

# ***THE SANDBOX***

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*A JOURNAL OF SANDBOX GAMING FROM SINE NOMINE PUBLISHING*

# THE SANDBOX

## A JOURNAL OF SANDBOX GAMING FROM SINE NOMINE PUBLISHING

Welcome once again to *The Sandbox*, a house publication for Sine Nomine Publishing and myself, it's owner-author. Within these pages you'll find a selection of small pieces and minor creations I've spun out while working on my for-pay projects. While I've written them for my own games, they should have at least some utility for lovers of other systems.

Speaking of systems, the first offering in this issue is a system for **Lifepath Characters for Stars Without Number**. Now and then I've had requests for a more involved system of character creation for SWN player characters. This article offers a more lifepath-oriented system for creating characters, one that offers a more random method that can be decorated with life events from the provided table. The characters it creates are largely equivalent to those created with the existing method, so GMs should feel confident about offering it as an option in their campaigns. I might come back and do more with this general idea in the future, so curious souls can take this as a hint about my overall direction for the concept.

Second up is **The Blademaster**, a class for **Scarlet Heroes** and other similar old-school games. The blademaster fills a character concept hole that exists in some old-school games, one for a sword-swinging warrior who still retains some su-

pernatural abilities. While the blademaster can't match a conventional fighter in overall martial skill, their unique arts can give them a situational edge, or open tactical options unavailable to their more traditional brethren.

This issue rounds off with a pair of one-roll tables for generating a **Quick Temple or Shrine** and a **Quick Religious Revolt**. A planet's piety can be a powerful force for social stability, but it can also combust into sudden storms of zealous violence. These tables can help you flesh out a little religious strife for the benefit of your campaign.

As a final note, I'd encourage fans of **Stars Without Number** and military sci-fi to check out [my Kickstarter underway for Starvation Cheap](#), a new supplement for planetary warfare and ground-pounding military action. The manuscript is complete now and available to backers immediately, so in mere minutes you could be generating bloody conflicts and brewing up daring battlefield missions for your PCs. The tools within can be used with almost any sci-fi game.

Until next, munificent readers!

*Kevin Crawford*



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Art by Jeff Brown, David Lewis Johnson, and Eric Lofgren

# LIFEPATH CHARACTERS FOR STARS WITHOUT NUMBER

## AN OPTIONAL CHARACTER CREATION METHOD

One regular request from *Stars Without Number* fans has been some kind of lifepath character generation to replace the more straightforward system provided in the rulebook. The system provided here is a first cut at that idea, playing with some possibilities that I've had in mind. It shouldn't be taken as a final word by any means, but it can be fun to play around with the system for those groups who prefer a more elaborate method for character generation.

The optional system provided here creates PCs with the same number of skill choices as a PC made with the standard rules. Lifepath PCs who pick extra hindrances and class afflictions might come out with one to three more skill picks than a standard character, but these will usually be had at some significant cost.

Each class also offers a selection of small perks and benefits in exchange for skill picks. If you'd like standard characters to have access to these choices, just let them roll on the class tables too, trading their own standard skill picks for rolls on the beneficial tables, or giving them extra picks for rolling on the harmful ones.

To help flesh out these mechanical results, I've also included a Life Event generator on the next page. Its use is strictly optional, but you might want to give it a roll when you want to establish some important event that's happened to your PC. You'll need to tailor the results to the context, but it can help you add specific meaning to an entry into a new profession or your PC's choice to take up an adventuring life.



### LIFEPATH CREATION SUMMARY

**1) Roll your attributes,** 3d6 in order for all six attributes, unless your GM has something else in mind.

**2) Choose a home world for your PC.** Pick the family table that best fits the world's details: primitive, modern, or a spacer habitat. Gain Culture/World-0 for your home.

**3) Roll or choose a family background.** Optionally, you can roll on the hardship table for your type of world to find out what particular trouble you experienced while growing up. You might use the Life Events table to flesh out the details of the hardship. Rolling a hardship gives you an extra professional skill roll.

**4) Choose a profession that fits your PC's concept.** This can be any trade that can be explained by your home world or your past experiences. With the profession in mind, choose three skill tables from the profession section to represent the kinds of expertise you gained.

**5) Roll six times for professional skills,** or seven if you took a hardship. You can roll from the three skill tables you picked, the life skills table for your home world type, and the physical and mental growth tables. If an entry appears with an asterisk on the table, you can automatically pick that skill instead of rolling.

Skills rolled or picked once start at level-0. The second time, they become level-1. The third time, you instead pick any other entry on that table. If an attribute bonus would increase an attribute above 18, reroll it.

You can change professions once during character creation, after you've spent at least three skill picks. You might want to roll a Life Event to learn why you changed jobs.

**6) Pick a class** to represent your PC's special aptitude for adventuring. It probably has something to do with your prior profession, but that isn't mandatory. Choose a number of skills from your class skills list; psychics pick 1, warriors pick 3, and experts pick 5 additional skills. Picks stack up skill levels as usual, and no skill can be increased beyond level-1. Each class also has a few special options to roll.

**7) Fill in the final details.** Roll your hit points and write down your attack bonus, saves, and class ability. Buy equipment and finish your PC as given in the standard *Stars Without Number* rules.

# LIFE EVENT GENERATOR

When your PC experiences an important event, you can use the generators below to get the outlines of the situation. Either choose entries or roll one die of each type, and then add the elements together to make a narrative of what happened.

The generator will require some creativity on your part and some idea of what your home world is like. In many campaigns your home world might not actually be very well-defined. In such cases, just make some decisions about what

the local customs and expectations are, and write in whatever facts that might make the event interesting to you. Unless the GM has a very good reason to edit the event, they should let you paint your own home culture the way you want it to be.

Life events don't have direct mechanical effects on your PC. They don't affect skills, or attributes, or starting cash. They do, however, set up events that may come back to haunt the PC or may come to help them in some hour of dire need.

## D4 WHAT WAS THE EVENT'S FINAL OUTCOME?

- 1 Extremely positive in almost ways
- 2 Positive, but with a drawback or consequence
- 3 Negative, but with a silver lining for you
- 4 Completely negative in all ways that mattered

## D6 WHO INITIATED THE EVENT?

- 1 A parent, family head, or work superior
- 2 A distant relation, perhaps unknown at the time
- 3 A professional or romantic rival or personal enemy
- 4 A lover, would-be or actual, or a spouse
- 5 A child or ward, or someone you protected
- 6 Someone who was a stranger at the time

## D8 WHICH QUALITY WAS MOST AFFECTED BY THE EVENT?

- 1 Your family's wealth
- 2 Your family's social standing or community respect
- 3 Your health and physical integrity
- 4 Your most important relationship
- 5 Your desired or intended career
- 6 Your personal reputation or social status
- 7 Your dearest personal ambition
- 8 Your relationship with the initiator

## D10 WHAT CONFLICT FIGURED IN THE EVENT?

- 1 A physical fight with someone
- 2 Trying not to lose a thing or fail in a duty
- 3 A struggle for wealth, to gain it or keep it
- 4 Vying for love, whether romantic or familial
- 5 Trying to win someone's trust
- 6 A struggle with your own nature and personality
- 7 A trial of your professional skills
- 8 A competition with a rival in love, work, or war
- 9 A cruel betrayal of trust by you or one close to you
- 10 You against social rules that ensnare someone

## D12 ANOTHER CONSEQUENCE OF THE EVENT WAS...

- 1 You made/lost a friend in the event
- 2 You incurred/are owed a debt
- 3 You earned/gave a scar, physical or mental
- 4 You believed/discovered a lie
- 5 You learned/botched a skill
- 6 You pleased/dismayed a relative
- 7 You offended/satisfied social expectations or laws
- 8 You angered/pleased an offworlder
- 9 You gained/lost local respect and social standing
- 10 You made/upset a shady associate
- 11 You gained/lost significant wealth
- 12 You gained/lost membership in a group

## D20 WHAT OTHER ELEMENTS WERE INVOLVED?

- 1 Your most precious place or refuge
- 2 A place far from home
- 3 An inherited thing or duty
- 4 A parent's choice
- 5 A mistake you made
- 6 A random stroke of luck
- 7 Offworlder interference
- 8 A serious physical or mental sickness
- 9 A career opportunity
- 10 Unearned reputation
- 11 A mischance of nature or natural disaster
- 12 A grave misunderstanding
- 13 Drugs or medicines
- 14 An unsavory local group
- 15 An important local faith
- 16 A harsh local custom
- 17 Someone else's dire mistake
- 18 A truth known only to you
- 19 Technology gone badly wrong or very right
- 20 Someone else's sacrifice or loss

# PRIMITIVE WORLDS

Born on a low-tech world, your PC reached the stars either through their own determined cunning or the whimsical turns of chance. There's probably a story behind the way they finally hooked up with the rest of the party, and you might choose to roll on the Life Event tables to see how it was they finally got offworld.

