

BASED ON THE SHARP SWORDS & SINISTER SPELLS ROLE PLAYING GAME

# SOLAR & COSMIC BLADES & SPELLS

A Rules Light  
*STAR & SORCERY*  
ROLE PLAYING GAME  
with an *OLD SCHOOL* spirit!



DIOGO NOGUEIRA





Sample file

# SOLAR & COSMIC BLADES & SPELLS

A RULES LIGHT STAR & SORCERY ROLE PLAYING GAME  
WITH AN OLD SCHOOL SPIRIT



WRITTEN BY:

Diogo Nogueira

EDITING AND PROOFREADING BY:

Jarrett Crader

TITLE DESIGN BY:

Bruno Prosaiko

COVER ART BY:

Bruno Prosaiko (Standard Cover)  
and Dan Ramos (Limited Edition Cover)

LAYOUT BY:

Diogo Nogueira

INTERIOR ARTWORK BY:

Diogo Nogueira, Bruno Prosaiko, Dan Ramos, Rafael Balbi, Luis Filipe de Almeida, Annita Wright, Lucas Bigoresnki, Penny Melgarejo, Rafael Ramos, Denis McCarthy, Robertson Sondoh Jr., Alex Mayo, David Coppoletti, Paulo Cesar, Je Shields, Jeremy Hart, Bradley K. McDevitt, Luigi Castellani, David Lewis Johnson, Earl Geier, The Forge Studios (Maciej Zagorski, Pawel Dobosz), Konrad Kalinowska, Bartek Blaszczec, John Nixon, Peter Sagas, Del Teigeler, Louis Porter Jr., Jeremy Mohler, Octavirate Entertainment, Claudio Casini, Jeremy Hida, Tamás Baranya, Art of War Games, W. Fraser Sandercombe, Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games, Joyce Maureira, Aaron Lee, Nick Ong, Norah Khor

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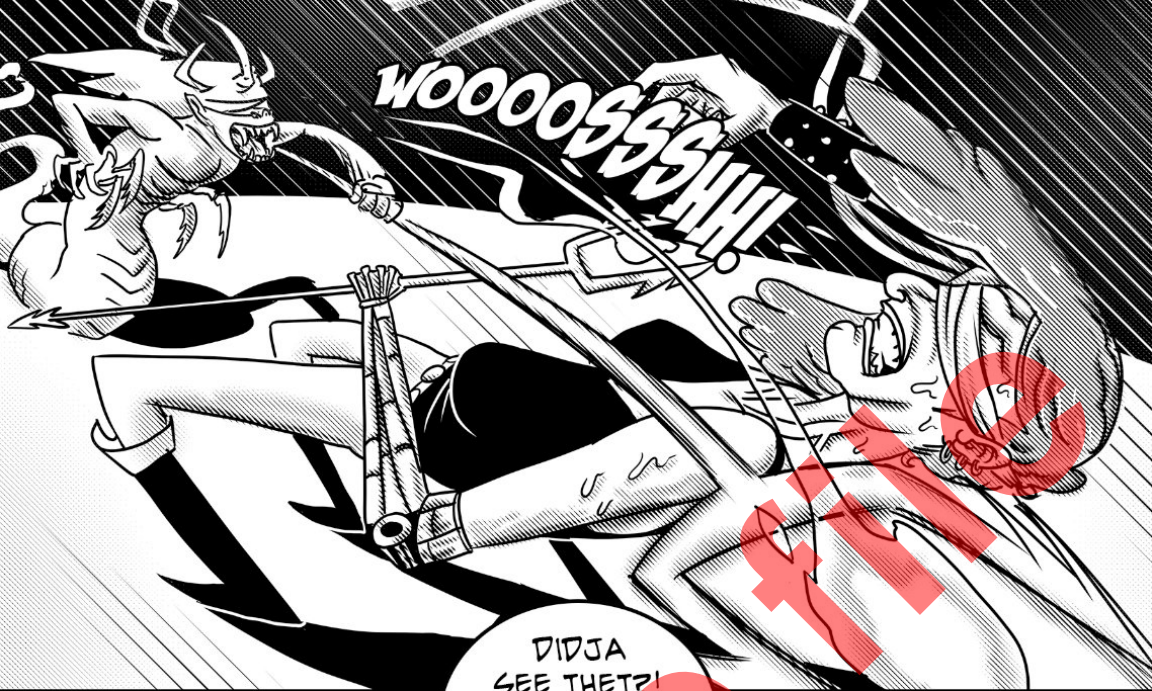
**Sharp Swords & Sinister Spells** by Diogo Nogueira

