



SPACEMEN & ALIENS

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Labyrinth Lord
Compatible Product

MUTANT FUTURE
COMPATIBLE PRODUCT

Ability Checks (Optional Rule) Sometimes the Labyrinth Lord might allow tests against abilities instead of saving throws determine if a character either succeeds in a task or escapes a danger. For example, DEX might be used to jump over a pit or STR might be used to push an object. The player rolls 1d20, and if the result is greater than the ability, the roll fails. If the roll is less than or equal to the ability, the roll succeeds. Bonuses or penalties to the roll can be applied, with a bonus of -4 being a relatively easy ability check, and +4 being very difficult. Of course, any modifier between these extremes can be applied. A result of 1 is always a success, and 20 is always a failure.

Classes may only learn another classes' ability check skills at triple skill point cost and double monetary expense with the exception of Seduction and Steward. A character attempting an ability check skill in a skill they don't possess suffer an automatic +6 disability modifier versus that d20 roll.

Characters may opt to be humans, aliens, mutants or replicants or robots. Aliens, mutants and replicants may optionally multi-class with Spacemen & Aliens classes (dividing experience among classes) if they wish to possess skill points with which to purchase modifiers in Ability Checks. Otherwise they may not purchase in this manner. Various archaic characters from Labyrinth Lord may optionally be selected as multi-classed tribal additions only to Barbarian class. Labyrinth Lord characters need not multi-class with Barbarians but if they do not they may not accumulate skill points with which to purchase Ability Check modifiers with. Robots may not multi-class with either Labyrinth Lord nor Spacemen & Aliens classes. Aliens must multi-class with mutants or replicants and may multi-class with Labyrinth Lord classes as a dwarf or elf (player's choice).

Characters receive their class ability check skills at first level of experience plus 1d2 skill points to spend each level beginning at 2nd level of experience.

| | |
|--|-------------------------|
| Special Situation: | Ability Check Modifier: |
| Performing second skill and each subsequent skill in a round | -4 |

| | |
|----------------------------|------------------|
| Special Situation: | To Hit Modifier: |
| Aiming for an entire round | +1 to hit |

Terrestrial Classes

Army (Drive Terrestrial Vehicle (DEX): 1; Terrestrial Vehicle Mechanical Repair (INT): 1; one chosen gun weapon or Heavy Weapons or Heavy Vehicular Weapon proficiency at +1 to hit)

HD: d8

XP, Savings Throws and To Hit: Cleric

REQUIREMENTS: STR 10 DEX 10 PRIME REQUISITES: STR

INITIAL WEAPON PROFICIENCIES: 5

WEAPON PROFICIENCIES PER LEVEL: 1

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -1

Navy (Pilot Ship (INT):1; Swim (CON): 1; one chosen Heavy Vehicular Weapon proficiency at +1 to hit)

HD: d6

XP, Savings Throws and To Hit: Assassin

REQUIREMENTS: INT 11 PRIME REQUISITES: INT

INITIAL WEAPON PROFICIENCIES: 3

WEAPON PROFICIENCIES PER LEVEL: 1/3

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -3

Marines (Climb:1 (DEX); Sail Small Craft:1 (DEX); Swim (CON): 1; one chosen automatic weapon proficiency at +1 to hit)

HD: d10

XP, Savings Throws and To Hit: Paladin

REQUIREMENTS: STR 11 DEX 11 PRIME REQUISITES: STR

INITIAL WEAPON PROFICIENCIES: 5

WEAPON PROFICIENCIES PER LEVEL: 1

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -1

Airforce (Aircraft Mechanical Repair (INT): 1; Parachute (DEX): 1; Pilot Aircraft (DEX): 1; one chosen Heavy Vehicular Weapon proficiency at +1 to hit)

HD: d8

XP, Savings Throws and To Hit: Cleric

REQUIREMENTS: INT 11 DEX 11 PRIME REQUISITES: DEX

INITIAL WEAPON PROFICIENCIES: 3

WEAPON PROFICIENCIES PER LEVEL: 1/3

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -3

Scouts (Parachute (DEX): 1; Recon (INT): 1 ; one chosen automatic weapon proficiency at +1 to hit)

HD: d10

XP, Savings Throws and To Hit: Paladin

REQUIREMENTS: STR 11 DEX 11 PRIME REQUISITES: DEX

INITIAL WEAPON PROFICIENCIES: 5

WEAPON PROFICIENCIES PER LEVEL: 1

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -1

Merchant (Admin (INT):1; Streetwise (CHA):1; either Animal Husbandry (INT):1; or Drive Terrestrial Vehicle (DEX):1 : 1d4 x 1000 gp in cargo); Either 1d6 Beasts of burden or 1 Terrestrial Vehicle (either in fair condition)

HD: d6

XP, Savings Throws and To Hit: Assassin

REQUIREMENTS: INT 11 PRIME REQUISITES: INT

INITIAL WEAPON PROFICIENCIES: 1

WEAPON PROFICIENCIES PER LEVEL: 1/4

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -4

Space Classes

Army (Drive Terrestrial Vehicle (DEX): 1; Terrestrial Vehicle Mechanical Repair (INT): 1; Survival: 1 (INT); one chosen automatic or Heavy Weapons or Heavy Vehicular weapon proficiency at +1 to hit)

