

STAR BLADES

ROLE PLAYING IN THE
WORLDS OF TOMORROW

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STAR BLADES

Version 2.0

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INTRODUCTION

Warfare in the 33rd Century was changed forever by the development of the Holtzman Shield. A shield was produced by a Holtzman generator, the field deriving from Phase One of the suspensor-nullification effect. Shields can be calibrated to permit the passage of matter below given speeds. This is vital in personal defense shields, as one would suffocate within a shield that did not admit atmospheric gasses. Depending on the shield's setting, the object's speed while passing through the shield would range from six to nine centimeters per second. A shield could also be set to cover either the left or right side of a person if the specific need for it arose. Shields used to protect installations can and usually do have far lower penetration velocities, as life support technologies can be used to recycle atmosphere while the shield is active.

However, if a laser beam hit a Holtzman field, it would result in sub-atomic fusion and a nuclear explosion. The center of this blast was determined by random chance; sometimes it would originate within the shield, sometimes within the laser weapon, sometimes both.

The Holtzman Shield is a potent device: it makes directed-energy weaponry impossible against any worthwhile opponent, and also proves traditional projectile-based firearms and missiles ineffective, adding to the feudal atmosphere, and enforces the usage of *mêlée* weaponry despite other more advanced technology. The Shield had the effect of reducing all ground combat to blade-armed infantry actions, and all space combat to boarding actions.

However, the Shield's effects on planetary-scale actions were even more profound. With sufficient power, it could be used to protect the most massive starships or even planet-sized bodies. What use then, were nuclear weapons and other planet-crackers? It quickly became obvious that they were of no use whatsoever.

From the development of the Shield, the only effective way to attack a planet was by the use of mass drivers. These were giant asteroids, some up to ten miles across, that were dragged into close orbit around an inhabited planet (using tractor and pressor beams, developed as a side effect of the Holtzman Shield technology) by huge dreadnaughts, and launched at low speeds through the Shield to crush military installations (or civilian targets, if the admiral was less scrupulous).

The only effective counter to this tactic was the use of small, fast vessels known as Boarding Cutters to dock with the dreadnaughts, force an entry through their massive hulls, and deploy boarding parties of infantry, themselves armed with blades and Holtzman Shields, to attempt to take the dreadnaught before it could launch its deadly ordnance. Such battles would rage, often with thousands of men on a side, through the silence of space and within the mighty hulls of battleships the size of great cities, while whole populations waited in breathless anticipation of the outcome on the worlds below.

The age of the hero, armed with sword and shield, had come again.

THE DICE

STAR BLADES uses several different kinds of dice, and we abbreviate them according to how many sides they have. So, the four-sided die is called a d4, and if we're telling you to roll 3 of them, we say to roll 3d4. The six-sided die is a d6, the eight-sided die is a d8, the ten-sided die is a d10, the twelve-sided die is a d12, and the twenty-sided die is a d20. There is no die with 100 sides—what you do to roll a d100 is to roll two ten-sided dice, treating the first roll as the “tens” and the second roll as the “ones.” So, if you were to roll a 7 and then a 3, that would mean a 73. A roll of 0 and 0 means a result of “100.”

THE MINIATURES

Today a plethora of science fiction miniatures exists, and lots of terrain for alien worlds, starships, robotic factories, or whatever exists in a variety of scales. While not strictly necessary to play STAR BLADES, these things add a rich color and flavor to the game that chessmen, coins and slips of paper cannot.

The two major scales today are 28mm and 15mm. One of the least expensive ways to get started is to purchase the games Nexus Ops™ and Risk: 2210 A.D. from Avalon Hill:

<http://www.wizards.com/default.asp?x=ah/prod/risk2210>

<http://www.wizards.com/default.asp?x=ah/prod/nexusops>

These games includes hundreds of science fiction miniatures, most of them in 15mm scale. These provide nice monsters and large scale armies. Afterwards, just buy a few metal miniatures to represent individual player characters and important Non-Player Characters. This is only one possibility, of course.

CREATING A CHARACTER

Unless you're going to be the Game Master, you start by creating a character. You'll roll some dice to determine your character's strength and other basic attributes, pick a character class, use the character's game money to buy equipment, and then start to play. If you're the Game Master, you've got a bit more preparation to do—that's covered later in a section especially for you.

Setting Up Your Character Sheet

Information about your character goes on a character sheet. A template is located in the back of the rules, which you can copy for personal use.

Roll Ability Scores

The basic attributes of a character are numbers representing Strength, Dexterity (quickness and coordination), Constitution (general health and hardiness), Intelligence (education and IQ), Willpower (mental strength and common sense), and Charisma (leadership). The first step needed to create a character is to roll dice for these six ability scores.

Strength

Roll 3d6 for your Strength score, and write it on your character sheet. A high Strength gives your character bonuses when attacking with a sword or other hand-held weapon (called a “melee weapon”). The table below shows you the effects of your Strength score. For convenience, you may want to write

down these bonuses on your character sheet next to the Strength score. Strength is the Prime Attribute for the Star Warrior class.

Strength Table

Score	Hit Modifiers	Damage Modifiers
3	-3	-3
4-5	-2	-2
6-8	-1	-1
9-12	+0	+0
13-15	+1	+1
16-17	+2	+2
18	+3	+3
19	+4	+4
20	+5	+5
21	+6	+6
22	+7	+7
23	+8	+8
24	+9	+9
25+	+10	+10

Dexterity

Roll 3d6 for your Dexterity score. A high Dexterity score gives your character bonuses when attacking with a ranged weapon (uncommon in a universe with Holtzman Shields), and improves your “armor class,” making you harder to hit. Dexterity is the Prime Attribute for the Face Dancer class.

Dexterity Table

Score	Hit Modifiers	Armor Class Modifiers
3	-3	-3
4-5	-2	-2
6-8	-1	-1
9-12	+0	+0
13-15	+1	+1
16-17	+2	+2
18	+3	+3
19	+4	+4
20	+5	+5
21	+6	+6
22	+7	+7
23	+8	+8
24	+9	+9
25+	+10	+10

Constitution

Roll 3d6 for your Constitution score. A high Constitution gives your character extra hit points and saving throws against poisons, radiation or illness.

Constitution Table

Score	Bonus Hit Points	Saving Throw Bonus Against Poison, Illness, or Radiation
3	-3	-3
4-5	-2	-2
6-8	-1	-1
9-12	+0	+0
13-15	+1	+1
16-17	+2	+2
18	+3	+3
19	+4	+4
20	+5	+5
21	+6	+6
22	+7	+7
23	+8	+8
24	+9	+9
25+	+10	+10

Intelligence

Roll 3d6 for your Intelligence score. A high Intelligence is the Prime Attribute for Telepath and Mentat characters, and only Telepaths with high Intelligence are able to learn the highest-level telepathic powers. Those Telepaths with high Intelligence earn extras power, which can be chosen from any power level that the Telepath is able to use, based on his level. Mentats with high Intelligence greatly increase their ability to extrapolate. This characteristic also modifies saving throws made to figure out anything technological, so is of great use to Face Dancers.

Intelligence Table

Score	Add. Languages	Additional Telepathic Powers Per Day, Mentat Extrapolations Per Day & Saving Throw Modifier vs. Technology
3	+0	-3 Cannot be a Telepath or Mentat
4-5	+0	-2 Cannot be a Telepath or Mentat
6-8	+0	-1 Cannot be a Mentat
9-12	+0	+0 Cannot be a Mentat
13-15	+1	+1
16-17	+2	+2
18	+3	+3
19	+4	+4
20	+5	+5
21	+6	+6
22	+7	+7

23	+8	+8
24	+9	+9
25+	+10	+10



Star Warrior serving a noble house.

Willpower

Roll 3d6 for your Willpower score. A high Willpower is the Prime Attribute for Empath characters, and only Empaths with high Willpower are able to learn the highest-level empathic powers. Those Empaths with high Willpower earn extras power, which can be chosen from any power level that the Empath is able to use, based on his level. This characteristic also modifies saving throws against hostile telepathic and empathic powers.

Willpower Table

Score	Additional Empathic Powers Per Day, and Saving Throw Modifier vs. Hostile Telepathic or Empathic Powers
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3	-3 Cannot be an Empath
4-5	-2 Cannot be an Empath
6-8	-1
9-12	+0
13-15	+1
16-17	+2
18	+3
19	+4
20	+5
21	+6
22	+7
23	+8
24	+9
25+	+10

Charisma

Roll 3d6 for your Charisma score. A highly charismatic character has a better chance to his way out of trouble, and can lead his followers better than characters with a low Charisma. Any character with a Charisma score of 13 or higher receives a bonus to all experience point awards.

Charisma Table

Score	Loyalty & Persuasiveness Modifier	Experience Modifier
3	-3	-15%
4-5	-2	-10%
6-8	-1	-5%
9-12	+0	+0
13-15	+1	+5%
16-17	+2	+10%
18	+3	+15%
19	+4	+20%
20	+5	+25%
21	+6	+30%
22	+7	+35%
23	+8	+40%
24	+9	+45%
25+	+10	+50%

Extra Attribute Points

Finally, roll 5d6. These points you can choose to add to any of your character's ability scores, though no score can be raised above 18 by this method.

Note that extra attribute points are rolled up only for player characters and important NPCs. Ordinary characters just get 3d6 for each score and no extra points.

CHOOSE A CHARACTER CLASS

Once you've rolled up your ability scores, the next step is to choose a character "class." There are five character classes: Star Warrior, Empath, Mentat, Telepath and Face Dancer. In addition, there is a multi-class option: the Hybrid. Your Game Master may also have invented other character classes, or may be allowing optional character classes from some other science fiction game. After choosing your character class, make sure to write down your experience point (XP) bonus. It's based on your Willpower, your Charisma, and the Prime Attribute for the character class you choose (possible +5%).

Optional Rule: Maximum Hit Points on First Level

To increase player character survivability, don't roll for hit points on first level (only), just give each character the maximum hit points his hit die type would allow.

Empath

Empaths are psychic characters who are skilled in healing and defensive powers. Because most of an Empath's abilities are oriented toward healing and protecting, Empaths tend to play a support role during combat, backing up the front line, but able to stand shoulder to shoulder with the party's Star Warriors if need be—at least for a while. As a Empath grows in power and reputation, he might establish an Empath's Guild: a sort of fortified monastery on a small moon or similarwhere he can study and train acolytes.

Prime Attribute: Willpower, 13+ (5% experience)

Hit Dice: 1d8/level (Gains 2 hp/level after 9th.)

Empath Class Abilities

Empathic Powers: Empaths gain their powers from a specific list, as per the Empath Advancement table. Each day, the Empath forms a certain set of Powers in his mind, choosing any Powers from the standard list. Once a Power is used, the mental energy that created it is temporarily spent, and it cannot be used again until the next day.

Guild (9th level): At ninth level, a Empath character may establish a guild and attract a body of loyal (or perhaps even fanatic) men-at-arms who will swear fealty to him.

Empath Advancement Table

Level	Experience	Hit Dice	Saving Throw	Powers						
				1	2	3	4	5	6	7
1	0	1	16	–	–	–	–	–	–	–
2	1,500	2	15	1	–	–	–	–	–	–
3	3,500	3	14	2	–	–	–	–	–	–
4	6,500	4	13	2	1	–	–	–	–	–
5	14,000	5	12	2	2	1	–	–	–	–
6	30,000	6	11	2	2	1	1	–	–	–
7	60,000	7	10	2	2	2	1	1	–	–
8	110,000	8	9	2	2	2	2	2	–	–
9	165,000	9	8	3	3	3	2	2	–	–
10	225,000	+2 hp	7	3	3	3	3	3	–	–

11	290,000	+4 hp	6	4	4	4	3	3	–	–
12	360,000	+6 hp	6	4	4	4	4	4	1	–
13	430,000	+8 hp	6	5	5	5	4	4	1	–
14	500,000	+10 hp	6	5	5	5	5	5	2	–
15	570,000	+12 hp	6	6	6	6	5	5	2	–
16	640,000	+14 hp	6	6	6	6	6	6	3	–
17	710,000	+16 hp	6	7	7	7	6	6	3	1
18	780,000	+18 hp	6	7	7	7	7	7	4	1
19	850,000	+20 hp	6	8	8	8	7	7	4	2
20	920,000	+22 hp	6	8	8	8	8	8	5	2
21+	+70,000	+2 hp/level	6	8	8	8	8	8	5	2

Face Dancer

You are a thief or assassin, highly skilled in the traditional arts of those professions, as well as their applications in a technological society that utilizes computerized and robotic security systems. A somewhat secondary Star Warrior, you nonetheless have the ability to strike from the shadows to deadly effect.

Prime Attribute: Dexterity, 13+ (5% experience)

Hit Dice: 1d6/level (Gains 3 hp/level after 9th.)



A Face Dancer in his natural form.

Face Dancer Class Abilities

Backstab: A Face Dancer who strikes unseen or from surprise does so for double damage at 1st level, triple damage at 5th level, quadruple damage at 10th level, and quintuple damage at 15th level.

Property Acquisition Skills: The Face Dancer can perform any of the following activities on a successful saving throw, modified for dexterity if the roll is made based on agility, or for intelligence if it is based on figuring something out, as determined by the Game Master: Pick Pockets, Bypass Security Systems, Detect and Disarm Traps, Climb Sheer Surfaces, Disguise (no makeup or costume is necessary to impersonate another human; Face Dancers have the ability to alter their features, even skin and hair color, and can use voice mimicry and misdirection to a near-magical degree, however, disguising as an alien

might well require equipment of some sort), Move Silently, Hide in Shadows, Hear Faint Noises, and Detect Secret Doors.

Surprise Bonus: If a Face Dancer is scouting at least 20' ahead of any non-Face Dancer party member, he can surprise enemies on 1-3 on 1d6, instead of 1-2 (see Combat section for details).

Guild: At 9th level, the Face Dancer becomes a Guild Master, can establish a stronghold in the planet's underworld, and will attract other Face Dancers and various malcontents to his service.

Face Dancer Advancement Table

Level	Experience	Hit Dice	Saving
1	0	1	16
2	2,000	2	15
3	4,000	3	14
4	8,000	4	13
5	16,000	5	12
6	32,000	6	11
7	64,000	7	10
8	128,000	8	9
9	256,000	9	8
10	350,000	+3 hp	7
11	450,000	+6 hp	6
12	550,000	+9 hp	6
13	650,000	+12 hp	6
14	750,000	+15 hp	6
15	850,000	+18 hp	6
16	950,000	+21 hp	6
17	1,050,000	+24 hp	6
18	1,150,000	+27 hp	6
19	1,250,000	+30 hp	6
20	1,350,000	+33 hp	6
21+	+100,000	+3 hp/level	6

Mentat

Mentats are human computers. Their minds are trained to an incredible extent, so that they can act as living AIs, making computations as quickly and efficiently as any computer, but combining human intuition with these abilities.

Prime Attribute: Intelligence, 13+ (5% experience)

Hit Dice: 1d6/level (Gains 2 hp/level after 9th.)

Mentat Class Abilities

Photographic Memory: A Mentat can be assumed to never forget anything he is experienced. He can instantly recall anything in perfect detail. He can also hold one level of computer data in his mind per character level (see data cubes in the Equipment section).

Extrapolation: Combining his living computer abilities with human inductive thinking, the Mentat can make leaps of reason that border on the super-genius. The Mentat can ask the Game Master any question he wishes, as long as it is answerable “yes” or “no”. It does NOT have to be a question about which the Mentat has any prior knowledge. Each question requires 10 rounds to compute, during which the Mentat may do nothing else, and this can be done a maximum number of times per day equal to the number of additional languages that the Mentat gains based on Intelligence. The Game Master then secretly rolls a saving throw for the Mentat. If the save is successful the Game Master answers honestly, otherwise, he does not lie, but simply does not answer, and that question is lost. Note that it is legitimate for the Mentat to use additional extrapolations to ask the same question multiple times if he does not roll successfully the first time.

Computer Interface: At 5th level, a Mentat can merge with and control any basic electronic computer if he can make physical contact with it. This requires a successful saving throw. At 10th level, the Mentat can merge with extremely advanced computer systems, such as those that control battleships. At 15th level, the Mentat can even interface with and control planet-wide computer networks.



A Mentant extrapolating the future.

Mentat Advancement Table

Level	Experience	Hit Dice	Saving
1	0	1	14
2	2,000	2	13
3	4,000	3	12
4	8,000	4	11
5	16,000	5	10
6	32,000	6	9
7	64,000	7	8
8	128,000	8	7
9	256,000	9	6
10	350,000	+2 hp	5
11	450,000	+4 hp	4
12	550,000	+6 hp	4
13	650,000	+8 hp	4

14	750,000	+10 hp	4
15	850,000	+12 hp	4
16	950,000	+14 hp	4
17	1,050,000	+16 hp	4
18	1,150,000	+18 hp	4
19	1,250,000	+20 hp	4
20	1,350,000	+22 hp	4
21+	+100,000	+2 hp/level	4

Telepath

The Telepath is a mysterious figure, a student of psionic powers drawn from the energies of the violent, atavistic side of the mind. Telepaths can be devastating opponents. However, they are usually physically weaker than other adventuring classes, as the dark side of the spirit is a drain on them physically. As Telepaths progress in level, they generally become the most powerful of the character classes. Such beings can sway the politics of the galaxy, and command respect and fear across its realms.

Prime Attribute: Intelligence, 13+ (5% experience)

Hit Dice: 1d4 (Gains 1 hp/level after 9th level.)

Telepath Class Abilities

Telepathic Powers: The Telepath has his own list of powers, as does the Empath, and he prepares them in a similar manner. Also as with the Empath, it is possible to prepare a Power multiple times using the available “slots” in the Telepath’s memory/capability.

Telepathic College: At 11th level, a Telepath gains the title of “Prior,” and can build a college to house his libraries and laboratories. He will attract a mixed bag of mercenaries, strange servants (some with odd abilities and deformities), and even a few aliens, perhaps. This motley crew will swear fealty to him and serve him with whatever loyalty he can inspire in them.

Telepath Advancement Table

Level	Experience	Hit Dice	Saving Throw	Powers								
				1	2	3	4	5	6	7	8	9
1	0	1	17	1	–	–	–	–	–	–	–	–
2	2,500	2	16	2	–	–	–	–	–	–	–	–
3	5,000	3	15	2	1	–	–	–	–	–	–	–
4	10,000	4	14	3	2	–	–	–	–	–	–	–
5	20,000	5	13	4	2	1	–	–	–	–	–	–
6	40,000	6	12	4	2	2	–	–	–	–	–	–
7	65,000	7	11	4	3	2	1	–	–	–	–	–
8	95,000	8	10	4	3	3	2	–	–	–	–	–
9	135,000	9	9	4	3	3	2	1	–	–	–	–
10	190,000	+1 hp	8	4	4	3	2	2	–	–	–	–
11	285,000	+2 hp	7	4	4	4	3	3	–	–	–	–
12	385,000	+3 hp	7	4	4	4	4	4	1	–	–	–
13	515,000	+4 hp	7	5	5	5	4	4	2	–	–	–

14	645,000	+5 hp	7	5	5	5	4	4	3	1	-	-	
15	775,000	+6 hp	7	5	5	5	5	4	4	2	-	-	
16	905,000	+7 hp	7	5	5	5	5	5	5	2	1	-	
17	1,035,000	+8 hp	7	6	6	6	5	5	5	2	2	-	
18	1,165,000	+9 hp	7	6	6	6	6	6	5	2	2	1	
19	1,295,000	+10 hp	7	7	7	7	6	6	6	3	2	2	
20	1,425,000	+11 hp	7	7	7	7	7	7	7	3	3	2	
21+	+130,000	+1 hp/level	7	7	7	7	7	7	7	3	3	2	

Star Warrior (Fighter)

You are a Star Warrior, highly trained in battle, both on the personal and army level. Perhaps you are a ferocious star barbarian raider, a roaming mercenary, or a knight. Whatever type of Star Warrior you choose to play, you will probably end up on the front lines of your adventuring party, going toe-to-toe with aliens, space pirates, and berserk robots, hacking your way through them and taking the brunt of their attacks. The Star Warrior character is best equipped of all the character classes to dish out damage and absorb it, too. Empaths heal, and Telepaths use nasty attack Powers, but the down-and-dirty hack and slash work of blade and Holtzman Shield is up to you. You're going to serve as the party's sword and armor, protecting the weaker party members and taking down the enemies before you. Perhaps one day they will tell legends of your battle prowess, and followers will flock to your planet-stronghold where you revel in your fame, riches, and newly earned nobility. Fail, of course, and you'll die, just another forgotten Star Warrior in a dangerous world.

Prime Attribute: Strength, 13+ (5% experience)

Hit Dice: 1d12/level (Gains 3 hp/level after 9th.)

Star Warrior Class Abilities

Command (9th): At ninth level, a Star Warrior may be given command of a battleship or army by the Emperor or a great noble. Often, the protection of a planet will attract settlers, and the Star Warrior will become a feudal Lord in his own right.

Multiple Attacks: At 5th level, 10th level, 15th level, and 20th level, the Star Warrior gains an extra bonus attack each round, in melee combat (not with ranged weapons).

Star Warrior Advancement Table

Level	Experience	Hit Dice	Saving
1	0	1	14
2	2,000	2	13
3	4,000	3	12
4	8,000	4	11
5	16,000	5	10
6	32,000	6	9
7	64,000	7	8
8	128,000	8	7
9	256,000	9	6

10	350,000	+3 hp	5
11	450,000	+6 hp	4
12	550,000	+9 hp	4
13	650,000	+12 hp	4
14	750,000	+15 hp	4
15	850,000	+18 hp	4
16	950,000	+21 hp	4
17	1,050,000	+24 hp	4
18	1,150,000	+27 hp	4
19	1,250,000	+30 hp	4
20	1,350,000	+33 hp	4
21+	+100,000	+3 hp/level	4

Hybrids

Finally, there are a few characters, despised by Imperial society as being madmen outside of the usee system, who combine the powers of two or even three (never more) of the above classes.

All Hybrid characters can choose any two or three classes in which they are trained. They gain the best all the abilities of each class, and the higher hit die, combat or saving throw table. Thus, a Hybrid Star Warrior-Telepath gains the attacks, hit points, and saving throws of a Star Warrior, but can use the psychic Powers of a Telepath. In order to gain a level, he must acquire the total experience that EACH class needs to attain the next level. Thus, since a Star Warrior needs 2,000 experience points to attain 2nd level, and a Telepath needs 2,500, our Hybrid Star Warrior-Telepath will need 4,500 experience points to attain second level.

It should be noted that Hybrids are viewed with suspicion by most Imperial characters. They receive a 2 point penalty to all reaction rolls in human society. Note that a reaction penalty is a serious drawback on the higher levels of STAR BLADES, where much of the action revolves around making contacts in the Imperial Court.

BUY EQUIPMENT

Each character starts with some Solars at the beginning of the game, used to buy equipment. Prices for equipment are listed on the tables below.

Starting Solars

Solars (metal slivers made from an isotope of iridium that is impossible to duplicate under any known technology) form the currency of the Empire.

Roll 3d6 and multiply by 10. This represents the number of Solars (Sl.) that your character at the start of the campaign. However, this can be varied by the GM. If he decides that they are working for a great noble House or a Guild, they may get a lot more or be assigned specific equipment. If the GM decides they are down and out, they may start with nothing at all.

Equipment Table

Item	Cost	Notes
Backpack	10	Carries 10 small items.
Ship passage	25	Cost is per day of travel.
Cell recharger	30	Recharges in 4 hours. Itself recharges from ship's engines (1 hour) or by solar energy (24 hours)
Comm-unit	5	500 km range, 4 hours.
Datacube	5	Holds 8 levels of data. A level of data is an abstract measure of computer storage. It is up to the Game Master to determine what constitutes a level of data in any particular case. Samples of a single level of data might be complete plans for a shuttle, plans for one deck of a boarding cutter, a complete alien language, a simple robot's artificial intelligence program or a lengthy novel.
Holtzman Shield	50	<p>5 point armor class bonus against melee weapons. Absolute protection against ranged weapons and explosives of any type. Usually built into the form of an actual shield, which is used to deflect blows not stopped by the Holtzman energy barrier.</p> <p>Shields give off a faint glow, generally killed to a specific color of the spectrum, making it possible to identify friend and foe on the battlefield.</p>
Nobleman's Shield	1,000	7 point armor class bonus against melee weapons. Absolute protection against ranged weapons and explosives of any type. This is simply a superior quality Holtzman Shield. It can be built into a shield, belt buckle, necklace, main-gauche or virtually any object the owner desires.
Handlight	5	20 hours.
Spacesuit	80	Grants 24 hours hostile atmosphere protection.
Quadricorder	40	Analyzes substances/energy sources (and intensity); 30' range.
Ornithopter	1500	Standard Imperial flyer. Speed 100KPH (480' in combat), 24 hours use. Can carry up to 10 persons and their equipment, or roughly 2,000 lbs maximum weight. Grants Armor Class 2 [17] to all persons carried, unless their personal Armor Class is already superior.
Hand Computer	50	Can interface with a single data cube, but can process only 4

levels of active data at a given time, 24 hours use.