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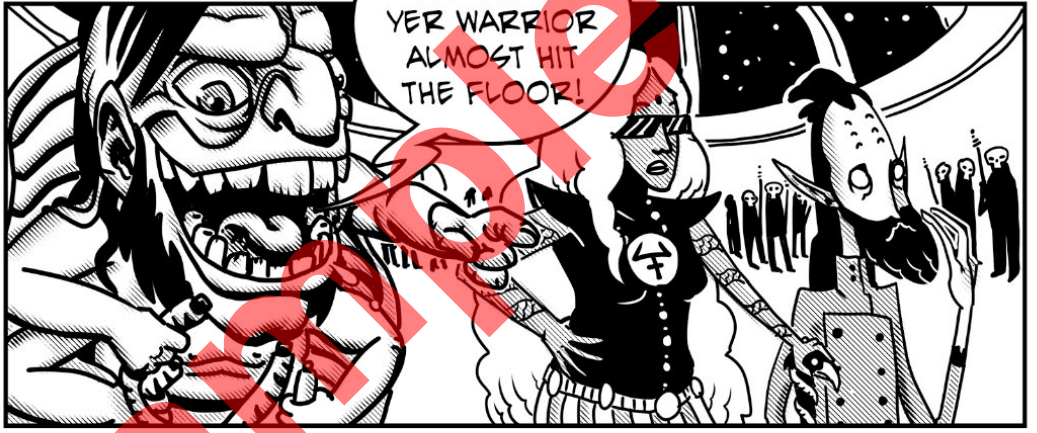


**OLD SKULL**  
PUBLISHING

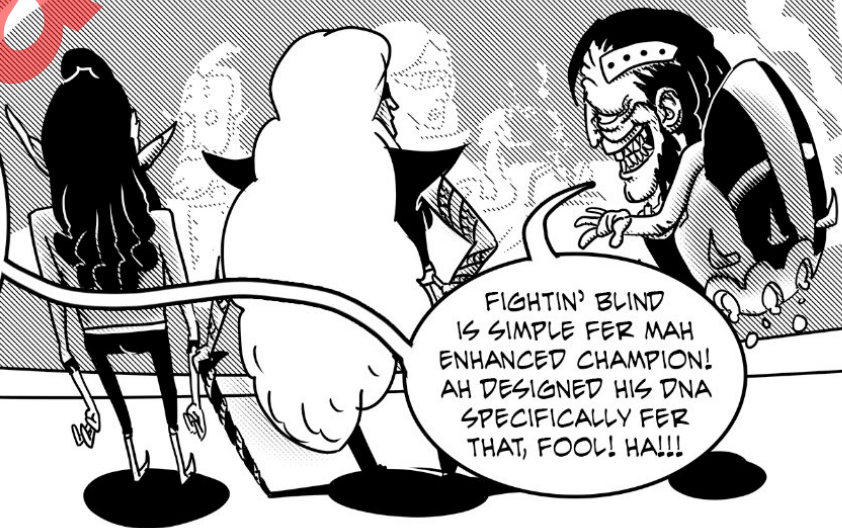




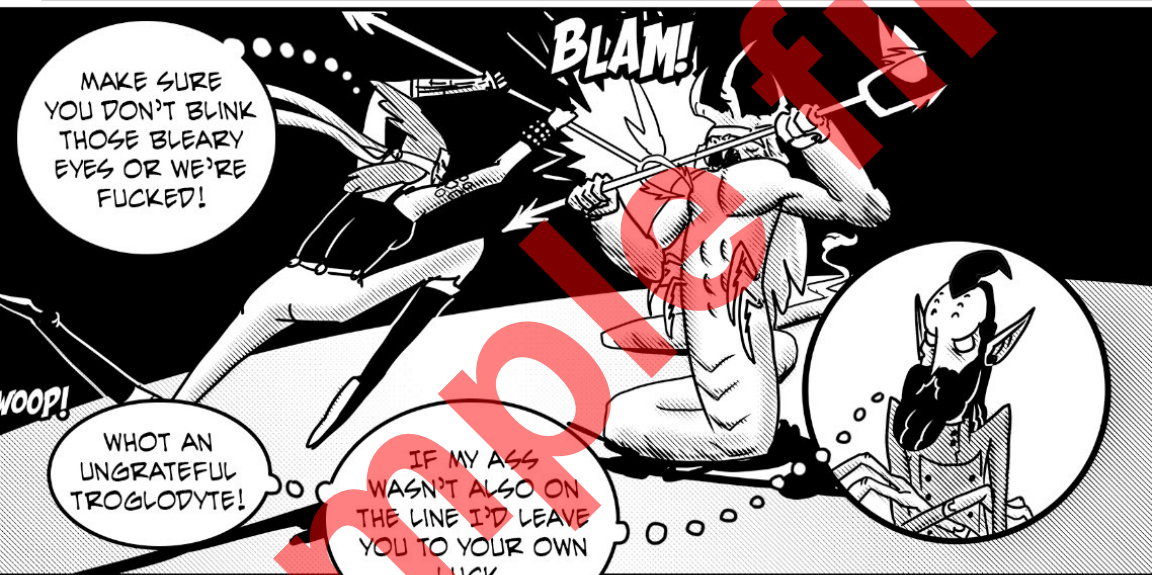
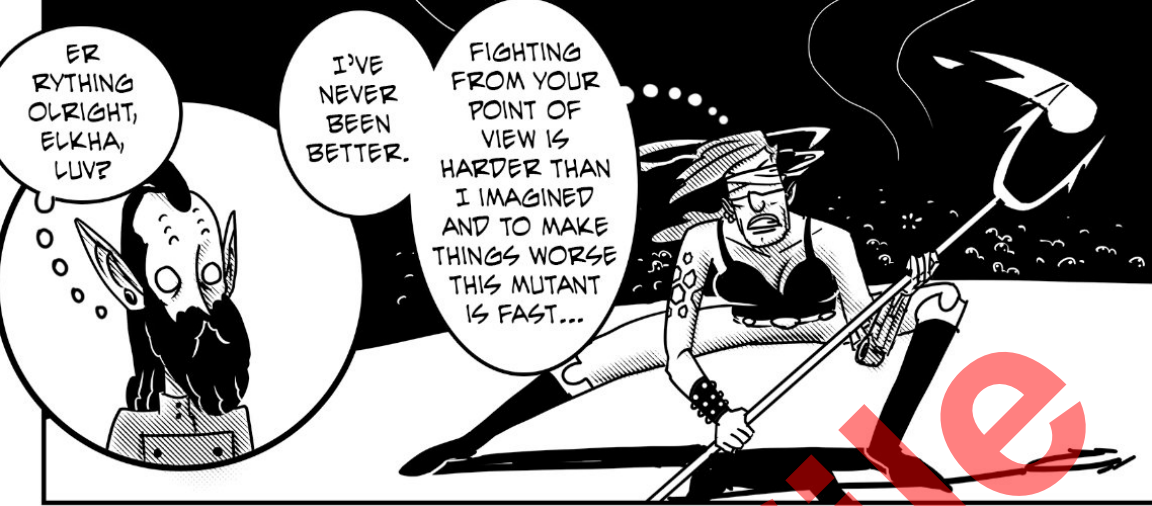
DIDJA  
SEE THET?!  
YER WARRIOR  
ALMOST HIT  
THE FLOOR!

