

Between Star & Void

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Dedication

To Mom

For always believing in me

To James M. Spahn

**Without whom none of this
would have happened.**

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Chapter 1

History of The Way

*The nature of a riddle is to demand an answer.
Master Star Knight J'ame Syn*

The philosophy of **The Way**, with its tenants of inspiration, self-sacrifice, hope, and society is generally welcome by most civilizations that understand it. But with its wide-spread nature and diverse membership, its history is oddly obscure. No one truly knows where **The Way** began or how it was discovered. It has been in the galaxy for so long that its true history is long since lost in the ashes of time.

Various races hold many theories. Some claim it originated from a single world inhabited by some ancient enlightened species who have since passed into the cosmos after leaving their teaching behind. Others claim it was discovered on many worlds simultaneously or close enough as to make no difference. Some even believe it is merely a biological mutation or the result of some nano-virus leftover from an ancient war.

It is said the **Void Knights** have their own theories. Some whisper they believe **The Void** is a sentient, conscious thing, an entropic intelligence as distant from us as we are from insects. They claim all **Meditations** spring from the Void. **The Void** does not like its tools being squandered by those who do not surrender to its will. The **Star Knight** order dismisses these theories as simply the ramblings of mad men. They do not seem overly appreciative, however, when it is pointed out that they often believe in trusting in 'the will of **The Way**' as though their own philosophy is, or possesses, some guiding sentence.

The **Star Knights** themselves predominantly maintain **The Way** is an inherent part of the universe, a power that those with sufficient training, innate talent, and wisdom can learn to master. Though one must know **The Void** to utilize **The Way**, it is, they claim, because an adherent of **The Way** must walk between being and non-being to utilize the **Meditations**. The **Star Knight** must look beyond the darkness of **The Void**, to see the brightness of the stars. This is why they pity **Void Knights**, lost souls who could not see past their own nihilism and the horrors of the universe to see the hope and beauty that shines inside every living thing.

The history of the ***Star Knights*** is one of glory and, sadly, terrible conflict. Their history recounts involvement in some of the greatest battles and wars in the history of the galaxy. It was their power that helped stopped the invincible psychic Vren and their Akashic Empire. It was their dedication to life that saw them face the Nightmare Children and their Void Engines. It was their determination that saw them help bring down the Machine Hegemony. They have helped end numerous system wars and planetary struggles. And they are much loved for it.

And much hated.



Chapter 2

Orders of The Way

*The Orders refine who we are; The Way defines us.
Master Thew Mathail*

Despite common belief to the contrary, there are more followers of **The Way** than **Star Knights**. The following pages detail all the classes who have access to **The Way**, including reprinting the **Star Knight**.

Star Knight

Star Knights are wandering protectors of the galaxy. They combine martial prowess with a unique religion known simply as "**The Way**." Through their mystic beliefs they are able to achieve feats unknown to other beings. They travel from world to world, bringing justice to the oppressed and compassion to the down-trodden.

While not as skilled in direct combat as the **Mercenary**, a **Star Knight**'s unique abilities allow him to play a support role both in and out of combat. He is capable of calming aggressive foes, healing the wounded, and engaging in devastating melee combat.

Star Knight Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	15
2	2,500	2	+0	14
3	5,000	3	+1	13
4	10,000	3+1	+1	12
5	20,000	4	+2	11
6	40,000	5	+3	10
7	80,000	6	+3	19
8	160,000	6+1	+4	8
9	320,000	7	+5	7
10	640,000	8	+5	6

Star Knight Meditation Advancement					
LEVEL	1 st Level	2 nd Level	3 rd Level	4 th Level	5 th Level
1	—	—	—	—	—
2	1	—	—	—	—
3	2	—	—	—	—
4	2	1	—	—	—
5	2	2	1	—	—
6	2	2	1	1	—
7	2	2	2	1	1
8	2	2	2	2	2
9	3	3	3	2	2
10	3	3	3	3	3

Star Knight Class Abilities

WEAPON/ARMOR

RESTRICTIONS: *Star Knights* are protectors and defenders, not true warriors, so they have a limited selection of weapons. They can wield dagger, laser pistols and star swords – their preferred weapon. They can wear light armor and use shields.

MEDITATIONS: *Star Knights* are able to activate meditations as shown on *Star Knight Meditation Advancement*. Each day a *Star Knight* spends time focusing his mind on the *Meditations*. He prepares a number of meditations determined by his level as shown on the table above after fifteen minutes of mind cleansing exercises. A *Star Knight* requires six hours of consecutive rest before cleansing his mind. He can prepare



the same **Meditation** more than once if he so chooses, but may not prepare more **Meditations** than the number determined by his experience level.

STAR SWORD DUELIST: The **Star Sword** is the preferred weapon of the **Star Knights**. They receive +1 to all “to-hit” rolls when wielding a laser sword. All **Star Knights** receive a laser sword at no cost at 1st level.

ESTABLISH MONASTERY (10TH): When a **Star Knight** reaches 10th level he will often find a secluded location on an out of the way planet where he will construct a small monastery. If other, less experienced **Star Knights** learn about this monastery they will often seek out the senior **Star Knight** for training. They will serve him loyally while training.

SAVING THROW: **Star Knights** receive +2 to all saving throws made to resist meditations and gifts.

XP BONUS FOR WISDOM: A **Star Knight** with a **Wisdom** of 13 or 14 receives a 5% **Experience Bonus**, and those with a 15 or higher get 10%.

Mystic

Mystics are masters of **The Way**. Unlike **Star Knights**, they focus less on martial prowess and trust in their unique gifts to see themselves through the day. They master powers even **Star Knights** cannot. Though they are trained to use a **Star Sword**, it is only rudimentary training as they are not warriors. They prefer to use their skills to avoid conflict whenever possible.

Like a **Star Knight** these characters make excellent support characters.

Mystic Advancement				
LEVEL	XP	HD	BHB	ST
1	0	1	+0	14
2	2,250	1+1	+0	13
3	4,500	2	+1	12
4	9,000	2+1	+1	11
5	18,000	3	+2	10
6	36,000	3+1	+2	9
7	72,000	4	+3	8
8	144,000	4+1	+3	7
9	288,000	5	+4	6
10	576,000	5+1	+4	6

Mystic Meditation Advancement					
LEVEL	1 ST LEVEL	2 ND LEVEL	3 RD LEVEL	4 TH LEVEL	5 TH LEVEL
1	1				
2	2				
3	3				
4	3	2			
5	3	3	2		
6	3	3	2	2	
7	3	3	3	3	2
8	3	3	3	3	3
9	5	5	5	3	3
10	5	5	5	5	5

MYSTIC CLASS FEATURES

WEAPON/ARMOR

RESTRICTIONS: *Mystics* may use clubs, daggers, laser pistols, staves and *Star Swords*. They may wear Light Armor, but not use shields.

MEDITATIONS: *Mystics* are able to activate *Meditations* as shown on the table above. They use the same rules as *Star Knights* for the purpose of preparation and recovery of *Meditations*.

UNIQUE MEDITATIONS: *Mystics* can access *Meditations* unlike those of their *Star Knight* Brethren. *Mystics* may choose one *Gift* of levels 1, 2, and 3 to add to their *Meditation* list. These are used and prepared as



normal **Meditations** in all ways, though they are considered one level higher as a **Meditation** than they would be as a **Gift**. Once these are chosen, they cannot be changed.

SAVING THROW: **Mystics** receive a +3 to all **Saving Throws** to resist **Meditations** and **Gifts**.

XP BONUS FOR WISDOM: A **Mystic** with a **Wisdom** of 13 or 14 receives a 5% **Experience Bonus**, and those with a 15 or higher get 10%.

ESTABLISH MONASTERY (10th): When a **Mystic** reaches 10th level he will often find a secluded location on an out-of-the-way planet where he will construct a small monastery. If other less-experienced **Mystics** learn about this monastery they will often seek out the senior **Mystic** for training. They will serve him loyally while training.

Star Pilot

It is said that piloting is an instinct, not a learned skill and none personify this more than the **Star Pilot**. **Star Pilots** are specialized Star Knights who have focused their connection to **The Way** through heightened skills as hot shot stick-jockeys and fighter pilots. **Star Pilots** sacrifice swordsmanship and traditional uses of their **Meditations** to become expert pilots capable of performing dangerous maneuvers and unbelievable stunts when they're in the cockpit. They are often more independent and reckless than other **Star Knights**, regarded as loose cannons. Unlike the majority of **Star Knights**, they do not receive extensive training with a **Star Sword** and because they prefer to be amongst the stars and exploring the far reaches of the galaxy they do not establish or lead monasteries.

Referees may be concerned that this class will overwhelm the regular Pilot class. They have many differences that help differentiate them. Mundane Pilots advance more quickly and for the first five levels have huge advantages over Star Pilots in space. Also, Star Pilots bonuses tend to spike in combat for a short time, whereas a mundane Pilot has their abilities for the entire duration of any space battle, no matter how long the fight lasts.

Star Pilot Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	15
2	2,500	2	+0	14
3	5,000	3	+1	13
4	10,000	3+1	+1	12
5	20,000	4	+2	11
6	40,000	5	+3	10
7	80,000	6	+3	19
8	160,000	6+1	+4	8
9	320,000	7	+5	7
10	640,000	8	+5	6

Star Pilot Meditation Advancement

LEVEL	1 st Level	2 nd Level	3 rd Level	4 th Level	5 th Level
1	—	—	—	—	—
2	1	—	—	—	—
3	2	—	—	—	—
4	2	1	—	—	—
5	2	2	1	—	—
6	2	2	1	1	—
7	2	2	2	1	1
8	2	2	2	2	2
9	3	3	3	2	2
10	3	3	3	3	3

STAR PILOT CLASS FEATURES

WEAPON/ARMOR RESTRICTIONS: *Star Pilots* receive the same training as other *Star Knights*. They can wield daggers, laser pistols, and *Star Swords*. They can wear Light Armor and use shields.

MEDITATIONS: *Star Pilots* are able to activate *Meditations* as shown on the table *Star Pilot* Meditation Advancement. They use the same rules as *Star*

Knights for the purpose of preparation and recovery of **Meditations**.

THE WAY OF THE PILOT: A **Star Pilot** can choose to expend one of their prepared **Meditations** in order to gain bonuses while piloting a starship. When they expend a **Meditation** in this way they lose the ability to activate the previously prepared **Meditation** and instead may grant themselves a +1 to **Initiative** while piloting a starship per level of the **Meditation** sacrificed for a duration of one round per level of the **Meditation** sacrificed. Alternately, they can grant a bonus to their ship, granting the ship a +1 to **Armor Class**, **Movement**, or **Targeting** for the duration of one combat round per level of the **Meditation** sacrificed. A **Star Pilot** can only sacrifice one **Meditation** per combat round and if sacrificing a **Meditation** of second-level or higher may choose to

divide the bonus between their personal **Initiative**, their starship's **Armor Class**, **Movement**, or **Targeting** as they see fit. A **Star Pilot** must declare they are sacrificing a **Meditation** in this fashion before **Initiative** is rolled in each combat round. Example: A 4th level **Star Pilot** sacrifices a 2nd level **Meditation** before **Initiative** is rolled during a space combat round. He can choose to add +2 to his **Initiative**, +2 to his starship's **Armor Class**, **Movement**, or **Targeting**. Alternately, he



could choose to add +1 to any two of these categories.

SAVING THROWS: *Star Pilots* receive a +2 bonus to all *Saving Throws* made to resist the effects of *Meditations* and *Gifts*.

XP BONUS FOR HIGH DEXTERITY: *Star Pilots* with a *Dexterity* of 13 or 14 receive a 5% *Experience Bonus* and those with a 15 or higher receive a 10% bonus.

Way Adept

Throughout the galaxy there are people who are gifted with an inclination towards the *The Way* but who received no formal training for whatever reason. On numerous worlds, these witches, hedge magicians, and psychics live a life touched by a power they never fully understand. If they are discovered later in life, they are too old or too set in their ways and philosophies to become true *Star Knights* or *Mystics*, but many find their way serving the order regardless (where they are often call Star Squires). Whether it is in hopes of understanding why they are the way they are or because they are simply happy to be among people who appreciate their experience, is up to each to say.