The primitive world tables can also be used for PCs who grew up in remarkable poverty on a more advanced world.

To determine a primitive world PC's familial background, roll 1d12 together with 1d6. The higher the 1d12, the richer their family was. This doesn't affect the PC's starting wealth, given all the events that have doubtless happened since they left home, but it does help indicate the kind of youth and upbringing the PC had. The 1d6 indicates the status and respect that their family held among their neighbors. A PC's family might have been very wealthy while still being scorned and despised by their neighbors, and a very poor family might still have had an honorable and respected name. A high roll for both means that the PC's family were very important people in their community. You don't need to take the roll's results if it doesn't suit you. You might just use the dice as inspiration for your own ideas about your PC's background.

	FAMILY WEALTH	FAMILY STATUS		
		Low (1-2)	MIDDLE (3-4)	High (5-6)
POOR	1	Serfs or Slaves	Yeoman Farmers	Village Headman
	2	Prostitutes	Unskilled Labor	Monastic Clergy
	3	Bandits	Entertainers	Poor Gentry
	4	Heretics	Artists	Scholars
MIDDLE	5	Skilled Criminal	Small Traders	Worldly Clergy
	6	Water Pirates	Shop Owners	Minor Officials
	7	Laboring Artisans	Doctors	Modest Gentry
	8	Mercenaries	Scribes or Clerks	Town Leader
RICH	9	Elite Courtesans	Rich Merchants	Great Officials
	10	Cheating Traders	Noble Physicians	High Priests
	11	Cruel Landlords	Mercenary Chiefs	Wealthy Gentry
	12	Executioners	Foreign Traders	Nobles

Optionally, you might choose to add a hardship to your PC's past, rolling on the table below. You might take the hardship simply as written, or flesh it out a bit more with the Life Event tables. Hardships cannot normally be overcome with TL4 medicine or conventional restorative treatment. They will remain with your PC unless some special tech or substantial personal effort is spent to overcome them. PCs who take a hardship gain a bonus skill roll for their profession.

## 1d20 HARDSHIPS

1	A dire childhood illness has left you more fragile. -1 Constitution
2	A hunting accident left you slightly lamed. -1 Dexterity
3	Alien environments tax your system. -1 maximum System Strain when offworld.
4	Before your feral psychic gift was suppressed, you lost 3 attribute points of your choice
5	Computers are counterintuitive to you. Roll 1d6 instead of 2d6 with Computer skill checks
6	Constant labor distracted you from much learning. -1 Intelligence
7	Hunger and privation hindered your brain's early development. -1 Intelligence
8	Malnutrition during an early famine stunted your growth. -1 Constitution
9	Poor nutrition deprived you of your natural strength. -1 Strength
10	Psychic powers unnerve you. You can't be a psychic and take -2 to saves induced by psionics
11	You are always recognizable as a native of your world. Disguises fail rapidly as you give yourself away.
12	You can't get used to offworld gravity, and compensation has hindered your reflexes. -1 Dexterity
13	You feel deeply uncomfortable with all these new, alien customs and niceties. -1 Charisma
14	You have difficulty recognizing bad choices in this new world. -1 Wisdom
15	You tend to freeze up around strange tech. -2 to all Tech saving throws
16	You were always the smallest and weakest of your siblings. -1 Strength
17	You won a fight, but not without distracting scars. -1 Charisma
18	You're a terrible driver. You roll 1d6 instead of 2d6 for all vehicle skill checks not made on a riding beast
19	Your former kinsmen hate you for some reason, and will kill you if given the chance.
20	Your senses are somewhat numbed by all you've encountered. -1 Wisdom

# MODERN WORLDS

Most PCs will hail from a modern world, with at least TL3 tech and most of the fittings of an industrial or technological society. Even those worlds without native spaceflight probably have a starport for visiting traders, and it's not impossible for an ambitious youngster to hop a far trader for points unknown. Not all modern worlds are friendly to "corrupting outside influences," however.

To determine a modern world PC's familial background, roll 1d12 together with 1d6. The higher the 1d12, the richer their family was. This doesn't affect the PC's starting wealth, given all the events that have doubtless happened since they left home, but it does help indicate the kind of youth and upbringing the PC had. The 1d6 indicates the status and respect that their family held among their neighbors. A PC's family might have been very wealthy while still being scorned and despised by their neighbors, and a very poor family might still have had an honorable and respected name. A high roll for both means that the PC's family were very important people in their community. You don't need to take the roll's results if it doesn't suit you. You might just use the dice as inspiration for your own ideas about your PC's background.

	FAMILY WEALTH	FAMILY STATUS		
		Low (1-2)	MIDDLE (3-4)	High (5-6)
POOR	1	Beggars	Agricultural Labor	Community Head
	2	Prostitutes	Unskilled Labor	Clergy
	3	Thugs	Entertainers	Public Intellectuals
	4	On Public Aid	Artists	Academics
MIDDLE	5	Skilled Criminal	Military Officers	Doctors
	6	Journalists	Small Business	Minor Officials
	7	Enlisted Soldiers	Engineers	Physicians
	8	Truckers	Gov. Clerks	Town Mayor
RICH	9	Elite Courtesan	Rich Business	Major Officials
	10	Corrupt Bureaucrat	Tech Entrepreneur	Social Celebrities
	11	Slum Lord	Wealthy Foreigner	Hit Artists
	12	Gang Boss	Heirs to Money	Hereditary Rulers

Optionally, you might choose to add a hardship to your PC's past, rolling on the table below. You might take the hardship simply as written, or flesh it out a bit more with the Life Event tables. Hardships cannot normally be overcome with TL4 medicine or conventional restorative treatment. They will remain with your PC unless some special tech or substantial personal effort is spent to overcome them. PCs who take a hardship gain a bonus skill roll for their profession.

## 1d20 HARDSHIPS

1	An electrical accident caused some nerve damage. -1 Dexterity
2	Culture-war reasons for hatred leave a group of your former neighbors wanting you ruined or dead.
3	Heavy industrial pollution exposure while growing up has impaired your health. -1 Constitution
4	Involvement in a chemical incident induced minor brain damage. -1 Intelligence
5	Secure habit makes you take certain actions without thought. -1 Wisdom
6	You are blind or crippled, but start with prosthetic cyberware that inflicts 1 System Strain
7	You are unaccustomed to lengthy, sustained exertion. -1 Constitution
8	You cultivated a fashionably unmuscular look in your youth. -1 Strength
9	You deal poorly with primitives. -2 to all social skill checks with people from TL0, TL1, or TL2 cultures.
10	You had a very sedentary youth with little exercise. -1 Strength
11	You had cosmetic surgery done that's somewhat disturbing. -1 Charisma
12	You have a congenital disease that needs minor TL4 medical treatment once a month to avoid serious harm.
13	You have a hard time recognizing situations of physical danger. -1 Wisdom
14	You suffered joint damage in youthful crime or athletics. -1 Dexterity
15	You were the butt of your peers' amusement, and it scarred you. -1 Charisma
16	You're addicted to some small luxury. No System Strain recovery unless you've indulged that day
17	You're distracted by primitive conditions. No System Strain recovery when sleeping outdoors
18	You're not accustomed to watchfulness. -1 to all Perception skill checks.
19	You've focused on interesting trivia at the cost of deeper knowledge. -1 Intelligence
20	Your situational awareness is underdeveloped. -2 on Evasion saving throws

# SPACER HABITATS

Some PCs are natives of asteroid belts, orbital stations, or deep-space refueling posts. A TL4 civilization can fashion very comfortable deep-space habitats, but the constant threat of the hungry void leaves indelible marks on their natives.

These tables can also be used for PCs who are denizens of exceptionally hostile worlds where all life must be carried on under the protection of domes or deep cavern habitats.

To determine a spacer PC's familial background, roll 1d12 together with 1d6. The higher the 1d12, the richer their family was. This doesn't affect the PC's starting wealth, given all the events that have doubtless happened since they left home, but it does help indicate the kind of youth and upbringing the PC had. The 1d6 indicates the status and respect that their family held among their neighbors. A PC's family might have been very very wealthy while still being scorned and despised by their neighbors, and a very poor family might still have had an honorable and respected name. A high roll for both means that the PC's family were very important people in their community. You don't need to take the roll's results if it doesn't suit you. You might just use the dice as inspiration for your own ideas about your PC's background.

