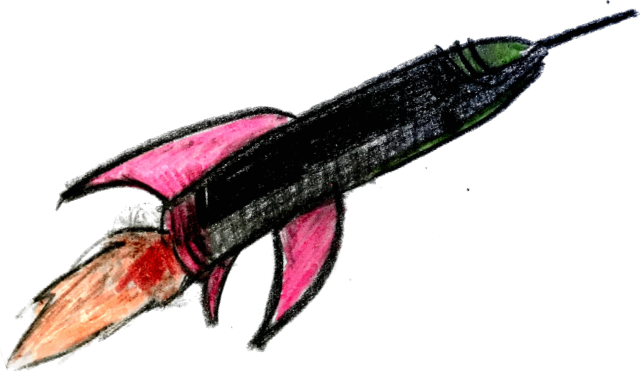


The Lost

A Solo Space Survival RPG

by Emmett O'Brian



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You and your crew were part of a small survey vessel in a fleet of ships sent out past the edge of the known galaxy. An unknown force destroyed the fleet while you were investigating what turned out to be an unremarkable moon. Without the main line ships, you have limited fuel and poor astrogation charts. Your crew looks to you for their orders and you decide to try and limp back to the last known space station the fleet left from.

Resources

Your main objective is for you and your crew to survive and get back to a civilization you recognize. To do that, you have resources that are vital to accomplishing your goals.

Each time you use a resource, you roll the die indicated. **If the roll is a 1 (one), the die depletes to a smaller die.** A D20 becomes a D12 then a D10, D8, D6 and finally a D4. Once a one is rolled on the D4 that resource is used up. **Dangerous moves deplete on the roll of a 1 or 2.** This includes rolls for hazards because of the move.

Captain Creation

Start by rolling D8 for the Captain's time in academy. If you roll a one, the time die depletes. For each roll you can take one skill point in one of the skills. You want as many skills over a five as possible. This may mean some skills being very low if the time die depletes quickly but try to have at least one on each. All skills are important but the skills are listed in the order they are most used.

Command
Navigation
Astronomy
Engineering

Piloting
Fighting

Skills and Success

Higher skills make your moves more likely to succeed. When you roll a die, if the roll is equal or less than your skill it is a success. A roll of the highest number on the current die is always a failure.

Some rolls do not require a skill. These rolls are there just to see if the die depletes. Success or failure is not important.

If any result requires you to roll against a resource you do not have, or do not want to roll against, take off one skill point from a skill of your choice and count it as a failure or take off 5 skill points and count it as a success.

Home

Easy	You arrive home after you travel 30 parsecs
Hard	You arrive home after you travel 40 parsecs
Heroic	Home in 50 parsecs

The game ends when the captain has no skill points left.

Resources

Your ship starts with the following resources. Place a die of the corresponding size on the character sheet.

Fuel D12

Food and Water D10

Hull D6

Marines D4

Laser pistols D6

Moves

To start your journey, pick a move. All moves include hazards and benefits but some are safer than others. Build moves allow you to build up your resources.

Steady Moves

Jump to the next star

1. Roll for Food and Water skill Command
 - On success happy crew.
 - On fail crew demands better rations Roll for Food and Water again. Continue to next step.
2. Roll for Fuel skill Navigation
 - On success reduce trip distance by 1 Parsec
 - On fail roll Navigation Hazard and reduce trip distance by 1 Parsec

Jump to a distant star

1. Roll for Food and Water skill Astronomy
 - On success find a star in range.
 - On fail picked a star too far away Roll Fuel
2. Roll for Fuel skill Navigation
 - On success reduce trip distance by 2 parsecs
 - On Fail Roll Navigation Hazard and increase trip distance by 1 parsec

Dangerous Moves

All rolls during **dangerous moves deplete on a 1 or 2.**

Create a wormhole

1. Roll for Fuel skill Engineering
 - On success wormhole opens.

- On fail roll Navigation Hazard and roll Hull and Marines
- 2. Roll Hull skill Piloting
 - On success reduce trip distance by 5 Parsecs.
 - On fail roll Navigation Hazard and roll Hull and Marines

Push the engines

1. Roll for Fuel skill Navigation
 - On success engines superheat.
 - On fail fuel explosion roll Fuel and Hull.
2. Roll for Hull skill Engineering
 - On success reduce trip distance by 3
 - On fail roll Navigation Hazard and roll Hull and reduce trip distance by 1

Look for intelligent life

1. Roll for Food and Water skill Astronomy
 - On success a signal is found.
 - On fail roll Fuel and add 1 parsec to distance.
2. Roll on Fuel skill Piloting
 - On success roll on Intelligent Life
 - On fail roll Hull and Fuel

Build Moves

Search for gas giant

1. Roll for Food and water skill Astronomy
 - On success, planet located.
 - On fail no planet found, try again.
2. Roll for Fuel skill Piloting. You may roll again to make multiple passes on the planet.