Many, however, simply live their lives and find their way without aid or understanding. Their powers give them an edge over others in their respective fields and more than a few are happy to take advantage of this.

Way Adepts fulfill whatever role their original class did, with the added advantage of a small amount of *Meditations*.

Way Adept Advancement

LEVEL	XP	1 st Level	2 nd Level	3 rd Level
1	0	-	-	-
2	+500	-	-	-
3	+1000	1	-	-
4	+2000	1	-	-
5	+4000	2	-	-
6	+8000	2	-	-
7	+16000	2	1	-
8	+32000	2	1	-
9	+64000	2	2	1
10	+128,000	2	2	1

WAY ADEPT CLASS FEATURES

WEAPON/ARMOR RESTRICTIONS: *Way Adepts* are proficient in whatever weapons and armor their base class uses.

MEDITATIONS: *Way Adepts* are able to use a limited number of *Meditations* as indicated in the table above. They use all the rules for preparing and casting *Meditations* used by *Star Knights*. If a *Meditation* has a level based effect, they are considered to be half their level, rounded up.

CLASS BOND: *Way Adepts* are not a full class in and of themselves. Instead, they are a template added to another class. The benefits they bring are represented in an increased *Experience* cost for their primary class to advance. *For example: Speaker Timas Dinklen is a 3rd level Aristocrat-Way Adept. In order to advance to 4th level, he will need 6,000 + 2,000=8,000 Experience. He will have all the benefits of both his Aristocrat class and the ability to use a 1st level Meditations each day.*

Any class, even alien races, can be *Way Adepts*, except those who already have ability with *The Way* (unless, perhaps, the *Referee* wanted to allow some sort of 'Chosen' one who was simply better than other similar users of *The Way*, in which case this template might facilitate such a concept).

SAVING THROW: *Way Adepts* receive a +1 to all *Saving Throws* to resist *Meditations* and *Gifts*.

XP BONUS FOR WISDOM: A *Way Adept* receives *Bonus XP* for both their *Wisdom* and whatever ability their base class benefits from. However, their base class cannot benefit from an ability that gives it double the attribute bonus (they can only receive 5% from a score not matter how high it is).

Alien Star Knights

Humanity is not the only race to have proficiency with *The Way*. In fact, some alien races with greater life spans and different philosophical mindsets are even better suited to following *The Way* than their human counterparts.

The *Alien Star Knight* is just such a being. Coming from any variety of races with a predilection towards the arts of *The Way*, these beings serve the same noble

causes and class roles as their human counterparts. If anything, their differences make them potentially more dangerous than other *Star Knights*.

Alien Star Knight Advancement

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

Alien Star Knight Meditation Advancement

LEVEL	1 st Level	2 nd Level	3 rd Level	4 th Level	5 th Level
1	—	—	—	—	—
2	1	—	—	—	—
3	2	—	—	—	—
4	2	1	—	—	—
5	2	2	1	—	—
6	2	2	1	1	—
7	2	2	2	1	1
8	2	2	2	2	2

Alien Star Knight Class Abilities

WEAPON/ARMOR RESTICTIONS: *Alien Star Knights* are protectors and defenders, not true warriors, so they have a limited selection of weapons. They can wield dagger, laser pistols and star swords – their preferred weapon. They can wear light armor and use shields.

MEDITATIONS: *Alien Star Knights* are able to prepare and use *Meditations* as a *Star Knight* does.

STAR SWORD DUELIST: The *Star Sword* is the preferred weapon of the *Alien Star Knights*. They receive +1 to all “to-hit” rolls when wielding a laser sword. All *Alien Star Knights* receive a laser sword at no cost at 1st level.

ALIEN RACIAL BENEFITS: *Alien Star Knights* come from a plethora of different races and so choose any two of the following abilities to represent their racial benefits:

- **Aquatic:** This race can both breathe under water and swim at their walking speed.
- **Avian:** This race is winged and can fly at 15 (you need around 15'-20' of clear space to fly though). However, their walking speed is only 6 and they cannot wear armor or equipment not specifically made for their species (costs twice as much).
- **Angry:** This race has a capacity to fly into berserk rages. When they choose to, they gain a +2 *To Hit*, but a -2 *Armor Class*. Once entered, they cannot flee and they cannot leave this rage until combat is finished.
- **Armed:** This race has natural weapons of some sort, such as claws, barbs, spines, horns, brutal punching fists, etc. They can inflict 1d6 damage in unarmed combat.
- **Armored:** This race has tough natural armor. They receive a +2 to *Armor Class*.
- **Fast:** This race is faster than humans and increases their move by +3.



- **Massive:** This race is especially tall, at least 7 feet. They inflict +1 damage in melee combat and can carry twice the encumbrance of a normal character.
- **Nightvision:** This race can see in the dark up to 40 feet away.
- **Quick Reflexes:** This race is especially fast. They get a +1 to *Initiative*, *Armor Class*, and *Saving Throws* versus attacks that can be dodged or avoided.
- **Sensitive:** This race has heightened senses and so can detect hidden or concealed doors and objects they pass near on a 1-2 on 1d6. If actively searching, they will discover them on a 1-4 on 1d6. In addition, they have a +1 to avoid surprise (normally surprised only on a 1 on 1d6).
- **Stealthy:** For whatever reason, due to natural sneakiness or camouflage, this race can surprise targets on a 1-4 on 1d6 in the proper circumstances.

ESTABLISH MONASTERY (8TH): When an *Alien Star Knight* reaches 8th level he will often find a secluded location on an out of the way planet where he will construct a small monastery. If other, less experienced *Star Knights* (both alien and human) learn about this monastery they will often seek out the senior *Star Knight* for training. They will serve him loyally while training.

SAVING THROW: *Alien Star Knights* receive +2 to all *Saving Throws* made to resist meditations and gifts.

LANGUAGES: For campaigns that give each race its own dialect, *Alien Space Knights* should be able to speak the language of humans and any other languages that fit the style of the *Referee's* campaign. *Alien Space Knights* are often very learned and able to speak several languages.

Chapter 3

Meditations

*The Way moves through us to do its will, we are merely vessels.
Knight Walless J'ter*

This chapter details all the **Meditations** in the core rules, as well as new ones for use in campaigns. In all cases where a **Meditation** refers to **Star Knight**, it also applies to any other user of **The Way**. New **Meditations** are listed in *italics*.

Star Knight Meditations

Level 1 Meditations

Charm Person
Detect Evil/Good
Detect Gifted
Detect Life
Healing Meditation
Healing Trance
Leap
Mind Voice
Minor Force
Protective Meditation
Read Languages
Speed Burst

Level 2 Meditations

Channel The Way
Combat Coordination
Detect Thoughts
Detect Invisible
Find Traps
Locate Object
Mind Thrust
Resist Energy
Speak with Animals
Telekinetic Shield

Level 3 Meditations

Alter Reflexes

Dark Vision
Defensive Coordination
Greater Healing Meditation
Offensive Form
Protection from Missiles
Remote Viewing
Telepathy
Water Breathing

Level 4 Meditations

Block Energy
Confusion
Dispel Effect
Expand Senses
Heal Other
Mind Burst
Neutralize Poison
Speak with Plants

Level 5 Meditations

Adaptation
Charm Creature
Foresight
Mind Probe
Mind Shield
Protection from Missiles II
Telekinesis
Vision

Level 1 Meditations

Charm Person

Range: 120 ft

Duration: One hour

This meditation affects living bipeds of approximately human size, including most aliens. If the meditation succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

Detect Evil/Good

Range: 120 ft

Duration: 20 minutes

The ***Star Knight*** detects any creatures with evil intentions or evil thoughts, as well as evil places within the meditation's range. Poison is not inherently evil, and cannot be detected by means of this spell.

The reverse ***Meditation, Detect Good***, works the same way except that it detects intentions and places that are "good".

Detect Gifted

Range: 120 ft

Duration: 20 minutes

This ***Meditation*** allows a ***Star Knight*** to detect the presence of any living creature within 120 feet that possess the ability to use either ***Meditations*** or ***Gifts***. It does not determine the specific number or location of those detected, only that they are present.

Detect Life

Range: 120 ft

Duration: 20 minutes

This ***Meditation*** allows a ***Star Knight*** to detect the presence of any living creature within 120 feet and whether or not they are sentient creatures. It does not determine the specific number or location of those detected, only that they are present.

Healing Meditation

Range: Self

Duration: Immediate

This **Meditation** heals the **Star Knight** of 1d6+1 points of damage.

Healing Trance

Range: Self and Touch

Duration: 8 hours

This **Meditation** allows the **Star Knight** to recover an additional point of damage per level after a day's rest. Alternatively, they can use this **Meditation** to assist another's healing by concentrating with them while they rest.

Leap

Range: Self

Duration: 1 hour

Once activated, this **Meditation** allows the **Star Knight** to leap and jump prodigious distances. They can easily leap 30 feet horizontally or 15 feet vertically. If an enemy is unsuspecting, this can easily surprise them on a 1-4 on d6 or allow the user to retreat from combat without suffering an attack.

Mind Voice

Range: 200 ft

Duration: 1 hour

This **Meditation** allows the **Star Knight** to send and receive surface thoughts to a target. This power does not allow mind reading, only those thoughts the target wishes to share. This communication transcends language barriers.

Minor Force

Range: 60 ft

Duration: 1 hour

This **Meditation** allows the character to lift and manipulate one or more objects, up to 5 lbs per level in weight. It requires no more concentration to lift an object than it would with one's hand. Objects may be carried along in this fashion, floating at the user's whim. This power can be used on multiple

objects during the duration. This power only manipulates the entire object, so buttons cannot be pressed nor can triggers be pulled.

Protective Meditation

Range: Self

Duration: 2 hours

The **Star Knight** centers himself and prepares to face his foes. All enemies suffer a -1 penalty on any “to-hit” rolls made against the **Star Knight** and he receives a +1 bonus to all saving throws made to resist any abilities they have which can be resisted with a saving throw.

Read Languages

Range: Reading distance

Duration: One or two readings

This **Meditation** allows the **Star Knight** to read directions, instructions, and similar notations written in unfamiliar or even unknown languages.

Speed Burst

Range: Self

Duration: 2 hours

This **Meditation** doubles the **Star Knight's** movement.

Level Two Meditations

Channel The Way

Range: Self

Duration: 1 round/level

For the duration of this **Meditation**, the character can perform tremendous abilities beyond their racial norms. The character could lift 500 lbs, see in the dark, hold an object with an unbreakable grip, run with a +3 movement, leap as though under **Leap Meditation**, or ignore poison in the atmosphere or your own blood stream. This **Meditation** requires too much concentration for use in combat.

Combat Coordination

Range: Self

Duration: One Hour

The **Star Knight** focuses his mind on battle at hand, gaining a +1 to all “to-hit” rolls for the duration of this **Meditation**.

Detect Thoughts

Range: 60 ft

Duration: Two hours

The **Star Knight** can read the surface thoughts and emotional state of other living beings within range.

Detect Invisible

Range: Line of Sight

Duration: One hour

The **Star Knight** can perceive invisible creatures and objects. This includes objects or individuals concealed by obstruction, concealment or a personal cloaking device.

Find Traps

Range: 30 ft around character

Duration: 20 minutes

The **Star Knight** can perceive both mechanical and technological traps at a distance of 30 ft.

Locate Object

Range: 90 ft (C)

Duration: 1 round/level

This **Meditation** gives the **Star Knight** the correct direction (as the crow flies) toward an object the character specifies with a description. The object cannot be something the character has never seen, although this **Meditation** can detect an object in a general class of items known to the **Star Knight**: stairs, a **Star Sword**, etc.

Mind Thrust

Range: 30 ft

Duration: 1 round/level

This **Meditation** gives the **Star Knight** a potent weapon, allowing them to either thrust targets towards or away from themselves with but a thought for the duration of the power. The target is allowed a **Saving Throw**, but if failed will be either flung 30 feet away from the character, or pulled directly towards them. If they impact a solid object, such as a wall, they will suffer 1d6 damage. If they are pulled towards the **Star Knight**, they may make an immediate attack against the target at a +2.

