

Cap'n Ascii's

SPACE QUEST RPG

Manual

Revision 1
Publish Date 10/25/2005

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INTRODUCTION

*Not so long ago,
in a galaxy just around the corner...*

SPACE QUEST: THE RPG

In a parallel universe not too far from our own (that is, if all of those snooty theoretical physicists are to be believed), there exists a nameless galaxy. Unlike most galaxies, which are little more than boring collections of stars and space dust that nobody really cares about, *this* galaxy is actually interesting.

Here, thousands of alien species from just as many worlds have banded together to form an interstellar society, based on shared ideals of freedom, peace (mostly), bloated corporate capitalism, and rampant bureaucracy. Every day, sentient beings travel the width and breadth of the galaxy to trade goods and services, make intellectual and cultural exchanges with their galactic neighbors, and find out the latest bludgeonball scores.

Furthermore, through their collective scientific endeavors, the peoples of this galaxy have advanced their technology to levels far beyond our own. Amazing machines of fantastic design have given them the ability to work, travel, communicate, heal, kill, and waste time more efficiently than we could ever hope to.

But...

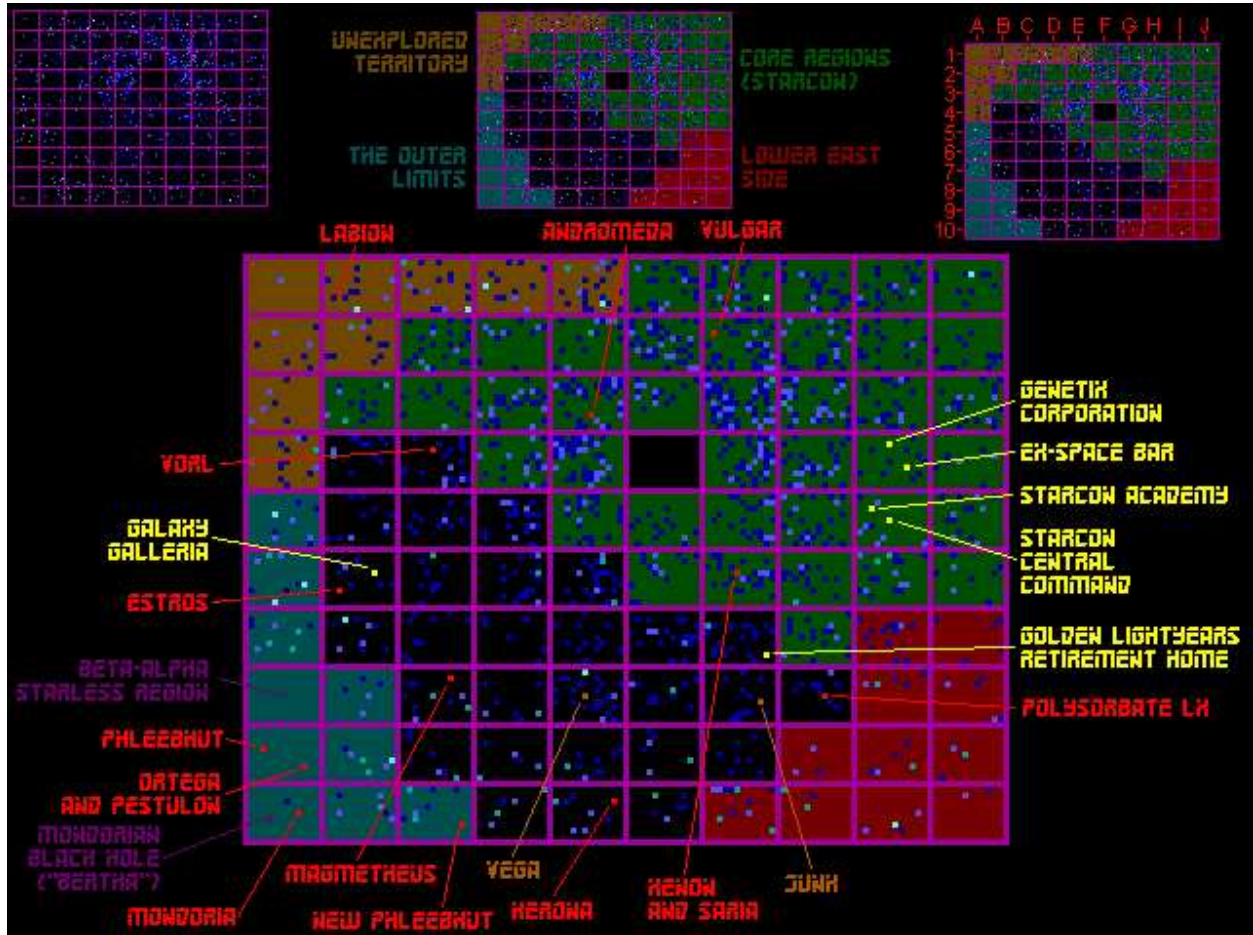
As far as their technology has come, there are some things that will never change. People are still people, some good, some bad... and some rotten to the core. Just as there are those who work hard (or not) to improve their lot in life, there are those who would seek to unfairly profit at the expense of others. Of course, just as there will always be villains, there will always be those who stand up to the forces of evil... whether they want to or not.

These are the stories of those people... the (sometimes) courageous men and women (and other applicable gender types) who, knowingly or unwittingly, wage a never-ending war against the scum of the galaxy.

For all our sakes, let's hope they don't screw up too badly.

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THE SPACE QUEST UNIVERSE



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RACES

XENONIAN

Medium size - Base speed 30ft

Native language: Xenonian

The sentient species of the Earth-like planet of Xenon, Xenonians are highly adaptable, and as such can be found in almost any occupation and situation there is. They are quick learners, and therefore have extra feats and skills at their disposal.

RACIAL MODIFIERS

1 extra skill point per level (4 extra skill points at 1st-level): Xenonians are very adaptable, learning new skills and mastering talents quickly.

1 extra feat at 1st-level: The aforementioned trait also helps Xenonians to better absorb the specialized training needed to master many feats.

ANDROMEDAN

Medium size - Base speed 30ft

Native language: Andromedan

The native inhabitants of Andromeda (the planet, NOT the galaxy), the Andromedans are as famous for their pig snouts and wild hairdos as they are for their technological savvy. If a machine needs fixing or a computer needs programming, you can bet there's an Andromedan who'll be getting to it Real Soon Now.

RACIAL MODIFIERS

1 extra skill point per level (4 extra skill points at 1st-level): Like Xenonians, Andromedans are versatile and quick to learn new skills.

+2 racial bonus to all Computer Use, Demolitions, and Repair checks: Andromedans are innately good with computers and devices of all kinds.

-2 racial penalty to all Sabotage checks: By the same token, Andromedans are so predisposed towards *fixing* things that they must work against their nature to *unfix* them.

PROJECTILE MUCOSA

Aside from just being cool-looking, Andromedan facial snouts can be used to launch projectiles of sinus mucous at enemies. Although these projectiles aren't powerful enough to actually harm a foe, they *are* quite disgusting, so much so that they effectively distract any opponent they hit.

An Andromedan may use this ability as a standard action in combat against an opponent within 30 feet (and NO farther). The Andromedan makes a ranged touch attack roll against the target. If the attack connects, the target must succeed at a Will save or suffer a -1 penalty to attack and Dodge AC for 12 seconds (2 rounds).

Other Andromedans are immune to the gross-out effect; although they can be targeted and hit with this ability, they do not suffer the aforementioned penalties. Rather, the "snot shot" serves as a means of insult in Andromedan society; striking a fellow Andromedan with it is the cultural equivalent of slapping a dueling glove in their face.

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Using this ability leaves the Andromedan drained (literally). He/she must wait 3 minutes for his/her mucous reserves to build up before this ability can be used again.

PHLEEBHUTINSKI

Medium size - Base speed 30ft

Native language: Phleebhutinski

Easily recognizable by their blueish skin, lanky build, and penchant for "jawin", the Phleebhutinski race was previously thought to be extinct. Recently, however, their species reappeared in galactic space, with the explanation that they had secretly been terraforming a new homeworld for themselves.

The Phleebhutinski are a perfect example of evolution gone wrong... their physiology is totally unsuited to their native desert world of Phleebhut. Faced with the threat of extinction from the hazards of their own planet, they instead made a mass exodus to find a new world and refit it to suit their needs. After years of working in seclusion, they have at last completed their task and settled on New Phleebhut, ready to rejoin galactic society.

RACIAL MODIFIERS

+2 DEX, -2 CON: Phleebhutinskis possess slender, flexible limbs, and nimble fingers tipped with small suction cups that allow them to finely manipulate objects better than others. However, millenia of evolutionary maladaptation have left their bodies frail, and wholly unsuited to most environments.

+3 racial bonus to all Persuade checks: Phleebhutinskis are well-known for their ability to slicktalk just about anyone into doing just about anything.

LOW-LIGHT VISION

An interesting benefit of misdirected Phleebhutinski evolution has given their eyes an extra sensitivity to light. They can see twice as far as other races in conditions of low light, although they still cannot see in total darkness.

PINKUNZ

Small size - Base speed 20ft

Native language: ????? (unpronounceable)

The pygmy-like jungle dwellers of the undiscovered world of Labion were brought to the galaxy's attention when the Star Confederation came to investigate readings of a nuclear explosion in the planet's atmosphere. Upon arriving, Starcon found evidence of an illegal mining operation, made even more so by the fact that the Pinkunz had been used as slaves by the individuals responsible. Freed from their bondage at the hands of "The Bloated One", the Pinkunz established diplomatic ties with Starcon in hopes of gaining protection from any further encroachment on their liberties.

Despite their friendly status with Starcon, the Pinkunz are understandably distrustful of outsiders. Only a handful of aliens are allowed on Labion, and the Pinkunz as a group see no reason to leave their jungle paradise. Occasionally, however, a lone Pinkun experiences the urge to see the galaxy, and leaves to quell his wanderlust.

NOTE: The Pinkunz are a highly honorable race, and as such, are almost never of Evil or Chaotic alignment.

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They are also technologically primitive compared to the galaxy at large, so they suffer certain handicaps with unfamiliar weaponry (see below).

RACIAL MODIFIERS

+2 CON, -2 DEX: Pinkunz have unusually thick skin, giving them a natural toughness. However, their small stature and thick skin tends to limit their effective dexterity.

Damage reduction (-2 physical): The abnormally-tough hide of a Pinkun makes it difficult to injure them with physical blows.

WEAPONS

The tribal culture of the Pinkunz does not possess the advanced technology the rest of the galaxy uses; thus, they are trained extensively in the use of less advanced weaponry. A Pinkun receives a +1 racial attack bonus when wielding any "primitive" weapon (swords, clubs, spears, slings, bows, etc), but suffers a -2 racial penalty when wielding any non-primitive weapon (vibroblades, laser pistols, laser rifles, etc).

Additionally, Pinkunz characters do NOT receive the WP: PISTOL, WP: RIFLE, and/or WP: BIG GUNS feats for free at 1st-level, even if their class would otherwise entitle them to these feats. Instead, Pinkunz characters receive the WP: SLINGS/BOWS feat for free at 1st-level. Pinkunz characters CAN take the various 'gun' feats, but must do so by using their normal feat slots for their level.

ARMOR

Pinkunz are both unable and unwilling to wear conventional armors and other forms of protection. They cannot wear clothing, and can only equip special protective gear made especially for Pinkun use.

NIGHTVISION

Because the Pinkunz spend much of their time in their underground dwellings, they have evolved a natural ability to see in the dark. A Pinkun can see up to 60ft away in conditions of total darkness. This vision is monochrome (black and white), but is otherwise just like normal sight.

NATIVE LANGUAGE

The Pinkunz native language is extremely complicated, and nearly unpronounceable by most other species. The Pinkunz language may only be taken as an extra language by Droid characters, who are the only ones capable of accurately reproducing the correct phonic sounds.

VULGAR

Medium size - Base speed 30ft

Native language: Vulgar

The Vulgars are a nonviolent race who pride themselves (excessively) on their perceived intellectual superiority over their "less advanced" galactic neighbors. They fancy themselves scholars and scientists... but to most everyone else, they come across as insufferable snobs who love nothing more than to wander the galaxy correcting other people's grammar and spelling. Still, they *are* among the smartest beings in the galaxy, collectively speaking, and usually know what they're talking about... if you can fish out their advice from all the snide remarks and backhanded compliments.

NOTE: Due to their belief in logic and science, Vulgars are always Lawful. Most Vulgars are pacifists, and

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thus Vulgars trained in combat are rare, though some do exist.

RACIAL MODIFIERS

+2 INT, +2 WIS, -2 Charisma modifier penalty versus non-Vulgars: Vulgars as a species are more intelligent, more wise, and just generally smarter than everyone else. However, their consistently condescending, "holier-than-thou" attitude towards other species results in a nearly universal dislike of Vulgars by anyone who isn't a Vulgar themselves.

VULGAR NECK PINCH

Because of their aversion to violence (and because they love showing off), Vulgars have developed a special martial-arts move capable of rendering an opponent unconscious instantly.

Any time a Vulgar attacks an opponent who is stunned or caught unawares (I.E. cannot use its DEX bonus to AC), the Vulgar may opt to use this ability as a standard action. The Vulgar makes a melee touch attack roll versus the target. If the attack connects, the target must make a successful Fortitude save at a DC of 10+the Vulgar's level, or instantly fall unconscious. Victims of a Neck Pinch remain unconscious for 1d8 hours on their own, but can be awakened early by a successful Heal check.

Because the Vulgar Neck Pinch targets a very specific portion of the target's anatomy - the neck - it can only be used against creatures that *have* necks. Additionally, since the Pinch requires the user to whisper into the victim's auditory receptors, it requires both for the user to be able to speak, and the target to be able to hear.

Droids cannot be affected by this ability. Additionally, any creature immune to critical hits is also immune to this ability.

Non-Vulgar characters may take the VULGAR NECK PINCH feat, which allows them to use this special ability as well. However, unless the character is a droid, they do so at a -2 attack penalty.

ESTROSIAN (LATEX BABES)

Medium size - Base speed 30ft

Native language: Estrosian

The Estrosians are a race of humanoids who, phenotypically speaking, bear an uncanny resemblance to Xenonians; indeed, the genetic particulars of both races are so similar that crossbreeding is possible (some scientists suspect that Estros may be the result of a divergent group of early Xenonian colonists). The less dignified name given to them - Latex Babes - is the result of two peculiarities: first, that the overwhelming majority of Estrosians are female; second, that the overwhelming majority of those females resemble nothing less than living, breathing pin-up girls.

Since the odds of any single Estrosian female finding a mate among her own kind are abysmally low, most Latex Babes pursue the only viable alternative: Xenonian males. Unless otherwise tied to affairs on their homeworld, most young Estrosians venture out into the galaxy to seek out, seduce, and ultimately marry some unsuspecting Xenonian and bring him back home to Estros. Typically, they end up having quite a few adventures along the way.

NOTE: Estrosian PCs are ALWAYS female. No exceptions. The males of their species are simply considered too precious to be allowed to leave the planet.