HD: d8

XP, Savings Throws and To Hit: Cleric

REQUIREMENTS: STR 12 DEX 12 PRIME REQUISITES: STR

INITIAL WEAPON PROFICIENCIES: 5

WEAPON PROFICIENCIES PER LEVEL: 1

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -1

Navy (Computers (INT): 1; Pilot Space Craft (INT):1; Space Craft Engineer (INT): 1); Vacc Suit (DEX): 1; one chosen Heavy Vehicular Weapon proficiency at +1 to hit)

HD: d6

XP, Savings Throws and To Hit: Assassin

REQUIREMENTS: INT 13 PRIME REQUISITES: INT

INITIAL WEAPON PROFICIENCIES: 3

WEAPON PROFICIENCIES PER LEVEL: 1/3

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -3

Marines (Tactics (INT): 1; Vacc Suit (DEX):1; one chosen automatic weapon proficiency at +1 to hit)

HD: d10

XP, Savings Throws and To Hit: Paladin

REQUIREMENTS: STR 12 DEX 12 PRIME REQUISITES: STR

INITIAL WEAPON PROFICIENCIES: 5

WEAPON PROFICIENCIES PER LEVEL: 1

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -1

Scouts (Pilot Space Craft (INT):1; Recon (INT):1; Space Craft Engineer (INT): 1; Survival (INT): 1; Vacc Suit (DEX): 1; one chosen automatic weapon proficiency at +1 to hit)

HD: d10

XP, Savings Throws and To Hit: Paladin

REQUIREMENTS: DEX 12 INT 11 PRIME REQUISITES: DEX

INITIAL WEAPON PROFICIENCIES: 5

WEAPON PROFICIENCIES PER LEVEL: 1

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -1

Merchant (Admin:1; Computers (INT): 1; Pilot Space Craft (INT):1; Space Craft Engineer (INT): 1; Streetwise (CHA):1; 1d4 x 1000 gp in cargo); One fair condition Free Trader Space Craft (200 tons)

HD: d6

XP, Savings Throws and To Hit: Assassin

REQUIREMENTS: INT 12 PRIME REQUISITES: INT

INITIAL WEAPON PROFICIENCIES: 1

WEAPON PROFICIENCIES PER LEVEL: 1/4

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -4

Advanced Classes

Agent (thief abilities from Labyrinth Lord two levels lower and assassination and Assassin special abilities such as Disguise); Computers (INT): 1; (Streetwise (CHA): 2); one chosen automatic weapon proficiency at +1 to hit)

HD: d6

XP, Savings Throws and To Hit: Assassin

REQUIREMENTS: INT 13 PRIME REQUISITES: INT

INITIAL WEAPON PROFICIENCIES: 4

WEAPON PROFICIENCIES PER LEVEL: 1/2

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -2

Barbarian (Animal Husbandry (INT): 1; Farming (INT): 1; Religion (WIS): 1; Survival (INT): 1; one melee weapon at +1 to hit)

HD: d10

XP, Savings Throws and To Hit: Paladin

REQUIREMENTS: CON 11 PRIME REQUISITES: CON

INITIAL WEAPON PROFICIENCIES: 4

WEAPON PROFICIENCIES PER LEVEL: 1/2

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -2

BARBARIAN TECH LEVEL: 0-2 (d3)

Citizen (Admin (INT):1; Drive Terrestrial Vehicle:1 (DEX): 1; Law:1; Streetwise (CHA): 1)

HD: d4

XP, Savings Throws and To Hit: Thief

REQUIREMENTS: NONE PRIME REQUISITES: NONE

INITIAL WEAPON PROFICIENCIES: 1

WEAPON PROFICIENCIES PER LEVEL: 1/5

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -5

Drifter (Streetwise (CHA):1; one chosen melee weapon proficiency at +1 to hit)

HD: d4

XP, Savings Throws and To Hit: Thief

REQUIREMENTS: NONE PRIME REQUISITES: NONE

INITIAL WEAPON PROFICIENCIES: 2

WEAPON PROFICIENCIES PER LEVEL: 1/3

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -2

Entertainer (Either Act (CHA):2 or Artist (DEX):2 or Dance (DEX):2 or Instrument (DEX):2 or Sing (CHA):2 or Media Journalism (INT or CHA):2)

HD: d4

XP, Savings Throws and To Hit: Thief

REQUIREMENTS: CHA 12 PRIME REQUISITES: CHA

INITIAL WEAPON PROFICIENCIES: 1

WEAPON PROFICIENCIES PER LEVEL: 1/4

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -4

Medic (Biology (INT): 1 Medicine (INT): 1;)

HD: d4

XP, Savings Throws and To Hit: Thief

REQUIREMENTS: INT 12 DEX 10 PRIME REQUISITES: INT

INITIAL WEAPON PROFICIENCIES: 1

WEAPON PROFICIENCIES PER LEVEL: 1/4

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -4

Nobility (Admin:1 (INT); Carouse (CHA):1; 2d4 contacts of note; 1d10 x 1000 gp in cash)

HD: d4

XP, Savings Throws and To Hit: Thief

REQUIREMENTS: CHA 12 PRIME REQUISITES: CHA

INITIAL WEAPON PROFICIENCIES: 1

WEAPON PROFICIENCIES PER LEVEL: 1/4

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -4

Police (Admin:1 (INT); Law (INT): 1; Streetwise (CHA):2; one chosen pistol weapon proficiency at +1 to hit; +1d4 criminal contacts)