This can also be used to snatch an object from a target. If they fail a **Saving Throw**, you can pull an item from their hands or off their clothing into your hand or fling it further away.

Resist Energy

Range: Self

Duration: 2 hours

For the duration of this **Meditation**, the **Star Knight** is resistant to all forms of energy attack. They can comfortably withstand extremes of temperature, gain a +3 to **Saving Throws** versus attacks involving cold, heat, electricity, and similar effects. They suffer only half damage from energy based attacks, including lasers and **Star Swords** unless it is wielded by someone proficient in **The Way** (i.e. **Star Knights**, **Void Knights**, etc). Note this does not protect from kinetic energy attacks.

Speak with Animals

Range: 30 ft

Duration: One hour

The **Star Knight** can speak with animals within range. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive to say).

Telekinetic Shield

Range: Self

Duration: One Hour

The character wraps themselves in waves of telekinetic force, protecting them from attacks. They gain a +2 to **Armor Class** and **Saving Throws**.

Level Three Meditations

Alter Reflexes

Range: Self

Duration: Thirty Minutes

The **Star Knight** doubles their personal movement and may attack twice per round for the duration of this **Meditation**. He also receives +2 to initiative rolls.

Dark Vision

Range: Self

Duration: One Day

The **Star Knight** can see in low light and even total darkness at a range of up to 60'.

Defensive Coordination

Range: 30 feet

Duration: 2 hours

The **Star Knight** and all his allies within 30' receive a +1 bonus to all saving throws and all enemies who attack them suffer a -1 penalty to all "to-hit" rolls for the duration of this **Meditation**.

Greater Healing Meditation

Range: Self

Duration: Immediate

This **Meditation** heals the **Star Knight** of 2d6+3 points of damage.

Offensive Form

Range: Self

Duration: 1 hour

This **Meditation** focuses the **Star Knight's** combat technique into a whirlwind of destruction. They inflict an extra d6 damage with every attack so long as they are wielding a **Star Sword**.

Protection from Missiles

Range: Self

Duration: 2 hours

The **Star Knight** is able to block any missile attacks made with a personal weapon. He automatically blocks these attacks, suffering no damage. He must be wielding a **Star Sword** while this **Meditation** is active.

Remote Viewing

Range: 60 feet

Duration: 2 Hours

This **Meditation** allows the character to see through metal and stone and other obstacles within 60 feet.

Telepathy

Range: 360 feet and special

Duration: 2 Hours

The character can send and receive mental communication with any target within 360 feet. If they are intimately connected with a target, such as long-time friends or lovers, then they can communicate with them if they are within one mile per level. A target can make a **Saving Throw** to drive the character out of their mind. This power will only allow the reading of surface thoughts.

Water Breathing

Range: Self

Duration: 2 hours

The **Star Knight** can breathe underwater for the duration of this **Meditation**.

Level Four Meditations

Block Energy

Range: Self

Duration: 2 hours

This **Meditation** works exactly as **Protection from Missiles** except the character no longer needs to be wielding a **Star Sword**. They can deflect energy attacks and catch or deflect physical missile attacks with nothing but their hands.

Confusion

Range: 120 ft

Duration: 2 hours

This **Meditation** confuses sentient beings and beasts, making them act randomly. Roll 2d6 to determine the creature’s behavior:

Confusion Reaction	
Roll [2d6]	Reaction
2-5	Attack the Star Knight and his allies
6-8	Stand baffled and inactive
9-12	Attack each other

The effects of the confusion may shift every ten minutes or so, and the dice are rolled again to determine any change.

The **Meditation** affects 2d6 creatures, plus an additional creature for every **Star Knight** level above 8th. Creatures of 3 HD or fewer are automatically affected by the **Meditation**, and it takes effect immediately. Creatures of 4 HD or more automatically resist the confusion effect until it builds up to its full power (which takes 1d12 minutes, minus the **Star Knight’s** level), but are required to make a saving throw at this time. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the **Meditation’s** 2 hour duration has run its course.

Dispel Effect

Range: 120 ft

Duration: Immediately

This **Meditation** can be used to immediately end any single **Gift** or **Meditation** that is currently active in range.

Expand Senses

Range: 360 ft

Duration: 2 hours

The **Star Knight** is able to see and hear far off places, up to 360' away, though he must name a specific location or direction within that range. He must close his eyes and concentrate to do so while this **Meditation** is active. Any distraction will draw him back to his normal senses.

Heal Other

Range: Touch

Duration: Immediately

The **Star Knight** can touch a wounded individual and instantly restore 1d6+1 hit points.

Mind Burst

Range: 60 ft

Duration: One hour

This **Meditation** works like the lower level **Mind Thrust**, except it allows the user to attack a number of targets equal to their level simultaneously. In addition, they have access to the power for far longer and targets hitting a hard surface suffer 2d6 damage.

When used to disarm targets, they suffer a -2 to **Saving Throws**.

Neutralize Poison

Range: Touch

Duration: Immediately

The **Star Knight** can purge poison from either himself or another living being with a touch.

Speak with Plants

Range: 30 ft

Duration: One hour

The **Star Knight** can speak to and understand the replies of plants. Plants will obey his commands as far as they are able (e.g. twisting or bending aside to ease his passage, etc.).

Level Five Meditations

Adaptation

Range: Self

Duration: 8 hours

This **Meditation** allows the character to adapt immediately to hostile environments. They could walk nude through the arctic or unprotected in a volcanic cavern and breathe underwater or in a methane atmosphere. Energy based attacks that do damage are automatically reduced by half (fire, cold, lasers, etc).

Charm Creature

Range: 120 ft

Duration: One hour

This manifestation functions similarly to *Charm Person*, but can effect large creatures or massive beasts. Alternately, the **Star Knight** may use this meditation to charm up to 3d6 human-sized creatures.

Foresight

Range: Self

Duration: 2 hours

This **Meditation** gives the **Star Knight** a prescient awareness. For the duration, they gain a +2 to **Armor Class** and **Saving Throws**, and they cannot be surprised.

Mind Probe

Range: 120 ft

Duration: 1 round/level

For the duration of this **Meditation** the character can probe a target's mind and learn one fact per round that the target knows or knew (this **Meditation** can retrieve suppressed or hidden memories). The target can make a **Saving**

Throw versus each round to hide a fact, but the **Star Knight** can continue to try each round to until the duration expires to discover the hidden fact.

This is a truly invasive power and it must be used with caution and restraint to avoid gaining **Corruption**.

Mind Shield

Range: Self

Duration: 24 hours

This **Meditation** protects the mind of the **Star Knight** for the next 24 hours. During that time, they are immune to all **Meditations** and **Gifts** that effect the mind. They cannot be sensed or detected by powers that otherwise would, instead simply not appearing. Effects that allow sight or hearing at a distance will not detect their presence. Finally, they are also immune to any natural, technological, or chemical attempt to influence their mind. Pain and torture are useless against them, as are truth serums or pheromones.

This power can be nullified as normal by **Dispel Effect**.

Protection from Missiles II

Range: Self

Duration: 2 hours

The **Star Knight** is able to block any missile attacks made with a personal weapon. He automatically blocks these attacks, suffering no damage.

In addition, the **Star Knight** may reflect an attack made with a laser pistol or laser rifle back on the attacker who attempted to injure them. The **Star Knight** need only make a successful saving throw for each attack. If the save is successful, the attacker suffers damage equal to the laser pistol or laser rifle they used to attack the **Star Knight**. If the save fails, the attack is deflected harmlessly away.

The **Star Knight** must be wielding a **Star Sword** while this meditation is active.

Telekinesis

Range: 120 ft

Duration: One hour

The **Star Knight** can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level.

Vision

Range: Self

Duration: Three questions

The **Star Knight** senses their destiny and the player may ask the Referee three questions regarding the events of the current campaign. The **Referee** may answer as directly or cryptically as they wish.

This meditation is very taxing to the **Star Knight** and may only be used once per week.



Chapter 4

Martial Styles of the Star Knights

Without your will and skill to guide it, even a weapon as powerful as the Star Sword is nothing more than an ornament.

Master Sel 'elenal

As with any weapon, there are numerous ways to wield a **Star Sword**. The **Star Knights** have spent centuries honing their mastery of the special weapon indelibly linked to their image. Like any mundane martial artist, the **Star Knight** studies to master a style and can learn more than one with time and dedication.

These rules are optional and add a slight increase to the power level of **Star Knights** and other characters who can use **Star Swords**. Learning new styles should be difficult, time consuming, and potentially expensive as a means of keeping the character from becoming too powerful compared to other classes.

In a campaign where all or nearly all characters are **Star Knights** or related classes, Styles are an excellent way of helping to differentiate characters.

Learning Styles

All classes with the **Star Sword** proficiency begin the game with Style I, Tashi. This is the fundamental building block of all combat styles with the **Star Sword**. It allows use of the **Star Sword** at full attack bonus and without risk of hurting one's self and the duelist can use their **Strength** modifier **To Hit** and **Damage** (normally only a benefit of **Mercenaries** and **Alien Brutes**). In addition, a duelist can combine Tashi and one other **Style** and receive the benefits of both. If they possess three or more styles, they can switch between which styles they use or combine with Tashi from round to round at the beginning of their action.

Learning additional styles takes time, credits, and experience:

Styles Learned	XP COST	TRAINING TIME	CREDITS
2 nd Style	250 x lvl	1 month	1000
3 rd Style	500 x lvl	3 months	5000
4 th Style	1500 x lvl	6 months	15000

Experience costs are based on your current level. A character cannot spend so much **Experience** that they would be reduced a level.

*Note: If using the alternate **Meditation** system, then anyone with Teacher level **Meditation of the Blade**, gains a free extra style. At Grandmaster level, they learn another free style and can benefit from all their styles*

STYLE I: Also known as the Tashi style, this style is known for its utilitarian and balanced approach to combat. While using it, the dualist gets their **Strength** modifier as a bonus **To Hit** and **Damage**, if their **Strength** is high enough.

STYLE II: Some say Du'Nat was the second style of **Star Sword** combat developed by the **Star Knights**. If that is true, its use has declined in this age. Du'Nat focuses on defense over offense, sacrificing some of the damaging ability of other styles, but providing the user with a +2 to their **AC**. While using this style, the character suffers a -2 to damage rolls (minimum of one points of damage).

STYLE III: One of the most elegant styles, La Shea is seen as a style for dedicated duelists. It favors precise, controlled lunges over aggressive swings. While not as overtly damaging as other style, La Shea is more precise, and gives the user an additional +1 **To Hit** but they suffer a -1 to **Damage**. In addition, the duelist can use their **Dexterity** instead of **Strength** for **To Hit** and **Damage** rolls. This cannot be combined with Tashi (except by a Grandmaster of **Meditation of the Blade** when using the alternate **Meditation** system), however it can be combined with a single other style as Tashi.



STYLE IV: The favored style of reckless and aggressive warriors, Karat Mon focuses on the user's anger and rage and entices the user to lose themselves in battle. This might be why so many **Void Knights** use this style. The duelist can enter a **Void Rage** and gain a +2 **To Hit**, but they suffer a -2 to **AC**. Once **Void Rage** is entered, the wielder cannot exit it until combat is finished. The style is not inherently corrupting, but acts of needless brutality still earn **Corruption** as normal.

STYLE V: This style, Tano Asok, is both unorthodox and rare, with the practitioner wielding their weapon in a reversed grip, with the blade pointed downward when held. It creates short, quick strikes that often surprise an opponent at the expense of damage. This style provides a +1 bonus to **Initiative** for the wielder, but reduces their **Damage** by -1.

STYLE VI: Tryn'Das, often called the "Twin-Star Style" it is the most difficult of all known styles of **Star Sword** fencing. The wielder fights with a blade in each hand, allowing them to engage in a flurry of attacks. Correctly wielding a **Star Sword** is difficult enough but wielding two at the same time is nigh impossible. Wielders using this style may make two attacks each combat round, but suffer a -3 penalty to both of these attacks.