RACIAL MODIFIERS

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Gender relations: They aren't called "babes" for nothing! Female Estrosians (even the comparatively ugly ones) are so incredibly attractive by galactic standards that they receive a +2 bonus to their Charisma modifier for any interaction versus males, regardless of species. Conversely, however, their looks provoke bitter jealousy (-2 to Charisma modifier) in other women (again, regardless of species).

These modifiers do not apply when dealing with gender-neutral creatures (such as droids), or species whose genders do not mirror the "normal" male/female setup.

+5 racial bonus to all Swim checks: Because so much of Estros is covered in water, the Estrosians learn to swim at an early age, and continue to practice for most of their lives.

BARGAIN HUNTER

Estrosians spend a great deal of their time shopping; as such, they are particularly skilled at bargain hunting, being able to smell a sale a mile away. Whenever an Estrosian wants to buy something from a merchant, they may make a Persuade check against the seller's Sense Motive check; a successful check result reduces the price of the item by 20%. Retries are not allowed for the same purchase.

This discount is impossible when buying from an impersonal vendor (such as a vending machine or through mail-order). Some merchants may be either unable or unwilling to haggle to any extent; checks against them automatically fail.

SARIENS

Medium size - Base speed 30ft

Native language - Sarien

Violent. Ugly. Green. These are all adjectives commonly referenced when discussing the Sariens, a warlike race of humanoids who love nothing more than violence and destruction. Formerly the dominant species of Xenon's sister world of Saria, the Sariens were never content to live peacefully, and eventually attacked their galactic neighbors, the Xenonians.

Thanks to Starcon's intervention, the Sariens were soundly defeated. Much of their race was destroyed, and those that remained were exiled from civilized space on pain of death. Ever the sore losers, they fled to the untamed regions of the galaxy and became space pirates, using hit-and-run tactics to rob any ship foolish enough to stray too far from Starcon's sphere of influence. To this day, Sarien pirate raids are a major thorn in the Confederacy's side, and numerous skirmishes have been fought against their powerful battle cruisers in a futile attempt to stop them for good.

Sarien society consists entirely of a single, well-oiled military machine. There are no civilians, no free agents... every last Sarien works either in or for the Sarien star fleet. Self-determination is a non-concept in their society... a Sarien follows orders from his birth until the day he dies.

There is much that is unknown about the Sariens, due to their tendency to kill anyone who asks nosy questions (not that they wouldn't kill them anyway). One thing that is known, however, is that once in a blue moon, an unusually individualistic Sarien decides that he doesn't like following orders, and abandons his post. Typically, these rogue Sariens seek amnesty in Starcon space, where they can be reasonably certain that their former fellows can't get to them. Of course, this forces them to contend with a galaxy that universally fears and despises their kind... but for some, this is an acceptable price to pay.

NOTE: Sarien PCs are drawn from the pool of Sarien refugees living in civilized space, and as such, their character must fit with this archetype to at least some degree. Sariens are **never** of Good or Lawful

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alignments... even the least antagonistic of Sarians are xenophobic and resentful of the galaxy at large.

RACIAL MODIFIERS

+1 to attack: Sarians, even the relatively unaggressive ones, are universally trained in the arts of brutal combat. As such, they receive an automatic +1 racial bonus to all attack rolls. This bonus is always active, but does NOT count as part of the Sarien's natural base attack bonus.

-2 INT, -2 CHA: By the same token, however, Sarien society heavily dissuades intellectual pursuits; concepts like 'public education' and 'social skills' are alien to them. As such, even the most enlightened of Sarians generally comes across as being boorish and crude, if not outright rude.

1 extra feat at 1st-level: Like their former galactic neighbors, the Xenonians, Sarians are quick to master new abilities, especially those that grant them additional combat prowess.

DROIDS (BATTLE DROID, TECH DROID)

Native Language: Binary

These are some differences between Droid characters and 'normal' (non-droid) ones. There may be other applicable differences, as determined by the DM.

-Droids do not recover HP naturally, and cannot repair damage by using standard medpacks. To heal HP, they must use repair kits, medpack-like items that can only be used on droids. When using a repair kit, a character applies their REPAIR skill, *not* their HEAL skill.

-Droids cannot use medkits, stimpacks, attribute boosters, or other similar biochemical items.

-Battle droids can wield any weapon usable by humanoids. Tech droids are not built for combat, and as such they cannot use normal weapons... rather, they are typically armed with special weapon-type droid parts.

-Droids cannot wield normal equipment. Instead, they equip Droid Parts, which function in a similar manner. Instead of Proficiencies, droids have Droid Upgrade feats that govern what sort of parts a droid may equip.

-Droids have effectively unlimited stamina. They can run for as long as they like, do not require sleep, and cannot become fatigued. As such, they need not make Endurance checks.

-Droids receive no damage from pulseray weapons.

-Droids are vulnerable to ion weapons; they receive extra damage from these weapons, as listed in the weapon's description.

-Droids are immune to poison and most other diseases. There are, however, certain electronic maladies that can affect them.

-Droids do not breathe, and as such they can survive underwater and in hard vacuum without protection (their bodies are sturdy enough to prevent sudden decompression). However, they still require some outside means of thrust in order to move through space.

-Droids do not eat or drink; rather, they draw power from built-in energy cells. A Medium droid can run for 18 hours on a full battery; Small droids can run for up to 24 hours. Droids can recharge from any standard power outlet (such as those found in buildings and starships), or from a portable droid recharging station; 8

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hours of charging are needed to completely refill a droid's power reserves (if the droid's battery is only partly drained, figure out the appropriate charging time based on the remaining percentage of power). Droids are still "awake" while recharging and can carry out simple tasks, but the physical limitations of being plugged into a wall socket prevent them from engaging in strenuous activity.

If a droid runs completely out of power, it goes completely off-line (unconscious) and can do nothing until someone else recharges and reactivates it. A powerless droid *cannot* recharge by itself.

Droids can enter a sleep-like "shutdown" mode to preserve power. A droid in shutdown mode does not use any power, and can reawaken at any time (assuming it has power left), but is totally oblivious to the outside world.

DROID RACES

There are three "races" (builds) of droids: bipedal (Medium size), treaded (Small), and hovering (Small). Regardless of build, all droids are treated as part of the same racial group (droids).

Bipedal (or tripod, or what have you) droids are more-or-less identical to humanoid creatures in terms of abilities. Their base speed is 30ft, and they abide by standard speed modifiers on all terrains. Bipedal droids cannot swim on their own; however, they can equip a 'buoyancy kit' droid part to grant this ability. Without such a part, bipedal droids can walk across the bottom of a body of water (or similar liquid) at one-third normal speed.

Treaded droids (base speed 30ft) can move at one-and-one-half times normal speed on clear, even ground (highways, roads, man-made floors), but are slowed to one-half speed on areas of soft, mushy ground (swamp, sand, etc.). Treaded droids can move unimpeded at normal speed on other terrain types. Treaded droids *cannot* swim, although they can roll across the bottom of water areas if possible (at one-half normal speed).

Hovering droids (base speed 20ft) float above the ground, and as such their speed is not affected by terrain. Additionally, they can hover over water and similar non-solid surfaces. Because of this, they have no need (or ability) to swim; however, they only move at one-half normal speed while hovering over non-solid surfaces in this manner.

All droids are assumed to have exactly 2 normal, articulated arms for holding and manipulating things. A droid may have additional arms for RP purposes, but these cannot be used to wield additional weapons or equipment, and grant no bonuses whatsoever.

DROID CLASSES

BATTLE DROIDS are robots built for combat, the robotic equivalent of the Soldier class. Battle droid stats mirror those of a Soldier closely, with one major exception: they receive fewer feats. To compensate, however, battle droids have a built-in AC bonus that increases as they gain levels, and they can also use many droid-specific weapons, armors, and items.

TECH DROIDS are robots built to carry out tasks, such as repairing starships, interfacing with computers, and even treating the injured. As such, they are very skill-heavy, but lack the ability to do real damage in a fight. Tech droid stats closely mirror those of the Scoundrel, though they receive more feats. Like battle droids, tech droids can equip and use droid-specific items.

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CLASSES

SOLDIER-CLASS

HP per Level: d10 + CON modifier

Skill Points per Level: 2 + INT modifier

Feat Progression: Fast

Starting Feats: AP Light, AP Medium, AP Heavy, WP Pistol, WP Rifle, WP Big Guns, WP Melee

Class Skills: Climb, Demolitions, Heal, Intimidate, Jump, Knowledge: Planets, Knowledge: Tactical, Knowledge: The Galaxy, Knowledge: Weapons and Defense, Pilot, Swim

The Soldier class is built for combat, plain and simple. He has high HP and Base Attack Bonus. He starts with proficiencies for nearly all weapons and armor, and gains a feat at almost every new level. However, his skill points and class skill selection is sorely lacking. Additionally, the Soldier can take the class-exclusive Weapon Specialization feats, which grant damage bonuses to attacks.

Soldier CLASS				Saves			HP/Level	Feats	Skills	Special
Level	Base Attack Bonus			Fort	Ref	Will				
Lv1	1			2	0	0	10+CON	1	2+INT (x4)	AP Light; AP Medium; AP Heavy; WP Pistol; WP Rifle; WP Big Guns; WP Melee
Lv2	2			3	0	0	1d10+CON	1	2+INT	
Lv3	3			3	1	1	1d10+CON	1	2+INT	
Lv4	4			4	1	1	1d10+CON	1	2+INT	
Lv5	5			4	1	1	1d10+CON	1	2+INT	
Lv6	6	1		5	2	2	1d10+CON	1	2+INT	
Lv7	7	2		5	2	2	1d10+CON	1	2+INT	
Lv8	8	3		6	2	2	1d10+CON	1	2+INT	
Lv9	9	4		6	3	3	1d10+CON	1	2+INT	
Lv10	10	5		7	3	3	1d10+CON	1	2+INT	
Lv11	11	6	1	7	3	3	1d10+CON	1	2+INT	
Lv12	12	7	2	8	4	4	1d10+CON	1	2+INT	
Lv13	13	8	3	8	4	4	1d10+CON	1	2+INT	
Lv14	14	9	4	9	4	4	1d10+CON	1	2+INT	
Lv15	15	10	5	9	5	5	1d10+CON	1	2+INT	
Lv16	16	11	6	10	5	5	1d10+CON	1	2+INT	
Lv17	17	12	7	10	5	5	1d10+CON	0	2+INT	
Lv18	18	13	8	11	6	6	1d10+CON	1	2+INT	
Lv19	19	14	9	11	6	6	1d10+CON	0	2+INT	
Lv20	20	15	10	12	6	6	1d10+CON	1	2+INT	

SCOUT-CLASS

HP per Level: d8 + CON modifier

Skill Points per Level: 4 + INT modifier

Feat Progression: Medium

Starting Feats: AP Light, AP Medium, WP Pistol, WP Rifle, WP Melee, Moddie Lv1

Class Skills: Appraise, Computer Use, Decipher, Heal, Knowledge: Architecture, Knowledge: Biology, Knowledge: Geology & Meteorology, Knowledge: Planets, Knowledge: Physics, Knowledge: Technology, Knowledge: The Galaxy, Knowledge: Xenology, Listen, Persuade, Pilot, Repair, Spot

The Scout is the balanced class. His HP, Base Attack Bonus, and number of feats are lower than the Soldier, but his skill selection is wider, and he gets more skill points to spend. The Scout receives the Moddie feat at creation, and receives the higher-level Moddie feats as he progresses in level. He also receives the class-specific Uncanny Dodge feats for free at later levels, which grant bonuses to dodge AC and reflex saves in certain situations.

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Scout CLASS				Saves			HP/Level	Feats	Skills	Special
Level	Base Attack Bonus	Fort	Ref	Will						
Lv1	0	2	2	2	8+CON	1	4+INT (x4)	AP Light; AP Medium; WP Pistol; WP Rifle; WP Melee; Moddie Lv1		
Lv2	1	3	3	3	1d8+CON	1	4+INT			
Lv3	2	3	3	3	1d8+CON	1	4+INT			
Lv4	3	4	4	4	1d8+CON	0	4+INT	Uncanny Dodge Lv1; Moddie Lv2		
Lv5	3	4	4	4	1d8+CON	1	4+INT			
Lv6	4	5	5	5	1d8+CON	0	4+INT			
Lv7	5	5	5	5	1d8+CON	1	4+INT	Uncanny Dodge Lv2		
Lv8	6	6	6	6	1d8+CON	0	4+INT	Moddie Lv3		
Lv9	6	6	6	6	1d8+CON	1	4+INT			
Lv10	7	7	7	7	1d8+CON	0	4+INT	Uncanny Dodge Lv3		
Lv11	8	7	7	7	1d8+CON	1	4+INT			
Lv12	9	8	8	8	1d8+CON	0	4+INT			
Lv13	9	8	8	8	1d8+CON	1	4+INT			
Lv14	10	9	9	9	1d8+CON	0	4+INT			
Lv15	11	9	9	9	1d8+CON	1	4+INT			
Lv16	12	10	10	10	1d8+CON	0	4+INT			
Lv17	12	10	10	10	1d8+CON	1	4+INT			
Lv18	13	11	11	11	1d8+CON	0	4+INT			
Lv19	14	11	11	11	1d8+CON	1	4+INT			
Lv20	15	12	12	12	1d8+CON	0	4+INT			

SCOUNDREL-CLASS

HP per Level: d4 + CON modifier

Skill Points per Level: 6 + INT modifier

Feat Progression: Slow

Starting Feats: AP Light, WP Pistol, Sneak Attack Lv1, Scoundrel's Luck Lv1

Class Skills: Balance, Climb, Escape Artist, Hide, Jump, Knowledge: Planets, Knowledge: The Galaxy, Listen, Lockpicking, Persuade, Pilot, Sabotage, Search, Sense Motive, Spot, Stealth, Theft, Tumble

The Scoundrel is a thief-like character, although his talents extend beyond that limited avenue. Scoundrels are typically bad in a fight, but they are quite good at avoiding trouble in the first place with their myriad of practical skills. Scoundrels have even more skill points than Scouts (though not the same set of class skills), but receive very few feats, and have low HP. This is offset somewhat, however, by Scoundrel's Luck, a free class-exclusive feat that grants an innate AC bonus. Additionally, Scoundrels can take advantage of their natural sneakiness with Sneak Attack, a free class-exclusive feat that allows them to inflict extra damage on unsuspecting targets.

