

Outer Space Raiders!

Volume I: Classes



**A Supplement for Old School Space
Opera RPG's**

 **Magic Pig Media**



Outer Space Raiders
Volume I: Classes
By C. Thorin
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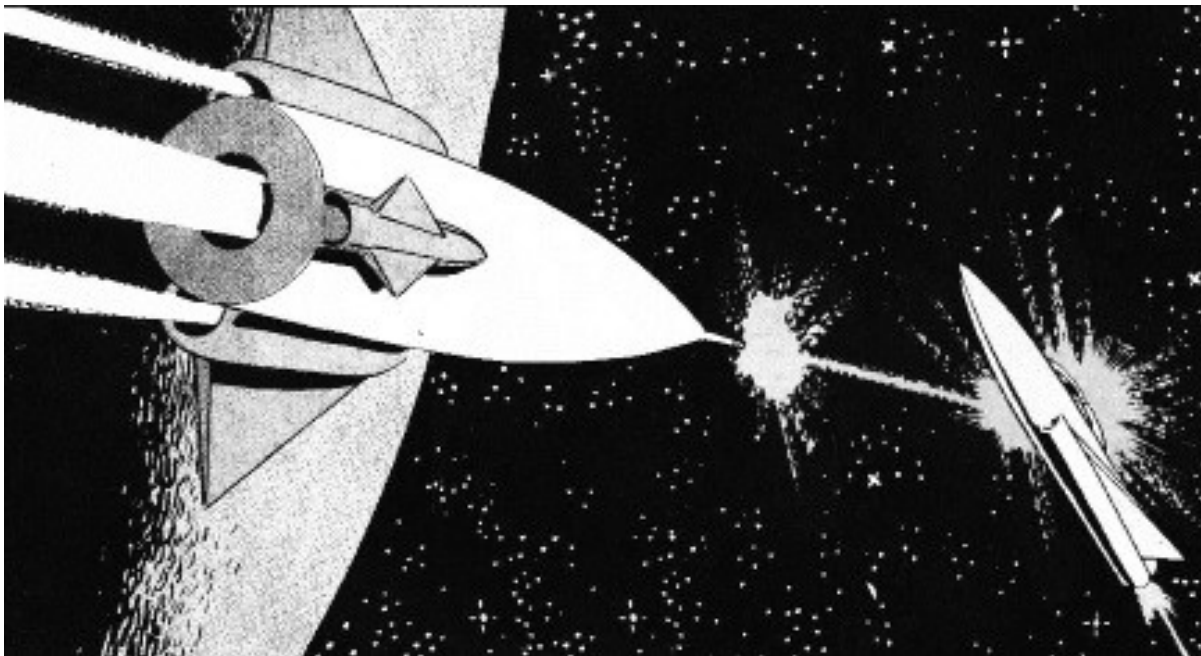
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Alien

You're not from around here are you? The galaxy is full of life and not all of it fits neatly into a unique category.

Weapons & Armor: Aliens may use only clubs, daggers, mono-daggers, and laser pistols. They may wear Light Armor but not use shields.

Prime Attribute: None

Level	XP	HD	BHB	ST
1	0	1	+0	16
2	1,250	1+1	+0	15
3	2,500	2	+0	14
4	5,000	2+1	+1	13
5	10,000	3	+1	12
6	20,000	3+1	+2	11
7	40,000	4	+2	10
8	80,000	4+1	+3	9



Special Alien Abilities: Chose two Special Alien Abilities at 1st level. The same Ability may be chosen more than once.

- +1 to all Saving Throws or +2 to a Saving Throw versus a specific threat (Radiation, explosions, disease, poison, mind control etc.)
- -1[+1] Armor Class.
- +1 Hit Point per level.
- +1 To-Hit and Damage with all attacks.
- Natural Weapon (1d6 Damage).
- Extra Sense which is better or non-existent in a "normal" humanoid such as dark vision, keen sense of smell, echolocation, or acute hearing.
- Fly at the character's normal movement rate.
- Able to use all weapons and armor.
- Any other ability the player can dream up with Game Master's approval.