FAMILY WEALTH		FAMILY STATUS		
		Low (1-2)	Middle (3-4)	High (5-6)
POOR	1	Stowaways	Space Hermits	Work Crew Boss
	2	Prostitutes	Unskilled Labor	Monastic Clergy
	3	Petty Criminals	Entertainers	Instructors
	4	Indentured Labor	Artists	Skilled Artists
MIDDLE	5	Skilled Criminal	Small Traders	Ship Captains
	6	Space Miners	Life Techs	Ship Officers
	7	Skilled Labor	Worldly Clergy	Medical Techs
	8	Intrasystem Pilots	Astronautic Techs	Astrogators
RICH	9	Elite Courtesans	Rich Merchants	Ship Owners
	10	Cheating Traders	Exotic Techs	Shipwrights
	11	Space Pirates	Lucky Miners	Brilliant Techs
	12	Smugglers	Heirs to Wealth	Stellar Nobles

Optionally, you might choose to add a hardship to your PC's past, rolling on the table below. You might take the hardship simply as written, or flesh it out a bit more with the Life Event tables. Hardships cannot normally be overcome with TL4 medicine or conventional restorative treatment. They will remain with your PC unless some special tech or substantial personal effort is spent to overcome them. PCs who take a hardship gain a bonus skill roll for their profession.

## 1d20 HARDSHIPS

1	A pressure accident induced persistent low-level sensory damage. -1 Wisdom
2	Agoraphobic. Can't sleep well or regain System Strain unless in an enclosed area
3	Exposed to hard vacuum and heavy radiation in an accident; -1 Constitution.
4	Extended low-gee exposure hindered muscle growth. -1 Strength
5	Extremely limited hydroponic food supplies left you slightly stunted. -1 Strength
6	Genetic damage. Sterile and cancerous. The latter stays in remission with regular TL4 treatment
7	Inbred habitat population. Subtract 3 points from your attributes, divided as you choose
8	Low-level radiation damage harmed your health. -2 to maximum System Strain allowed
9	Perpetual tight spaces have caused some slight skeletal deformity. -1 Dexterity
10	Serious life support mishap left you with a persistent xenofungal infection. -1 Constitution
11	Severely allergic to planets. -1 to all skill checks planetside unless anti-allergens are used
12	The cramped quarters of space habitats have warped your sense of propriety. -1 Charisma
13	The omnipresent dangers of space drilled obsessive-compulsive behavior into you. -1 Wisdom
14	Weak immune system due to filtered atmosphere. -2 to saves vs. disease or poison
15	You can't get the knack of dirtside living. -1 to all Survival or non-space Athletics checks.
16	You were framed for something; those connected with your home despise you.
17	You're self-conscious over superficial radiation burns. -1 Charisma
18	Your education was sharply limited to matters critical to your job. -1 Intelligence
19	Your teachers taught you what was uplifting, not what was true. -1 Intelligence
20	Zero-gee habits interfere with your terrestrial agility. -1 Dexterity

# CHOOSING YOUR PROFESSION

It's impossible to cover all the possible professions your PC might have undertaken with specific rules. Rather than try to give individual skill lists for every conceivable vocation, this section provides some general tables which can be used to make up a wide range of potential trades.

## CHOOSING A PROFESSION

With your family and home world established, think about the career your PC undertook. Did they follow the trade of their parents, or did they strike out in a new direction? On some worlds, that kind of independence may not have been well-accepted by society, and family ties may have suffered.

You can choose any role for your PC's career, provided there's some explanation of how they could've come to it from their home world. Once you have a profession in mind, choose up to three tables from the page opposite, ones representing the kind of skills most likely to be important to that profession. Thus, if you decide that your psychic was one of the templar-knights if his home world's monotheistic religion, you might choose "Templar" for your profession, with the skill lists of "Warrior," "Clergy," and "Training," since these templars weren't expected to do much more than fight, pray, and hone themselves for further engagements.

## ROLLING YOUR SKILLS

**You get six skill rolls, plus one if you rolled a hardship.** You can take them from your profession's skill tables, from the life skills table below that matches your home world, or from the physical or mental growth tables. Thus, if your templar was from a low-tech world, they could roll on any of their skill tables, plus "Primitive World," "Physical Growth," and "Mental Growth." You automatically receive a free Culture/World-0 skill for your home world.

If a skill is marked with an asterisk on the list, you can spend a skill roll to simply pick that skill automatically. You may do this more than once if you wish.

The first time you roll or pick a skill, you gain it at level-0 proficiency. The second time, it becomes level-1, or you may pick a different specialization if appropriate. If you roll it a third time, you can instead pick any skill on the list. Reroll training and growth roll that increase an attribute above 18.

Id6	PRIMITIVE WORLD	MODERN WORLD	SPACER HABITAT	PHYSICAL GROWTH	MENTAL GROWTH
1	Athletics	Artist	Culture/Spacer	Athletics	Perception
2	Combat/Any	Bureaucracy	Exosuit	Combat/Any	Persuasion
3	Culture/World	Computer	Navigation	Str +1	Int +1
4	Stealth	Culture/World	Science	Dex +1	Wis +1
5	Survival	Tech/Any	Tech/Any	Con +1	Cha +1
6	Vehicle/Any	Vehicle/Any	Vehicle/Space	Any Attribute +1	Any Attribute +1

## Id20 EXAMPLE PROFESSIONS AND SKILL TABLES

1	<b>Artist:</b> Artist, Vagabond, Grifter
2	<b>Assassin:</b> Warrior, Thief, Hunter
3	<b>Barbarian:</b> Warrior, Hunter, Explorer
4	<b>Cat Burglar:</b> Thief, Vagabond, Hacker
5	<b>Cleric:</b> Clergy, Politician, Bureaucrat
6	<b>Con Man:</b> Grifter, Vagabond, Socialite
7	<b>Dilettante:</b> Training, Socialite, Politician
8	<b>Doctor:</b> Medical, Socialite, Scientist
9	<b>Drifter:</b> Hunter, Vagabond, Thief
10	<b>Entertainer:</b> Artist, Socialite, Vagabond
11	<b>Office Drone:</b> Laborer, Bureaucrat, Technician
12	<b>Peasant:</b> Farmer, Hunter, Artisan
13	<b>Primitive Noble:</b> Noble, Warrior, Politician
14	<b>Professor:</b> Scholar, Scientist, Bureaucrat
15	<b>Ship Captain:</b> Spacer, Driver, Explorer
16	<b>Soldier:</b> Warrior, Laborer, Training
17	<b>Student:</b> Scholar, Artist, Scientist
18	<b>Tech:</b> Technician, Merchant, Laborer
19	<b>Thug:</b> Warrior, Thief, Vagabond
20	<b>Trader:</b> Merchant, Explorer, Grifter

## LIFE EVENTS AND CHANGING PROFESSIONS

While not mandatory, you might wish to roll one or two life events as part of this stage. If nothing else, they might explain how it was that you found yourself an adventurer instead of securely employed as you were. The life event might also explain how you came to learn a particular skill or take up the profession in the first place.

You may change professions once, after spending at least three of your initial skill rolls. You should roll a life event to find out what circumstance led to your change of plans, unless you already have a reason in mind for your PC.

<b>Id6</b>	<b>ARTISAN</b>	<b>ARTIST</b>	<b>BUREAUCRAT</b>	<b>CLERGY</b>	<b>DRIVER</b>
1	Artist	Artist *	Bureaucracy *	Culture/Any	Vehicle/Any *
2	Tech/Any *	Artist	Bureaucracy	Leadership	Vehicle/Any
3	Tech/Any	Artist	Business	Perception	Vehicle/Any
4	Business	Athletics	Culture/Any	Persuasion	Tech/Postech
5	Culture/Any	Culture/Any	Leadership	Religion *	Navigation
6	Instructor	Persuasion	Persuasion	Religion	Business

<b>Id6</b>	<b>EXPLORER</b>	<b>FARMER</b>	<b>GRIFTER</b>	<b>HACKER</b>	<b>HUNTER</b>
1	Navigation *	Athletics	Persuasion *	Computer *	Combat/Any
2	Navigation	Business	Persuasion	Computer	Navigation
3	Vehicle/Any	Perception	Perception	Computer	Perception
4	Culture/Any	Profession	Gambling	Security	Stealth
5	Language	Profession	Culture/Any	Stealth	Survival *
6	Perception	Survival *	Religion	Tech/Any	Survival

<b>Id6</b>	<b>LABORER</b>	<b>MEDICAL</b>	<b>MERCHANT</b>	<b>NOBLE</b>	<b>POLICE</b>
1	Survival	Computer	Bureaucracy	Combat/Any	Athletics
2	Survival	Perception	Business *	Culture/Any	Combat/Any
3	Gambling	Tech/Medical *	Business	History	Culture/Criminal *
4	Perception	Tech/Medical	Leadership	Leadership *	Perception
5	Stealth	Tech/Medical	Persuasion	Persuasion	Persuasion
6	Profession *	Tech/Medical	Tech/Any	Tactics	Profession