Scoundrel CLASS				Saves			HP/Level	Feats	Skills	Special
Level	Base Attack Bonus	Fort	Ref	Will						
Lv1	0	0	2	0	4+CON	1	6+INT (x4)	AP Light; WP Pistol; Sneak Attack Lv1; Scoundrel's Luck Lv1		
Lv2	1	0	3	0	1d4+CON	1	6+INT			
Lv3	2	1	3	1	1d4+CON	0	6+INT	Sneak Attack Lv2		
Lv4	3	1	4	1	1d4+CON	0	6+INT			
Lv5	3	1	4	1	1d4+CON	1	6+INT	Sneak Attack Lv3		
Lv6	4	2	5	2	1d4+CON	0	6+INT	Scoundrel's Luck Lv2		
Lv7	5	2	5	2	1d4+CON	0	6+INT	Sneak Attack Lv4		
Lv8	6	2	6	2	1d4+CON	1	6+INT			
Lv9	6	3	6	3	1d4+CON	0	6+INT	Sneak Attack Lv5		
Lv10	7	3	7	3	1d4+CON	0	6+INT			
Lv11	8	3	7	3	1d4+CON	1	6+INT	Sneak Attack Lv6		
Lv12	9	4	8	4	1d4+CON	0	6+INT	Scoundrel's Luck Lv3		
Lv13	9	4	8	4	1d4+CON	0	6+INT	Sneak Attack Lv7		
Lv14	10	4	9	4	1d4+CON	1	6+INT			
Lv15	11	5	9	5	1d4+CON	0	6+INT	Sneak Attack Lv8		
Lv16	12	5	10	5	1d4+CON	0	6+INT			
Lv17	12	5	10	5	1d4+CON	1	6+INT	Sneak Attack Lv9		
Lv18	13	6	11	6	1d4+CON	0	6+INT			
Lv19	14	6	11	6	1d4+CON	0	6+INT	Sneak Attack Lv10		
Lv20	15	6	12	6	1d4+CON	1	6+INT			

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BATTLE DROID-CLASS

HP per Level: d10 + CON modifier

Skill Points per Level: 2 + INT modifier

Feat Progression: Slow

Starting Feats: WP Pistol, WP Rifle, WP Big Guns, WP Melee, Droid Upgrade Lv1, Combat Logic Lv1

Class Skills: Computer Use, Demolitions, Intimidate, Knowledge: Planets, Knowledge: Tactical, Knowledge: Technology, Knowledge: The Galaxy, Knowledge: Weapons and Defense, Pilot, Repair

The Battle Droid is essentially the robotic counterpart of the Soldier class. Like Soldiers, Battle Droids start out with almost all weapon proficiencies, and have high HP and attack bonuses. However, unlike Soldiers, they receive very few feats. Instead, their free class-exclusive Combat Logic feat improves their AC, and they can equip Droid Upgrade parts to gain new abilities.

Battle Droid CLASS				Saves			HP/Level	Feats	Skills	Special
Level	Base Attack Bonus	Fort	Ref	Will						
Lv1	1	2	0	0	10+CON	1	2+INT (x4)	WP Pistol; WP Rifle; WP Big Guns; WP Melee; Droid Upgrade Lv1; Combat Logic Lv1		
Lv2	2	3	0	0	1d10+CON	0	2+INT			
Lv3	3	3	1	1	1d10+CON	1	2+INT			
Lv4	4	4	1	1	1d10+CON	0	2+INT			
Lv5	5	4	1	1	1d10+CON	0	2+INT			
Lv6	6	5	2	2	1d10+CON	1	2+INT	Combat Logic Lv2		
Lv7	7	5	2	2	1d10+CON	0	2+INT	Droid Upgrade Lv2		
Lv8	8	6	2	2	1d10+CON	0	2+INT			
Lv9	9	6	3	3	1d10+CON	1	2+INT			
Lv10	0	7	3	3	1d10+CON	0	2+INT			
Lv11	11	7	3	3	1d10+CON	0	2+INT			
Lv12	12	8	4	4	1d10+CON	1	2+INT	Combat Logic Lv3		
Lv13	13	8	4	4	1d10+CON	0	2+INT	Droid Upgrade Lv3		
Lv14	14	9	4	4	1d10+CON	0	2+INT			
Lv15	15	9	5	5	1d10+CON	1	2+INT			
Lv16	16	10	5	5	1d10+CON	0	2+INT			
Lv17	17	10	5	5	1d10+CON	0	2+INT			
Lv18	18	11	6	6	1d10+CON	1	2+INT			
Lv19	19	11	6	6	1d10+CON	0	2+INT			
Lv20	20	12	6	6	1d10+CON	0	2+INT			

TECH DROID-CLASS

HP per Level: 1d6 + CON modifier

Skill Points per Level: 6 + INT modifier

Feat Progression: Medium

Starting Feats: Droid Upgrade Lv1

Class Skills: Appraise, Computer Use, Decipher, Knowledge: Architecture, Knowledge: Geology & Meteorology, Knowledge: Planets, Knowledge: Physics, Knowledge: Technology, Knowledge: The Galaxy, Knowledge: Xenology, Pilot, Repair, Sabotage

Tech Droids are built for skill and labor, not for combat. They have NO innate weapon proficiencies, and are generally helpless in a fight without the right parts. They do have many skill points, however, and have more HP than most Scoundrels. Like their Battle Droid brethren, they can equip Droid Upgrade parts to gain new abilities.

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Tech Droid CLASS

Saves

Level	Base Attack Bonus			Saves			HP/Level	Feats	Skills	Special
	Fort	Ref	Will	Fort	Ref	Will				
Lv1	0			0	2	0	6+CON	1	6+INT (x4)	Droid Upgrade Lv1
Lv2	1			0	3	0	1d6+CON	0	6+INT	
Lv3	2			1	3	1	1d6+CON	1	6+INT	
Lv4	3			1	4	1	1d6+CON	0	6+INT	Droid Upgrade Lv2
Lv5	3			1	4	1	1d6+CON	1	6+INT	
Lv6	4			2	5	2	1d6+CON	1	6+INT	
Lv7	5			2	5	2	1d6+CON	0	6+INT	Droid Upgrade Lv3
Lv8	6	1		2	6	2	1d6+CON	0	6+INT	
Lv9	6	1		3	6	3	1d6+CON	1	6+INT	
Lv10	7	2		3	7	3	1d6+CON	0	6+INT	Droid Upgrade Lv3
Lv11	8	3		3	7	3	1d6+CON	1	6+INT	
Lv12	9	4		4	8	4	1d6+CON	1	6+INT	
Lv13	9	4		4	8	4	1d6+CON	0	6+INT	Droid Upgrade Lv3
Lv14	10	5		4	9	4	1d6+CON	0	6+INT	
Lv15	11	6	1	5	9	5	1d6+CON	1	6+INT	
Lv16	12	7	2	5	10	5	1d6+CON	0	6+INT	Droid Upgrade Lv3
Lv17	12	7	2	5	10	5	1d6+CON	1	6+INT	
Lv18	13	8	3	6	11	6	1d6+CON	1	6+INT	
Lv19	14	9	4	6	11	6	1d6+CON	0	6+INT	Droid Upgrade Lv3
Lv20	15	10	5	6	12	6	1d6+CON	0	6+INT	

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SKILLS

APPRAISE (INT) [Scout, Tech Droid]

Can't tell a chunk of Orium from a Divalium crystal? Use this skill to figure out what an object could be, and more importantly, what it might be worth.

BALANCE (DEX) - Armor penalty [Scoundrel]

This skill bestows the ability to walk without tripping over your own feet. Advanced practitioners can pull off even more amazing feats of agility.

CLEAN (WIS) [None]

The galaxy's a dirty place, and someone's got to clean it up. Use this skill to take on the scum of the universe... one stain at a time.

CLIMB (STR) - Armor penalty [Soldier, Scoundrel]

This is the skill to use when you want to move up or down a vertical surface in blatant defiance of gravity. Take THAT, laws of physics!

COMPUTER USE (INT) [Scout, Battle Droid, Tech Droid]

Those who possess this skill can successfully operate a floppy drive, navigate SubNet, hack into foreign computer systems, and write 3D animated adventure games.

DECIPHER (INT) - Trained only [Scout, Tech Droid]

This skill allows you to translate writings in an unfamiliar language, or to attempt to break a written cipher. Depending on your skill ranks and check result, you may only be able to understand part of a message, even with a successful check.

DEMOLITIONS (INT) - Trained only [Soldier, Battle Droid]

Are you the sort of person who just can't say no to a good explosion? Then this is the skill for you! Use this to plant (and remove) mines and demolition charges without them blowing up in your face.

ESCAPE ARTIST (DEX) - Armor penalty [Scoundrel]

Sometimes you just can't help but get caught. This skill is for those who wish to escape the bonds of... uh... bondage.

HEAL (WIS) [Soldier, Scout]

Every adventurer eventually ends up on the wrong end of a laser blast. This skill can be used to keep an injured friend from dying, and also makes medical items more effective.

HIDE (DEX) - Armor penalty [Scoundrel]

For the craven cowards out there, this skill is useful for escaping notice by those heavily-armed thugs who've been asking about you.

INTIMIDATE (CHA) [Soldier, Battle Droid]

Sometimes the mere threat of impending pain can be just as persuasive as the actual thing.

JUMP (STR) - Armor penalty [Soldier, Scoundrel]

This skill is useful for clearing pits and fences, grabbing overhead rails, and pole-vaulting over crevasses full of molten magma.

KNOWLEDGE (INT) - Trained only

So, you think you know it all, do you? Well, this skill will determine just how much you really DO know.

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Each Knowledge skill covers a specific area of study, including but not limited to:

Architecture (buildings and structures) [Scout, Tech Droid]
Biology (the mechanics of living creatures) [Scout]
Geology & Meteorology (planetary tectonics, weather, other natural phenomena) [Scout, Tech Droid]
Planets (a specific world's geography, history, and culture, must specify planet name) [All]
Physics (all that complex stuff Stephen Hawking keeps going on about) [Scout, Tech Droid]
Tactical (combat strategy) [Soldier, Battle Droid]
Technology (machines and sci-fi googams) [Scout, Battle Droid, Tech Droid]
The Galaxy (the galaxy in general, including current events) [All]
Weapons and Defense (weapons, armor, and combat-related technology) [Soldier, Battle Droid]
Xenology (alien species, both sentient and non) [Scout, Tech Droid]

Untrained checks are only allowed for common-knowledge subjects.

LISTEN (WIS) [Scout, Scoundrel]

This skill improves your chances of hearing the footsteps of the approaching alien stormtroopers bent on your destruction. Run away!

LOCKPICKING (DEX) - Trained only [Scoundrel]

Has some inconsiderate jerk barred your way with a locked door? Use this skill to show him a thing or two.

PERFORM (CHA) [None]

Fancy yourself the next Galactic Idol? Use this skill to bust a move, croon a tune, or lay down some phat beats.

PERSUADE (CHA) [Scout, Scoundrel]

This skill represents your ability to bring others around to your way of thinking, be it through emotional appeals, expertly-chosen words, or blatant lies.

PILOT (DEX) - Trained only [All]

This skill is needed to drive everything from aircars to starships to sit-n-spin floor waxers. If you can't fly a ship in this day and age, you'd better know someone who can...

REPAIR (INT) - Trained only [Scout, Battle Droid, Tech Droid]

Use this skill to patch up a damaged vehicle, open a stuck door, or repair something in desperate need of fixing. This skill also governs the effectiveness of droid recovery items.

SABOTAGE (INT) - Trained only [Scoundrel, Tech Droid]

Use this skill to disarm a trap, jam a door, or break something in desperate need of un-fixing.

SEARCH (INT) [Scoundrel]

Use this skill to find secret doors, hidden traps, easily-overlooked details, or the car keys you lost in the sofa cushions last week.

SENSE MOTIVE (WIS) [Scoundrel]

This skill represents your immunity to fast-talking and other forms of B.S. It also represents your ability to tell how trustworthy an individual is.

SPEAK LANGUAGE - Trained only [All]

This skill represents your ability to speak alien languages. A character automatically knows Standard and his species' native language, plus an additional number of languages equal to his Intelligence modifier. Instead of gaining ranks, you gain the ability to speak another language. You do NOT make skill checks with this

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skill; you either know a language or you don't.

SPOT (WIS) [Scout, Scoundrel]

This skill is useful for seeing the craven coward who's been trying to escape your notice.

STEALTH (DEX) - Armor penalty [Scoundrel]

So you've heard the alien stormtroopers approaching? Use this skill to sneak away before they hear YOU.

SWIM (STR) - Armor penalty [Soldier]

This skill is for traversing liquid environments without succumbing to waves, undercurrents, and the occasional Swamp Slurpie.

THEFT (DEX) - Trained only, Armor penalty [Scoundrel]

For those who seek economic and social equality through proactive redistribution of wealth.

TUMBLE (DEX) - Trained only, Armor penalty [Scoundrel]

Roll, flip, and somersault your way through danger, and maybe the occasional arcade sequence.

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FEATS

REMEMBER: You may ONLY take a higher level of a multi-level feat if you already have the previous levels of that feat.

ACTIVE COMBAT FEATS

(Active Combat feats are not automatic; to take effect, they must be "used" by the player in combat.)

CRITICAL STRIKE [STR 12+, INT 12+, Weapon Focus: Melee]

This feat allows you to take a full-attack action to execute a single melee attack (using a melee weapon for which you have the Weapon Focus feat) with the weapon's threat range doubled. Also, if the attack hits, the target is stunned for 1 round unless they make a Fortitude save at a DC of the attacker's level + the attacker's STR mod. You may only make ONE attack with this feat per round, regardless of multiple weapons or base attack bonus, and suffer a -5 penalty to your AC until your next action.

HOT POTATO [DEX 14+]

This feat enables a character to attempt a risky defense against a thrown grenade by catching it at the last second. Using this feat does not count as an action.

When you would otherwise receive a *direct hit* from a grenade weapon (that is, the thrower aimed it at you and succeeded at his ranged touch attack roll), you may opt to try and catch the grenade, by rolling a Reflex save against a DC of 20 + the thrower's Strength mod.

If you make the save, you have successfully caught the grenade without detonating it. You must *immediately* re-throw the grenade to avoid being caught in the blast. If you make the save by 5 or more, you may throw the grenade as normal at any target. Otherwise, the grenade is thrown in a random direction (roll 1d8 for one of 8 directions) and a random distance (roll 1d5, up to 5 range increments). Either way, the grenade explodes where it lands as normal.

If you fail the save, or if you fail to throw the active grenade away immediately, you suffer a direct hit as normal, but with NO saving throw versus its effects.

You must have at least one hand free to use this feat. If you are wielding a two-handed weapon, you may use one hand to catch while temporarily holding your weapon with the other hand; if you are wielding two weapons, you must drop at least one of them to attempt a catch. If you use *both* hands when trying to catch (by being unarmed, or by dropping all of your wielded weapons), you receive a +2 bonus to your catch save.

You cannot use this feat if you are flat-footed, unaware of the attack, stunned, helpless, or unable to move freely (basically, any time you would be denied your Dexterity bonus to AC).

You cannot use this feat to catch a grenade not explicitly aimed at *you*, or to catch a grenade that has already been caught and re-thrown by someone else.

PARRY [STR 12+, INT 12+]

When you take the attack or full attack option in melee combat and before making attack rolls for that round, you may elect to subtract a number from all of your melee attack rolls and add that same number to your AC

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versus melee attacks. The number must be no greater than 5 and cannot exceed your base attack bonus. This modifier applies until your next action.

POWER STRIKE [STR 12+]

Before making attack rolls for a round, you may elect to subtract a number from all melee attack rolls and add that number to all melee damage rolls. The number may not exceed your base attack bonus. These modifiers apply until your next action.

RAPID SHOT [DEX 12+]

When you use this feat, you get one extra attack that round with a ranged weapon. The attack is at your highest base attack bonus; however, you suffer a -4 penalty to all attacks (including the extra one) until your next action. This feat cannot be used with Big Guns or thrown weapons.

