

# Space Rat

The Jack Cosmos Adventure Game!



Based on the best selling novels by Nathan Russell

# Space Rat

At last! A role playing game based on your favourite intergalactic anti-hero, *Jack Cosmos - the Space Rat*. You've read of his cheesy escapades in the international best selling novels, you've seen his devious antics on the nationally syndicated television series, and collected the spring-loaded glow-in-the-dark action figures. Now you can take part in his outrageous adventures too! Suit up and prepare for action -you're about to join the Space Rat's cadre of needy girlfriends, the Femme Babes, as they set out on another wild ride across the universe!

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We all know and love the dastardly cad, Jack Cosmos, the mutant space rat. We have chuckled at his underhand manipulation of those around him. We've laughed at his hilarious escapes from the clutches of Certain Doom. And we have been amused by the inability of those around him to see through his charade and recognise him for what he really is - a low-down dirty rat!

Time after time the mission is completed by Jack's bevy of beauties, the Femme Babes, yet the Space Rat gets the credit. Adventure after adventure his incompetence gets him into trouble, but the Femme Babes are always there to bail him out. And if he hasn't been captured by evil space invaders, or "tied up" in diplomatic engagements with a beautiful alien princess, he is concocting some excuse that will get the Femme Babes to do the dirty work while he scurries off to smoke cigars and drink cognac in a seedy piano lounge somewhere! But the Femme Babes, like everyone else, keep falling over each other to be with him. Whether it's his rattish good looks, his roguish charm, or the life-time supply of *Acme Hot Stuff!* spray he keeps under his bed, we're not really sure, but men want to be him and women want to be with him!

In *Space Rat: the Jack Cosmos Adventure Game!* players become members of the Femme Babes, helping Jack on his adventures in the hope that he will pay them a little extra attention. As a Femme Babe you will have to work with the other girls to complete the mission, but at the same time you want to make sure no one upstages you!

## A 24-Hour Role Playing Game

This game has been created in twenty-four hours. A single, continuous rotation of the insignificant planet Earth around its pale yellow sun. That's why I included all those bits it turns out you didn't like.

It has also been created as my entry in the *Ronnies*. I took for my inspiration the words **Rat** and **Girlfriend**.

It has been fun. Lots of fun. And tiring (but fun). I hope you enjoy the game.

## Credits

**Writing:** Nathan Russell

**Typing:** On a keyboard with a sticky "H" key

**Images:** Created in *Hero Machine*,  
<http://www.heromachine.com>

**Inspiration:** All those cheesy sci-fi films from the 1970's and 80's, where the hero was played by a washed-up sports star and the women had more hair than clothes. Acting skill was an optional extra, much like sets and costumes!

## The Basics

*Space Rat: the Jack Cosmos Adventure Game!* is a role playing game. Playing a role playing game (or rpg) is a bit like making a movie. One player becomes the director, while the others take on leading roles. Instead of needing elaborate sets, expensive film equipment and a detailed script (few of which were ever used in the *Space Rat* TV series anyway), all the action takes place in your head.

### What is Role Playing?

You no-doubt remember playing 'lets pretend' games as kids, where you and your friends made up stories or locations and imagined what you would do there. Or you ran around the yard, recreating the exploits of your favourite movie hero or wrestling champion. This play acting is at the very heart of role-playing, where you leave the real world behind for a few short hours and imagine with your friends the kinds of things you might do if presented with a certain set of events or opportunities. Rather than running about the house swinging imaginary swords or exclaiming "Bang! Bang! You're dead!" however, you and your friends sit around a table or on the sofa and let your imaginations do the work.

Players take on the role of a character. Over the course of an adventure characters will fight villains, swing from random cables, blast killer botz with photon guns, run screaming from the horror that is the Limpnoid, get their hair shot up, and do a multitude of other exciting things. Throughout this journey, the player describes how the character interacts with the world and people around them. Like I said before, it's a bit like making a movie, except all the action takes place in your imagination.

One player will become the director, who will describe the setting and locations of the adventure, the bad guys and all the other characters. The director will guide the story, interpreting the actions of characters. It is an important and exciting job, as the director forms the thread of the tale and subtly guides the story to its conclusion, ensuring that everyone enjoys themselves along the way.

Don't worry if this still all sounds a little confusing, you will be given plenty of help along the way.

### What You Will Need

As well as a few friends and a comfortable place to play, you will also need to gather a few other items.

**Dice:** you will need some dice. Just the normal ones you use to play Monopoly or Yhatzee. We call these "d6" - "d" for die, and "6" because they have six sides. If we say "roll a d6", we mean roll one die. Sometimes we'll talk about multiple dice, in which case a number will be stuck in front of the "d", like "3d6". In these cases you roll a number of dice equal to the number in front (so 3d6 means roll three dice). Usually you will look at the result of each die individually.

Each player will need a handful of dice - maybe as many as five each - so go raid those old board games you never play with.

**Pencil & Paper:** you are going to need to make notes throughout the game, so a pencil and paper will come in handy.

**Character Sheet:** all the details of a character are recorded on a piece of paper we call a character sheet. If you are going to be playing one of the original *Femme Babes* from the books or TV show, photocopy the appropriate sheet. If you plan on creating your own *Femme Babe*, you will need to make a copy of the blank character sheet, which can be found at the back of this book.

**Other Stuff:** some role players like to use other items to enhance their games, such as graph paper for maps, a white board for the director to draw diagrams of locations, or miniature figures to represent their characters. All of these are good ideas, but not necessary for play. Of course, if you have a set of the *Space Rat Collectable Miniatures* (regular or silver-plated), then by all means use them!



## Femme Babes

*Jack strutted into the area of his secret compound that he liked to call his harem. The femme babes were in the middle of various activities - brushing hair, reading books, watching the vid viewer, playing Magic: the Gathering, fencing. No pillow fights while dressed in night gowns, Jack noted with disappointment. A hush fell across the room as the femme babes began to realise that the Space Rat had come to pay them a visit. A dozen pairs of eyes - blue, brown, green, violet and all the other colours of the spectrum - focused on Jack expectantly. The femme babes could sense he had come to ask a favour. And Jack knew every last one of them would be happy to oblige.*

*-from Space Rat and the Pleasure Planet of Robotic Ape Women*

In *Space Rat: the Jack Cosmos Adventure Game!* you take on the role of a Femme Babe, one of the Space Rat's many "lady friends" that always seem to be getting him out of trouble. Like all the Femme Babes, you adore Jack Cosmos. Your every thought is consumed with plotting ways of winning his heart, getting rid of your rivals in love, or just day dreaming of the times you have had, or will have, with the Space Rat.