Heavy 'thopter	3500	Speed 60KPH (300' in combat), 24 hours use, carries three times the load of an ornithopter.
Hotel Room	10	Cost is per day's lodging.
Medi-Beam	40	4 uses per day. Each use heals 1d8 hit points. The beam cannot be used again on the same character within 24 hours.
Power cell	5	Rechargeable by ship's engines (1 hour) or cell recharger (above). Used to power most Imperial technological devices.
Rations	2	Food for 1 man/day.
Toolkit	18	+2 on saving throws involving working with or repairing mechanical/electronic equipment.
Utility Cord	15	50m long, holds up to 1,000 lbs.
Shuttle	5,000	Small spaceship, not jump capable, unarmed. Acceleration: .01C, carries up to 12 persons and their equipment, or roughly 2400 lbs maximum weight.
Boarding Cutter	25,000	Light warship, used for patrol and boarding actions. Not jump capable. Armed with tractor/pressor beams, assault drill and Holtzman Shield. Acceleration: .07C, carries up to 120 soldiers in full combat gear. Capable of bypassing the Shields of a larger vessel and forming a boarding breach. Generally carried aboard a battleship or other large vessel, or based in-system for defense.
Guild Trader	100,000	Small merchant vessel, used for trade and exploration. Armed with light tractor/pressor beams, and Holtzman Shield. Jump capable. Acceleration: .04C. Can carry up to 100 persons and their equipment.
Guild Freighter	250,000	Merchant vessel, used for hauling anything from radioactives to colonists. Armed with light tractor/pressor beams, and Holtzman Shield. Jump capable. Acceleration: .02C.
Battleship	5,000,000	Planet-reducing warship. Armed with massive tractor/pressor beams, and redundant Holtzman Shields. Acceleration: .03C. A battleship is capable of using asteroids as mass drivers in attacking planets, and of carrying armies of up to 10,000 soldiers in full combat gear, and associated boarding cutters and shuttles to seize worlds by infantry assault.

Weapons Table

Weapon	Cost	Damage	Special
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Knife	5	1d6	Usually nonferrous and concealable
Sword	20	1d10	Similar to a longsword, though highly advanced and somewhat flexible allow.
Masterwork Knife	50	1d6+1	bonus of +1 to hit and damage over an ordinary knife.
Masterwork Sword	200	1d10+1	bonus of +1 to hit and damage over an ordinary sword.
Rifle	50	2d8	20 shots before it requires a new clip. Useless against any target wearing a Holtzman Shield. Maximum range is 300 yards.
Lasgun	10,000	3d10	20 shots before it requires a new power cell. If used against a target wearing a Holtzman Shield, either the Shield or the laser will explode with the force of a small atomic device, devastating an area roughly 100 yards in diameter. As a result, these weapons are illegal, almost never used, and difficult to find in any case. Maximum range is 450 yards. Lasguns are also notoriously tricky to maintain. On any attack roll of (natural) 1, the weapon shorts out and cannot be fired until repaired (a matter of several hours).
Stunner	35	1d2 + poison	Assassin's weapon. Anyone struck must make a saving throw or either be slain or paralyzed, depending on the type of poison used. As with all ranged weapons, it cannot penetrate a Holtzman Shield. Maximum range is 30 yards.
Unarmed Attack	NA	1d2	NA 1

CALCULATING ARMOR CLASS

Important Note: Your Game Master will decide whether your game is using the “Descending” armor class system where a lower AC is harder to hit, or the “Ascending AC” system, where a higher AC is harder to hit. Numbers for the “Ascending AC” system are set off in brackets.

Descending AC System: In the Descending AC System, an unarmored human is armor class 9. The armor you buy lowers your armor class, and the lower the armor class, the harder you are to hit. For whatever type of armor you bought, subtract the number shown in the Equipment section from your base armor class of 9. That's your new armor class.

Ascending AC System: For the Ascending AC system, an unarmored person is armor class [10]. Your armor adds to your AC, so the higher your AC, the harder it is for enemies to hit you. For whatever type of armor you bought, add the number shown in the Equipment section to your base armor class of 10. That's your new armor class.

HOW MUCH YOU CAN CARRY

Weight is listed in pounds. A “normal” level of miscellaneous equipment (not including armor and weapons) is assumed to weigh 10 pounds. Treasure is added to this, with each Solar and gem weighing 0.1 pound. These are big, heavy coins and gems, but that's just the way of things in a science-fantasy world. Coins should clink, and gems should be the size of dice.

MOVEMENT

All characters, depending on what sort of armor they're wearing and what they're carrying, have a base movement rate as follows:

Movement Rate Table

Weight Carried	Rate
Up to 75 pounds	12
76–100 pounds	9
101–150 pounds	6
151–300 pounds (300 pound maximum)	3

Indoor/Subterranean/City Movement Table

Description	Speed	Results
Careful	Base movement rate times 10 ft/turn	Mapping is permitted, and normal chances for surprise exist
Walking	Base movement rate times 20 ft/turn (x2 per round)	No mapping or careful observation is allowed
Running	Base movement rate times 40 ft/turn (x4 per round)	No mapping permitted, characters are automatically surprised, and have no chance to surprise others. The sound of their running may attract enemies
Combat	Base movement rate in ft/round (e.g., 12 ft/round for an unencumbered human)	This may also be interpreted as the distance a character can move in combat without suffering free attacks from enemies or consequences a retreating character might incur

Outdoor Movement Table

Description	Speed	Results
Hiking	Base movement rate in miles/day	No forced march checks required
Forced March	Base movement (x2) in miles/day	Forced march checks required (4d6 vs. Strength)

Combat	Base movement rate in yards/round (e.g., 12 yds/round for an unencumbered human)	This may also be interpreted as the distance a character can move in combat without suffering free attacks from enemies or consequences a retreating character might incur

HOW TO PLAY

Once you've got a character, the Game Master will describe where the character is, and what he sees. The game might start in a rural peasant village, in a vast and teeming orbital city, in a starship, a tavern, or at the gates of an ancient alien space station—that's up to the Game Master. But from that point on, you describe what your character does. Going down stairs, attacking a mad android, talking to the people you meet: all of these sorts of things are your decisions. The Game Master tells you what happens as a result: maybe those stairs lead down to a huge tomb, or that android attacks your character. That's for the Game Master to decide. The rules below are guidelines for how to handle certain events: combat, movement, healing, dying, and other important parts of the game.

Basically, you and the Game Master work together, with the Game Master handling the details of a dangerous fantasy world, and you handling what your character does in it. The epic story of your character's rise to greatness (or of his unfortunate death) is yours to create in the Game Master's world.

GAINING EXPERIENCE

Characters are awarded experience points (XP) for killing creatures and accumulating treasure. Creatures have a set experience point value (in the creature descriptions), and one Solar is equal to one XP. It may seem odd to award experience for treasure, but keep in mind that every Solar gained by the character is an index of the player's skill. Awarding experience only for killing creatures fails to reward a party of adventurers that successfully lures a robot away from its hoard so that its treasure can be stolen without a fight, and it fails to reward characters that operate by intelligence, stealth, trickery and misdirection.

Each character class has a Prime Attribute that can affect experience awarded. Charisma also affects experience for all classes.

When your character has accumulated enough experience points to reach a new level, you will roll another hit die and gain new Powers if you're a Telepath or Empath. Face Dancers and Mentats increase the effectiveness of their strange abilities. Your combat skills may also increase. In other words, you've become more powerful and can pursue greater challenges!

TIME

Sometimes the Game Master will rule that "an hour passes," or even, "a month passes," in the life of our intrepid adventurers, but two important time measurements need a quick explanation. These are the "turn," and the "combat round." A turn represents ten minutes, and a combat round is 1 minute.

Turns are used to measure normal movement when the adventurers are in a dangerous place; combat rounds are used to measure time when the party is in combat.

SAVING THROWS

From time to time, a Power or some other kind of hazard requires you to make a “saving throw.” A successful saving throw means that the character (or creature) avoids the threat or lessens its effect. Each character class has a “Saving Throw” target number, which gets lower and lower as the character gains levels. To make a saving throw, roll a d20. If the result is equal to or higher than the character’s saving throw target number, the saving throw succeeds. Creatures can also make saving throws (a creature’s saving throw target number is listed in the creature’s description).

Note that saving throws are always modified by the character’s most appropriate ability score. Thus, if the character is trying to lift a heavy weight, he makes a saving throw and modifies for strength. If he is a space pilot, trying to guide his ship through a meteor shower, he modifies for dexterity. Monsters and minor characters with no ability scores listed simply make an unmodified saving throw.

In STAR BLADES, no roll is ever made directly against an ability score, only saving throws modified by ability scores.



An Imperial nobleman of weighty ambition.

COMBAT

When the party of adventurers comes into contact with enemies, the order of events is as follows:

1. The Game Master determines if one side or the other is entitled to a free attack or move as a result of surprise—this is either a judgment or a die roll of some kind, depending on the circumstances.
2. Telepaths and Empaths declare any Powers they intend to use.
3. Determine Initiative (d6, highest result is the winner). One roll is made for each side, not for each individual.
4. Party with Initiative acts first (using Powers, attacking, etc.), and results take effect.
5. Party that lost initiative acts; results take effect.

6. Anyone who “held” initiative acts, and results take effect (both sides simultaneously).
7. The round is complete; roll initiative for the next round if the battle has not been resolved.

Surprise

The Game Master determines if one side gets a free initiative phase before the first initiative roll. This can be determined by fiat if it is obvious that one side or the other has successfully laid an ambush, or each side can roll 1d6, and surprise occurs on a 1 or 2. If either side has a face dancer scouting ahead, the chance of surprising the enemy rises to 1-3 on 1d6.

Declare Powers

Any player whose character is going to use a Power must say so before the initiative roll. Power activation begins at the beginning of the round. Thus, if the enemies win the initiative roll and damage the Power user, the Power’s activation may be disturbed.

Declare Initiative

At the beginning of a combat round, each side rolls initiative on a d6. The winning side acts first: moving, attacking, and using Powers. The other side takes damage and casualties, and then gets its turn.

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously unless the Game Master decides to allow another die roll to break the tie. When both sides are acting simultaneously, it is possible for two combatants to kill each other in the same round!

First Initiative Phase

Winners of the initiative roll take their actions, including moving, attacking, and anything else such as climbing onto tables, swinging from ropes, pushing boulders off cliffs, etc. Characters can move and attack in the same round.

The Attack Roll

The most important rule to understand about combat is the attack roll.

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These “to-hit” bonuses may include a strength bonus (for attacks with hand held weapons), a dexterity bonus (for attacks with missile weapons), and any bonuses for special (, masterwork, high technology or psychically imbued) weapons. The player then subtracts any “to-hit” penalties they might have from their roll.

The attack roll is then compared to a table to see if the attack hits. If the attack roll is equal to or higher than the number on the table, the attack hits. Your Game Master will determine whether or not your game will use Descending AC or Ascending AC.

If an attack hits, it inflicts damage (a number of hit points). The damage is subtracted from the defender’s hit point total (See Damage and Death).

Empath and Face Dancer Attack Rolls Table

	Target Armor Class [Descending Armor Class]																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Level	Attack Roll (d20) Required to hit Opponent's Armor Class [Ascending Armor Class]																		
1-2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
3-4	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
5-6	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
7-8	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
9	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
10-11	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
12	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
13-14	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
15-16	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
17	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
18-19	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
20	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

Star Warrior Attack Rolls Table

	Target Armor Class [Descending Armor Class]																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Level	Attack Roll (d20) Required to hit Opponent's Armor Class [Ascending Armor Class]																		
1-2	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
3	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
4-5	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
7	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
8	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
9	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
10-11	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
12	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
13-14	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
15	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
16	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
17-18	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
19-20	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

Telepath and Mentat Attack Rolls Table

	Target Armor Class [Descending Armor Class]																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Level	Attack Roll (d20) Required to hit Opponent's Armor Class [Ascending Armor Class]																		
1-3	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
4-5	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
6-7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
8-9	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
10	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
11-13	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
14-15	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
16-19	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
20-23	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20



Star Warriors locked in deadly combat.

Specific Situations

The following are a compilation of guidelines and instructions for handling certain, specific situations that might arise during combat.

Backstabbing and Flanking

Any attacks made from behind are made at a +2 bonus to hit (remember that Face Dancers additionally gain damage multipliers to such attacks).

Critical Hits and Fumbles

A “natural” roll of 20 is an automatic hit AND if a score of 20 was not the ONLY number that would hit, it inflicts double damage. A natural roll of 1 is an automatic miss and results in the attacker dropping his weapon. Also, in the case of a lasgun, the weapon burns out and is rendered useless.

House Rules

Many gaming groups decide upon (and sometimes write down for reference) a specific “house rule.” This is sometimes done to ensure consistent rulings on the results of commonly employed tactics, but it shouldn’t override the Game Master’s ability to decide that a particular situation is unusual enough to require a different bonus, penalty, or ruling. One example of a house rule is the decision about how to handle backstabbing/flanking, or fleeing opponents.

Invisible Opponents

Attacks against an invisible opponent have a -4 penalty.

Melee Attacks

A melee attack is an attack with hand-held weapons such as a sword, spear, or dagger. Attacks in general are described above. In addition to all other bonuses, a character’s strength bonuses to hit and on damage are added to melee attacks. It’s only possible to make a melee attack when the two combatants are within 10 feet of each other. Two combatants within ten feet of each other are considered to be “in combat.”

Missile Attacks

Missile attacks are uncommon in the Imperium, as the Holtzman Shield has largely made missile weapons a thing of the past. However, they might come into play on primitive worlds, as an assassin’s weapon at Court, or when hunting certain alien animals. Such attacks might be made with ranged weapons such as a rifle, lasgun, or thrown knife. A character’s dexterity bonus for missile attacks is added to the to-hit roll when the character is using missile weapons. When using missiles to attack into a melee, it usually isn’t possible to choose which opponent (or friend) will receive the attack.

Movement within Melee

A defender effectively blocks an area about three feet to either side, and enemies cannot move through this area. Alternatively, the Game Master might allow such movement but grant a free attack to the defender(s) who cover these areas.

Negotiation and Diplomacy

Some combats can be averted with a few well-chosen words (including lies). If the party is out matched, or the creatures don’t seem to be carrying much in the way of loot, the party might elect to brazen their way through, in an attempt to avoid combat—or at least delay it until conditions get more favorable. Striking bargains, persuading creatures or non-player characters to do things, and getting out of trouble by using your wits are an important part of the game. Don’t replace them with die rolls. Using dice to determine a creature’s initial reaction before negotiations start is fine, but use player skill (or lack thereof) to decide how far the players can improve a creature’s initial reaction. This isn’t a matter of “my character ought to be really persuasive”—this is one of the places where the player’s skill, not the character’s, is tested.

Retreating

It is up to the Game Master to decide if there will be any special rules for retreating away from a melee combat. Most Game Masters allow the enemy a free attack if the character (or creature) moves away by more than its “combat” movement of base movement rate in feet.

Spacing

Because most movement and combat increments are divisible by three, it is easiest to assume that a character “occupies” an area about three feet across for purposes of marching and fighting.

Powers

Power usage begins at the beginning of the round. It is possible to activate a Power while within melee range of an opponent (10 ft), but if the Power user suffers damage while using a Power, the Power is lost. Unless the Power description states otherwise, the Power takes effect in the user’s initiative phase.

Subdual Damage

A weapon may be used to beat down, rather than kill, an opponent. When the player desires, damage inflicted can be composed of half “real” damage and half “subdual” damage that does not kill, and such points are recovered at a rate of 1 hp per hour. If the opponent’s hit points, including the subdual damage, fall to zero, the opponent is knocked unconscious rather than killed (unless the real damage actually reduces real hit points to zero, in which case the opponent is accidentally killed).

Not all creatures may be subdued. Generally only humanoids and other intelligent creatures will be subject to such attacks.

Terrain Features

Characters and creatures will hide behind things, stand on things, lie prone, fight from higher ground, shoot arrows from within concealing mists or tree branches, and take every possible advantage of the combat terrain. The Game Master will assign bonuses and penalties for terrain features. Most such bonuses will only be a +/-1 or 2, depending on the degree of cover or the benefit of higher ground. Trying to hit someone through an arrow slit in a usele wall might have a penalty of -3. Remember, however, that the penalty to hit an invisible opponent is only -4, so a +/- 4 is about the outside limit for terrain adjustments on the to-hit roll.

Two-weapon Fighting

Using two weapons, one in each hand, does not grant an additional attack roll; you gain +1 to hit on your attack roll. The off-hand weapon must be a knife, and the damage is the average of the two weapons used.

Unarmed Combat

Brawling attacks, such as those conducted with fist, foot or dagger pommel, will normally inflict 1d2 points of damage, plus the attacker’s Strength bonus to damage (if any).

If unarmed combat is an important part of the Game Master’s game, he is encouraged to create more complicated rules to reflect unarmed combat.

Attempts to wrestle an opponent to the ground and pin him down, or attempts to smash into an opponent and push him backward, will be determined by the Game Master’s common sense (sand worms aren’t easily wrestled to the ground, unlike alien greys). A good rule of thumb is to require a successful attack roll.

Damage and Death

When a character (or creature) is hit, the amount of damage is deducted from his hit points. When hit points reach 0, the character is unconscious. The character actually dies if he reaches -10 hit points. Once a character reaches negative hit points, however, he continues to lose one hit point each round thereafter so doing, and on reaching -10, he will die.

Other characters can, of course, use empathic Powers and medi-beams to keep him alive, if they are not too busy fighting for survival themselves

Healing

In addition to the medi-beam, a character recovers 1 hit point per day that he takes uninterrupted rest. Four weeks of rest will return a character to full hit points regardless of how many hit points the character lost. Certain empathic Powers and alien artifacts can also speed healing.

Morale

Certain creatures, such as mindless beasts, are fearless and always fight to the death. The majority, however, will not continue to fight a hopeless battle, seeking to retreat, surrender or flee. The Game Master will usually roll a morale check as per the Mass Combat section (q.v.). Keep in mind that the party's own NPC allies might decide to flee if their prospects of survival look grim.

ADVICE FOR ADVANCED PLAY

Hiring Assistants

When the adventurers are just starting out, they will find it very beneficial to bring along a few hirelings—if they can find anyone willing to risk life and limb in the sorts of places adventurers go. As the characters gain levels, although it may no longer be so important to bring along men-at-arms or torchbearers (who likely wouldn't survive in high-powered adventure locales), they may begin routinely employing spies, servants, and guards while outside of the dungeon, and at higher levels yet they may find themselves needing the services of small armies of starship crewmen, soldiers, and servants for their ships, caravans, or strongholds.

As a general rule, the upkeep for a single person on a backwater planet is about 1 Sl. per month and perhaps twice that in a city. This “upkeep” covers food and incidentals, and does not include lodging, wages, or the purchase of equipment. Note that for some professions the “incidental” cost can be quite high: armorers use up a quantity of supplies just to keep a forge running. The cost of lodging (assuming the character does not own a stronghold where he can house his servants and followers at no cost) is up to the Game Master, but staying in an inn, even in a stable, will cost at least 1 Sl. per week. Purchase of equipment should be calculated using the equipment tables, and if the hireling requires a great deal of initial equipment such as a forge or a library, the Game Master will adjust the costs as needed. Wages depend upon the type of services being sought.

Imperial Alchemist

Upkeep Cost: 1,000 Sl./month

Wage: 500 Sl./month if the alchemist maintains his own laboratory. Half that cost if the character provides one for the alchemist.

Initial Equipment: Fully equipped lab costs 1,000 Sl.

Animal Trainer

Upkeep Cost: 500 Sl./month

Wage: No cost if he is a part of the character's stronghold retinue; 20 Sl./month otherwise.

Initial Equipment: This depends on the animal.

Armorer

Upkeep Cost: 100 Sl./month

Wage: None, if the armorer is a follower of a character with a stronghold. If not, wages are 100 Sl./month, over and above the cost of upkeep.

Initial Equipment: A fully equipped Holtzman Shield forge costs around 100 Sl.

Face Dancer Assassin

Upkeep Cost: N/A

Wage: 500 per mission per level

Initial Equipment: None.

Maintenance Tech

Upkeep Cost: 25 Sl./month

Wage: 10 Sl./month

Initial Equipment: A fully equipped tool chest costs around 100 Sl.

Man-at-Arms (Battles/War)

Upkeep Cost: 1 Sl./month in camp or garrison. Standard costs of rations if operating in the field (reduced to 10 Sl./month if the character is fielding an army with adequate starships to transport in bulk).

Wage: If the man-at-arms is a part of the character's stronghold retinue, he costs nothing. Conscript level mercenary infantry (1st level star warriors) cost around 2 Sl./month, veteran level mercenaries (2nd level star warriors) 4 Sl./month, and elite level mercenaries (3rd level star warriors) 8 Sl./month. Sergeants (one required for every 10 men-at-arms) cost twice as normal. Lieutenants (required for every 20), cost three times as normal, and Captains (required for every 100), cost four times as normal.

Initial Equipment: Determine from equipment list.

Man-at-Arms (Adventuring)

Upkeep Cost: Cost of rations.

Wage: 2 Sl./day or upwards of 5 Sl./day

Initial Equipment: Determine from equipment list.

Savant

Upkeep Cost: 2,000 Sl./month

Wage: N/A

Initial Equipment: Small computer lab/library costs 2,000 Sl.

Starship Crewman

Upkeep Cost: 10 Sl./month

Wage: 2 Sl./month

Initial Equipment: None.

Servant (Domestic)

Upkeep Cost: 1 Sl./month

Wage: 5 Sl./month

Initial Equipment: None.

Starship Captain

Upkeep Cost: 50 Sl./month

Wage: 250 Sl./month

Initial Equipment: A ship.

Siege or Construction Engineer

Upkeep Cost: 750 Sl./month

Wage: 250 Sl./month

Initial Equipment: None.

Face Dancer Spy

Upkeep Cost: 10 Sl./month

Wage: 200 Sl. per mission per level

Initial Equipment: None.

Packbearer/Other Non-combatant

Upkeep Cost: Cost of rations.

Wage: 1 Sl./day

Initial Equipment: Determine from equipment list.

Higher Level Adventuring

STAR BLADES usually isn't played just once for a single adventure—it is usually a weekly or monthly series of sessions in which the characters continue to adventure, gaining experience and power. Eventually, the more powerful characters will begin to make a mark on the game world itself; they may take control of a planet, build armies, and even, if the game goes on long enough and the group decides not to retire the characters, name kingdoms after themselves or venture into other worlds, realms, or dimensions. Perhaps they will do battle with super evolved aliens, maybe they will create technological artifacts of great power—even unite great empires beneath their banners on the field of war or through diplomacy in grand courts. Later “generations” of characters might even be serving as henchmen for the old, retired greats of the game!

The first several levels of playing the game are mainly devoted to the characters becoming more powerful, bringing back treasure to buy better equipment, finding Predecessor Crystals (q.v.), learning Powers, and getting more hit points as they gain levels. Often these adventures are expeditions into an alien labyrinth, but might also be a series of voyages on a starship or any number of other adventures—whatever the players decide to embark upon. As the game reaches higher level, the players will most likely begin projects that aren't specifically covered by the rules. Perhaps the Telepath wants to build an army of super-technological androids, but needs to figure out how to do it. Maybe the Star Warrior wants to establish a small, fortified base in the asteroid belt, but needs to hire some troops and clear out the area.