SNIPER SHOT [DEX 12+, INT 12+, Weapon Focus: Pistol and/or Weapon Focus: Rifle]

This feat allows you to take a full-attack action to execute a single ranged attack (using a ranged weapon for which you have the Weapon Focus feat) with the weapon's threat range doubled. Also, if the attack hits, the target is stunned for 1 round unless they make a Fortitude save at a DC of the attacker's level + the attacker's INT mod. You may only make ONE attack with this feat per round, regardless of multiple weapons or base attack bonus, and you suffer a -5 penalty to your AC until your next action. This feat cannot be used with Big Guns or thrown weapons.

VULGAR NECK PINCH

This feat allows you to use the Vulgar Neck Pinch special ability against a stunned or flat-footed opponent as a standard action (see the 'Vulgar' entry under Racial Descriptions). Droids, with their exceptional motor skills, may use this ability exactly the same as Vulgars. All other non-Vulgar races, however, suffer a -2 attack penalty when using this ability.

WHIRLWIND STRIKE [DEX 12+, INT 12+, PARRY feat, DODGE feat, MOBILITY feat]

This feat allows you to execute a spinning attack against anyone nearby. When you use the full attack action in melee combat, you may give up your regular attacks to make a single melee attack (at your full base attack bonus) against *all* opponents within 5 feet of you.

PASSIVE COMBAT FEATS

(These feats are always "on".)

BLIND-FIGHT

In melee, every time you miss due to concealment, you may re-roll your miss chance percentile roll to see if you *actually* hit. Additionally, an unseen/invisible opponent no longer gains any bonuses to hit you in melee combat (that is, you retain your DEX bonus to AC, and your opponent doesn't get the normal +2 concealment bonus). Finally, if blinded, your speed penalty is reduced by one-half (that is, you move at 3/4 speed instead of 1/2 speed).

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CLEAVE Lv1 [STR 14+, POWER STRIKE feat]
CLEAVE Lv2 [STR 16+, POWER STRIKE feat]

With this feat, whenever you "kill" (reduce to 0 HP) an opponent in melee, you get an immediate extra melee attack against another creature in range, using the same weapon and bonuses as the previous attack. You may NOT move - at all - before making this extra attack. You may use this ability once per round.

Level 2 of this feat allows you to use this ability as many times as you like each round. You still cannot move between cleave attacks, however.

COMBAT REFLEXES [DEX 12+]

This feat grants you a number of additional attacks of opportunity per round equal to your Dexterity modifier, and also allows you to make attacks of opportunity while flat-footed. You still may only make one attack of opportunity per enemy, per round.

CRACKSHOT Lv1 [DEX 14+, POINT-BLANK SHOT feat]
CRACKSHOT Lv2 [DEX 16+, POINT-BLANK SHOT feat]

With this feat, you no longer suffer the -4 penalty for ranged attacks made against an opponent already engaged in melee with another creature. Additionally, you may ignore an opponent's cover and concealment of 1/2 or less each when making a ranged attack.

Level 2 of this feat allows you to ignore anything less than total cover and concealment when making a ranged attack.

These feats cannot be used with Big Guns or thrown weapons.

DIEHARD [ENDURANCE feat]

Some people just don't know when to shut up and die. Whenever you are reduced to between -1 and -9 hit points (I.E. "dying"), you automatically become stable, without having to make a d% roll.

Additionally, when reduced to negative hit points, you may elect to act as if you were disabled (still conscious), rather than dying (unconscious). You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious as usual.

Being disabled in this manner carries all the normal penalties for being disabled; you may only make a partial action each turn, and you suffer 1 HP of damage after any strenuous activity.

DODGE [DEX 12+]
DODGE Lv2 [DEX 14+]

During your action, you designate a single opponent, and receive a +1 dodge bonus to AC against attacks from that opponent. You may select a new opponent (or not) on any subsequent action.

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DUELING Lv1 [DEX 12+]

DUELING Lv2 [DEX 14+]

DUELING Lv3 [DEX 16+]

With this feat, you gain +1 to attack and +1 to AC when wielding any single, one-handed weapon, due to the efficiency of this form of combat.

Level 2 of this feat increases the attack and AC bonuses to +2.

Level 3 of this feat increases the attack and AC bonuses to +3.

IMPROVED CRITICAL [Weapon Focus for desired weapon, Base attack bonus +8 or higher]

Choose one type of weapon (Pistols, Rifles, Melee, or Big Guns). When using this type of weapon to attack, the weapon's threat range is increased by one.

IMPROVED DISARM [STR 12+, INT 12+, PARRY feat]

With this feat, you no longer provoke attacks of opportunity when trying to disarm an opponent in melee combat. The opponent is also denied the chance to counter-disarm you should you fail the disarm roll.

IMPROVED GRAPPLE [DEX 12+, MARTIAL ARTS feat Lv1 or higher]

With this feat, you receive a +4 bonus to all grapple checks, and no longer provoke attacks of opportunity when trying to start a grapple with an opponent.

IMPROVED INITIATIVE

This feat grants you a +4 bonus to initiative checks. That's it. That's all it does. I wish I had more to write in this description, but I don't. Ah, well.

IMPROVED TRIP [INT 12+, PARRY feat]

With this feat, you gain a +4 bonus on your Strength check to trip an opponent.

Additionally, if you successfully trip an opponent, you get an immediate free attack against that opponent using the same base attack bonus. You may NOT move - at all - before making this extra attack.

JINXED [Non-Droid]

Let's face it: you're bad luck. Anyone within 50 feet of you at any time has their critical miss/failure range tripled (that is, automatic failures occur on a natural 1, 2, or 3, instead of just a natural 1). This includes allies, enemies, and yourself. This feat only applies to rolls where a critical/automatic failure is possible. Droids cannot use this feat, though they are NOT immune to its effects.

LONG SHOT

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This feat increases your effective range for distance attacks. When using ranged weapons of any type, the weapon's range increment increases by 50%.

MARTIAL ARTS Lv1 [STR 12+, DEX 12+]

MARTIAL ARTS Lv2 [STR 14+, DEX 14+]

MARTIAL ARTS Lv3 [STR 16+, DEX 16+]

A character with this feat is skilled at fighting without weapons. You deal 1d4 subdual damage with unarmed attacks, do not provoke attacks of opportunity from armed opponents when attacking them unarmed, and have a 10% chance of stunning your opponent for 1 round with an unarmed attack if they fail a Fortitude save of DC15 + the attacker's level.

Level 2 of this feat increases unarmed damage to 2d4 and the stun chance to 15%.

Level 3 of this feat increases unarmed damage to 3d4 and the stun chance to 20%.

A stunned character cannot act, loses his Dexterity bonus to AC, and suffers a -2 AC penalty.

MOBILITY [DEX 12+, DODGE feat]

This feat grants you a +4 dodge bonus to AC against attacks of opportunity caused when you move into or out of a threatened area. Remember, dodge bonuses do not apply when you are denied your Dexterity bonus to AC.

POINT-BLANK SHOT [DEX 12+]

You gain a +1 attack bonus and +1 to damage for all ranged weapon attacks made against a target within 15 feet of you.

QUICKDRAW (Lv1) [Base attack bonus +1 or higher]

QUICK POCKETS (Lv2) [Base attack bonus +1 or higher]

This feat allows you to draw weapons with startling speed. You may draw any one weapon (or pair of weapons) from your inventory as a free action (instead of a move-equivalent action) once per turn.

Level 2 of this feat, Quick Pockets, allows you to retrieve any one item from your inventory as a free action (instead of a move-equivalent action) once per turn.

SPRING ATTACK [DODGE feat, MOBILITY feat, base attack bonus +4 or higher]

When using the standard attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. Moving in this way does not provoke attacks of opportunity from the target of your attack, though it may provoke attacks of opportunity from *other* applicable enemies. You cannot use this feat while wearing heavy armor.

STRAFE [DODGE feat, MOBILITY feat, base attack bonus +4 or higher]

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When using the standard attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

TOUGHNESS

This feat grants you one extra HP per character level, YAR! This bonus is retroactive for all levels previously gained, YAR!

TWO-WEAPON FIGHTING Lv1
TWO-WEAPON FIGHTING Lv2
TWO-WEAPON FIGHTING Lv3
TWO-WEAPON FIGHTING Lv4
TWO-WEAPON FIGHTING Lv5

This feat reduces the attack penalty of a character wielding two weapons (one in each hand) or a dual-bladed weapon. The normal penalties of -6 (main hand)/-10 (off hand) are reduced to -6/-6 (or -4/-4 with a light weapon in the off-hand).

Level 2 of this feat reduces the penalty to -4/-4 (or -2/-2 with a light weapon in the off-hand).

Level 3 of this feat reduces the penalty to -2/-2 (or 0/0 with a light weapon in the off-hand).

Level 4 of this feat grants you a second extra attack with the off-hand weapon, albeit at a -5 penalty.

Level 5 of this feat grants you a *third* extra attack with the off-hand weapon, albeit at a -10 penalty.

WEAPON FINESSE: MELEE

This feat allows you to use your Dexterity bonus instead of your Strength bonus (using whichever is higher) when making attack rolls with any Light melee weapon.

WEAPON FINESSE: UNARMED

This feat allows you to use your Dexterity bonus instead of your Strength bonus (using whichever is higher) when making attack rolls while unarmed.

SAVES

IRON WILL

This feat gives you a +2 natural bonus to all Will saving throws.

LIGHTNING REFLEXES

This feat gives you a +2 natural bonus to all Reflex saving throws.

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THICK-SKINNED

This feat gives you cancer. Nah, just kidding... you get a +2 natural bonus to all Fortitude saving throws.

CONDITIONING [Soldier]

Usable only by Soldiers, this feat gives you a +1 natural bonus to ALL saving throws. This represents the intense physical conditioning most professional fighters undergo.

PROFICIENCIES

WEAPON PROFICIENCY: MELEE (Lv1)

WEAPON FOCUS: MELEE (Lv2)

WEAPON SPECIALIZATION: MELEE (Lv3) [Soldier or Battle Droid]

This feat allows you to wield melee weapons with no penalty (without this feat, you suffer a -4 penalty on attack rolls with this type of weapon).

Level 2 of this feat is Weapon Focus: Melee, which grants a +1 to all attacks made with this type of weapon.

Level 3 of this feat (only usable by Soldiers and Battle Droids) is Weapon Specialization: Melee, which grants a +2 damage bonus to all attacks made with this type of weapon.

WEAPON PROFICIENCY: PISTOL (Lv1)

WEAPON FOCUS: PISTOL (Lv2)

WEAPON SPECIALIZATION: PISTOL (Lv3) [Soldier or Battle Droid]

This feat allows you to wield pistols and other small projectile weapons with no penalty (without this feat, you suffer a -4 penalty on attack rolls with this type of weapon).

Level 2 of this feat is Weapon Focus: Pistol, which grants a +1 to all attacks made with this type of weapon.

Level 3 of this feat (only usable by Soldiers and Battle Droids) is Weapon Specialization: Pistol, which grants a +2 damage bonus to all attacks made with this type of weapon.

WEAPON PROFICIENCY: RIFLE (Lv1)

WEAPON FOCUS: RIFLE (Lv2)

WEAPON SPECIALIZATION: RIFLE (Lv3) [Soldier or Battle Droid]

This feat allows you to wield rifles and other two-handed projectile weapons with no penalty (without this feat, you suffer a -4 penalty on attack rolls with this type of weapon).

Level 2 of this feat is Weapon Focus: Rifle, which grants a +1 to all attacks made with this type of weapon.

Level 3 of this feat (only usable by Soldiers and Battle Droids) is Weapon Specialization: Rifle, which grants a +2 damage bonus to all attacks made with this type of weapon.

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WEAPON PROFICIENCY: BIG GUNS (Lv1)
WEAPON FOCUS: BIG GUNS (Lv2)
WEAPON SPECIALIZATION: BIG GUNS (Lv3) [Soldier or Battle Droid]

This feat allows you to wield the really badass guns (flamethrowers, rocket launchers, BMFs, and the like) with no penalty (without this feat, you suffer a -4 penalty on attack rolls with this type of weapon). This feat also applies to the use of turrets and other mounted weapons.

Level 2 of this feat is Weapon Focus: Big Guns, which grants a +1 to all attacks made with this type of weapon.

Level 3 of this feat (only usable by Soldiers and Battle Droids) is Weapon Specialization: Big Guns, which grants a +2 damage bonus to all attacks made with this type of weapon.

WEAPON PROFICIENCY: SLINGS/BOWS (Lv1)
WEAPON FOCUS: SLINGS/BOWS (Lv2)
WEAPON SPECIALIZATION: SLINGS/BOWS (Lv3) [Soldier or Battle Droid]

This feat allows you to wield slings, bows, and other 'primitive' projectile weapons with no penalty (without this feat, you suffer a -4 penalty on attack rolls with this type of weapon).

Level 2 of this feat is Weapon Focus: Slings/Bows, which grants a +1 to all attacks made with this type of weapon.

Level 3 of this feat (only usable by Soldiers and Battle Droids) is Weapon Specialization: Slings/Bows, which grants a +2 damage bonus to all attacks made with this type of weapon.

This feat is free for all 1st-level Pinkun characters.

ARMOR PROFICIENCY: LIGHT (Lv1) [Non-Droid]
ARMOR PROFICIENCY: MEDIUM (Lv2) [Non-Droid]
ARMOR PROFICIENCY: HEAVY (Lv3) [Non-Droid]

This feat allows you to wear armor of certain types without penalty, except to certain skills (see Skill list). A character wearing armor without the corresponding proficiency suffers its armor check penalty on all attack rolls and on all skills that involve physical movement.

Armor Proficiency: Light allows you to wear armors classified as "light". These armors afford basic protection.

Level 2 of this feat is Armor Proficiency: Medium, which allows you to wear armors classified as both "light" and "medium". Medium armors grant better protection than light armors, but afford smaller Dexterity bonuses to AC.

Level 3 of this feat is Armor Proficiency: Heavy, which allows you to wear all types of armor (except armors specifically excluded from your use). Heavy armors offer the best protection available, but afford little (if any) Dexterity bonuses to AC.

Remember, droids cannot equip armor (they cannot take this feat). Pinkunz cannot wear most normal armors; they can only equip armors specifically designated as Pinkun-friendly (though they must still have the appropriate Armor Proficiency feat to avoid the normal penalties).

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MODDIE Lv1 [Non-Droid]
MODDIE Lv2 [Non-Droid]
MODDIE Lv3 [Non-Droid]

"Moddies" are cybernetic behavioral modification chips. Originally designed for programming home-built beings, they have since become prized accessories for the discriminating adventurer.

Moddies are a special type of equipment usable ONLY by those with the Moddie feat(s). Depending on the moddie in question, they can do anything from increasing base attributes to improving skills to granting (temporary) feats to even affecting personality.

Moddies are rated by level; the more powerful a moddie's effects, the higher the rating. The Moddie Lv1 feat allows you to equip Level 1 moddies (least powerful). The Moddie Lv2 feat allows you to equip Level 2 moddies (more powerful). The Moddie Lv3 feat allows you to equip Level 3 moddies (most powerful).

Moddies are equipped by plugging them into a special external socket, typically (though not necessarily) on the back of the neck. Changing moddies is as simple as removing one and plugging in another (a full-round action). Regardless of feats, a character may never have more than one moddie equipped at any given time.