HD: d10

XP, Savings Throws and To Hit: Fighter

REQUIREMENTS: INT 12 PRIME REQUISITES: INT

INITIAL WEAPON PROFICIENCIES: 4

WEAPON PROFICIENCIES PER LEVEL: 1/2

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -2

Privateer (Streetwise (CHA):1; Space Craft Pilot-1 (INT); Space Craft Engineer-1 (INT); one chosen weapon proficiency (any) at +1 to hit; 1d2 criminal contacts)

HD: d10

XP, Savings Throws and To Hit: Fighter

REQUIREMENTS: STR 10 DEX 10 PRIME REQUISITES: STR

INITIAL WEAPON PROFICIENCIES: 5

WEAPON PROFICIENCIES PER LEVEL: 1

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -1

Thief (thief abilities from Labyrinth Lord) (Streetwise (CHA): 2)

HD: d4

XP, Savings Throws and To Hit: Thief

REQUIREMENTS: DEX 12 PRIME REQUISITES: DEX

INITIAL WEAPON PROFICIENCIES: 3

WEAPON PROFICIENCIES PER LEVEL: 1/3

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -3

Scientist (Biology (INT): 1; Botany (INT):1; Chemistry (INT): 1; Computers (INT): 1; Engineering (INT): 1; Scientific investigation (INT): 1; Physics (INT):1)

HD: d4

XP, Savings Throws and To Hit: Thief

REQUIREMENTS: INT 12 PRIME REQUISITES: INT

INITIAL WEAPON PROFICIENCIES: 1

WEAPON PROFICIENCIES PER LEVEL: 1/5

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -5

Ability Checks

Act (CHA) – this ability check gives the ability to the user to act in a performance on the stage or in a media performance. The actor will be able to rehearse lines and deliver them to an audience or media device in an expressive manner.

Admin (INT) – this ability check gives the ability to the user to negotiate administrative or governmental duties or infrastructure. The user will be able to deliver official documents and messages and will be able to induce official and bureaucratic organisations to give their sanction to the user's desires.

Aircraft Mechanical Repair (INT) – this ability check gives the ability to the user to repair and maintain sub-orbital aircraft, be they rotary or fixed wing, piston or jet-engined. Hover and anti-grav craft are included due to their user-friendly design.

Assassination abilities from Labyrinth Lord – this ability check gives the ability to the user to utilise all the abilities from the Labyrinth Lord Game.

Biology (INT) – this ability check gives the ability to the user to study the science of organisms and life-forms. It focuses upon the health of the organism, the life system, and ecosystems.

Botany (INT) – this ability check gives the ability to the user to study the science of plants, fruits, vegetables and fungus. It allows the user to heal certain forms of vegetable life.

Chemistry (INT) – this ability check gives the ability to the user to study the science of chemical reactions and compounds. The user will be able to concoct various chemical compounds and

substances and create chemical experiments.

Climb (DEX) – this ability check gives the ability to the user to climb vertical and less-than vertical surfaces with the aid of ropes and augurs.

Computers (INT) - this ability check gives the ability to the user to utilise computers of all sorts. It gives the ability to hack and subvert security systems on computer hardware.

Dance (DEX) – this ability check gives the ability to the user to dance at a performance level in front of a live audience or media device. The dancer will be able to accomplish a pleasing performance with the achievement of this ability check roll.

Drive Terrestrial Vehicle (DEX) – this ability check gives the ability to the user to drive motorcycles, cars and trucks, both manual and automatic. Additionally the driver can handle most hover and anti-grav civilian cycles, cars and trucks due to the user-friendly design.

Engineering – this ability check gives the ability to the user to design large scale mechanical and industrial projects such as engines, naval and Space Crafts and factory equipment.

Farming (INT) – this ability check gives the ability to the user to practice agriculture with crops and plants. The farmer will know when to plant and reap crops and how to irrigate and fertilise his crop.

Instrument (DEX) – this ability check gives the ability to the user to perform with an instrument to a pleasing level in front of a live audience or media device.

Law (INT) – this ability check gives the ability to the user to utilise the law and legal means to achieve specific purposes such as to make bail, extract a character from a legal situation or to deal with the authorities. It can also be used to intimidate both those who know the law and those who do not.

Media Journalism (INT) – this ability check gives the ability to the user to practice media journalism and to broadcast live to an audience or media device, script and edit media performances and broadcasts.

Medicine (INT) – this ability check gives the ability to the user to practice medicine and to heal various life-forms of an animal nature.

one possessed automatic weapon proficiency at +1 to hit – this ability check gives the ability to the user to permanently affix a +1 to hit bonus to one weapon proficiency.

one possessed gun weapon proficiency at +1 to hit – this ability check gives the ability to the user to permanently affix a +1 to hit bonus to one weapon proficiency.

one possessed Heavy Vehicular Weapon proficiency at +1 to hit – this ability check gives the ability to the user to permanently affix a +1 to hit bonus to one weapon proficiency.

one possessed melee weapon proficiency at +1 to hit – this ability check gives the ability to the user to permanently affix a +1 to hit bonus to one weapon proficiency.

Parachute (DEX) – this ability check gives the ability to the user to parachute or paraglide into friendly, dangerous or enemy-territory from any sub-orbital aircraft capable of dropping parachutists.

Physics (INT) – this ability check gives the ability to the user to study the science of Physics. Optics, matter, energy, and the interaction between them along with experimentation and observation are practised by the user.