The player should describe why the character has the ability. For example, an Armor Class bonus could from a leathery hide, exoskeleton, or fast reflexes.

Astromancer

Reality is an illusion. The order of the universe is only a facade. With the secrets of the Ancients and the correct Quantum resonance, you can warp reality to your will and stare into the true face of the chaotic universe.

Weapons & Armor: Astromancers may use clubs, daggers, staves, and laser pistols. They may wear Light Armor but not use shields.

Prime Attribute: Intelligence

Level	XP	HD	BHB	ST	Ancient Secrets
1	0	1	+0	15	1 in 6
2	2,500	1+1	+0	14	2 in 6
3	5,000	2	+0	13	2 in 6
4	10,000	2+1	+1	12	3 in 6
5	20,000	3	+1	11	3 in 6
6	40,000	3+1	+2	10	4 in 6
7	80,000	4	+2	9	4 in 6
8	160,00	4+1	+3	8	4 in 6
9	320,00	5	+3	7	4 in 6
10	640,00	5+1	+4	6	5 in 6

Ancient Secrets: Astromancers are able to comprehend mysterious Ancient and alien devices. An Astromancer must study the device for at least an hour and then check to see if he can comprehend it.

Quantum Formulae: Astromancers have the ability to alter reality by employing Quantum Formulae. They maintain extensive notes detailing their theories and formulae. The chaotic nature of the formulae causes them to change daily. Astromancers must study their notes each day for an hour in order to keep the advanced calculations clear in their minds.

Learning Quantum Formulae: Astromancers begin play knowing one 1st level Formula. When an Astromancer advances a level, he learns one new Quantum Formula. It must be of a level that the Astromancer is able to perform.

Performing Calculations: The Astromancer must have both hands free and be able to concentrate in order to perform the complex calculations and create the proper quantum vibrations for a formula to affect reality. It takes the character's entire action during to do this. An Astromancer may only perform a limited number of calculations per day as the following chart.

Chaotic Mind: Astromancers have a +2 bonus to Saving Throws against Mind Control and telepathy type abilities.



Astromancer Quantum Formulae

Formulae/Day					
Level	1	2	3	4	5
1	1	–	–	–	–
2	2	–	–	–	–
3	3	1	–	–	–
4	4	2	–	–	–
5	4	2	1	–	–
6	4	2	2	–	–
7	4	3	2	1	–
8	4	3	3	2	–
9	4	3	3	2	1
10	4	4	3	2	2

1st Level

Bend Light
Quantum Echoes
Quantum Images
Read the Prime Symbols
Starvision

2nd Level

Perceive Other Places
See Beyond the Event Horizon
Temporal Manipulation
Translocation

3rd Level

Analyze the Possibilities
Pass Through The Void
Quantum Disruption

4th Level

Share the Void
Speak to the Past
Step Out of Time

5th Level

Non-Existence
Summon Quantum Beast
Teleport



Quantum Formulae

Analyze the Possibilities

Level: 3

Range: Self

Duration: Special

The Astromancer calculates the probable outcomes of a situation by analyzing alternate time lines and posing yes or no questions. The Astromancer must decide how far he willing to search beyond his own time line.

Time Line ¹	Insane ²	Right	Wrong ³
1	1-2	3-11	12-20
2	1-4	4-13	14-20
3	1-6	7-16	16-20
4	1-8	9-17	18-20
5	1-10	11-18	19-20
6	1-12	13-19	20

¹Time Lines are the “depth” that the Astromancer chooses to seek the truth, also the number of Yes/No questions asked.

²Temporary insanity lasts for as many weeks as the “number” of the Time Line where the Astromancer’s sanity failed.

³This is the chance of receiving a misinterpreted or “wrong” answer.