STYLE VII: This ancient style, called Kal style, is said to have once been used during trial by combat in the earliest days of galactic society when such rituals were still common. It is a simple style, designed to be taught in a matter of weeks for those on trial. Practitioners of Kal Style are not **Star Knights**, but are instead students, scholars and amateur sportsman. Wielders of this style gain no additional mechanical benefit - but if they spend six weeks actively practicing Kal Style (and sacrifice 250 XP times their level to represent time spent learning), the character is considered to be proficient with **Star Swords**, regardless of previous restrictions. This is the only style a class that is not innately proficient with a **Star Sword** can learn.

STYLE VIII: This rare style, Nelian, combines the use of **Star Sword** with an **Energy Shield**, allowing the combatant to use both blade and shield as means of protection and attack. The practitioner can choose to forgo the **Armor Class** bonus they receive for wielding an Energy Shield in battle to receive a +1 bonus to hit. This must be declared at the beginning of each combat round and lasts only one round. Alternatively, they can choose to suffer a -1 penalty to their attack and receive a +1 bonus to their **Armor Class** to represent a more defensive posture.

STAR SWORD TECHNIQUES

Because of their unique property as a weapon with a weightless blade of energy capable of cutting through most surfaces and being deactivated with a moment's notice, the weapon has several unique applications in combat. Some of them are detailed below and the referee is encouraged to develop more to suit their own campaign.

In order to learn a **Star Sword** Technique, a character proficient with a **Star Sword** must spend a reasonable amount of time studying and practicing a technique (typically 6 weeks). Tricks cost 500xp for the first, 1500 xp for the 2nd, 2500 xp for the 3rd, and 5000 xp for each other one they learn. Some example techniques are detailed below, though the referee is free to develop others to suit their campaign.

Blade Drop: By making a quick adjustment on the **Star Sword's** power regulator, they shorten the blade to a mere half-meter. This allows them to close in on their unsuspecting opponent, reverse their grip and get inside a target's defenses. This attack may be attempted once per combat. The **Star Knight** makes an attack with a +2 bonus to their "to-hit" roll, but inflict -3 damage.

Blurring Strike: This technique requires the **Star Knight** to keep their sword deactivated until the last absolute second before striking at foes. Having closed upon their unsuspecting foe, they can strike quickly and devastatingly. This attack can only be used once per combat, in the first round of combat. If the **Star Knight** wins initiative against their opponent, they can attack twice in that first round.

Deactivating Feint: A clever and quick **Star Knight** will sometimes deactivate his blade in mid-swing then reactivate the weapon a moment later, thus avoiding an opponent's parry all together and catching them by surprise. This technique allows a **Star Knight** to ignore any protection the opponent gains from a physical or energy shield.

Reflecting Defense: This technique is rare and difficult, as it duplicates the power of a potent **Meditation**. However, some dedicated **Star Knights** learn this ability before their supernatural powers have reached such a pinnacle. A character who has learned this technique may, once per fight, choose to ignore the damage from a ranged attack as they deflect the attack with their **Star Sword**. If they pass a **Saving Throw**, they can reflect the attack and make an

attack roll to cause it to strike an opponent. This technique can be learned multiple times, allowing additional uses in a fight.

Sunder Strike: This technique is often learned by those *Star Knights* who wish to end duels without killing their opponents. With a successful strike, the *Star Knight* can choose to force the opponent to make a *Saving Throw*. If the target fails, their weapon is destroyed (or shield if it is not an energy shield). If they pass, they suffer no damage.

Throw Star Sword: This technique is reserved for *Star Knights* who are able to make use of the *Telekinesis* Meditation. By using a very minor form of their telekinetic abilities the *Star Knight* can throw their *Star Sword* as a ranged attack while it is activated, with a range of 30 feet. The weapon can be summoned back to the *Star Knight's* hand in the same round.



Chapter 5

Star Sword Construction and Modification

Building your first blade is the final step in rebuilding your soul.

Master Jo'Leod Mcohn

Though they have an aura of mystery, **Star Swords** are simply technological constructs. A power cell is housed in a cylinder and when the weapon is activated, a meter-long laser beam springs to life from the tip of the handle through an emitter at one end. In most cases this emitter is surrounded by a hilt to protect the wielder's hand from slipping on the blade – but the designs of a **Star Sword** handle are as varied and personal as the **Star Knights** who wield them.

In spite of their simple design, **Star Swords** are remarkably difficult to construct. They require precise measurements and exact specifications. The slightest miscalculation can result in a non-functioning weapon – or worse, one that explodes when activated for the first time. Still, **Star Knights** must construct their own personal **Star Sword** to finish their training. Particularly powerful **Star Knights** construct several different **Star Swords** over their careers to reflect their diversity and broadened point of view as they walk further in **The Way**.

Constructing a Star Sword

To construct their own **Star Sword** a **Star Knight** will need to gather the components, which are surprisingly inexpensive and available at most modern cities and on most space stations. The construction itself is difficult. It requires the clearest mind, the keenest eye, and precise hands.

Construction typically takes 2d6 days and costs 50 credits in supplies. At the end of this time, the **Star Knight** makes a **Saving Throw**. If the **Saving Throw** is successful, the **Star Knight** has successfully constructed the **Star Sword**. With the referee's permission, the **Star Knight** can choose to accept a penalty to this saving throw to speed up the process. For every -1 penalty the **Star Knight** accepts, they may reduce the construction time by one day, up to a maximum penalty equal to their level. Thus a 6th level **Star Knight** could take up to a -6 penalty to their **Saving Throw** when constructing their **Star Sword** in order to reduce the construction time by six days. It always takes at least one day to

construct a **Star Sword** and the **Star Knight** must spend at least eight hours each day on this construction. Regardless of success or failure, the supplies are expended and in the case of failure will need to be replaced if the **Star Knight** wants to try again.

It is considered bad form for a **Star Knight** to carry more than one **Star Sword** (unless they are masters of Tryn'Das, if using the optional styles from **Chapter 4**), as it is seen as a sign of aggression and paranoia and the **Star Knight** may be drawing closer to **the Void**.

Other classes can also attempt to construct **Star Swords**, but it is very difficult for them. They suffer a -10 penalty to the **Saving Throw** when attempting to do so and it requires at least 5d6 days. They cannot incur additional penalties to reduce this construction time.

When playing with the alternative Meditation system, those characters with Meditation of the Blade gain a +2 to their Saving Throws when constructing or modifying Star Swords.

Modifying Star Swords

A **Star Knight** of at least 3rd level may attempt to modify their **Star Sword** in order to harmonize the weapon's energy output and balance the hilt. Doing so can alter the properties of their blade dramatically. The **Star Knight** must spend one week attempting this modification. They must then attempt a **Saving Throw** (modified as shown by the chart below) and pay a cost in supplies and tools in the attempt. If the saving throw is successful, they receive the modification. If not, the resources and time are expended, but the modification fails. A roll of 1 on any save results in the **Star Sword** exploding, causing 1d6 damage plus an additional d6 per point of modification.

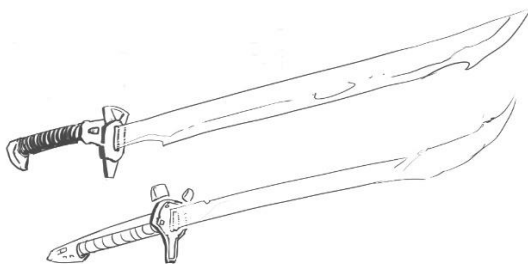
A **Star Sword** can only successfully receive five points of modifications.

Modifications must be performed in order, one modification at a time. So to reach five modifications the character will have to have successfully modified their blade five times.

Modification	Save Penalty	Cost	Time
1	-2	1000 cr	2d6 days
2	-3	1500 cr	3d6 days
3	-4	2500 cr	3d6 days
4	-5	5000 cr	4d6 days
5	-6	10000 cr	5d6 days

Modification	Effect
Accurate	+1 To Hit per Modification spent on it.
Armor Piercing	Ignore 2 points of Armor Class from worn armor or shields per point of Modification.
Brutal	+1 Damage per Modification spent on it.
Defensive	+1 to Armor Class per Modification spent on it.

*Example: Thade, a skilled **Star Knight**, decides to modify his **Star Blade**. First he decides to make his weapon more Accurate. Spending 1000 cr and spending 2d6 days, he makes a **Saving Throw** at a -2. Succeeding, the weapon gains a +1 **To Hit**. After a few adventures and some run ins with a potent **Void Knight**, he decides to make his second Modification and makes the weapon Defensive. He spends 3d6 days and another 1500 cr and makes a **Saving Throw** at a -3. After succeeding, his **Star Sword** grants a +1 to **Armor Class**. Many levels into his career, Thade has succeeded in making his weapon even more Accurate (for a +2 **To Hit**), Defensive (+1 to **Armor Class**), and Brutal (+1 to **Damage**). He attempts his fifth modification, trying to make the weapon Armor Piercing. After spending 10,000 cr and 5d6 days, he rolls a 1 on his **Savng Throw**! The weapon he's carried all these years explodes for 5d6 damage! If he survives, he will have to build a new **Star Sword** and start the modification process all over again. Only **The Way** can guide him to peace in this time of frustration!*



Chapter 6

Campaigns

*Our stories are told in the stars themselves.
Grand Master Skaitin Marle*

There are many uses for **Star Knights** in a campaign.

One of Few

In this style of campaign, the **Star Knight** is one of only a handful of such characters in the galaxy. Perhaps there was a galactic war or purge that left their numbers reduced to nearly nothing. This makes a player's character especially unique. Depending on why their numbers are reduced, it also can lead to the character being hunted by every bounty hunter going.

With this style of campaign, finding mentors to learn **Meditations** will be very difficult. Players may enjoy this or not, but it gives a definite tone to the setting. **Referees** may wish to include holo-teachers or computer programs characters can hunt down to include a method of learning abilities without putting more **Star Knights** into the campaign.

A goal for this style of campaign may be rebuilding the fallen order of the **Star Knights** or defeating the force that destroyed the order originally. **Void Knights** make good villains for this style of campaign.

Any concern for imbalance in the powers of **Star Knights** will be controlled by the rarity of trainers, the antagonists who hunt them, and the need for secrecy.

One of Many

In this setting, **Star Knights** are a common feature of the campaign. This is a good style of setting for a game where many players want to play **Star Knights**. In this campaign the **Star Knight** order is flourishing. Perhaps they exist as galactic peace keepers and mediators. Perhaps they are the front line troops of the galactic armies. Or perhaps they are simply a hyper-specialized combat order with many off-shoots and conflicting agendas.

This type of game can feature an entire party of **Star Knights** allowing a central theme for adventures to revolve around. Perhaps the characters hunt down the enemies of the order. Perhaps they serve alongside soldiers in some galactic

war. Perhaps they are more like ronin, wandering space lanes and fighting for whatever cause strikes their fancy. Or maybe they serve noble houses as specialist combatants, elite warriors in the endless wars of dominion. This would be an interesting option for allowing **Star Knights** to battle against one another.

Due to the fairly common nature of **Star Knights** in such a campaign, regular characters should be given access to more and better equipment. If normal equipment feels insufficient, making **Cybernetics** and a piece or two of **Advanced Equipment** being more common would help to make regular characters not feel overshadowed.

Things to Do Amid the Stars

What do **Star Knights** do exactly? That has a lot to do with the nature of **Star Knights** as a whole. Regardless of what the **Referee** decides is the nature of their order, there are a number of adventures for **Star Knights** to get involved with.