Pilot Aircraft (DEX) – this ability check gives the ability to the user to operate and fly sub-orbital aircraft, be they rotary or fixed wing, piston or jet-engined. Hover and anti-grav craft are included due to their user-friendly design.

Pilot Naval Ship (INT) – this ability check gives the ability to the user to sail ships larger than ship's boats. This includes speed boats, hover boats, yachts and freighters and ocean liners.

Pilot Space Craft (INT) – this ability check gives the ability to the user to to operate and fly extra-orbital or stream-line star craft of all types.

Recon (INT) – this ability check gives the ability to the user to scout and navigate behind enemy lines or in unknown areas. The user will be able to orienteer and map-make various locations he trail-blazes in his searches. With a successful roll the group may add +1 to their Surprise to the first round. Effects are cumulative and limited to +5 maximum. Effects remain for the entirety of the first round's Surprise only.

Religion (WIS) – this ability check gives the ability to the user to practices, preach and conduct religious activities of his choosing. The user will be scripturally conversant with his religion of choice and know of others should they exist within his contact.

Sail Small Craft (DEX) – this ability check gives the ability to the user to sail small naval craft such as rubber dinghies, ship's boats and wooden rafts.

Scientific investigation (INT) – this ability check gives the ability to the user to investigate unexplored topics, especially xenomorphs and alien technology.

Sing (CHA) – this ability check gives the ability to the user to sing in a performance on the stage or in a media performance. The singer will be able to rehearse tunes and sing them to an audience or media device in an expressive manner.

Space Craft Engineer (INT) – this ability check gives the ability to the user to repair and maintain extra-orbital or stream-line star craft of all types.

Streetwise (CHA) – this ability check gives the ability to the user to lie, bribe, cajole, threaten and bargain on a street level with street credibility. It is the ability to be able to gain rumours and spread rumours successfully. It is the art of street-level criminality.

Survival (INT) – this ability check gives the ability to the user to survive in the passive environmental nature of hostile and barren backgrounds.

Swim (CON) – this ability check gives the ability to the user to swim in liquids he can survive in within reason.

Tactics (INT) – this ability check gives the ability to the user to generate battle tactics and deploy troops. With a successful roll the group may add +1 to their Initiative to successive rounds. Effects are cumulative and limited to +5 maximum. Effects remain for the entirety of the combat.

Terrestrial Vehicle Mechanical Repair (INT) – this ability check gives the ability to the user to repair and maintain motorcycles, cars and trucks, both manual and automatic. Additionally the driver can repair and maintain most hover and anti-grav civilian cycles, cars and trucks due to the user-friendly design.

Thief abilities from Labyrinth Lord – this ability check gives the ability to the user to the abilities of the Labyrinth Lord Game

Vacc Suit (DEX) – this ability check gives the ability to the user to operate a Vacc Suit in extra-vehicular activity of space. The learner knows basic space survival.

SKILLS ANY CHARACTER MAY LEARN:

SEDUCTION (CHA):

Seduction is a ability check skill that any character class may learn. It does not take triple cost in skill points or double expense to purchase Seduction. A successful ability check upon the Seduction skill allows compulsory romantic relations from the seduced individual for 2d6 rounds. Successive checks are possible. Examples of modifiers include a +4 for chaste priests and a -4 for nymphomaniacs.

STEWARD (INT): Seduction is a ability check skill that any character class may learn. It does not take triple cost in skill points or double expense to purchase Steward. A successful ability check upon the user to attend to the needs of characters such as the rich and Nobles. It allows work in areas such as liners and hotels.

SECRET UNDERGROUND STANDING:

AGENTS WANT TO STAY (PARALLEL) CHARISMA 9 SO AS TO BLEND IN WITH THE AVERAGE CITIZENRY

PARALLEL
CHARISMA

MOD:

- 1 every STR point below 6 and/or CON point below 6
- 6 each life event disaster or blown cover
- 5 for each life event enemy
- 7 scars, burns or signs of torture
- plus CHA of killed enemy agent or political figure divided by 6
- +1 every STR point above 12 and/or CON point above 12
- +1 every 4 levels

if an agent reaches PARALLEL CHA: 3 or 19+ their cover is automatically blown and their current mission fails. If this is at generation the next nearest legal point is set.

LEVEL ADVANCEMENT:

All Spacemen & Aliens characters (note: **not** pure Labyrinth Lord character classes) gain 1d2 ability check skill points (**equating to a minus -1 on the 1d20 ability check per ability check skill point spent on an ability check**) per experience level starting at 2nd level. These may be distributed among his existing ability check skills or the new ability check skill Seduction or Steward or from other Spacemen and Aliens classes at triple skill point cost as the player sees fit. They gain none but assigned ability check skills at first level of experience.

LEARNING NEW ABILITY CHECK SKILLS (ie. Seduction and Steward):

Characters can add to skill levels that act as a negative on the 1d20 roll. When learning a new skill or new skill level when points are gained is achieved by rolling a successful ability check in that roll with the following modifiers of both the learner and teacher combined.

| | |
|----------|---------|
| INT | INT MOD |
| 3 | 3 |
| 4 to 5 | 2 |
| 6 to 8 | 1 |
| 9 to 12 | 0 |
| 13 to 15 | -1 |
| 16 to 17 | -2 |
| 18 | -3 |

It costs 2000 gp x desired ability check skill total to learn a current ability check skill level whether failure is the result or not and the money must be paid beforehand and is lost. Weapon proficiencies are learned on a successful INT ability check modified by learner and teacher combined at the above cost per weapon learned (weapon proficiencies do NOT accumulate as slots for a previously selected weapon – you cannot select a weapon more than once).