<b>Id6</b>	<b>POLITICIAN</b>	<b>SCHOLAR</b>	<b>SCIENTIST</b>	<b>SOCIALITE</b>	<b>SPACER</b>
1	Bureaucracy	Bureaucracy	Computer	Artist	Culture/Spacer
2	Business	Culture/Any	Science *	Culture/Any	Navigation
3	Culture/Any	History	Science	Culture/Any *	Science
4	Leadership	Instruction *	Science	Leadership	Tech/Any
5	Persuasion *	Science	Tech/Any	Persuasion	Vehicle/Space *
6	Persuasion	Tech/Any	Tech/Any	Persuasion	Exosuit

<b>Id6</b>	<b>TECHNICIAN</b>	<b>TRAINING</b>	<b>THIEF</b>	<b>VAGABOND</b>	<b>WARRIOR</b>
1	Tech/Any *	Str +1	Stealth *	Combat/Any	Athletics
2	Tech/Any	Dex +1	Security	Culture/Criminal	Combat/Any *
3	Tech/Any	Con +1	Perception	Perception	Combat/Any
4	Perception	Int +1	Persuasion	Security	Combat/Any
5	Vehicle/Any	Wis +1	Culture/Criminal	Stealth	Combat/Any
6	Science	Cha +1	Culture/Criminal	Survival *	Tactics

# THE EXPERT CLASS

The expert class covers the widest range of character concepts, whether elusive thieves, smooth-talking con men, superb physicians, or rakehell ship pilots. While it's possible for characters of other classes to have such concepts, the expert has the easiest time developing their skills.

An expert PC can pick five skills from the class list below. These skill picks stack on top of the ones made for your profession; adding a pick to a skill that's already level-0 would raise it to level-1, for example. No skill can be raised above level-1 proficiency.

Experts may also roll on the Personal Skill Knacks and Technical Skill Knacks tables up to once each, spending one pick each to do so. They may roll once each at most on the Personal Consequences and Technical Problems tables also, if they wish, gaining one bonus skill pick for each hindrance.

## EXPERT CLASS SKILLS

Artist, Athletics, Bureaucracy, Business, Culture/Any, Exosuit, Gambling, History, Instructor, Language, Navigation, Perception, Persuade, Profession/Any, Religion, Science, Security, Stealth, Steward, Survival, Tech/Any except Psitech, Vehicle/Any



### D8 PERSONAL SKILL KNACKS

- 1 An inspiring leader. +1 to Leadership skill checks.
- 2 Extremely glib. +1 to all checks involving lying.
- 3 You can tell when someone's trying to defraud you.
- 4 Once per day, discern if someone's lying to you.
- 5 Unobtrusive. Enemies prefer to hit your friends first.
- 6 Born linguist. Can convey basic words in any tongue.
- 7 You sense impending betrayal 1 round in advance.
- 8 Profitable work. Gain 2d6 x 100 credits.

### D10 TECHNICAL SKILL KNACKS

- 1 Great with starships. +1 to all relevant skill checks.
- 2 Drive it faster. All vehicles have +2 speed for you.
- 3 Saboteur. Wreck a piece of tech in one round.
- 4 Prepared. Always have one spare/hidden metatool.
- 5 Healer. Roll 1d8+4 for all medical skill checks.
- 6 Ghost. Roll 1d8+4 for all Stealth skill checks.
- 7 Versatile Tech. No penalty on untrained Tech checks.
- 8 Specialist. Roll 1d8+4 on one type of Tech check.
- 9 Jury-rig any portable item in 1d6 minutes, once/day.
- 10 Lucky. +2 on all Tech saving throws.

### D8 PERSONAL CONSEQUENCES

- 1 You start out 1d10 x 1000 credits in debt to bad men.
- 2 You're wanted for a crime on a major world.
- 3 An upset former acquaintance is hunting you.
- 4 Someone dangerous expects you to do something.
- 5 A rival is obsessed with foiling or outdoing you.
- 6 Kneebreakers. Lose 1d4 attribute points of choice.
- 7 Not physical. -2 to hit when in melee range.
- 8 Mistrust your skills. Lose one skill level of choice.

### D10 TECHNICAL PROBLEMS

- 1 Chemical or plasma burns. -1 Charisma
- 2 Crushed joints when something slipped. -1 Dexterity
- 3 Industrial pollution overdose. -1 Constitution
- 4 Untalkative. -1 to all Persuade checks.
- 5 Excessive radiation exposure. -1 Constitution
- 6 Something broke, and you owe 1d10 x 1000 credits.
- 7 Picky. You take -1 on skill checks w/unfamiliar tools.
- 8 Reckless. Pick one of your skills; roll 1d12 on checks.
- 9 Too focused on minor details. -1 Wisdom
- 10 Mistrust your skills. Lose one skill level of choice.

# THE WARRIOR CLASS

The warrior fights. Whether as an assassin, a soldier, a noble knight or a common street ruffian, the warrior's talents relate to the swift conquest of a martial foe. Anyone can pick up a gun or a blade, but your PC has a true gift for war. Your PC's profession may have been one of peace and reason, but either through the press of circumstances or the force of their own natural talents they have a warrior's gifts.

A warrior PC can pick three skills from the class list below. These skill picks stack on top of the ones made for your profession; adding a pick to a skill that's already level-0 would raise it to level-1, for example. No skill can be raised above level-1 proficiency.

Warriors may also roll on the Battlefield Plunder and Arts of War tables up to once each, spending one skill pick each to do so. They may roll once each at most on the Scars You Earned and Prices You Paid tables also, if they wish, gaining one bonus skill pick for each hindrance.

## WARRIOR CLASS SKILLS

Athletics, Combat/Any, Exosuit, Leadership, Perception, Profession/Any, Stealth, Survival, Tactics



### D8 BATTLEFIELD PLUNDER

- 1 A superb weapon that gives +1 to hit and damage
- 2 Small valuables worth 2d6 x 100 credits
- 3 A superb Combat Field Uniform with base AC 3
- 4 A case of 24 grenades, probably highly illegal
- 5 A pretech monoblade that gives +2 to hit and damage
- 6 4 integrity stims, as per p. 57 of the rulebook
- 7 A rocket launcher you "borrowed," plus 3 rockets
- 8 A government-supplied fake ID is still valid for you

### DIO THE ARTS OF WAR

- 1 Notice ambushes one round before they spring
- 2 Have special clearance to be armed at all times
- 3 +1 to hit with a weapon you've used for six months
- 4 When dying, aid attempts roll twice and take best
- 5 Your first level's hit die is 1d8+2 instead of 1d8
- 6 Immune to knockout drugs and gases due to surgery
- 7 Healing never does less than half maximum on you
- 8 Reroll 1s on any damage dice you roll
- 9 You have a contact for illegal weapons and armor
- 10 Pick a class skill. Roll 1d8+4 for its skill checks

### D8 SCARS YOU EARNED

- 1 Shrapnel too dangerous to remove. -1 Constitution
- 2 Missing a limb, but you've got prosthetic cyber
- 3 Old wounds; need regular minor TL4 medical care
- 4 Cranial trauma took its toll. -1 Intelligence
- 5 You struggle to maintain your temper. -1 Wisdom
- 6 Too much punishment. -2 to Physical Effect saves
- 7 The doc didn't fix you quite right. -1 Charisma
- 8 Med chem tolerance. -1 to max System Strain

### DIO PRICES YOU PAID

- 1 It's hard to relate to civilians; -1 on social skill checks
- 2 Nightmares; you can't sleep restfully without meds
- 3 Divorced and/or your kids deeply resent you
- 4 An old nemesis still isn't finished with you
- 5 You killed someone you really shouldn't have
- 6 A justified (?) murder was covered up, imperfectly
- 7 Your old allies think you betrayed them to the foe
- 8 You can't sleep well except behind a locked door
- 9 If fighting, save vs. Mental Effect to not try to kill them
- 10 Accidentally registered as dead; can't get it fixed

# THE PSYCHIC CLASS

Mastering one's innate ability to channel metadimensional energy through your own tender neural tissue is a difficult undertaking, and psychics rarely have the time or energy to learn more mundane talents. Every psychic is also in need of a properly-trained psychic mentor to lead them through a personalized training regimen to allow them to safely develop their powers. Feral psychics who never find such a mentor are doomed to death or madness if they continue to use their powers.

## PSYCHIC SKILL CHOICES AND TRAINING FLAWS

Psychics are allowed to pick one skill off their class skills list. This was all your PC had time to learn amid their meditation, physical imprinting, neurological testing, and rare moments of sleep.

Your PC may not have spent as much time with their training as they should have, or it could be that their mentor was less than adroit, or they might just have had neural qualities that didn't mesh well with the academy's regimen. In such cases, a "training flaw" might have manifested, permanently hindering the psychic's use of their abilities.

If you choose to take a training flaw, roll 1d20 on the table below to find out the consequences. PCs with a training flaw may take an extra skill pick from the class list.