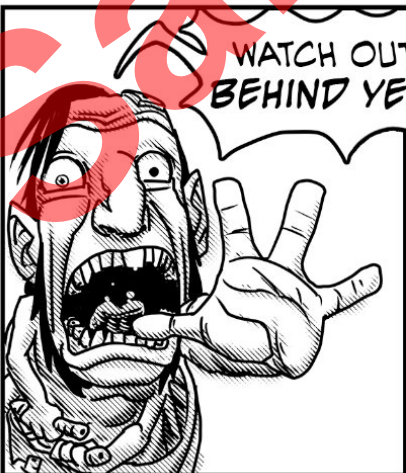
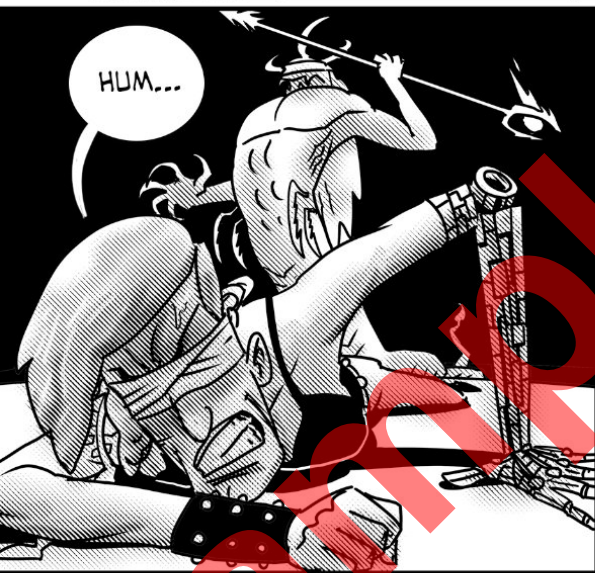
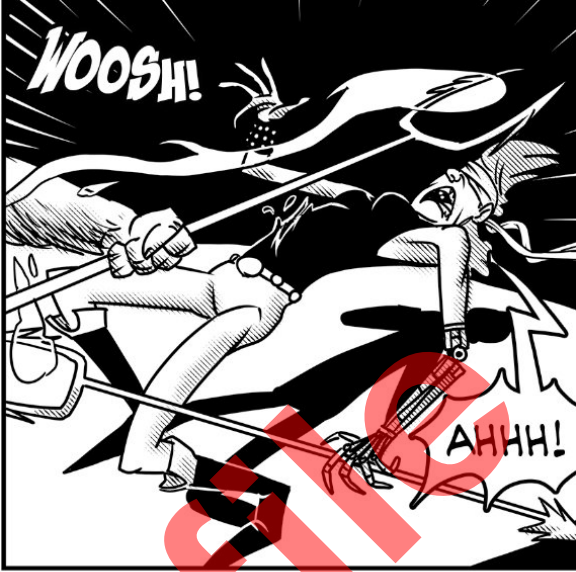