- On success, ram scoop syphons up hydrogen. Fuel die goes up one die size
- On fail roll for Hull skill Command
- On success, ram scoop syphons up hydrogen. Fuel die goes up one die size
- On fail roll Marines

Search for habitable planet

1. Roll for Food and water skill Astronomy
 - On success, planet located.
 - On fail no planet found, try again.
2. Roll for Fuel skill Piloting. You may roll again to look for more food on the planet.
 - On success Food and Water die goes up one die size. Roll on Planetary Troubles.
 - On fail roll for Hull skill Command
 - On success Food and Water die goes up one die size. Roll on Planetary Troubles.
 - On fail roll Marines

Repair ship

1. Roll for Food and water skill engineering.
 - On Success, Hull goes up one die.
 - On fail roll on one resource die.

Planetary Troubles

Roll d6 against the following table. On success, the test ends. On fail, roll on table again.

- | | |
|---|---|
| 1 | Poisonous plants make finding eatable food difficult. Roll Food and Water skill Engineering |
| 2 | Monstrous beasts attack. Roll Marines or Laser Pistols skill Fighting |
| 3 | Get lost while gathering resources. Roll Food and Water or Marines skill Navigation |
| 4 | Crew fights about staying on this planet. Roll Marines or Laser Pistols skill Command |
| 5 | Storm makes take off difficult. Roll Fuel or Hull skill Piloting |
| 6 | Sapient aliens surround the ship. Roll Hull or Laser Pistols skill Command |

Navigation Hazards

Roll d8 against the following table. On success, the test ends. On fail, Mutiny! roll Marines or Laser Pistols.

- | | |
|---|---|
| 1 | Asteroid field. Roll Hull Skill Piloting |
| 2 | Entered a dense nebula and lose your bearings. Roll Food and Water skill Navigation |
| 3 | Fly near a pulsar which scrambles your systems. Roll Food and Water skill Engineering |
| 4 | A stellar mass black hole catches your ship in its gravity well. Roll Fuel or Hull skill Piloting |
| 5 | Star chart requires calibration. Roll Food and Water skill Astronomy |
| 6 | Alien leeches attach to the outside of the ship. Roll Marines or Laser Pistols skill Fighting |
| 7 | Micrometeors puncture the ship all over. Roll Hull skill Engineering |
| 8 | Comet swarm passes too close. Roll Fuel skill Piloting. |

Intelligent Life

Roll against the following table. On success the encounter ends, On fail, you're attacked! roll Hull or Fuel.

-
- | | |
|----|--|
| 1 | Strange space jellyfish form a telepathic link with you. Add one skill point to a skill of your choice. Roll Food and Water skill Command |
| 2 | Strange alien raiders try and board! Laser Pistols goes up one die size. Roll Marines or Laser Pistols skill Fighting. |
| 3 | Space whale gets friendly with your ship. Reduce trip by 4 parsecs. Roll Hull skill Piloting. |
| 4 | Powerful entity hurls your ship away. Increase trip by 6 parsecs. Roll Fuel skill Astronomy. |
| 5 | Aliens offer resources but your airlock needs modifications. Fuel or Food and Water die goes up one size. Roll Hull skill Engineering. |
| 6 | Space hulk can be cut up for more hull plating. Add two dice sizes to hull. Roll Laser Pistols skill Engineering |
| 7 | Shifty merchant offers a trade. Reduce one resource by one die and raise another one die size. Roll Marines skill Command |
| 8 | Ghost ship with brain parasites infect the crew and require your to take them to a star they can inhabit. Add 3 parsecs to trip. Roll Fuel skill Astronomy. |
| 9 | Ancient mega structure, surveying it takes time but reveals a portal. Increase trip distance by 1d10 parsecs. Reduce trip distance by 1d10 parsecs. Roll on Food and Water skill Piloting. |
| 10 | Machine intelligence interfaces with your ship and takes over systems, cleaning it out takes time. Next distance traveled is doubled. Roll Food and Water skill Engineering |
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THE LOST

Captain Name:

Distance
from home

Command	○	○	○	○	○	○	○
Navigation	○	○	○	○	○	○	○
Astronomy	○	○	○	○	○	○	○
Engineering	○	○	○	○	○	○	○
Piloting	○	○	○	○	○	○	○
Fighting	○	○	○	○	○	○	○

*Track Resource by placing Die
Or writing Number in circle*

Fuel

Food/H₂O

Hull

Marines

Laser
Pistols

Ship's Log