Bend Light

Level: 1

Range: Touch

Duration: 1 turn or until an attack is made

The target becomes invisible to normal vision and technological sensors.

Non-Existence

Level: 5

Range: 30 feet

Duration: Permanent

This Formula causes a single being to cease to exist. The target is allowed a Saving Throw with a +4 bonus. This Formula is very dangerous with many unforeseeable consequences. An evil overlord could be replaced by something worse. Stopping a mad scientist from inventing a doomsday weapon could cause other scientific discoveries not to be made and so on.

An Astromancer may attempt this Formula only once per year and permanently loses one level even if the target resists.

Perceive Other Places

Level: 2

Range: 60 feet

Duration: 3 turns

The Astromancer must announce which of the two options are being attempted.

- Clairaudience: Hear through solid obstacles.
- Clairvoyance: See through solid obstacles.

A 2 foot thickness of solid stone, a thin layer of lead, or energy/force fields block this effect.

Pass Through the Void

Level: 3

Range: 10 feet (360 feet teleportation)

Duration: Immediate

The Astromancer can teleport himself, an object, or another person (Unwilling targets are allowed a Saving Throw.) with perfect accuracy within range.



Quantum Disruption

Level: 3

Range: 150 feet

Duration: Instant

The Astromancer creates three bolts of quantum energy each doing 1d6+1 damage. The Astromancer must roll to hit and gains a bonus based on the number of targets.

Number of Targets	Bonus
1	+3
2	+2
3	+1

Quantum Echoes

Level: 1

Range: 240 feet

Duration: Until negated

This Formula creates a realistic illusion from another time line in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, he can take damage from it.

Quantum Images

Level: 1

Range: 5 feet

Duration: 1 hour or until destroyed

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

Read Prime Symbols

Level: 1

Duration: 1 reading

The Astromancer can read the writing of ancient or alien languages.

Starvision

Level: 1

Range: Touch

Duration: 1 hour

The recipient can see in total darkness to a range of 40 feet.

See Beyond the Event Horizon

Level: 2

Range: 240 feet

Duration: 1 turn

The Astromancer conjures up an invisible, quantum "eye" that can move a maximum of 240 feet away from its creator. It floats along as directed at a rate of 10 feet per round.

Share the Void

Level: 4

Range: 120 feet

Duration: 1 round/level

The Astromancer shares the endless possibilities of the universe causing the target behave erratically. 2D6 are rolled each round to determine the target's reaction. The target is allowed a Saving Throw.

Roll	Reaction
2–5	Act normally
6–8	Stand baffled and inactive
9–12	Attack random target

Speak to the Past

Level: 4

Range: Touch

Duration: Three questions

The Astromancer can ask three questions to a corpse that has been dead less than 1d4 days. It will answer, although the answers might be cryptic.

Step Out of Time

Level: 4

Range: Self

Duration: 1d4 rounds

The Astromancer disappears and steps out of time. He returns to the same location 1d4 rounds later.

If a person or object has taken the place of the Astromancer then both will take 4d6 damage upon the Astromancer's return. Saving Throw applies for half damage.

Summon Quantum Beast

Level: 5

Range: 5 feet

Duration: 1 hour/level

This spell summons an invisible Quantum Beast to do the Astromancers bidding. As long as the Astromancer is conscious, he can control the Quantum Beast.

If for any reason the Astromancer is unconscious or "outside" of this time line or reality then the creature is will go on a rampage and attack who or whatever is close to it.

As long as the beast is under control, it can be dismissed. Otherwise, it remains for the duration.

Quantum Beast

Armor Class: 7[12]

Hit Dice: 4

Attacks: Claw (1d6)

Special: Invisible

Teleport

Level: 5

Range: Touch

Duration: Instant

This Formula transports the Astromancer or another being to a destination that the Astromancer knows. There is a 20% chance of error causing the death of the traveler. If used for interstellar travel then the chance of error (death) is raised to 40%. Unwilling targets are allowed a Saving Throw at +4.