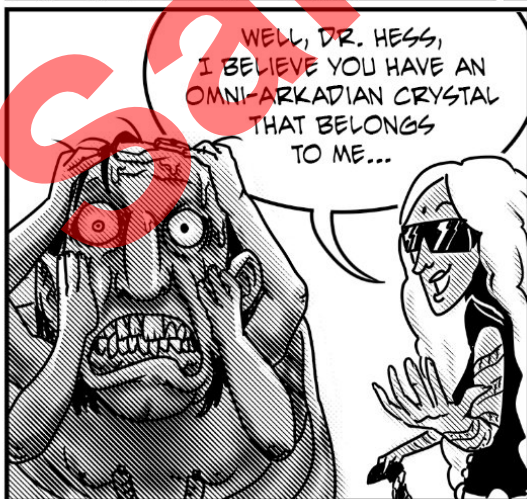
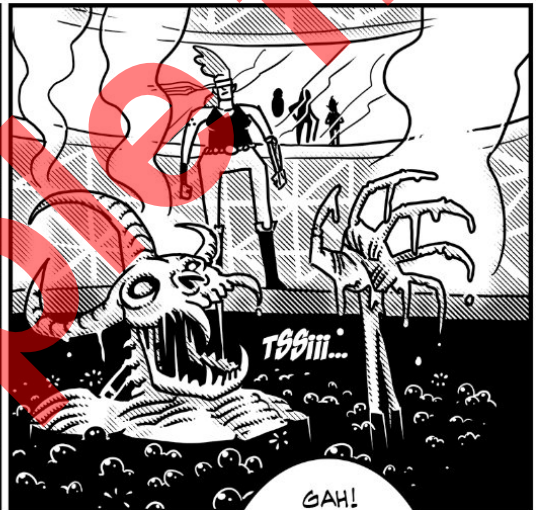
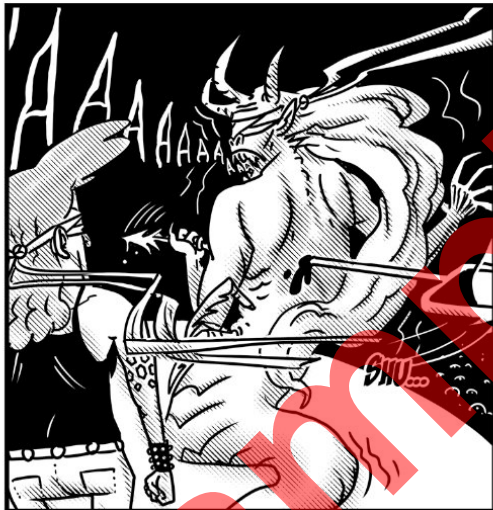
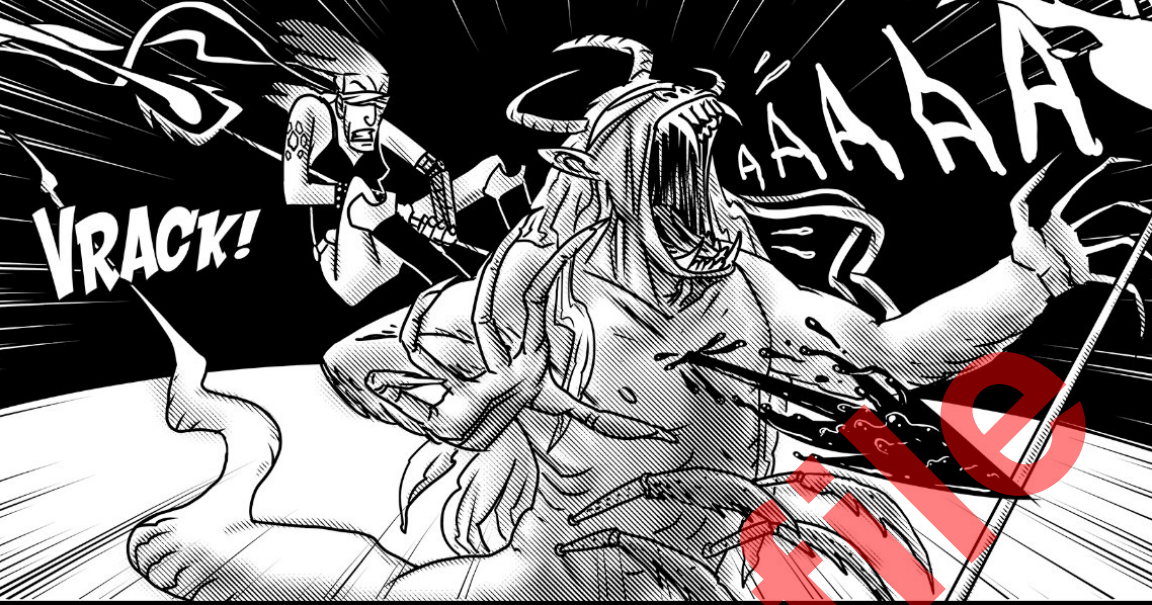
SILLY  
TSUKO...  
AIN'TCHA  
REALIZED  
HOW STUPID  
IT WAS TO  
GAMBLE YER  
SOULS WITH  
ME?

