing Rocket
Move: 6
Alignment: Chaos
Challenge Level/XP: 4/240
LT: 20

These slow reptilian beasts have rocket launchers strapped to their backs. Most of their rockets are fired blindly in the direction of the players, but each Lumbering Barrage has 1 homing rocket (same damage as Mini-Rocket) that will follow

the character, even if they hide behind something. When a rocket hits, every creature within a 5 foot radius of the impact must make a saving throw. On a success, that creature takes half damage. On a failure, take full damage.

UNSTOPPABLE BLOB
Hit Dice: 6
Armor Class: 3 [16]
Attacks: 2 Fire Blasts (2d6 each)
Saving Throw: 11
Special: Damage Reduction (DR) 2
Move: 3
Alignment: Chaos
Challenge Level/XP: 7/1,200
LT: 35

This massive blob (roughly elephant-sized) has two flamethrowers mounted in its folds of fat. While slow, the fat does provide a little protection by taking 2 points off each successful attack. Regarding the Damage Reduction, if a character shoots the Unstoppable Blob with a pistol for 3 damage, the Unstoppable Blob only takes 1 damage. DR cannot reduce damage to a negative number; a monster with DR cannot be healed by a weak attack!

EARL OF HELL
Hit Dice: 7
Armor Class: 2 [17]
Attacks: Claw (2d6) or Energy Blast (2d8) + Knockback
Saving Throw: 9
Special: Damage Reduction (DR) 1 + Fear
Move: 6
Alignment: Chaos
Challenge Level/XP: 7/1,200
LT: 35

The Earl of Hell resembles certain stereotypical images of the Devil. Horns, a tail, hooves, and eight feet tall. However, the Earl does not want to tempt you into a life of sin, it wants to kill you! If a character is hit with an Energy Blast, that character must succeed on a saving throw or be thrown back 5 feet and land in a prone position. Regarding the Damage Reduction, if a character shoots the Earl of Hell with a pistol for 3 damage, the Earl of Hell only takes 2 damage. DR cannot reduce damage to a negative number; a monster with DR cannot be healed by a weak attack! Once a round, the Earl of Hell can target a single character and force them to roll a saving throw. On a failure, the character is afraid and attempts to flee for 1 round.

HELLISH HEALER
Hit Dice: 7 +7 hp
Armor Class: 2 [17]
Attacks: Hellfire (3d8)
Saving Throw: 9
Special: Resurrect other demons + Dark Matter resistance
Move: 12
Alignment: Chaos
Challenge Level/XP: 9/2,200
LT: 45

The Hellish Healer appears to be a being of pure fire…but it can be hurt just like anything else. It attacks by targeting one character that it can see with Hellfire. However, the damage does not actually hit the character until the next round. Therefore, a party can kill the Hellish Healer before it can "activate" the damage. If the character succeeds on a saving throw, they only take half damage from the Hellfire. In addition to the Hellfire, there is a 50% chance per combat round

that the Hellish Healer will resurrect a dead demon with full hp. This resurrected demon does not grant XP or LT when killed a second time. A Hellish Healer cannot resurrect another Hellish Healer or any demon with more HD than itself. Dark Matter resistance means that the monster rolls with advantage on all saving throws against spells / powers.

CYBORG DEMON
Hit Dice: 10
Armor Class: 1 [18]
Attacks: Stomp (see below) + Rocket (2d12+4)
Saving Throw: 5
Special: Damage Reduction (DR) 3 + Dark Matter resistance
Move: 6
Alignment: Chaos
Challenge Level/XP: 11/3,400
LT: 55

This monstrosity, a twenty-foot tall twisted fusion of flesh and machine, is every Marine's worst nightmare. In melee, the stomp attack is a save or die attack. If the character is under the effect of a Berserk Pack, this saving throw is made with advantage. The rocket attack does its damage in a 10 foot radius of impact, so if a character is near a wall and the rocket misses, they may still receive the damage. Every creature within the 10 foot radius must make a saving throw. Succeed on this saving throw means that character takes half damage, otherwise they take full damage. Regarding the Damage Reduction, if a character shoots the Cyborg Demon with a pistol for 6 damage, the Cyborg Demon only takes 3 damage. DR cannot reduce damage to a negative number; a monster with DR cannot be healed by a weak attack! Dark Matter resistance means that the monster rolls with advantage on all saving throws against spells / powers. Here is a tip from a professional: fire bullets at it until it expires.