- **Galactic Troubleshooters:** The galaxy is a dangerous place and someone has to make it safe. This style of game would fit the 'knight errant' or 'wandering lawman' story tropes, as the **Star Knight** travelled from place to place fighting evil and protecting innocents.
- **Keepers of Ancient Knowledge:** A default assumption about **Star Knights** is that they are an ancient order. This means there are numerous ancient secrets and relics that may need to be found and safe-guarded or destroyed. This style of play is very similar to fantasy based magic-item hunting, but with a more clear historical context. It also allows the players to discover the hidden and ancient secrets of the universe of the **Referee**.
- **Rekindle the Fire:** If the **Star Knights** have been wiped out, or are a new order in the galaxy, then stories could revolve around finding new apprentices and (re)establishing the order. Working towards building a temple would be extremely important in this kind of story.
- **Galactic Police:** Similar to the Troubleshooter style game, only this time the **Star Knights** represent a well-known and recognized arm of the galactic government. Agents are sent to investigate crimes and deal with political incidents. This style of game allows for all manner of criminal and political hijinks and casts the characters as both detectives and diplomats (and often spies!).
- **Revenge Seekers:** If the order of the **Star Knights** has been destroyed, then perhaps the player characters are some of the only survivors.

Depending on the nature of their order's downfall, they may well want revenge. This style of campaign will typically be one of skullduggery and high action.

- **An Enemy Only You Can Face:** This is a difficult style of campaign to run unless everyone is playing a *Star Knight* or similar class. A new alien race (or vast group of *Void Knights*) threatens the galaxy and only the *Star Knights* can stop them. Perhaps they have no defense against *Meditations* or have strange powers of their own to use against normal humans, but regardless, the *Star Knights* hold the key to victory. Again, this is another high action kind of campaign that will have the player characters involved in many battles and possibly even leading armies before it is all finished.



Chapter 7

The Void

Light is a temporary aberration; the Void is eternal.
Void Knight Klasshic



Star Knights face many foes, but none more deadly and insidious than the **Void** and its champions, the **Void Knights**. **The Way** teaches a path of hope, inspiration, societal connection, and selflessness. Its dark mirror, **The Void**, is a philosophy of bleak nihilism that teaches that in a universe spiraling towards ultimate decay and entropy, only the self truly matters. Followers of **The Void** believe their interests and concerns are the only truths, the highest good; power is the only goal worth striving towards for only power allows one to achieve their desires.

Star Knights must seek to balance their desires and wishes with the needs of others. A devout knight would sacrifice their lives for or the sake of others. This self-sacrifice affirms their belief in selflessness and the importance of society, but they would also hope their death would serve as inspiration to others and light a beacon of hope in the darkness and despair.

A **Void Knight** would find such sentiment laughable. A **Void Knight** does not sacrifice or modify their emotions. They experience whatever they are feeling fully, reveling in the moment to indulge their desires no matter what the cost. They use their power to crush anyone who would dare try and stop them.

This is not to imply followers of **The Void** cannot be cunning and crafty. While some are truly mad with lusts and anger, many enjoy bringing destruction to something from within. They play the long game, infiltrating and destabilizing groups, orders, worlds and even systems. Along the way, they enjoy the comforts and wealth such devious politicking provides.

Corruption

Star Knights who fall to **The Void** typically do so incrementally. A heated moment of rage or desire leads to a dark act. In the future, a similar action may seem 'necessary' or prudent. Each act compounds the last, each lapse leads to a greater permissiveness in behavior, until finally the **Star Knight** believes all of their choices are just and right, no matter who suffers because of them. At that point, they are truly lost.

Most campaigns will either ignore this possibility or handle it entirely narratively. If a **Referee** decides to make corruption a potential danger for users of **The Way**, then the following rules can be used.



A character can suffer an amount of **Corruption** equal to their level (half their level rounded up for **Way Adepts**). This number increases by +1 if they have a 13+ in **Wisdom** and by +1 if they have a 13+ in **Charisma**. If they ever gain more **Corruption** than this, they must pass a **Saving Throw** or else permanently fall to **The Void** and become an **NPC**. Each additional **Corruption** gained over this limit requires an additional **Saving Throw** at a cumulative -1.

Characters gain **Corruption** in the following manners:

- Using **The Way** to cause great harm or suffering. *For Example, using Charm Person to humiliate, kill or enslave a person rather than achieve a truly important or worthy goal.*
- Performing an **Empowerment**.
- Swapping a prepared **Meditation** for an unprepared one of equal level.
- Performing acts of great evil or depravity (mass-murder, enslavement, etc).

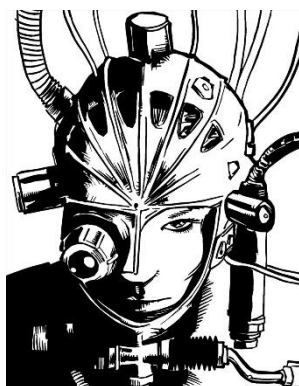
The Way is not a tool meant to cause suffering, so using it to inflict undue harm on others is a dark act. While some use of **The Way** in combat is acceptable, such as knocking a target back with telekinesis, using it to torture or cause undue pain is unacceptable.

Meditations are a reflection of inner peace and spiritual preparedness. In the heat of a moment, some practitioners of **The Way** are not willing to trust in the will of **The Way** and demand use of a power they did not previously prepare that day. As such, in a desperate situation, they may plumb the depths of **The Void** and call upon a power they had not readied for use. The power must be of the same level. This choice, often made for the best of reasons, still leads one down the dangerous path towards inner corruption, as the needs of the moment overtake one's trust in the will of **The Way**. Swapping a **Meditation** for an **Empowerment** results in 2 **Corruption**.

Depravity and evil are the marks of **The Void**. Forgetting one is connected to all things, forgetting one must serve as an example and bringer of hope and not fear, these are the ways of **The Void**.

Eclipse Knights

The **Empowerments** of **The Void** are dark perversions of **The Way**. Though their teaching is forbidden, some still learn or uncover them. A small group of **Star Knights** risk damnation to plumb the depths of **The Void** in order to understand, or overcome, their enemies the **Void Knights**. Those who walk this path willingly gain corruption for the power it brings, dancing on the edge of losing themselves forever to darkness. Their moods are dark and grim, and the slightest provocation can set them off into explosions of violence and depravity if they do not exercise the utmost control.



A character with half or more of their limit in **Corruption** may prepare an **Empowerment** per power level (for example, preparing one 2nd level **Empowerment** instead of a single 2nd level **Meditation**) and use them without gaining additional **Corruption** (unless used in a spectacularly horrific way). These must be prepared exactly as **Meditations** are normally, and cannot be spontaneously chosen or they will generate **Corruption** as normal.

Star Knights who reach this stage are often called **Eclipse Knights** and are viewed with much fear and concern by their brethren. Those who walk this path are mistrusted by allies and enemies both, for one could fall on either side of the

razor's edge at any time (for a mechanical impact of this distrust, see Appendix C).

Eclipse Knights are also more susceptible to the powers of **The Way** and lose their class benefit of a +2 to **Saving Throws** versus **Miracles** and **Gifts**. In addition, in times of high stress or anger, an **Eclipse Knight** may be required by the **Referee** to pass a **Saving Throw** (with modifiers based on how strong the stimuli are) or else give into an act that will gain them more **Corruption** if it is the easiest or most convenient means of achieving their current goal. For example, an **Eclipse Knight** who is interrogating a recalcitrant prisoner for time sensitive information may have to pass a **Saving Throw** or else give into the temptation for torture.

Most **Eclipse Knights** do not walk the middle road for long.

Removing Corruption

How dark, the stains upon one's soul?

There is no definitive answer. Each **Referee** must decide what feels right for their campaign. The only guiding rule is that it should be very difficult, if not impossible.

Several options are presented below:

- 1) Never. The stains of **Corruption** will linger with a character until they die or fall to **The Void**.
- 2) Great Sacrifice. The character must undergo some terrible penance and terrific sacrifice to remove **Corruption**. A grand quest and losing a level might suffice, for example.
- 3) Time Heals All Wounds. A character can remove **Corruption** with time and intense meditation. A month of downtime spent in quiet contemplation per point of **Corruption** would be about right. During that time, the character cannot use any **Meditations**, and if they do they must start their meditation period over.
- 4) People and Places. In the galaxy, there may be places and individuals strong in **The Way**. A 10th level **Star Knight** in a secluded temple, for example, or a planet with an ancient connection to the forces of **The Way**. Finding these people and places should be an adventure in and of itself. Once located, the character may have to undergo other trials to prove themselves worthy of purification. How long the purification takes is up to the **Referee** at this point. It could be instantaneous or take

time as in option 3 above. Perhaps option 3 can only happen after they special sites are located.

THE VOID KNIGHT

ARMOR CLASS	3 [16]
HIT DICE	5-10
TOTAL HIT BONUS	+3 (5-6 HD) +4 (7-8 HD) +5 (9+ HD)
ATTACKS	Star Sword (1d6+4) or Corrupted Energy (5d6)
SAVING THROW	14 (5 HD) 13 (6 HD) 12 (7 HD) 11 (8 HD) 10 (9 HD) 9 (10 HD)
SPECIAL	<i>Star Knight</i> Abilities, Corrupted Energy, Force of Will
<i>Movement</i>	12
HDE/XP	7/1,100 (5 HD) 8/1,400 (6 HD) 9/1,700 (7 HD) 10/2,000 (8 HD) 11/2,300 (9 HD) 12/2,600 (10 HD)

The dark mirror of the *Star Knight* is the *Void Knight*. Most *Void Knights* were once noble *Star Knights* who began to lust for greater power, which turned to *The Void* into new and terrible powers. This is not always the case, however, as some began as *Mystics* or *Alien Star Knights*. All *Void Knights* are able to use *Star Knight Meditations* at a level equal to their own *Hit Dice*. In addition, Void Knights may launch a bolt of *Corrupted Energy* from their hands that inflicts 5d6 points of damage up to three times (x3) per day. They can also attempt to psychically kill their opponent through *Force of Will* once (x1) per day; characters who fail a *Saving Throw* for this psychic attack are slain instantly.



There are many differences between followers of the **Void** and those who walk *The Way*. **Void Knights**, unlike their enemies, give themselves over fully to war and brutality. Their dark powers are not impeded by armor the same way as those of the meditative **Star Knights**. Because of this, they are full capable of wearing any armor and most wear the heaviest available.

EMPOWERMENTS

Though called **Corruptions** by the followers of *The Way*, the dark powers of **The Void** are called **Empowerments** by those who experience them intimately. Surrendering themselves to **The Void** and the pointlessness of existence, frees them from any restraint, doubts, or moral qualms about their self-aggrandizing actions.

Unlike **Meditations**, **Empowerments** do not have to be prepared ahead of time for use. A character can sacrifice a **Meditation** at any time to cast an **Empowerment** in its place. Doing so will cause a follower of *The Way* to gain **Corruption** as detailed previously. The **Referee** can determine which, if any,

Empowerments a *Star Knight* might have access to. Usually such knowledge is forbidden by the *Temples* but fighting *The Void* often enlightens warriors in the most unseemly of talents.

VOID KNIGHT EMPOWERMENTS

Level 1 Empowerments

Aura of Malevolence
Cause Fear
Inflict Pain
Void Choke

Level 2 Empowerments

Corrupted Energy
Dark Impulse
Overwhelm Senses
Surrender to Brutality

Level 3 Empowerments

Entropic Infection

Eyes of the Void
Shadow Step
Syphon Life

Level 4 Empowerments

Reveal Weakness
Thought Eater
Void Blood

Level 5 Empowerments

Bind Soul
Deadly Will
Master of Life

Level 1 Empowerments

Aura of Malevolence

Range: Self
Duration: 2 rounds, +1 round per level

The *Void Knight* exudes an aura of black malevolence so strong and palpable that they fill those around them with dread. To act against the *Void Knight* is unthinkable. Attempting to attack or otherwise harm a character using this power requires the attack to make a *Saving Throw* or else find their fear and hopelessness too much to take action against the character. If the *Void Knight* attacks during this duration, the effect ends.

Cause Fear

Range: 120 ft
Duration: 20 minutes

The **Void Knight** instills in a target creature within range an overwhelming sense of terror of their own purposelessness. This will cause them to flee the **Void Knight** if they fail a **Saving Throw**. The target will run away as fast as possible for the entire duration, using whatever abilities they possess to escape. If cornered, they will defend themselves normally (or at a penalty if the **Referee** feels it makes sense).