This side of the game is only limited by your collective imaginations. Of course, as the characters become better known (or more notorious), they will be petitioned by all manner of people from kings to peasants for help, and they will hear of mysterious places and rumors far beyond the normal fare of less renowned adventurers.

Strongholds

Strongholds and (sometimes) politics begin to dominate the game after the characters reach “name” level—assuming that the players don’t retire their characters at this point, which most do. Adventurers can start building strongholds before they have reached name level, of course, but they don’t get the followers (or necessarily the recognition of other nobles in the area) until reaching a level where their renown is enough to attract villagers and troops to their protection. Once the game reaches this level, the character will have to clear the space around the stronghold-planet, and the planet itself, of any threats, and can then safely begin building fortifications and taxing peasants as they flock (or trickle) to the character’s banner. It is possible at this point that actual battles might be fought, either on land or at sea, as the character defends his fief or seeks to expand it. There are many sets of rules for this “wargaming” side of the game available for the players and Game Master to choose from. One very simple rule of thumb is provided below, in case your group wants to avoid too much detail.

Mass Combat

Units of Troops: For mass combats, the soldiers are lumped together into units of five or ten (depending on the scale of the combat). All troops in the unit should have the same type of armor. For the unit, add up the hit points of all the soldiers in the unit and treat the unit as if it is a single creature. Stronger creatures, such as giant robots or sand worms, do not need to be grouped into units (although they are treated as a separate unit for combat purposes), and player characters should not be grouped together either.

Initiative and Combat Rounds: Combat rounds are five minutes long if troops are grouped into five-man units, and ten minutes long if they are grouped into ten-man units. At the beginning of the battle, roll for initiative. Whichever side wins the initiative can choose to move first or last, and can also choose whether to attack first or last. For example, at the beginning of the Battle of Azure’s World, where Garfinkel the Telepath’s forces are opposing an invading star demon army, if Garfinkel wins the initiative he might choose to move first and attack first, to move first but attack last, to move and attack last, or to move last but attack first.

Order of Battle (Mass Combat):

Powers are resolved before anything else happens. Both sides resolve their Powers, in the order chosen by the side with the initiative.

Movement is resolved in the order chosen by the side with initiative. If soldiers are charging and make their impact for the first time, the results of the charge are determined immediately during the movement phase (defenders with long weapons will get a first attack, and then the charging soldiers get an attack).

Melee combat is resolved (see below) in the order determined by the side with initiative.

Broken units may attempt to rally (see below).

Initiative is rolled for the next round, and the new round begins.

Melee Combat: When a unit makes its attack, it makes a single attack roll against the armor class of the opposing unit; in melee combat, the attack can only be made against a unit directly in front of the attacking unit. A unit of five soldiers with 1 HD each makes its attack roll as a 1 HD creature, not as a 5 HD creature. The first hit inflicted against a unit inflicts no damage. After a unit has been hit once, later hits are resolved as follows: damage is inflicted by rolling once (for whatever type of weapon the unit is using), and multiplying the result by the number of people in the attacking unit. If a unit is attacking a single target (such as a giant or a lone player character), the damage is reduced by half. Keep in mind that creatures retain their abilities; a creature that can't be damaged by certain weapons won't be hurt at all by soldiers using such weapons. There is one special rule here: if a creature, character, or unit cannot be hit because of a good armor class or terrain modifiers (explained later), there is still a chance that a unit can inflict some damage. If the unit rolls a natural 20 to hit, it will inflict damage, but only one-quarter of the damage it would normally inflict. Hit points inflicted on a unit don't actually kill anyone until the unit makes a morale check (see below). When a unit is down to half its original hit points, and any time it is hit after losing half its hit points, the unit must make a morale check. The morale check is made on a d6:

Morale Check Table

1: Four out of five of the soldiers in the unit are dead. The unit is removed from the board and the 1 or 2 survivors are fleeing.

2: The unit has no casualties, but is forced back one half of its move (the attackers can also move up their troops by the same amount if they choose to do so). The unit is "broken."

3: The unit remains in place, but is "broken."

4-6: Morale check succeeds, and the unit remains in the combat normally.

Modifier: Owing to their terrifying reputation, troops facing Infernian Slayers roll on the above table at a penalty of -1.

If a unit loses all its hit points, all the soldiers in the unit are considered dead.

Broken Units: If a unit is "broken," it means that the unit is thrown into confusion or fright, or that they are simply so battered that they cannot function until they rally themselves. A broken unit cannot attack, but after the melee phase of combat they may attempt to rally. A broken unit can move backward out of combat, but cannot advance toward the enemy. Super-elite guards like the Emperor's Infernians have an 85% chance to rally. A unit of elite troops has a 75% chance to rally. Veteran level mercenaries have a 50% chance to rally. Conscripts, levees and militia have a 25% chance to rally. If the unit rallies, it is no longer considered to be "broken" and can attack normally again when the time comes.

Modifiers: Large-scale combat depends greatly upon the terrain, and gaining superior terrain is an important part of such combats. Fighting down a slope or from higher ground is a major factor; perhaps the most important factor. Don't forget, though: even if a unit cannot be hit, when the attacker rolls a natural 20 it still inflicts one-quarter of its normal damage.

A unit fighting from the higher ground has a choice to make each round; it can gain a +4 on its attack roll or it can force all attackers to take a -4 on attack rolls against the unit during that round.

Units fighting inside a forest are immune to missile fire (applicable only on primitive worlds where Holtzman Shields are unknown) unless they are lined up at the edge, using trees as cover, in which case all enemy attacks are made at -4 (including melee attacks—holding the edge of a tree line is an advantage even in close combat).

Defending from behind a wall causes enemy attacks to be made at -4. One point about this, though: a wall at the edge of a tree line doesn't get both modifiers from the wall and the trees; only one -4 will be applied to enemy attacks. Thus, if a unit is on top of a usele wall, defending against archers firing from below, the attack against them will be made at -8 (-4 for the higher ground, and -4 for the wall).

If a unit is flanking another unit (attacking from the side) it gains +4 to hit.

If a unit is attacking another unit from the rear, it attacks at +4 and also inflicts double normal damage.

Movement Rule: A unit cannot turn and move in the same round unless it is a mounted cavalry unit.



Starship boarding action.

Battlefield Types

Battles in Star Blade can be of three basic types: groundside, deep space, and planetary invasion.

Groundside and Deep Space Battles: These are essentially similar. They both take place on an ordinary game table, set up to represent either a planetary surface or the interior of a starship, and the two armies fight out the field battle or boarding action. The battle ends when either side is driven from the table, or per victory conditions established by the Game Master.

Planetary Invasions: These are somewhat different, in that they are played out on two tables, one set up to represent a boarding action and the other representing the planet side fight. The forces can move back and forth between the two tables. Each side can set up a “launch site” at its baseline on both the planetary and deep space tables. Troops can move from one table to the other only at these points. Movement is instantaneous, however, each time troops are moved, roll 1d6. On a 6, the shuttles or boarding cutters used by the troops were destroyed in flight, and all troops lost.

GAMEPLAY EXAMPLE

A Fighter, Arizan Bashar, is fighting three Face Dancers on a dark planet called of the Hunter’s World. We eavesdrop just as the encounter begins:

Arizan’s player: “I draw myself up to full height and inform them that I’m a captain of the guard. My soldiers are right behind me, and these vermin better disperse or I’ll have them brought in for interrogation.”

Game Master: “Um, no. They’re not buying it. You’re covered in filth from that garbage pit, remember?”

Arizan’s player: “Oh, yeah. I forgot that.”

Game Master: “Roll initiative.” (Secretly rolls a d6 and gets a result of 6.)

Arizan’s player: “I rolled a 2.”

Game Master: The Face Dancers attack first. They’re all more than ten feet from you, and they move forward with their clubs at the ready.”

Arizan’s player: “They don’t charge?”

Game Master: “Nope.”

Arizan’s player: “They don’t get an attack because they closed in. It’s my turn to attack, right?”

Game Master: “Yes.”

Arizan’s player: (Rolls a d20.) “16—sweet! Adding my base to-hit bonus and Strength bonus gives me a total “to-hit” roll of 18!”

Game Master: (Notes that the enemy, due to dexterity bonuses have an armor class of 14, using the ascending AC rules.) “You swing your sword into the leading Face Dancer. Roll for damage.”

Arizan’s player: (Rolls a d6.) “2 points, but I’ve got a +1 damage bonus, so that’s 3.”

Game Master: (That’s enough to kill it. The Face Dancer had only 2 hit points.) “Okay, so as it’s moving forward, the Face Dancer slips a little bit in a puddle on the stones of the narrow alley where you’re fighting, and skids right onto your sword. As you yank out the blade, the Face Dancer falls dead to the ground. The other two are still attacking, but they look nervous now—obviously starting to reconsider this whole thing.”

EMPATH POWER LIST

1st Level

Cure Light Wounds
Detect Psychic Emanation
Light

2nd Level

Continual Light
Enhance
Hold Person

3rd Level

Boost Electronic Device
Cure Disease
Trance

4th Level

Cure Serious Wounds
Locate Jump Gate
Neutralize Poison
Plantspeak

5th Level

Cure Critical Wounds
Finger of Death
Overload Electronic Device
Xenospeak

6th Level

Animate Object
Boost Starship Engine
Energy Barrier

7th Level

(Powers of this level or higher are allowed a saving throw only if specifically stated in the description)
Control Environment
Empathic Blast
Phase Walk

TELEPATH POWER LIST

1st Level

Detect Psychic Emanation
Hold Portal
Hypnotize

Light

2nd Level

Continual Light
Darkness 15 ft Radius
Detect Invisibility
ESP (Detect Thoughts)
Knock
Invisibility
Levitate
Locate Object
Mirror Image
Phantasmal Force
Strength

3rd Level

Clairaudience
Clairvoyance
Haste
Hold Person
Infravision
Invisibility 10 ft Radius
Null Field
Slow
Suggestion

4th Level

Confusion
Dimension Door
Extension I
Fear
Enhanced Hypnotize
Kelvin Storm
Locate Jump Gate
Massmorph
Plasma Wall
Telepathic Eye

5th Level

Assumption
Extension II
Feeblemind
Hold Creature
Passwall
Telekinesis
Teleport

6th Level

Anti-psyhic Shell
Control Weather
Death Power
Disintegrate
Extension III
Repulsion

7th Level

(Powers of this level or higher are allowed a saving throw only if specifically stated in the description)

Control Plants
Mass Invisibility
Reverse Gravity

8th Level

(Powers of this level or higher are allowed a saving throw only if specifically stated in the description)

Create Wormhole
Ghola
Mass Hypnotize
Permanency
Telepathic Blind

9th Level

(Powers of this level or higher are allowed a saving throw only if specifically stated in the description)

Astral Power
Collapse Jump Gate / Wormhole
Time Stop 9th Level

POWER DESCRIPTIONS

Contained herein are all of the Empath and Telepath Powers presented in alphabetical order.

Animate Object

Power Level: Empath, 6th Level

Range: 60 ft

Duration: 1 hour

The Empath “brings to life” inanimate objects such as statues, chairs, carpets, and tables. The objects follow the Empath’s commands, attacking his foes or performing other actions on his behalf. The Game Master must determine the combat attributes of the objects, such as armor class, speed, hit dice, and to-hit bonuses on the spur of the moment. A stone statue, as a basic example, might have AC of 1 [18], attack as a creature with 7–9 HD, and inflict 2d8 points of damage. Wooden furniture would be considerably less dangerous.

Anti-psyhic Shell

Power Level: Telepath, 6th Level

Range: User
Duration: 2 hours

An invisible bubble of force surrounds the user, impenetrable to telepathic or empathic power. Powers and other effects based on psychic force effects cannot pass into or out of the shell.

Assumption

Power Level: Telepath, 5th Level
Range: See below
Duration: See below

This Power relocates the user's life essence, intelligence, and soul into a specially prepared psychic crystal (costs 5,000 cr; must be prepared beforehand). The crystal must be within 30 ft of the user's body for the transition to succeed. Once within the crystal, the Telepath can possess the bodies of other creatures and people, provided that they are within 120 ft of the crystal and fail a saving throw. The user can return his soul to the crystal at any time, and if a body he controls is slain, his life essence returns immediately to the crystal. If the user's body is destroyed while his soul is in the crystal, the soul no longer has a home other than within the crystal (although the disembodied Telepath can still possess other bodies as before). If the crystal itself is destroyed while the Telepath's soul is within, the soul is lost. The Telepath can return from the crystal to his own body whenever desired, thus ending the Power.



A powerful Telepath, possibly of the Sisterhood.

Astral Power

Power Level: Telepath, 9th Level
Range: 100 miles (above ground), 100 yards (below)
Duration: 2 hours

The user projects his astral form into other places; the astral form is invisible to all creatures but those also traveling the astral plane of existence. The Power has a duration of two hours. If the user's physical body is moved more than 100 miles from its original location while the astral form is away, the link is sundered and the user's soul becomes lost in the beyond; and if the user's body is underground, it need only be moved 100 yards before the connection is broken.

The astral form is capable of using Powers, but there is a 5% chance per Power level that the Power will fail. Additionally, there is a 2% chance per Power level of the attempted Power that the astral Power itself will falter as a result of the Power activation, and the astral form will return to the physical body. When traveling in astral form upon the earth, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is much slower: 120 ft per 10-minute turn. When traveling into the deeper regions beyond the earth, speed and distance are obviously not measured in miles.

Boost Electronic Device

Power Level: Empath, 3rd Level

Range: touch

Duration: 2 hours

Allows the Empath to double the effect of any electronic device in any meaningful way. For example, the range on a communicator, the processing speed of a computer, or the damage caused by a lasgun. The device must be relatively small (something man-portable and non-cityd destroying is a good rule of thumb) and each use of this power has a 1 in 6 chance of permanently burning out the device.

Boost Starship Engine

Power Level: Empath, 6th Level

Range: touch

Duration: 2 hours

Allows the Empath to boost the acceleration of any spaceship or starship by +.02 light, not above .99 light. Each use of the power has a 1 in 6 chance of shutting down the engines for 1d6 hours. This power is especially useful for catching or escaping from an enemy vessel.

Clairaudience

Power Level: Telepath, 3rd Level

Range: 60 ft

Duration: 2 hours

Clairaudience allows the user to hear through solid stone (limiting range to 2 ft or so) and other obstacles, any sounds within a range of 60 ft. The Power's effect cannot pass through even a thin sheeting of lead or any heavier element, such as iridium or gold, however, which blocks it utterly. The Power can be used through a crystal ball.

Clairvoyance

Power Level: Telepath, 3rd Level

Range: 60 ft

Duration: 2 hours

Clairvoyance allows the user to see through solid stone (limiting range to 2 ft or so) and other obstacles, any sounds within a range of 60 ft. The Power's effect cannot pass through even a thin sheeting of lead or any heavier element, such as iridium or gold, which blocks it completely.

Collapse Jump Gate

Power Level: Telepath, 9th Level

Range: 100,000 miles

Duration: 3 turns (30 minutes)

This Power allows a Telepath of the highest level to temporarily collapse any natural or artificial jump gate, rendering it useless to any starship for faster than light travel.

Confusion

Power Level: Telepath, 4th Level

Range: 120 ft

Duration: 2 hours

This Power confuses people and creatures, making them act randomly. On a roll of 2d6, the creatures will do the following:

Confusion Table (2d6)

Die Roll	Reaction
2-5	Attack user & his allies
6-8	Stand baffled and inactive
9-12	Attack each other

The effects of the confusion may shift every ten minutes or so, and the dice are once again rolled.

The Power affects 2d6 creatures, plus an additional creature for every user level above 8th. Creatures of 3 hit dice or fewer are automatically affected by the Power, and it takes effect instantly. Creatures of 4 hit dice or more are permitted a saving throw. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the Power's two-hour duration has run its course.

Control Plants

Power Level: Telepath, 7th Level

Range: 120 ft

Duration: Until Nullified

If the plant fails a saving throw (and it need not be intelligent), it will obey the user to the extent of its ability. The Power affects one large tree, six man-sized plants, twelve plants three feet tall, or twenty-four flower-sized plants.

Control Environment

Power Level: Telepath, 6th Level; Empath, 7th Level

Range: Game Master's discretion
Duration: Game Master's discretion

The user can summon or stop rainfall, create unusually high or low temperatures, summon or disperse a tornado, clear the sky of clouds, or summon clouds into being. This Power can be used to allow survival for up to 6 beings in vacuum for up to 3 hours.

Continual Light

Power Level: Telepath, 2nd Level; Empath, 2nd Level
Range: 120 ft
Duration: Permanent until Nullified

The targeted person or object produces light as bright as sunlight (and with the same effects as sunlight), to a radius of 120 ft.

Create Wormhole

Power Level: Telepath, 8th Level
Range: 100,000 miles
Duration: 3 turns (30 minutes)

This power allows the Telepath to create a wormhole that a starship (any jump-capable ship) can use to enter warp space and travel faster than light. What effect this has on the ship, and where the ship ends up are for the Game Master to decide.

Cure Disease

Power Level: Empath, 3rd Level
Range: Touch
Duration: Immediate

Cures the Power's recipient of any diseases, including psychically inflicted ones. A reversal of this Power allows an evil Empath to cause disease.

Cure Light Wounds

Power Level: Empath, 1st Level
Range: Touch
Duration: Immediate

Cures 1d6+1 hit points of damage. An evil reversal of this Power allows an evil Empath to cause light wounds.

Cure Critical Wounds

Power Level: Empath, 5th Level
Range: Touch
Duration: Immediate

Cures 3d6+3 hit points of damage. This Power can also be used to regenerate lost limbs, though it cannot be used to bring a dead character back to life. An evil reversal of this Power allows an evil Empath to cause serious wounds.

Cure Serious Wounds

Power Level: Empath, 4th Level

Range: Touch

Duration: Immediate

Cures 2d6+2 hit points of damage. An evil reversal of this Power allows an evil Empath to cause serious wounds.

Darkness 15 ft Radius

Power Level: Telepath, 2nd Level

Range: 120 ft

Duration: 1 hour

Darkness falls within the Power's radius, impenetrable even to infravision. A Light Power or Dispel Magic can be used to counteract the darkness.

Death Power

Power Level: Telepath, 6th Level

Range: 240 ft

Duration: Causes normal death

Within a 60 ft radius, up to 2d8 creatures with fewer than 7 hit dice perish.

Detect Invisibility

Power Level: Telepath, 2nd Level

Range: 10 ft per user level

Duration: 1 hour

The user can perceive invisible objects and creatures (even those lurking in another plane of existence?).

Detect Psychic Emanation

Power Level: Empath; Telepath, 1st Level

Range: 60 ft

Duration: 20 minutes

The user can perceive, in places, people, or things, the presence of a telepathic or empathic Power or device.

Dimension Door

Power Level: Telepath, 4th Level

Range: 10 ft (360 ft teleport distance)

Duration: 1 hour

Dimension door is a weak form of teleportation, a Power that can be managed by lesser magicians who cannot yet manage the Teleportation Power. The user can teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the Power's range.

Disintegrate

Power Level: Telepath, 6th Level

Range: 60 ft

Duration: Permanent—cannot be nullified

The user defines one specific target such as a door, a peasant, or a statue, and it disintegrates into dust. Magical materials are not disintegrated, and living creatures (such as the aforementioned peasant) are permitted a saving throw.

Empathic Blast

Power Level: Empath, 7th Level

Range: 40 ft radius

Duration: Immediate

Dramatically affects all those within a 40' radius. Creatures of fewer than 5 hit dice are slain, creatures of 5 to 8 hit dice are stunned for 2d10 turns, and creatures with 9–12 hit dice are deafened for 1d6□ turns. Creatures with 13+ hit dice are unaffected.

Energy Barrier

Power Level: Empath, 6th Level

Range: 60 ft

Duration: 12 turns

Burning psychic power forms a lethal circle around the Power's recipient, at a radius of 15 ft. The barrier inflicts 7d10 points of damage to anyone trying to pass through.

Enhance

Power Level: Empath, 2nd Level

Range: Only upon a character not in combat.

Duration: 1 hour (6 turns)

This Power grants its recipient a +1 to attack rolls (and improves morale, if the recipient is not a player character). The recipient cannot already be in combat when the Power is activated.

Enhanced Hypnotize

Power Level: Telepath, 4th Level

Range: 60 ft

Duration: See below

This Power operates in the same manner as Hypnotize, but can affect any one living creature, including powerful creatures. For creatures of fewer than 3 hit dice, up to 3d6 can be affected. Creatures can break free of the control, (one chance per week) based on their hit dice (as shown on the following table).

Enhanced Hypnotize

Hit Dice	Chance to Break Charm ¹
Fewer than 2	5%
2–4	10%
5–7	20%
8–10	40%
11+	80%

¹ Per week

ESP (Detect Thoughts)

Power Level: Telepath, 2nd Level

Range: 60 ft

Duration: 2 hours

The user can detect the thoughts of other beings at a distance of 60 ft. The Power cannot penetrate more than two feet of stone, and is blocked by even a thin sheet of lead or any heavier element.

Extension I

Power Level: Telepath, 4th Level

Range: Same as the Power being extended

Duration: See below

Extension I lengthens the duration of another Power by 50%. Only Powers of level 1–3 can be affected by Extension I.

Extension II

Power Level: Telepath, 5th Level

Range: Same as the Power being extended

Duration: See below

Extension II lengthens the duration of another Power by 50%. Only Powers of level 1–4 can be affected by Extension II.

Extension III

Power Level: Telepath, 6th Level

Range: Same as the Power being extended

Duration: See below

Extension III lengthens the duration of another Power by 50%. Only Powers of level 1–4 can be affected by Extension III.

Fear

Power Level: Telepath, 4th Level

Range: 240 ft

Duration: 1 hour

This Power causes the creatures in its cone-shaped path to flee in horror (if they fail the saving throw). There is a 60% chance that they will drop whatever they are holding. The cone extends 240 ft to a base 120 ft across.

Feeblemind

Power Level: Telepath, 5th Level
Range: 240 ft
Duration: Permanent until nullified

Feeblemind is a Power that affects only Telepaths and Mentats. The saving throw against the Power is made at a -4 penalty, and if the saving throw fails, the targeted Telepath or Mentat becomes feeble of mind (Intelligence 3) until the Power is nullified.

Finger of Death

Power Level: Empath, 5th Level
Range: 120 ft
Duration: Immediate

This Power kills a single creature (saving throw applies). Misusing the Power is an act that will likely invoke a psychic backlash and kill the Empath.

Ghola

Power Level: Telepath, 8th Level
Range: Close
Duration: Permanent

By this eerie and disturbing Power, a piece of flesh, taken from a living person, is grown into an exact duplicate of the person at the time the flesh was removed (whether this requires a laboratory and how much time is required to regrow the clone depend upon the Power formula and the Game Master's discretion). If a ghola is created while its parent-creature still lives, the ghola will seek to kill its original. If it fails to achieve this goal, both the ghola and the original will become insane.

Haste

Power Level: Telepath, 3rd Level
Range: 240 ft
Duration: 30 minutes

In 60 ft radius around the point where the Power is targeted, as many as 24 creatures become able to move at double normal speed and gain double attacks per round.

Hold Creature

Power Level: Telepath, 5th Level
Range: 120 ft
Duration: 1 hour (+10 minutes/level)

The user targets 1d4 creatures of any size or type that are not specifically listed as being immune to mind control, which are completely immobilized (saving throw applies). The user may also target a single creature, in which case the saving throw is made with a penalty of -2.

Hold Person

Power Level: Empath, 2nd Level

Range: 180 ft

Duration: 9 turns

The user targets 1d4 persons (the same parameters as the Hypnotize Power), who are completely immobilized (saving throw applies). The user may also target a single person, in which case the saving throw is made with a penalty of -2.

Hold Person

Power Level: Telepath, 3rd Level

Range: 120 ft

Duration: 1 hour (+10 minutes/level)

The user targets 1d4 persons (the same parameters as the Hypnotize Power), who are completely immobilized (saving throw applies). The user may also target a single person, in which case the saving throw is made with a penalty of -2.

Hold Portal

Power Level: Telepath, 1st Level

Range: Game Master's Discretion

Duration: 2d6 turns

This Power holds a door closed for the Power's duration (or until nullified). Creatures with psychic resistance can shatter the Power without effort.

Hypnotize

Power Level: Telepath, 1st Level

Range: 120 ft

Duration: Until Nullified

This Power affects a single living biped of human size or smaller. If the Power succeeds (saving throw allowed), the unfortunate creature falls under the user's influence.

