

# SEARCHERS in SPAAAACE!!!

## I. Create Your Space Hero

- 1) Describe Your Species:** You can be human or any other type of alien you can think of. It doesn't matter what they look like, mechanically all aliens basically work the same.
- 2) Pick a Profession:** Pick a profession that suits your character concept: interstellar smuggler, asteroid pirate, galactic mercenary, infamous bounty hunter, enlightened space knight, whatever works for you. You receive +2 on any checks and stunts that relate to your profession.
- 3) Pick Weapons and Armor:** Spend 10 points on weapons and armor (see below, no power assist or force fields).
- 4) Move Rate (MV):** Base MV = 12, less armor MV penalty.
- 5) Calculate Armor Class (AC):** Base AC = 10 + Armor bonus
- 6) Determine Hit Points (HP):** PCs and NPCs roll 1d6+2 per level/HD for hit points. *Optional:* Re-roll hit points at the beginning of each fight, or each time a level is gained (keeping higher total).
- 7) Give Your Space Hero a Name and Description:** Rex Toburn, human spaceship repo man, armed with a Laser Katana (3D melee weapon), a Type 9 Iridium Blaster Pistol (2D ranged weapon) and sporting Cascade Reflex armor (AC +5, -5 damage taken, -5 MV): HD1, HP 6, MV: 7, AC: 15 (-5 damage), #AT 1 with laser katana (3D) or blaster pistol (2D).

## II. Fighting

- 1) Determine Initiative:** Roll d20 + MV; highest result acts first; others act in descending order.
- 2) Attack Roll:** Roll d20 + Level or HD, plus any other applicable modifiers. If total is  $\geq$  target's AC, the attack hits. If the attack total exceeds target's AC by 10 or more a critical hit is scored; roll an additional die of damage.
- 3) Roll Damage:** Roll a d6 for each die of damage indicated by the weapon (or HD for monstrous foes). Sum like numbers. The largest sum is damage inflicted on target's HP. Foes reduced to 0 (or less) HP are dead or incapacitated; PCs and important NPCs will be eaten by monstrous foes or captured and tormented by intelligent foes.
- 4) Weapon Mishaps:** Space Science™, marvelous as it may be, is hardly perfect (especially where big honkin' guns are concerned). If the d20 attack roll is less than or equal to weapon's damage dice the weapon malfunctions or the capacitors need to recharge, taking a round to ready. Grenades are consumed on a mishap (though multiple batches of grenades may be carried).
- 5) Sweeping Fire:** If target is killed any excess damage may be applied to the next closest foe, provided no friends are in the way.
- 6) Explosions:** Grenades, explosives, rocket launchers, etc. Most explosives have a 30' blast radius. Targets in the radius get a stunt roll to take only  $\frac{1}{2}$  damage (round down).
- 8) Rest and Recuperation:** Hit points are fully restored at the end of each combat. Thanks to the miracle of Space Science™, even heroes reduced to negative hit points fully recover.

## III. Adventure

- 1) Stunts:** Sneaking, climbing, swimming, picking pockets, dodging explosions, etc. Roll d20 + MV + Level/HD  $\geq$  20. If related to your profession, add +2 to the roll.
- 2) Profession Check:** Medicine, science, repair or anything else non-physical relating to your vocation. Roll d20 + Level/HD +2 profession bonus  $\geq$  15 for success.
- 3) Saves:** Poison, mental powers, fear and other non-physical threats. Roll d20 + Level/HD  $\geq$  10; GM may apply modifiers where appropriate. A roll of '1' always fails.
- 4) Hazards:** Hazards inflict 1 die damage per level of the 'dungeon.' Most hazards allow a stunt or save to avoid or mitigate damage.

## IV. Experience

PCs start at level 1 with 0 XP. PCs require 2,000 XP times current level to advance to next level. Defeating foes grants 100 XP per HD, divided between the party. PCs also gain 1 XP for every Credit (CR) they spend in a way that does not materially benefit their adventuring (i.e. training costs, charity, carousing or vulgar displays of wealth).

## V. Space Science™

- 1) Weapons:** Each weapon can have up to a max of 10 points and starts with a base Rate of Fire (ROF) of 1. Each damage die takes 1 point. Improving accuracy (+1 to hit) takes 1 point (max +5). Increasing ROF by 1 takes 2 points. Sweeping Fire or Explosive attacks take 2 points each (ranged weapons only, cannot have both). Each point costs 1,000CR for ranged, 750 CR for melee & 500CR for grenades. Give it a cool name.
- 2) Armor:** Each suit of armor can have up to a max of 10 points. Each point increases AC by 1, reduces damage from physical attacks by 1 point, reduces MV by 1 and costs 1,000 Credits. Power assisted armor halves the MV penalty (round up), but costs 2,000 CR/point. Force fields negate the MV penalty but cost 3,000 CR/point. Give it a cool name.
- 3) Other Tech:** Nearly every magic item, spell and ability in D&D can have a high tech equivalent. Sleep Gas Grenades = Sleep spell; Sticky Bombs = Web spell; Thermal Visor = Darkvision; and so on. Assign a rough cost of 1,000 Credits per level of spell/item/ability. It should have a cool name.
- 4) Spaceships:** Spaceships are designed much like a PC or monster, though they use the levels/HD of their crews to resolve combat. A basic ship hull costs 100,000 CR (HP 10, AC 10, MV 12, No attacks) which includes life support and sensors. Up to 10 points may be spent to improve a ship. Each point costs an additional 50,000 CR. Each point put into armor grants +1 AC, +10 HP, -1 damage taken and -1 MV. Increasing MV +1 takes a point (max MV is 12). Atmospheric flight capability takes 1 point. Shuttle bay requires 1 point. Weapons are purchased separately as above, but x10 cost. Move and damage are at 'space scale'. Each point of MV allows a ship to move one Space Unit (hex/square) on the space map each day. The GM may opt to build ships with more than 10 points. Oh, and make sure it has a cool name.

"Searchers in Spaaaace!!!" written by Ed Green. Inspired by Nicolas Dessaux's original "Searchers of the Unknown" and Simon J. Bull's "SotU Refired v3." "Dungeons & Dragons" is a Registered Trademark of Wizards of the Coast. No challenge or claim to this trademark is intended or implied. This is not-for-profit fan-work and is believed to reside within Fair Use. Space Science™ is not really trademarked.