Targets of level 6 or higher are immune to this effect.

Inflict Pain

Range: 120 ft

Duration: 2 rounds, +1 round per level

With a glance, the **Void Knight** sends waves of agony to a distant target. If the target fails their **Saving Throw**, they suffer a -1 to their **Armor Class, To Hit, Saving Throws**, and **Damage**.

Void Choke

Range: 60 ft

Duration: Special

With this **Empowerment** the character focuses their telekinetic power on a small area, namely the throat of an opponent. If the target fails a **Saving Throw**, they suffer 1d6 damage and are rendered helpless as they are choking to death. Every round, they receive a new **Saving Throw**. If they succeed, the power stops, otherwise they continue to take damage and remain helpless. The **Void Knight** cannot take any action beyond concentration while this power is in use. If they are struck or forced to make a **Saving Throw**, it will break their concentration.

Level 2 Empowerments

Corrupt Energy

Range: 120 ft

Duration: Instant

This power allows the **Void Knight** to fire bolts of dark energy inflicting 1d6 damage per 2 levels/HD. The target can make a **Saving Throw** to take half damage.

Dark Impulse

Range: 120 ft

Duration: One hour

When nothing truly matters, why deny yourself anything? This **Empowerment** affects living bipeds of approximately human size, including most aliens. If the **Empowerment** succeeds (**Saving Throw** allowed), the unfortunate creature surrenders to their negative emotions; fear, hate, and anger. They might turn on and attack former friends, verbally castigate a close companion or loved one, or sacrifice any notion of honor out of fear of their own suffering during an interrogation. They regard the **Void Knight** as a trusted mentor and seek to please them. Otherwise this is similar to **Charm Person**.

Overwhelm Senses

Range: 120 ft

Duration: 90 minutes

This devious power is both a cruel tool of punishment and an addictive reward. The **Void Knight** sends waves of intense pleasure or pain at 1d4 target within 120 feet. Regardless of the sensations provided, the victim is effectively paralyzed for the duration of the effect, unable to act due to the crippling pain or pleasure unless they succeed at a **Saving Throw**.

If the **Void Knight** focuses on a single target, they suffer a -2 to their **Saving Throw**.

Surrender to Brutality

Range: Self

Duration: 30 minutes

The **Void Knight** surrenders themselves to wrath and anger, calling up every failure and defeat they have ever suffered. With this rage, they can now attack twice a round for the duration of the effect. If using a range weapon, they double the RoF.



Level 3 Empowerments

Entropic Infection

Range: 60 ft

Duration: Instant

All life will fall to entropy eventually, and with this power the ***Void Knight*** simply speeds this process along by riddling a target with disease and infection. The target must make a ***Saving Throw*** or else suffer a -2 to all ***Attacks, Saving Throws, and Armor Class***. They cannot be healed by ***Gifts*** or ***Meditations*** (except those that target diseases specifically) and will die within 4d6 days unless they receive treatment for the diseases and infections ravaging their bodies.

Eyes of the Void

Range: 120 ft

Duration: Permanent

Calling upon the infinite darkness of the ***Void***, the ***Void Knight*** blinds a foe so all they ever see is darkness. The target must make a ***Saving Throw*** or else be permanently blinded. Only ocular replacement (such as eye replacement or cybernetics) or potent mystical powers (such as ***Heal Other*** or Master rank ***Meditation of the Wise***) can restore the lost sight.

Syphon Life

Range: 120 ft

Duration: Instant

The ***Void Knight*** embodies the dark hunger of the ***Void*** itself. Pointing at a living target within range, they attempt to drain the life force to fuel themselves. The target must make a ***Saving Throw***. If they fail, they suffer 2d6 damage and the ***Void Knight*** heals the same amount of damage.

Level 4 Empowerments

Reveal Weakness

Range: 0 ft

Duration: Instant

With a glance, the ***Void Knight*** reveals their foes truth depths of cowardice. All targets within a cone 60' long and 30' wide at its end point must pass a ***Saving Throw*** or else flee from the ***Void Knight*** as quickly as possible for 30 rounds.

Shadow Step

Range: 360 ft/miles

Duration: Instant

A **Void Knight** can walk between the darkness of the stars now. With a thought they can travel safely anywhere with 360 feet of their current location (even a place they cannot see), taking anything (even another person) that they can carry. Targets who do not wish to travel with them can make a **Saving Throw** to avoid being dragged along.

When in space, either on their own or piloting a small space craft (no larger than a fighter), the **Void Knight** can use this ability to travel 360 miles in an instant. This travel is always safe and they do not need to see their final destination.

If they would accidentally appear in an object, they will simply appear in the closest safe space instead.

Thought Eater

Range: Touch

Duration: Instant

Entropy destroys thoughts as well as bodies and the **Void Knight** can use this to their advantage. If the target fails a **Saving Throw** the **Void Knight** can choose to erase or alter up to an hour of the target's memory. This could be as simple as removing the **Void Knight** from the target's thoughts, or rewriting a successful negotiation with aliens into a brutal attack warranting nothing more than total retaliation.

Void Blood

Range: 60 ft

Duration: Instant

No longer content to wait for entropy to corrupt a target's body, the **Void Knight** transforms the target's blood into a virulent poison. If the target fails a **Saving Throw** they collapse from the deadly poison and die.

Level 5 Empowerments

Bind Soul

Range: 60 ft

Duration: Special

The **Void Knight** binds the soul of the target, forcing them to complete a task or obey a long term command. If the target fails a **Saving Throw** the **Void Knight** can tell them a specific task that they will then be compelled to complete. Anything up to, but not including, suicide can be ordered by the **Void Knight** and the target will be forced to carry it out. When presented with the opportunity to do so, the target can make a **Saving Throw** to resist. If successful, they can avoid acting on the compulsion for one round. If used this way, the power lasts until the task is completed. If the task is open ended, such as 'protect me from all harm', or 'kill anyone but me who enters this spaceship', then it will last for one day per level of the **Void Knight**.

Instead of a task, the **Void Knight** can enforce a taboo upon the target, an action the target cannot take. There is no additional **Saving Throw** to allow breaking such a taboo. This will last for one day per level of the **Void Knight**.

Deadly Will

Range: 120 ft

Duration: Instant

The **Void Knight's** will is so strong and full of darkness that they can snuff out the light of others with a thought. The target must make a **Saving Throw** or else die from the psychic assault.

Master of Life

Range: Touch

Duration: Instant

The Way accepts that death is an inevitable part of life. Those who master the **Void** accept no such limitations. With this **Empowerment** they can restore life to a dead creature. The creature must not have been dead for more than seven days, and the body must be relatively intact (a missing head prevents the use of this ability). If the conditions are met, the **Void Knight** spends 10 minutes in meditation over the dead creature, filling them with the darkness of **The Void**. The **Void Knight** must succeed in a **Saving Throw** for this **Empowerment** to succeed. If they do, the target lives again! Any damage the body was suffering

at the time is repaired (though often cybernetic implants will remain, blocking off this healing process).

Any being returned to life by this ability will return under the effects of a **Bind Soul Empowerment** of the **Void Knight's** choice (if they do not choose the target will be bound to protect the **Void Knight** at all costs). There is no **Saving Throw** for this effect. If they choose to make the effect a taboo or an open-ended task, the duration is one month per level of the **Void Knight**.

Using this ability grants a follower of **The Way** two points of **Corruption** instead of the usual single point of **Corruption** gained from using an **Empowerment**.



Chapter 8

Knight's Panoply

Our tools, like ourselves, are but extensions of The Way.
Master J'ame Erniss

Star Swords are not the only items that serve the practitioners of **The Way**. Centuries of study and research have led to the development of many additional wonders or modifications to aid the **Star Knights** in their cause. Based on the particular campaign, these items may either be common or rare, depending on the prevalence of **Star Knights**.

In most cases, a non-**Star Knight** found owning these items would cause questions and suspicion on the part of members of the Order. They would want to know how such an item made its way into the hands of non-members. While a black market might be suppressed with all force of the local law, an individual is more likely to be offered recompense for the item unless it is shown they obtained it through murder. At the end of the day, a recalcitrant owner, or one with a good reason for ownership, will probably be recorded but otherwise left alone. Obviously, the nature of the campaign might change how this even is viewed by characters.

Weapon	Damage	Weight	Cost	Special
Star Sword	1d6+4	1 lb	100 cr	None
Double Star Sword	1d6+1	3 lbs	250 cr	Can attack once, or twice at -2/-2
Training Star Sword	1d6*	1 lb	50 cr	Causes only stun damage
Star Lance	1d6+4	5 lbs	500 cr	Defensive +1 to AC
Star Tanto	1d6+1	1 lb	100 cr	+1 to hit and AC

STAR SWORD: When not activated, a **Star Sword** looks like a chrome hilt with no blade. However, with the press of a button a meter-long beam of energy springs to life from it. This is the favored weapon of **Star Knights**, for which it is named.

DOUBLE STAR SWORD: Like a normal **Star Sword**, this weapon appears to be a chrome tube about twice the length of a normal hilt. The user can activate one or both ends, producing two blades, one at each end. The wielder can choose to strike with a single blade, or ignite both and attack twice (though at a -2 with each). While both blades are active, these weapons cannot be used with nor

benefit from Style VI, if the optional martial styles from **Chapter 4** are being used.

TRAINING STAR SWORD: Everyone has to learn somehow. This weapon appears identical to a regular *Star Sword* though its blade is dimmer (something recognizable to anyone proficient in *Star Swords*). Damage from this weapon will not permanently harm an opponent. If they are reduced to 0 *Hit Points* from damage by this weapon they will merely pass out for 1d6 rounds due to pain and shock. They will recover one such lost *Hit Point* a minute.

STAR LANCE: Though its handle is similar in length to a *Double Star Sword*, this weapon produces one, overly long blade nearly one and a half meters long. Because of its length and ease by which it can keep opponents at bay, a user gains a +1 to their *Armor Class* while using the weapon.

STAR TANTO: A rare side arm of some traditional *Star Knights* or those who master Style VI, if the optional martial style system in **Chapter 4** is in use. The *Star Tanto* has a slightly shorter handle and produces a shorter, less damaging energy blade about a third of a meter in length. The *Tanto* is a precise weapon, granting its wielder a +1 *To Hit* and it is designed expressly for quick and sudden parries, so it can grant its wielder a +1 to *Armor Class*. The character can receive only one of these benefits each round and must choose at the beginning of the round which they would rather use.

Armor Modification	Weight	Cost	Effect
Dura-Light Weave	+50%	x3	+2 AC versus Energy Attacks
Dura-Light Cloak	5 lbs	100cr	+2 AC versus Energy Attacks

DURA-LIGHT WEAVE: A rare material, dura-light weave is made from an unusual synthetic compound. Rumored to be from the Akashic Wars and possibly even originally created by the Vren themselves, this material possesses potent light bending and anti-energy properties. The material is embedded in cloaks or suits of armor and provides additional protection from energy based weapons (including lasers and *Star Swords*). Any item created with this material provides the wearer with a +2 bonus to their *Armor Class* when attacked by energy weapons. Further, it ignores any Armor Piercing quality a modified *Star Sword* might have.

Special Items

The following items are rarer than the above. Often, even in a setting where **Star Knights** are common or respected, these items can usually only be found in **Star Knight** enclaves or temples. Otherwise these can only be found buried or lost, or in the hands of thieves or murderers.

Special Items	Weight	Cost	Effect
Crystal, Attunement	1lb	500-1500 cr	Teaches Focused Meditations
Crystal, Discipline	1lb	3,000 cr	Doubles duration of Meditations
Crystal, Enlightening	1lb	1-5,000 cr	Grants bonus Meditations
Crystal, Reaching	1lb	2,500 cr	Doubles range of Meditations
Healer's Focus	1lb	200 cr	Improves healing attempts
Lens of Sight	-	300 cr	Detects the presence of mystical forces
Sash of Protection	1lb	5,000 cr	Provides protection to a Star Knight
Thought Stones	1lb	300 cr	Send and receive thoughts

CRYSTAL, ATTUNEMENT: These beautiful luminescent crystals contain mental imprints from Master teachers of **The Way**. Each will contain between 1-3 **Focused Meditations** the owner can learn over time. If not using **Focused Meditations** but the **Referee** is treating the new **Meditations** as secret lore, then they can substitute 1-3 new **Meditations** instead. It takes a month of meditation to learn the powers contained in the Attunement Crystal. They cost 500 cr per **Meditations**.