You can't quite put your finger on what it is about Jack Cosmos that attracts you - all you know is *you want him*. Perhaps it's the dashing figure he cuts when wearing the Star Ranger uniform. Maybe it's the masculine way he blows cigar smoke in your face as you lean in to kiss him. It could be those deep black compassionless pools that are his eyes. Maybe it's the stirring speeches he gives when interviewed by the galactic press, and the modest way he refuses to put anyone else in danger by accepting the praise for all the deeds attributed to him. Or perhaps it is just that every other woman in the galaxy wants to be with him. Whatever it is, you know you would do anything to get closer to the mutant rat of your dreams.

When playing *Space Rat: the Jack Cosmos Adventure Game!* you can take the role of one of Jack's well known femme babe companions, or create your very own femme babe. This chapter details all the elements that make up a character, which will be important, whatever path you choose to take.

### Stats

All characters have four statistics that define their broad physical and mental qualities. They are Fitness, Reflexes, Mind and Presence.

**Fitness** is a description of a character's health,

strength, vigour and general well being. Fitness is an important stat for characters that get into a lot of fights, or need to do a lot of heavy lifting (like carrying Jack back to his room after he passes out in the bar).

**Reflexes** defines a character's co-ordination and speed. It is an important stat for characters that like to shoot things or avoid danger (like a hairbrush thrown at you by an angry femme babe).

**Mind** rates a character's mental faculties, including general knowledge, wits, perception and education. It is an important stat for characters that like to notice things before they happen and remember important dates (like Jack's birthday).

**Presence** describes a character's strength of personality, bearing and charisma. It is an important stat for characters that like to get their own way (through intimidation, diplomacy or seduction).

### Descriptors

Stats are defined with one of six possible *descriptors*, words that indicate how good (or bad) this particular aspect of the character is. A stat can be abysmal, poor, typical, good, excellent or incredible.

**Abysmal** stats are exactly that. They are so bad they are almost a disability. An abysmal fitness might indicate a bed-ridden character, while an abysmal mind might be had by a simple animal. Characters rarely have abysmal stats.

**Poor** stats are below average. They are not necessarily a disability, but they will make life difficult. A poor reflexes would describe someone that regularly trips over their own feet, while a poor presence could indicate a "wall flower".

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**Typical** stats are the universal average for the woman on the street. There is nothing good or bad about a stat that is typical. A typical presence might be had by a “plain Jane”, while a typical fitness would describe anyone who gets a little bit of exercise and doesn’t eat take-out every night of the week.

**Good** stats are those that are better than average. A good mind would describe a well educated character, while a good reflexes would be had by a professional dancer.

**Excellent** stats are well above the norm, and indicate exceptional ability. An excellent fitness should be had by a champion marathon runner or wrestler, and a galaxy-famous model would have an excellent presence.

**Incredible** stats indicate super-human ability. An incredible mind might describe the pinnacle or modern scientists or philosophers, while an incredible presence would be had by the President of the Galactic Federation.

When creating your own femme babe one stat can be Excellent, another Good, the third is rated Typical and the last stat should be Poor.

## Traits

Characters have three “sub stats” called traits. They are just as important as the other stats, but differ as their value can change over the course of an adventure. The traits are health, luck and attention.

**Health** indicates a character’s well being and, well, health. As a character sustains damage their health drops, until they fall unconscious (or perhaps even die). Characters begin an adventure completely healthy.

**Luck** is a numerical rating of how much the fates smile on her. Luck begins at zero, and can both increase and decrease over the course of an adventure. Luck can be “spent” during a game to improve a character’s chance of success at actions.

**Attention** is what a femme babe wants, particularly from the Space Rat. As a character does heroic or dramatic things, the amount of attention they receive increases. Do nasty things, or (worse) nothing, will cause a femme babe’s attention levels to diminish.



*Kayla, the shipwrecked girl*

from the cover of  
*Space Rat and the Tangled Web of Supple Limbs*

## Skills

Characters have talents, knowledges and knacks that can give them an edge in certain situations. These abilities are called skills. Each skill is a broad grouping of related abilities or knowledge that a character might be trained in.

**Acrobatics** covers tumbling, balancing, prancing around delicately, dancing and similar activities.

**Athletics** is any physical pursuit not covered by another skill, and includes such activities as running, jumping and climbing.

**Awareness** is the knack of noticing (spotting, hearing or feeling) things, and keeping track of what is going on around you.

**Brawling** is any act of unarmed combat, including boxing, wrestling and some martial arts, as well as fighting with improvised weapons such as chairs and broken bottles.

**Communicate** is a broad grouping that covers any ability that can be used to send or receive an idea, and includes diplomacy, innuendo, intimidation, and body language.

**Crime** is any knowledge related to criminal activity, including overriding security devices, identifying underworld figures, and knowing the law.

**Driving** covers the use, maintenance and identification of any land or water based craft.

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**Education** is a catch-all category for knowledges and learning not covered by other skills, including knowing about history, geography, and science.

**Medicine** is the ability to diagnose and treat injury and illness, and includes both first aid and the use of alternative remedies.

**Melee** is close combat with weapons, including swords, axes and clubs, and may cover some kinds of martial arts.

**Perform** covers acting, disguise, bluffing and other activities where you pretend to be something other than who or what you really are.

**Piloting** is the ability to control, identify or otherwise know about flying vehicles and space craft.

**Shooting** covers any kind of ranged combat, from throwing spears or ninja stars to firing pistols, machine guns or howitzers.

**Stealth** is any ability that involves being quiet or sneaky, including moving silently, hiding and slight of hand.

**Survival** is the knowledge or ability to operate in the wilderness, and includes tracking, identifying poisonous plants or dangerous animals, and knowing when you're about to be caught in a blizzard.

**Tech** is the ability to interact with mechanical or technological devices, including engines, robots, computers and weapons. It covers the knack of both repairing and disabling, damaging or destroying such objects.

**Zero-G** covers the ability to space walk, as well as use space suits and perform all manner of athletic activities in a weightless environment.

## Specialities

Some characters are exceptionally knowledgeable or talented in a specific area of interest. This is represented by skill specialities. A speciality can be any related "sub ability" of a skill, such as *running* or *climbing* for the Athletics skill, or *intimidation* or *diplomacy* for Communicate.

