

CRAWLJAMMED



MOST WANTED

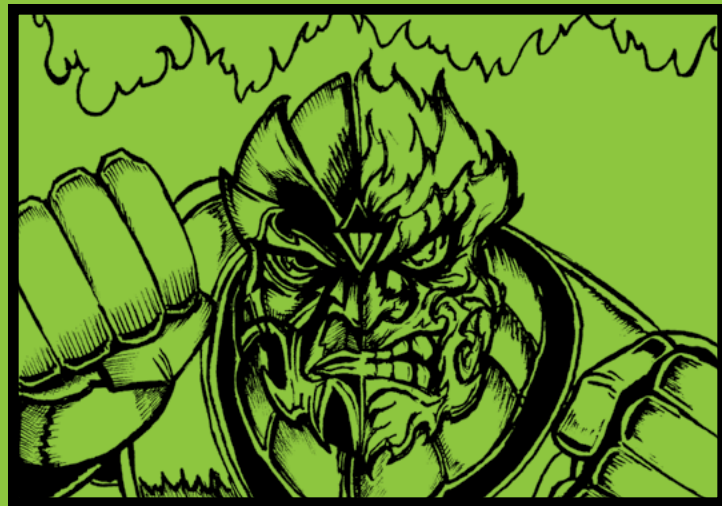
A GEN CON 2016 MINIZINE



THE PSI-KLOPIAN

The Psi-Klopiian: Init +5; Atk spinal neutralizer +6 missile fire (1d12+6) or psi-blast (special); AC 18; HD 5d8; hp 31; MV 40'; Act 2d20; SP gains +6 to stealth checks or the equivalent, psi-blast paralyzes a single human-sized target up to 200' away for 2d3 rounds unless target makes a Will save vs DC 14, spinal neutralizer is an auto-hit and inflicts maximum damage vs. paralyzed targets; SV Fort +1, Ref +6, Will +4; AL C.

The creature known only as the Psi-Klopiian is an assassin born beneath the surface of the moon Nix and mutated by phlogiston fluctuations from the Plutonian wars. He speaks only when absolutely necessary and will never engage in hand-to-hand combat. He moves quickly, using enhanced psionics to help shield himself from view as he strikes from the shadows.

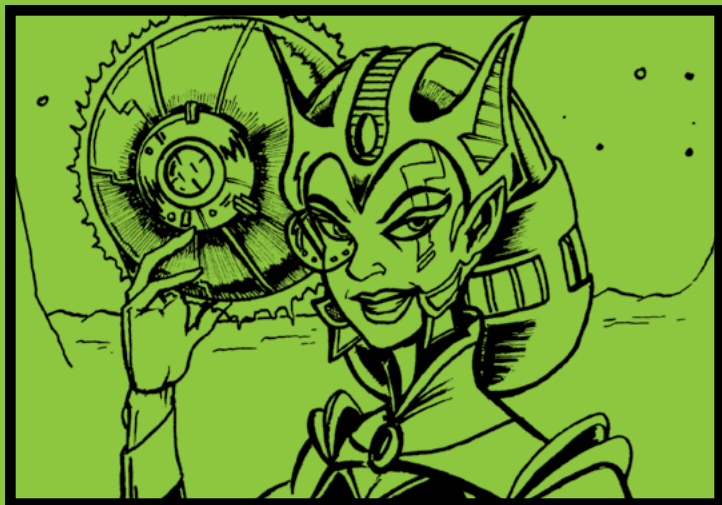


DIO-SKURR THE BINARY MAN

Dio-Skurr, the Binary Man: Init +3; Atk bash +8 melee (2d12) or flame blast +4 missile fire (1d12+special); AC 19; HD 6d8; hp 43; MV 30' or special; Act 2d20; SP may cast riftrunner spells from the *fire* or *darkness* domains as a CL 6 runner, may teleport 60' as a move action, any target hit by flame blast must make a DC 12 Fort save or become engulfed in flame, taking 1d12 damage per round until a successful save is made; SV Fort +3, Ref +3, Will -1; AL C.

A former riftrunner, horribly scarred when trapped between dimensions of fire and darkness, Dio-Skurr, or the Binary Man as he is most often called, looks to be half onyx, half flaming flesh. His transformation has made him unstable, and although he offers his services for hire, he is just as likely to pursue his own chaotic whims.





MERELDA EMPRESS OF THE MACHINE

Merelda, Empress of the Machine: Init +2; Atk punch +4 melee (1d8) or floating orb blast +8 missile fire (2d12+2); AC 15; HD 6d8; hp 42; MV 30'; Act 2d20; SP technomagic connection to floating orb device grants her the ability to cast the following spells at a +8 spellcheck: *color spray*, *dispel magic*, *levitate*, *magic shield*, *sleep*, and *transmutation*; SV Fort +2, Ref +2, Will +8; AL C.

Merelda, genius technomancer, has no patience for fools. She will ally herself with inferiors only if it will gain her access to ancient artifacts of extraordinary power. Her floating orb (which she calls "brother") never leaves her side. It features an AC of 20 and can withstand 36 points of damage before becoming damaged, but she would never allow that to happen.