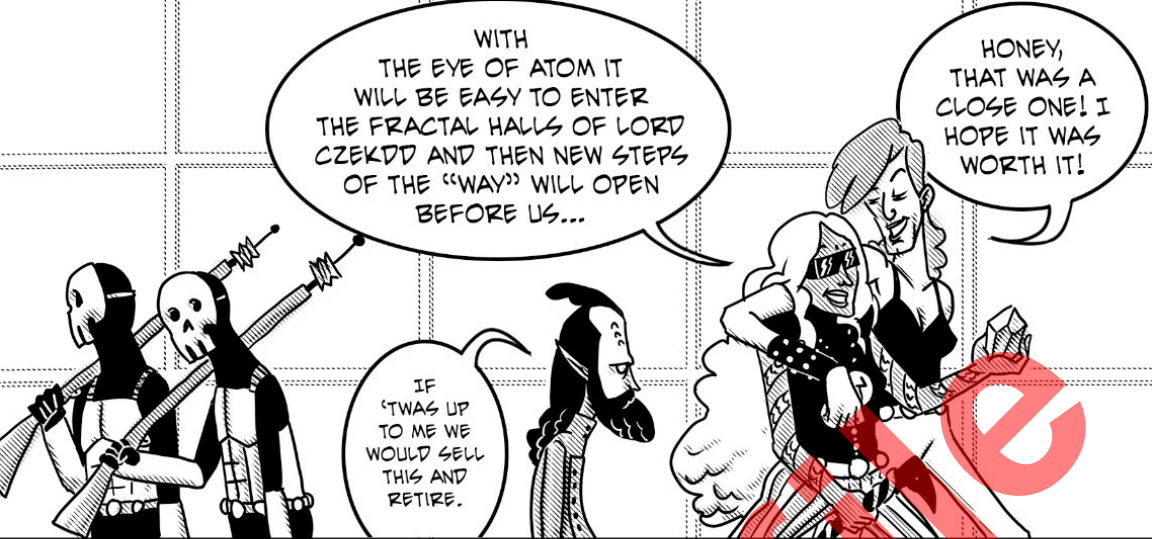


FIGHTIN' BLIND  
IS SIMPLE FER MAH  
ENHANCED CHAMPION!  
AH DESIGNED HIS DNA  
SPECIFICALLY FER  
THAT, FOOL! HA!!!





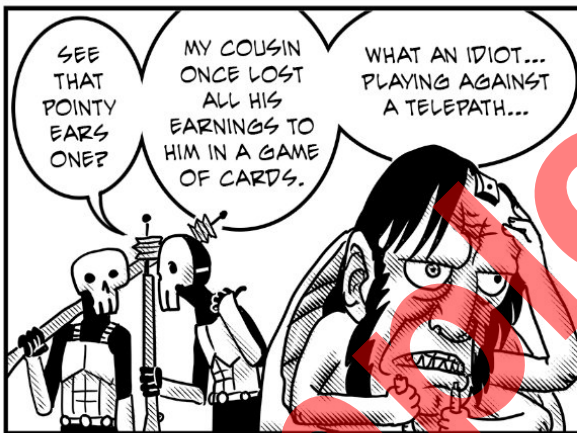




WITH THE EYE OF ATOM IT WILL BE EASY TO ENTER THE FRACTAL HALLS OF LORD CZEKDD AND THEN NEW STEPS OF THE "WAY" WILL OPEN BEFORE US...

HONEY, THAT WAS A CLOSE ONE! I HOPE IT WAS WORTH IT!

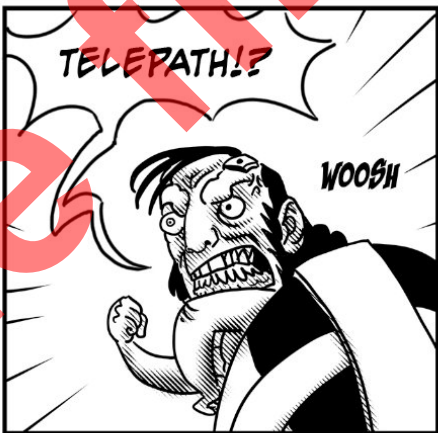
IF 'T WAS UP TO ME WE WOULD SELL THIS AND RETIRE.



SEE THAT POINTY EARS ONE?

MY COUSIN ONCE LOST ALL HIS EARNINGS TO HIM IN A GAME OF CARDS.

WHAT AN IDIOT... PLAYING AGAINST A TELEPATH...



TELEPATH!?

WOOSH

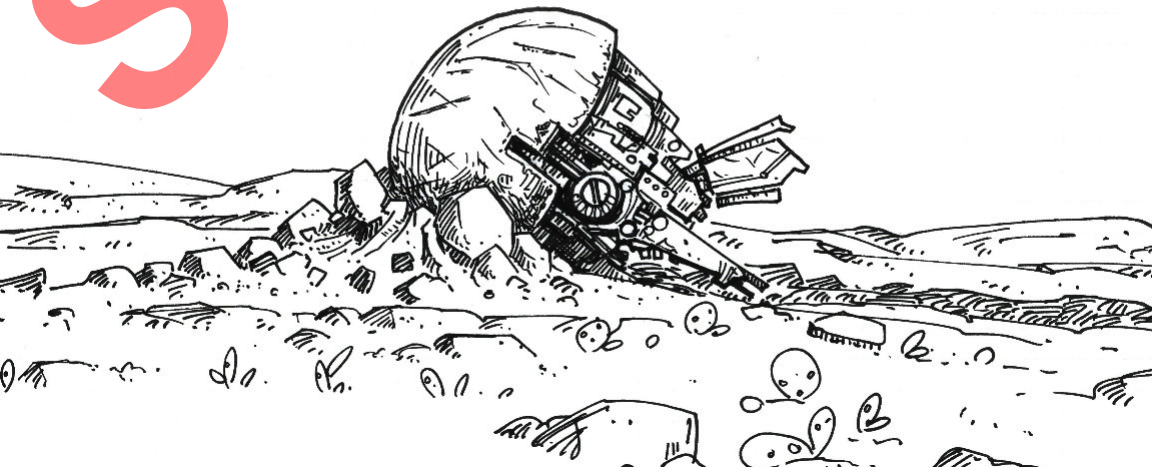


HURRY UP, YA BASTERDS! IF 'N THOSE DAMN CHEATERS MANAGE TA GET OFFA THIS PLANET AH'LL SELL Y'ALL TO THE BROTHELS OF SODOMA IV!