MECHANICAL (Immune to sleep effects, poison, disease, morale…use common sense)

MEDICAL ROBOT
Hit Dice: 1
Armor Class: 8 [11]
Attacks: Scalpel (1d4) or Inject anesthesia
Saving Throw: 17
Special: Cause sleep with Inject anesthesia
Move: 3
Alignment: Neutrality
Challenge Level/XP: 2/60
LT: 10
These Medical Robots may have had their programming damaged during the demonic attack or perhaps a Technician could hack them to become aggressive. If they use their Inject anesthesia attack, the victim must save or fall asleep for 1 hour (or until the victim takes damage again).

AUTOMATED TURRET
Hit Dice: 2
Armor Class: 6 [13]
Attacks: Chaingun (2d6)
Saving Throw: 16
Special: Drops items on death
Move: N/A
Alignment: Neutrality
Challenge Level/XP: 2/60
LT: 10

The automated turret has gone haywire in the demon invasion. It will fire on ANYTHING that moves, human or demon. When destroyed, it drops 4 Chaingun ammunition, but not a Chaingun. Potentially hackable by Technicians to ignore the party.

HUMANS (remove the spells and you can use these enemies as space pirates)

CULTIST
Hit Dice: 1
Armor Class: 9 [10]
Attacks: Pistol (1d6) or kick (1d4)
Saving Throw: 17
Special: Casts a spell / drops items upon death
Move: 9
Alignment: Chaos
Morale: 0
Challenge Level/XP: 2/60
LT: 10

Wearing bloodstain robes and wielding magic, the Cultist is a force to be reckoned with…and possibly the reason the demons are here. The Cultist may cast up to 2 random 1st level spells in combat and upon death, the Cultist will drop a Pistol with 4 Pistol Ammunition.

ELITE CULTIST
Hit Dice: 4
Armor Class: 6 [13]
Attacks: Shotgun (2d4) or kick (1d4)
Saving Throw: 13
Special: Casts spells / drops items upon death
Move: 9
Alignment: Chaos
Morale: +2
Challenge Level/XP: 5/480
LT: 25

This is a more advanced Cultist. They are able to cast spells as a 4th Level Occultech. When killed, drops a Shotgun and 4 Shotgun Shells.

CULTIST BERSERKER
Hit Dice: 4
Armor Class: 5 [14]
Attacks: Rusty Axe (1d6)
Saving Throw: 13
Special: Attacks twice + Dark Matter resistance
Move: 12
Alignment: Chaos
Morale: +4
Challenge Level/XP: 5/480
LT: 25

These cultists have given themselves over entirely to the demons. They are not little more than foaming-at-the-mouth berserkers, who throw themselves into melee combat with any non-demons / non-cultists. Other cultists love to use these guys as cannon fodder. Dark Matter resistance means that the monster rolls with advantage on all saving throws against spells / powers.

ARCH-MAGOS
Hit Dice: 10 +10 hp
Armor Class: -1 [20]
Attacks: Laser Rifle (1d10+2) or kick (1d4)
Saving Throw: 5
Special: Casts spells / drops items upon death
Move: 9
Alignment: Chaos
Morale: +3
Challenge Level/XP: 13/4,600
LT: 65

The head of a demon-worshipping cult…perhaps *The* Head of *The* Cult. The most famous Arch-Magos is the usurper queen, Arch-Magos Clinton. They are able to cast any spell / use any Medical Experiment (1st through 5th level) in this book, but favor any that allow them to create or control other beings. When killed, the Arch-Magos drops a Laser Rifle and 4 Power Cells.

OTHER

ALIEN BEAST
Hit Dice: 2 + 2 hp
Armor Class: 7 [12]
Attacks: 2 Claws (1d4 x 2)
Saving Throw: 16
Special: Fear fire, climbs walls
Move: 12
Alignment: Neutral
Morale: 0
Challenge Level/XP: 2/60
LT: 10

Alien beasts are well…beasts…that are aliens. They do not talk, they just hunt. They lurk in the shadows

ELEMENTAL
Hit Dice: 16
Armor Class: 2 [17]
Attacks: Strike (3d8)
Saving Throw: 3
Special: Damage Reduction (DR) 3; See below
Move: See below
Alignment: Neutrality
Challenge Level/XP: 17/7,000
LT: 85

Elemental beings come into existence from castings of Indenture Pan-Phasic Being. They are beings made purely of that element and have power over that element. Most of the stats of the different elemental types are the same, as reflected above. Regarding the Damage Reduction, if a character shoots an Elemental with a pistol for 6 damage, the Elemental only takes 3 damage. DR cannot reduce damage to a negative number; a monster with DR cannot be healed by a weak attack! However, each type has a few special abilities as listed below:

AIR

Move: 36 (fly)

Air elementals can turn into a whirlwind of air with a diameter of 30 ft, hurling any creature of 1 HD or less for great distances (and almost certainly killing them). These elemental whirlwinds are approximately 100 ft in height.