A character either has a skill, or does not. You may choose five skills for your character. One of your skills may have a speciality.

## Gear

Characters can use a variety of objects, items and equipment over the course of an adventure, but each femme babe always carried one or two "signature" items that defined who or what they are. Everyone remembers *Bloody Mary*, the pirate girl with her peg-leg machine gun, and *Diana*, the amazon princess girl with her magic lariat.

In *Space Rate: the Jack Cosmos Adventure Game!* a character's equipment is defined by its *effects*, descriptors of exactly what the object can do. A piece of gear may have easy to quantify abilities (such as causing damage), or vaguer effects.

A piece of gear usually has one to three "slots" for effects. A basic sword just has one slot, for the "damage" effect. All ranged weapons have two slots, they cause "damage", and do so from "range". Gear can also have the same effect twice (or more), increasing its effectiveness. For example, the two-handed laser axe (made famous by *Nanoc*, the barbarian girl) has the effects "damage x2", meaning the bonus to damage is double that of a normal laser axe.

The five most common effects are;

**Damage** is a compulsory effect for any weapon. Without out this effect any weapon is just a short, blunt stick. Maybe not even that.

**Range** is needed for any object you want to use at a distance, including guns, crossbows, throwing knives, and communicators. Weapons with a range effect can be used to attack targets up to 30 feet away. Other objects with the range effect will have variable distances at which they might be effective (for example, a communicator probably as a range of several miles).

**Protection** provides resistance to injury or damage. The default effect is "armour" meant to reduce the amount of injury caused by weapons and attacks, but a character might have other forms of protection as well (such as "protection from vacuum" for a space suit).

**Movement** effects double the speed of an object/user, such as rocket boots. Some gear may not increase the object's speed, but instead give the user the ability to move in an unusual manner (such as the ability to fly, walk on water or travel through space). Such effects do not grant additional speed.

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**FX** are effects with a more nebulous ability, such as a super-computer wrist watch that makes it easier to do research, or a magic mask that can make you look like anyone. When a character performs an action using a piece of gear with a related or useful effect (such as disguising themselves and using the magic mask) the gear works just as if the character had a speciality in the related skill/action.

## Weight & Bulk

Though being encumbered never seemed to bother Jack Cosmos (or *Little Betsy, the gigantic girl*), it's helpful to know that an object typically increases in size or weight, with the number of effects it has. So a pistol with two effects (range and damage) is bulkier than a dagger with one (damage). A hover bike (movement) is smaller than a space shuttle (space and fast movement, protection from vacuum). Just FYI.

## Props

There are lots of objects, items and gear in the universe that has no effect. Such items are called *props*. A character can have any number of props, but they *never* provide an advantage. They can, however, cause problems and hinder a character.

For example, a beautiful glow in the dark dress with no effects (the character cannot see by the light of her dress for instance) will probably become a hindrance when the character tries to hide in a dark room from the Deadon guard patrol.

## Galactic Pounds

Characters may want to buy new equipment, bribe guards, or even sell their signature gear in order to afford a new dress for their hot date with Jack Cosmos. All commerce in the galaxy is conducted in Galactic Pounds, or GP.

In *Space Rat: the Jack Cosmos Adventure Game!* items and objects are priced according to how many effects they have. For each effect an object has, it costs 100 GP. So a typical ray gun (two effects, damage and range) would cost 200 GP.

A character begins the game with 300 GP. This means they can buy a single device with three effects, three devices with one effect each, or any other combination. Or they could just keep the cash.

## Example Gear

Here's a list of equipment common to the Jack Cosmos universe. Some, you will notice, has more than three effect slots. That's okay.

**Photon Ray Gun** (damage, range). The most common personal firearm in the galaxy, the photon ray gun comes in a variety of shapes, sizes and colours. 200GP

**Laser Sword** (damage, protection). An eccentric weapon usually favoured by old bearded men or cute alien chicks with "head tails", the laser sword can be swung dramatically in front of ones self to deflect incoming combat and shooting attacks. 200GP

**Deadon Armour** (protection). The distinctive black and white armour worn by the minions of Certain Doom. 100GP

**Rocket Pack** (flying movement). A back pack or belt device that grants the wearer the ability to fly, much like the one used by *Cosmarina, the space girl* in *Space Rat and the Attack of the Multi-Headed Mutant Cattle from Mars*. 100GP

**Battle Blaster** (damage x3, range x2). A large and very dangerous weapon that fires globules of liquid plasma. 500GP

**Flipper** (fly and space movement, fast movement, protection from vacuum, carries passengers). A typical light space speeder with room for a pilot and up to four passengers, 400GP

**Gamma Barge** (space movement, protection x5, protection from vacuum, lots of passengers [x2 FX]). The enormous space battle ship used by the Gamma Men of Mercury. It carries a complement of soldiers, fighter craft, and a battery of star cannons. 900GP

**Star Cannon** (damage x5, range x2). These massive guns are ship-mounted weapons, far too large to be carried by a normal person. 700GP

**Data Box** (education FX). A hand-held computer with a massive data bank of general knowledge, it makes research and similar tasks much easier. 100GP

**Illuminator** (awareness FX). A portable light that makes seeing in the dark possible. 100GP



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**Gravitonic Reciprocator** (climbing FX). This long thin cord comes on a spool with an optional grapple attachment. It makes ascending and descending surfaces and objects much easier. 100GP

**All Weather Jacket** (survival FX). Made from the semi-sentient fibres of the kallico tree, this jacket adjusts to the ambient temperature of a locale to keep the wearer at a constant comfortable temperature. 100GP

**Rumbler** (all-terrain movement, repair FX, passengers). The versatile all-wheel-drive vehicle for the girl that wants to go anywhere. It has room for a driver and up to five passengers. The simple design of the engine and rugged chassis make repairing the rumbler exceptionally easy. 300GP

**Space Suit** (protection from vacuum). The perfect outfit for space walks and essential mid-flight repairs. 100GP

**Kinetic Cushion** (protection from falling x3). A small device that can be carried in the hand or on a belt hook. When the rip-cord is pulled the carrier is instantly surrounded by a bubble that will absorb kinetic energy from falls, or objects dropped on them. The bubble bursts on impact. 300GP



*Jill, the outdoors girl*  
was always prepared, with her gravitonic reciprocator, illuminator and all weather jacket.

from the cover of  
*Space Rat and the Temple of Luminous Fruit Eating*  
*Sepholapods from the Planet of Reincarnation*

## Rounding Out

That, in a nutshell, is everything you need to know about a femme babe. If you want to play one of the pre-generated femme babes from the novels and TV series, you're ready to go, just pick one from the four fan favourites provided.