Temporal Manipulation

Level: 2

Range: 240 feet

Duration: 3 turns

The Astromancer declares which of the two options are being used:

- **Quicken Time:** An area of radius of 60 feet around the point where targeted, as many as 4d6 creatures become able to move and attack at double normal speed.
- **Slow Time:** An area of radius of 60 feet around the point where targeted, as many as 4d6 creatures failing a Saving Throw can only move and attack at half speed.

Translocation

Level: 2

Range: 30 feet

Duration: Instant

The Astromancer and one willing target switch locations.



Engineer

It takes a person with a special knack to understand the varied technology across the galaxy. Some Engineers belong to a pseudo-religious order and call themselves Techno-Priests or Techno-Mages.

Weapons & Armor: Engineers may use clubs, daggers, mono-daggers, firearms, grenades, and laser pistols and rifles. They may wear Light and Medium armor and use Energy Shields.

Prime Attribute: Wisdom

Level	XP	HD	BHB	ST	Gadgets/ Day	Max Gadget Level	Gadget Burnout
1	0	1	+0	15	1	1	1 in 4
2	1,500	2	+0	14	2	1	1 in 6
3	3,000	3	+0	13	2	2	1 in 6
4	6,000	3+1	+1	12	3	2	1 in 6
5	12,000	4	+1	11	4	3	1 in 8
6	24,000	5	+2	10	5	3	1 in 8
7	48,000	6	+2	9	5	4	1 in 10
8	96,000	6+1	+2	8	5	4	1 in 10
9	192,000	7	+3	7	6	4	1 in 10
10	384,000	8	+3	6	7	5	1 in 12



Gadgets: Engineers always carry an assortment of mechanical widgets and technological doodads. They must have access to at least very simple tools and some materials in order to construct a Gadget. Highly skilled Engineers can build a laser pistol out of a rock, a magnifying glass, and some duct tape. It takes one minute per level of the Gadget to construct it. If an Engineer builds a Gadget in advance, it counts towards the character's daily allotment until the Gadget is used or dismantled. Engineers know how to construct all of the Gadgets of a level they are able to build.

Gadget Burnout: Gadgets are improvised devices good for one use. When a Gadget is used the Engineer rolls for Burnout (see above). If the Gadget burns out then it does not function and this uses up one of the Engineer's Gadgets for that day. If a Gadget does burn out then the Engineer makes a second Burnout check. If the Gadget burns out again then not only does the Gadget fail but it fails catastrophically causing fires, explosions, or perhaps some unforeseen side effect which makes the situation worse.

Creative players may attempt to build whatever they may need for a situation with the Game Master's approval. Use the Gadget list as a guide.

Bubble Gum & Bailing Wire: By re-routing power and cannibalizing parts, an Engineer can repair a space ship for 1d6+1 points.

Jury Rig: An Engineer may Jury Rig a spacecraft as a Pilot two levels lower.

Dive for Cover: Engineers gain a +2 bonus to Save versus explosions and similar effects (as they sometimes cause them).

Engineer Gadget List

1st Level

Bio-Regeneration Stimulator
Edible Biomass Processor
Light Sponge
Mind Control Ray
Necrotizer
Repair
Robot Repair
Somnowave Generator

2nd Level

Air Molecule Displacement Register
Goo Grenade
Hazard Analysis Calculator
Omni Detector Unit
Paralyzation Ray
Personal Gravity Nullification Field Generator
Psychotronic Wave Detector
Universal Lock Pick
Visible Spectrum Negative Refraction Belt

3rd Level

Mega-Static Discharge Capacitor Cannon
Micro-Nova Bomb
Pan-Immuno Booster Injection
Personal Rocket Pack
Phobia Wave Emitter
Time Release Blood Oxygenation Tablets
Turbocharge