Robots may select any 4 ability check skills at 1 from any character slot.

Robots automatically gain two ability skill points to spend and can learn new skills automatically with the purchase of the appropriate programs at the same rates.

WEAPON PROFICIENCY TABLE:

| CLASSES: | INITIAL WEAPON PROFICIENCIES: | WEAPON PROFICIENCIES PER LEVEL: | WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: |
|-------------|-------------------------------|---------------------------------|--|
| FIGHTER | 5 | 1 | -1 |
| Paladin | 4 | ½ | -2 |
| Ranger | 4 | ½ | -2 |
| CLERIC | 2 | 1 every 4 | -4 |
| Druid | 2 | 1 every 4 | -4 |
| MAGIC USER | 1 | 1 every 6 | -6 |
| Illusionist | 1 | 1 every 6 | -6 |
| THIEF | 2 | 1 every 4 | -4 |
| Assassin | 3 | 1 every 3 | -3 |
| MONK | 4 | ½ | -2 |

ROBOTS

RACE: Robotic

HD: d10

XP, Savings Throws and To Hit: Fighter

REQUIREMENTS: STR 13 INT 13 PRIME REQUISITES: INT

INITIAL WEAPON PROFICIENCIES: 3

WEAPON PROFICIENCIES PER LEVEL: 1 EVERY 3
 WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -4
 Robots TL: 1d12+2

**LEVEL OF EXPERIENCE
 REQUIRED FOR PURCHASE
 FOR ROBOT MODEL TYPE: COST (GP):**

Power Sources

| | | |
|---|---|-----|
| radioactive battery | 1 | 100 |
| plutonium clip | 1 | 50 |
| minifusion cell | 1 | 40 |
| rechargeable battery that lasts 24 or 48 hours per charge. | 1 | 30 |

Frames

| | | |
|--------------|----|---------|
| Armature: | 1 | 5000 |
| Biomorph: | 1 | 7000 |
| Liquid-state | 10 | 100,000 |

Locomotion

| | | |
|--------------------|---|------|
| Forced Air: | 1 | 1000 |
| Legs (Multiple): | 1 | 800 |
| Legs (Pair): | 1 | 600 |
| Propeller (Air): | 2 | 900 |
| Propeller (Water): | 2 | 400 |
| Stationary: | 1 | 0 |
| Track: | 1 | 290 |
| Treads: | 1 | 400 |
| Casters: | 1 | 300 |
| Inductor: | 2 | 450 |

Manipulators:

| | | |
|----------------------|---|------|
| Claw: | 1 | |
| Jaws: | 1 | 150 |
| Pincer: | 1 | 200 |
| Probe: | 2 | 180 |
| Special-Use Gripper: | 3 | 200 |
| Basic Hand: | 4 | 4000 |
| Advanced Hand: | 6 | 8000 |

Armor

| | | |
|------------------------------|---|--------|
| Removable Armor | 5 | 15,000 |
| Alumisteel Armor (AC 4): | 2 | 1000 |
| Duraplastic Armor (AC 5): | 1 | 5000 |
| Duralloy Armor (AC 3): | 3 | 7000 |
| Crystal Carbon Armor (AC 1): | 4 | 10,000 |
| Neovulcanium Armor (AC 2): | 3 | 9000 |
| Megatanium Armor (AC -1): | 6 | 13,000 |
| Reactive Armor (AC 1): | 4 | 8000 |

Sensors

A robot without visual sensors suffers a -4 penalty on all attack rolls.

| | | |
|--------------------------|----|--------|
| Class I Sensor System: | 1 | 500 |
| Class II Sensor System: | 1 | 1000 |
| Class III Sensor System: | 2 | 3000 |
| Class IV Sensor System: | 4 | 6000 |
| Class V Sensor System: | 6 | 8000 |
| Class VI Sensor System: | 8 | 10,000 |
| Nerve Web: | 10 | 15,000 |

Mental Programming:

| | | |
|--------------------------|---|--------|
| Artificial Intelligence: | 8 | 10,000 |
| Programming | 1 | 250 |

Accessories:

| | | |
|------------------------|----|---------|
| AV Recorder: | 1 | 100 |
| AV transmitter | 2 | 150 |
| Fire Extinguisher: | 1 | 60 |
| Internal Storage Unit: | 1 | 50 |
| Loading Mechanism: | 2 | 140 |
| Remote Control Unit: | 3 | 400 |
| Robolink: | 7 | 8000 |
| Tool Mount: | 1 | 190 |
| Vocalizer: | 1 | 180 |
| Weapon Mount: | 1 | 1000 |
| Magnetic Feet: | 3 | 2500 |
| Self-destruct System: | 1 | 200 |
| Holo Screen: | 4 | 5000 |
| Inertial Inhibitor: | 9 | 8000 |
| Photon Screen: | 12 | 120,000 |
| Robot Repair Unit: | 3 | 1500 |

Robot Weapon Rules A robot can be armed with manipulators, handheld weapons, mounted weapons, or any combination of the three. However, during any given round of attacks, it must choose whether to attack with its manipulators, handheld weapons, or mounted weapons, as it cannot switch between them during the same round, unless otherwise decided by the Mutant Lord. A robot armed with handheld weapons follows the normal rules of combat, attacking as a monster of its hit dice number.