## PSYCHIC CLASS SKILLS

Combat/Psitech, Culture/Any, History, Perception  
Profession/Any, Religion, Tech/Medical, Tech/Psitech

## PSYCHIC ACADEMIES AND LEAVING THEM

Your GM may already have the details of the academy that trained your PC, and can provide you with a few facts to describe the character of your training and the kind of place the academy was like. If the academy hasn't been defined, you can do so yourself in cooperation with the GM. Just pick two or three adjectives or phrases to describe the general style of the training and fill in the details as need arises.

Most academies are supported by wealthy patrons or alumni, and a psychic can usually find enough work to pay off even very substantial tuition debts. An adventuring psychic either hasn't got such debts or isn't paying much attention to them.

If a sedate leave-taking of your former teachers doesn't sound like much fun, you can find out the true nature of your PC's departure with a roll on the life event table. Just assume that the situation it's describing explains why you had to leave the academy, with mentors and your education taking the roles of your family and job on the table.

## 1d20 TRAINING FLAWS

1	The education was punishing, with small, systemic traumas lingering long after. <i>-2 maximum System Strain.</i>
2	The protocols for secondary training meshed poorly for you. <i>You can't master secondary discipline powers.</i>
3	One discipline remains a persistent blind spot. <i>Randomly pick a discipline you don't know; you can't learn it.</i>
4	You never learned to restore your natural mental shields. <i>You always fail saves versus telepathic powers.</i>
5	You have a phobic aversion to the torching process and can't force yourself to do it. <i>You cannot torch.</i>
6	Your telepathic aptitude is exceptionally weak. <i>Targets gain a +2 on all saves versus your telepathy powers.</i>
7	Your body changes visibly with psionic use. <i>Eyes glow, skin changes color, or other effect during power use.</i>
8	Your identity mentally bleeds through psionic power use. <i>Targets always know you're using a power on them.</i>
9	Psionic power use exhausts you. <i>The first non-mastered power used in a day adds 1 System Strain.</i>
10	Your mastery is flawed. <i>The first time you master a given discipline's powers, you get -1 max System Strain.</i>
11	Your system is sensitive to psionic healing. <i>You lose 1 more System Strain to each biopsionic use.</i>
12	You have a psychic block about certain people. <i>Choose a role or type of person; your powers fail on them.</i>
13	Your metadimensional energy bleeds excessively. <i>Your powers cause a sound in use audible to 10 meters.</i>
14	Heavy power use dazes you. <i>If your power points hit zero, you are stunned for one round.</i>
15	Power use taxes your metabolism. <i>If you use your powers in a day, you need twice as much food and drink.</i>
16	Your power use paralyzes the nerves of your vocal cords. <i>You are mute for one round after power use.</i>
17	Your power use gives you nightmares. <i>After using a non-mastered power, you can't rest properly that night.</i>
18	Your powers bleed low levels of radiation, weakening your natural resistance. <i>Always fail your radiation saves.</i>
19	Psychic energy scrambles comprehension centers. <i>You can't understand words for 1 round after power use.</i>
20	A subtle palsy has been induced by cerebral scarring. <i>Lose 1d4 points of Dexterity or Strength, your choice.</i>

# PSYCHIC KNACKS

The process of training a psychic to fully master their innate abilities remains a somewhat imprecise undertaking. The ancient psychic training protocols were largely lost with the Scream, and modern mentors have been forced to regain this knowledge only with pain, suffering, and inevitable error.

Sometimes, however, these fumbling efforts at refinement bring forth unexpected benefits. Some schools can induce these benefits in a controlled, reproducible way, granting all their graduates the particular advantage of the school. Others can only hope that their pupils have the right mental makeup to absorb the lessons.

A psychic PC can trade their class skill pick to make a roll on the knack table for their primary discipline. They gain the knack rolled, which can normally be used freely and without any cost in power points. Some knacks are limited to only one use per day or per week, but others can be used at will or whenever they become relevant.

Psychics usually only get one class skill pick, so can roll only one knack. Someone who takes a training flaw can trade their bonus skill for a second knack, either for their primary discipline or the secondary one they've chosen. If the same knack is rolled twice, the psychic can pick any other result on the same table. If a knack's benefits contradict an existing training flaw you should reroll the knack.

## 1d6 BIOPSIONICS

- 1 You can recognize any diseases in a person with one round of focus.
- 2 You need to eat and drink only once every four days, regardless of exertions.
- 3 Your bare-handed touch can inflict 1d8 damage on a living target. In combat, this takes a hit roll.
- 4 You are personally immune to diseases that have not been engineered as bioweapons.
- 5 Your System Strain maximum is increased by 2.
- 6 You don't actually need to sleep.

## 1d6 PRECOGNITION

- 1 You're an unbeatable gambler at chance games.
- 2 You always regain consciousness if in danger.
- 3 If a random bad thing hits the group, it always prefers to befall another.
- 4 Once per day, "save" a skill or hit roll. Use it later, and reroll it now.
- 5 Once per week, replay your action for the turn from the start.
- 6 Pick one uncommon danger – fire, falls, etc. You will never die from it.

## 1d6 TELEPATHY

- 1 You always know when telepathy is being used on you or allies.
- 2 You can tell if someone's lying when you're touching them.
- 3 On a save, you can cause a telepathic probe to return false info.
- 4 You sense the location of minds within 10 m.
- 5 You can detect insanity in a person with one round of attention.
- 6 You have conscious control over your emotions.

## 1d6 METAPSIONICS

- 1 You are immune to unwanted telepathy.
- 2 Can make psionic activity nearby visible as light.
- 3 Your first non-mastered power in a day is free.
- 4 Once per day, expel 1d20 power points from a psychic in sight. If reduced to 0 power points, they're stunned for one round.
- 5 Psychics hit by you must make a save versus Mental Effect or lose their powers for 1 round.
- 6 You and your actions are imperceptible to the discipline of precognition.

## 1d6 TELEKINESIS

- 1 You never accidentally drop things and cannot be disarmed.
- 2 You ignore falling damage.
- 3 You never slip, trip, or accidentally fall.
- 4 You never accidentally hit someone with a physical projectile or bullet.
- 5 The first projectile or bullet aimed at you in a fight always misses.
- 6 You can cross any solid surface, even if far too light to bear you.

## 1d6 TELEPORTATION

- 1 Once per round, freely teleport something from your pack to your hand or back.
- 2 You always know exactly where you are.
- 3 You can always teleport to a friend within your teleport range, even if their location is unknown.
- 4 You can see and hear where you left for one minute after a teleport.
- 5 Once per day, teleport to an otherwise-disallowed location within 10 meters.
- 6 Once per week, you teleport twice per round.

# THE BLADEMASTER

## A CHARACTER CLASS FOR *SCARLET HEROES* AND OTHER OSR GAMES

Most warriors know little of the subtler energies of the world. Strength, suffering, swiftness and steel are familiar enough to them, but the deep pulse of the unseen world is of no use to such fighters in their battles.

Blademasters are different. These students of the martial subtleties put aside the more conventional traditions of war in order to plumb the deep secrets passed down from their ancient exemplars. These schools offer different secrets to their acolytes, arts that range from secret strikes to raw marvels of supernatural force.

Despite their common name, blademasters have been known to use a wide variety of weapons, from conventional swords to massive mauls to longbows. Their focus on offensive techniques leaves most schools unable to make effective use of a shield, so two-handed weapons are usually preferred by their adepts.

Blademasters tend to wander after their apprenticeships in order to prove their capabilities, find worthy foes, and discover deserving mentors. Others have higher aims for their swords, while some just want to earn the wealth they deserve.

The class provided here is intended for use with both *Scarlet Heroes* and most other traditional old-school games. The experience table presumes a conventional game; blademasters in a *Scarlet Heroes* game should use the universal XP table that all heroes use, along with usual heroic saving throws. When developing new arts, you can replace the explicit gold piece cost with 3 Wealth points for developing a first level art, 6 for a second level one, 9 for a third level one, and 12 for a fourth level art.

### THE BLADEMASTER

- Attack Bonus:** As a Cleric
- Saving Throws:** As a Cleric
- Hit Dice:** As a Cleric
- Weapons:** Any  
Nothing with a base AC better than 5, or better than chain in other systems, and no shields allowed.
- Armor:** Nothing with a base AC better than 5, or better than chain in other systems, and no shields allowed.
- Fray Die:** 1d8, if using *Scarlet Heroes*
- Magic Items:** Can use items allowed to Fighters



LEVEL	XP NEEDED	HIT DICE	ABILITIES	ARTS PREPARED PER DAY			
				1	2	3	4
1	0	1d6	<i>Student's Mystery</i>	1	-	-	-
2	2,000	2d6	<i>Studied Art</i>	2	-	-	-
3	4,000	3d6		2	1	-	-
4	8,000	4d6	<i>Studied Art</i>	2	2	-	-
5	16,000	5d6	<i>Adept's Mystery, Unified Art</i>	2	2	1	-
6	32,000	7d6	<i>Studied Art</i>	3	2	1	-
7	64,000	8d6	<i>Innovator</i>	3	2	2	1
8	128,000	9d6	<i>Studied Art</i>	3	3	2	1
9	256,000	9d6+2	<i>Master's Mystery, Founder</i>	3	3	2	2
10	384,000	9d6+4	<i>Studied Art, Unified Art</i>	3	3	3	2
11+	+128,000	+2/level		No Further Change			

## CLASS ABILITIES

The deep secrets of the blademaster are slowly unfolded through toil and battle. No mentor is needed to learn these skills, as the seeds of them are imparted to every student of the school as part of their basic training.