Scouts receive Level 1 of this feat for free at 1st-level, Level 2 of this feat for free at 4th-level, and Level 3 of this feat for free at 8th-level.

Moddies cannot be used by droids, although there are droid parts that often duplicate moddie effects.

DROID UPGRADE Lv1 [Level 1 Droid]
DROID UPGRADE Lv2 [Level 7 Droid]
DROID UPGRADE Lv3 [Level 13 Droid]

Droid parts are special equipment items usable only by droids. Like moddies, parts are ranked according to their power and usefulness. Droid Upgrade Lv1 (free for droids at 1st level) is required to equip Level 1 parts, Droid Upgrade Level 2 (free for droids at 7th level) is required to equip Level 2 parts, and Droid Upgrade Lv3 (free for droids at 13th level) is required to equip Level 3 parts.

SKILL FEATS

CLASS SKILL

This feat allows you to choose one cross-class skill and treat it as though it were a class skill from that point on, including skill point costs and maximum skill rank limitations. You may take this feat multiple times, each applying to a different skill.

MAD SKILLZ

This feat gives you one additional skill point to spend per character level. This bonus is retroactive for all levels previously gained; however, any points gained from previous levels must be spent when this feat is taken.

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ATHLETIC

This feat grants a +2 bonus to all Climb, Jump, and Swim skill checks.

BOOKWORM

This feat grants a +2 bonus to all Appraise, Decipher, and Knowledge skill checks.

PARANOIA

This feat grants a +2 bonus to all Demolitions, Lockpick, and Stealth skill checks.

EMPATHY

This feat grants a +2 bonus to all Listen, Heal, and Persuade skill checks.

ENGINEER

This feat grants a +2 bonus to all Computer Use, Repair, and Sabotage skill checks.

<NOTE: You must have AT LEAST ONE rank in a skill in order to receive any bonuses to that skill from feats.>

SPECIAL SKILL FEATS

BETWEEN THE LINES [INT 16+, CHA 16+]

Simply by talking to an individual for a few minutes, you can subtly worm information out of them without them being aware of it. Using the list below, make an Intelligence check against the appropriate DC + the target's Wisdom modifier. A successful check gleans the information without the target knowing; a failed check learns nothing of importance. A natural 1 on the die roll means the target has detected your attempt, and may become hostile accordingly.

DC 10 - Personal info; name, home, hobbies

DC 15 - Locations of valuables

DC 20 - Passwords, other sensitive material

DC 25 - Closely held secrets, classified information

A failed check can be retried with further conversation; however, repeated checks may incur higher DCs and/or possible hostility from the target, at the whim of the GM.

ENDURANCE [CON 12+, Non-Droid]

With this feat, you have stamina to spare. Whenever you make a check for performing a physical action that extends over a period of time (running, swimming, holding your breath, etc.), you get a +5 bonus to the check.

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MASTER STRATEGIST [INT 16+]

By spending at least 5 minutes discussing a detailed battle plan, you and your companions gain a +2 insight bonus on all attack rolls, skill checks, and attribute checks detailed as part of the plan. This bonus applies only to NON-Chaotic characters involved in the discussion.

In order for this feat to work, the plan must be well-formulated, which requires reasonably-accurate background information, as well as an understanding of what each character is going to do, round-by-round. Any action that must be adjusted from the plan during its execution receives only a +1 bonus, and any action that deviates from the plan entirely receives no bonus whatsoever.

SPECIAL CLASS FEATS

(Class feats are received FOR FREE by the specified classes.)

UNCANNY DODGE Lv1 [Level 4 Scout]

UNCANNY DODGE Lv2 [Level 7 Scout]

UNCANNY DODGE Lv3 [Level 10 Scout]

When a Scout reaches 4th level, he/she has developed incredible reflexes and an unusually sharp perception of incoming dangers, which manifests as an uncanny knack for getting the hell out of the way.

This feat allows you to retain your Dexterity bonus to AC when flat-footed or caught by surprise, and grants a +2 bonus to all Reflex saves versus grenades.

A 7th-level Scout gains Level 2 of this feat, which grants an additional +2 to all reflex saves versus grenades (+4 total) and immunity to being flanked.

A 10th-level Scout gains Level 3 of this feat, which allows you to receive NO damage on any successful Reflex save that would normally result in half damage.

SCOUNDREL'S LUCK Lv1 [Level 1 Scoundrel]

SCOUNDREL'S LUCK Lv2 [Level 6 Scoundrel]

SCOUNDREL'S LUCK Lv3 [Level 12 Scoundrel]

Scoundrels have an unfortunate habit of getting into trouble... but they possess an unusual knack for *surviving* trouble as well. This manifests as a +2 Luck bonus to AC which is always active.

A 6th-level Scoundrel gains Level 2 of this feat, which increases the AC bonus to +4.

A 12th-level Scoundrel gains Level 3 of this feat, which increases the AC bonus to +6.

SNEAK ATTACK Lv1 [Level 1 Scoundrel]

SNEAK ATTACK Lv2 [Level 3 Scoundrel]

SNEAK ATTACK Lv3 [Level 5 Scoundrel]

SNEAK ATTACK Lv4 [Level 7 Scoundrel]

SNEAK ATTACK Lv5 [Level 9 Scoundrel]

SNEAK ATTACK Lv6 [Level 11 Scoundrel]

SNEAK ATTACK Lv7 [Level 13 Scoundrel]

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SNEAK ATTACK Lv8 [Level 15 Scoundrel]
SNEAK ATTACK Lv9 [Level 17 Scoundrel]
SNEAK ATTACK Lv10 [Level 19 Scoundrel] (Wow, that's a lot of levels!)

Scoundrels, by their very nature, are skilled at catching opponents off-guard. Whenever a Scoundrel attacks an opponent within 30 feet who is flat-footed, unaware of the attack, stunned, or helpless (basically, anyone who would be denied their Dexterity bonus to AC), or an opponent he/she flanks, the attack deals extra damage.

At 1st-level, a Scoundrel's sneak attack does an extra 1d6 of damage. Every two levels thereafter (3rd-level, 5th-level, 7th-level, etc.), the Sneak Attack feat goes up a level, increasing the extra damage by an additional 1d6 each time.

Sneak attack damage is NOT multiplied by critical hits, but simply added to them instead.

COMBAT LOGIC Lv1 [Level 1 Battle Droid]
COMBAT LOGIC Lv2 [Level 6 Battle Droid]
COMBAT LOGIC Lv3 [Level 12 Battle Droid]

Combat logic is a special form of programming, exclusive to Battle Droids, that improves the droid's defensive and evasive abilities in battle. This manifests as a +2 bonus to AC which is always active.

A 6th-level Battle Droid gains Level 2 of this feat, which increases the AC bonus to +4.

A 12th-level Battle Droid gains Level 3 of this feat, which increases the AC bonus to +6.

SPECIAL

DUMB LUCK (Lv1) [Non-droid, Base modifier total no greater than +4]
JANITOR'S LUCK (Lv2) [Non-droid, Base modifier total no greater than +2]
WILCO'S LUCK (Lv3) [Non-droid, Base modifier total no greater than 0]

Ever wonder how a pitiful, unheroic, cowardly janitor could have survived against such overwhelming odds? Dumb luck, that's how!

History has shown that fortune favors not the bold, but the inept. Any non-droid character whose base attribute modifiers (including negative modifiers) total +4 or lower may take the Dumb Luck feat.

This feat grants you the extraordinary ability to re-roll any one dice roll made BY you or AGAINST you. Any roll can be redone - attack rolls, damage rolls, skill checks, etc. - so long as the roll was either one of your own, or else rolled in opposition to you (for example, an enemy's attack roll or opposed skill check). You must use this ability immediately after the initial roll, and you *must* accept the result of the re-roll—for better or for worse (you *cannot* re-roll a re-roll!). This ability may be used once per game day.

Level 2 of this feat - Janitor's Luck - is only available to characters with a base attribute modifier total of +2 or lower, and allows you to use the re-roll ability three times per game day.

Level 3 of this feat - Wilco's Luck - can only be bestowed at the GM's discretion, is only available to characters with a base attribute modifier total of 0 or lower, and allows you to use the re-roll ability as many times as you wish (though again, never more than once on any particular roll).

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EQUIPMENT

MELEE WEAPONS

Weapon Name	Price	Dmg Type	Dmg	Special Effects	Crit	Range Inc.	Size	Weight
Knife	10 Bz	P-Piercing	1d4	Primitive	x2	N/A	Tiny	1 lb
Short Sword	20 Bz	P-Piercing	1d6	Primitive	x2	N/A	Small	4 lb
Long Sword	50 Bz	P-Slashing	1d8	Primitive	x2	N/A	Med	8 lb
Electro-Knife	80 Bz	P-Piercing	2d2		19-20/x2	N/A	Tiny	2 lb
Electro-Blade	120Bz	P-Piercing	2d3		19-20/x2	N/A	Small	5 lb
Electro-Sword	150Bz	P-Slashing	2d4		19-20/x2	N/A	Med	10 lb
Laser Sword	200Bz	Energy	1d10		x2	N/A	Med	5 lb
Dual-Blade Sword	200Bz	P-Slashing	1d8/1d8	Primitive	x2	N/A	Large	15 lb
Dual-Blade Electro-Sword	280Bz	P-Slashing	1d8/1d8		19-20/x2	N/A	Large	18 lb
Dual-Blade Laser Sword	400Bz	Energy	1d8/1d8		x2	N/A	Large	8 lb
Light Club	20 Bz	P-Crushing	1d6	Primitive	x2	N/A	Small	6 lb
Heavy Club	50 Bz	P-Crushing	1d8	Primitive	x2	N/A	Med	12 lb
Staff	30 Bz	P-Crushing	1d6/1d6	Primitive	x2	N/A	Large	5 lb
Light Axe	25 Bz	P-Slashing	1d6	Primitive; Throwable	x3	10 ft	Small	4 lb
Axe	60 Bz	P-Slashing	1d8	Primitive	x3	N/A	Med	7 lb
Short Spear	50 Bz	P-Piercing	1d6	Primitive; throwable; 2x dmg vs chargers	x3	20 ft	Med	5 lb
Long Spear	80 Bz	P-Piercing	1d8	Primitive; 2x dmg vs chargers; Reach Weapon (10 ft, no adjacent)	x3	N/A	Large	9 lb
Steel Knuckles	50 Bz	P-Crushing	= Un-armed	Unarmed attacks deal normal dmg instead of subdual	= Un-armed	N/A	Small	1 lb
Spiked Knuckles	50 Bz	P-Piercing	= Un-armed	Unarmed attacks deal normal dmg instead of subdual	= Un-armed	N/A	Small	2 lb
Power Knuckles	80 Bz	Energy	= Un-armed	Unarmed attacks deal normal dmg instead of subdual	= Un-armed	N/A	Small	2 lb

KNIFE

Even in these modern times, you can't beat the feeling of plunging cold, hard steel into the flesh of your enemies. This small knife is weak, and requires you to get close to your target to use it...but if you're strapped for cash, or need an easily-concealed fallback weapon, give it a try.

SHORT SWORD

Most people would laugh at a guy who carries a plain, low-tech sword for a weapon in this day and age. Most people would also be caught off-guard when you rush forward and disembowel them before they have time to draw their gun.

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LONG SWORD

Bigger than the short sword, this weapon is that much more fatal. Like all melee weapons, the long sword takes advantage of the wielder's strength to inflict more damage, which grants it at least some advantage over all those laser pistols floating around out there.

ELECTRO-KNIFE, ELECTRO BLADE, ELECTRO SWORD

The electro-blade family of weapons combine the low-techiness of knives and swords with the high-techiness of...uh...high-tech stuff. Using a complicated, science-fictiony process that we won't bother to explain here, electro-weapons have a lower damage dispersion range than their predecessors, and are also more likely to score critical hits.

LASER SWORD

This weapon, which we'll call a 'laser sword' to avoid needless lawsuits, is much more damaging than traditional cutting weapons due to its energy blade...but that same blade can also result in problems when confronted by personal shields.

DUAL-BLADE SWORD

When one blade isn't enough, make it a double! The twin blades on this beauty can be used to gain an extra attack against foes...but you'd better have the right training if you hope to actually *hit* anything.

DUAL-BLADED LASER SWORD

"It's a laser sword! No, it's a dual-bladed sword! No, it's a LASER sword! No, it's a DUAL-BLADED sword!"

Hey HEY, kids, relax...it's BOTH!

LIGHT CLUB

Spanner, table leg, broom handle...take your pick. They're all useful for bashing someone over the head with.

HEAVY CLUB

Same as above, except replace "spanner" with "pipe wrench", "table leg" with "crowbar", and "broom handle" with "2x4".

STAFF

Even a simple rod can be used as a weapon (although in practice, rods are almost never that simple). It's a double weapon, meaning you can thrash someone with both ends at once.

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LIGHT AXE

Like a sword, an axe is useful for carving opponents into jerky. Unlike swords, this axe can be thrown as well as swung. It also does much more damage if you land a critical hit with it.

AXE

Less light than the light axe, this version is bigger and more damaging, but is too cumbersome to throw. It still has massive criticals, though.

SHORT SPEAR

Like the light axe, the short spear doubles as a throwing weapon. It also proves to be a lethal deterrent to charging attackers, assuming you ready it in time.

LONG SPEAR

Unfortunately, this longer spear is too big to be thrown. Fortunately, because of its length, it can be used to attack opponents beyond normal melee range. Unfortunately, this also means that it is too cumbersome to attack opponents who ARE within normal melee range. Fortunately, it is just as effective against chargers. Unfortunately, I've run out of things to say here.

KNUCKLES (STEEL, SPIKED, POWER)

Some people prefer to brawl with their own two hands, but become distraught when they realize that fists can't draw blood very efficiently. These items turn the hands into true lethal weapons, and can also alter the type of damage done by unarmed attacks.

PISTOL WEAPONS

Weapon Name	Price	Dmg Type	Dmg	Special Effects	Crit	Range Inc.	Size	Weight
Laser Pistol	100Bz	Energy	1d6		x2	50 ft	Small	5 lb
Ion Pistol	100Bz	Ion	1d2	2d6 dmg vs droids & shields	x2	50 ft	Small	5 lb
Pulseray Gun	250Bz	Physical	1d6	Ignores shields; no dmg vs droids	x2	50 ft	Small	5 lb
Sonic Pistol	120Bz	Sonic	1d4	1pt temporary DEX attribute dmg- Will save DC15 negates	x2	40 ft	Small	5 lb
Stunray Gun	150Bz	Energy	1d4	50% chance to stun f/ 2 rounds- Fort save DC10 negates	19-20/x2	40 ft	Small	5 lb
Heavy Laser Pistol	150Bz	Energy	1d6+1		x2	40 ft	Small	6 lb

LASER PISTOL

The humble laser pistol is far and away the most common sidearm throughout the galaxy. Light enough to wield accurately, small enough to be concealed easily, yet powerful enough to leave smoldering holes in most lifeforms, the basic laser pistol is the workhorse weapon for civilians, travellers, and petty thugs the

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galaxy over. It's user-friendly point-and-shoot interface allows even total morons to hit something at least part of the time. In fact, if this weapon has any failings at all, it's that it's rather underpowered compared to higher-class weapons.