Sample Robots Assault Bot Assault bots are heavily armored and heavily armed. They are capable of battering down doors, or cutting them with built in cutting torches. They are equipped with non-lethal irritant gas grenades, photon grenades, and smoke grenades, all of which are used to provide cover and distraction for their human counterparts. In addition to these non-lethal weapons, the assault bot is equipped with a built in rifle (1d12 damage) and shotgun (3d6/2d6/1d6 damage).

Hit Dice: 30

Frame: Biomorph

Locomotion: Legs (Pair)

Manipulators: Basic Hand

Armor: Crystal Carbon (AC 1)

Sensors: Nerve Web

Mental Programming: Programming

Accessories: loading mechanism (2), vocalizer, magnetic feet Weaponry: rifle (automatic), shotgun, photon grenade (non-lethal), flash grenades, irritant gas grenades, smoke grenades

Until a robot character can obtain Artificial Intelligence it will be restricted by certain programming codes (Mental Programming: Programming) that will rule its behaviour. Generally this sophisticated programming ranges from alignment to some strict protocols.

| 1d10 | SECRET PROTOCOLS: |
|-------------|---|
| 1 | Cannot kill aliens |
| 2 | Cannot kill humans |
| 3 | Cannot kill robots |
| 4 | Cannot kill plant life |
| 5 | Cannot kill mutants |
| 6 | Cannot disobey local authority laws |
| 7 | Shuts down randomly in combat on a 1 in 10 per round for 1d3 turns. |
| 8 | Attracts Wandering Monsters by broadcasting position secretly |
| 9 | Secretly has trojan hack from number one enemy inside logic circuits. |
| 10 | Cannot kill animals |

The Mutant Lord may elect to keep these protocols a secret until they possibly reveal themselves.

A robotic character has 14,000 gp plus 1d10 x 350 gp to spend at first level of experience on robotics

Robots may select any 4 ability check skills at 1 from any character slot.

Robots automatically gain two ability skill points to spend and can learn new skills automatically with the purchase of the appropriate programs at the same rates.

ALIEN

RACE: Alien

HD: d8

XP, Savings Throws and To Hit: Fighter

REQUIREMENTS: None PRIME REQUISITES: None

INITIAL WEAPON PROFICIENCIES: 4

WEAPON PROFICIENCIES PER LEVEL: 1 EVERY 2

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -2

Alien TL: 1d12+2

Must multi-class with Mutant Humanoid, Animal, Plant or Replicant.

Roll for mutations as per Mutant Future.

Aliens suffer a -3 CHA adjustment upon generation versus all races except their own.

May multi-class with Spacemen & Aliens classes.

May multi-class with Labyrinth Lord classes as a dwarf or elf (player's choice).

Aliens of TL:7+ receive a 100-ton Scout Ship if they have Spaceship Pilot-1

| | |
|----------|---|
| TL 2d8-2 | MEANS OF ENERGY: |
| 0 | Muscles (Stone Age) |
| 1 | Water (Bronze Age) |
| 2 | Wind (Iron Age) |
| 3 | Coal/Steam (1700s AD) |
| 4 | Electricity (1800s AD) |
| 5 | Petro-chemicals, internal combustion engine (early 1900s AD) |
| 6 | Nuclear fission (1940s AD) |
| 7 | Solar energy, early fuel cells (1970s AD) |
| 8 | Geothermal (2000s AD) |
| 9 | Early Fusion, improved batteries (2030s AD) |
| 10 | 2 Kl minimum Fusion Plants (2050s AD) |
| 11 | 1 Kl minimum Fusion Plants (2070s AD) |
| 12 | 250 l minimum Fusion Plants, advanced fuel cells (2090s AD) |
| 13 | Fusion output 3Kw per L, Miniature Super-Batteries (3010s AD) |
| 14 | Fusion Plants 100L Minimum; high Alien tech. (3030s AD) |

Primitive Firearms

Weapon Damage Trigger Type Normal Range/Maximum Range Weight
Pistol, automatic 1d10 Automatic 400 ft./800 ft. 5 lb. Cost: 90 gp
Pistol, black powder 1d10 Normal 150 ft./300 ft. 3 lb. Cost: 60 gp
Pistol, revolver 1d10 Normal 300 ft./600 ft. 3 lb. Cost: 70 gp
Sub machinegun 1d10 Automatic 400 ft./800 ft. 8 lb. Cost: 150 gp
Rifles Carbine 1d10 Normal 500 ft./1,000 ft. 8 lb. Cost: 100 gp
Rifle, automatic 1d12 Automatic 450 ft./900 ft. 12 lb. Cost: 150 gp
Rifle, black powder 1d12 Normal 400 ft./800 ft. 10 lb. Cost: 90 gp
Sport Rifle 1d12 Normal 500 ft./1,000 ft. 15 lb. Cost: 100 gp
Shotguns Shotgun 3d6/1d6 Normal 50 ft./100 ft. 10 lb. Cost: 100 gp
Shotgun, automatic 3d6/1d6 Automatic 50 ft./100 ft. 10 lb. Cost: 200 gp
Heavy Weapons Cannon 10d10 Normal 3,000 ft./6,000 ft. 750 lb. Cost: 5000 gp
Grenade launcher * Normal 500 ft./1,000 ft. 12 lb. Cost: 1500 gp
Machinegun 1d12 Rapid Fire 1,500 ft./3,000 ft. 75 lb. Cost: 2000 gp