4th Level

Bio-Regeneration Stimulator Mark II
Necrotizer Mark II
Neural Scrambler
Robot Overhaul
Sensor Drone
Toxic Flush Pump
Universal Translator

5th Level

Kills All Gas
Necro-Nanites
Tractor Beam

Techno-Babble Chart

	Column A	Column B	Column C
1	Quantum	Radiation	Capacitor
2	Warp	Particle	Coupler
3	Aether	Ray	Generator
4	Radium	Wave	Retainer
5	Power	Energy	Sensor
6	Force	Signal	Bridge
7	Gravity	Resonance	Crystal
8	Radio	Micro-	Relay
9	Electro-	Reaction	Diode
10	Harmonic	Flux	Cylinder
11	Psitronic	Pressure	Compiler
12	Atomic	Cycle	Compressor

Gadgets

Air Molecule Displacement Register

Level: 2

Range: 10 feet/level

Duration: 1 hour

This Gadget detects invisible creatures and objects.

Bio-Regeneration Stimulator

Level: 1

Range: Touch

Duration: Instant

Heals target for 1d6+1 damage.

Bio-Regeneration Stimulator Mark II

Level: 4

Range: Touch

Duration: Instant

Heals target for 3d6+3 damage.

Edible Biomass Processor

Level: 1

Range: Touch

Duration: Instant

Purifies enough food and water for up to a dozen beings.

Goo Grenade

Level: 2

Range: 30 feet

Duration: 1 hour

Fibrous and sticky goo fills an area up to 10 feet x 10 feet x 20 feet. It takes a creature with normal strength 2d6 rounds to extract themselves. If they are using a sword or other tools then cut the time in half.

Hazard Analysis Calculator

Level: 2

Range: 30 foot radius centered on the user

Duration: 20 minutes

Detects mechanical and technological traps.

Light Sponge

Level: 1

Range: 60 feet

Duration: 1 hour

Absorbs the light in a 20 foot radius plunging the area into darkness.

Kills All Gas

Level: 5

Range: Moves 6 feet per minute

Duration: 1 hour

This Gadget creates a poisonous gas cloud 15 feet in radius. The cloud moves directly forward at a rate of 6 ft per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. It is heavier than air and sinks down any pits or stairs in its path. Victims in the cloud must make a Saving Throw at +4 or die. A spacesuit or similar protective gear offers protection from the gas.

Mega-Static Discharge Capacitor Cannon

Level: 3

Range: 60 feet

Duration: Instant

A bolt of static discharge extends 60 feet long and 10 feet wide from the user. Anyone in its path suffers 1d6 points of damage/level of the Engineer. A Saving Throw is allowed for half damage. The bolt always extends 60 ft, even if this means that it ricochets backward from something that blocks its path.

Micro-Nova Bomb

Level: 3

Range: 120 feet

Duration: Instant

The Micro-Nova Bomb has a burst radius of 20 feet and causes damage is 1d6 damage/level of the Engineer. The blast shapes itself to the available volume. A successful saving throw means that the target only takes half damage.

Mind Control Ray

Level: 1

Range: 120 feet

Duration: 1 hour

This Gadget affects living bipeds of approximately human size, including most aliens. A Saving Throw is allowed. A successful Attack Roll must be made for the Mind Control Ray to have effect on the target. If successful unfortunate creature falls under the user's influence.

Necrotizer

Level: 1

Range: Touch

Duration: Instant

Causes 1d6+1 damage to living creatures. A Saving Throw is allowed for half damage.

Necrotizer Mark II

Level: 4

Range: Touch

Duration: Instant

Causes 3d6+3 damage to living creatures. A Saving Throw is allowed for half damage.

Necro-Nanites

Level: 5

Range: Touch

Duration: Permanent

The Engineer injects microscopic robots into freshly killed corpse and animating it (zombie). The corpse remains animated until slain. Each day the corpse is allowed a Saving Throw. If successful, the Engineer loses control of it and it goes on a rampage.