EARTH

Move: 6

Earth elementals are hulking man-shapes of rock and earth. They batter opponents with their great fists, although damage is reduced by 1d6 if the opponent is not standing upon earth or rock. Earth elementals can tear apart stone or metal structures, able to rip down even a starship hull in a matter of 1d4+4 minutes.

FIRE

Move: 12

Fire elementals are formless masses of flame, perhaps with a vaguely human shape. Their attacks cause flammable materials (including wood) to ignite if the material fails a saving throw (as determined by the GM).

WATER

Move: 6/18 (swimming)

Water elementals cannot move more than 60 ft from a large body of water, and their damage is reduced by 1d6 if the opponent is not standing in water (or swimming, etc.). These powerful beings can overturn small boats, and can overturn a ship if given 1d4+4 rounds to work at it. On water, they can attack ships, battering them to pieces within 1 hour if not prevented or distracted.

RAT, GIANT
Hit Dice: 1
Armor Class: 7 [12]
Attacks: Bite (1d3)
Saving Throw: 17
Special: 5% are diseased
Move: 12
Alignment: Neutrality
Morale: -2
Challenge Level/XP: 1/30
LT: 5

Giant rats are the scourge of storage areas on spaceships and are about the size of a large housecat. The bite of some (1 in 20) giant rats causes disease. A saving throw is allowed. The effects of the disease are decided by the GM.

SKELETON
Hit Dice: 1
Armor Class: 8 [11]
Attacks: Fist (1d6)
Saving Throw: 17
Special: Immune to sleep and charm spells
Move: 12
Alignment: Neutrality
Challenge Level/XP: 1/30
LT: 5

The reanimated remains of a crewmember, passenger, or Marine.

Monsters are not player characters, and their abilities are not at all determined by the rules for player characters. The GM decides a monster's abilities, and does not have to follow any rules about that! Feel free to add wings, breath weapons, extra hit dice, wounded versions, or whatever suits your adventure and your campaign. Toggle and tweak, imagine and invent! The rules are not responsible for the quality of the action in your game, you are! Do not try to develop monsters according to any sort of power formula; create them based on how they feel and how they play at the gaming table. Make them challenges for the players, not headaches for yourself. Your job is to imagine and create, not to slave at rulebooks finding out what you are "allowed" to do. Creating monsters entirely from scratch is not only fun, but it offers new and exciting challenges to your players. It is not hard to do, either. The tables below give you some guidelines (not rules) for determining a monster's saving throw and challenge level.

Table 23: Monster Saving Throws

Hit Dice	Saving Throw
1	17
2	16
3	14
4	13
5	12
6	11
7	9
8	8
9	6
10	5
11	4
12+	3

To help you with determining Challenge Levels and experience point values for monsters, the table below may be helpful. "Challenge Level" determines the experience point value for a monster. A monster's base Challenge Level is its number of whole hit dice. Add to that base if the monster has special abilities that make it harder to kill or more dangerous to the characters. The Challenge Levels table shows the XP value for each challenge level. The Challenge Level Modifications table contains guidelines for how many additional challenge levels to add to a monster's hit dice, based on special abilities.

Feel free to "giant-size" a monster by adding HD and more damage or import monsters from other OSR games. In particular, demon / devil lists from other products may fit in this game. Quick tip: take the final Challenge Level of a monster and multiply by 5 to figure out the LT.

Table 24: Challenge Level (CL) Modifications

Special Ability	Effect on CL
4+ attacks per round (min. d6 or saving throw each)	+1 CL
AC 0 [19] or better	+1 CL
Automatic damage after hit	+1 CL
Breath weapon 25 points max or below	+1 CL
Breath weapon 25 points max or more	+2 CL
Disease	+1 CL

Drains level with no save	+3 CL
Drains level with save	+2 CL
Flies, or breathes water	+1 CL
Greater than human intelligence	+1 CL
Damage Reduction 1-3	+1 CL
Damage Reduction 4+	+2 CL
Massive Attack for 20+ hp	+1 CL
Paralyis, swallows whole, immobilizes enemies (web etc)	+1 CL
Regenerates	+1 CL
Uses a spell-like power level 3 equivalent or above	+2 CL
Uses multiple spells level 2 or lower	+1 CL
Uses multiple spells level 3 or above	+2 CL
Uses multiple spells level 5 or above	+3 CL
Poison (Nonlethal)	+1 CL
Miscellaneous other	+1 CL

Table 25: Challenge Rating (CL) and XP Values

CL	XP Value
1	30
2	60
3	120
4	240
5	480
6	800
7	1,200
8	1,600
9	2,220
10	2,800
11	3,400
12	4,000
13	4,600
14	5,200
15	5,800
16+	+600/HD level

FOLLOWERS (GM RULES)

Build followers with monster rules, not character rules. Even if a follower is supposed to be a fellow Marine, just build them with these monster rules and give them a weapon. Don't try to build them as a character, that might take too long! If they need to have some special abilities (such as being able to use a power a couple times a day), just give them the ability and move on!