Weapon Damage Attacks/Round Range Weight Battery Charges
Energy Baton 2d6+15 1 - 5 lb. Cost: 90 gp Backpack or Backpack 25/50
Shock Gloves +1d8 1 - 1 lb. Cost: 150 gp Backpack or Backpack 25/50
Shock-Field Glove 1d4+6 1 20 feet 1 lb. Cost: 200 gp Backpack or Backpack 25/50
Stun Baton 2d6, Stun 1 - 3 lb. Cost: 180 gp Backpack or Backpack 25/50
Vibro Dagger 1d4+6 1 - 2 lb. Cost: 70 gp Minifusion cell *
Vibro Sword 1d8+16 1 - 5 lb. Cost: 180 gp Minifusion cell *
Warp-Field Dagger 1d4+6 1 - 3 lb. Cost: 250 gp Minifusion cell *
Warp-Field Mace 1d6+14 1 - 4 lb. Cost: 325 gp Minifusion cell *
Warp-Field Sword 1d8+16 1 - 15 lb. Cost: 380 gp Minifusion cell *

Gauss Machine Pistol 2d6 Automatic 150 ft./300 ft. 4 lb. Cost: 250 gp Power clip/Beltpack/Backpack 10/25/50
Gauss Pistol 2d6 Normal 150 ft./300 ft. 4 lb. Cost: 200 gp Power clip/Beltpack/Backpack 10/25/50
Laser Pistol Mk 1 5d6 Normal 300 ft./600 ft. 2 lb. Cost: 3000 gp Power clip/Beltpack/Backpack 10/25/50
Laser Pistol Mk 2 6d6 Normal 400 ft./800 ft. 2 lb. Cost: 4000 gp Power clip/Beltpack/Backpack 10/25/50
Maser Pistol 2d8 Normal 300 ft./600 ft. 1 lb. Cost: 5000 gp Power clip/Beltpack/Backpack 10/25/50
Plasma Pistol 7d6 Normal 300 ft./600 ft. 5 lb. Cost: 6000 gp Minifusion cell 10
Stun Pistol Stun Normal 150 ft./300 ft. 2 lb. Cost: 180 gp Power clip 10

Blaster Rifle */7d6 Normal 75 ft./150 ft. 2 lb. Cost: 7000 gp Minifusion cell 10
EMP Rifle 5d8 Normal 75 ft./150 ft. 15 lb. Cost: 8000 gp Minifusion cell 10
Fusion Rifle 7d6 Normal 300 ft./600 ft. 15 lb. Cost: 7500 gp Plutonium clip 10
Gauss Auto Rifle 3d6 Automatic 300 ft./600 ft. 12 lb. Cost: 450 gp Power clip/Beltpack/Backpack 10/25/50
Gauss Rifle 3d6 Normal 400 ft./800 ft. 10 lb. Cost: 375 gp Power clip/Beltpack/Backpack 10/25/50
Laser Rifle 6d6 Normal 900 ft./1,800 ft. 7 lb. Cost: 4500 gp Power clip/Beltpack/Backpack 10/25/50
Maser Rifle 3d8 Normal 400 ft./800 ft. 5 lb. Cost: 4000 gp Power clip/Beltpack/Backpack 10/25/50
Plasma Rifle 8d6 Normal 400 ft./800 ft. 15 lb. Cost: 8500 gp Minifusion Cell 10 Radiation Rifle * Normal 75 ft./150 ft. 15 lb. Cost: Plutonium clip 10
Stun Rifle Stun Normal 300 ft./600 ft. 10 lb. Cost: 450 gp Minifusion Cell 10
X-Laser Rifle 4d6 Normal 300 ft./600 ft. 10 lb. Cost: 2500 gp Minifusion Cell 10

Power Cell Gizmos, small electronic devices 1 year continued use Cost: 5 gp
Power Pack Gizmos, large electronic devices 5 years continued use Cost: 20 gp
Power Clip Energy weapons 10 discharges/15 years* Cost: 50 gp
Power Beltpack Energy weapons 25 discharges/30 years* Cost: 100 gp
Power Backpack Energy weapons 50 discharges/60 years* Cost: 190 gp
Minifusion Cell Powerful energy weapons 10 discharges/120 years* Cost: 350 gp
Plutonium Clip Powerful energy weapons 10 discharges/240 years* Cost: 600 gp
Radioactive Battery Robots, Androids 500 years continued use Cost: 900 gp

Blood Agent Grenade 1d6 30 ft. 1 lb. Cost: 120 gp
Concussion Grenade * 10 ft. 1 lb. Cost: 60 gp
Dynamite 3d6 5 ft. 1 lb. Cost: 45 gp
Energy Grenade 6d6/12d6 30 ft. 1 lb. Cost: 170 gp
Frag Grenade 5d6 20 ft. 1 lb. Cost: 130 gp
Inferno Grenade 10d6 30 ft. 1 lb. Cost: 400 gp
Irritant Gas Grenade * 30 ft. 1 lb. Cost: 65 gp
Molotov Cocktail 1d8 5 ft. 1 lb. Cost: 15 gp
Mutation Grenade * 30 ft. 1 lb. Cost: 1000 gp
Nerve Gas Grenade * 30 ft. 1 lb. Cost: 1000 gp
Photon Grenade (Lethal) * 30 ft. 1 lb. Cost: 1200 gp
Photon Grenade (Nonlethal) * 30 ft. 2 lb. Cost: 900 gp
Plasma Grenade Instant Disintegration 30 ft. 1 lb. Cost: 1500 gp
Shock Grenade * 10 ft. 1 lb. Cost: 950 gp