HEAVY LASER PISTOL

...which is why someone slapped a high-grade power cell and energy emitter into one and started mass-producing them. More damage, less range. Yawn.

ION PISTOL

When droids began to become more and more prevalent in galactic society, paranoia of potential robot overlords prompted scientists to create ion weapons. Ion energy leaves barely a scratch on organic lifeforms, but wreaks havoc on the internal circuitry of droids. As an added bonus, it also deals heavy damage to shields.

PULSERAY GUN

Now here's a nasty little weapon. Pulseray technology was originally created by the Sariens, who decided that conventional laser weapons were too merciful. When fired, these weapons emit an electromagnetic pulse projectile which, upon striking an organic target, reacts to generate intense amounts of high-wavelength radioactivity, which excites the particles of the being's body to greatly-increased levels of Brownian motion, which in turn promotes destabilization of molecular bonds.

In other words, the target is literally disintegrated alive... flash-burned into powdered ash from the inside out. This method of death is quite morbid, and excruciatingly painful. Naturally, the Sariens love it.

Although pulseray weapons aren't generally any more powerful than conventional lasers, they do have two distinct advantages. First, because they **only** damage organics, they can be fired wantonly into the air without worry of damaging important equipment or life-sustaining ship bulkheads. Second, they are unique in that they "skip" through personal shields, hitting the wearer directly despite their protection.

Despite these advantages, pulseray weaponry has been banned by Starcon, on the grounds that the whole "excruciating pain" business demonstrates needless and excessive cruelty. This hasn't stopped thugs from carrying them, however.

Note: Because pulseray weapons ignore non-organic targets, they do no damage to droids.

SONIC PISTOL

Sonic pistols are useful for prolonged fights, as they both injure AND disorient an opponent. The sonic shockwave emitted from this gun is strong enough to hurt, and also disrupts the target's equilibrium, partly robbing them of their dexterity. Even droids are not immune to its effects (though they don't like to admit it).

STUNRAY GUN

When you'd rather capture your enemies alive (or render them helpless for easy slaughter), try using a stunray gun. Although it doesn't do much damage, it has a chance of paralyzing the target, leaving them at

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your mercy (or lack thereof).

RIFLE WEAPONS

Weapon Name	Price	Dmg Type	Dmg	Special Effects	Crit	Range Inc.	Size	Weight
Laser Rifle	200Bz	Energy	1d8		19-20/x2	120 ft	Med	12 lb
Ion Rifle	200Bz	Ion	1d4	3d6 dmg vs droids & shields	x2	120 ft	Med	12 lb
Pulse Rifle	400Bz	Physical	1d8	Ignores shields; no dmg vs droids	x2	120 ft	Med	12 lb
Sonic Rifle	250Bz	Sonic	1d6	2pts temporary DEX attribute dmg- Will save DC15 negates	x2	120 ft	Med	12 lb
Plasma Rifle	300Bz	Heat	1d8		19-20/x2	120 ft	Med	20 lb
Laser Carbine	250Bz	Energy	2d4		19-20/x2	80 ft	Med	10 lb
Plasma Carbine	350Bz	Heat	2d4		19-20/x2	80 ft	Med	17 lb

LASER RIFLE

What do you get when you take the galaxy's most popular weapon, and make it bigger, more precise, and more powerful? You get the galaxy's *second* most popular weapon, the laser rifle. Laser rifles are the standard-issue firearm of Starcon security forces, and almost every major planetary militia. Although they are bigger than pistols, they cause more damage, have a longer effective range, and can more easily land a critical wound. They're also a hit with the ladies.

LASER CARBINE

A 'carbine' is a rifle with a shorter barrel, designed to be used in indoor environments where a longer weapon might be clumsier to wield. The carbine version of the laser rifle has a more stable dispersion range...it is less likely to deal very low damage, but also less likely to deal very high damage. The shorter barrel also cuts down on the effective range.

ION RIFLE

The ion rifle is to the ion pistol what the laser rifle is to the laser pistol. More damage and better range, but still does more damage to droids and shields and less to organics. This is the gun to use when you've got a battalion of hostile battle droids bearing down on you.

PULSE RIFLE

Again, the rifle version of the pulseray gun is bigger, more powerful, and even more incredibly painful than the original....and just as illegal.

SONIC RIFLE

Blah blah blah, more powerful than the sonic pistol, blah blah blah.

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PLASMA RIFLE

Now here's a new one. Plasma rifles use plasma coil technology to hyper-accelerate gaseous matter into an incredibly-hot plasma state, which is then fired from the weapon as a stream of blazing molten death. Functionally, the weapon isn't too dissimilar from a laser rifle, except that the intense heat of the plasma causes more heat-based damage than energy-based. This makes it useful for getting around certain types of shields and armor.

PLASMA CARBINE

The carbine version of the plasma rifle features the same decreased dispersion range as the laser carbine, as well as the shorter range. It's still plasma-rific, though.

BIG GUNS (yeah!)

Weapon Name	Price	Dmg Type	Dmg	Special Effects	Crit	Range Inc.	Size	Weight
Laser Repeater	600Bz	Energy	1d3 x5	Multiple attacks per attack action (see description)	x2	80 ft	Large	20 lb
Heavy Laser Repeater	800Bz	Energy	1d4 x5	Multiple attacks per attack action (see description)	x2	80 ft	Large	30 lb
Gauss Rifle	800Bz	P-Piercing	5d4	Requires full-round attack action to use. Cannot target creatures closer than 150 ft, req. ammo.	x3	300 ft	Large	20 lb
Flamethrower	500Bz	Heat	2d4	Target catches on fire- Reflex save DC15 negates (see text)	x3	20 ft absolute	Large	20 lb
BMF	---	Energy	3d10	Burst area effect – 5-foot radius, 10 ft blowback & knockdown – Reflex save DC = DMG negates.	x2	50 ft	Large	50 lb

LASER REPEATER

The laser repeater is the science-fiction equivalent of a minigun. Instead of firing a few strong laser bolts, this weapons sprays a continuous stream of weaker lasers that, while not very powerful, can quickly mow down unarmored targets. Apparently, the only thing better than a big gun is one that shoots faster.

Unlike most other weapons, which make only a single strike per attack, the laser repeater fires off **five** bolts every time you attack with it. Attack and damage are rolled for each bolt seperately; depending on how lucky you are, you could hit with two or three bolts, all five, or none at all.

When using a repeater, instead of rolling a single attack roll during an attack, you roll five seperate times (each with the regular modifiers). Each roll that beats the target's AC is treated as a hit, and damage is rolled for each bolt that connected (in this case, 1d3 points of [Energy] damage each).

Remember, the repeater fires off five shots for **every** attack. If you get multiple attacks per round due to Base Attack Bonus or the like, you get five shots with each seperate attack.

HEAVY LASER REPEATER

Functionally identical to the laser lepeater, the only real difference is that this weapon's laser bolts have a

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slightly higher damage potential. Apparently, the only thing better than a big gun that *already* shoots fast is one that's needlessly overpowered.

GAUSS RIFLE

Every game with guns has to have a sniper rifle (no, seriously, there's some obscure clause in the union rules). The Gauss Rifle is a rail gun, a type of weapon that uses electromagnetism to sling slugs with tremendous speed and power...and in this case, extended range. This weapon is specifically to bring exquisite pain and unreasonable suffering to your enemies, all from the relative safety of long distances. However, there is a tradeoff...the rifle requires a full-round attack action to aim and fire a single shot, since it must be aligned with painstaking precision. Additionally, the rifle's excellence at long range is tempered by its total ineffectiveness at close range; the weapon cannot hit targets within 150 feet of the shooter.

The Gauss Rifle's range increment is 300 feet. This begins AFTER the 150ft 'dead zone' mentioned above.

The Gauss Rifle uses EM SLUGS as ammo, which come in clips of 5. Loading a new clip of slugs into the rifle is a standard action that provokes attacks of opportunity. Slugs are damaged and useless after being fired.

FLAMETHROWER

A flamethrower is essentially a souped-up squirtgun that shoots streams of flammable fuel. As the fuel leaves the barrel of the weapon, it is ignited by a heater coil, resulting in a stream of fire spewing forth.

A successful attack against a target deals 2d4 points of [Heat] damage. Furthermore, the target must make a Reflex save of DC15 or catch on fire.

If the target is alighted, they suffer an additional 1d6 points of [Heat] damage every subsequent round they remain on fire. On each turn, before taking this damage, the burning creature may take a full-round action to try and extinguish the flames (Reflex save, DC 15). If the save fails, the creature continues to burn, suffering another 1d6 of [Heat] damage that round; if the save is made, the creature successfully puts out the fire.

The fire can be instantly doused by an appropriate amount of water, fire suppressant (such as from a fire extinguisher), or similar substance, with no save required. If possible, the creature may "stop, drop, and roll" or try to smother the flames using an appropriate article (blanket, coat, etc.); either of these actions grants a +4 bonus to the saving throw.

A flamethrower has a maximum possible range of 20 feet; it cannot target anything beyond this range, regardless of other modifying elements. A flamethrower suffers no range increment penalties for any distance up to its maximum range.

If a flamethrower is ever dealt damage directly, it immediately (and violently) explodes, dealing 3d10 damage to anyone within 5 feet. Naturally, the weapon itself is destroyed.

BMF

The "Bobco Weapon Systems R42-BMF" is, quite simply, the second most powerful personal weapon system in existence. (The *first* most powerful is so top-secret that the Starcon higher-ups forbade me from writing about it on pain of death.)

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The BMF is essentially a portable energy bomb cannon. The weapon fires large projectiles of electromagnetic energy encased in a spherical force field "shell" generated by an emitter within the projectile's core. When the force field makes contact with something, it disperses, releasing the energy within in a massive explosion of death and destruction, and really cool special effects.

The BMF is excessively powerful, capable of flattening whole crowds with a single shot. Seriously, we're talking MAJOR overkill here. In fact, the BMF is *so* hideously overpowered that its production and sale were outlawed by the Star Confederation shortly after the weapon began mass-production. As such, you won't find them in your typical corner gun shop. Still, there are a few functional BMF units floating around the black markets of the galaxy, so you never know where one might turn up...

The BMF is fired with a ranged touch attack roll (armor won't stop *this* monstrosity!). Upon striking a target or obstacle, the BMF projectile detonates in a 5-foot radius burst. Anyone caught in the blast zone suffers 3d10 points of [Energy] damage (no save). Furthermore, they must make a successful Reflex save (the DC of which equals the damage dealt) to avoid being blown away by the sheer explosive force of the blast.

Any character who fails their save is thrown 10 feet directly away from the impact point and falls down (becomes prone). If an obstacle of any kind (even another character) is between the target and their calculated landing point, they collide with each other; both the target and the obstacle (if applicable) receive 1d6 points of [Physical: Crushing] damage, and the character stops in the space adjacent to the obstacle.

If the BMF projectile misses its target, it continues flying in a straight line past the target. If another creature lies along the projectile's flight path, another ranged touch attack roll is made to see if the projectile hits HIM instead. If the roll is successful, treat the hit as normal; if not, the projectile continues along its path, until it either DOES hit someone (and explodes), strikes an obstruction (and explodes), or reaches the 500-foot maximum range (at which point the energy sphere peters out without detonating). Regardless of where the projectile detonates, it deals normal damage and effects to anyone caught in the 5-foot burst radius.

Remember: this weapon does NOT discriminate between friend and foe. *Anyone* caught in the blast suffers the effects of the attack, be they enemy, bystander, your own allies, or even yourself...

SLINGS AND BOWS

Weapon Name	Price	Dmg Type	Dmg	Special Effects	Crit	Range Inc.	Size	Weight
Sling	20 Bz	P-Crushing	1d4	Primitive; requires ammo (see text)	x2	50 ft	Small	1 lb
Shortbow	80 Bz	P-Piercing	1d6	Primitive; requires ammo (see text)	x3	60 ft	Med	2 lb
Longbow	150Bz	P-Piercing	1d8	Primitive; requires ammo (see text)	x3	80 ft	Large	3 lb

SLING

A sling is basically a cloth strap, used to sling small round projectiles at foes (hence the name). Slings are one of the earliest projectile weapons known, and as such they tend to be severely underpowered and horribly inaccurate. Still, they ARE cheap...

A sling uses SLING BULLETS as ammo. It can also use good old-fashioned rocks as ammo, but since these are such low-quality projectiles, the sling only deals 1d3 damage and suffers a -1 attack penalty when doing so. A bullet or rock that hits its target is destroyed; one that misses has a 50% of being destroyed or lost.

SHORTBOW/LONGBOW

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Bows consist of a flexible length of wood with the ends tied together by a shorter length of string, bending the weapon into a bowed shape (again, hence the name). With the string pulled taut by the wood frame, it becomes a portable launcher for long, wooden, pointed projectiles. Longbows are larger than shortbows, but are more powerful.

A *composite* bow is just like the regular kind, except that its unique design allows the archer to use his own strength to fire arrows faster and harder. Composite bows have a numerical value indicating how much of the user's STR modifier may be added to the bow's damage.

Bows (both kinds) use ARROWS as ammo. An arrow that hits its target is destroyed; one that misses has a 50% of being destroyed or lost.

You need both hands to use a bow, regardless of its size.

ARMORS

LIGHT ARMOR

Armor Name	Price	AC	Max Dex	Armor Check Penalty	Speed	Weight
Spandex Jumpsuit	10 Bz	1	8	0	30ft/20ft	2 lb
Tuff-Weave™ Undershirt	20 Bz	2	6	0	30ft/20ft	5 lb
Kevlar Vest	50 Bz	3	3	-1	30ft/20ft	10 lb
Deuterium Fiber Vest	200 Bz	4	4	-2	30ft/20ft	15 lb

MEDIUM ARMOR

Armor Name	Price	AC	Max Dex	Armor Check Penalty	Speed	Weight
Tuff-Weave™ Jumpsuit	30 Bz	3	4	-3	30ft/20ft	20 lb
Kevlar Jumpsuit	100 Bz	4	3	-4	30ft/20ft	30 lb
Deuterium Fiber Armor	300 Bz	5	2	-5	20ft/15ft	35 lb
Plastosteel Torso Guard	400 Bz	5	3	-4	20ft/15ft	40 lb

HEAVY ARMOR

Armor Name	Price	AC	Max Dex	Armor Check Penalty	Speed	Weight
Ceramic Inlay Armor	400 Bz	6	0	-7	20ft/15ft	45 lb
Plastosteel Inlay Armor	500 Bz	6	1	-6	20ft/15ft	40 lb
Partial Titanium Plate	1200 Bz	7	0	-7	20ft/15ft	50 lb
Full-Body Titanium Plate	3000 Bz	8	0	-7	20ft/15ft	70 lb

SPECIAL

Armor Name	Price	AC	Max Dex	Armor Check Penalty	Speed	Weight
EVA Suit	600 Bz	3	0	-5	20ft/15ft	30 lb

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SPANDEX JUMPSUIT [Light]

Shimmery, sequined jumpsuits have been a science-fiction standard since the days of Buck Rogers. Of course, in THIS sci-fi universe, you'd probably get laughed at if you wore something like this. Still, it's stretchy enough to provide minimal protection, and it's form fitting to boot.