Neural Scrambler

Level: 4

Range: 120 feet

Duration: 1 round/level

This Gadget scrambles the neural pathways of the target. The target is allowed a Saving Throw and the user must make a successful Attack Roll. 2D6 are rolled each round to determine the target's reaction.

Roll	Reaction
2–5	Act normally
6–8	Stand baffled and inactive
9–12	Attack random target

Omni Detector Unit

Level: 2

Range: 60 feet+10 feet/level

Duration: 1 round/level

This Gadget provides the correct direction toward a specific object. The object cannot be something the user has never encountered, although the Gadget can detect an object in a general class of items known to the user.

Pan-Immuno Booster Injection

Level: 3

Range: Touch

Duration: Instant

This Gadget cures a being of any diseases.

Paralyzation Ray

Level: 2

Range: 120 feet

Duration: 1 round/level

Targets a single creature and paralyzes it. A Saving Throw applies. A successful Attack Roll must be made for the ray to have any effect.

Personal Gravity Nullification Field

Level: 2

Range: Touch

Duration: 1 round/level

The user can levitate himself, moving vertically up or down, but the Gadget itself provides no assistance with lateral movement.

Personal Rocket Pack

Level: 3

Range: Touch

Duration: 1d6 rounds/level

The user can fly at a rate of 120 ft per round. The Game Master secretly rolls for duration; the player does not know exactly how long the power of flight will last.

Phobia Wave Emitter

Level: 3

Range: 60 feet

Duration: Until a successful Saving Throw is made

This Gadget generates a 60 foot by 30 foot cone of energy that stimulate the fear centers of the brain. Beings in the area will flee in terror until they make a successful Saving Throw.

Psychotronic Wave Detector

Level: 2

Range: 60 feet

Duration: 1 hour

Detects the thoughts of other beings. The Gadget cannot penetrate more than two feet of stone, lead, or force/energy fields.

Repair

Level: 1

Range: Touch

Duration: Instant or until broken again

The Engineer repairs a standard piece of equipment.

Robot Overhaul

Level: 4

Range: Touch

Duration: Instant

The Engineer can repair a Robot for 3d6+3 damage.

Robot Repair

Level: 1

Range: Touch

Duration: Instant

The Engineer can repair a Robot for 1d6+1 damage.

Sensor Drone

Level: 4

Range: 240 feet

Duration: 1 hour

The Engineer creates a small flying (20 feet per round) drone equipped with a camera. It can move a maximum of 240 feet from the user.

Somnowave Generator

Level: 1

Range: 120 feet

Duration: Game Master's discretion

This Gadget puts beings to sleep. It affects creatures based on their hit dice.

Victim's HD	Number Affected
Less than 1 to 1+	2d6+3
1+ to 2	2d6
3+ to 4+1	1d6



Time Release Blood Oxygenation Tablets

Level: 3

Range: Touch

Duration: 1 turn/level

Grants the ability to breathe underwater for the duration. It does not impede a beings ability to breath normal atmosphere (if the Gadget is working properly).

Toxic Flush Pump

Level: 4

Range: Touch

Duration: Instant

Counteracts effects of poison. It does not heal any damage but can remove paralysis and other side effects, and prevent further damage to the victim.

Tractor Beam

Level: 5

Range: 150 feet

Duration: 3d6 rounds

The Tractor Beam can lift and move up to 20 pounds per level of the Engineer. The Game Master should roll secretly for the duration of the Gadget.

Turbocharge

Level: 3

Range: Touch

Duration: One use

An Engineer can tinker with a piece of equipment and cause it to effectively double it's range, speed, protection, damage, or whatever best applies to the equipment.

The doubled effect lasts only for one use of the equipment then it's rendered inoperable and must be repaired or replaced.

Universal Translator

Level: 4

Range: Speaking range

Duration: 3d6 turns

Allows communication between sentient species.