# GAMBLING SOULS IN ALDEBARAN

HISTORY AND ART BY BRUNO PROSAIKO  
TRANSLATED BY DIOGO NOGUEIRA  
EDITING AND PROOFREADING BY JARRETT CRADER

Sample file



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*TO ALL FRIENDS NEAR AND FAR. THEY ARE LIKE  
STARS IN THE COSMOS. WE CANNOT SEE THEM ALL  
THE TIME BUT IT'S GREAT TO KNOW THEY ARE  
THERE SOMEWHERE...*

# FOREWORD

Before we had a world with wireless internet, self-driving cars and commercial spaceflight we had our dreams -- youthful fancies of galaxies impossibly far away and the hopes to boldly go to that place just beyond the stars. The world we live in today is pretty impressive but you know what? Our dreams were way freakin' cooler!

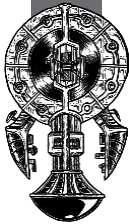
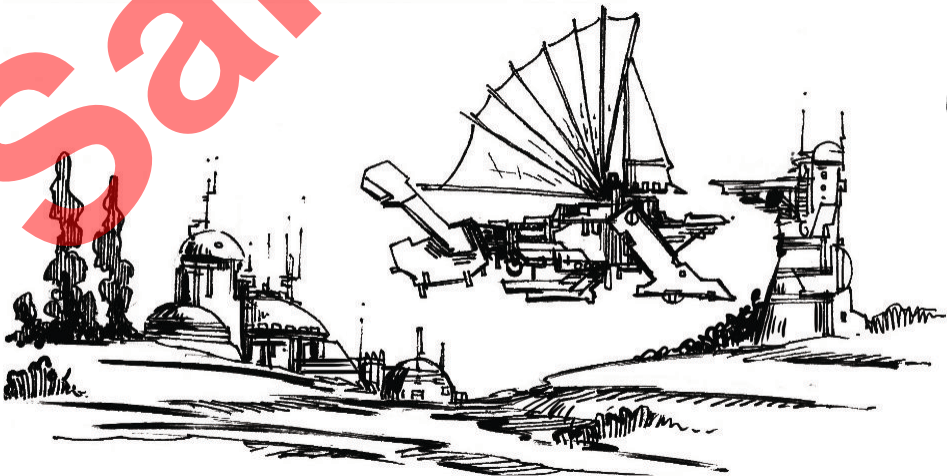
We dreamed of wielding swords made of laser beams, using psychic powers to explore the inner space of the human psyche and flying in spaceships that could break the speed of light with the flick of a switch. It wasn't science. Hell, it wasn't even really science fiction. It was science fantasy.

It didn't matter that none of it made sense. Whether it was explosions in the vacuum of space, super strong cybernetic limbs or seducing an exotic alien it was all awesome. We took those dreams of what lay beyond the midnight sky, beyond our planet, beyond the very galaxy itself and we fantasized. We didn't let the laws of physics get in our way, we just grabbed what was cool by the throat and dragged it kicking and screaming into our dreams.

That's what makes Solar Blades & Cosmic Spells so awesome. It's not about science fiction. It's Science Fantasy. It grabs you, shoves a fist full of dice into your meaty little mitts and says "Buckle up, pal. Things are about to get awesome!" It's fast and loose, quick and easy, but most of all it's a helluva lot of fun.

So hold on tight because if you don't defend that interstellar princess from the machinations of the Overlords or the God Machine of the Machinathia Sector then the entire galaxy is doomed. The only thing between the annihilation of the entire galaxy and you are your Solar Blades and Cosmic Spells!