TUFF-WEAVE(TM) UNDERSHIRT [Light]

Tuff-Weave(TM) is a space-age synthetic fabric designed to be a bit tougher than normal cloth, and better able to withstand the wear and tear of a modern spacefarer's life. Although it's not at all meant to be true armor, it's better than wearing nothing at all.

KEVLAR VEST [Light]

Used for years as the standard in body armor before the advent of stuff that actually **works**, kevlar is a synthetic material tough enough to withstand basic physical blows and low-power projectiles. Vests made of the material are widely available as cheap, semi-effective body armor.

DEUTERIUM FIBER VEST [Light]

A step up from kevlar, deuterium is actually a metal, rather than a true fabric. Using a special, super-secret patented process, deuterium is forged into ultra-fine strands and **woven** into a heavy, semi-pliable fabric, tough enough to withstand many types of (underpowered) attacks.

TUFF-WEAVE(TM) JUMPSUIT [Medium]

Also made of Tuff-Weave(TM), this jumpsuit covers most of the body, affording better protection, although it isn't as flexible as a normal cloth outfit.

KEVLAR JUMPSUIT [Medium]

Imagine wearing a full-body kevlar vest, and you've got yourself a... full-body kevlar vest. Tougher than Tuff-Weave(TM), and even more inflexible.

DEUTERIUM FIBER ARMOR [Medium]

Realizing how effective their vests were, the people responsible for Deterium fiber technology wasted no time in creating a heavier-grade form of protection for the especially paranoid. This is the best form of protection you can get outside of solid plate, although it tends to cut considerably into your freedom of movement at this point.

PLASTOSTEEL TORSO GUARD [Medium]

This armor is a single solid piece of plastosteel, designed to protect a being's torso (or torso-equivalent). Plastosteel is a strong-yet-lightweight metal, often used for starship windows due to its ability to be made transparent during the forging process. Although it affords no real improvements in protection over its

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Deuterium predecessor, its less-restrictive design grants slightly-improved mobility to the wearer.

CERAMIC INLAY ARMOR [Heavy]

Marking the graduation of armor to the really good stuff, this armor is made of kevlar straps and coverings, with solid ceramic plates inserted inside to protect vital areas of the body, while leaving the joints free to move. Still, this sort of armor is very heavy, and impossible to move quickly in.

PLASTOSTEEL INLAY ARMOR [Heavy]

Functionally identical to ceramic inlay armor, this improved version uses plastosteel plate inlays instead of ceramic ones, reducing the armor's weight and slightly improving mobility.

PARTIAL TRITANIUM [Heavy]

When it comes to protection, you just can't beat solid metal. Tritanium, a very durable metal commonly used in the construction of starship hulls, is forged into form-fitting plates to cover vital spots on the wearer's body. Although this affords unparalleled defense, it also weighs the wearer down immensely... you definitely won't be going anywhere fast in this.

FULL-BODY TRITANIUM PLATE [Heavy]

The last word in personal defense, this full-body suit of tritanium armor covers every conceivable inch of the body... and leaves the wearer nearly immobile as a result. You'd better start weight-training if you plan to be ambling around with 70 pounds of armor on your back.

OTHER EQUIPMENT

GRENADES

FRAG GRENADE

Type	Price	Dmg Type	Dmg	Special Effects & Saves	Area	Range Inc.	Weight
Minor	80 Bz	P-Piercing	1d10	Reflex DC10, half dmg	Burst, 5ft radius	20 ft	1 lb
Average	150Bz	P-Piercing	2d10	Reflex DC15, half dmg	Burst, 5ft radius	20 ft	1 lb
Deadly	230Bz	P-Piercing	3d10	Reflex DC20, half dmg	Burst, 5ft radius	20 ft	1 lb

PLASMA GRENADE

Type	Price	Dmg Type	Dmg	Special Effects & Saves	Area	Range Inc.	Weight
Minor	80 Bz	Heat	1d10	Reflex DC10, half dmg	Burst, 5ft radius	20 ft	1 lb
Average	150Bz	Heat	2d10	Reflex DC15, half dmg	Burst, 5ft radius	20 ft	1 lb
Deadly	230Bz	Heat	3d10	Reflex DC20, half dmg	Burst, 5ft radius	20 ft	1 lb

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CRYONIC GRENADE

Type	Price	Dmg Type	Dmg	Special Effects & Saves	Area	Range Inc.	Weight
Minor	80 Bz	Cold	1d10	Reflex DC10, half dmg	Burst, 5ft radius	20 ft	1 lb
Average	150Bz	Cold	2d10	Reflex DC15, half dmg	Burst, 5ft radius	20 ft	1 lb
Deadly	230Bz	Cold	3d10	Reflex DC20, half dmg	Burst, 5ft radius	20 ft	1 lb

ION GRENADE

Type	Price	Dmg Type	Dmg	Special Effects & Saves	Area	Range Inc.	Weight
Minor	100Bz	Ion	1d4	1d20 dmg to shields/droids - Reflex DC10, half dmg	Burst, 5ft radius	20 ft	1 lb
Average	200Bz	Ion	2d4	2d20 dmg to shields/droids - Reflex DC15, half dmg	Burst, 5ft radius	20 ft	1 lb
Deadly	300Bz	Ion	3d4	3d20 dmg to shields/droids - Reflex DC20, half dmg	Burst, 5ft radius	20 ft	1 lb

GAS GRENADE

Type	Price	Dmg Type	Dmg	Special Effects & Saves	Area	Range Inc.	Weight
Minor	80 Bz	Poison	N/A	Inflicts poison/Fort DC10, negates	Burst, 5ft radius	20 ft	1 lb
Average	150Bz	Poison	N/A	Inflicts poison/Fort DC15, negates	Burst, 5ft radius	20 ft	1 lb
Deadly	230Bz	Poison	N/A	Inflicts poison/Fort DC20, negates	Burst, 5ft radius	20 ft	1 lb

CONCUSSION GRENADE

Type	Price	Dmg Type	Dmg	Special Effects & Saves	Area	Range Inc.	Weight
Minor	100Bz	N/A	N/A	Stun f/ 2 rnds, Will DC10, negates	Burst, 5ft radius	20 ft	1 lb
Average	200Bz	N/A	N/A	Stun f/ 2 rnds, Will DC15, negates	Burst, 5ft radius	20 ft	1 lb
Deadly	300Bz	N/A	N/A	Stun f/ 2 rnds, Will DC20, negates	Burst, 5ft radius	20 ft	1 lb

FLASH GRENADE

Type	Price	Dmg Type	Dmg	Special Effects & Saves	Area	Range Inc.	Weight
Minor	100Bz	N/A	N/A	Blind 5 rnds, Reflex DC10, negate	Burst, 5ft radius	20 ft	1 lb
Average	200Bz	N/A	N/A	Blind 5 rnds, Reflex DC15, negate	Burst, 5ft radius	20 ft	1 lb
Deadly	300Bz	N/A	N/A	Blind 5 rnds, Reflex DC20, negate	Burst, 5ft radius	20 ft	1 lb

SONIC GRENADE

Type	Price	Dmg Type	Dmg	Special Effects & Saves	Area	Range Inc.	Weight
Minor	150Bz	Sonic	1d10	-2 Dex 5 rnds, Will DC10, half dmg & negates Dex penalty	Burst, 5ft radius	20 ft	1 lb
Average	300Bz	Sonic	2d10	-4 Dex 5 rnds, Will DC10, half dmg & negates Dex penalty	Burst, 5ft radius	20 ft	1 lb
Deadly	500Bz	Sonic	3d10	-6 Dex 5 rnds, Will DC10, half dmg & negates Dex penalty	Burst, 5ft radius	20 ft	1 lb

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ADHESIVE GRENADE

Type	Price	Dmg Type	Dmg	Special Effects & Saves	Area	Range Inc.	Weight
Minor	150Bz	N/A	N/A	Entangles/immobilizes f/ 3 rnds, Reflex DC10 negates	Burst, 5ft radius	20 ft	1 lb
Average	300Bz	N/A	N/A	Entangles/immobilizes f/ 3 rnds, Reflex DC15 negates	Burst, 5ft radius	20 ft	1 lb
Deadly	500Bz	N/A	N/A	Entangles/immobilizes f/ 3 rnds, Reflex DC20 negates	Burst, 5ft radius	20 ft	1 lb

Grenades are small throwing weapons that explode after a brief delay. They are typically more powerful than most other weapons and have a larger blast radius, and because they can be lobbed, they can reach targets behind cover if used properly.

There are many types of grenades; each type has its own damage potential or other unique effects. Collect the whole set!

NOTE: Throwing a grenade is a standard action.

NOTE: Grenades do not require any sort of proficiencies to use effectively.

MINES

FRAG MINES

Type	Price	Dmg Type	Dmg	Special Effects & Saves	DC to Find/ Set/ Disarm/ Recover	Trigger Area	Blast Area	Weight
Minor	100Bz	P-Piercing	1d10	Reflex DC15, half dmg	15/15/20/25	5ft radius	Burst 10ft rad.	10 lb
Average	200Bz	P-Piercing	3d10	Reflex DC20, half dmg	20/20/25/30	5ft radius	Burst 10ft rad.	10 lb
Deadly	300Bz	P-Piercing	5d10	Reflex DC25, half dmg	25/25/30/35	5ft radius	Burst 10ft rad.	10 lb

PLASMA MINES

Type	Price	Dmg Type	Dmg	Special Effects & Saves	DC to Find/ Set/ Disarm/ Recover	Trigger Area	Blast Area	Weight
Minor	200Bz	Heat	1d20	Reflex DC15, half dmg	15/15/20/25	5ft radius	Burst 10ft rad.	10 lb
Average	350Bz	Heat	2d20	Reflex DC20, half dmg	20/20/25/30	5ft radius	Burst 10ft rad.	10 lb
Deadly	500Bz	Heat	3d20	Reflex DC25, half dmg	25/25/30/35	5ft radius	Burst 10ft rad.	10 lb

POISON MINES

Type	Price	Dmg Type	Dmg	Special Effects & Saves	DC to Find/ Set/ Disarm/ Recover	Trigger Area	Blast Area	Weight
Minor	100Bz	Poison	N/A	Inflicts poison, Fort DC15, negates	15/15/20/25	5ft radius	Burst 10ft rad.	10 lb
Average	200Bz	Poison	N/A	Inflicts poison, Fort DC20, negates	20/20/25/30	5ft radius	Burst 10ft rad.	10 lb
Deadly	300Bz	Poison	N/A	Inflicts poison, Fort DC25, negates	25/25/30/35	5ft radius	Burst 10ft rad.	10 lb

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CONCUSSION MINES

Type	Price	Dmg Type	Dmg	Special Effects & Saves	DC to Find/ Set/ Disarm/ Recover	Trigger Area	Blast Area	Weight
Minor	100Bz	N/A	N/A	Stun 3 rnds, Will DC15 negates	15/15/20/25	5ft radius	Burst 10ft rad.	10 lb
Average	200Bz	N/A	N/A	Stun 3 rnds, Will DC20 negates	20/20/25/30	5ft radius	Burst 10ft rad.	10 lb
Deadly	300Bz	N/A	5d10	Stun 3 rnds, Will DC25 negates	25/25/30/35	5ft radius	Burst 10ft rad.	10 lb

These high-powered anti-personnel explosive devices are used to guard restricted areas... or get the drop on unsuspecting adventurers. They operate via a built-in proximity detector, which detonates the mine when anyone gets too close.

When set and activated (which requires Demolitions skill), mines are almost invisible, thanks to optical camouflage technology. However, the disguise is not perfect... mines can be spotted by an attentive being or active search. Once found, mines can be disarmed, but only through the use of a disarmer tool built specifically for this task. Without such a tool, and the skill to use it, your options are A) avoid them, or B) hope they don't hurt you TOO badly.

A skilled demolitions expert can not only disarm a mine, but also recover it to be used again later. An unskilled demolitions expert can wind up receiving an explosion in the face.

NOTE: Setting, disarming, or recovering a mine is a full-round action.

NOTE: Mines may only be disarmed through the use of a disarming tool.

SHIELDS

ENERGY SHIELDS

Shield Name	Price	Protection Types	Amount	Duration	Weight
Minor Energy Shield	250 Bz	Energy	5 pts	3 minutes	2 lb
Energy Shield	400 Bz	Energy	10 pts	3 minutes	2 lb
Improved Energy Shield	700 Bz	Energy	20 pts	3 minutes	2 lb
Advanced Energy Shield	--	Energy	40 pts	3 minutes	2 lb

MELEE SHIELDS

Shield Name	Price	Protection Types	Amount	Duration	Weight
Minor Melee Shield	250 Bz	Physical	5 pts	3 minutes	2 lb
Melee Shield	400 Bz	Physical	10 pts	3 minutes	2 lb
Improved Melee Shield	700 Bz	Physical	20 pts	3 minutes	2 lb
Advanced Melee Shield	--	Physical	40 pts	3 minutes	2 lb

ELEMENT SHIELDS

Shield Name	Price	Protection Types	Amount	Duration	Weight
Thermal Shield	200 Bz	Heat, Cold	20 pts	3 minutes	2 lb
Improved Thermal Shield	350 Bz	Heat, Cold	40 pts	3 minutes	2 lb

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ELEMENT SHIELDS

Environmental Shield	300 Bz	Heat, Cold, Sonic, Electrical	10 pts	3 minutes	2 lb
Improved Environmental Shield	500 Bz	Heat, Cold, Sonic, Electrical	30 pts	3 minutes	2 lb

SPECIAL SHIELDS

Shield Name	Price	Protection Types	Amount	Duration	Weight
Starcon Security Shield	--	Energy, Physical	10 pts	3 minutes	2 lb
Starcon Assault Shield	--	Energy, Physical	20 pts	3 minutes	2 lb
Starcon Battle Shield	--	Energy, Physical	40 pts	3 minutes	2 lb
Starcon Elite Shield	--	Energy, Physical	60 pts	3 minutes	2 lb

These devices are small-scale versions of the same shield generators used on spaceships. They operate on the same principle: by generating an energy field around the user, they protect him from harm by absorbing damage.

Shields come in the form of forearm-mounted devices. When activated, the shield envelops the wearer in a form-fitting energy field. As long as the field is active, any damage from attacks on the wearer will instead damage the shield.

Shields have a predetermined amount of cumulative damage that they can absorb, after which they shut down. Shields also have a time limit; they deactivate after exactly 3 minutes, even if they have HP remaining.

Different shields absorb different types of damage. Attacks of types that a shield does NOT guard against will pass right through it and hit the wearer, without damaging the shield itself. Pulseray weapons always pass through shields, regardless of protection types.

Each individual shield unit has a limited number of charges. Each time the shield is activated, one charge is used up. When all the charges are gone, the shield is burned out, and worthless. Shields CANNOT be recharged, only replaced. The prices listed above are for a new shield with a full 5 charges.

NOTE: Activating a shield is a standard action.