**Mysteries:** The blademaster gradually masters the innate mysteries of their art. Each school teaches three such secrets, the student's mystery imparted at 1st level, the adept's mystery at 5th level, and the master's mystery at 9th level.

**Studied Art:** The blademaster's disciplined practice allows them to learn one more art from their school's list of a level they are able to prepare. No teacher is necessary for this self-enlightenment.

**Unified Art:** The master chooses one art known to them that isn't a part of their school's tradition. They may treat that art as part of their art list; preparing it does not apply the normal penalties. They may do so with one art at 5th level, 10th level, and one for every even level after 10th. If no desired art is known when this ability is gained, the blademaster may wait to use it until a suitable art is learned.

**Innovator:** The blademaster may now develop new arts with GM approval. NPCs use years of study to develop an art; hastier PCs can instead spend gold on research materials and training consultation. Level 1 arts cost 5,000 gp to develop, with the price doubling with each further level. Particularly esoteric arts may require adventures to find suitably wise fellow blademasters for tutelage. These arts are considered out-of-school to everyone except the blademaster and any pupils who study daily with them over the course of gaining an entire experience level.

**Founder:** The blademaster may develop a new school by synthesizing their own creations and learning. The school art list for this new school must consist of four arts for levels 1-3 and three arts for level 4. The founder can fill these slots with any arts known to them, whether or not they're part of their original school's list. For the art's secrets, they can either use the mysteries from their existing school or replace one or more with new mysteries worked out together with the GM. The founder gains 2d6 new students who rapidly become level 1 blademasters in the new school, plus one prize pupil or converted former member of a different school with a level equal to the founder's Charisma score divided by three, rounded down. These pupils are fiercely loyal so long as they receive regular instruction. Pupils who leave or perish in the line of duty will be replaced at a rate of one month per level of the departed pupil.

## BLADEMASTER ARTS

The arts of a blademaster are similar to the spells of a magic-user or cleric, but draw on the wielder's inner strength and training rather than arcane or celestial powers. They cannot normally be *Dispelled* or otherwise suppressed, and require no gesticulations or special incantations to trigger.

Invoking a prepared art takes more or less time, depending on the art. **Instant** arts may be invoked at any time, even when it's not the blademaster's turn, and do not consume the user's action. **Action** arts take up the PC's action for the round, though they can still move normally.

**Constant** arts are always available to the blademaster as long as they've been prepared. **Once per Day** arts can be used only once each day. **Once per Fight** arts can be used once in any given fight. If used outside combat, it takes about fifteen minutes of calm before the blademaster can use it again.

The blademaster can fill their allowed preparation slots with any arts of the appropriate level. The same art cannot be prepared twice. Preparation requires no more than a few minutes of meditation, but can be done only once per day, usually after the blademaster wakes.

Arts are learned from other blademasters or special tomes of instruction, requiring a week's teaching per level of the art. A blademaster can learn any art they are capable of preparing, whether or not it is part of their school's traditional list. Foreign techniques mesh poorly with the blademaster's martial training, however, and each art prepared by the blademaster that is not on their school's list inflicts a cumulative -1 hit penalty for the rest of the day.

Blademasters begin play knowing two 1st level arts from their school's list. They may learn more with the *Studied Art* class ability or by seeking out tutors and teaching scrolls.

## CREATING NEW ARTS AND SCHOOLS

Two schools are provided here as examples for the GM and players. PCs might be from these schools, or work with the GM to create new ones. As a rule of thumb, a school's student mystery should be modest but widely-useful, their adept mystery should be very useful in a narrow case, and their master's mystery should be a Once per Day effect roughly as powerful as a 5th level spell.

In the same vein, arts that mimic existing spells should either be Once per Fight for weak or situational spells, and Once per Day for widely-useful effects. Constant effects should provide either weak general perks or large, narrow benefits.

## BLADEMASTERS AND FIGHTERS

A blademaster who dedicates all their arts and class abilities towards mimicking a fighter should still be slightly inferior to the genuine article in normal combat conditions. Instead, the blademaster is intended to trade some of the fighter's raw martial prowess for a bigger bag of situationally-superior tricks. Much like the magic-user, the blademaster is able to adjust their choice of abilities to suit expected situations, and can pull off tricks that would be completely impossible without some touch of magic to their martial discipline. Keep this in mind when designing new arts and schools.

# THE SCHOOL OF THE MAKER'S EDGE

The grim mercenaries of Eirengard have cultivated many martial arts, not least of them the school of the Maker's Edge. These red-handed warriors prefer large, two-handed weapons, with the greatsword a particular favorite. Traditionally, these blademasters were valued members of the Eirengard pike formations and used their special abilities to break open enemy lines and smash the defenses of the foe's champions.

These days, the constant bloodletting in the western lands have cost many masters their lives. It becomes harder to find a true teacher of the Maker's Edge, and the old traditions of stern Makerite piety are beginning to go by the wayside as the remaining instructors are willing to take less pious pupils, if only to keep the tradition alive. Not all agree with this laxity, however, and some students seek to purge their beloved art of its "blasphemous" practitioners.

## MYSTERIES OF THE MAKER'S EDGE

**Students** of the school are trained in wearing the same heavy armor that the pike squares favor. These blademasters can wear even the heaviest armor without hindering their arts, though they still may not use shields.

**Adepts** of the school are expert at turning uniform weaponry into a disadvantage. Once per fight, they can negate a successful hit on them by a foe using the same type of weapon the blademaster uses. The similarity must be close, but need not be perfect; any sword will block any other sword, and any spear will block any other spear.

**Masters** of the school are veterans of a hundred bloody battles, and have learned to tap their inner resolve. As an instant action, they may heal up to 4d8 damage on themselves once per day or automatically succeed at a failed saving throw.

## ARTS OF THE MAKER'S EDGE

Level One	
<i>Last Stand</i>	<i>Spear Ward</i>
<i>Shatterpike</i>	<i>Unstoppable Advance</i>
Level Two	
<i>Cleaving the Iron</i>	<i>Sudden Deflection</i>
<i>Know the Banner</i>	<i>Thundering Charge</i>
Level Three	
<i>Guardian Arm</i>	<i>Tireless March</i>
<i>Rallying Shout</i>	<i>Typhoon of Iron</i>
Level Four	
<i>Break the Line</i>	<i>On Your Feet</i>
<i>Helmbreaker</i>	

## BREAK THE LINE Level 4

*Action* *Once per Day*

With a tremendous shout, the blademaster blasts open the enemy line of battle. The shout affects an area 40 feet wide and is 10 feet long per level. It does 1d6 damage for every two full levels of the blademaster and shoves every ogre-sized or smaller object or combatant out of the area of effect. Victims may make a saving throw to take half damage and keep their position.

## CLEAVING THE IRON Level 2

*Action* *Once per Fight*

The blademaster focuses their will into a single inexorable strike. The attack does no extra damage but treats the target as unarmored and AC 9. The blow can cut or strike through any non-magical object no larger than a door.

## GUARDIAN ARM Level 3

*Instant* *Once per Fight*

The blademaster leaps to instantly interpose between an ally and an impending blow. As an instant action, the PC can move to defend any ally within 60 feet, receiving the damage that they would otherwise suffer from an attack. This defense may be undertaken after the damage is rolled.

## HELMBREAKER Level 4

*Instant* *Once per Day*

When the blademaster strikes a foe, they may trigger this art as an instant action, tearing open gaps in their armor and hindering their evasion. For the remainder of the fight, the victim is treated as unarmored to all assailants, with AC 9. This blow inflicts no damage on the target.

## KNOW THE BANNER Level 2

*Instant* *Constant*

With a glance, the blademaster can pick out the leader of an organized group or warband. They can also use this art to instantly determine the Morale score of a person or group.

## LAST STAND Level 1

*Instant* *Once per Fight*

The blademaster buys himself a second chance at life with a desperate parry. After receiving a physical blow that would reduce them to zero hit points, the blademaster can trigger this power to force the attack's hit and damage roll to be rolled again. The results of the second roll stand.

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**ON YOUR FEET** **Level 4**

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*Instant* *Constant*

The blademaster fortifies their determination with the ancient prayers of their ancestors. Their maximum hit points increase by +1 per level. They can continue to act normally for one round after being reduced to zero hit points.

