Scavengers & Spacewrecks

Build a PC

PCs are a salvage team, beamed aboard derelict space vessels from their mothership to explore them, eliminating any aliens they encounter.

1°Choose armour . This gives your PC an armour class (AC) and a movement rate (MV).

Armour	AC	MV
No armour	9	12
Padded Skinsuit	7	9
Body Armour	5	6
Combat Armour	3	3
Energy Shield	-1	-1

2°Roll for hit points , 1d8 per level (HD). So, 1d8 for a PC starting at level 1.

3°Choose two weapons , or one weapon and an energy shield:
6 x Micro-Explosives (10' rad) 1d6 damage
Laser Sword 1d8 damage
Disruptor Pistol 1d10 damage, 12 charges

4°Number of attacks (AT) is 1 at start, then raise at 2 at level 5, 3 at level 9 and so on. When a PC kills an alien, he can make another attack at the end of the same round.

5°Choose a name and a speciality:
Trooper (-1 to Stealth/Stunts roll)
Technician (-1 to Tech Saving throws e.g. disarm bomb, hack computer)
Telepath (+1 to Initiative, +1 to opponent's morale roll)

Fighting

1°Initiative: Each one roll 1d10+his AC. The best score has initiative, then each one attack in descending order. So a lighter fighter has better chances to strike first. If one has several attacks (AT), he rolls initiative several times.

2°Attack: roll 1d20. If the score is *under* your opponent AC + your own level, it's a hit. Example: to hit an alien with AC 6, a 3 level scavenger needs a 9 or below.

3°Damage: When you hit an opponent, roll the damage dice. Deduct the result from your opponent's hit points (hp). At or below 0, aliens are dead, and PC's are knocked out. Aliens could kill them easily, but usually they won't, keeping them as slaves or for experiments.

5°Morale: If outnumbered, after the first death, and when reduced to one-half number or hit points, alien checks for morale. The DM rolls 1d10. If the result is over the alien's hit dice, he will withdraw or surrender to get a better position.

4°Rest and bandages: After that, all hit points (hp) are restored back their initial score. After all, hit points reflect the capacity to escape or stand hits. If a PC has been sent below 0hp, he may need a longer rest, or even a medic robot because he's wounded.

Adventure

1°Stealth & stunts: sneak past aliens, hide in shadows, move silently, climb are easier with a lighter armour. For each such an action, roll 1d20 under the character's AC+level. So a 4th level scavenger wearing a skinsuit and a shield must roll 10 to creep past an alien. For easier actions, the DM may choose 1d10 instead.

2°Saving throws: when such a roll is needed for any reason, roll 1d20 under the character's level, +4. So a 7th level scavenger must roll under 11 to resist the charms of an alien siren. This "level+4" rule applies to every other action which isn't covered by the "stealth & stunts" rule, but fits the common scavenger knowledge like searching for secret panels or deactivating a laser tripwire.

3°Dangers: If something could kill a man, like a fall, a fire or a trap, it does 1d8 points of damage. If it could kill a horse, 2d8. If it could kill a space ogre, 4d8. No more.

4°Psionics: Most talents are self descriptive; their range is one room and only effect one person unless stated otherwise.

Experience

PC's starts at level 1 (1 Hit Dice). Each time they defeat an alien, by killing him or another method, they get 100 experience points per monsters hit dice, shared between the party. PCs who survive a salvage operation gain 1000 Credits between them. The number of experience points needed to level up is 2000 x the current level. There are no limits to levels. Gaining a new level means better rolls for fight/save/actions, and 1d8 more hit points. The player rerolls all hit dice. If the new score is better than the old one, he gets that new total. If not, he keeps the old one.

Basic Scavenger Equipment

Breather Mask: for airless/poison environments
Gravity Boots: stick to floor in zero-G
Teleport Bracelet: for beaming to/from ship
Comlink: Call mothership for backup or at end of operation (2 in 6 chance that cannot communicate for 1d4 combat rounds)

Backup

Scavengers may call for reinforcements/extra equipment at a cost of 500 Credits per robot, 100 Credits for equipment/weapons. Arrives in 1d4 rounds. Only 1 robot or 2 pieces of equipment may be beamed aboard per round.
Combat Robot : AC3, MV3', HD2, #AT1, Claws (1d4) or Optical Ray (1D8, with a 1 in 6 chance of malfunction). No Morale checks.
Medic Robot : as above but no weapons, heals 1d4 hp per round.

Sample Aliens

Insectoid Guardian:AC3, MV3', HD4, #AT4, 4 Claws (1D8). No Morale checks.
Squidhead: AC8, MV11', HD2, #AT1, Psychic Attack (1d6, armour is useless)
Gelatinous Dude: AC5, MV6', HD4, #AT1, if hit the victim must make a saving throw or is paralysed for the Dude to devour in 1d4 rounds.