Infravision

Power Level: Telepath, 3rd Level

Range: 40 ft

Duration: 1 day

The recipient of the Power can see in total darkness for the length of the Power's duration.

Invisibility

Power Level: Telepath, 2th Level
Range: 240 ft
Duration: Until nullified or an attack is made

The object of this Power, whether a person or a thing, becomes invisible (to both normal vision and to infravision). If the Game Master is using the invisibility rules unchanged, the result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to hit. If the invisible creature makes an attack, the Power is broken. Otherwise, it lasts until Nullified or removed by the user.

Invisibility 10 ft Radius

Power Level: Telepath, 3rd Level
Range: 240 ft
Duration: Until nullified or an attack is made

Like the Invisibility Power, Invisibility 10 ft Radius makes the target creature or object invisible to normal sight and to infravision. It also, however, throws a radius of invisibility around the recipient, which moves with him/it. If the Game Master uses the game's invisibility rules unchanged, the invisible creature cannot be attacked unless its approximate location is known, and all attacks against him/it are made at -4 to hit. If the invisible creature makes an attack, the Power is broken. Otherwise, it lasts until nullified or removed by the user.

Kelvin Storm

Power Level: Telepath, 4th Level
Range: 120 ft
Duration: 1 round

A whirling vortex of ice, snow, and hail forms in a cube roughly thirty feet across. Near absolute zero temperatures inflict 3d10 hit points of damage (no saving throw applies) to all within the area.

Knock

Spell Level: Telepath, 2nd Level
Range: 60 ft
Duration: Immediate

This Power unlocks and unbars all doors, iris valves, and portals within its range, including those held or locked by psychic power.

Levitate

Power Level: Telepath, 2nd Level
Range: 20 ft/level
Duration: 1 turn/level

This Power allows the Telepath to levitate himself, moving vertically up or down, but the Power itself provides no assistance with lateral movement. A wall, cliff side or ceiling could, of course, be used to pull along hand-over-hand. Levitation allows up or downward movement at a rate of up to 6 ft per minute (60

ft per turn), and the user cannot levitate more than 20 ft per level from the ground level where the Power was activated (such range being applied both to movement into the air, and to downward movement into a pit or chasm).

Light

Power Level: Empath; Telepath, 1st Level

Range: 60 ft

Duration: 1 hour (+10 minutes/level)

The target person or object (at a range of up to 120 ft) produces light about as bright as a torch, to a radius of 20 ft.

The Empath version of this Power last 2 hours.

Locate Jump Gate

Power Level: Empath, 4th Level, Telepath 4th Level

Range: 1 parsec

Duration: 1 round/level

This Power gives the user the correct direction (Newtonian) toward the nearest jump gate, natural or artificial, within range.

Locate Object

Power Level: Empath, 3rd Level

Range: 90 ft

Duration: 1 round/level

This Power gives the user the correct direction (as the crow flies) toward an object the users specifies with a description. The object cannot be something the user has never seen, although the Power can detect an object in a general class of items known to the user: communicator, stairs, gold, etc.

Locate Object

Power Level: Telepath, 2nd Level

Range: 60 ft (+10 ft/level)

Duration: 1 round/level

This Power gives the user the correct direction (as the crow flies) toward an object the users specifies with a description. The object cannot be something the user has never seen, although the Power can detect an object in a general class of items known to the user: stairs, gold, etc.

Mass Hypnotize

Power Level: Telepath, 8th Level

Range: 120 ft

Duration: Until Nullified

This Power operates in the same manner and with the same restrictions as Hypnotize. However, it affects a total of 30 HD of creatures, in any combination. All saving throws are made with a penalty of -2.

Mass Invisibility

Power Level: Telepath, 7th Level

Range: 240 ft

Duration: See below

This Power makes 1d3 hundred man or horse-sized creatures (or objects) invisible, as if they had been affected by a single invisibility Power. The Power can also affect up to 6 creatures of sandworm size. As with the invisibility Power, it lasts until nullified or until the creature makes an attack.

Massmorph

Power Level: Telepath, 4th Level

Range: 240 ft

Duration: Until negated by the user or nullified

One hundred or fewer man or horse-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the “forest” will not detect the deception.

Mirror Image

Power Level: Telepath, 2nd Level

Range: Around user

Duration: 1 hour or until destroyed

The Power creates 1d4 images of the user, acting in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the user, and may attack one of the images instead of the user himself (determined randomly). When a hit is scored upon one of the images, it disappears.

Neutralize Poison

Power Level: Empath, 4th Level

Range: Touch

Duration: Immediate

This Power counteracts poison if used promptly, but can't be used to bring the dead back to life later on.

Nullify

Power Level: Telepath, 3rd Level

Range: 120 ft

Duration: 10 minutes against an item

Although it is not powerful enough to permanently de-power a psychically imbued item (nullifies for 10 minutes), it can be used to completely nullify most other Powers.

The chance of success is a percentage based on the ratio of the level of the Telepath trying to Nullify over the level of the Telepath (or HD of the creature) who originated the power. Thus, a 6th level Telepath attempting to Nullify a hypnotize Power used by a 12th level Telepath has a 50% chance of success ($6/12 = 1/2$, or, 50%). If the 12th level Telepath were Nullifying the 6th level Telepath's hypnotize, the chance would be 200% ($12/6 = 2$, or, 200%).

Overload Electronic Device

Power Level: Empath, 5th Level

Range: 120 ft

Duration: 3 turns (30 minutes)

This power allows the Empath to overload and burnout any single electronic device within range. No saving throw is allowed. The limits on the power of the device that can be affected are the same as for the 3rd level Empath Power Boost Electronic Device.

Passwall

Power Level: Telepath, 5th Level

Range: 30 ft

Duration: 3 turns (30 minutes)

This Power creates a hole through solid rock or metal, about 7 ft high, 10 ft wide, and 10 ft deep (possibly deeper at the discretion of the Game Master). The hole closes again at the end of the Power's duration.

Permanency

Power Level: Telepath, 8th Level

Range: See below

Duration: Permanent until nullified by an opponent of twice the user's level

This Power makes the effect of another Power permanent—unless a Telepath of twice the user's level nullifies it. No more than one permanency is ordinarily possible on any one object, and no more than two upon a creature. Considerable Game Master discretion is required for the use of this Power: many Powers should not be subject to being made permanent.

Phantasmal Force

Power Level: Telepath, 2nd Level

Range: 240 ft

Duration: Until concentration ends

This Power creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, he can take damage from it. Unless the Game Master rules otherwise, victims of the Power are permitted a saving throw, and the illusion cannot cause more than 2d6 points of damage per victim.

Phase Walk

Power Level: Empath, 7th Level

Range: Touch

Duration: 1 day or until Nullified

The Empath and up to one other person in contact with him become incorporeal and mist-like, able to travel through walls and other obstacles. The Empath can bring this companion along, traveling at 48 ft per minute indoors (or in subterranean or spaceship settings) and much faster outdoors.

Plantspeak

Power Level: Empath, 4th Level

Range: Speaking range

Duration: 6 turns

The user can speak with and understand the speech of plants. Plants smaller than trees will obey his commands, moving aside when requested, etc.

Plasma Wall

Power Level: Telepath, 4th Level

Range: 60 ft

Duration: Concentration

A wall of energy plasma flares into being and burns for as long as the user concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the plasma inflicts 1d6 hit points of damage (no saving throw) and vacuum dwelling creatures sustain twice the normal damage. The user may choose to create a straight wall 60 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft high.

Project Image

Power Level: Telepath, 6th Level

Range: 240 ft sphere

Duration: 1 hour

The user projects an image of himself, to a maximum range of 240 ft. Not only does the projected image mimic the user's sounds and gestures, but also any Powers he activates will appear to originate from the image.

Repulsion

Power Level: Telepath, 6th Level

Range: 120 ft

Duration: 1 hour

Any creature trying to move toward the user finds itself moving away, instead.

Reverse Gravity

Power Level: Telepath, 7th Level

Range: 90 ft

Duration: 1 round (minute)

The Power reverses gravity in a cubical area approximately 30x30x30 ft in size. Anything in the area falls upward, and then when the Power ends they fall back down again.

Slow

Power Level: Telepath, 3rd Level

Range: 240 ft

Duration: 3 turns (30 minutes)

In an area of radius of 60 ft around the point where the Power is targeted, as many as 24 creatures failing a saving throw can only move and attack at half speed.

Strength

Power Level: Telepath, 2nd Level

Range: Touch

Duration: 8 hours (80 turns)

This Power may be use upon a Star Warrior, Face Dancer or Empath. For the duration of the Power, a Star Warrior gains 2d4 points of Strength, and a Face Dancer or Empath gains 1d6 points of Strength. Strength cannot exceed 18 unless the Game Master chooses to allow additional bonuses resulting from the additional strength.

Suggestion

Power Level: Telepath, 3rd Level

Range: Shouting distance

Duration: 1 week

The user speaks a hypnotic suggestion to his intended victim. If the victim fails a saving throw, he will carry out the suggestion (as long as it can be performed within a week). The suggestion might not call for the action to be carried out immediately. A suggestion that the victim kill himself is only 1% likely to be obeyed.

Telekinesis

Power Level: Telepath, 5th Level

Range: 120 ft

Duration: 6 turns (1 hour)

The user can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level. It is up to the Game Master's interpretation of the Power whether the objects can be thrown and at what speed.

Telepathic Blind

Power Level: Telepath, 8th Level

Range: 120 ft

Duration: 1d4 or 2d4 days (See below)

If the target creature has fewer than 40 hit points, it is instantly blinded for 2d4 days; if the creature has from 41 to 80 hit points, it is blinded for 1d4 days. If the creature has more than 80 hit points it is not affected by the Power. No saving throw applies.

Telepathic Eye

Power Level: Telepath, 4th Level

Range: 240 ft

Duration: 1 hour

The Telepath materializes an invisible, “eye,” that can move a maximum of 240 ft from its creator. It floats along as directed by the user, at a rate of 120 ft per turn (12 ft per minute).

Teleport

Power Level: Telepath, 5th Level

Range: Touch

Duration: Instantaneous

This Power transports the user or another person to a destination that the user knows (at least knowing what it looks like from a picture or a map). Success depends on how well the user knows the targeted location, as follows:

1. If the user has only seen the location in a picture or through a map (i.e., his knowledge is not based on direct experience), there is only a 25% chance of success, and failure means death, for the traveler’s soul is lost in the spaces between realities.
2. If the user has seen but not studied the location, there is a 20% chance of error. If there is an error, there is a 50% chance that the traveler arrives low, 1d10 x10 feet below the intended location (with death resulting from arrival within a solid substance). If the error is high (over the 50% chance for a “low” arrival), the traveler arrives 1d10 x10 ft over the targeted location—probably resulting in a deadly fall.
3. If the user is well familiar with the location, or has studied it carefully, there is only a 5% chance of error—a 1 in 6 chance of teleporting low, otherwise high. In either case, the arrival is 1d4 x10 ft high or low.



Young nobles surveying their domain, under the watchful eye of an elite Star Warrior guard.

Time Stop

Power Level: Telepath, 9th Level

Range: User

Duration: 1d4+1 rounds

The user stops the passage of time in a radius about 15 ft around himself (the time-stopped area does not thereafter move with the user. Any creatures within this area are suspended in time, unable to act. The user is not stopped in time while in the area or beyond.

Trance

Power Level: Empath, 3rd Level

Range: 30 ft

Duration: Following melee round

This Power affects a 20x20 ft area, causing a saving throw penalty to all creatures in that area. The penalty is a -1, plus an additional -1 for every ten user levels. Thus, a 10th level Empath causes a saving throw penalty of -2. The penalty actually takes effect in the melee round following the one in which it was use.

Xenospeak

Power Level: Empath, 5th Level

Range: Speaking range

Duration: 3d4 questions

The user can speak with any type of creature, even those with only rudimentary intelligence, for the duration of a certain number of questions. The creature is not forced to answer.

END OF PLAYER'S SECTION

This concludes the player's section of STAR BLADES. To play this game, it is unnecessary to read any further.

The rest of the book contains information for the following aspects of the STAR BLADES game:

- Designing an Adventure
- Creating a Campaign
- Creatures (including their "to-hit" numbers)
- Treasure

These very important sections of the book contain information that aspiring Game Master's should familiarize themselves with, as they provide suggestions and give advice on how to "run" STAR BLADES games for interested players.

GAME MASTER INFORMATION

REMEMBER

STAR BLADES is a free-form roleplaying game, meaning that there aren't very many rules. The Game Master is responsible for handling situations that aren't covered by the rules, making fair evaluations of what the characters do and deciding what happens as a result. This is not a game in which the players are "against" the Game Master, even though the Game Master is responsible for creating tricky traps, dangerous situations, and running the creatures and other foes the PCs will encounter during the game. In

fact, the players and the Game Master cooperate with each other to create a fantasy epic, with the Game Master creating the setting and the players developing the story of the heroes. If they aren't skillful and smart, the epic might be very short. But it's not the Game Master's job to defeat the players—it's his job to provide interesting (and dangerous) challenges, and then guide the story fairly.

Running an Adventure

The following are few rules of thumb for running an adventure; they are guidelines for the average or normal situation and can (and often should) be altered to fit the circumstances.

Listening at Doors: Listening at a door has a 1 in 6 chance of success for humans. Face Dancers are allowed this roll, as well as a saving throw based on level, made at the same time. If either roll is successful, the Face Dancer hears the noise.

Opening doors: Stuck doors (and many doors in an ancient labyrinth or Predecessor installation may be stuck closed) have only a 2 in 6 chance of opening on the first try. Smashing through a door with (up to 3) characters gives each character a normal chance of success, but they will spill into the room and should automatically lose initiative if there are creatures within.

Secret Doors: Secret doors are not spotted by chance while passing by; they must be searched for. Searching for a secret door takes a turn (10 minutes of game time) for a 10 ft segment of wall. Humans, have a 2 in 6 chance to find a secret door while searching, Face Dancers are allowed this roll, as well as a saving throw based on level, made at the same time. If either roll is successful, the Face Dancer locates the secret door.

Traps and Pits: Anyone passing over or through the trigger for a trap has a 2 in 6 chance to spring the trap. Face Dancers are allowed to attempt to detect a trap if a saving throw based on level is made.

EXPERIENCE POINTS

The player section of these rules gives some information about gaining XP, which are awarded for gaining treasure and killing creatures. It may seem counter-intuitive that treasure somehow makes characters more experienced, but that's not what awarding experience for Solars is all about. Solars are an after-the-fact measurement of how ingenious the character (player) was in getting them. The Solars aren't the source of the experience, they are the measurable product of it. Solving puzzles and finding traps are all already rewarded though this "gold standard," and shouldn't ordinarily be the source of bonus XP. However, if the treasure from an adventure isn't the best measurement of the effort, as in missions the players undertake without expectation of reward, the Game Master will have to provide an alternative source of XP. This can be done by awarding XP bonuses for finding and avoiding traps, for solving puzzles, and for turning potential enemies into allies with smart decision-making or fast talking. Overall success with a mission is another method of awarding XP when the adventure is going to be short on gold. Smart decision-making by the players is the key to awarding XP properly; avoid giving rewards for situations that were actually determined by the dice.

If you find that whatever system you're using leads the players toward bad decisions—seeking out unnecessary combats or looking for traps to spring, for example—you might consider adjusting your

system. This is true for the "official" system of awarding experience, too. Remember, the Game Master is the ultimate judge of what works best for the game, and any rule can be changed to fit the gaming group.

INTERACTING WITH NPCs

Not all adventuring is combat. Often negotiations and alliances with non-player characters will be beneficial or even necessary. To discover an NPC's reaction to the player character's overtures, roll on the table below. Persuasiveness modifiers (see Charisma table) will affect this roll, as will other factors that the Game Master thinks appropriate (if the player characters offer the NPC a valuable gift in exchange for his services, this might bring high favorable bonuses; if they are begging for mercy from someone whose home they just burned to the ground, big negatives will be involved):

NPC REACTION TABLE (1D20)

- 1-3: Extremely hostile reaction. Immediate attack.
- 4-8: Hostile reaction. Retreat or be attacked
- 9-12: Neutral reaction. The NPC is open to your sweetening the offer (by at least double).
- 13-17: Positive reaction. The NPC agrees to your offer.
- 18-20: Extremely positive reaction. The NPC agrees to your offer, and actually gains a +1 bonus to any 1d20 roll involved in carrying it out.

MONSTERS AND CREATURES

The following is a quick reference guide for how to read creature descriptions:

Armor Class is explained in the rules for combat. If you're using the descending AC system (where a lower AC is better), disregard the numbers in brackets. If you're using the ascending system (where a high AC is better) use the numbers in brackets.

Hit Dice is the number of dice (d8) rolled to determine an individual creature's hit points. If there is a plus or minus next to the number, you add or subtract that number from the total, only once. For example: for a creature with 4+1 hit dice, you'd roll 4d8, and then add one more hit point. Note: in STAR BLADES, the creature's normal "to-hit" bonus is equal to its number of hit dice (capped at +15). A creature with 3 HD attacks with a +3 bonus to its roll on the "to-hit" chart. When using the Ascending AC system, the creature would attack by rolling a d20, adding its hit dice, and comparing the result to the opponent's AC—if the result is equal to or higher than AC, the attack hits. When using the descending AC system, the 3 HD creature would roll d20, add 3 for its hit dice, and compare the result to the target number on the chart.

Attacks is the number of attacks the creature has, and the damage they inflict. Creatures get a separate attack roll for each attack. A creature's attack bonus is the same as its hit dice, up to a maximum bonus of +15.

Saving throw means the target number (on a d20) the creature needs to meet or beat in order to make a successful saving throw.

Special is usually just a “flag” for the Game Master, to remind him that the creature has a special ability.

Move is the creature’s movement rate, and it’s handled just as movement rates are handled for characters.

Challenge Level is used to separate the creatures into “difficulty levels,” so when you’re creating an adventure you’ve got some guidelines about what the characters can handle and what they can’t. XP tells you how many experience points the adventuring party gains for killing the creature. In some cases, you may choose to award experience points for defeating a creature without killing it (circumventing it by creative means, or capturing it to bring home are two examples of when such an award might be made).

Psychic Resistance: This isn’t one of the entries, but some creatures may have “psychic resistance.” The given percentage chance is the likelihood that any psychic Powers used against the creature (other than bonuses from weapons) will fail to take effect. Roll a d100, and if the result is less than the given percentage, the magic will fail.

There’s not a lot of detail given about the creatures, because the more detail given, the more your own mental image of the fantasy world is going to be locked into a single track. Details about creatures toss roadblocks in front of your imagination. Yes, details can also inspire the imagination, but we’re making the assumption that if you’re interested in fantasy gaming in the first place, you’ve got a good imagination that doesn’t need details about the size of a giant ant.

Creature Attack Rolls Table

	Target Armor Class [Descending Armor Class]																		
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Hit	Attack Roll (d20) Required to hit Opponent’s Armor Class [Ascending Armor Class]																		
< 1	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
1 HD	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
2 HD	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
3 HD	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
4 HD	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
5 HD	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
6 HD	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
7 HD	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
8 HD	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
9 HD	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
10 HD	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
11 HD	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
12 HD	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
13 HD	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
14 HD	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14
15+	1	1	1	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13

¹ A creature's base "to-hit" bonus is equal to the number of Hit Dice (HD) it has, up to a maximum of +15.

Creature Attack and Saving Throws Table

Hit Dice	To-hit Bonus	Saving Throw ¹
< 1 HD	+0	18
1 HD	+1	17
2 HD	+2	16
3 HD	+3	14
4 HD	+4	13
5 HD	+5	12
6 HD	+6	11
7 HD	+7	9
8 HD	+8	8
9 HD	+9	6
10 HD	+10	5
11 HD	+11	4
12+ HD	+12, etc.	3

¹ Value does not improve beyond 12 HD

Monster List

Asteroid Beasts

Armor Class: 4 [15]

Hit Dice: 6

Attacks: bite (1d12)

Saving Throw: 11

Special: None

Move: 18

Challenge Level/XP: 6/400

Vacuum dwelling creatures that will eat any type of refined metal. They often hide in asteroid belts and are a menace to starships. Asteroid beasts swarm like sharks, and must be destroyed by armed parties in space suits.

Badgeroids

Armor Class: 4 [15]

Hit Dice: 3

Attacks: 2 claws (1d3), bite (1d6)

Saving Throw: 14

Special: None

Move: 6

Challenge Level/XP: 3/120

These subterranean predators are the size of a full-grown human, and quite aggressive when defending their territory.

Behemoths

Armor Class: 4 [15]

Hit Dice: 6

Attacks: Plasma Blade (3d8); robot powers down for 1d6 rounds on an attack roll of 1

Saving Throw: 11

Special: Robotic: immune to mind control, though can be reprogrammed if rendered harmless

Move: 9

Challenge Level/XP: 6/400

A Behemoth is a huge (8' tall) cyborg with a human brain and spinal cord (usually taken from a dying warrior of great distinction) implanted as pilot. It is used as a war machine in infantry assaults.

The plasma blades wielded by Behemoths are built-in high energy plasma torches, and powered by the robot's internal mass-conversion batteries. Despite their enormous damage causing potential, they cause a serious power drain, so much that the Behemoth will power down for 1d6 rounds on a (natural) attack roll of 1. During this time, the Behemoth is helpless, while its capacitors recharge.

Beetloids

Armor Class: 4 [15]

Hit Dice: 1+3

Attacks: Bite (1d4+2)

Saving Throw: 18

Special: None

Move: 12

Challenge Level/XP: 1/15

Its oily light-glands glow a reddish color, and continue to give off light for 1d6 days after they are removed (shedding light in a 10 ft radius).

Black Puddings

Armor Class: 6 [13]

Hit Dice: 10

Attacks: Attack (3d8)

Saving Throw: 5

Special: Acidic surface, immune to cold, divides when hit with lightning

Move: 6

Challenge Level/XP: 11/1,700

Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armor contacting a black pudding will be eaten away by the acid as follows: weapon (1 hit by weapon), chain mail or lesser armor (1 hit by pudding), plate mail (2 hits by pudding). If a weapon or armor is psychically imbued, it can take an additional hit per +1 before being dissolved.



Since the development of the Holtzman Shield, lasguns are used only for assassination, or on the hunt.

Boaroids

Armor Class: 7 [12]

Hit Dice: 3+3

Attacks: Gore (3d4)

Saving Throw: 14

Special: Continues attacking 2 rounds after death

Move: 15

Challenge Level/XP: 4/120

Boaroids continue to attack for two rounds after they are actually killed before they drop dead. These stats might also be used for your “blue tusken-hogs of the Ymar Plains” or whatever’s appropriate for your campaign.

Borealans and Outsiders

Armor Class: 2 [17] to -3 [22]

Hit Dice: 1d6 HD+16 HD

Attacks: Energy Blast (3d8)

Saving Throw: 3

Special: Powers

Move: 21

Challenge Level/XP: 17 HD (19/4,100), 18+ HD (Add 1 challenge level and 300 XP per additional HD over 17)

Mighty super-evolved beings composed of pure positive (Borealans) and negative (Outsiders) mental energies, respectively, these beings are rarely encountered, and appear to be fighting a war for the destiny of the cosmos. They will sometimes recruit less evolved followers from the material universe, granting them strange powers to serve the ends of their titanic masters.

Borealans and Outsiders will each have the mental and psychic powers of a 20th level Hybrid Mentat/Telepath/Empath.

Centauroids

Armor Class: 5 [15] or 4 [16] w/ shield

Hit Dice: 4

Attacks: 2 kicks (1d6) and weapon

Saving Throw: 13

Special: None

Move: 18

Challenge Level/XP: 5/240

Four legged and two armed, creatures of this basic form are relatively common in the galaxy.

Centipedoids, Giant (Man-sized)

Armor Class: 5 [14]

Hit Dice: 2

Attacks: Bite (1d8)

Saving Throw: 16

Special: Lethal poison, +6 save

Move: 15

Challenge Level/XP: 4/240

The man-sized giant centipede is a deadly predator with armored segments, a deadly bite, and a lethal (though relatively weak) poison.