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**RALLYING SHOUT** **Level 3**

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*Instant* *Once per Day*

The blademaster infuses his rallying cry with the supernatural vigor of his arts. All allies within earshot regain 2d6 lost hit points, and if a Morale check has been failed in the last round it is treated as successful instead.

---

**SHATTERPIKE** **Level 1**

---

*Instant* *Once per Day*

The blademaster may trigger this art on a successful hit. In addition to inflicting normal damage, any non-magical weapon being used by the target is smashed to pieces.

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**SPEAR WARD** **Level 1**

---

*Instant* *Constant*

The Maker's Edge have fought pike formations for centuries, and know all the subtle ways of foiling a spearman. While this art is prepared, no attack from a spear, pike, or javelin can do more than 1 point of damage to the blademaster.

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**SUDDEN DEFLECTION** **Level 2**

---

*Instant* *Once per Fight*

The blademaster swiftly flicks an arrow from the air or a sword from their throat. One weapon attack is automatically foiled, but this art must be used before the attack is rolled.

---

**THUNDERING CHARGE** **Level 2**

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*Action* *Once per Day*

The blademaster lunges across the field in a flurry of blows. They may move up to 60 feet in a straight line, striking all foes within 5 feet of either side of them for 2d6 damage. This charge is powerful enough to smash through anything less sturdy than a stone wall.

---

**TIRELESS MARCH** **Level 3**

---

*Instant* *Constant*

The blademaster knows the secrets of long marching. While this art is in mind, the blademaster and up to twelve of their companions and their mounts may count travel as restful as



good sleep. If they travel at least ten miles away from their starting point each day, they need not eat or drink, either.

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**TYPHOON OF IRON** **Level 3**

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*Action* *Once per Day*

The blademaster releases an explosive frenzy of martial force, hacking and slashing at every foe around them. All enemies within 30 feet of the blademaster suffer 1d6 damage per level, with a saving throw for half. The blademaster can end their fury in any position within 30 feet.

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**UNSTOPPABLE ADVANCE** **Level 1**

---

*Instant* *Constant*

The blademaster defies all attempts to restrain them on the battlefield. They never draw free attacks from foes they move by in combat, and need not make a fighting withdrawal from a melee foe. They cannot be blocked or hindered on a battlefield so long as there is enough physical room for them to pass by.

# THE SCHOOL OF THE CRIMSON DEVIL

This venerable school is favored by the Red Jade Templars of the dread Shogun Rai. Both inquisitors and enforcers in that Hell-raddled ruler's domain, the templars despise all the celestial gods and their servants and permit only worship of the Hell Kings. They hunt out secret priests of the kindlier gods who dare to operate in their lands, making examples of them and their fellow believers.

In truth, the school actually dates back to the early Kueh civilization and its nature-revering creed. In constant struggle with their Ninefold Celestial Empire neighbors, the Kueh blademasters focused on elemental arts to combat the priestly miracles of their ancestral foes. When the Kueh people were eventually assimilated into the empire, this school dwindled into a handful of stubborn practitioners.

Shogun Rai revived the school and twisted it for his own purposes, but practitioners of the original way remain. Disciples of this path are among the Red Jade Templars' most determined enemies, hating them both for their depraved ways and for their betrayal of the art.

## MYSTERIES OF THE CRIMSON DEVIL

**Students** of the school radiate a subtle aura of dread, even among those who know nothing of the Red Jade Templars. When unfurled in wrath the blademaster's fury inflicts a -1 Morale penalty on all enemies with Morale less than 12.

**Adepts** of the school are cast into a pit of burning bones. If they've sufficiently mastered the secrets of the school, they'll live to climb out, permanently immune to harm from fire or smoke. Less diligent students add to the pyre.

**Masters** of the school can call up infernal flames once per day, carpeting a 50 x 50 x 10 foot square area within sight for 1d6 damage per level, up to a maximum of 10d6. While the area affected can be lessened, the master cannot be selective about targets within the area of effect.

### ARTS OF THE CRIMSON DEVIL

Level One	
<i>Exemplary Sacrifice</i>	<i>Siphoning Stroke</i>
<i>Heretic's Bane</i>	<i>Soul-Searing Gaze</i>
Level Two	
<i>Avenging Stroke</i>	<i>Flies of the Hell Kings</i>
<i>Deceiver's Tongue</i>	<i>Smoking Step</i>
Level Three	
<i>Burning Brand</i>	<i>Scent of Jade</i>
<i>Red Koan</i>	<i>Wings of Bright Flame</i>
Level Four	
<i>Blasphemous Word</i>	<i>Tread the Weak</i>
<i>Blood Frenzy</i>	

### AVENGING STROKE Level 2

*Instant* *Once per Fight*

None dare strike at the blademaster with impunity. They may trigger this art when striking someone who attacked the blademaster within the last round. Their blow automatically hits for double damage.

### BLASPHEMOUS WORD Level 4

*Action* *Once per Day*

The dread reverberations of the blademaster's mantras scourge away unwanted sorcery. This art acts as a *Dispel Magic* spell. It may be used to automatically dispel clerical magic even if the blademaster is paralyzed, charmed, or otherwise unable to act freely.

### BLOOD FRENZY Level 4

*Instant* *Once per Day*

The blademaster surrenders to a crazed passion for blood. For the remainder of the fight, the blademaster gains +3 to hit on all attack rolls. Each time they strike an intelligent foe with an intent to kill them, they heal 1d6 lost hit points.

### BURNING BRAND Level 3

*Instant* *Constant*

The blademaster's weapons or unarmed attacks are limned with fire whenever they will it to be. This adds +3 to all damage rolls, and hits are treated as either physical damage or fire damage, depending on which is most harmful to the foe.

### DECEIVER'S TONGUE Level 2

*Instant* *Constant*

Originally intended to help Kueh infiltrators slip past Imperial mind-readers, this art is now used for other ends. While it is prepared, the blademaster's lies cannot be detected by magic. If using a game system that has alignment, they may perfectly fake any desired alignment to magical inspection.

### EXEMPLARY SACRIFICE Level 1

*Instant* *Once per Day*

The ferocious violence of the blademaster makes a gory ruin of some luckless foe. When they kill an enemy, they may use this art to instantly force a Morale check by their foe's companions. If the killing itself would force a Morale check even without the art's use, the victims must roll twice and take the worse result.

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**FLIES OF THE HELL KINGS****Level 2***Action**Once per Day*

The blademaster hurls a handful of metal shards, or even sharp pebbles or ceramic shards. The shrapnel flies to a point within 60 feet before bursting in a gout of sulfurous flame, scouring and cutting everything within 10 feet for 2d6 damage.

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**HERETIC'S BANE****Level 1***Instant**Constant*

Once this art was used to ferret out Imperial infiltrators. In these less kindly times, the Red Jade Templars use it to seek out priests who dare to challenge the Hell Kings in their own realm. While it is prepared, the blademaster receives a +3 bonus to hit against any creature capable of casting clerical spells, and can detect whether or not a person is a cleric with one round of observation.

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**RED KOAN****Level 3***Action**Once per Day*

The blademaster knows the secret words of flame, whispering them while focusing on a target point within 360 feet. The words echo monstrosly within the heads of all living creatures within 30 feet of the target point, escaping their skills in tongues of searing flame. All creatures in the area of effect suffer 1d6 fire damage per level, with a saving throw for half. The koan's damage cannot exceed 10d6.

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**SCENT OF JADE****Level 3***Action**Constant*

The ancient Kueh sensed the treasures of the earth. The Red Jade Templars heed the demons of greed. With a round's concentration, the blademaster can scent the presence of gold, silver, gems, or other precious substances within 30 feet. The exact location is not provided, but this sense can penetrate even walls and earth.

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**SIPHONING STROKE****Level 1***Instant**Once per Day*

The foe's strength feeds the blademaster. This art may be triggered on a hit to grant the blademaster twice as many temporary hit points as the damage rolled. Damage is subtracted from these hit points first, and any points in excess of their maximum hit points vanish after the fight is over.

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**SMOKING STEP****Level 2***Action**Once per Day*

The blademaster shakes off any mundane bonds or paralyzing magical effects and teleports up to 60 feet away.

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**SOUL-SEARING GAZE****Level 1***Instant**Once per Day*

Triggered after a successful hit by the blademaster, the terrible glare of the warrior inflicts an additional 1d10 damage on the hapless target.

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**TREAD THE WEAK****Level 4***Action**Constant*

The blademaster mows down lesser foes with contemptuous ease. Triggering this art allows them to instantly slaughter up to six 1 HD foes within reach of their weapons. This savage technique is no use against more capable enemies.

