

Blood of Pangea
RETROSPACE

A PULP SCIENCE FICTION EXPANSION
BY
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Electronic Edition

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For Robyn, who thankfully is
in my future, and to our beloved mother,
Mia Inez Archer (1930-2015), who
loved the stars and all residing there

Cover and interior art
from *Danger in Deep Space*, illustrated
by Louis Glanzman and now,
quite luckily, in the Public Domain

With many heartfelt thanks
to the Google+ community, Bill Lackey
and Mike Hill for their superb
editorial skills, and anyone else
who delights in the thrilling
spectacle of human history and progress!

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INTRODUCTION

While sword and sorcery was popular among pulp enthusiasts, it was science fiction that ruled the genre. These stories imagined futuristic worlds where man had reached out to the stars and the stars responded, often with violence! Retrospace is a Blood of Pangea expansion that aims to recreate pulp adventures in this style...

Retrospace requires Blood of Pangea to play, adding new rules and additional content, including playable alien races, robots, and special rules for epic battles in deep space.

Like sword and sorcery, pulp science fiction was a human genre that imagined new heights of technological advancement *safe* in the knowledge that mankind was up to the task. These were thrilling, action-packed adventures that emphasized heroics as much as hard science, with strange creatures on par with the beasts of mythology!

MODES OF PLAY

Science fiction is a broad genre, and there is really no wrong way to approach a campaign. Most of the time, however, these will fall into one of the following (negotiable) categories:

FUTURISTIC campaigns are set in Earth's own future. The judge can imagine a so-called "realistic" setting with no aliens and whatever story elements seem appropriate to the milieu selected.

Alternately, humans have made contact with various alien species and established a GALACTIC FEDERATION. The emphasis here is still on science and exploration, although virtually anything can happen.

SPACE OPERA also imagines a vast, inhabited universe, although one set elsewhere and divorced from history. The feeling and style of such campaigns is more akin to true fantasy, although science and technology still figure prominently within its implied setting.

HOW TO USE THIS BOOK

Except where noted (there are many new rules), all actions are resolved using Blood of Pangea and with the same basic assumptions.

As written, player characters are ordinary men and women, even the otherwise alien races, who may fight and/or attempt any action normally available to an able-bodied adult. Furthermore, they can pilot vessels built for deep space, opening up the farthest corners of the universe and going where earthbound souls can only dream. The cosmos awaits...

While the character's narrative will doubtless contain many skills, certain ones require additional explanation and/or rules for how they work in the course of an adventure game:

SKILL	NOTES
Hacker	database access, system override
Mechanic	--
-Droid	repair, maintain simple droids*
-Vessel	both space/terrestrial based*
Partisan	familiar with interplanetary law
Robotics	medical treatment for cyborgs#
Scientist	--
-Biology	identify extraterrestrial life
-Botany	detect edible/poisonous flora
-Genetics	recognize alterations, mutation
-Geology	assess ground/terrain hazards
Medicine	make diagnosis, render first aid#

*Droids/vessels repaired at half price

#Wounded heal +1 LIFE per day of treatment

Technology demands that medical and/or repair skills be available, although, per the rules, qualified characters may only speed healing and must still roll for all attempts per the judge.

Narratives must include name, race, and gender, as Retrospace offers several alien races (referred to as species), each having their own unique powers and abilities. Simply citing species is enough to enjoy the applicable powers, subject to whatever rules may apply, although this is unnecessary in a speculative (historical) setting...

All characters are adventurers or thieves, regardless of the species otherwise chosen. Sorcery is not available in a science fiction setting, although psychic disciplines (psionics) can easily substitute, subject to these rules and the dictates of the judge, noting here that such abilities must be written into the character's narrative.

Finally, MIGHT is renamed LIFE, for although sci-fi can be heroic, characters may be scientists or other non-combat specialists, reflecting the genre at its best. Furthermore, LIFE can be spent to improve any sufficiently difficult action and not just physical ones.

Pulp science fiction is an exciting genre that combines rollicking adventure with complex cosmology. These rules allow the judge to create thrilling narratives in a universe where new worlds await discovery, complete with strange alien civilizations and lost technology set against the intrigues (and politics) of a vast interplanetary setting...

I. SPACEMEN

As previously explained, character creation follows Blood of Pangea, introducing new rules and content as befits a thriving universe having many alien races inhabiting endless worlds...

BIRTH

The conditions of birth matter greatly, and those born and otherwise raised on a single world are called PLANETBORN, adding +1 when reciting facts about their home planet. Anyone born in space, whether on some colony or vessel, is considered SPACEBORN and knows a third language as befits the specifics of the judge's game.

ALLEGIANCE

Broadly speaking, characters fall into the following basic social groups, although more are possible and highly encouraged:

CORPORATES are aligned with some commercial interest, but given much freedom to travel and adventure. For instance, prospectors or surveyors under contract to explore new planets, etc.

FREEBOOTERS constitute the majority of characters; often, wanderers seeking fame and fortune. Being unbound by social obligations, they can generally come and go as they please, making them flexible.

GANGSTERS are criminals acting outside Universal law, whether being associated with a syndicate or acting alone. These may or may not have a bounty on their heads, making for great adventures!

Obviously, allegiances may shift during play, and this element of narrative role-playing is encouraged because it emphasizes storytelling and ensures more dynamic characters. Note, however, that doing so is potentially dangerous, especially when attempting to escape a former life of crime (perhaps as a smuggler or thief) per the desired campaign...