Visible Spectrum Refraction Belt

Level: 2

Range: Touch

Duration: 1 round/level or until an attack is made

The user becomes invisible to normal vision and technological sensors.

Universal Lock Pick

Level: 2

Range: Touch

Duration: Instant

This Gadget unlocks all doors, gates, and portals.

Lost Worlder

You come from a primitive planet on the fringes of the galaxy. Maybe you were captured by slavers, stowed away on a strange vessel, or discovered an ancient portal. You've ended up far from home in strange and mysterious galaxy that you don't understand.

Weapons & Armor: Lost Worlders may use battle axes, clubs, daggers, spears, swords, staves, bows, and crossbows. At 4th level, they may also use mono-daggers, mono-swords, and mono-axes. They may wear Light Armor and use Physical Shields.

Prime Attribute: Constitution

Level	XP	HD	BHB	ST	Survival
1	0	1	+0	14	1 in 6
2	2,000	2	+0	13	2 in 6
3	4,000	3	+1	12	2 in 6
4	8,000	4	+1	11	3 in 6
5	16,000	5	+2	10	3 in 6
6	32,000	6	+2	9	4 in 6
7	64,000	7	+3	8	4 in 6
8	128,000	8	+3	7	4 in 6
9	256,000	9	+4	6	4 in 6
10	512,000	10	+5	5	5 in 6



Animal Instincts: Lost Worlders have a 1 in 6 chance of being surprised.

Brutal fighter: Lost Worlders gain +1 bonus to damage with melee weapons. Lost Worlders also apply their Strength Modifier to Attack and Damage Rolls with melee weapons.

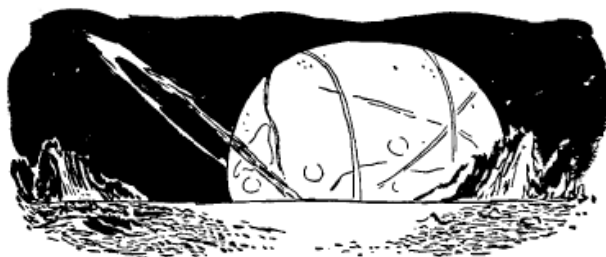
Primitive: Lost Worlders don't understand advanced technology but it doesn't mean that they can't try. Roll 2d6. If the result is 12 then somehow by mashing random buttons or banging on a console, the Lost Worlder has managed to activate or otherwise "fix" a device. If the result is

a 2 then there is a disastrous consequence and the device is probably destroyed. Any other result means nothing happens.

Survival: Lost Worlders are accustomed to nature and living off the land. This also applies to identifying dangerous flora and fauna even on alien worlds.

Tough As Nails: They gain a +2 bonus to Save against Diseases and Poisons.

Just a Flesh Wound: Once per day, a Lost Worlder may shrug off a wound and reducing the damage by 1d6-1.



Scoundrel

They call you assassin, gambler, gunslinger, pirate, smuggler, thief, or bounty hunter. And that's if they like you. Scoundrels survive by their charm, wits, and luck. If you can't be good then at least be lucky.

Weapons & Armor: Scoundrels may use clubs, daggers, mono-daggers, mono-swords, swords, laser pistols, and firearms. They may wear Light Armor but not use shields.

Prime Attribute: Charisma

Level	XP	HD	BHB	ST	Know A Guy
1	0	1	+0	15	1 in 6
2	1,250	1+1	+0	14	2 in 6
3	2,500	2	+1	13	2 in 6
4	5,000	2+1	+1	12	2 in 6
5	10,000	3	+2	11	3 in 6
6	20,000	3+1	+2	10	3 in 6
7	40,000	4	+3	9	4 in 6
8	80,000	4+1	+3	8	4 in 6
9	160,000	5	+4	7	4 in 6
10	320,000	5+1	+5	6	5 in 6



Know a Guy: Scoundrels have contacts across the galaxy. The character may see if he “knows a guy”. It might be a shady customs agent, a fence for illicit goods, a smuggler, or a cop on the take. These contacts may not be friends but might help only if the price is right.