Smoke Grenade * 30 ft. 1 lb. Cost: 60 gp

Bio Toxin Bomb Death 150 ft. 3 lb. Cost: 2000 gp

Concussion bomb 75+ 150+ ft. 3 lb. Cost: 1500 gp

Mutation Bomb * 90 ft. 2 lb. Cost: 3000 gp

Negation Bomb * 90 ft. 1 lb. Cost: 3500 gp

Plasma Bomb * 90 ft. 50 lb. Cost: 4000 gp

Radiation Bomb (Dirty) 200 1/2 mile 100 lbs Cost: 3000 gp

Radiation Bomb 100 1,500 ft. 150 lbs Cost: 1500 gp

Satchel A 4d6 10 ft. 1 lb. Cost: 130 gp

Satchel B 6d6 30 ft. 1 lb. Cost: 170 gp

Satchel C 10d6 90 ft. 1 lb. Cost: 400 gp

Satchel D 12d6 150 ft. 2 lb. Cost: 500 gp

Micro Missile 7d6 4,500 ft./9,000 ft. 30 ft. 12 lb. Cost: 1200 gp

Mini Missile 50 (plus warhead) 200 ft./400 ft. 60 ft. 80 lb. Cost: 3000 gp

Missile Launcher 150 (plus warhead) 1.5 miles/3 miles 300 ft. 120 lb. Cost: 4500 gp

LAW 7d6 900 ft./1,800 ft. 30 ft. 10 lb. Cost: 190 gp

RPG As grenade type 450 ft./900 ft. As grenade type 20 lb. Cost: 300 gp

Ballistic Nylon 5 - 20 lbs. Cost: 60 gp

Metal Insert 4 - 30 lbs. Cost: 80 gp

Plastic Plate 4 - 25 lbs. Cost: 100 gp

Plastex 3 - 30 lbs. Cost: 120 gp

Advanced Metal 2 - 50 lbs. Cost: 150 gp

LazAb 2 10 (energy weapons) 50 lbs. Cost: 200 gp

Environmental Armor 4 25 50 lbs. Cost: 300 gp

Removable robot armor is +10% in Cost.

EMAs

Scout EMA 2 20 500 Cost: 50,000 gp

Light EMA 2 30 600 Cost: 70,000 gp

Medium EMA 1 40 750 Cost: 90,000 gp

Heavy EMA 1 50 750 Cost: 140,000 gp

SAMPLE CHARACTERS:

Entertainer (Either Act (CHA):2 or Artist (DEX):2 or Dance (DEX):2 or Instrument (DEX):2 or Sing (CHA):2 or Media Journalism (INT or CHA):2)

HD: d4

XP, Savings Throws and To Hit: Thief

REQUIREMENTS: CHA 12 PRIME REQUISITES: CHA

INITIAL WEAPON PROFICIENCIES: 1

WEAPON PROFICIENCIES PER LEVEL: 1/4

WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -4

LEVEL: 5

Strength: 8

Intelligence: 13

Wisdom: 8

Dexterity: 12
Constitution: 11
Charisma: 14
HITPOINTS: 10
ABILITY CHECK SKILLS: Act: 4; Artist: 2; Instrument: 2; Sing: 1.
WEAPON PROFICIENCIES: 2 (Dagger, Automatic Pistol)

Robot

RACE: Robotic
HD: d10
XP, Savings Throws and To Hit: Fighter
REQUIREMENTS: STR 13 INT 13 PRIME REQUISITES: INT
INITIAL WEAPON PROFICIENCIES: 3
WEAPON PROFICIENCIES PER LEVEL: 1 EVERY 3
WEAPON 'TO HIT' NON-PROFICIENCY NEGATIVE MODIFIER: -4
Robots TL: 1d12+2
LEVEL: 5
Strength: 14
Intelligence: 13
Wisdom: 7
Dexterity: 10
Constitution: 9
Charisma: 6
HITPOINTS: 18
ABILITY CHECK SKILLS: Steward-2; Computers-2; Space Craft Pilot-2
WEAPON PROFICIENCIES: 2 (Dagger, Automatic Pistol, SMG, Rifle)
TL: 8

Secret Programming Protocol: Cannot Kill Aliens

Starting money: 15,550 gp

Bonus earnings money: 4000 gp (quarter XP)

| | | |
|--------------------------|---|------|
| radioactive battery | 1 | 600 |
| Armature: | 1 | 5000 |
| Legs (Pair): | 1 | 600 |
| Basic Hand: | 4 | 4000 |
| Alumisteel Armor (AC 4): | 2 | 5000 |
| Class II Sensor System: | 1 | 1000 |
| Programming | 1 | 250 |
| Tool Mount: | 1 | 190 |
| Vocalizer: | 1 | 180 |
| Weapon Mount: | 1 | 1000 |
| Remote Control Unit: | 3 | 400 |
| Self-destruct System: | 1 | 200 |
| Propeller (Air): | 2 | 900 |
| Fire Extinguisher: | 1 | 60 |
| Internal Storage Unit: | 1 | 50 |
| Loading Mechanism: | 2 | 140 |

left over assets: 180 gp

Automatic Pistol in Weapon Mount

Automatic Pistol in Basic Hand

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