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**WINGS OF BRIGHT FLAME****Level 3***Action**Once per Day*

Pinions of incandescent fire sprout from the blademaster. They may fly at a rate of 120 feet per round, fighting as easily aloft as they do on the ground. The wings last for ten minutes per character level.



# A QUICK TEMPLE OR SHRINE

## A ONE-ROLL GENERATOR

Whether in far fantastic lands or among the scattered worlds of future humanity, the works of religion are persistent. You can use this one-roll table to quickly generate a fane for your campaign; just fling one of each die type and read the tables accordingly.

### D4 HOW IMPORTANT IS IT?

- 1 A trivial shrine important only to locals
- 2 A significant temple important to nearby towns
- 3 The most important temple in the region
- 4 One of the greatest fanes of the world or nation

### D6 WHAT'S ITS BASIC STRUCTURE?

- 1 Single grand temple with attached quarters
- 2 Several smaller fanes with unattached quarters
- 3 A building with many shrines and apartments
- 4 One sacred temple with unattached buildings
- 5 Natural worship site with supporting buildings
- 6 Many small temples in the same general vicinity

### D8 WHAT KIND OF APPEARANCE?

- 1 Worn and battered, in poor repair from poverty
- 2 Ancient but well-kept, though showing its age
- 3 Advanced and modern, all fashionable lines
- 4 Ethnically-specific construction styles and colors
- 5 Dominated by a single motif of color or shape
- 6 Luxuriantly ornamented as richly as possible
- 7 Rustic and simple, built from local materials
- 8 Gaudy and coarse in its appearance

### D10 WHAT PROBLEM DOES IT FACE?

- 1 Poverty. The believers or temple are very poor
- 2 Malfeasance. The temple leader is misusing money
- 3 Simony. The leader is selling spiritual offices
- 4 Avarice. The temple squeezes tenants or faithful
- 5 Decay. Vital repairs are too costly
- 6 Fanaticism. The faith is driven to sectarian excess
- 7 Cynicism. The priests don't really believe in anything
- 8 Peril. An outside group hates the temple bitterly
- 9 Superstition. The priests are ignorant and venal
- 10 Luxury. The priests crave only pleasures and leisure

### D12 POTENTIAL FRIENDS

- 1 Local tradesman who deals with the priests
- 2 Young acolyte who still thinks of leaving the clergy
- 3 Scheming cleric who needs ignorant catspaws
- 4 Weary high priest who needs help with the problem
- 5 Temple guard with an interest in adventure
- 6 Visiting scholar eager for information
- 7 Cleric's young relative dreaming of the wide world
- 8 Cheerful cleric seeking new converts for the faith
- 9 Temple laborer with a great fund of gossip
- 10 Schismatic cleric looking for support for reforms
- 11 Wealthy local believer with an interest in novelty
- 12 Beggar or indigent reliant on the shrine's charity

### D20 POTENTIAL ANTAGONISTS

- 1 High priest seeing conspiracies behind strangers
- 2 Guardsman who thinks the PCs incipient thieves
- 3 Troublemaking seductress who wants a new toy
- 4 Fiery zealot witnessing unwitting PC blasphemy
- 5 Temple laborer framing PCs for his own theft
- 6 Cleric who thinks they're agents of a rival creed
- 7 Cleric who absolutely refuses aid to nonbelievers
- 8 Prophet who utters dark omens about the PCs
- 9 Charlatan who tries to bilk PCs with dark warnings
- 10 Temple servant who gossips against PCs pettishly
- 11 Acolyte extorting help in a theft, lest he accuse
- 12 Delusional, violent holy man who doesn't like PCs
- 13 Embittered local who counts outsiders as trouble
- 14 Pilgrim who thinks the PCs conspire against them
- 15 Senile high priest who takes a pettish dislike to PCs
- 16 Battleaxe abbess who expects PCs to do as told
- 17 Rebel priest who tries to force PCs to aid his cause
- 18 Sacred animal who just does not like the PCs
- 19 Prophecy that coincidentally points to PCs as evil
- 20 Zealot seeking glory through proving PCs evil

# A QUICK RELIGIOUS REVOLT

## A ONE-ROLL GENERATOR

There are times when a minority faith or schismatic sect can be pushed beyond its endurance by the actions of its ostensible oppressors. This table provides the details of a recent religious revolt, one which may or may not have been easily justified.

### **D4** WHAT STAGE IS IT IN?

1	It's just ignited and is starting to spread
2	It's a serious threat to authority in a region
3	It's actually in control in some areas
4	It's been crushed and is being mopped up

### **D6** WHAT STARTED IT?

1	Brutal martyrdom of a holy person
2	A miraculous letter or sign in the heavens
3	A fiery demagogue or optimistic prophet
4	The glorious assassination of a cruel lord
5	A weakening of the oppressing power there
6	Relaxed oppression of a now-ambitious sect

### **D8** WHAT IS THEIR BIGGEST ADVANTAGE?

1	Large numbers of fearless zealots
2	Support from a neighboring nation
3	Great riches they either possess or seized
4	Technical skills ideally suited to resistance
5	Network of sympathizers in power
6	Sympathy from uninvolved common folk
7	Recently-obtained tech or war gear
8	Spies and saboteurs among the enemy

### **D10** WHAT IS THE OVERARCHING GOAL?

1	Extermination of the hated oppressors
2	Conversion or death to the oppressors
3	Autonomy and independence from their rulers
4	Seizure of a captive holy site or region
5	Elimination of social disabilities due to their faith
6	Punishment of a specific group of oppressors
7	Conquest and rule of a region by their own kind
8	Freedom and recompense for their suffering
9	Replacing oppressive rulers with their own people
10	Enacting of some prophesied path to utopia

### **D12** WHAT IS THEIR BIGGEST DISADVANTAGE?

1	Capricious brutality and indiscipline
2	Others detest their religious rules and strictures
3	Venial leadership seeking personal wealth
4	Military incompetence or ignorance
5	A sense of inferiority and hopelessness
6	Ridiculously excessive goals they take seriously
7	Their enemies were ready for the revolt
8	They are divided over the wisdom of the revolt
9	A neighboring nation fears their rise
10	Religious strictures hinder their combat utility
11	They expect divine aid that is not forthcoming
12	Their neighbors hate or despise them

### **D20** INTERESTING FIGURES OF THE REVOLT

1	Aged prophet who promises victory if a thing is done
2	Aggrieved holy figure who never wanted violence
3	Anguished avenger who seeks death for all foes
4	Bloodthirsty official bent on brutal suppression
5	Concubine of the elite who serves the rebel cause
6	Crushed soul who rose to become a great leader
7	Cynical outsider selling them weapons
8	Discreetly-sympathetic official among their foes
9	Fought-over descendant of a famous holy figure
10	Frustrated reformer from among the oppressors
11	Hapless grandee hated by both sides
12	Important convert from among their foes
13	Local leader bent on settling old scores
14	Outside technician bent on aiding one of the sides
15	Remarkably gifted young military strategist
16	Ruthless slave trader profiting from the strife
17	Scheming merchant who plans to profit from losses
18	Secretly faithless rebel leader with their own goals
19	Sectarian priest scheming to seize leadership
20	Zealous missionary bringing the faith to bystanders



THE REEK OF BLOOD AND SCORCHED STEEL FILLS THE AIR. THE CITY IS BURNING UNDER THE REMORSELESS FIRE OF FAR GUNS, SURVIVORS COWERING BENEATH THE ROOTS OF THEIR GLASSY TOWERS. THE STREETS ARE FILLED WITH THE DEAD, THEIR BODIES MADE ONE WITH THE BROKEN ROAD BY THE TREAD OF THE TANKS AND THEIR SCUTTILING INFANTRY SUPPORT. SOON THE CITY WILL FALL. IT HAS ALREADY BECOME A TOMB.

SOMEWHERE IN THAT HELL IS A SINGLE DATA CRYSTAL WITH THE TECHNICAL SPECIFICATIONS THAT MIGHT WIN THE WAR. SOMEWHERE IN THE BURNING WRECKAGE OF THE CETIAN ENCLAVE IS THE SENATOR WHO CAN PERSUADE HER WORLD TO SEND ITS LEGIONS IN AID. AND SOMEWHERE OVER THE RIVER IS THE LIEUTENANT WHO SAVED YOUR LIFE AT HARSHAW, HIS PLATOON PINNED DOWN AND HELPLESS AS ENEMY TANKS CLOSE IN.

YOU HAVE FOUR TEAMMATES, A CENTAUR GUNBOT, AND A COMM FREQUENCY TO ARTILLERY HQ. YOU HAVE FOUR HOURS BEFORE THE ENEMY'S MAIN FORCES SURGE INTO THE STREETS. YOU HAVE DECISIONS TO MAKE. WHO WILL LIVE, WHO WILL DIE, AND WILL YOU BE THERE TO SEE IT?

***JOIN THE KICKSTARTER NOW!***