Lucky Breaks: At 1st level, Scoundrels have one Lucky Break per game session. This increases to two Lucky Breaks at 4th Level and three at 8th Level.

Scoundrels may use their Lucky Breaks to:

- Go first in the current round.
- Re-roll an Attack Roll.
- Re-roll a Saving Throw.
- Re-roll an Attribute or Skill check.
- Re-roll damage.

When the player re-rolls, the second roll is taken even if it worse than the original roll.

Winds of Fate: Roll 1d6 on the following chart at the start of each game session. The Scoundrel gains this bonus only for the current game session. Roll again at the start of the next session.

Winds of Fate	
1	+1 To-Hit
2	+1 Damage
3	+1 to Saving Throws
4	-1[+1] Armor Class
5	+1 Hit Point per level
6	Player's Choice

Warp Ninja

A secret order of assassins with mystic powers fueled by the power of a black hole. Physical bodies were not meant to summon and control the power of a dark star. Those who attempt it put their own lives in danger.

Weapons & Armor: Warp Ninjas may use clubs, daggers, mono-daggers, mono-swords, spears, staves, Swords, and Star Swords. They may wear Light Armor but not use shields.

Prime Attribute: Constitution

Level	XP	HD	BHB	ST
1	0	1+1	+0	15
2	2,500	2	+0	14
3	5,000	2+1	+1	13
4	10,000	3	+1	12
5	20,000	3+1	+2	11
6	40,000	4	+2	10
7	80,000	4+1	+3	9
8	160,000	5	+3	8
9	320,000	5+1	+4	7
10	640,000	6	+5	6



Aether Strike: Warp Ninjas may empower their unarmed melee attacks with dark energy which does 1d6 damage. The damage increases to 1d6+1 at 4th level; 1d6+2 at 8th level.

Phase Out: Warp Ninjas may take themselves out of phase with reality. During this time, the character is considered invisible and insubstantial. They cannot affect the physical world in any way. They can pass through normal doors and walls but not energy walls, force fields and the like. They may also pass through living beings but that character is allowed a Saving Throw to get the feeling as if "someone has just walked over their grave". Using this ability is very dangerous and causes 1d6-1 damage per round to the Warp Ninja. A Warp Ninja may only activate this power during his action.

Quantum Step: Warp Ninjas may teleport 30 feet to any point that they can see. Using this ability causes 1d6-1 damage to the ninja. Energy walls and force fields stop this ability.

Warp Armor: Warp Ninjas can surround themselves with a field of gravitational flux. This grants them a -1[+1] bonus to Armor Class. Using this ability causes 1 point of damage and lasts 1d6 rounds. A Warp Ninja may only activate this power during his action.

Random Humanoid Species Appearance Charts

Skin Color	
1	White
2	Black
3	Red
4	Blue
5	Green
6	Gray
7	Normal Terran
8	Roll Twice

Hair	
1	None
2	Feathers
3	Tendrils/Tentacles
4	Head Ridges
5	Funny Color
6 to 8	Normal Terran

Ears	
1	None
2	Pointed
3	Just Holes
4	Animal Like
5	Dangling Ears
6	Normal Terran

Eyes	
1	"None"
2	Bug Eyes
3	Eye Stalks
4	An Extra Eye
5	Only One Eye
6 to 8	Normal Terran

Miscellaneous Feature			
1	Horns	11	Rotund
2	Antennae	12	Really Skinny
3	Tail	13	Really Tall
4	Pointy "Cone" Head	14	Pointy Teeth
5	Extra Fingers/Toes	15	No Neck
6	Snout	16	Webbed Fingers and Toes
7	Forked Tongue	17	Forehead Ridges
8	Leathery Skin	18	Chin Tendrils
9	"Brainy" Head	19	No Nose
10	Oddly placed facial feature	20	Roll Twice

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