CRYSTAL, DISCIPLINE: These blue-white crystals are highly sought after by anyone with talent in **The Way**. When worn or in contact with the character's skin, this stone will double the duration of any **Meditation** they perform that has a duration longer than Instant.

CRYSTAL, ENLIGHTENING: These small crystals glow based on how much power they contain. Enlightening crystals are rated from one to five. When focusing their mind to regain **Meditations**, a **Star Knight** can use an Enlightening Crystal to prepare additional **Meditation** levels equal to the crystal's rating (so a rank 3 crystal could provide one 3rd level **Meditation** or a 1st and 2nd level **Meditation**). A **Star Knight** can use more than one crystal when preparing their **Meditations** however they cannot gain more than one extra **Meditation** per **Meditation** level they have access to. Enlightening Crystals cost 1,000 credits per rank, up to rank 5 for 5,000 credits.

CRYSTAL, REACHING: These purple stones improve the potency of any ranged **Meditation**. When worn or in contact with the character's skin, this stone will

double the range of any **Meditation** they perform that has a range greater than Touch.

HEALER'S FOCUS: A small set of crystals, usually tied together as an armband. When performing **Meditations** that heal damage, a character rolls twice and takes the better result.

LENS OF SIGHT: This crystal lens is often supported by a crystal studded cord. If held over an eye, the wearer can see any **Miracles** or **Gifts** in use within 60' as a dim glow around the person or object that is the focus of the power.

SASH OF PROTECTION: This sash is interwoven with ancient technology and resonant crystals. When worn by a character connected to **The Way** or **The Void** it provides a bonus +1 to **Armor Class** and **Saving Throws**.

THOUGHT STONE: These stones come in a pair, and allow any two **Star Knights** to communicate over any distance by sending surface thoughts.

Ships of The Way

THE KNIGHT FIGHTER, KENRICK-CLASS STUNT FIGHTER

Armor Class: 2 [17]
Hit Points: 20
Shield Strength: 2
Movement: 18
Targeting: +1
Attack: Laser Cannon (4d6) [pilot-linked]
Modifications: Proton Missiles (Optional)

Named for famed Star Ace Drawden Kenrick, the "Knight Fighter" is favored by Star Knights and Aces for its amazing speed and extraordinary maneuverability. It sacrifices heavier shielding and a reinforced hull and instead relies on the Star Knight's instincts and lightning reflexes for combat effectiveness. Because of its fragility it is not typically used by other pilots, who favor a more durable ship

ACADEMY CRUISER, MERLIN-CLASS STAR CRUSIER

Armor Class: 5 [14]
Hit Points: 85
Shield Strength: 5

Movement: 6
Targeting: +1
Attack: Laser Cannon x 2 (4d6)
Modifications: Faster-than-Light Drive, Tractor Beam

The Academy Cruiser is literally a flying temple and school used by Star Knights to travel the galaxy. They offer facilities to house up to one hundred students and also include lecture halls, libraries, gymnasiums, holographic simulators and meditation chambers for all who travel the stars while studying the Way. While the Academy Cruiser is not heavily armed, the staff is almost always comprised of at least a dozen Star Knights of at least 4th level and six Star Pilots who maintain a squadron of Kenrick-Class fighters in the cruiser's hanger.

STAR KNIGHT BATTLE CRUISER, ANDRES-CLASS BLOCKADE RUNNER

Armor Class: 2 [17]
Hit Points: 100
Shield Strength: 8
Movement: 6
Targeting: +3
Attack: Heavy Laser Cannon x 6 (6d6)
Modifications: Faster-than-Light Drive, Automated Weapons (6), Shield Capacitor, Ion Charge (3)

The Andres-Class Blockade Runner is the warhorse of Star Pilots. Its reinforced hull and heavy shielding means it regularly wades into the thick of battle before releasing squad after squad of up to 64 Kenrick-Class fighters. It then offers support to these zippering fighters with ion bombardments and automated heavy cannon fire. More than once, the presence of an Andres-Class Blockade Runner has meant the difference between victory and defeat against the enemies of the Star Knights.

Appendix A

Focused Meditation System

The paths away from truth are many; the paths to truth are infinite.

Master Mic-ahn Amej

The system presented here is a fairly radical departure both from the existing system and from the standard OSR treatment of powers and abilities. I hope you enjoy it and find it useful.

I've taken a pretty drastic change in how powers are handled. Ye Olde Game and its clones are, at heart, resource management games. While that works great for dungeon adventures and even some other genres, it's kind of thematically at odds with science fiction settings, especially space operas, which are more about the adventure and less about tracking things like ammo or spells.

While the goal was to make a system that recalled a certain specific series of movies, comics, cartoons, and video games, it is impossible to really capture exactly any version of the media's depictions of their version of **The Way**. What is amazing and suitable to a narrative where there is complete authorial control, could be unplayable in a game. I kept an eye towards emulating the media while keeping things in check and playable, so **Star Knights** do not completely overwhelm other characters.

Upon viewing this system, some may be concerned the **Star Knight** has too many powers to keep track of, especially at high level. Also there may be concern about them overwhelming normal characters. In a fantasy based campaign, this would be a reasonable concern. However, in a science fiction milieu where even a first level character potentially has access to laser rifles, powered armor, cybernetics, and numerous other technical gadgets depending on the campaign, normal characters also have access to a plethora of options and abilities.

Under this system, a player does have numerous powers, but unlike normal **Meditations** they are static and unchanging. The player makes a decision upon gaining the **Meditation**, records the details, and then plays. With the default system they have to change their powers from day to day and remember the details of numerous options at the table. Both ways work fine of course, this one simply avoids the decision point delay (preparing daily powers) and allows the player to focus on only learning a small subset of potential power choices.

For ease of presentation, *Star Knight* is used here to refer to any class using *Meditations*.

Overview

Star Knight's mastery of the mysterious power of *The Way* sets them apart from others. Each *Star Knight* focuses their learning on different aspects of *The Way*, for it is impossible for anyone to master all elements of *The Way*. Within their focus, they learn *Meditations* that allow them to master themselves and the world around them. Once a *Meditation* is learned, the *Star Knight* can use it at will.

Characters

Characters created under this alternate Meditations system use all the rules for their classes as presented earlier in this book (and in the original White Star rules) with the following exceptions:

- Instead of following the character's standard Meditation Advancement Table, they use the Focused Meditation table (below) appropriate to their class
- The character uses the new rules for Meditations which follow

The first Meditation a Star Knight gains is called their Primus ability. There is a potential for Star Knights (depending on their class) to gain a number of additional Meditations as they gain levels. In the order of attainment, these are the Secundus, Tertius, Quartus and Quintas abilities. Mystics also gain a Sextus ability.

Once a Meditation is learned, it continues to improve as the Star Knight gains levels, according to the appropriate class table below:

STAR KNIGHT FOCUSED MEDITATIONS					
Level	Primus	Secundus	Tertius	Quartus	Quintus
1					
2	Apprentice				
3		Apprentice			
4	Student				
5		Student	Apprentice		
6	Teacher				
7		Teacher	Student	Apprentice	

8	Master			
9		Master	Teacher	Student
10	Grand Master			Apprentice

MYSTIC FOCUSED MEDITATIONS

Level	Primus	Secundus	Tertius	Quartus	Quintus	Sextus
1	Apprentice					
2		Apprentice				
3	Student					
4		Student	Apprentice			
5	Teacher					
6		Teacher	Student	Apprentice		
7	Master					
8		Master	Teacher	Student	Apprentice	
9	Grand Master					
10		Grand Master	Master	Teacher	Student	Apprentice

WAY ADEPT FOCUSED MEDITATIONS

Level	Primus	Secundus	Tertius
1			
2			
3	Apprentice		
4			
5		Apprentice	
6			
7	Student		
8			
9		Student	
10	Teacher		Apprentice

Learning Focused Meditations

Referees can decide on how difficult they want learning more powers to be. The simplest method is to simply allow characters to choose new **Meditations** when they reach the appropriate level, assuming the character has an off-screen mentor who teaches them when leveling up. This is good for fast and furious campaigns with little down time.

Alternatively, the **Referee** may require the character either spend time with an NPC (or PC) mentor who has learned the desired ability at Teacher rank or higher. The NPC must be paid as an **Assistant** and it takes two weeks times the number of **Meditations** the character will now know. In other words, for a character to learn their **Secundus** power requires hiring a teacher for four weeks, while one learning their **Quintus** power takes ten weeks.



If the character does not have access to a mentor, they may, if they have some sort of training resource, teach themselves, but it takes twice as long. This system works great for campaigns with long periods of downtime or as a means to keep the **Star Knights** more balanced against their mundane fellows. Some mentors accept favors or send the **Star Knight** on quests instead of payment, which is a great motivating factor for PCs.

Once a **Meditation** is learned, it continues to improve as the **Star Knight** gains levels, according to the table below.

Power Stacking

Many *Focused Meditations* provide similar benefits, as there is more than one way to achieve the same goal. In general, if an ability provides a modifier (such as +1 to *initiative*) then those abilities should stack. A character who is both physically faster, and can see the future, should in fact be more likely to go first (or dodge a bullet, etc.).

Abilities which provide a flat bonus (such as immunity, the ability to make two attacks, or half damage) generally do not stack, unless the *Referee* feels they should and determines a mechanical way for them to do so.

Conflicting Powers

When users of *The Way* contest their powers, you must compare their power ranks. If one is superior (a Master contesting a Teacher or Student ranked character), their power wins and the other character's power has no effect (or reduced effect at the *Referee's* discretion). If the two characters are equal ranked, then they must both make a *Saving Throw*. If they both win the powers should both take partial effect if the *Referee* can work out a way for them to both function. If they both lose, neither succeeds in their goal. If one wins and the other fails, their power takes precedence.

Boosting Powers [Optional]

As an optional rule, followers of *The Way* may boost their powers temporarily, though it is a dangerous prospect. This comes in two varieties, boosting their rank to achieve a higher level effect, or attempting to utilize their power in a nonstandard fashion.

To boost their rank, the *Star Knight* must pass a *Saving Throw*. If successful, they can use their power at one rank higher than normal. If the power is a constant ability, they may use it for one Turn. If they fail the *Saving Throw*, then they exert themselves too much. At Student or Teacher rank, this exertion leaves them with a -2 *To Hit* and *Saving Throws* for one hour. If they fail at Teacher or Master rank, in addition to the penalty, they also suffer 1d6 damage.

Alternatively, a *Referee* might simply inflict the damage at all ranks, making it a very dangerous prospect for low level *Star Knights*.

For example, Jephth Cal, a sixth level Star Knight is a Teacher of The Meditation of Force. Wounded in a battle with a Void Knight, he tumbles off a gangway to escape certain death at the hands of the evil warrior. The fall down the ventilation shaft is over 100', and the 5d6 damage he'll take landing could easily kill him (as a

*Teacher ranked character he ignores the first 50' of damage). He attempts to boost his power, hoping to survive the fall. Jephth rolls an 11 and makes the **Saving Throw!** He hits the ground lightly, suffering no damage. Had Jephth failed the roll, not only would he have taken the falling damage, he would have taken an additional 1d6 damage and then suffered the exhaustion penalty for an hour. Assuming the fall didn't kill him.*

Using their power in a nonstandard way is slightly different. The character can only create an effect one rank lower than their maximum rank in the particular meditation. They must pass a **Saving Throw**. Failure is as above. Success allows them to temporarily use their new aspect of the meditation. The referee determines how long they can use it, anywhere from a round to several hours, depending on the nature of the effect they are creating. Typically attacks should only be used once, while defensive or utility abilities might last much longer.