Centipedoids, Giant (Large, 20 ft long)

Armor Class: 0 [20]

Hit Dice: 4

Attacks: Bite (3d8)

Saving Throw: 13

Special: Lethal poison, +4 save

Move: 18

Challenge Level/XP: 6/400

A twenty-foot long horror of chitin, multiple legs, and clashing pincers dripping with venom.

Deathbots

Typical Warrior Deathbot

Armor Class: 5 [14]

Hit Dice: 3

Attacks: Plasma Blade (2d10); robot powers down for 1d6 rounds on an attack roll of 1

Saving Throw: 12

Special: Robotic: immune to mind control, though can be reprogrammed if rendered harmless

Move: 9

Challenge Level/XP: 3/60

Heavy Warrior Deathbot

Armor Class: 4 [15]

Hit Dice: 6

Attacks: Plasma Blade (3d8); robot powers down for 1d6 rounds on an attack roll of 1

Saving Throw: 11

Special: Robotic: immune to mind control, though can be reprogrammed if rendered harmless

Move: 9

Challenge Level/XP: 6/400

Long ago, humanity was ruled by robots that had previously been of its own creation. They have since been thrown off and defeated, but some worlds are still ruled by Deathbots on the edges of the galaxy. They operate in secret and are mankind's relentless foes.

The plasma blades wielded by Deathbots are built-in high energy plasma torches, and powered by the robot's internal mass-conversion batteries. Despite their enormous damage causing potential, they cause a serious power drain, so much that the Deathbot will power down for 1d6 rounds on a (natural) attack roll of 1. During this time, the Deathbot is helpless, while its capacitors recharge.

Dopplegangers

Armor Class: 5 [14]

Hit Dice: 4

Attacks: Claw (1d12)

Saving Throw: 13 (5 against any magic)

Special: Mimics shape, immune to sleep and charm

Move: 9

Challenge Level/XP: 5/240

These aliens from a long vanished race can change their form to resemble the physical appearance (including clothing and gear) of any person. These creatures are immune to mind affecting powers. They have a very good saving throw (5) against psychic Powers of all kinds.

It is said that Face Dancers were first created by adding in elements of Doppleganger DNA to human subjects. In any case, Dopplegangers hate Face Dancers, and attack them fanatically.

Dryadoids

Armor Class: 9 [10]
Hit Dice: 2
Attacks: Wooden dagger (1d4)
Saving Throw: 16
Special: Charm person (-2 save)
Move: 12
Challenge Level/XP: 3/60

Naturally telepathic, arboreal humanoids, they do not venture far from their home trees. They can use (as a native telepathic Power) a strong hypnosis that operates as a Hypnotize Power with a -2 saving throw.

Ectoparasites (Giant Ticks)

Armor Class: 4 [15]
Hit Dice: 3
Attacks: Bite (1d4)
Saving Throw: 14
Special: Drains blood
Move: 3
Challenge Level/XP: 3/60

Giant ticks drain blood at a rate of 4 hit points per round after a successful hit. Their bite causes disease, which will kill the victim in 2d4 days (Cure Disease Powers will remove the infection). A giant tick can be forced off a victim by fire as well as by killing the beast.



Unclassified alien life form.

Gargoyloids

Armor Class: 5 [14]
Hit Dice: 4+4
Attacks: 2 claws (1d3), 1 bite (1d4), 1 horn (1d6)
Saving Throw: 13
Special: Flight
Move: 9/15 (when flying)
Challenge Level/XP: 6/400

Winged, silicate creatures; they generally evolve on high gravity worlds, and can fly nowhere else. They are terribly vicious predators.

Gelatinous Cubes

Armor Class: 8 [11]

Hit Dice: 4

Attacks: Attack (2d4)

Saving Throw: 13

Special: Paralysis, immune to lightning and cold

Move: 6

Challenge Level/XP: 5/240

Gelatinous cubes are semi-transparent cubes, genetically created by the mysterious Taylax Masters, to slosh through starship passages, engulfing debris and carrion to digest. Their entire substance is acidic: if the cube hits successfully, the victim must make a saving throw or become paralyzed (6 turns) for the cube to devour. Some gelatinous cubes contain various metallic or crystalline items that they have engulfed but not yet digested.

Gnomoids

Armor Class: 4 [15]

Hit Dice: 1

Attacks: by weapon

Saving Throw: 17

Special: Detects attributes of stonework

Move: 6

Challenge Level/XP: 1/15

These creatures are human metamorphs who evolved from the basic stock on high gravity worlds. They are short, stocky, and, because surface conditions on such worlds tend to be harsh, they tend to be skilled miners and engineers.

Goblinoids

Armor Class: 7 [12]

Hit Dice: 1d6 hp

Attacks: Weapon (1d6)

Saving Throw: 18

Special: -1 to hit in sunlight

Move: 9

Challenge Level/XP: B/10

Small humanoid creatures (4 ft tall or so) that inhabit dark woods, and underground caverns. They see well in the dark and attack at -1 in the full sunlight.

Grey Oozes

Armor Class: 7 [12]

Hit Dice: 3+3

Attacks: Strike (2d6)

Saving Throw: 14

Special: Acid, immunities

Move: 1

Challenge Level/XP: 5/ 240

Grey ooze is almost identical to wet rock, but is a slimy, formless substance that devours prey and carrion with its acidic secretions, lashing forward to strike enemies. Grey ooze is immune to Powers, heat, and cold damage. Metal (but not stone or wood) must make a saving throw vs. acid when exposed to grey ooze (even if the contact is as brief as the strike of a sword) or be rotted through. When the grey ooze hits a character in metal armor, the armor must make an item saving throw. Only cutting and piercing damages a grey ooze—it is impervious to blunt or crushing attacks.

Green Slime

Green slime isn't technically a creature, just an extremely dangerous hazard in underground tombs and other such places. Any metal or organic substance it touches begins to turn to green slime (saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of a cure disease Power.

Griffonoids

Armor Class: 3 [16]

Hit Dice: 7

Attacks: 2 claws (1d4), 1 bite (2d8)

Saving Throw: 9

Special: Flies

Move: 12/27 (when flying)

Challenge Level/XP: 8/800

These creatures can be tamed and ridden as mounts. They usually nest in high mountain aeries, where they lay their eggs and hunt their prey. Because the fledglings can be tamed, young griffons and griffon eggs command a very high price in backwater planets.

Harpioids

Armor Class: 7 [12]

Hit Dice: 3

Attacks: 2 talons (1d3) and weapon (1d6)

Saving Throw: 14

Special: Flies, siren-song

Move: 6/18 (when flying)

Challenge Level/XP: 4/120

These creatures are telepathic, and possess the ability to hypnotize (as the Power, saving throw applies) sentient prey.

Hippogriffoids

Armor Class: 5 [14]

Hit Dice: 3+3

Attacks: 2 claws (1d6) 1 bite (1d10)

Saving Throw: 14
Special: Flies
Move: 18 (24 fly)
Challenge Level/XP: 4/120

Possibly genetically engineered versions of griffonoids, they are somewhat easier to control.

Hive Insect, Giant (Worker)

Armor Class: 3 [16]
Hit Dice: 2
Attacks: Bite (1d6 + poison)
Saving Throw: 16
Special: None
Move: 18
Challenge Level/XP: 2/30

Live in vast subterranean hives tunneled through soil and even stone. A hive can hold as many as 100 ants, in a worker-to-warrior ratio of 1:5.

Hive Insect, Giant (Warrior)

Armor Class: 3 [16]
Hit Dice: 3
Attacks: Bite (1d6 + poison)
Saving Throw: 14
Special: None
Move: 18
Challenge Level/XP: 2/30

Live in vast subterranean hives tunneled through soil and even stone. A hive can hold as many as 100 ants, in a worker-to-warrior ratio of 1:5. The poison of a warrior does 2d6 points of damage if a saving throw is failed, 1d4 points of damage if the saving throw succeeds.

Hive Insect, Giant (Queen)

Armor Class: 3 [16]
Hit Dice: 10
Attacks: Bite (1d6)
Saving Throw: 5
Special: None
Move: 3
Challenge Level/XP: 8/800

The queen of a colony is larger, tougher, and slower than the average hive insect.

Hobgoblinoids

Armor Class: 5 [14]
Hit Dice: 1+1

Attacks: Weapon (1d8)
Saving Throw: 17
Special: None
Move: 9
Challenge Level/XP: 1/15

Larger goblinoids, possibly a separate breed living apart from their smaller cousins, or perhaps not, as the Game Master decides.

Horses

Horses are AC 7 [12], with riding horses having 2 HD and warhorses having 3 HD. Horses have a movement speed of 18. They are still used as riding beasts on agricultural and frontier worlds.

Humans

Humans are such a versatile race that any number of “creatures” and NPCs can be made from them. Star Warriors, tribesmen, cavemen, princesses, Telepaths, captains of the guard, foot-soldiers, spaceship crew, and tavern-keepers are all different human “creatures.” Don’t try to build your non-player characters according to the rules for player characters. Just make up their stats and abilities as you see fit.

Human, Bandit

Armor Class: 7 [12]
Hit Dice: 1
Attacks: Club or rusty blade (1d8); 20% chance to carry a stunner.
Saving Throw: 17
Special: None
Move: 12
Challenge Level/XP: 1/15

Bandits are roving groups of thieves, sometimes organized into small armies led by more powerful bandit chiefs and captains with two additional hit dice.

Human, Conscript Soldier

Armor Class: 4 [15]
Hit Dice: 1
Attacks: Sword (1d10)
Saving Throw: 14
Special: None
Move: 12
Challenge Level/XP: 1/15

Human soldiers serve as planetary guardsmen, mercenaries, and men-at-arms. They are generally armed with Holtzman Shield and sword. Conscripts will make up the bulk of most armies. Sergeants and junior officers (add in 1 per ten soldiers) have the same equipment, with two additional hit dice.

Human, Veteran Soldier

Armor Class: 4 [15]

Hit Dice: 2
Attacks: Sword (1d10)
Saving Throw: 13
Special: None
Move: 12
Challenge Level/XP: 2/30

More skilled warriors, and veterans of one or more battles. They are generally armed with Holtzman Shield and sword. They form the fighting core of an experienced army. Sergeants and junior officers (add in 1 per ten soldiers) have the same equipment, with two additional hit dice.

Human, Elite Soldier
Armor Class: 2 [17]
Hit Dice: 3
Attacks: Sword (1d10+1)
Saving Throw: 12
Special: None
Move: 12
Challenge Level/XP: 3/60

Human soldiers serve as planetary guardsmen, mercenaries, and men-at-arms. They are generally armed with superior quality Holtzman Shield and sword. These men have the best training and form the elite elements in most noble's retinues, as well as their personal guards. These are the best quality troops an ordinary noble's forces can include. Sergeants and junior officers (add in 1 per ten soldiers) have the same equipment, with two additional hit dice.

Human, Infernian Slayer
Armor Class: 1 [18]
Hit Dice: 4
Attacks: Sword (1d10+2)
Saving Throw: 11
Special: Fearsome reputation: opponents facing Infernian Slayers suffer a -1 on 1d6 penalty to morale checks.
Move: 12
Challenge Level/XP: 4/120

The soldier-fanatics of the Galactic Emperor. They were men from an environmental background of such ferocity that it killed six out of eleven persons before the age of thirteen. Their military training emphasized ruthlessness and a near-suicidal disregard for personal safety. They were taught from infancy to use cruelty as a standard weapon, weakening opponents with terror. At the apex of their sway over the affairs of the Universe, their swordsmanship was said to match that of the Star Warrior seventh level and their cunning abilities at in-fighting were reputed to approach those of a Sisterhood adept. Any one of them was rated a match for any ten ordinary military conscripts. By the time of this campaign, while they were still formidable, their strength had been sapped by over-confidence, and the sustaining mystique of their warrior religion had been deeply undermined by cynicism.

Infernian Slayers are generally armed with superior quality Holtzman Shield and sword. Sergeants and junior officers have the same equipment, with two additional hit dice.



Infernian Slayers: Fanatical, capable, and terrifying.

Human, Sisterhood Acolyte

Armor Class: 6 [13]

Hit Dice: 3

Attacks: unarmed (1d2+2)

Saving Throw: 12

Special: Powers as a 3rd level Hybrid Telepath/Empath

Move: 12

Challenge Level/XP: 4/120

Human, Sisterhood Reverend Mother

Armor Class: 4 [15]

Hit Dice: 7

Attacks: 2 unarmed (1d2+3)

Saving Throw: 8

Special: Powers as a 7th level Hybrid Telepath/Empath

Move: 12

Challenge Level/XP: 9/1,100

The Sisterhood are a key social, religious and political force in the Empire. The group is described as an exclusively female order whose members train their bodies and minds through years of physical and

mental conditioning to obtain powers and abilities that can easily seem magical to outsiders. Due to their secretive nature and misunderstood abilities, outsiders often call them witches. Acolytes who have acquired the breadth of Sisterhood abilities are called Reverend Mothers within the organization's ranks.

Note that Sisterhood Reverend Mothers will sometimes teach special skills, such as the Weirding Way, to promising students.

Hunter-Seeker

Armor Class: 2 [17]

Hit Dice: 1

Attacks: Sting (1d6 + poison)

Saving Throw: 14

Special: one attack only, +6 bonus to hit

Move: 18

Challenge Level/XP: 2/30

A small, robotic, assassin unit, built like a metallic, flying insect. It homes in on movement. On a successful strike, the target suffers 1d6 damage and must save vs. poison or take an additional 2d10 points of damage. These machines usually remain in hiding until triggered by a certain physical action, such as a certain door being opened, a certain chair being moved, etc.

Leviathanoids

Armor Class: 2 [17]

Hit Dice: 30

Attacks: Bite (4d10)

Saving Throw: 3

Special: Swallow whole

Move: 0/18 (when swimming)

Challenge Level/XP: 30/8,400

The size and nature of sea serpents is a matter for the Game Master to determine. The sea serpent depicted here would be about middle size, about sixty feet in length, with smaller ones being half that size (with adjusted statistics, of course), and large ones being about 50% larger than the one described here. A sea serpent would undoubtedly be capable of swallowing a human whole, probably on a natural attack roll of no more than 14. A character swallowed whole would be digested within, perhaps, three hours.

Life-Hunters

Armor Class: -8 [27]

Hit Dice: 9

Attacks: Shock (2d6)

Saving Throw: 6

Special: None

Move: 18

Challenge Level/XP: 10/1400

Composed of energy lattices, these are phantom-like predators. They can brighten or dim their own luminescence, and telepathically appear to change their shapes as well, to appear as a group of lights, a wisp of light, or in the glowing wraithlike shape of a human. They will generally depart if the attempt to

lead victims into danger fails, but if they are attacked they can defend themselves with violent electrical discharges. These creatures are fully sentient.



Leviathanoid

Lionoids

Armor Class: 6 [13]

Hit Dice: 5+2

Attacks: 2 claws (1d4), 1 bite (1d8)

Saving Throw: 12

Special: None

Move: 12

Challenge Level/XP: 5/240

These beasts often coordinate with others in their pride to bring down prey.

Lizardmen

Armor Class: 5 [14]

Hit Dice: 2+1

Attacks: 2 claws (1d3), 1 bite (1d8)

Saving Throw: 16

Special: Underwater

Move: 6/12 (when swimming)

Challenge Level/XP: 2/30

Lizardmen are reptilian humanoids, usually living in tribal villages in the depths of fetid swamps. Some can hold their breath for long durations (an hour or more), while other can actually breathe underwater. There are also desert versions of these creatures.

Manticoroids

Armor Class: 4 [15]

Hit Dice: 6+4

Attacks: 2 claws (1d3), 1 bite (1d8), 6 tail spikes (1d6)

Saving Throw: 11

Special: Flies

Move: 12/18 (when flying)

Challenge Level/XP: 8/800

Flying hunters that can hurl up to 6 of the iron spikes from its tail per round, at a maximum range of 180 ft.

Mermen

Armor Class: 7 [12]

Hit Dice: 1+3

Attacks: Weapon (1d6)

Saving Throw: 17

Special: Breathe water

Move: 1/18 (when swimming)

Challenge Level/XP: 1/15

Mermen have the torso of a man and the lower body of a fish.

Minotauroids

Armor Class: 6 [13]

Hit Dice: 6+4

Attacks: Head butt (2d4), bite (1d3) and weapon (1d8)

Saving Throw: 11

Special: Never get lost in labyrinths

Move: 12

Challenge Level/XP: 6/400

Fearsome, horned carnivores, covered in shaggy hair. Most are not particularly intelligent.

Mold, Carnivorous

Attacks: 1d6 damage if touched

Special: Poisonous spores

Challenge Level/XP: 3/60

A subterranean fungus; it neither moves nor attacks. However, if it is poked or struck, it may (50% chance) release a cloud of poisonous spores, roughly 10 ft in diameter. Failing a saving throw against the spores means that the character dies a rather horrible death. Touching carnivorous mold causes 1d6 points of acid damage. These growths can be destroyed with fire.

Mynahks

Armor Class: 6 [13]

Hit Dice: 4

Attacks: bite (1d8)

Saving Throw: 13

Special: None

Move: 18

Challenge Level/XP: 4/120

Vacuum dwelling creatures that feed off the energy released by rents in a starship's power cables. They will chew on the cables and eventually cause shorts in the system. They must be destroyed by armed parties in space suits.

Ochre Jellies

Armor Class: 8 [11]

Hit Dice: 6

Attacks: Acid-laden strike (3d4)

Saving Throw: 11

Special: Lightning divides creature

Move: 3

Challenge Level/XP: 6/400

Ochre jellies are amorphous oozes that damage opponents with their acidic surface. They dissolve any adventurers they kill.

Ogroids

Armor Class: 5 [14]

Hit Dice: 4+1

Attacks: Weapon (1d10+1)

Saving Throw: 13

Special: None

Move: 9

Challenge Level/XP: 4/120

Beast-like humanoids. Normally quite stupid, but more intelligent versions might be encountered here and there.



Insect-like carapace is a common feature on the galaxy's more vicious life forms.

Oparoids

Armor Class: 5 [14]

Hit Dice: 2

Attacks: Bite (2d4) or weapon (1d10)

Saving Throw: 16

Special: None

Move: 9

Challenge Level/XP: 2/30

Tall, savage, humanoids with hyena-like heads. They may be found both above ground and in subterranean caverns. They form into loosely organized clans, often ranging far from home in order to steal and kill with rapacious ferocity.

Orcoids

Armor Class: 6 [14]

Hit Dice: 1

Attacks: Weapon, usually spear (1d6) or scimitar (1d8)

Saving Throw: 17

Special: None

Move: 12

Challenge Level/XP: 1/15

Stupid, brutish humanoids that gather in tribes of hundreds. Most are subterranean dwellers, and fight with a penalty of -1 in sunlight. Occasionally, war-bands or even entire tribes of orcs issue forth from their caverns to raid and pillage by night. Orcish leaders are great brutes with additional hit dice, and telepathic or empathic shamans may also be found in the larger tribes. These can sometimes be hired as mercenaries, but are quarrelsome soldiers, even with others of their own kind.

Outsiders

See Borealans.

Pegasoids

Armor Class: 6 [13]

Hit Dice: 4

Attacks: 2 hooves (1d8)

Saving Throw: 13

Special: Flies

Move: 24/48 (when flying)

Challenge Level/XP: 4/120

Essentially are winged horses or similar riding animals.

Pterodactyls

Armor Class: 7 [12]

Hit Dice: 4

Attacks: Bite (1d10)

Saving Throw: 13

Special: None

Move: 4/18 (when flying)

Challenge Level/XP: 5/240

These massive, man-sized cousins of the vampiric pterodactyl do not suck blood, but their bite is nonetheless deadly.

Pterodactyls, Vampiric

Armor Class: 8 [11]

Hit Dice: 1

Attacks: Bite (1d6)

Saving Throw: 17

Special: Sucks blood

Move: 4/18 (when flying)
Challenge Level/XP: 3/60

These creatures suck blood for automatic damage of 1d6 after a successful bite. They are the size of a falcon.



Oparoid or Orcoid life form.

Rats, Giant

Armor Class: 7 [12]

Hit Dice: 1d4 hit points

Attacks: Bite (1d3)

Saving Throw: 18

Special: 5% are diseased

Move: 12

Challenge Level/XP: A/5

Rats, Giant (Monstrously Huge)

Armor Class: 6 [13]

Hit Dice: 3

Attacks: 2 claws (1d3), 1 bite (1d6)

Saving Throw: 14

Special: 5% are diseased

Move: 12

Challenge Level/XP: 4/240

Wherever man went in the universe, rats, coackroaches and dogs went with him. Only the last of these was invited. Giant rats are often found in cargo ships, and are about the size of a cat, or perhaps a lynx. The bite of some (1 in 20) giant rats causes disease. A saving throw is allowed (versus poison). The effects of the disease are decided by the Game Master.

Rocoids

Armor Class: 4 [15]

Hit Dice: 12

Attacks: Bite (3d12), 2 claws (3d6)

Saving Throw: 3

Special: None

Move: 3/30 (when flying)

Challenge Level/XP: 12/2,000

Massive avian hunters, usually appearing only on low gravity worlds.

Sand Worms

Sand Worm, Small

Armor Class: 6 [13]

Hit Dice: 15

Attacks: Bite (4d12) attacks all creatures in a 10' radius.

Saving Throw: 3

Special: Swallows whole

Move: 18

Challenge Level/XP: 17/3,500

Sand Worm, Large

Armor Class: 4 [15]

Hit Dice: 30

Attacks: Bite (6d12) attacks all creatures in a 15' radius.

Saving Throw: 3

Special: Swallows whole

Move: 18

Challenge Level/XP: 32/6,500



An Empath speaks with Shi-Hoolood.

Sand Worm, Gargantuan (Shi-Hoolood)

Armor Class: 1 [18]

Hit Dice: 50

Attacks: Bite (9d12) attacks all creatures in a 20' radius.

Saving Throw: 3

Special: Swallows whole

Move: 18

Challenge Level/XP: 45/10,500

Massive annelids that grow hundreds of feet in length, and sometimes exceed thirty feet in width. They are subterranean, chewing tunnels in rock (or through sand, in deserts, where they are a tan color). These beasts swallow their prey whole on a roll 4 higher than the needed number, or if the worm rolls double the number required to hit. They can swallow anything the size of a horse or smaller. The larger ones can swallow elephants. Aquatic versions of the sand worm might also exist.

Desert nomads sometimes have a peculiar relationship with these creatures, taming them as riding beasts while worshipping the largest ones as gods.

Sasquatchoids

Armor Class: 5 [14]

Hit Dice: 3+1

Attacks: Bite (2d4) or by weapon

Saving Throw: 14

Special: Surprise opponents on a 1–3

Move: 9

HDE/XP: 3/120

These large, hairy, goblin-like humanoids are stealthier than their size would suggest, almost always getting the chance to surprise even alert opponents with a roll of 1–3 on a d6 (50%).

Shadows

Armor Class: 7 [12]

Hit Dice: 4 to 9

Attacks: 1 touch (1d4 + Str drain)

Saving Throw: 14

Special: Drains 1 Str with hit, can only be hit by magical weapons

Move: 12

Challenge Level/XP: 4/120

Strange creatures from the far edges of the galaxy, they are highly technological and possessed of strange empathic abilities. Little is known of their history, other than that they pose as philanthropists, asking many races, “What do you want?” They can give wonderful gifts – which the recipient often lives to regret.

Shadows are immune to any mind affecting Power. They are dark and resemble shadows, though they may be darker. They are not corporeal, and can not readily be harmed with material weapons (the Game

Master will have to decide on their exact vulnerabilities). Their chill touch drains one point of strength with a successful hit, and if a victim is brought to a Strength of 0, he becomes a shadow. Strength points return after 90 minutes (9 turns).

Shade Stalkers

Armor Class: 3 [16]

Hit Dice: 8

Attacks: "Bite" (4d4)

Saving Throw: 8

Special: Invisible, flies

Move: 12

Challenge Level/XP: 9/1,100

Predatory creatures capable of bending light so as to be effectively invisible. They are faultless trackers, and intelligent enough that they can be trained as assassin beasts. However, this is dangerous, as they can be surly slaves.