**Mayden, the alien girl** from *Space Rat and the Rolling Plasma Planet of Everlasting Fried Chicken*, is a tough warrior woman. With her magical pole axe she is both competent in battle, and able to vault over tall walls or across wide crevasses.

**Cosmarina, the space girl** from *Space Rat and the Jungle of Technological Wonders and Dangerous Doads* is super intelligent and a wiz at fixing things. Everyone remembers her dramatic escape from the Battle Cattle of Baltimore by re-wiring their core programming to attack the Meadow Master!

**Kitty, the cat girl** from *Space Rat and the Attack of the Awkwardly Effeminate Friends of New Earth* is a swashbuckling rogue and all-round saucy wench! Swinging from chandeliers is her speciality!

**Valerie, the slave girl** was memorably portrayed by Nicole Kidman in the short lived TV series. Her enticing belly dances and patented gyrating hip attack have brought more than one villain to their knees!

If you have created your own femme babe then you are almost done, too. All you need to do is give your character a name and a brief by-line that describes her heritage, occupation or other most prominent feature. This is almost always in the form of "the CONCEPT girl", where CONCEPT is a one or two word description.

For inspiration, some lesser known femme babes from the novels include;

Opaque, the invisible girl

Marice, the incredibly thin girl

Kyra, the strong girl

Tyla, the abnormally hairy girl

Sam, the suspiciously masculine girl

The character sheet on the opposite page is all yours, to fill out your character details on.



# The Jack Cosmos Adventure Game!

**Name**

**Concept**

**Fitness**

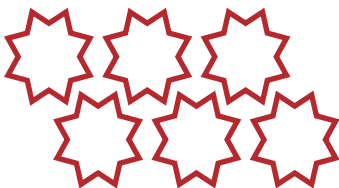
**Reflexes**

**Mind**

**Presence**

Character Portrait

**Luck**



**Health**



**Skills**

**Gear**

**Attention**



## Mayden

the Alien Girl

Fitness

Excellent

Reflexes

Typical

Mind

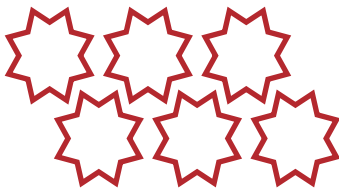
Good

Presence

Poor



Luck



Health



Skills

Melee (Pole axe)  
Acrobatics  
Survival  
Crime  
Awareness

Gear

Mystic Pole axe  
(damage, leaping FX)  
  
Warrior Dress  
(protection)

Attention



## Cosmarina

the Space Girl



**Fitness**

Poor

**Reflexes**

Good

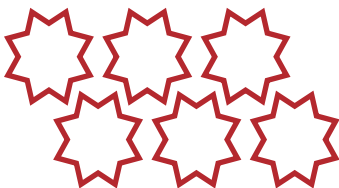
**Mind**

Excellent

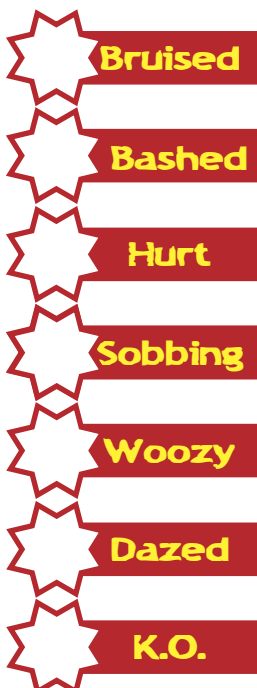
**Presence**

Typical

**Luck**



**Health**



Bruised

Bashed

Hurt

Sobbing

-1

Wozy

-2

Dazed

-3

K.O.

**Skills**

Pilot (Flippers)

Zero-G

Communicate

Education

Tech

**Gear**

Data box

(education FX)

Hover Scooter

(Fly & Fast  
movement)

**Attention**





Kitty

the Cat Girl

Fitness	Typical
Reflexes	Excellent
Mind	Poor
Presence	Good



Luck

Health

Bruised

Bashed

Hurt

Sobbing

-1

Woozy

-2

Dazed

-3

K.O.

Skills

Melee

Stealth

Perform

Athletics (Climbing)

Awareness

Gear

Scimitar  
(Damage)

200GP

Attention

## Valerie

### the Slave Girl



**Fitness**

Good

**Reflexes**

Poor

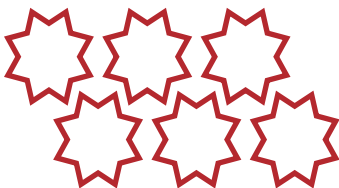
**Mind**

Typical

**Presence**

Excellent

**Luck**



**Health**



Bruised



Bashed



Hurt



Sobbing

-1



Woozy

-2



Dazed

-3



K.O.

**Skills**

Acrobatics (dancing)

Brawling

Medicine

Survival

Perform

**Gear**

Seductive Costume  
(Perform and  
Communicate FX)

Revitalising Salve  
(Medicine FX)

**Attention**





# Space Rat

# Feats of Daring

Cosmarina leapt from her hover bike, flying through the air, her arms out stretched in a carefully plotted simulation of the Possum People of Pentum V's graceful gliding action. From below only the most astute observers would notice the absence of the thin membrane that extended from forearm to upper thigh and allowed the Possum People to fly. Cosmarina calculated the trajectory she needed to reach the ledge of the window where she had spotted Jack's silhouette, and subtly adjusted her body to compensate for wind speed. Her calculations were, as usual, perfect. She landed gracefully on the thin window ledge with only the softest of thuds. It was then that she began to slip from the smooth marble surface, and was thrown into a flurry of frantic arms as she tried to find a hand-hold, lest she fall to the ground seven stories below!

-from *Space Rat and the Sinister Secret of the Sentient Space Station*

*Space Rat: the Jack Cosmos Adventure Game!* is a game of action and daring stunts. It is all about recreating the outrageous escapades that Jack and the femme babes get involved in, and the larger-than-life adventures they have.