**James M. Spahn - March 8th 2018**



# PREFACE

*In an ancient age, many galaxies away...*

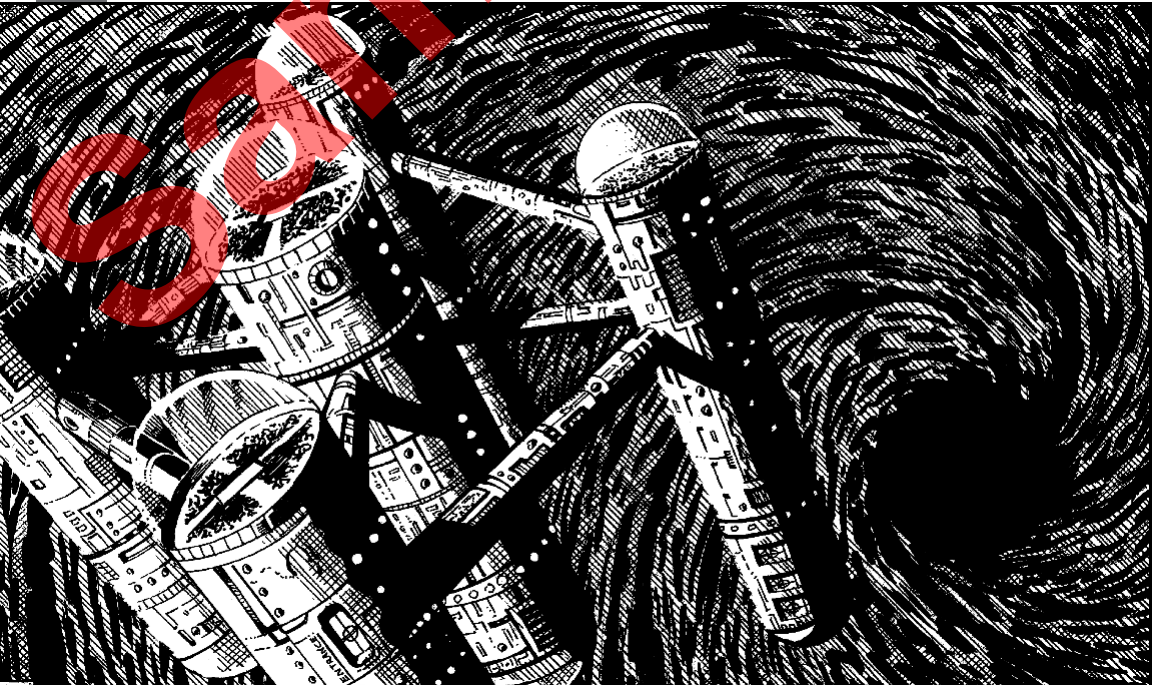
Well, in not so ancient times, at least, not for me. I see universes where magic and technology way beyond our wildest dreams are true every day, since the first time I saw spaceships firing laser cannons and brave space knights brandishing blades made of light, and when I discovered Role Playing Games I could actually experience whole new adventures in those settings.

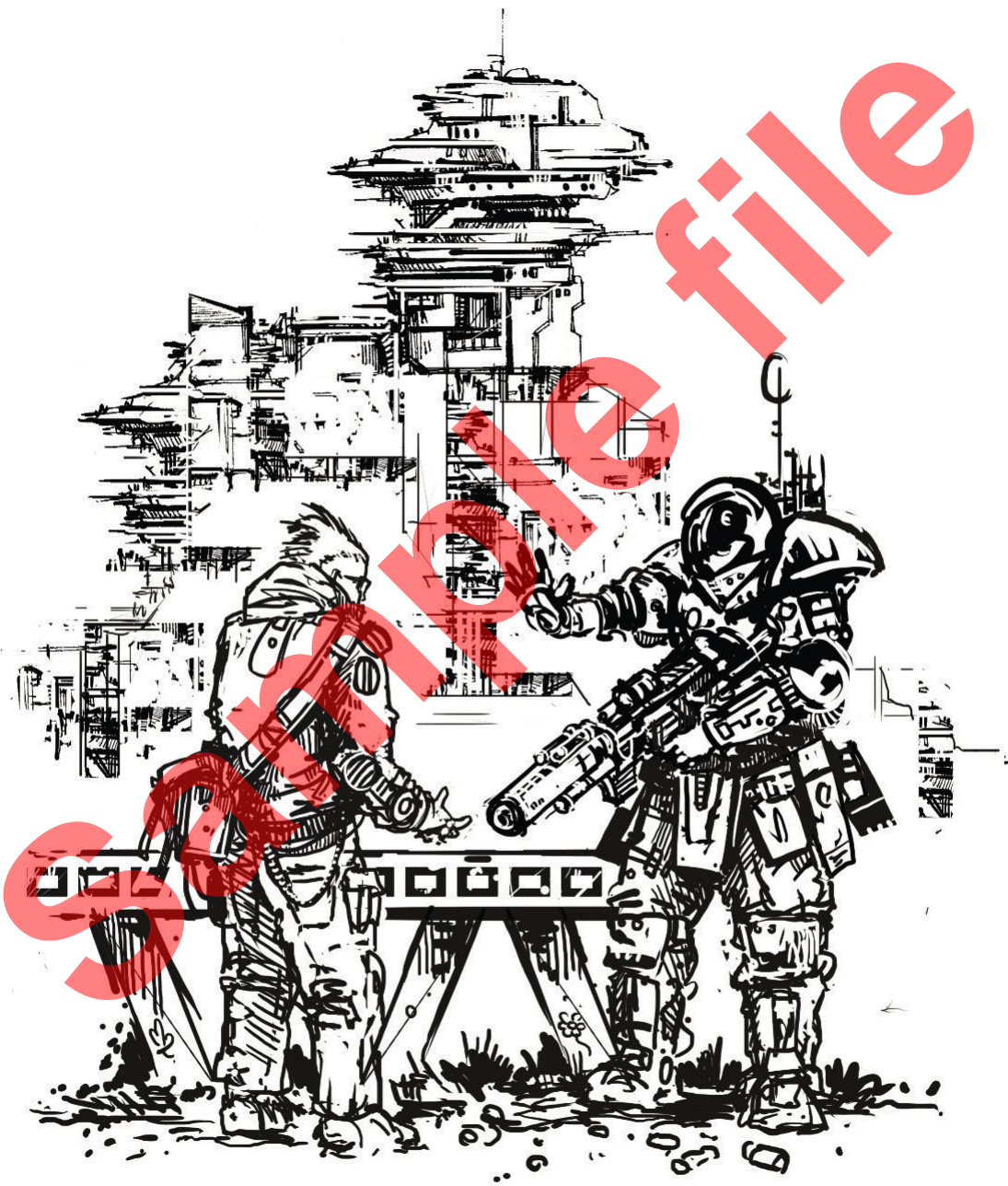
Now, after years of searching for the games with which I would have those adventures, and after creating my own game based on my journeys through these many universes and realities, I am bringing forth **Solar Blades & Cosmic Spells**.