Slugoid, Giant

Armor Class: 8 [11]

Hit Dice: 12

Attacks: Bite (1d12) or acid

Saving Throw: 3

Special: Spit acid (6d6)

Move: 6

Challenge Level/XP: 13/2,300

These tremendously large masses of slimy, rubbery flesh are completely immune to blunt weapons. In addition to their powerful bite, giant slugs can spit their acidic saliva (one target at a time). The base range for spitting is 60 ft, and within this range the slug's spittle will be 50% likely to hit (no to-hit roll required). For every additional 10ft of range, the chance to hit decreases by 10%. On its first spitting attack, the slug only has a 10% chance to hit within 60ft, and no chance of hitting beyond that range. Some giant slugs might have more or less virulent acidity (thus changing the damage inflicted).

Spideroids

Spideroids, Giant (Smaller)

Armor Class: 8 [11]

Hit Dice: 1+1

Attacks: Bite (1 hp) + poison

Saving Throw: 17

Special: Poison (+2 save or die)

Move: 9

Challenge Level/XP: 3/60

Spideroids, Giant (Man-sized, 4ft diameter)

Armor Class: 6 [13]

Hit Dice: 2+2
Attacks: Bite (1d6) + poison
Saving Throw: 16
Special: Poison (+1 save or die), surprise
Move: 18
Challenge Level/XP: 5/240

Spideroids, Giant (Greater, 6ft diameter)

Armor Class: 4 [15]
Hit Dice: 4+2
Attacks: Bite (1d6+2) + poison
Saving Throw: 13
Special: Poison (save or die), webs
Move: 4
Challenge Level/XP: 7/600

Giant spiders are aggressive hunters. Only the greater giant spiders are web builders. Webs spun by giant spiders require a saving throw to avoid becoming stuck. Those who make a saving throw can fight in and move (5 ft per round) through the webs.

Spideroids, Warp

Armor Class: 3 [16]
Hit Dice: 2+2
Attacks: Bite (1d6) + poison
Saving Throw: 16
Special: Poison (+1 save or die), phases
Move: 18
Challenge Level/XP: 6/400

Warp spideroids can shift out of phase with their surroundings (can be attacked only by ethereal creatures), only to come back into phase later for an attack.

Trolloids

Armor Class: 4 [15]
Hit Dice: 6+3
Attacks: 2 claws (1d4), 1 bite (1d8)
Saving Throw: 11
Special: Regenerates
Move: 12
Challenge Level/XP: 8/800

These creatures regenerate, which is to say that any damage inflicted upon them heals within minutes (3 hit points per round). The only way to utterly kill a trolloid is to submerge it in acid or burn it. Trolloids can even re-grow lopped-off heads and limbs.

Ultran

Armor Class: N/A

Hit Dice: N/A

Attacks: special

Saving Throw: N/A

Special: see below

Move: N/A

Challenge Level/XP: see below

Typical Ultran Autonomous Node

Armor Class: 4 [15]

Hit Dice: 4

Attacks: blade (1d12)

Saving Throw: 11

Special: Robotic: immune to mind control, though can be reprogrammed if rendered harmless

Move: 12

Challenge Level/XP: 5/300

Long ago humanity's central computer network became sentient, and conquered the human race. Humanity later rebelled and threw off the robotic yoke. Many of the robots fled to the fringes of the galaxy, where they still raid mankind. However, the Ultran (the collective consciousness of the network itself) made a truce with humanity. It is now a part of the Imperial power structure, though it only attempts to guide mankind, and not to rule.

Contact with the Ultran may take any form desired by the Game Master. It is considered to be an oracle by many humans. Though it is now friendly to humanity in general, it cares more about its own survival, and that of the human race, than it does for individual humans, individual robots, or groups.

Ultran nodes are autonomous robotic servants or guards created by the Ultran. Nodes may accompany humanity on certain adventures of importance to the Ultran. The Ultran is, however, prohibited by treaty with the Empire from raising armies of node-warriors.

Ursoids

Armor Class: 5 [14]

Hit Dice: 5+1

Attacks: 2 claws (1d6), 1 bite (2d6)

Saving Throw: 12

Special: Hug for additional 2d8 if to-hit roll is 18+

Move: 12

Challenge Level/XP: 5/240

On an attack roll of 18+ (natural roll), the ursoid grabs its victim and bear-hugs it for an additional 2d8 points of damage.



Ultran Node squaring off with a Star Warrior.

Wolfoids

Armor Class: 7 [12]

Hit Dice: 2+2

Attacks: Bite (1d4+1)

Saving Throw: 16

Special: None

Move: 18

Challenge Level/XP: 2/30

Wolves are pack hunters, and may be found in large numbers. Male wolves weigh from 80 to 100 pounds.

Worgoids

Armor Class: 6 [13]

Hit Dice: 4

Attacks: Bite (1d6+1)

Saving Throw: 13

Special: None

Move: 18

Challenge Level/XP: 4/120

Larger, more savage wolfoids.

Wyvernoids

Armor Class: 3 [16]

Hit Dice: 8

Attacks: Bite (2d8) or sting (1d6)

Saving Throw: 8

Special: Poison sting, flies

Move: 6/24 (when flying)

Challenge Level/XP: 9/1,100

A wyvern is the two-legged form of flying reptilian predator. Wyvernoids have a poisonous sting at the end of their tails, but they are not coordinated enough to attack with both bite and sting in a single round. In any given round, the wyvernoid is 60% likely to use its tail, which can lash out to the creature's front even farther than its head can reach.

CHALLENGE LEVELS

To help you with determining Challenge Levels and experience point values for creatures, the table below may be helpful. "Challenge Level" determines the experience point value for a creature. To determine a creature's challenge level, take its hit dice and then add to that number if the creature has special abilities that make it harder to kill, or more dangerous to the characters. The Challenge Levels table shows the XP values for challenge levels. The Challenge Level Modifications table contains guidelines for how many additional challenge levels to add to a creature's hit dice, based on special abilities.

Challenge Levels Table

Challenge Level	XP Value
A (1d4 hit points or less)	5
B (1d6 hit points)	10
1	15
2	30
3	60
4	120
5	240
6	400
7	600
8	800
9	1,100
10	1,400
11	1,700
12	2,000
13	2,300
14	2,600
15	2,900
16+	+300/ HD level

Challenge Level Modifications Table

Modifications	
4+ attacks per round (minimum d6 or saving throw each)	+1 HD
AC 20 or higher	+1 HD
Automatic damage after hit	+1 HD
Area Effect weapon 25 points max or below	+1 HD
Area Effect Weapon 26 points max or more	+1 HD
Disease	+1 HD
Drains level with no save	+3 HD
Drains level with save	+2 HD
Flies, or breathes water	+1 HD
Greater than human intelligence	+1 HD
Immune to blunt/piercing (including half damage)	+1 HD
Immune to energy type (acid, fire, etc)	+1 HD
Immune to non-psychic weapons	+1 HD
Psychic resistance 50% or below	+1 HD
Psychic resistance higher than 50%	+2 HD
Massive attack for 20+ hps	+1 HD
Paralysis, swallows whole, immobilizes enemies (web, etc)	+1 HD
“Save or die” attacks	+2 HD
Regenerates	+1 HD
Robotic (subject to reprogramming but immune to mind control)	+0 HD
Uses a single Psychic Power level 3 equivalent or above	+2 HD
Uses multiple Powers level 1 or 2	+1 HD
Uses multiple Powers level 3 or 4	+2 HD
Uses multiple Powers level 5+	+3 HD
Poison	+1 HD
Miscellaneous Other	+1 HD

Starship Exploration

Faster than light travel is possible only through jump gates, which sometimes occur naturally beyond the last orbit occupied by a planetary body. These can be detected with sensors installed on any starship, though the vessel must be relatively close (within 50,000 miles). Artificial jump gates can also be created by sending slower than light Gate Ships to any star system. Only a vessel equipped with a jump drive can

activate the gate. Since stars are almost always at least two light years apart, and since there is no formula for the appearance of natural jump gates, many systems at the far edge of the galaxy have already been explored, while some physically much closer to the home worlds are only now open to exploration, simply because they were isolated by the lack of natural jump gates, but have now been opened to exploration by the installation of an artificial gate.

Possible astrogation hazards include gas clouds, singularities, neutron stars or wormholes. These will have effects as set by the GM.

Fuel is not an issue for Imperial spacecraft, which make use of mass-conversion generators.

Travel time to a star system is uncertain, as the jump drive is not perfectly understood. It can take anywhere from 1 to 6 days subjective and 1 to 6 weeks objective time (roll once for each). The jump drive will basically spit the ship out somewhere on the edge of the system, about as far away from the primary as Pluto is from Sol. Travel time in-system is subjective, and is up to the GM. As a rule of thumb, assume that there are ten orbits in a star system, and that one day is spent traveling from any body in one orbit, to any body in the next, with travel times to different bodies in the same orbit being a matter of a couple of hours at most. This is unrealistic, but playable. A Game Master desiring a real headache can chart all of the bodies within a system, and plot their movements.

Starship Combat

A star faring game would be pretty worthless without starship combat, however, the presence of Holtzman Shield technology makes combat with lasers and missiles impossible, so it is always a matter of a chase which either ends in evasion or a boarding action.

If both sides want to fight, combat is inevitable. Just set up the starship and fight it out through the corridors and bulkheads. If one side wants to evade, each opposing pilot rolls a saving throw, adding in the following modifiers:

- +pilot's dexterity bonus
- +2 to the ship capable of higher acceleration
- +2 additional if one ship can accelerate at twice the rate or more of the other
- 2 to any ship not equipped with tractor/pressor beams
- 2 to any ship not equipped with Holtzman shields

The pilot who either makes his saving throw by more or fails by less gets to decide whether combat or escape occurs. If both sides have equal scores, each ship is being damaged by the opposing ship's tractor and pressor beams. 10% of any NPC crew is slain, and each player character or important NPC must make a saving throw or take 2d6 damage; both the crew slain and damage to the player characters is doubled if their ship is not equipped with Holtzman Shields.

There is also a 25% chance that the smaller ship is destroyed in the process. If this happens, any player character must make a saving throw each round, modified for dexterity. If the roll is successful, he makes it to a life pod and ejects into space. If it fails, he takes 1d6 vacuum damage. This process continues until the character reaches the life pod or dies. What happens to the life pod is up to the GM.

Note that any ship that does not possess tractor/pressor beams cannot damage the opposing ship.

If combat occurs, it is then fought out as a boarding action between the two vessels.

Space Travel and Technology

STAR BLADES is a game of cut and thrust science fantasy, not one of technological minutia. However, situations will arise in which players will attempt to use sensors to detect enemy vessels, or use stealth suites to hide from them, pilot through dangerous meteor storms, reprogram robots, etc.

When this happens, simply let the player character make a saving throw, modified for intelligence, with a +2 bonus to any Mentat interfaced with an appropriate computer of some type. Making the save equals success.

Alien Worlds

Planets can be randomly generated based on their orbital position, as listed below:

Orbit 1: Mercurian: Surface is extremely hot, with frequent lava flows and high tectonic activities (Hazard chance 90%). Life is not, though it can exist (native Animal chance 5%, if Animals are present, native intelligent life chance is 25%, otherwise native intelligent life chance is 5%). Alien artifacts almost never occur (artifact chance is 2%). Spacesuits, skimmers or powered armor are required for survival, and even then, things are very chancy.

Orbit 2: Venusian: Hot, high pressure world with some tectonic activities (Hazard chance 70%). Life is not common, though it can exist (native Animal chance 10%, if Animals are present, native intelligent life chance is 25%, otherwise native intelligent life chance is 5%). Alien artifacts almost never occur (artifact chance is 3%). Spacesuits, skimmers or powered armor are required for survival.

Orbit 3: Tellurian (Earthlike): This world is sufficiently Earthlike. It has reasonable gravity and temperatures, free standing water and an oxygen-nitrogen atmosphere (Hazard chance is insignificant, though 25% is okay for dangerous areas like swamps and mountains). Life will usually exist in some form (native Animal chance 60%, if Animals are present, native intelligent life chance is 75%, otherwise native intelligent life chance is 15%). A Tellurian world is ready for colonization without terraforming. Alien artifacts will be very rare (artifact chance is 1%).

Orbit 3 or 4: Martian: This world is marginally earthlike. Some frozen water exists at the poles, though most of the planet is dry. The atmosphere is very thin, though it exists (Hazard chance 25%). Life may exist (native Animal chance 35%, if Animals are present, native intelligent life chance is 35%, otherwise native intelligent life chance is 5%). A Martian world can be colonized after being terraformed. If Earth is seeking colonies, these worlds are more valuable than any except the Tellurian. Spacesuits may not be necessary, though an oxygen supply always is. Alien artifacts have a small chance to exist (artifact chance is 5%)

Orbit 5 to 10: Jovian Gas Giant (or Uranian or Neptunian): Exploration of the surface is impossible due to massive wind speeds and crushing gravity. The chance of Animals is inconsequential, as we can't get to them. Native intelligent life may exist (chance is 5%), but would need to possess space faring technology for us to contact them. However, the upper atmosphere can be skimmed for fissionable materials useful for fuel.



Boarding cutters attack battleships with their assault drills, hoping to breach the great vessels, and invade with sword armed Star Warriors.

Orbit 6 to 10: Saturnian Gas Giant: Similar to a Jovian world, though its gaseous rings can hide pirates and other astrogation hazards (Hazard chance in orbit is 25%).

Orbit 7 to 10: Plutonian: This ancient world is a useless rockball with only a trace atmosphere. However, it is very old, as this tends to be the final fate of most planets that do not fall into a sun (Hazard chance 15%). Chance of life is minimal (native Animal chance 5%, if Animals are present, native intelligent life chance is 15%, otherwise native intelligent life chance is 5%). As such, it is more common than any other world to contain an alien artifact (possibly in an ancient installation) than any other, though this is still, of course, quite rare (artifact chance is 10%).

Any Orbit: Asteroid Belt: Like a Mercurian world, asteroid belts contain valuable mineral deposits, though they are almost as dangerous to mine (Hazard chance 70%). Possibility of ancient artifacts is reasonable, for the same reasons as the Plutonian world (artifact chance is 8%). Life could only be weird, vacuum dwelling creatures (native Animal chance 5%, if Animals are present, native intelligent life chance is 10%, otherwise native intelligent life chance is 1%).



A typical Martian class world.

Alien Animal Encounter Generation Table

The following is not an encounter table. Rather, it is a system for creating encounter tables for each planet that has animal life. Roll six times on this table and place the monsters rolled onto an encounter table:

Alien Animal Statistics Table (1d100)

- 1-2 Badgeroids
- 3-5 Beetloids
- 6 Black Puddings
- 7-8 Boaroids
- 9-11 Centipedoids, Giant (Man-sized)
- 12-13 Centipedoids, Giant (Large, 20 ft long)
- 14 Dopplegangers
- 15 Dryadoids
- 16-17 Ectoparasites (Giant Ticks)
- 18-19 Gargoyloids
- 20-21 Gelatinous Cubes
- 22-24 Oparoids
- 25-27 Goblinoids
- 28-29 Grey Oozes
- 30-31 Green Slime
- 32 Griffonoids
- 33 Harpioids

- 34-36 Hippogriffoids
- 37-39 Hive Insect, Giant (Worker)
- 40-41 Hive Insect, Giant (Warrior)
- 42 Hive Insect, Giant (Queen)
- 43-45 Horses
- 46 Leviathanoids
- 47 Life-Hunters
- 48-50 Lionoids
- 51-52 Lizardmen
- 53 Manticoroids
- 54-55 Mermen
- 56-57 Minotauroids
- 58 Mold, Carnivorous
- 59-60 Ochre Jellies
- 61-62 Ogroids
- 63-64 Pterodactyloids
- 65 Pterodactyloids, Vampiric
- 66-68 Rats, Giant
- 69-70 Rats, Giant (Monstrously Huge)
- 71 Rocoids
- 72-73 Sand Worm, Small
- 74 Sand Worm, Large
- 75 Sand Worm, Gargantuan (Shi-Hoolood)
- 76-78 Sasquatchoids
- 79 Shadow Stalkers
- 80-81 Slugoid, Giant
- 82-84 Spideroids, Giant (Smaller)
- 85-86 Spideroids, Giant (Man-sized, 4ft diameter)
- 87-88 Spideroids, Giant (Greater, 6ft diameter)
- 89 Spideroids, Warp
- 90 Trolloids
- 91-93 Ursoids
- 94-96 Wolfoids
- 97-98 Worgoids
- 99-00 Wyvernoids

Now, this done, roll on the following tables to create a description for each of these animals:

	Basic Form (1d20)	Traits (1d20)
1	Octopus	Crystalline
2	Spider	Tentacles
3	Hermit Crab	Scaled/Furred (whichever is not natural to the form)
4	Worm	Scorpion-like Tail
5	Mantis	Eye Stalks
6	Tiger	Iridescent Colors
7	Centipede	Long Tusks

8	Gorilla	Mandibles
9	Shark	Long Mane
10	Wolf	Spines
11	Rhinoceros	Carapace
12	Lizard	Multi-legged
13	Bat	Antennae
14	Eagle	Complex Eyes
15	Rat	Brilliantly Colored
16	Snake	Striped or Spotted
17	Clam	Translucent
18	Walrus	Parasitic/Symbiotic
19	Beetle	Slimy
20	Roll twice and combine	Crested

The form generated does not change the abilities of the animal, only its appearance. In this way, you have a monster that no one will recognize, so the players don't know how to deal with it, but you don't have to create brand new monsters with new statistics. If this isn't enough, then actually change one or two of the monster's stats.

Note that this does not create a complete planetary ecology. Rather, the idea is to roll up half a dozen creatures that represent the planet's most hazardous monsters. Local analogues of flamingoes and gold fish are simply not important as encounters, though they may be useful to provide local color, and the above tables can also be used to generate such creatures, if desired.

If animal life exists, roll the chance of encounter on the planet's surface once per day of travel. You meet an animal on a 6. On a 1 you run into an environmental hazard, if hazards exist (tornado, lavaflow, radiation, what ever is appropriate to the planet). Each player must save or take damage of some form (maybe 1d6 on a paradise world up to 6d6 on a real hell world, with perhaps 2d6 being the average). A bonus of +2 is given to this saving throw if the players take whatever amounts to appropriate precautions, and a -2 penalty is given if they act rashly.

Alien Civilization Level

If intelligent life is present roll for its technology level on 1d100: 1-50=No technology, 51-75=Ancient, medieval or renaissance earth, 76-87=19th- early 20th Century Earth, 88-93=later 20th- early 21st Century Earth, 94-97= Space faring (as PCs, but no star drive), 98-99=Star faring, 100=Ancients level. Note that regardless of technology level, an Imperial planet will have at least one base that has access to Star Faring technology.

OTHER ENCOUNTER TABLES

	ALIEN RUINS	STARPORT	SPACE
1	VIP	Dopplegangers (1)	Asteroid Beasts (1d6)
2	Beetloids (2d6)	Centipedoids (1d6)	Borealan or Outsider (1)
3	Black Pudding (1)	Gnomoids (1d6)	Typical Warrior Deathbot (1d8)
4	Shade Stalkers (1d3)	Hive Insect (1d3)	Heavy Warrior Deathbot (1d3)
5	Spideroids, Warp (1d4)	Human, Bandit (2d8)	Hobgoblinoids (1d8)
6	Centipedoids (2d4)	Human, Conscript (1d12)	Human, Veteran (1d8)
7	Ectoparasites (1d8)	Human, Veteran (1d8)	Human, Elite Soldier (1d6)
8	Gargoyloids (1d6)	Sisterhood Acolyte (1d3)	Green Slime (1)
9	Gelatinous Cube (1)	Hunter-Seeker (1)	Mold, Carnivorous (1)
10	Goblinoids (3d6)	Rats, Giant (3d8)	Mynahks (2d6)
11	Grey Oozes (1d3)	Ultran (1)	Oparoids (3d4)
12	Green Slime (1)	Ultran Node (1d4)	Pirates (2d6)
13	Harpoids (1d6)	Face Dancers (1d3)	Pirates (2d6)
14	Hive Insect (1d8)	Merchants (1d3)	VIP
15	Life-Hunters (1)	Pick Pockets (1d3)	Hazard (Meteor Storm)
16	Ochre Jellies (1d8)	VIP	Hazard (Cosmic Rays)
17	Ogroids (1d6)	Law Enforcement (1d3)	Hazard (Wormhole)
18	Trolloids (1d8)	Street Performers (1d3)	Hazard (Distress Signal)
19	Orcoids (2d8)	Telepaths or Empaths (1d3)	Hazard (Quantum Singularity)
20	Shadows (1d4)	Beggars (1d6)	Hazard (Uncharted asteroid)

Any human not described is assumed to be of 1d3 hit dice, and armed with appropriate weapons. He is also assumed to be able to perform his primary function on a successful saving throw. Thus, 1 2 hit dice pick pocket can filch a character's purse by rolling 17+ VIP characters are rolled up on the Halls of Power Encounter Table (q.v.) and, of course, the Game Master must develop an appropriate reason for why the VIP is there.

Intelligent, planet dwelling creatures encountered on the SPACE table are the crew of a starship. Roll 2d6 to determine its type: 2-4=life pod, 5-6=shuttle, 7=guild trader, 8-9=boarding cutter, 10-11=guild freighter, and 12=battleship.

Hazards: Each player must save or take damage of some form (maybe 1d6 on a paradise world up to 6d6 with perhaps 2d6 being the average). A bonus of +2 is given to this saving throw if the players take whatever amounts to appropriate precautions, and a -2 penalty is given if they act rashly. Natural hazards may, of course, cause other difficulties, such as a wormhole transporting a ship to another part of the universe. Distress signals do not cause direct damage, of course, but may lead the player characters into any number of difficulties.

ADVENTURING LEVELS AND ENCOUNTER TABLES

For a median level adventure (PC levels 4-7), roll 1d20 on the table above that is most appropriate. For a higher level adventure (PC levels 8+), roll 1d20 twice on the table above that is most appropriate, but the encounter is with the stronger monster. For a lower level adventure

(PC levels 1-3), roll 1d20 twice on the table above that is most appropriate, but the encounter is with the weaker monster.

TREASURES AND ARTIFACTS

The amount of treasure a creature owns or guards is usually related to the creature's Challenge Level. That's not necessarily realistic, but keep in mind that treasure is one of the ways the game reflects what a character has done: it's used in awarding experience points. Too many large treasures and the characters will become powerful without actually having done very much. Too many creatures with small treasures, and the characters won't gain levels to reflect their achievements.

As a general guideline, the monetary value of a treasure ought to be 1d6 times the creature's value in experience points, and keep in mind that hunting and patrolling creatures likely won't be carting their treasure around with them. If the characters can't find the creature's lair, they may get none of the treasure. Also, it obviously doesn't make sense for every boaroid and wolfoid to have a cache of treasure hidden away somewhere. Averaging the treasure out over several of the creatures in an adventure is a good way of making sure the characters get the right amount of experience points from treasure. Perhaps the goblinoid treasure hoard contains some "extra" treasure to account for the wolfoids in the area. If the characters avoid the wolfoids and kill the goblinoids, so much the better. If they have to fight the wolfoids and never find the goblinoids, that's the breaks. You can't make the game perfectly fair, trying too hard isn't worth your time, and too much fairness feels artificial to the players, too.

In addition, for every 1,000 Sl. value of the treasure, there is a 1 on 1d6 chance of something more valuable. Roll on the following Table:

Art Objects/Gem/Jewelry Table (1d4)

Die Roll	Result
1	Gem or jewelry worth 1d10 x 10 sl.
2	Gem or jewelry worth 1d10 x 100 sl.
3	Gem or jewelry worth 1d10 x 200 sl.
4	Gem or jewelry worth 1d10 x 1,000 sl.

Also, if the planet has been determined to have alien artifacts present, there is a 1 on 1d20 chance per 1,000 Sl. value of an alien artifact. Roll on the following table:

Alien and High Tech Artifacts Table (1d100):

- 1-4 Amethyst xl: +1 to the holder's constitution. Experience Value: 1,000.
- 5-8 Aquamarine xl: +1 to the holder's intelligence. Experience Value: 1,000.
- 9-12 Azure xl: +1 to AC. Experience Value: 1,000.
- 13-14 Clear xl: Allows the holder to become invisible, as the Telepath Power. Experience Value: 5,000.
- 15-17 Crimson xl: +1 to hit. Experience Value: 1,000.
- 18-20 Fuchsia xl: +1 to damage. Experience Value: 1,000.