In a role playing game, when you want your character to do something, you tell the director and they determine how likely you are to succeed. Sometimes they will just so "Okay, you attempt to open the typical security door, and in a few moments you succeed." (Or some such.) Other times the chance of success may not be so clear. This is when a *feat check* is called for.

### Feat Checks

A feat check is made whenever there is some chance that the task being attempted might fail, or when the outcome will have a dramatic effect on the game.

A feat check involves comparing a character's stat with a "difficulty" determined by the director. This comparison gives a number that you must roll equal to or over on 2d6 in order to succeed at the action. All of this is done with the chart below.

When a player declares they want their character to do something, the director decides which stat is being used to accomplish the task. For example, lifting a heavy rock or running a marathon would be a fitness feat, while remembering how to build a particle accelerator would be a mental feat. Next, the director determines how difficult the feat being attempted is. Difficulty classes use the same descriptors that stats do, and most tasks (such as shooting someone at close range) are typical.

Find the characters stat descriptor in the left hand column, and the difficulty of the action in the top row, and cross reference them. Where the stat row and difficulty column intersect is the target number that you must rolled equal to or over on 2d6.

*For example*, Kitty, the cat girl, wants to dodge out of the way of a falling pot plant that has been pushed from a balcony above her. The director deems this is a Reflexes feat with a difficulty of typical - most people could jump out of the way of the falling object if they knew it was coming. Cross referencing Kitty's Reflexes of *excellent* with the *typical* difficulty we find the target number is 5+. Kitty's player must roll five or higher on 2d6 to succeed.

	Abysmal	Poor	Typical	Good	Excellent	Incredible	What the?
Abysmal	7+	8+	9+	10+	11+	12+	12+
Poor	6+	7+	8+	9+	10+	11+	12+
Typical	5+	6+	7+	8+	9+	10+	11+
Good	4+	5+	6+	7+	8+	9+	10+
Excellent	3+	4+	5+	6+	7+	8+	9+
Incredible	3+	3+	4+	5+	6+	7+	8+
What the?	3+	3+	3+	4+	5+	6+	7+



## Degrees of Success

Most of the time you just need to know if a character succeeds or fails at an action, but sometimes you will also need to know how well they succeeded or how badly they failed.

Finding the degree of success or failure is simply a matter of reading along the stat's descriptor row on the feat chart until you find the dice score you rolled. The column that you are in will give you a description of how impressive your success was.

*For example*, Cosmarina is attempting to fix her hover bike so she can escape the desert planet of dwarves, Tattoo, before the Deadon fleet arrives. The director deems this a Mind feat, and decides a *typical* success will allow Cosmarina to repair the bike before the fleet arrives, and every degree of success above that will give her a ten-minute head start. Cosmarina's player rolls 2d6, scoring 7. Reading along the *excellent* row (Cosmarina's Mind descriptor), we find that a roll of 7 is an *excellent* result. That's two degrees above what she needed, so Cosmarina fixes her over bike and scoots away twenty minutes before the Deadon fleet arrives.

## Skills and Specialities

Not all femme babes are built equal! A character's skills and specialities will affect their ability to succeed at feats. If a character has a skill that relates to the task being attempted, their stat is treated as being one descriptor better.

So Cosmarina in the example above could have used her Tech skill to increase her Mind stat to *incredible* when trying to fix her hover bike.

Specialities are an exceptional understanding or talent in a limited area of a skill. In a situation where a character's speciality also applies, the player gets to roll 3d6, and choose which two dice to keep.

*For example*, if Kitty wanted to climb up to the balcony (a Fitness feat) and find whoever was throwing pots at her, she would get to apply a row shift (increasing her Fitness from typical to good) and can roll 3d6, keeping the best two dice.

If a player has more than one speciality bonus (such as from a skill speciality and an FX extra from gear) they may roll one extra d6 per speciality, and keep the best two results. (So if Kitty had a gravitonic reciprocator she would roll 4d6!)

## Luck

A character can call upon fate to save their bacon or make actions easier. A character can use their luck to affect any feat check they make, but it is not without risks. Each time luck is used you must mark off one "lucky star" on the character sheet. When you have filled in all six, the character is out of luck and cannot call on fate any more.

Luck can be used in the following ways.

**Gain a speciality** for a skill the character has. The effect lasts for a single feat check.

**Use a skill in an unusual way.** Some skills are less appropriate for some situations than others, but that never stopped any of the femme babes attempting the impossible with their improbable talents. Luck allows a character to use an unlikely or inappropriate skill to complete a task, so long as they can come up with a semi-plausible reason for how the skill will be useful.

*For example*, in the excerpt at the start of this chapter you could imagine that Cosmarina used her Education and knowledge of mathematics to improve her chance of making a dramatic leap (more an acrobatics or athletics skill) from her hover bike.

**Automatically heal a single health level.** A character can use luck to immediately remove one level of damage. So sobbing would go back to hurt, hurt would go down to battered, etcetera.

**Take an extra action.** A character can use luck to take two actions in a turn (explained below), instead of the usual one. They must declare the extra action immediately after their first action, before any other character begins their own action.

## Bad Luck

Using luck does have a side effect - bad luck. When a player declares that they are using luck, any other player may demand they *test their luck*. To test a character's luck, roll 1d6 and compare the result with their *current* luck total (this is their luck before crossing off another star for the action they have just declared).

If the roll is over their current luck then they have passed the test and do not mark off a lucky star for this use of luck. The player that demanded the test must mark off a lucky star instead.

# Space Rat

If the roll is equal to or less than the character's current luck, the test has failed. You do not cross off a lucky star in this instance either, but instead of taking the action you were using luck on, the player that called for the test gets to *describe* what happens. No dice rolls are made.

A player describing the action can have the unfortunate femme babe do whatever they like, so long as it directly relates to the activity the character was attempting to perform. For instance, if Valerie was attempting to drive a rumbler across a swollen river, and failed a test of luck, the player that demanded the test might describe the rumbler being washed into the river and further down stream. If Mayden was using luck to take an extra action and failed a test of luck, the player that demanded the test may describe her tripping over her sandals and falling flat on her face.

**Why call for tests of luck?** Players should keep in mind that their character wants to be Space Rat's girlfriend, and the only way that is going to happen is if they get more attention than the other femme babes. By forcing other characters to test their luck, you can hinder them in accruing attention. Valerie about to deal the killing blow to the villain by taking an extra action? Try tripping her up. Cosmarina going to achieve a what the? success by dismantling the super bomb? Why not give her a case of butter fingers! Just remember, the nastier you are to the other femme babes, the nastier they will be to you!