GENERIC TOOLS

STANDARD EQUIPMENT

Item Name	Price	Weight	Item Name	Price	Weight
Antacid Tablets	2 Bz	N/A	Handcuffs	70 Bz	2 lb
Bedroll	50 Bz	5 lb	Laser Cutting Torch	100 Bz	10 lb
Binoculars	80 Bz	5 lb	Lighter	5 Bz	N/A
Canteen (Large)	30 Bz	2 lb	Matches	1 Bz	N/A
Canteen (Small)	20 Bz	1 lb	MRE	5 Bz	2 lb
Chronometer	5 Bz	1 lb	N.V. Goggles	150 Bz	7 lb
Climbing Hammer	15 Bz	2 lb	Pen and Paper	5 Bz	1 lb
Communicator	100 Bz	2 lb	Piton	3 Bz	1 lb
Datacorder	80 Bz	5 lb	Prybar	20 Bz	5 lb

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Dehydrated Water	50 Bz	3 lb	Rebreather Suit	80 Bz	3 lb
Demolition Charge	100 Bz	10 lb	Rope	30 Bz	5 lb
Duct Tape	10 Bz	1 lb	Sack	10 Bz	1 lb
Electronic Notepad	50 Bz	3 lb	Tent	200 Bz	20 lb
EVA Suit	600 Bz	30 lb	Thermoweave Underwear	75 Bz	3 lb
Flare	10 Bz	1 lb	Translator	80 Bz	2 lb
Flashlight	20 Bz	1 lb	Xenon Army Knife	5 Bz	1 lb
Grappling Hook	20 Bz	4 lb			

SKILL TOOLS

Item Name	Price	Weight	Item Name	Price	Weight
Climber's Kit	150 Bz	5 lb	Mechanical Lockpick	80 Bz	2 lb
Disarmer	80 Bz	2 lb	Surgical Kit	120 Bz	5 lb
Electronic Lockpick	150 Bz	5 lb	Toolbox	150 Bz	10 lb
Loupe	60 Bz	1 lb	Water Wings	20 Bz	1 lb

AMMUNITION

Item Name	Price	Weight	Item Name	Price	Weight
Arrows (20)	40 Bz	3 lb	Sling Bullets (10)	10 Bz	5 lb
EM Slugs (5)	100 Bz	5 lb			

BEDROLL

Hey, even a space-age swashbuckler needs a place to lay his weary head. This bed-sized foam mat folds up to the size of a large wallet, making it easy to catch some portable Zs.

COMMUNICATOR

This short-range subspace communicator can communicate with other subspace communicators in the near vicinity. They can be used to keep in contact with separated party members, or to contact nearby ships or facilities.

TRANSLATOR

Probably the single most useful tool any adventurer can have, the (Almost) Universal Dialect Translator is a modern marvel, and has revolutionized communication the galaxy over.

The translator is a small electronic device, about the size of a cell phone. When turned on, the device picks up on auditory speech in other languages, and instantly translates that speech into the user's preferred language, which is then emitted from the device's speaker.

There are, however, limitations to the translator's abilities. First, it can only translate languages that are contained in its internal database. Most mass-produced translators are equipped with a stock database of the galaxy's most common languages, although any translator can be updated with new language files. Second, the device only translates INCOMING speech...it does not allow the user to speak other languages

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(although if the other party also has a translator, this doesn't really matter).

FLARE

It looks like a stick of dynamite, but it's really just a harmless STICK OF DYNAMITE!!! Nah, actually, this is just a tubeful of brightly-burning powder. Twist the top to ignite it, and it'll burn brightly to provide light for about an hour. They can be especially useful for signaling...

FLASHLIGHT

Nothing sucks worse than not being able to see when you're crawling through a maze of underground caves or access tunnels. This small flashlight illuminates a cone 60 feet long and 20 feet wide at the end, and is even small enough to be held in your teeth (assuming you have teeth, of course). The specialized microbattery lasts effectively forever, although it has an unfortunate tendency to burn out when the DM finds it to be a convenient plot device.

NIGHT VISION GOGGLES

A step up from mere flashlights, these goggles allow the wearer to see up to 80ft away in conditions of near-total darkness, albeit in headache-promoting monochrome green. **WARNING:** Attempting to wear these in bright light may result in temporary blindness.

TENT

A step up from the bedroll, this lightweight portable shelter collapses to the size of a shoebox, and will keep up to two standard-sized beings out of the rain...but not much else.

BINOCULARS

These digital-zoom binoculars can zoom up to 10x magnification. Great for scouting ahead, or for spying on the neighbors.

XENON ARMY KNIFE

A standard-issue item in the Xenon Army Corps for centuries, this all-in-one multitool contains 5 different cutting blades, 3 screwdrivers, 2 saws, a pair of pliers, a 7/16 left-handed crescent wrench, a toothpick, tweezers, a bottle opener, a can opener, a box opener, a shrinkwrap opener, a corkscrew, a fish scaler, nail clippers, a mirror, a magnifying glass, a staple remover, and MORE...much, MUCH more!

CHRONOMETER

Also known as a "watch", this amazing device tells you what time it is, according to Galactic Standard Time (GST).

SACK

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A bag made of shimmery, space-age cloth, (which is, strangely, just as fragile as regular cloth). You can put things in it...or take things out of it. Hours of fun for all!

MRE

Short for "Meal Ready to Eat", the MRE is the standard form of portable nourishment for the adventurer on the go. Each MRE comes in a sealed container, and contains enough processed food-like product to feed one average carbon-based lifeform for one day...assuming, of course, that you can stomach the stuff.

CANTEEN

A simple container made of sterilized metal, designed to carry water or other liquid refreshment. A small canteen holds a pint of liquid, while a large one holds twice that amount.

DEHYDRATED WATER

"Pelvitron Dehydrated Water (H2) - All you add is air! Makes 10 gallons. To use, simply depress button and drink from nozzle. WARNING: Do not attempt to open or rupture container! Misuse could result in personal injury and/or flash flooding."

PRYBAR

A heavy steel rod, useful for prying things open, or bashing things that need bashing.

DEMOLITION CHARGE

This portable explosive charge is made for destroying things. Whether you need to open a particularly stubborn door, or just cause large amounts of collateral damage, this is the device to do it with. For trained professionals only.

ROPE

This 50-foot rope made from 100% synthetic fibers is useful for climbing, crossing chasms, and tying up thugs. It can be burst with a Strength check (DC-25).

GRAPPLING HOOK

If you plan to actually USE your rope to climb and cross chasms, you'll need this special weighted hook to tie on the end so it can latch on to things. Contains sharp edges and protrusions; not for children under 3.

PITON

When your rope and grappling hook still aren't enough to overcome your lack of climbing skill, use these little beauties to make your own handholds.

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CLIMBING HAMMER

...and you'll need one of these to actually hammer in your pitons.

MATCHES

These tiny wooden sticks have one end coated with flammable compounds. The idea is that, by rubbing the matchhead quickly across an abrasive surface, the friction-generated heat will cause it to burn, giving you a handy (if temporary) source of fire. Great if you need to get a campfire going, or give someone a hotfoot.

LIGHTER

Matches are SO last century. Use this little wonder, and faster than you can say "Snik!", your clothes are on fire. Oh, and you can burn other things with it, too.

PEN AND PAPER

Even in today's modern sci-fi world, people still feel the need to generate large amounts of paper waste. Use these archaic implements to write important things down, like planetary coordinates or time pod codes.

ELECTRONIC NOTEPAD

For those who would prefer the more modern, environmentally-friendly method of notetaking.

DATAORDER

This handy little device is a portable sensor array, designed to scan for and pinpoint specific elements. Simply enter the element you want, and the dataorder's proximity detector tells you how close you are to a sizable amount of that material, accurate to within 100%.

LASER CUTTING TORCH

Despite having the word "laser" in its name, this tool is utterly useless as a weapon. It *is* useful, however, for cutting through certain low-density metals. There are some metals, however, that are simply too sturdy to be cut through.

HANDCUFFS

These limb-restraining devices can bind any creature with appropriate limbs. Someone locked in handcuffs can escape with a successful Escape Artist check (DC-30). There are also higher-grade handcuffs available...

THERMOWEAVE UNDERWEAR

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This stylish, unisex undergarment is a must-have accessory when exploring worlds with extreme temperatures. The Thermoweave shorts generate a controlled-climate field around the wearer, keeping their personal temperature at a comfortable level on even the hottest or coldest of worlds. As an added bonus, the garment's temperature-regulation abilities grant the wearer a (-5 Heat, Cold) damage reduction bonus.

REBREATHER MASK

Most carbon-based life forms need oxygen to survive, and unfortunately, not every planet has it. This clear plastic mask slips on over the face, and re-oxygenates CO2 exhalations using a patented process, allowing the wearer to continually rebreathe the same lungful of air over and over again (cool, isn't it?). A fresh mask can function for several hours, at which point the mask burns out and is useless.

EVA SUIT

Let's face it, sudden decompression sucks. Nothing is quite as excruciatingly painful (not to mention embarrassing) as stepping out of the airlock and having your body explode like an overinflated balloon due to lack of air pressure. Fortunately, this suit of hardened material is strong enough to protect organic beings from hard vacuum, while simultaneously providing the wearer with oxygen and climate control to prevent asphyxiation and freezing, respectively. EVA suits are (usually) equipped with thruster jetpacks for movement, and have built-in refillable air tanks that typically hold a few hours worth of life-sustaining gasses.

However, EVA suits are NOT suitable to wear as combat armor...although they do provide some protection, they are clumsy and hard to move in outside of a zero-G environment, where combat is all but impossible anyway. Besides, do you REALLY want to run the risk of punching laser holes through your only protection from the airless void of space? Nah, I didn't think so.

ANTACID TABLETS

Trust me, you'll need 'em.

SKILL TOOLS

LOUPE

This small eyepiece contains a magnifying lens, and is used to closely examine small objects. Using this tool to Appraise a small or finely-detailed object grants a +2 circumstance bonus to the check.

CLIMBER'S KIT

This set of special gloves, boot tips, and a climber's harness grants you a +2 circumstance bonus to Climb skill checks.

SURGICAL KIT

A set of scalpels, suture, ointments, and bandages, that grants a +2 circumstance bonus to Heal skill checks. It does NOT affect the amount of HP healed by medical items, however.

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TOOLBOX

A metal box containing tools of all sorts, which grants a +2 circumstance bonus to Repair and Sabotage skill checks. It does NOT affect the amount of HP healed by repair items, however.

WATER WINGS

Yes, they're a bit embarrassing, but when you're having trouble staying afloat, these babies can be a lifesaver (literally). They grant a +2 circumstance bonus to Swim skill checks.

DISARMER

A pocket-sized subspace transmitter designed specifically for remote interfacing with standard anti-personnel explosive devices (I.E. mines). This tool is invaluable (and indeed, **required**) for disarming and/or retrieving previously-deployed mines. Of course, its ability to do its job is directly proportional to the skill of its user...

MECHANICAL LOCKPICK

This lil' wonder contains a multitude of picks, prongs, probes, and other protrusions, all designed for penetrating the interior mechanisms of even the most stubborn of old-style locks (not that we condone acts of illegal entry in any way). Picking a mechanical lock is impossible without **some** sort of appropriate tool. Although you **could** fudge your way through with something improvised, why not pick up some picks and do things right?

The 'improved' version of this tool grants a +2 circumstances bonus to your skill check.

ELECTRONIC LOCKPICK

This specialized electronic interface card is designed to retrieve security code information from a keycard lock, then emulate the corresponding keycard to open said lock. "Picking" card locks becomes child's play with this baby...assuming you have the skill to use it properly. Card locks **cannot** be picked without this item.

The 'improved' version of this tool grants a +2 circumstance bonus to your skill check.

MEDICAL/REPAIR ITEMS

MEDKITS

Item Name	Price	Effect	Use Time	Restrictions	Weight
Medkit	50 Bz	Restores 1d8+1 HP per 2 Heal skill ranks	1 minute	Non-droids only	5 lb
Advanced Medkit	150 Bz	Restores 2d8+1 HP per Heal skill rank	1 minute	Non-droids only	5 lb
Trauma Kit	400 Bz	Restores 3d8+1 HP per Heal skill rank	1 minute	Non-droids only	5 lb
Life-Support Kit	1000Bz	Restores 4d8+2 HP per Heal skill rank	1 minute	Non-droids only	5 lb

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STIMPACKS

Item Name	Price	Effect	Use Time	Restrictions	Weight
Stimpack	60 Bz	Restores 1d10 HP; 1 pt temp CON dmg after 5 rnds	Std Action	Non-droids only	1 lb
Super Stimpack	180 Bz	Restores 1d20 HP; 2 pts temp CON dmg after 5 rnds	Std Action	Non-droids only	1 lb
Hyper Stimpack	450 Bz	Restores 2d20 HP; 4 pts temp CON dmg after 5 rnds	Std Action	Non-droids only	1 lb

BOOSTERS

Item Name	Price	Effect	Use Time	Restrictions	Weight
Dyna-Mix	150 Bz	1d6 bonus to STR f/ 5 rnds 2pts temp CON dmg after 5 rnds	Std Action	Non-droids only	1 lb
Flex-a-Dex	150 Bz	1d6 bonus to DEX f/ 5 rnds 2 pts temp CON dmg after 5 rnds	Std Action	Non-droids only	1 lb
Guts!	150 Bz	1d6 bonus to CON f/ 5 rnds 2 pts temp CON dmg after 5 rnds	Std Action	Non-droids only	1 lb

REPAIR KITS

Item Name	Price	Effect	Use Time	Restrictions	Weight
Repair Kit	50 Bz	Restores 1d8+1 HP per 2 Repair skill ranks	1 minute	Droids only	10 lb
Advanced Repair Kit	150 Bz	Restores 2d8+1 HP per Repair skill rank	1 minute	Droids only	10 lb
Reconstruction Kit	400 Bz	Restores 3d8+1 HP per Repair skill rank	1 minute	Droids only	10 lb
Overhaul Kit	1000Bz	Restores 4d8+1 HP per Repair skill rank	1 minute	Droids only	10 lb

OTHER

Item Name	Price	Effect	Use Time	Restrictions	Weight
Antitoxin	80 Bz	Grants +5 to all poison saves for 1 hour	Std Action	Non-droids only	1 lb

MEDKITS

Medkits are prefabricated packages of restorative chemicals and materials designed to repair physical damage to organic lifeforms (in other words, they restore lost HP). Medkits restore HP within a set range, and restore additional HP depending on the user's Heal skill. Medkits only work on organic creatures (not droids). Using a medkit takes one full minute (making them impossible to use in combat), and once used, a medkit is empty and worthless (not unlike my life).

REPAIR KITS

Repair kits are to droids what medkits are to non-droids. These restore HP to droid characters when used. Like medkits, they require one full minute to use, and are discarded afterwards. Repair kits restore additional HP depending on the user's Repair skill.

STIMPACKS

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Stimpacks were the response to the military-industrial complex's demand for combat-ready quick-healing technology. These chemical-filled hypodermic injectors take only a standard action to use, and instantly restore lost HP. There's a catch, however...the strain placed on the body by the chemical shock causes temporary damage to the user's constitution when the initial high wears off. Stimpacks cannot be used by droids.

BOOSTERS

"Boosters" are the generic name given to a variety of physical and metabolic enhancement drugs, designed to give quick, temporary boosts to a creature's physical attributes, such as increasing their strength or endurance. Like stimpacks, these items give instant results, but also cause a temporary loss of constitution when the effects wear off.

ANTITOXIN

This vial of generic poison blockers grants the user a +5 bonus on all Fortitude saves against poison for 1 hour. Droids, obviously, can't use this, since they can't be poisoned to begin with.