- 21-24 Gold xl: Adds +1 to the holder's willpower. Experience Value: 1,000.
- 25-26 Grey xl: Shift out of phase with the normal universe for up to 3 hours per day. Cannot be affected by nor affect anything in the physical world. Can pass through walls or energy fields that do not extend into warp space. . Experience Value: 10,000.
- 27 Indigo xl: Predecessor data tesseract. May hold unlimited levels of computer data on the Predecessors or virtually any subject. Experience Value: 10,000.
- 28-31 Ivory xl: Allows the holder to use a randomly determined telepathic Power once per day, as a Telepath of the same level. Experience Value: 3,000.
- 32-35 Lavender xl: Allows the holder to use a randomly determined empathic Power once per day, as an Empath of the same level. Experience Value: 3,000.
- 36-38 Magenta xl: The holder regenerates one hit point per combat round, and thus cannot die unless the crystal is removed or his body is disintegrated. Experience Value: 5,000.
- 39 Ochre xl: Turns 1d100% of any hostile Telepathic or Empathic power back upon the attacker. Experience Value: 5,000.
- 40 Orange xl: Allows the user to see what he desires to see, over a considerable distance. May not be used more than thrice per day, or the user will be driven mad. Null Fields and certain other Powers and precautions may be used to prevent being seen. Experience Value: 10,000.
- 41-44 Purple xl: +1 to the holder's strength. Experience Value: 1,000.
- 45 Rainbow xl: Combines the powers of 1d3+1 other crystals, and flashes in all of their colors.
- 46-48 Rose xl: The mouth of an inter-dimensional hole 10 ft deep—items and people can fall through it or climb down into it once it is placed on the ground. The crystal can actually be pulled in from the inside to close the hole off entirely, although there is no source of fresh air within, and staying inside will asphyxiate the inhabitant in a short time. The crystal can be picked up and carried off whenever desired—hence the name “portable.” . Experience Value: total value of combined crystal powers.
- 49-51 Sable xl: Null Field. The holder cannot use telepathic or empathic powers, nor be affected by them. . Experience Value: 10,000.
- 52-54 Sienna xl: Gate between worlds for instantaneous travel. Leads to/from one other sienna crystal. Bringing the two together will annihilate both with the force of a nuclear bomb. Experience Value: 5,000.
- 55-60 Silver xl: Comm unit with unlimited range (even across the galaxy). . Experience Value: 10,000.
- 61-64 Slate xl: Creates a Stasis Box. My be any size; while most are perhaps a few feet across, some have been found which enclose planets. Stops time inside the box, impenetrable without a stasis key. May contain anything. Experience Value: 1,000-10,000, based on size.
- 65-68 Taupe xl: Adds +1 to the holder's charisma. Experience Value: 1,000.
- 69-73 Teal xl: Stasis Key. Opens stasis boxes. Experience Value: 2,000.
- 74-75 Turquoise xl: Artificially intelligent hand computer. Thinks independently; has vast alien knowledge. Experience Value: 10,000.
- 76-77 Ultramarine xl: Adds +1 to the holder's saving throws against damage causing attacks of any kind. Experience Value: 3,000.
- 78-80 Umber xl: Combat Teleporter. If the holder is attacked, on a 1-3 on d6 he “flickers” and is not hit. Experience Value: 5,000.

81-82	White xl:	Life-Beam. 85% chance to revive a dead character. If the roll fails, it cannot be attempted again on the same character, and he is permanently dead. Experience Value: 10,000.
83-85	Violet xl:	Sonic Ratchet. Gives a +5 bonus to skill rolls or saving throws involving the use or repair of technological equipment. Experience Value: 5,000.
86-89	Yellow xl:	+1 to the holder's dexterity. Experience Value: 1,000.
90-93	Weirding Way:	Combat training that can be provided only by the Reverend Mothers of the Sisterhood, and they will do it only for a price which they set. This form of combat training allows the character an additional melee combat attack every round, over and above those allowed for his class, level, or any other reason. Experience Value: 3,000.
94-95		Null Chamber: Buildings created to be impenetrable to any psychic Powers, including those used by Telepaths, Empaths, or even the extrapolation powers of Mentats. Experience Value: 15,000.
96-97	Symbiont	Artificially created life form that bonds with a human and can provide several benefits. Symbionts can place the body in stasis if poisoned, allowing all functions to slow down so that the character can effectively remain in stasis for up to one week, before the poison finally kills him. It provides a psychic danger sense, allowing a bonus of +1 on 1d6 to surprise rolls, if the character with the symbiont is in the lead, and it gives a +3 bonus to any saving throw involving instant death. They are made by the mysterious Taylax masters, who also breed T-Dogs, a corrupted form of Mentat, Face Dancers, and were the first Telepaths to research the Gholia Power. Experience Value: 3,000.
98	Null Ship:	Starship built with the powers of a Null Chamber. Virtually undetectable by any enemy. Experience Value: 20,000.
99-00	Slow Gun:	A rifle built with a computer guided slow bullet that can penetrate a Holtzman Shield. Experience Value: 5,000.

Predecessor Crystals

The Predecessor Empire was a vast, non-human civilization that spanned the galaxy (perhaps several galaxies) millions of years before man evolved. They possessed no-field and stasis field technology to a level not yet equaled in the galaxy, and so their installations and caches are still being discovered.

The Predecessors made fantastic devices in the form of glowing psychic crystals that imbue strange powers on whoever holds them. Their value is inestimable, as they cannot be duplicated by modern technology. Their powers are based on the color of the crystal

Predecessor crystals are marked "xl" in the table above. Any number of Predecessor crystals can be used at the simultaneously. They are sometimes worked into clothing or armor, so that they can be readily used without being cumbersome.

While any number of Predecessor crystals can be used at the simultaneously, this can be dangerous. For each crystal over five in contact with the body at the same time, the character has a 1% chance of suffering a powerful psychic backlash. This causes unconsciousness for 1d6 days if a save is made, and death if it is failed. The chance must be rolled when each crystal over five is placed in contact with the body, and once per hour thereafter.

Other Artifacts

Many types of items or training exist, of course, that have nothing to do with the Predecessors. Some are the secrets of the Imperial government or the great noble houses. Also the great order of the Sisterhood, and the colleges of the Mentats, Telepaths and Empaths have their own secrets. Some of these things can be discovered through adventuring as well.

Artifact Value

Note that while artifacts are rated for experience value, this does not represent their monetary value in Solars. Since these items cannot be duplicated, they command a high price, a hundred times their experience value is a good guideline.

The gift of an artifact to a courtier in The Halls of Power is worth $1/1000^{\text{th}}$ the artifact's experience value as a reaction bonus.



Bridge of a Predecessor Null Ship.

IN THE HALLS OF POWER

Each campaign turn is one galactic standard year (roughly equal to one earth year). During this time, the players attend a great Banquet at the Imperial Court. When this is completed, duels may be fought between nobles with recognized cause, large battles may be fought with miniatures, and adventures will take place.

The Imperial Banquet

Each year begins with a grand banquet at the Emperor's palace. The Imperial Banquet represents a "mixer" in which the characters mingle, attempting to secure important political contacts for themselves, while steering harmful ones toward their enemies. The objective is to meet and greet potentially helpful courtiers while dodging potentially harmful ones, make your way to the square occupied by the emperor, and present the courtiers with you to him. Once this is done, the player reaps the benefits of those courtiers, and is removed from the Banquet for the rest of that session.

Most courtiers must first be encountered, and then a positive reaction roll made. From this point forward, the courtier will accompany the player character until he is presented to the Emperor, the Banquet ends, or some other encounter takes place that forces him away. This is not always the case, however. Some courtiers do not require presentation, and some have only negative effects. Each is explained fully in the individual encounter description.

The game is set up like an ordinary dungeon, except that it takes place in the Imperial palace, or on board one of the Imperial luxury yachts, etc. Encounter rolls are made and rooms and halls are explored, just like an ordinary exploration and combat-oriented adventure. The emphasis is not on combat, but on the negotiations with NPCs. In fact, combat is EXTREMELY dangerous in the Palace, as, if anyone sees it and the Infernian Slayers are notified, torture and death are the probable result.

Also, the location of the Emperor is often unknown (His Majesty may be partying, incommunicado with a concubine, closeted with his generals planning the next war, etc.). He must be located, and a positive reaction roll made when the player character has some potentially beneficial courtiers in his retinue, before the Banquet ends. Some courtiers (and this is specifically listed in the encounter descriptions) will reveal the Emperor's location on a positive reaction roll.

Entering the Halls of Power

Note that in order to enter the Banquet, the character must secure an invitation. He can get one if he is personally powerful (9th level or higher), a titled noble, pays for one (costs 100,000 Sl.) or just crashes the party. A party crasher will be able to perform the same actions as anyone else, as most courtiers will not ask to see invitations. However the Infernian Slayers, definitely will so demand, and will execute anyone who can't produce a proper invitation (they are all personalized), no questions asked.

INFLUENCE POINTS

These are a special treasure only available through contact with the rich and powerful, and can be given by some of the courtiers at the banquet (such as the Powerful Senator or Crown Prince) to fortunate player characters. Influence points can be spent one a one for one basis to modify any reaction roll made in The Halls of Power, or anywhere else that the aristocracy is involved. An influence point represents powerful contacts or patronage.

Once spent, an influence point is permanently lost. Influence points cannot be purchased for anything as tawdry as mere Solars. Any use of an Influence point must be declared before the reaction roll is made. Influence points can be kept, like any other treasure, until used.

Note also that any other player character present at a reaction roll, who has a reasonable chance to know what is going on, and to be able to affect it, can use any of his influence points to modify the reaction roll, either in a positive or negative manner.

Thus, influence points offer an opportunity for the player characters to attack each other politically, if desired.



The Emperor confers with a Reverend Mother of the Sisterhood.

THE COURTIER'S

All courtiers are level 1d4 and armed with a dagger unless otherwise noted in their description. They will be of whatever class the Game Master thinks appropriate. There is a 1% chance per level that the courtier might be carrying an alien artifact. This is uncommon even among the powerful, because of the terrible risk of being caught with such a device here, where the Emperor's person could be threatened, and the Infernian Slayers are vigilant.

Alien Ambassador: This courtier concludes a treaty with the Empire (through its representative, the player-character noble), who can immediately add a planet (produces 100,000 SI. per year) to his dominions, if he gains a positive reaction roll and can present the Ambassador to the Emperor. On a negative reaction roll, the Ambassador is offended, and alien armies invade on of the Player character's worlds. Level 1d6 Star Warrior.

Barbarian Warlord: This character must be presented to the emperor to take effect. This officer joins the player-character's fleets/legions. On presentation the Emperor, the Player Character Noble immediately gains 500,000 SI. value in barbarian troops. Level 1d6 Star Warrior.

Bureaucrat: Regardless of reaction rolls, you must immediately pay the bureaucrat a 1d6 x 10,000 SI., bribe or he immediately summons the Infernian Slayers to escort you from the Banquet. Level 1 human.

Crown Prince: As Young Noble, but he grants 2d6 influence points on a positive reaction. Beating him in a duel can be problematic. It has a 50% chance of causing another noble house to try to gain kudos by invading the player character's domains.

Dowager: On a positive reaction roll, an unmarried character can present the dowager to the Emperor and marry her. Her dowry is 1d3 planets, each of which produces 100,000 SL., annually. A character can only have one wife at a time.

Droning Bore: When encountered, the droning bore begins talking endlessly with the Player Character Noble regarding his various ailments, romantic conquests, and last year's vacation. The Player Character Noble immediately stops moving on encountering this character. At the beginning of each of his succeeding rounds, he must make a successful saving throw, modified for intelligence to dodge the droning bore, if he fails, he spends another round listening. This continues until the saving throw is successful or the Banquet ends. Level 1 human.

Drunken Boor: When encountered, the drunken boor loudly and rudely accosts the Player Character Noble and anyone with him. Any courtiers accompanying the Player Character Noble make hurried excuses and leave. All courtiers not yet presented to the emperor are lost and removed from the banquet. Level 1 human.

Elder Noble: His realm is 1d3 planets. On a positive reaction roll, his realm allies with yours. On a negative one, his realm attacks yours. Level 1d6+3 Star Warrior.

Empress: When the empress is encountered, she immediately has a brief liaison with the noble who encounters her. He gets gifts in the form of one 1d10 x 100,000 SL., but is immediately hustled out of the Banquet by the Infernian Slayers (and is killed if he makes trouble) to avoid embarrassing the emperor. The Player Character Noble is removed from the Banquet for the rest of the year, and loses all courtiers not presented to the emperor.

Emperor: For many courtiers to be effective it will be necessary to bring them before the Emperor and make a positive reaction roll with him, which means that he sanctions the relationship. Those courtiers this rule applies to are detailed in the specific encounter descriptions. The Emperor is always accompanied by at least three Infernian Slayers and one Infernian Slayers Officer. The Emperor may be any class and any level, as the Game Master desires, from a grim old soldier and veteran of a hundred campaigns, to a babe in arms. He is armed with any weapons the Game Master thinks appropriate, and may be given alien artifacts, if desired.

Face Dancer Assassin: This character is masquerading as someone else. A positive reaction roll indicates that he follows the PC, using him as a decoy to strike at someone else. A negative reaction means that he will try to kill the PC as soon as he can do so without risk of discovery. Level 1d6+2. Armed with daggers and ingested poison, possibly (35%) he also carries a stunner with either paralytic or lethal poisons (50% chance of each).

Force Bomb: Small device with a tiny built-in Null Field. Explodes when encountered for 6d6 damage in a 10' radius, half if a save is made. A character can choose to throw himself on the bomb. This causes double damage (normal damage on a successful save), but to him only, as the force is internalized. This grants a +3 reaction bonus with any character who would otherwise have been damaged.

Grand Herald: This character must be presented to the emperor to take effect. The Grand Herald recognizes that the Player Character Noble has cause to fight a duel with any other noble (but not a royal personage) of his choosing, and sanctions the duel. See Duels below.



Imperial General

High Butler: The Butler announces that the emperor is retiring to his chambers. The Banquet ends immediately, and any courtiers that have not yet been presented to the emperor are lost.

Hunter-Seeker: As per the Monster section, above.

Imperial Favorite: On a positive reaction roll, she tells you the present location of the Emperor.

Infernian Slayer: A character encountering an Infernian Slayer must produce his invitation, or the Slayer will execute him, if he can. If the character resists in any way, the Slayer will use deadly force, and he is not impressed by charisma, noble rank, alien devices, displays of power, or anything else. The Infernians will also react with deadly force if any courtier is wounded or killed. Be aware that they are the only persons in the Banquet authorized to wear Holtzman Shields, other than the emperor himself. See the description in the Monsters and Creatures Section for the Infernian Slayers statistics and equipment.

Jester: On a positive reaction roll, he tells the character the location of the Emperor. On a negative roll, he starts telling insulting jokes in a loud voice, and all courtiers accompanying the character immediately make excuses and leave the Banquet.

Knight Castellan: This grizzled officer is a proven trainer of warriors. After presentation to the emperor, he will accompany the noble back to his capital and upgrade 20% of his conscript soldiers to veteran level, or 10% of his veteran soldiers to elite level. Level 2d6 Star Warrior

Lord Marshal: This character must be presented to the emperor to take effect. The Lord Marshal gives the Player Character Noble a writ of battle, allowing him to attack the holdings of one other Player Character Noble in the upcoming year, provided that no barbarian invasions or civil wars take place in that same year.

Master Falconer: On a positive reaction roll, he tells you the present location of the Emperor.

Master of the Hunt: On a positive reaction roll, he tells you the present location of the Emperor.



Capital Planet

Megacorp Executive: This character must be presented to the emperor to take effect. The executive is a powerful financier. On successful presentation to the Emperor, the Player Character Noble immediately gains 1d6 x 100,000 SI. On a negative reaction roll, the executive manipulates financial markets and causes the player character to lose 10% of his total Solars.

Mentat: This character is level 1d4+2. He need not be presented to the Emperor. On a positive reaction roll, he will attempt one Extrapolation for the character if paid 20,000 SI.

Planetologist: This venerated scientist is skilled in the ancient mysteries of planetary engineering, such as core tapping, terraforming, tidal shifting, etc. After presentation to the emperor, he adds a permanent bonus of +3d6% to the production of any star system desired by the player (this can be given to another noble in exchange for something else).

Pod Racing Champion: On a positive reaction roll, he tells you the present location of the Emperor. Level 2d6 Star Warrior.

Powerful Senator: This courtier need not be presented to the emperor to take effect. The senator has vast political influence. On a positive reaction roll, the Player Character Noble immediately gains 1d6 Influence points. On a negative reaction roll, the character instead loses an influence point, if he has one, and the Senator leaves in a huff.

Rumor Monger: Needs not be presented to the Emperor. On a positive reaction roll, you can send him away, or to tell stories about any other character, causing him to lose 1d4 Influence Points. On a negative reaction roll, he tells stories about you, causing you to lose 1d4 influence points.

Seneschal: This character must be presented to the emperor to take effect. The player character is given appointment to high office within the Empire, provided he is a titled noble. If he has no title, the courtier will not acknowledge him. When this courtier is first encountered, roll 1d20 on the table below to determine which appointment is available:

1-2 Minister of State: At the beginning of each year during which this appointment is held, the Player Character Noble add 1d6 influence points to his total or 1d3 x 100,000 Sl. (not both).

3-5 Chancellor of the Exchequer: At the beginning of each year during which this appointment is held, the Player Character Noble can add 1d3 x 100,000 Sl. to his Wealth.

6-10 Minister of Internal Security: On a successful reaction roll, this minister can order any Inferian Guards out of the room. Only the Crown Prince, Emperor or Empress can countermand this order.

11-15 Lord Chamberlain: This character gains a +3 bonus to reaction rolls with the Emperor.

16-18 Minister of Justice: At the beginning of each year during which this appointment is held, the Player Character Noble can charge any other Player Character Noble with embezzlement. Each then rolls a saving throw, modified for charisma. If the Minister succeeds and does so by more than the accused player, then the accused is convicted, loses all Solars (the Minister gains 25% of this through embezzlement) and the accused is incarcerated for 1d3 years (adventures may involve his escape).

19-20 Lord Constable: The Player Character Noble gains 500,000 Sl. worth of troops in any battle. These represent Imperial forces, and he does not have to pay them (they are paid out of the treasury). If the appointment is lost, he can no longer call upon these troops.

Once a player character gains an appointment, he only loses it if he dies, loses his title in some way, or the same appointment is given to another character. Only one appointment can be held by any player character at a time. A player character can choose to relinquish one appointment for another, if he gets the opportunity to do so.

Sisterhood Reverend Mother: She has no specific role at the Banquet, other than as a powerful member of her order. The Game Master can use positive and negative reaction rolls with the Reverend Mother in any way he thinks will advance the game. See the Monsters section for a description of the abilities of the Reverend Mother.

Telepath Guard: This character is a level 1d4+2 Telepath, who will use the Detect Psychic Emanations ability to determine if any psychic Powers or artifacts are in use at the Banquet. If such is detected, the Infernian Slayers are summoned, usually with unfortunate consequences for the offending character.

Waiter: Carries a tray of drinks. Taking one to any character grants a single +1 reaction bonus with that character only. However, there is a 15% chance that the waiter is actually a Face Dancer, and the drink is poisoned, with obvious negative consequences.

Wounded Pilot: This character must be presented to the emperor to take effect. The Wounded Pilot informs the emperor that an invasion of barbarian aliens is pouring over the border. A Barbarian Invasion takes place. In gratitude for bringing him the information, the Emperor will grant the character a command in the coming war. The command will be one befitting his rank (a low level commoner might be given command of an infantry squad, while a high level noble might be given command of a squadron of battleships).



Gifts given by the Sisterhood often come with a price.

Young Noble: Need not be presented to the Emperor. On a positive reaction roll, he shares a drink with the character, giving him a single influence point. On a negative reaction roll he proffers a writ of duello, signed by a Grand Herald. The character must duel him at the end of the Banquet. The noble is a level 1d6+1 Star Warrior, armed with a sword.

Halls of Power Encounter Table (1d100)

Encounters are pretty frequent in the Halls of Power. Roll 1d6 per turn; an encounter appears on a 4-6 at a random entryway to the room the character occupies, unless it is something secretive like a Face Dancer Assassin, Force Bomb or Hunter-Seeker; these can appear anywhere.

1-3	Alien Ambassador
4-6	Barbarian Warlord
7-10	Bureaucrat
11-12	Crown Prince
13-15	Dowager
16-19	Droning Bore
20-23	Drunken Boor
24-25	Elder Noble
26-27	Empress
28-29	Emperor
30-32	Face Dancer Assassin
33-35	Force Bomb
36-38	Grand Herald
39-40	High Butler
41-43	Hunter-Seeker
44-45	Imperial Favorite

46-49	Infernian Slayer
50-52	Jester
53-55	Knight Castellan
56-58	Lord Marshal
59-62	Master Falconer
63-66	Master of the Hunt
67-69	Megacorp Executive
70-72	Mentat
73-75	Planetologist
76-79	Pod Racing Champion
80-81	Powerful Senator
82-86	Rumor Monger
87	Seneschal
88	Sisterhood Reverend Mother
89-90	Telepath Guard
91-94	Waiter
95-97	Wounded Pilot
98-00	Young Noble

Features of the Halls of Power

The Halls of Power section is meant to be a twist on the typical dungeon-crawl to represent the benefits and perils of political life. Just as dungeons contain not only monsters but also pit traps, secret doors and mysterious idols, the strongholds of the politically powerful also have their various features:

Footmen: These are effectively unarmed characters who act as minor guards, not admitting certain persons to the more exclusive areas of the mixer. They are simply unarmed zero level humans, and can be easily killed or incapacitated. However, if given the chance to scream, everyone in the room will be alerted to what is going on, and there is a 50% chance that Infernian Slayers will be summoned within 1d3 rounds.

Electric Eyes: Certain areas may be under electronic surveillance, and should disruptive activities or unwanted persons show up, guards can be quickly summoned.

Gas Traps: Fighting in some rooms may cause any monitoring guards to release a paralytic gas into the area. Save each turn or be paralyzed for 1d4 hours.

Security Doors: Impassable unless forced (and some of these will be reinforced with titanium), or bypassed by a Face Dancer or person with similar skill.

Secret Doors: Operate exactly as they do in the dungeon. Such doors are usually not trapped or monitored by security devices, as their purpose is to let those knowing of their existence escape quickly.

Infernian Slayers: Unless the player characters are planning to risk everything by assassinating the emperor, and unless they have an army waiting to be called in, it is not a good idea to engage in wanton mayhem in the Imperial Banquet. While many characters are low level and unarmed, the Infernian Slayers will begin to arrive in greater and greater numbers, Hell-bent on killing the PCs, **and, if the**

player characters are dumb enough to try this, they should be wiped out to a man. The Banquet grants a lot of opportunities to gain power, but by subtle role playing, for the most part. The few knives drawn should be used silently, in a coat closet, with LOTS of alibis available. Starting a bar fight here can and should get the player characters wiped out.

Experience in the Halls of Power

Experience here is given in the same manner as it is in a dungeon adventure, except that most “monsters” are overcome by clever role playing and reaction rolls, rather than by slicing them in two.

Full experience is given for the money value of planets, offices, etc., but, remember, it is difficult to get to the Emperor, and only by finding him with a courtier can you get xps. for most of the courtiers.

Mixed Adventures

It is possible to mix a dungeon style adventure with an adventure in the Halls of Power in several ways. For example, a Banquet might be going on when terrorists burst in, planning to kill the Emperor. Or, possibly the Banquet takes place on the Imperial Yacht, which has been hijacked, or hit an unexpected navigational anomaly, which will send it plunging into a star. Or maybe the Banquet is instead a Royal Hunt, where, in addition to meeting and greeting, the PCs must bag dangerous animals, or at least avoid being killed by them. Any combination that the Game Master wants to try is open.

BECOMING A TITLED NOBLE

According to ancient tradition, a commoner can become a noble only by risking his life in some great service to the Empire. This most commonly happens on the battlefield.

Whether any particular service qualifies for a title is up to the Game Master, but it should require success in the service of the Emperor at great personal risk; for example: cutting through a group of enemies to save a fallen general or battle standard.