## Regaining Luck

A character can regain luck (by reducing the number of lucky stars marked off), in two ways.

The first way to regain luck is to force other femme babes to test their luck. When you force a character to test their luck and they fail the roll, you regain luck.

The second way to regain luck is to voluntarily increase the difficulty of an action (so a typical action becomes a good one, etcetera). Declare that you want to make the action harder before making your roll. The action succeeds, you regain luck.

## Combat

Some of the most common feat checks encountered in *Space Rat: the Jack Cosmos Adventure Game!* revolve around combat. When violence appears to be the only way to solve a problem (and lets face it, the femme babes seem to think it's the most effective way to solve problems) "combat" begins.

### Rounds

Combat is divided into rounds, which are abstract periods of time long enough for a character to perform one simple action, such as punching someone, or administering first aid. A round represents between three and six seconds of time. In a round a character could;

Punch someone (brawling feat)

Swing a sword at an enemy (melee feat)

Fire a ray gun at a charging rhino (shooting feat)

Run 30 feet

Swing from a chandelier and drop on an enemy

Characters act in order from highest Mind stat to lowest mind stat. This represents characters with a good head on their shoulders knowing when and how to act. These descriptors can be increased by any character with the awareness skill. Ties act simultaneously, with the exception that femme babes will always act before other (non femme babe) characters.

### Brawling and Melee Attacks

When a femme babe wants to attack an enemy in close combat they must make a Reflexes feat check (plus any bonus for either the brawling or melee skill and specialties). The difficulty of the check is determined by the target's Reflexes. If the target has the acrobatics skill, the difficulty is increased by one more column (from typical to good, good to excellent, etcetera).

*For example*, Mayden attempts to strike a Deadon guard with her pole axe. Mayden has typical Reflexes, plus the skill melee (pole axe). Her Reflexes counts as good, and she gets to roll 3d6, keeping the best two dice! The Deadon's Reflexes is Typical, meaning Mayden's player needs a 6+ to hit.

**When a femme babe is attacked** in close combat, they must make a Reflexes feat check (plus any bo-

nus for acrobatics, brawling, or melee) against a difficulty equal to the attacker's Reflexes (plus any bonus from the brawling or melee skills).

## Shooting Attacks

A femme babe armed with a ranged weapon can shoot at any target who is no further away than twice the range of the weapon. When a femme babe wants to shoot at a target they must pass a Reflexes feat (plus bonus for the shooting skill and any speciality), against typical difficulty. The difficulty is increased by one descriptor if shooting at a target that is partially concealed, more than the range of the weapon away (but not more than twice), or if the target as the awareness skill.

*For example*, Valerie snatches a photon ray gun from a conveniently unlocked weapons locker and turns it on her Deadon pursuers. The ray gun has a range of 30 feet, so she can target anything up to 60 feet away. She decides to shoot at the closest Deadon. Her Reflexes are poor (and she does not have the shooting skill), but the Deadon guard has nothing working in his favour, so the difficulty remains at typical. This means Valerie's player needs to roll an 8+ on 2d6 to hit the closest target.

**When a femme babe is shot at** she must pass a Reflexes feat (plus any bonus for having the awareness or acrobatics skill) against a difficulty equal to the attacker's Reflexes (plus shooting skill and any speciality).

## Damage

When a femme babe successfully hits with an attack, they might hurt or kill the target. They must make a feat check for the damage, which works exactly like all the other feat checks.

If it was a brawling attack, the femme babe must make a Fitness feat check.

If it was a melee attack, the femme babe makes a Fitness feat check, but increases the descriptor by one (from typical to good, etcetera) for each "damage" effect the weapon has.

If the successful attack was a shooting attack, the femme babe makes a check with a descriptor equal to Poor, increased by one for each "damage" effect the weapon has.

All of these feat checks are made against a difficulty equal to the target's Fitness, which can be increased

by one for each "protection" effect of their equipment (such as armour).

*For example*, Valerie manages to shoot a Deadon guard. The photon ray gun has a single damage effect, so its damage descriptor would be typical. The Deadon guard has a Fitness of typical, and armour with a single protection effect, raising the descriptor to good. Cross referencing the weapon's typical damage with the Deadon's good Fitness, we find that Valerie's character has to roll 8+ to do damage to the target.

For each success and degree, the target must mark off one health category.

*For example*, Valerie's player rolls 2d6 and scores a 10 - that's an Incredible success, two higher than she needed, so she does three points of damage to the Deadon.

**When a femme babe is hit by an attack** she must pass a Fitness feat check (increasing her descriptor by one for each "protection" effect her equipment offers). The difficulty is determined by the type of attack;

Brawling damage is equal to the attacker's Fitness.

Melee damage is equal to the attacker's Fitness, increased by one for each "damage" effect of their weapon.

Shooting damage is equal to Poor, increased by one for each "damage" effect of the weapon.

## Damage Effects and Healing

As a character suffers damage, more and more health categories will be lost. Some categories have a -1, -2 or -3 next to them. While a character is suffering these injuries their stat descriptors are reduced by a number of steps equal to the highest negative.

*For example*, if Cosmarina becomes woozy, all her stats would drop by two (so Fitness would drop below abysmal, Reflexes would fall to poor, etcetera).

If a stat is reduced below abysmal, the character automatically fails any feat check related to that task, unless they can raise it through skills or luck.

Femme babes automatically heal one health category at the end of a scene. A "K.O.ed" femme babe can be revived mid-scene with a successful Medicine feat.



## Impressing Jack

Jack watched the vid screens from his wing-backed leather chair, his feet on the antique desk he had confiscated from the Tyrant of Oberon, his thin lips puffing non-chalantly on a thick cigar. His beady black eyes hopped from monitor to monitor as he observed the progress of the femme babes on their various missions. Of particular interest today was Valerie, the slave girl, and not just because she was currently fighting the three headed winterbeast that the Galactic Federation were paying him a small fortune to defeat. No, there was something else about this simple bare-foot girl that had caught his attention, he just couldn't quite put his clawed finger on what it was. When she was finished with the winterbeast he would have to invite her to dinner. If she survived, of course. If she didn't, there was exotic Layla, the milk maid, he met last week.