After the starting equipment is determined, the only way for followers to gain better equipment (except the Officer's Bodyguard) is for the character to give the follower new equipment. Whether the equipment comes from LT or from a

fallen enemy does not matter. While followers do not need to keep track of ammunition, they must be given 4 units of ammunition for a weapon before they can use it. Followers may NOT use Mega Energy Blasters.

The morale rules for followers (except the Officer's Bodyguard…as an extension of the Officer, the Bodyguard always does exactly what the Officer says) are slightly different than monsters. When creating a follower, if you are not certain what a follower's starting morale should be, make their morale 0.

However, there are a few things that a player can do to change the morale of a follower. One, if the character has 13 Charisma or higher, all followers of that character receive a permanent +1 to morale rating. Two, if the character has 8 Charisma or less, all followers of that character receive a permanent -1 to morale rating. Three, if the character treats a follower well, add +1 to morale rating. Four, if a character treats a follower poorly (for example, not giving them better equipment or lying to them), subtract 1 from morale rating.

A follower makes a morale roll when something awful happens. An example of something awful is nearly dying or being targeted by a debilitating spell. Also, make a morale roll whenever the follower has the opportunity to leave the ship / space station / get away from the demons, but the players want to keep going. (for example, the party discovers working escape pods, but rather than leave the ship immediately, the party decides to go to the bridge to see if the captain is still alive). To make a morale roll, the GM rolls 2d6, adding the morale rating of the follower. Compare the result with the table below:

Morale Roll	Result
2 or less	Possessed
3 to 5	Resignation
6 to 8	Grudging Loyalty
9 to 11	Loyalty
12 or more	Fanatic!

Here is what the results mean:

Possessed: The follower is possessed by a demon and will attempt to betray the party at an opportune moment.

Resignation: The follower strikes out on their own and will no longer follow the player. However, they bear no ill will to the party.

Grudging Loyalty: The follower serves, but if not treated extra-well before the next morale roll, that next morale roll will be reduced by 1.

Loyalty: The follower serves normally.

Fanatic!: The follower gains a permanent +1 to morale rating.

Here are some examples of followers:

White Collar Walt
Hit Dice: 1
Armor Class: 9 [10]
Attacks: Pistol (1d6)
Saving Throw: 17
Special: N/A
Move: 9

Alignment: Neutrality
Morale: -1

A white-collar worker who hid under his desk when the demons attacked is rescued by the players. They thrust a pistol into his hand and he follows them, hoping to stay alive for another 5 minutes.

Spider-bot 9000
Hit Dice: 3
Armor Class: 6 [13]
Attacks: Sawed-Off Shotgun (2d8)
Saving Throw: 14
Special: Can climb walls
Move: 12
Alignment: Neutrality
Morale: +4

Spider-bot 9000 is robot about the size of a tiny dog (like a dachshund) with metallic legs that clack noisily along the floor. It was created by a technician to assist with cleaning hard to reach places, deep in the bowels of a starship. Since the demon attack, it has had a Sawed-Off Shotgun welded to it in order for it to shoot the invaders. As a mechanical being, the Spider-bot 9000 is immune to mind-affecting powers, as well as poison and disease. It communicates with beeps and boops.

Polyos
Hit Dice: 8
Armor Class: 7 [12]
Attacks: Laser Rifle (1d10+2)
Saving Throw: 8
Special: Can cast powers
Move: 6
Alignment: Lawful
Morale: +3

Polyos is an Occultech that, unlike other Occultechs, is outwardly quite chatty and friendly. Unfortunately, the demon attack has broken him, so that he seeks a group just so he can kill demons more effectively. He is utterly fearless in combat and he generally does not retreat while a demon still lives. This incredible focus on demon-killing has increased his already formidable powers. He can cast Thermogenesis 5 times a day and Pernicious Wind 3 times a day.