GARRLOK MASTER OF THE OVER-FLUX

Garrlok, Master of the Over-Flux: Init +3; Atk energy staff +6 melee (1d12+6) or special; AC 16; HD 7d8; hp 39; MV 30'; Act 2d24; SP may cast the following spells at a +9 spellcheck: *force manipulation*, *magic missile*, *phantasm*, *planar step*, *polymorph*, *strength*; SV Fort +5, Ref +1, Will +5; AL C.

Garrlok, a former earthman who boarded an unfamiliar spacecraft and learned its secrets as a young wizard, has long declared himself the "Master of the Over-Flux" which he decrees to be the highest form of magic, unavailable to terrestrial-bound weaklings. If he engages in a spell duel with a human spellcaster, Garrlok gains an additional +2 to all spellchecks during the duel.

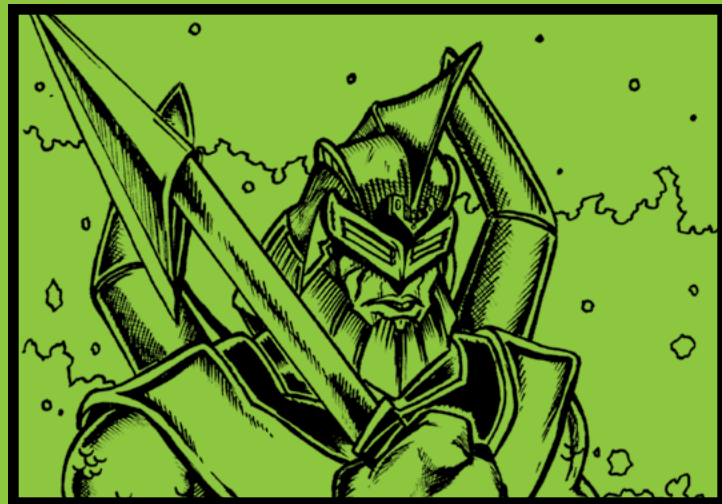




HEL-ZARREN FIEND OF THE RAGE PIT

Hel-Zarren, Fiend of the Rage Pit: Init +2; Atk claws +12 melee (2d12) or charging gore +8 melee (2d12+special); AC 17; HD 9d8; hp 66; MV 40'; Act 2d24; SP may use an action to blast beams of despair from its eyes equivalent to a *ray of enfeeblement* spell at a +6 spellcheck, charging gore attack catapults victim 4d12 feet backward unless a Fort save vs. DC 20 is made; SV Fort +12, Ref +5, Will +8; AL C.

A fiend of the rage pits of the Gamma Nebulon dimension, Hel-Zarren travels the spaceways by climbing aboard departing craft and murdering everyone inside while in flight. A plaything of twisted ascended masters of an alternate reality, Hel-Zarren has been unleashed in this galaxy with a single purpose: to slay the living.



SHRIKE THE STAR HUNTER

Shrike, the Star-Hunter: Init +7; Atk stab +7 melee (1d12+7) or starpoon +7 missile fire (1d12+special); AC 17; HD 7d8; hp 50; MV fly 40'; Act 2d24; SP infravision goggles allow him to detect invisible up to 100', if used at a range of 20' or more (up to 150') starpoon will affix to its target and pull the victim adjacent to Shrike unless the victim makes a DC 20 Reflex save to twist free, if the victim twists free then he or she takes 1d12 additional damage from the barbs; SV Fort +7, Ref +7, Will +7; AL C.

By means of techno-artifacts, Shrike can fly across the surface of planets and through interplanetary space, hunting for trophies to line the walls of his residence on the moon Europa. He has recently become bored with hunting space creatures and has turned his attention to the galaxy's most dangerous game: the Perilous League.



From the depths of space come six vile villains to plague your Crawljammer crew. **Roll 1d6** and see what unexpected threat will arrive on the scene. Roll more than once...*if you dare!*

NO. OF 100

..... **TIM CALLAHAN**
WORDS

..... **FRED DAILEY**
PICTURES

..... **MATT HILDEBRAND**
DESIGN

THE COMPLETE
CRAWLJAMMER
CORE BOOK COMING SOON!



MOON DICE
GAMES



CRAWL JAMMER



Name

Title

Occupation

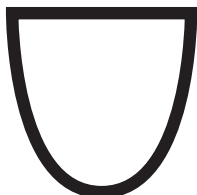
Class

Alignment

Speed

Level

XP



Armor
Class



Hit Points

Max: ____

Combat Basics

Initiative: ____

Action dice: ____

Attack: ____

Crit die: ____

Crit table: ____

Weapons

Treasure

Equipment

Armor

Strength

Modifier: ____

Melee Attack

Melee Damage

Agility

Modifier: ____

Ref
Save

Missile Attack

Missile Damage

Stamina

Modifier: ____

Fort
Save

Character Portrait or Symbol

Personality

Modifier: ____

Will
Save

Luck

Modifier: ____

Lucky Roll

Intelligence

Modifier: ____

Languages

Notes