-from *Space Rat and the Planet of Precipitous Planetoids*

Femme babes love Jack Cosmos. Heck, everyone loves Jack Cosmos. Some almost as much as he loves himself. The ultimate goal of all femme babes is to be with the Space Rat - to have his deep black eyes stare penetratingly into her eyes, to feel his sharp claws clasp her firmly in his embrace. These are the things that get a femme babe's bodice heaving.

Of course, with so many women clamouring to be wit him, Jack can have his pick of partners. And has he. So femme babes must work especially hard to gain his attention. That's the whole reason for going on dangerous missions for him - to perform enough impressive deeds that he might turn his attention to them, and not some shallow brainless bimbo.

So how does a girl get the Space Rat's attention? She works hard at being brave, cunning, bold, daring and just a little bit lucky.

Following is a list of ways to increase a character's attention score. Each time a femme babe meets one of the following criterion they may mark off an attention star on the character sheet. At the end of an adventure the femme babe with the highest attention score "wins" by having Jack Cosmos take her out to dinner. You can also spend your attention to improve stats and skills.

### Impressive Feats

Doing incredibly impressive things is a good way to get Jack's attention. When you perform a feat and get a *what the?* result, you earn an attention star. You can only earn one attention star per skill per adventure. So you can only earn one star for really impressive shooting, no matter how many times you roll a *what the?* result when making shooting

attacks. The best way to keep track of this is to place an asterix next to a skill when you achieve a *what the?* result.

You cannot gain attention by getting impressive results with actions you are unskilled in. Jack knows the difference between a lucky shot and a talented femme babe.

### Gutsy Moves

Nothing impresses Jack more than a girl with balls. In a manner of speaking. Directors may award an attention point to a femme babe that takes daring (and dangerous) actions. They do not have to succeed at these actions to earn the attention, but if they go down in flames, they should also attempt to do so in style.

For instance, *Necrolass*, the undead girl caught Jack's attention in *Space Rat and the Horrid Happenings in Hampshire Heath House*, when she dove through a window into the bright daylight to shoot the fleeing zombie alien mutant burglars, even though she knew the sunlight could (and did) kill her.

The key to earning attention points this way is to be bold. If your adventure was an episode of the Space Rat TV show, what would make an awesome scene? Think it, and do it. Or better yet, don't think it and just do it.

### Kicking Ass

Most of Jack's assignments and missions involve killing nasty space monsters or villainous evil-doers who are harassing the good folk of the galaxy. As a consequence, the femme babes he sends out in his place have to do a lot of ass kicking before he gets paid.

Jack pays attention to the girls that are bringing him home the bacon, so you earn an attention star when you deal the death blow to major adversaries. We're not talking about getting a few really good hits in, here. Heck, you might only hit once, but if that single blow brings the bad guy down, you get the credit. Everyone else misses out. Their bad luck.

It's up to the director what constitutes a "major adversary", but they typically include big nasty monsters, enormous space fortresses, and the villain of the adventure. There will usually be a few opportunities in each adventure to earn attention in this way.

## Losing Attention

A quick word about losing Jack's attention - it is possible. Jack is just as distracted by the next shiny thing as any guy is, and is also put off by a few things. Note, your attention stars *can* go into the negative!

**Femme babe fights** are a turn off to Jack (when the girls are on a mission for him). He much prefers it when the girls are on their "down time", and take out their frustrations with pillow fights in nightgowns or underwear. A femme babe that voluntarily attacks or maliciously hinders another femme babe will immediately lose an attention point.

**Losing gear** infuriates the incredibly greedy Space Rat. As he pays for most of a femme babe's equipment (and clothes, hence the sparsity of them), he considers it very rude to lose "his stuff". A femme babe that ends the game without any of her starting gear (or an equivalent replacement) loses an attention star.

## Spending Attention

After an adventure, when everyone has tallied their attention star total, and one lucky femme babe has been asked on a date with Jack Cosmos, players may spend the attention to improve the character.

It costs 10 attention stars to improve a stat by one descriptor (from good to excellent, excellent to incredible, etcetera).

It costs 5 attention stars to gain a new skill, or learn a new speciality. You can know more than one speciality for each skill.

One attention star can be converted into 100GP.

Your attention resets to zero at the start of each ad-

venture - you cannot "save" attention from game to game. So you better spend it while you've got it.



*Thara, the law enforcement girl*

from the cover of  
*Space Rat and the Thousand Thousand Thoughts  
Through Thara's Thighs*

# **Running Space Rat**

*Jack watched the vid screens from his wing-backed leather chair, his feet on the antique desk he had confiscated from the Tyrant of Oberon, his thin lips puffing non-chalantly on a thick cigar. His beady black eyes hopped from monitor to monitor as he observed the progress of the femme babes on their various missions. Of particular interest today was Valerie, the slave girl, and not just because she was currently fighting the three headed winterbeast that the Galactic Federation were paying him a small fortune to defeat. No, there*





# Adversaries

Rhonda, the mecha pilot girl, looked around at the Deadon’s surrounding her. Seven. For a moment she wished that she hadn’t got out of her battle suit. The white-armoured soldiers were closing in now, slinging their ray rifles and cracking their knuckles in anticipation of a rumble. Silly move, Rhonda thought to herself. As the first minion lunged at her, Rhonda stepped back and took a solid swing at his jaw. There was a satisfying crack and he dropped to the ground. Rhonda smiled; one down. As the six remaining Deadon’s threw themselves at her, she began to laugh. This is why she got out of the battle suit!

-from Space Rat and the Irregular Inhabitants of Ice Island

There are no end of creatures, villains and monsters out to cause trouble in the galaxy, and the femme babes have met most of them! Following are a couple of personalities and the three most famous “bad guys” from the books and TV series, the Deadon Guard, Gamma Men, and Robot Ape Men.

Each of the following descriptions have all the information that a femme babe has, including stats, skills, gear and health. Unlike femme babes, adversaries do not have luck and do not gain attention stars.

You will find each adversary has a description that indicates their general motivations or background, and a short “hook”. The hook provides one or two ideas about the kinds of things that these adversaries might get up to, and will hopefully inspire some exciting adventures.

To create your own adversaries, simply use the character generation chapter as a guide. Most “thugs” and minions have less wound categories, and rarely have stats beyond good. Unique monsters will often have just as many health categories, and possibly much better stats.

## Jack Cosmos

The Space Rat himself! Dapper, daring, and self-centred to the extreme.