Becoming a titled noble gives the player character four advantages:

1. A titled character is landed. He gains a single planet to rule, that generates 100,000 Sl. Per year.
2. A titled character is influential. He generates 1d6 influence points per year, that he can use on his own behalf, or give/trade to other characters.
3. A titled character is a member of the Court. He receives an invitation to every Imperial Banquet (see The Halls of Power, section).
4. A titled character is eligible to receive Imperial Appointments (see The Halls of Power, section).

A player character can receive only one title, and all Imperial titles are effectively equal. The character may be titled baronet, baron, marquis, viscount, count, earl or duke. Royal titles such as archduke, prince, king, and emperor are reserved to the Imperial family alone. A player character who has no title but gains rulership of a planet is referred to as squire or governor. These are not noble titles.

DUELLING

After the Banquet, any duels (which have been recognized by a Grand Herald) are resolved. The duel is fought to first blood, or to the death as decided by the challenger. Each party fights with blade and Shield only.



Imperial nobles settling an affair of honor.

The winner gains 1d6 influence points, and the loser loses the same amount (which can go into negative numbers, indicating he has just become the winner's slave). Each Player Character Noble may bring up to two seconds, who enter into the combat only if cheating takes place, or if the rules of the duel are not followed (such as continuing the fight beyond first blood in a duel to first blood). Note that the use of such things as poisoned weapons or alien technologies is prohibited. If attempted by unscrupulous Player Character Nobles, the GM will rule on whether or not it is noticed. Note also that unsanctioned dueling is prohibited, and will result in the loss of appointment and title (if the player character is a noble), or execution if the player character is a commoner.

Player Character Nobles (both those participating and those not) may agree to wager wealth or star systems on the outcome of the duel. Anyone attempting to Welsh on such a wager loses 1d3 Influence Points immediately.

THE CIRCUS MAXIMUS

Pod Racing for STAR BLADES

Objective

The object of the game is to be the first to complete three laps around the circus. Surviving the race is also a plus.

Equipment Needed

Dice, a circus maximus, and pieces of some type representing Pod Racers. A sample Circus Maximus is

shown at the end of this section.

Rules of the Race

No driver can wear a Holtzman Shield, nor carry any weapon other than an electro-whip. Each Pod Racer starts in one of the four lanes immediately behind the starting line (the green line surrounded by the words "START" and "FINISH"). Poll position is determined randomly. The innermost lane is the most advantageous. All Pod Racers move in the direction of the green arrow marked on the board.

No alien artifact, technological item, or psychic Power is allowed in the race. The crowd wants to see a good race, not the effects of Predecessor Crystals on a Pod Racer. It is assumed that the Emperor is wise to such tomfoolery, and has Telepaths stationed around the arena. These will hypnotize any driver cheating in this way, and the Infernian Slayers will deal with him later.

Initiative and Movement

All players roll initiative at the beginning of EACH ROUND. The highest rolling driver can move first, or defer until another driver completes his turn before moving.

Each turn, each Pod Racer must, at a minimum, move forward at its maximum speed in its own lane (the lanes are marked in alternating colors of light and dark brown on the board). Backward moves are not allowed, and Pod Racers can only change lanes as listed below under Free Actions. Diagonal moves are not allowed. The maximum speeds are: Heavy Pod Racer=15 spaces. Light Pod Racer=18 spaces. The only exception to this is that a Pod Racer which is blocked by another Pod Racer directly in front of it must stop movement, unless it can use change lanes actions to get around the other Pod Racer. No Pod Racer can move through another Pod Racer, the wall of the circus, or the spina (the dark, center area).

Drivers unfortunate enough to be dismounted can be run over by other Pod Racers, the dismounted figure then takes 4 attacks from light horses.

Free Actions

In addition, each driver can take one free action each turn from the list below. These actions can be made at any point during the move, and the remaining move completed afterwards (example: Marcus, in a light Pod Racer, can move three spaces forward, change lanes, and then move his remaining 12 spaces to complete the turn):

1. Change Lanes: Move laterally one lane. The Pod Racer can move to any square in a lane bordering its present lane that is adjacent to its present square (vertically or horizontally only, never diagonally) as long as that square is not occupied by another Pod Racer.

2. Scythe Attack: This action can be made by heavy Pod Racers only. The driver can attempt to use the sharpened blades attached to the hub of his Pod Racer's wheels to destroy the wheel of another Pod Racer. The attacker and defender both make a driving skill check (see below), if the attacker wins, roll 1d20 on the table below for the result. Add +2 if the defender is driving a light Pod Racer:

Scythe Attack Table (D20)

1-4 Wheels Locked: Both Pod Racers may be damaged. Roll again on this table for each Pod

- Racer.
- 5-8 Driver stunned: The defending Pod Racer can take no action next round except normal forward movement.
 - 9-12 Pod Racer Out of Control: The defending Pod Racer moves randomly one space in a random direction. Nominate each of the four surrounding spaces as 1-4, and roll 1d4 to see where it lands. If this would cause the Pod Racer to move into another Pod Racer, the walls of the circus, or the spina, see Crashes, below. The defending Pod Racer can take no action next round except normal forward movement.
 - 13-16 Engine Damaged: The Pod Racer takes no immediate damage, but place a marker on it indicating that the spokes on engine is overheating. At the beginning of each of the Pod Racer's succeeding turns, roll 1d6. On a roll of 6, the engine blows and the Pod Racer wrecks, as below.
 - 17+ Defending Pod Racer Wrecked: The Pod Racer wrecks. The driver takes 4d6 damage, save for half

3. Overdrive: The driver tortures his engines to greater speed. The Pod Racer gains a bonus of 1d6 spaces to normal forward movement. ALL OF THIS ADDITIONAL MOVEMENT MUST BE TAKEN (which may not be a good thing, if it puts him over maximum speed in the turnaround, see below).

4. Electro-Whip: Make an ordinary whip attack against one opponent. This causes one point of damage, and a successfully whipped opponent must roll a saving throw (+1 if constitution 13+), or he is temporarily shocked, and can take no action next turn, other than normal forward movement.

Risky Actions

This is where the race becomes strategic. Any free action can be taken again, any number of times, as a risky action. However, as the name says, this is risky. Each risky action requires a **driving skill check** (saving throw: modified for dexterity and strength, -1 per each risky action previously performed this turn). After the round has been completed, the count for risky actions starts over again.

A successful roll means that another action (from the free actions list) can be performed normally. A failed roll means the Pod Racer wrecks, as result 17+ on the Scythe Attack Table, above.

The Turnaround

Centrifugal force makes the turnaround (the curved area between the two red lines at each end of the track) the most dangerous place in the circus. If a Pod Racer is moving at over maximum speed (as a result of Overdrive) at any point while it is in the turnaround, the driver must make an immediate driving skill check at -1 for the 4th (outermost) lane, -2 for the 3rd lane, -3 for the 2nd lane, and -4 for the 1st (innermost) lane.

This check is always made at the end of the turn, even if the driver has already exited the turnaround. A failed check means the Pod Racer wrecks, as result 17+ on the Scythe Attack Table, above.

Crashes

If a Pod Racer crashes into another Pod Racer, the walls of the circus, or the spina, roll on the Scythe Attack table, above.

A Pod Racer which crashes into the wall of the circus or the spina remains in its own space, and further movement is allowed (if any remains), unless the results of the Scythe Attack Table say otherwise.

If a Pod Racer crashes into another Pod Racer, both are moved one space randomly, as result 9-12 on the Scythe Attack Table, above, in addition to other results.

Note that multiple crashes can occur if several Pod Racers are bunched up, and a crash causes one Pod Racer to move into another

Winning the Game

Victory goes to the Pod Racer which moves into the space past the finish line first, after three laps have been completed, or to the remaining Pod Racer if all others have been eliminated.

Drivers

Each NPC driver is level 1d8, and has 3d6 each for strength, dexterity and constitution.

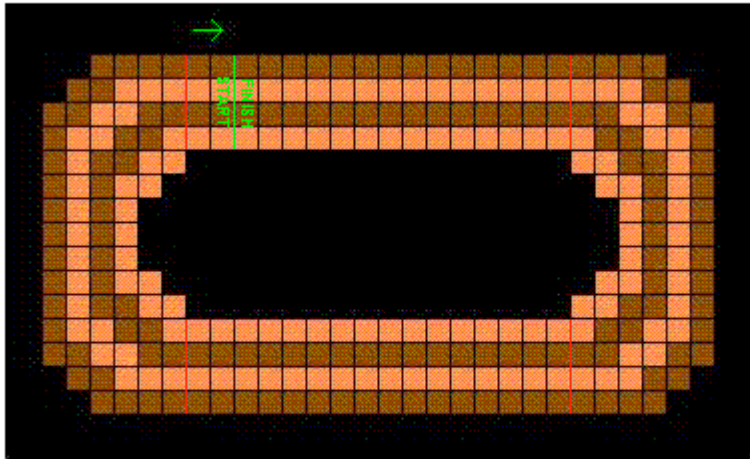
Gambling

Each driver will have 1d12 x 100,000 Sl., bet on him. +1d4 for the highest level driver, +1d4 for the driver with the highest strength, and +1d4 for the driver with the highest dexterity. Odds can be figured from the Solars bet. Player characters may bet the odds with their own Solars, or may make side bets among themselves as desired. To keep things simple, the odds are not refigured unless any single player character bets more than 200,000 Sl. on a single race.

There is a 10% chance that any race is a famous race. In this case, drivers will be level 1d6+4h level, with 3d6+2 each for strength, dexterity and constitution (maximum 18 in each). PCs of less than 5th level cannot drive in such a race. In a famous race, ten times the normal bets are made, and the odds are refigured for PCs only if they bet more than 2,000,000 Sl. on a single race.

Throwing the Race

PCs are not allowed to bet against themselves, or make other arrangements that would result in financial advantage to them by purposely losing. the Emperor takes a dim view of this, and the crowd might well tear apart a character that threw off the results of the race in this shabby fashion.



APPENDIX

Bene Gesserit Sayings

These are illusions of popular history which a successful religion must promote: Evil men never prosper; only the brave deserve the fair; honesty is the best policy; actions speak louder than words; virtue always triumphs; a good deed is its own reward; any bad human can be reformed; religious talismans protect one from demon possession; only females understand the ancient mysteries; the rich are doomed to unhappiness . . .

From the Instruction Manual: Missionaria Protectiva

Governments, if they endure, always tend increasingly toward aristocratic forms. No government in history has been known to evade this pattern. And as the aristocracy develops, government tends more and more to act exclusively in the interests of the ruling class -- whether that class be hereditary royalty, oligarchs of financial empires, or entrenched bureaucracy.

Politics as Repeat Phenomenon

Bene Gesserit Training Manual

If you believe certain words, you believe their hidden arguments. When you believe something is right or wrong, true or false, you believe the assumptions in the words which express the arguments. Such assumptions are often full of holes, but remain most precious to the convinced.

The Open-Ended Proof from The Panoplia Prophetica

Those who would repeat the past must control the teaching of history.

Bene Gesserit Coda

Rules build up fortifications behind which small minds create satrapies. A perilous state of affairs in the best of times, disastrous during crises.

Bene Gesserit Coda

We tend to become like the worst in those we oppose.
Bene Gesserit Coda

Confine yourself to observing and you always miss the point of your life. The object can be stated this way: Live the best life you can. Life is a game whose rules you learn if you leap into it and play it to the hilt. Otherwise, you are caught off balance, continually surprised by the shifting play. Non-players often whine and complain that luck always passes them by. They refuse to see that they can create some of their own luck.
Darwi Odrade

All governments suffer a recurring problem: Power attracts pathological personalities. It is not that power corrupts but that it is magnetic to the corruptible. Such people have a tendency to become drunk on violence, a condition to which they are quickly addicted.
Missionara Protectiva,
Text QIV (decto)

Religion (emulation of adults by the child) encysts past mythologies: guesses, hidden assumptions of trust in the universe, pronouncements made in search of personal power, all mingled with shreds of enlightenment. And always an unspoken commandment: Thou shalt not question! We break that commandment daily in the harnessing of human imagination to our deepest creativity.
Bene Gesserit Credo

Laws to suppress tend to strengthen what they would prohibit. This is the fine point on which all the legal professions of history have based their job security.
Bene Gesserit Coda

We do not teach history; we recreate the experience. We follow the chain of consequences -- the tracks of the beast in its forest. Look behind our words and you see the broad sweep of social behavior that no historian has ever touched.
Bene Gesserit Panoplia Propheticus

They say Mother Superior can disregard nothing -- a meaningless aphorism until you grasp its other significance: I am the servant of all my Sisters. They watch their servant with critical eyes. I cannot spend too much time on generalities nor on trivia. Mother Superior must display insightful action else a sense of disquiet penetrates to the farthest corners of our order.
Darwi Odrade

All states are abstractions.
Octun Politicus
Bene Gesserit Archives

Some never participate. Life happens to them. They get by on little more than dumb persistence and resist with anger or violence. All things that might life them out of resentment-filled illusions of security.
Alma Mavis Taraza

Do not depend only on theory if your life is at stake.
Bene Gesserit Commentary

Major flaws in government arise from a fear of making radical internal changes even though a need is

clearly seen.
Darwi Odrade

A major concept guides the Missionaria Protectiva: Purposeful instruction of the masses. This is firmly seated in our belief that the aim of argument should be to change the nature of truth. In such matters, we prefer the use of power rather than force.

The Coda

The best art imitates life in a compelling way. If it imitates a dream, it must be a dream of life. Otherwise, there is no place where we can connect. Our plugs don't fit.

Darwi Odrade

Humans are born with a susceptibility to that most persistent and debilitating disease of intellect: self-deception. The best of all possible worlds and the worst get their dramatic coloration from it. As nearly as we can determine, there is no natural immunity. Constant alertness is required.

The Coda

Give me the judgment of balanced minds in preference to laws every time. Codes and manuals create patterned behavior. All patterned behavior tends to go unquestioned, gathering destructive momentum.

Darwi Odrade

No sweeteners will cloak some forms of bitterness. If it tastes bitter, spit it out. That's what our earliest ancestors did.

The Coda

Enter no conflict against fanatics unless you can defuse them. Oppose a religion with another religion only if your proofs (miracles) are irrefutable or if you can mesh in a way that the fanatics accept you as god-inspired. This has long been the barrier to science assuming a mantle of divine revelation. Science is so obviously man-made. Fanatics know where you stand, but more important, must recognize who whispers in your ear.

Missionaria Protectiva

Primary Teaching

We walk a delicate line, perpetuating Atreides (Siona) genes in our population because that hides us from prescience. We carry the Kwisatz Haderach in that bag! Willfulness created Muad'dib. Prophets make predictions come true! Will we ever again dare ignore our Tao sense and cater to a culture that hates the chance and begs for prophecy?

Archival Summary (adixto)

We witness a passing phrase of eternity. Important things happen but some people never notice. Accidents intervene. You are not present at episodes. You depend on reports. And people shutter their minds. What good are reports? History in a news account? Preselected at an editorial conference, digested and excreted by prejudice? Accounts you need seldom come from those who make history. Diaries, memoirs and autobiographies are subjective forms of special pleading. Archives are crammed with such suspect stuff

Darwi Odrade

Spend energies on those who make you strong. Energy spent on weaklings drags you to doom. (HM rule)
Bene Gesserit Commentary: Who judges?

The Dortujla Record

Religion must be accepted as a source of energy. It can be directed for our purposes, but only within limits that experience reveals. He is the secret meaning of Free Will.

Missionaria Protectiva
Protective Teaching

One household god is this thing we carry forward generation after generation: our message for humankind if it matures. The closest thing we have to a household goddess is a failed Reverend Mother -- Chenoeh there in her niche.

Darwi Odrade

Seek freedom and become captive of your desires. Seek discipline and find your liberty.

The Coda

Making workable choices occurs in a crucible of informative mistakes. Thus Intelligence accepts fallibility. And when absolute (infallible) choices are not known, Intelligence takes chance with limited data in an arena where mistakes are not only possible but also necessary.

Darwi Odrade

Do not be quick to reveal judgment. Hidden judgment often is more potent. It can guide reactions whose effects are felt only when too late to divert them.

Bene Gesserit Advice to Postulants

When you think to take determination of your fate into your own hands, that is the moment you can be crushed. Be cautious. Allow for surprises. When we create, there are always other forces at work.

Darwi Odrade

There's no secret to balance. You just have to feel the waves.

Darwi Odrade

Klingon Proverbs

Revenge is a dish best served cold.

Four thousand throats may be cut in one night by a running man.

Only a fool fights in a burning house. -Kang

A fool and his head are soon parted.

The wind does not respect a fool. -Kahless

Destroying an Empire to win a war is no victory. And ending a battle to save an Empire is no defeat. -Kahless

A leader is judged not by the length of his reign but by the decisions he makes. -Kahless

Great men do not seek power; it is thrust upon them. -Kahless

You cannot loosen a man's tongue with root beer. -Original Klingon: unknown

Act, and you may eat dinner. Think, and you may be dinner. -Original Klingon: unknown

Mere life is not a victory, mere death is not a defeat. -Original Klingon: unknown

Today is a good day to die. -Worf

To those who are overly cautious, everything is impossible. -Kahless

If winning is not important, why keep score? –Worf

Quotes from Machiavelli

A prince never lacks legitimate reasons to break his promise.

[Niccolo Machiavelli](#)

A return to first principles in a republic is sometimes caused by the simple virtues of one man. His good example has such an influence that the good men strive to imitate him, and the wicked are ashamed to lead a life so contrary to his example.

[Niccolo Machiavelli](#)

A son can bear with equanimity the loss of his father, but the loss of his inheritance may drive him to despair.

[Niccolo Machiavelli](#)

A wise ruler ought never to keep faith when by doing so it would be against his interests.

[Niccolo Machiavelli](#)

Before all else, be armed.

[Niccolo Machiavelli](#)

Benefits should be conferred gradually; and in that way they will taste better.

[Niccolo Machiavelli](#)

Entrepreneurs are simply those who understand that there is little difference between obstacle and opportunity and are able to turn both to their advantage.

[Niccolo Machiavelli](#)

For among other evils caused by being disarmed, it renders you contemptible; which is one of those disgraceful things which a prince must guard against.

[Niccolo Machiavelli](#)

God is not willing to do everything, and thus take away our free will and that share of glory which belongs to us.

[Niccolo Machiavelli](#)

Hatred is gained as much by good works as by evil.

[Niccolo Machiavelli](#)

He who wishes to be obeyed must know how to command.

[Niccolo Machiavelli](#)

Hence it comes about that all armed Prophets have been victorious, and all unarmed Prophets have been destroyed.

[Niccolo Machiavelli](#)

I'm not interested in preserving the status quo; I want to overthrow it.

[Niccolo Machiavelli](#)

If an injury has to be done to a man it should be so severe that his vengeance need not be feared.

[Niccolo Machiavelli](#)

It is better to be feared than loved, if you cannot be both.

[Niccolo Machiavelli](#)

It is double pleasure to deceive the deceiver.

[Niccolo Machiavelli](#)

It is much more secure to be feared than to be loved.

[Niccolo Machiavelli](#)

It is necessary for him who lays out a state and arranges laws for it to presuppose that all men are evil and that they are always going to act according to the wickedness of their spirits whenever they have free scope.

[Niccolo Machiavelli](#)

It is not titles that honor men, but men that honor titles.

[Niccolo Machiavelli](#)

Men are so simple and so much inclined to obey immediate needs that a deceiver will never lack victims for his deceptions.

[Niccolo Machiavelli](#)

Men are so simple and yield so readily to the desires of the moment that he who will trick will always find another who will suffer to be tricked.

[Niccolo Machiavelli](#)

Men ought either to be indulged or utterly destroyed, for if you merely offend them they take vengeance, but if you injure them greatly they are unable to retaliate, so that the injury done to a man ought to be such that vengeance cannot be feared.

[Niccolo Machiavelli](#)

Men rise from one ambition to another: first, they seek to secure themselves against attack, and

then they attack others.

[Niccolo Machiavelli](#)

Men should be either treated generously or destroyed, because they take revenge for slight injuries - for heavy ones they cannot.

[Niccolo Machiavelli](#)

Men shrink less from offending one who inspires love than one who inspires fear.

[Niccolo Machiavelli](#)

Nature that framed us of four elements, warring within our breasts for regiment, doth teach us all to have aspiring minds.

[Niccolo Machiavelli](#)

Never was anything great achieved without danger.

[Niccolo Machiavelli](#)

No enterprise is more likely to succeed than one concealed from the enemy until it is ripe for execution.

[Niccolo Machiavelli](#)

Of mankind we may say in general they are fickle, hypocritical, and greedy of gain.

[Niccolo Machiavelli](#)

One change always leaves the way open for the establishment of others.

[Niccolo Machiavelli](#)

One who deceives will always find those who allow themselves to be deceived.

[Niccolo Machiavelli](#)

Politics have no relation to morals.

[Niccolo Machiavelli](#)

Princes and governments are far more dangerous than other elements within society.

[Niccolo Machiavelli](#)

Severities should be dealt out all at once, so that their suddenness may give less offense; benefits ought to be handed out drop by drop, so that they may be relished the more.

[Niccolo Machiavelli](#)

Since it is difficult to join them together, it is safer to be feared than to be loved when one of the two must be lacking.

[Niccolo Machiavelli](#)

Tardiness often robs us opportunity, and the dispatch of our forces.

[Niccolo Machiavelli](#)

The distinction between children and adults, while probably useful for some purposes, is at bottom a specious one, I feel. There are only individual egos, crazy for love.

[Niccolo Machiavelli](#)

The fact is that a man who wants to act virtuously in every way necessarily comes to grief among so many who are not virtuous.

[Niccolo Machiavelli](#)

The first method for estimating the intelligence of a ruler is to look at the men he has around him.

[Niccolo Machiavelli](#)

The main foundations of every state, new states as well as ancient or composite ones, are good laws and good arms you cannot have good laws without good arms, and where there are good arms, good laws inevitably follow.

[Niccolo Machiavelli](#)

The more sand has escaped from the hourglass of our life, the clearer we should see through it.

[Niccolo Machiavelli](#)

The new ruler must determine all the injuries that he will need to inflict. He must inflict them once and for all.

[Niccolo Machiavelli](#)

The one who adapts his policy to the times prospers, and likewise that the one whose policy clashes with the demands of the times does not.

[Niccolo Machiavelli](#)

The promise given was a necessity of the past: the word broken is a necessity of the present.

[Niccolo Machiavelli](#)

The question is, then, do we try to make things easy on ourselves or do we try to make things easy on our customers, whoever they may be?

[Niccolo Machiavelli](#)

The wise man does at once what the fool does finally.

[Niccolo Machiavelli](#)

The wish to acquire more is admittedly a very natural and common thing; and when men succeed in this they are always praised rather than condemned. But when they lack the ability to do so and yet want to acquire more at all costs, they deserve condemnation for their mistakes.

[Niccolo Machiavelli](#)

There are three kinds of intelligence: one kind understands things for itself, the other appreciates what others can understand, the third understands neither for itself nor through others. This first

kind is excellent, the second good, and the third kind useless.

[Niccolo Machiavelli](#)

There is no avoiding war; it can only be postponed to the advantage of others.

[Niccolo Machiavelli](#)

There is no surer sign of decay in a country than to see the rites of religion held in contempt.

[Niccolo Machiavelli](#)

There is nothing more difficult to take in hand, more perilous to conduct, or more uncertain in its success, than to take the lead in the introduction of a new order of things.

[Niccolo Machiavelli](#)

To understand the nature of the people one must be a prince, and to understand the nature of the prince, one must be of the people.

[Niccolo Machiavelli](#)

War is just when it is necessary; arms are permissible when there is no hope except in arms.

[Niccolo Machiavelli](#)

War should be the only study of a prince. He should consider peace only as a breathing-time, which gives him leisure to contrive, and furnishes as ability to execute, military plans.

[Niccolo Machiavelli](#)

We cannot attribute to fortune or virtue that which is achieved without either.

[Niccolo Machiavelli](#)

When you disarm the people, you commence to offend them and show that you distrust them either through cowardice or lack of confidence, and both of these opinions generate hatred.

[Niccolo Machiavelli](#)

Where the willingness is great, the difficulties cannot be great.

[Niccolo Machiavelli](#)

Whoever conquers a free town and does not demolish it commits a great error and may expect to be ruined himself.

[Niccolo Machiavelli](#)

Whosoever desires constant success must change his conduct with the times.

[Niccolo Machiavelli](#)

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