

Sample file

WARRIORS OF THE RED PLANET



A Swords & Planet Roleplaying Game of classic pulp science-fantasy compatible with the Original Fantasy RPG and similar systems.



NIGHT OWL
WORKSHOP

Preface

WARRIORS OF THE RED PLANET is a game of classic pulp, of “**Sword & Planet**” science-fantasy. If your tastes run towards flashing swords and pistols against a backdrop of alien vistas, soaring airships, and lost civilizations on far-away worlds, or even on our own “Dying Earth” far in the future, then this is the game for you. While not literally based on the Martian, Venusian, or other **Sword & Planet** works of Burroughs, Moorcock, Kline, Norman, and others, it is intended to evoke these worlds, as well as the “style” presented in them. In the original works of Burroughs, for instance, no race, creature, or device was too fantastic. Heroic men and women struggled against devious warlords and mad Scientists, and against the ravages of time eroding the frayed edges of their civilizations.

The rules presented here are intended to be either a complete game, in and of itself, or to serve as a companion to other fantasy games. They are resources for Referees to pick and choose from, whichever suits their fancy. The rules are based, in their most basic form, on the original fantasy roleplaying game, and all elements are intended to be mostly compatible with that system, its successive editions and versions, and with other “old-school” “retro-clones” like **Swords & Wizardry**, **Labyrinth Lord**, and **OSRIC**. While **Swords & Wizardry** and its ilk are not required to run **WARRIORS OF THE RED PLANET**, it is recommended that Referees have a copy on hand to better explore the full breadth of options available to those daring enough (or foolish enough!) to combine the classic **Sword & Sorcery** elements of that game with the **Science-Fantasy** elements of this one, which is sure to result in a truly unique experience suited to each individual group’s tastes.

It is my sincere hope that there is some small piece of this book that anyone can use. Whether you ride across the ruin-dotted wastelands of Mars, hack through the steaming, poisonous jungles of Venus, navigate an airborne destroyer through the neon storms of Jupiter, or simply encounter something “other-worldly” in the depths of your dark-fantasy megadungeon, consider this book your toolbox, and your gateway to new adventures!

-Al Krombach

Warriors of the Red Planet

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Inspired by the works of Edgar Rice Burroughs, Gary Gygax, & Dave Arneson

A **Swords & Planet** Roleplaying Game compatible with the Original Fantasy RPG and similar systems.

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WHAT YOU NEED TO PLAY

Dice (4, 6, 8, 10, 12, and 20-sided), paper (ruled and/or graph), pencil. At least one Player, and at least one Referee.

CHARACTER CREATION

Here you will create a character by rolling ability scores, select a race, select a class, purchase equipment, record special abilities, and start playing!

ABILITY SCORES

Roll 3d6, once for each ability in order, and record them on your character sheet: Strength, Intelligence, Wisdom, Dexterity, Constitution, Charisma, and Social Standing. Each ability has a Basic Ability Modifier according to the chart below:

Ability Score	Description	Modifier	Prime Attribute Bonus
3	Pathetic	-3	-15%
4-5	Poor	-2	-10%
6-8	Below Average	-1	-05%
9-12	Average	—	-
13-15	Above Average	+1	+5%
16-17	Excellent	+2	+10%
18	Superior	+3	+15%

Experience Bonus

Each character gets a bonus percentage to “experience points,” that usually increases how much experience is gained in an adventure.

- All characters get to add their percentage Wisdom Bonus to their XP Bonus.
- All characters get to add their Prime Attribute Bonus based on their class.

These percentages are added together to get the total experience bonus for the character. The maximum attainable XP Bonus is 20%.

Strength is a measure of physical power and prowess. Add the Basic Ability Modifier to the character's to-hit and damage rolls (see COMBAT) with melee weapons. It also determines how much he or she can carry: Basic Ability Modifier (bonus only) x 50 lbs + 50 lbs, without suffering a speed penalty.

Intelligence is a measure of metal prowess and intellectual capacity. Add the Basic Ability Modifier (x 5%) to a Scientist's chance to troubleshoot or use Gadgets and technology, and to the effectiveness of his or her own Gadgets. Intelligence is also an important ability for Sorcerers (see APPENDIX: SORCERERS OF THE BLACK GATE).

Wisdom measures a character's capacity for learning, understanding, and mental defense. Add the Basic Ability Modifier to mental defense. Wisdom is a very important ability for Mentalists. A character with a Wisdom score of 13 or higher receives a bonus of 5% to all experience points awarded.

Dexterity is a measure of speed, agility, and precision. Add the Basic Ability Modifier to the character's to-hit and damage rolls with ranged weapons (see COMBAT), as well as to a character's Armor Class and individual initiative roll.

Constitution is a measure of endurance, health, and physical durability. Add the Basic Ability Modifier to the character's Hit Dice (HD) roll at each level.

Charisma is a measure of personality, force of will, and physical attractiveness. Add the

Basic Ability Modifier to the character's checks for negotiations or deception. Charisma is an important ability for Mentalists. It also affects how many Hirelings a character may employ.

Social Standing is a measure of the character's importance, reputation, and relevance to his or her home nation or culture. A high score can, but doesn't have to, mean the character is of noble birth, or it could simply mean he or she is a poor but well-regarded palace servant. A low score could mean a cowardly noble, or a disgraced prisoner, and so on.

Starting Money Characters begin their careers with 20-120 gold pieces (2d6 x10gp) and may purchase most gear and equipment prior to starting play. (See the EQUIPMENT section)

RACES

Each player may choose a race. Humans are typically the most common race represented in a Sword & Planet campaign, but the occasional player may wish to run something more exotic. If none of the below suit a particular campaign, the Referee is advised to use the Human default statistics, or devise new races to employ.

*If the Referee is running a campaign based exclusively on Edgar Rice Burrough's Mars, refer to **APPENDIX: RACES OF MARS**.

ANCIENTS

Ancients are typically the last remaining folk of lost, greater civilizations, often the ancestors of humanity or other races. Ancients are typically long-lived, if not altogether immortal, which gives them a deep melancholy and inscrutable personality. Despite their long lives, they are typically more intimidating mentally than physically (+1 to Intelligence, Wisdom, or Charisma [player's choice]; -1 to Strength, Dexterity, or Constitution [player's choice]). They are strong-willed and received a +2 bonus to saves against any sort of mind-control.

Ancients may achieve unlimited levels as Scientists or Mentalists, but are limited to the 6th level of ability as Fighting Men or Scoundrels.

ELEVATED

The Elevated are animals and creatures with intellects that have reached, through means natural or unnatural, the level of humanity. Elevated characters typically have all the normal physical abilities of their base species, and may advance as Fighting Men, Scoundrels, or Mentalists to a maximum of 6th level. An elevated starts with +1 to one ability of the player choice.