Fitness	Good
Reflexes	Good
Mind	Excellent
Presence	Incredible

**Skills:** Shooting, Communicate (persuade), Piloting, Awareness, Crime, Perform (bluff)



**Gear:** Twin ivory handled pistols (damage x2, range)

**Hook:** Jack is constantly getting himself kidnapped by beautiful alien princesses, lost due to his own ineptitude, and in all other kinds of peril, requiring the femme babes to rescue him.

### Health

- Sore
- Hurt
- Hurt
- Hurt -1
- Woozy -2
- Dazed -3
- K.O.

## Certain Doom

Jack Cosmos' arch-nemesis, and identical twin brother! Mutated by the same cosmic rays that gave Jack his supernatural cunning, Certain Doom uses his powers in endless attempts to rule the universe.

<b>Fitness</b>	Good
<b>Reflexes</b>	Excellent
<b>Mind</b>	Incredible
<b>Presence</b>	Good

**Skills:** Communicate (intimidate), Crime, Awareness, Education, Medicine, Tech, Melee

**Gear:** Laser Sword (damage & protection), Mystic Cloak (protection)

**Hook:** Stealing technological devices for his own use, blowing up planets, and trying to kill Jack Cosmos are Certain Doom's trademark escapades.



### Health

★	Sore	
★	Hurt	
★	Hurt	
★	Hurt	-1
★	Woozy	-2
★	Dazed	-3
★	K.O.	

## Deadon Guard

The faceless minions of Certain Doom, the armoured soldiers of Doom are fanatically devoted to their master, and will carry out their orders almost mindlessly.

<b>Fitness</b>	Typical
<b>Reflexes</b>	Typical
<b>Mind</b>	Poor
<b>Presence</b>	Poor

**Skills:** Shooting, Driving, Piloting

**Gear:** Deadon Armour (protection), Photon Ray Rifle (damage, range x2)

**Hook:** Deadon Guards do all of Certain Doom's dirty work, and will sometimes also be found in the employ of other criminal organisations as hired muscle.



### Health

★	Sore	
★	Woozy	-2
★	K.O.	

# Space Rat

## Gamma Man

The scavenger society of Gamma Men can be savage in battle, but easily give up when the tide turns against them. They are oppotunistic more than out-right evil.

<b>Fitness</b>	Excellent
<b>Reflexes</b>	Typical
<b>Mind</b>	Typical
<b>Presence</b>	Poor

**Skills:** Melee, Brawling, Survival, Tech, Crime



### Health

 <b>Sore</b>	
 <b>Hurt</b>	-1
 <b>Woozy</b>	-2
 <b>K.O.</b>	

**Gear:** Sword (damage), Phase Shield (protection), Anywhere Key (lock-picking FX)

**Hook:** Pirates, raiders, thieves and cut-throats, the Gamma Men can be found anywhere there's a buck to be made, and like to float on the fringe of the galaxy looking for easy targets to attack.

## Robot Ape Man

The product of an ancient experiment, the honourable mechanical ape people make a living as mercenaries, hunters, and bodyguards. They rarely start fights, but are more than capable of finishing one.

<b>Fitness</b>	Good
<b>Reflexes</b>	Good
<b>Mind</b>	Typical
<b>Presence</b>	Typical

**Skills:** Melee, Awareness, Athletics, Medicine, Com-  
municate (intimidate)



### Health

 <b>Sore</b>	
 <b>Hurt</b>	
 <b>Woozy</b>	
 <b>K.O.</b>	

**Gear:** Spear (damage)

**Hook:** Jack always seems to run into these guys who have been paid to capture him on behalf of some rich noble who's daughter has spent a little too much time in the Space Rat's company!

Tired and exhausted, I close another chapter in my 24-hour RPG book. Was it a success? That's up to you. Here's what I think;

I am really happy with the background fluff etc. I really enjoyed writing it, and it all came to me with surprising ease, particularly those "excerpts". What this says about me, I dare not think!

The game mechanics I am not so pleased with. I felt that such a whimsical setting deserved a free-flying system and I wanted to try something that didn't use numerical ratings for abilities. In the long run, though, descriptions like "typical" and "excellent" really are no different (mechanically) to numbers, they are more a story tool, helping players think of their stats as something as a number. I am not convinced that the mechanics really work, and they obviously put a lot of work on the GM, coming up with ratings etc. The whole system owes a debt to Marvel Super Heroes from TSR, though it has been so long since I have played it I am not sure of the exact similarities and differences (apart from mine no-doubt being less elegant).

I am happy with the amount of content - quite a lot for the time, really. I really wanted to cover the areas that I failed to get to with my last attempt (*The Last Human*), namely equipment lists and an experience system. However, there is a tradeoff, and in this case, it was the game master's section. It's non-existent, which could very well make this game impossible to play without a lot of work. The experience system is purposely designed to pit characters against one another (with a "nod" to Rune from Atlas Games), without having the entire adventure degenerate into back-stabbing. Hopefully it will work.

The equipment section I am pretty pleased with. Not necessarily for what I have included here, but because the "stream of consciousness" writing that I've done during this game has helped me out with another project I am working on. When I've gotten some sleep, I will review the gear section, and tweak it for my home-brew game that my group has been working on.

Finally, how did I spend my time?

**10% thinking** - after mulling over the four words (suburb, hate, rat and girlfriend) for a couple of weeks the idea kind of exploded into my head.

**70% writing** - my fingers (re: bloody stumps) hurt. Particularly with double tapping that cursed "H" key!

**10% nursing** - my toddler just loves the computer, but boy it makes it hard to write with a 17-month old trying to tap the screen!

**10% distractions** - snoozing, chewing (my teeth should fall out after all the chocolate I have eaten in the last 24 hours), and watching crappy infomercials.

**Music:** random "lounge" music that wouldn't distract me too much.

**Food:** chocolate and chicken. Not together.

**Formatting:** everything was done on Adobe InDesign. I did the formatting first and wrote directly into the "final draft". I did spend a bit of time playing around with Hero Machine. Time can really get away from you when you're fiddling with that! (I do have a confession - the pic of Certain Doom is actually a villain I created for my Mutant's & Masterminds campaign a while ago, so I guess I kinda cheated by using material I had already prepared. Sorry.)

Anyway, I'm burned out and have a day of work ahead of me (plus appointments, etc.). Maybe this wasn't such a great idea. Let me know what you think.