Here is the Follower XP Chart:

Number of HD	XP Needed
1	0
2	2,500
3	5,000
4	12,000
5	25,000
6	50,000
7	100,000
8	175,000
9	275,000
10	550,000

MAGIC / HIGH-TECH ITEMS

Unlike regular items that can be looted, magic / high-tech items must be found by players. Guidelines for those items are below. However, the first and most important guideline is this:

NO GENERIC +NUMBER WEAPONS / ARMOR

An item can have a +number associated with it (such as +1 Pistol), but give it some other effect, even if it is a weak effect. Make each item interesting!

The +number can be 1 through 3. This will give the weapon an additional to-hit bonus based on the number and additional damage based on the number. For example, a +2 Pistol will have an additional +2 to hit and do 2 extra damage (for a total of 1d6+2 damage). For armor, the number improves the Armor Class of that armor. For example, a +2 Light Vest gives -4 [+4] Armor Class.

Here are some example magical / high-tech effects that can be added to weapons:

Aimbot: This weapon does double damage on a "to-hit" roll of 20 on a d20.

Elemental Weapon: This weapon does an extra 1d4 damage of the appropriate elemental type. Be sure to make the weapon memorable in description! For example, a Shotgun that does fire damage, may have a dragon's head at the end of the barrel or a Pistol that does cold damage has a penguin etched onto it.

Teddy Bear Grip: A soldier's mother sent him a new grip for his weapon, made from his favorite teddy bear as a child. The soft fur calms the person wielding the weapon, so that they are immune to fear.

Here are some example magical / high-tech effects that can be added to armor:

Demonhide: This smelly, slimy armor is made from skin of demons (obviously). It grants the wearer Dark Matter resistance, which means that the wearer rolls with advantage on all saving throws against spells / powers.

Guardian Angel: Once per day when the wearer drops below zero hit points, they are instantly healed for 3d6+3 hp.

Hedgehog: When struck in melee, does 1d4 damage to the attacker.

INSERT STARTER ADVENTURE HERE

DEMONS IN SPACE CHARACTER SHEET

Player Name: _____

Class: _____

Gender: _____

Character Name: _____

Alignment: _____

Age: _____

STR	
Strength	
DEX	
Dexterity	
CON	
Constitution	
INT	
Intelligence	
WIS	
Wisdom	
CHA	
Charisma	

To-Hit Modifier: _____

Damage Modifier: _____

Open Doors: _____

To-Hit Modifier: _____

Effect on AC: _____

Hit Point Modifier: _____

Resuscitation Survival: _____

% Chance to Understand Spell: ____

Experience Bonus: _____

Max Number of Followers: _____

Hit Points

Total To-Hit

Level

Armor Class

Experience

Total XP Bonus: _____

Sav. Throw

Bonuses / Penalties to Saving Throws

Weight & Movement

STR Carry Bonus: _____

Armor: _____

Weapons: _____

Other: _____

Total Weight: _____

Movement Speed	12	9	6	3

Powers / Medical Experiments / Special Abilities

Items & Equipment

		LT

Weapon	Ammo	Damage	Range

		[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]
"To Hit" Roll		9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
Needed	AC																

Male Protagonist Bingo

MILITARY RANK	TITLE OR DESIGNATION INSTEAD OF NAME	CRIMINAL	VIGILANTE	KILLING SPREE (HUMANS)
HARDENED VETERAN	BLASÉ ABOUT KILLING	LONER	COLD AND ALOOF	WHITE
DARK HUMOR IN THE FACE OF DANGER	BICEPS AS BIG AS YOUR THIGHS	ANTI-HERO	MAKES A LIVING BEING VIOLENT	NO PATIENCE FOR POLITICS
GUNS. LOTS OF GUNS.	BROODING	PSYCHOLOGICAL PROBLEMS	LOTS OF ARMOR	"GRITTY" REBOOT
BALD/ CREW CUT	SCOWLS A LOT	SUPERNATURAL POWERS	KILLING SPREE (ALIENS/ OTHER)	THEY KILLED MY WIFE / CHILD / FAMILY!!! I'LL MAKE THEM PAY!!!

Bingo card by wundergeek
gomakemeasandwich.wordpress.com

APPENDIX C-M: NOTHING

There is nothing here...yet. This is deliberate.

APPENDIX N: INSPIRATION AND EDUCATIONAL MEDIA

DOOM by id Software

DOOM II by id Software

The Brutal Doom mod for the above games by Sgt_Mark_IV

DOOM (2016) by id Software

Hyperspace Demons by Jonathan Moeller

Amish Vampires in Space by Kerry Nietz

The Doom Comic by Michael 'Splatter' Stewart and Steve 'Body Bag' Behling

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