Based on **Sharp Swords & Sinister Spells** (which was inspired by a ton of other games including The Black Hack, DCC RPG, Beyond the Wall, White Hack, Call of Cthulhu, Genesys and many more), this game focuses on action packed, fast, simple and flexible gameplay. It is designed to keep preparation to a minimum, relying on a simple set of rules and good judgement on both sides of the table. **Solar Blades & Cosmic Spells** also offers a set of tools and mechanics that help stories and adventures build themselves, guided by the choices of the players and the roll of the dice.

So read this book, watch some science fantasy movie series and '80s cartoons, read some pulp fantasy novels and get ready to journey through a universe on the verge of collapse with plenty of opportunity for adventures of any kind! Grab your solar blades or ready your cosmic spells and get to the ship. It's about to take off into the unknown!

*Diogo Nogueira - February 2018*







# CHAPTER 1: INTRODUCTION

*The universe is in collapse as planets and systems struggle for freedom under the rule of sinister despots. Against the malevolent sorcery of the Overlords stand the few remaining bearers of the legendary Solar Blades.*

What will you do when the forces of the Void close in?

**Solar Blades & Cosmic Spells** is a rules light Star & Sorcery Role Playing Game with an Old School spirit. But what does this really mean?

## IT'S RULES LIGHT

This means the base game has only the essential rules for play, avoiding subsystems to detail every aspect of gameplay, and preferring general rules and a referee's rulings to govern the almost endless possibilities that come up in play. The system has only a few different mechanics and once those have been mastered the need to consult the book for rules clarification will hardly come up during play, allowing for a more fluid and exciting game. Essentially, you can learn and teach all that you need to play in a single session.

## IT'S STAR & SORCERY

It's science fiction, it's fantasy, it's space opera, it's sword and sorcery, it's post-apocalyptic. It's all that and more, mixed up and packed together. In this game the party may be composed of knights of a mystical tradition, space pilots, cyber hackers, smugglers running from space authorities, barbarians from a primitive world, engineers and inventors, students of the lost and dangerous art of cosmic spells or anything in between. In this universe technology is advanced but the great accomplishments of it were lost in a glorious past. Sorcery is real and is wielded by terrible despots. It is also feared by most of the species in the known universe, being the main reason why the old glorious days are over. Planets and sectors have many different cultures, most of which are now divisive and belligerent, led by these Sorcerer-Emperors. It's sword and sorcery in space with some cosmic horror thrown in.

## IT'S A ROLE PLAYING GAME

In this type of game participants work together to create and experience a tale of adventure. One of them, called the **Overlord**, creates a setting with different characters (each with their own goals), interesting locations and a set events about to unfold, usually instigating the other participants to take some action relating to them (opposing them, taking advantage of them, helping them to reach their end or even ignoring them in favor of something else). This group, called the Players, create fictional characters inspired by the



**Overlord's** setting and the fiction they love and make the decisions for them. They decide what their characters say and do according to the descriptions of the **Overlord**. In turn, based upon their actions, the rules of the game, and their own judgement, the **Overlord** describes what happens afterward, instigating the players to take further action, thereby renewing the cycle. Through these interactions both the **Overlord** and the players create a tale of adventure together without any of them really knowing what will actually happen in the end.

## IT HAS AN OLD SCHOOL SPIRIT

Although not directly related to an old game, **Solar Blades & Cosmic Spells** was designed to be played with the same spirit and style. All the principles of the classic *A Quick Primer for Old School Gaming* by *Matt Finch* apply to this game (and if you don't know about *A Quick Primer for Old School Gaming*, you should Google it), although this is not properly a retroclone. It does take inspiration and is based on many games that are (and some that are not), and other actual Old School games. However, to avoid the controversy of calling itself an Old School Game, **Solar Blades & Cosmic Spells** calls itself a game with *Old School Spirit*. But what does that really mean, you ask?

First of all it relies on the **Overlord** to make judgement calls for how, when and why rules apply. This is called *rulings over rules* and implies that the system has an abstract set of rules to resolve situations and it's up to the **Overlord** to determine how those rules apply to each situation or to come up with a solution based upon them when needed. Additionally, this game focuses on player skill rather than on character skill. The system is very simple and abstract, providing players with characters with a few iconic abilities and very broad statistics. How to use them to create solutions to the challenges the **Overlord** comes up with will depend solely on the players. Social and intellectual challenges rely more on the players' ingenuity than on the roll of the dice.

Also, according to the Old School sensibilities, characters can be heroes but they risk a lot in doing so. It's something they can achieve but it's not something they can do easily with little concern for their safety. The rules make sure the characters are a little more capable than the average person but they are not superheroes capable of facing entire battalions by themselves.

Finally, the game system ignores the modern concept of game balance and "appropriate encounters", preferring the approach of setting consistency and *challenging gameplay*. In this way there might appear obstacles during the game which players have no way of resolving. Their best strategy could very well be to run or to try to negotiate or simply to avoid conflict completely. That's the Old School way!