*For example, Niri Padma, a 9th level **Star Knight** is traveling with her companions when they are ambushed. As a Grand Master ranked user of **The Meditation of Force**, she asks the **Referee** if she could cloak her companions in a telekinetic ward to help protect them. The **Referee** considers and decides this would be a Master ranked ability, if it existed, so allows her to try. She succeeds in her **Saving Throw** so the **Referee** says she is successful in granting them all the benefits of the shield (+1 to AC and some **Saving Throws**), and it lasts for one Turn. Had she failed, she would have suffered 1d6 damage and the exhaustion penalty.*

Mystic Unique Meditations

Since their class ability of learning unique **Meditations** relies on the normal power system and is not compatible with **Focused Meditations**, this ability must be handled differently when using **Focused Meditations**. **Mystics** instead gain a handful of unique powers as they gain levels, choosing powers from a small list. These powers are either permanent or, if they are offensive in nature, can only be used against an opponent once per hour. Once an ability is chosen, it is a permanent aspect of the character and cannot change.

At level three, they gain one of the following abilities:

- **Decipher Text:** The **Mystic** can read and understand any written language though it does not grant an ability to speak unknown languages.
- **Drowse:** With a flick of their fingers, the **Mystic** can cause a target of 4+1 HD or less within 60 feet to fall asleep for one hour. The target gets a **Saving Throw** to avoid the effect and if passed, the power cannot be used on them again for an hour.

- **Light:** The character can choose to glow from within, or cause an object they touch to gleam with brightness. This light has a radius of 20 feet and can be turned on or off at will.
- **Purifying Touch:** When the character touches food or drink they remove all spoilage, poisons, and impurities from it.

At level five, they gain one of the following abilities:

- **Float:** The *Mystic* can float up or down at 6 feet per *round*, but only vertically.
- **Key Mastery:** The *Mystic* can close or open any sealed door, lock, or window with a touch. If they use the power to close a door, only they can open it unless a *Dispel Effect*, *Seal*, or similar ability is used on the door.
- **Reflection:** With a moment of concentration, the *Mystic* surrounds themselves with 1d4 phantom visions of themselves. Whenever an opponent attacks with melee or ranged attacks they will strike one of these phantoms first. After the phantoms are destroyed, it takes two hours before the *Mystic* can summon them again.
- **See The Unseen:** The *Mystic* can see anything invisible or hidden within 60', whether through mystical or technological means.

At level seven, they gain one of these abilities:

- **Night Sight:** The *Mystic* can now see 60' in complete darkness.
- **Nonbeing:** The *Mystic* hides their life force in such a way that they can no longer be sensed or detected by mystical or mechanical means. Only naked eyes can see them, only naked ears can hear them unless they actively choose to be seen. Negating this power means they cannot use it again for an hour.
- **Sight Beyond Sight:** The *Mystic* can form a link between themselves and another individual by concentrating for 10 minutes. If the target is unwilling or unaware, they can make a *Saving Throw*. So long as the target stays within 60', the *Mystic* can see whatever the target sees. If the *Mystic* desires to work with another target, they must spend another 10 minutes concentrating with them.
- **Star Flight:** The *Mystic* can now fly at a *Movement* of 120 feet per *round*.
- **Water Breath:** The *Mystic* can now breath underwater.

If using the 20 level fantasy version of the class in Appendix B, they can gain the following additional abilities.

At level eleven, they gain one of these abilities:

- **Charm Creature:** With intense concentration, the **Mystic** can influence the will of even the largest animals and alien creatures. If a target within 60 feet fails a **Saving Throw** they will fall under the influence of the **Mystic** as though under a *Charm Person Meditation*. If the target passes their save, this power cannot be attempted on them again for 24 hours.
- **Scry:** The **Mystic** can focus their sight on a distant creature, object, or place. The more familiar the target is, the clearer the vision will be. The character must fully concentrate and remain stationary to use this ability and it can last for a maximum of ten minutes. The vision allows the character to see and hear the target for the duration as though they were present. No other powers can be used through the vision. This power can be used three times a day.
- **Shapeshift:** The **Mystic** can shape their flesh as simply as they can shape their thoughts. Once a day, for up to an hour, they can take the form of any other living creature they have seen or an object with no more than roughly twice their mass. While in the form of an object, they can sense as though using their normal senses, but lack any ability to move or manipulate objects. A living form cannot have more **Hit Dice** than the character has levels. The **Mystic** gains any physical capabilities of the new form (such as attacks per round, physical attacks, **movement**, **Armor Class**, and mundane abilities such as the ability to breathe water or fly with wings). They do not gain any supernatural abilities the form may possess however. The new form can last for up to 60 minutes plus 10 minutes per level. The **Mystic** can end the power before the duration expires but this ends the power for the day.
- **Star Shield:** The **Mystic** can form a shield around themselves that protects them from all spells, **Gifts**, and **Meditations** of levels 1 through 3 and **Focused Meditations** of Teacher rank or lower. This protection lasts only one round a level and can only be used three times a day.

At level thirteen, they gain one of the following abilities:

- **Adaptation:** The **Mystic** is now immune to the effects of dangerous environments. They no longer need to breathe and are unaffected by extremely hot or cold environments. Even intense pressure, radiation, and vacuum have no effect on them. They still suffer damage from direct attacks (*fireballs, cone of cold*).

- **Call World Servant:** The *Mystic* summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to follow commands. The elemental obeys the *Mystic* only for as long as the caster concentrates on it; and when the caster ceases to concentrate, even for a moment, the elemental is released and will attack its former master. This power can be used once a day and lasts until the creature is released or slain. The attributes for Elementals can be found in *Labyrinth Lord, Swords & Wizardry Complete*, and most fantasy based OSR products.
- **Star Walk:** With this power, the *Mystic* can step between the spaces of the world and instantly travel to any location they are personally familiar with and have visited before, regardless of distance. This power can be used only once a day.

At level seventeen, they gain one of the following abilities:

- **Deep Knowledge:** By meditating on a person, place, or thing that had a significant impact on history, a *Mystic* can learn deep and hidden truths. If the person or thing is at hand, or if the caster is in the place in question, the casting time is 1d6x10 minutes. If the caster has only detailed information on the person, place, or thing, the casting time is 1d10 days. If only rumors are known, the casting time is 2d6 weeks. During the manifestation of the power, the *Mystic* can only engage in routine activities: eating, sleeping, and so forth. When completed, the divination brings legends or information about the person, place, or things to mind, but always in the form of riddles, puzzles, symbols, or other obscure forms that must be reasoned or intuited to understand. If the character is attacked or otherwise disturbed while trying to use this power, it is disrupted and no information is gained. This power cannot be manifested again if the character is using it on a different topic until either they gain the knowledge or the power is disrupted.
- **Dissipation:** The physical world exists only as a distraction from *The Way*. With concentration, the *Mystic* can cause up to ten cubic feet of physical material in 60 feet to cease to exist. This ability can only be used once a day and never on organic objects. At the *Referee's* discretion, some particularly advanced materials or robots might get a *Saving Throw* to resist this effect.
- **Star Mirage:** The character can project an image of themselves anywhere within 240 feet that mimics their every action. Any power

the character uses will appear to originate from the image. This power lasts for one hour and can be used once a day.

STAR PILOT MEDITATIONS

The Way of the Pilot is another class ability that, as written, does not work the *Focused Meditations*. In order to use that class with these abilities, all *Star Pilots* must take *The Meditation of the Pilot* as their Primus *Meditation*.



Focused Meditations

Meditation of the Blade: This meditation grants the character a greater mastery of the fabled *Star Sword*. Not only does the character learn how to create their own weapon and summon it to their hand, they also become more dangerous with the weapon.

Meditation of the Blade	
Apprentice	- Learn to craft a <i>Star Sword</i> so long as you have access to proper tools and parts at a cost of 50cr. See Chapter 6 for more details. - You can instantly call your <i>Star Sword</i> to hand from anywhere within 10 feet, effectively treating yourself as already armed if the weapon is within range.
Student	You gain an additional +1 to hit and damage with <i>Star Swords</i>.
Teacher	You gain the ability to deflect missile attacks from personal weapons, taking no damage while doing so as long as you are holding a <i>Star Sword</i>. You can deflect one such attack per round.
Master	- You gain an additional +1 to hit and damage with <i>Star Swords</i>, stacking with the Student level ability. - If you reduce a target to zero hit points, you may immediately attack another target within 5 feet. You can do this up to one time per level in a round if you continue to down opponents. - You can now deflect two missile attacks a round.
Grand Master	- You gain the ability to reflect attacks made with a laser weapon back at the attacker with a successful <i>Saving Throw</i> for each attack against you. The attacker must then make a <i>Saving Throw</i> to avoid their own attack. Alternatively, if you pass the initial <i>Saving Throw</i>, you may redirect the attack to a location of your choosing (if it is a different target you must make an attack roll to successfully strike them). You may perform this ability as long as you are holding a <i>Star Sword</i>. - You can throw your <i>Star Sword</i> up to 100' away and have it return to your hand after striking a target. This effectively allows you to use the blade as a ranged weapon. - When fighting with a <i>Star Sword</i>, you may make two attacks a round (these can include throws). - You can deflect or reflect three missile attacks a round.

Meditation of the Body: One of the most common powers among *Star Knights*, this meditation allows the character to master their body and push it to inhuman limits.

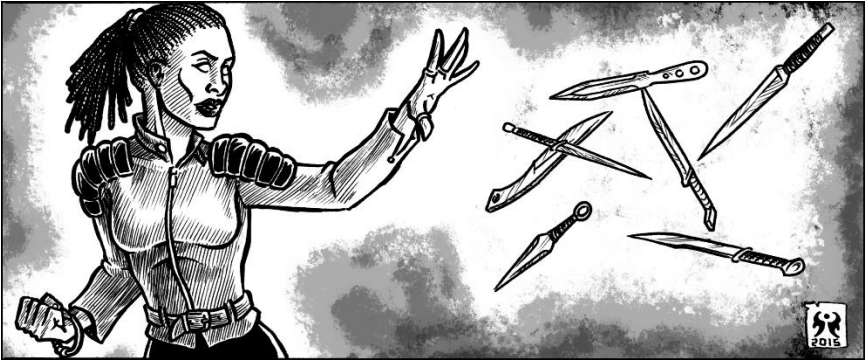
Meditation of The Body	
Apprentice	- You have learned to slow your breathing, heart rate and other metabolic functions. You can hold your breath twice as long as a normal person, eat and drink half as much, and only need to sleep 4 hours a day. You heal twice as fast from rest and medical treatments. - Additionally you gain a +2 to Saving Throws versus poisons, toxins, diseases, and pain effects.
Student	- Your movement increases by +3. - You can move with such grace and stealth that you surprise opponents on a 1-3 on a d6. - You can hold your breath for one hour without difficulty. - By meditating for one turn after taking damage, you may recover 1d6+1 hit points. This ability can only be used once on any set of wounds (damage gained from a single fight or incident), and does not function again until you suffer more damage. - You inflict 1d6-1 damage in hand to hand combat.
Teacher	- You can channel your power into your physical abilities, granting you an additional +1 bonus to Strength, Constitution, or Dexterity for one Turn (treat your attribute bonus as one higher for all purposes, not your attribute score). This power can only be used once an hour. - Your stealth continues to improve, allowing you to surprise opponents on a 1-4 on a d6. - You can survive without oxygen for up to six hours and can survive in arid deserts or arctic conditions without discomfort (though you still suffer damage from cold or fire effects). - You can balance on a wire and climb even sheer surfaces on a 1-5 on d6 (you automatically succeed climbing regular surfaces with handholds). - By meditating for one turn and touching a wounded target, you may heal 1d6+1 hit points. This ability can only be used once on any set of wounds. - You inflict 1d6 damage in hand to hand combat.
Master	Your move increases another +3.

	• You are immune to poison, toxin, and disease. • You age at 1/5th the rate of your race. • You only need one seventh the food and water other need (you only need to eat and drink one day out of every week). • You sleep only 2 hours to become fully rested. • You surprise opponents on a 1-5 on d6. • When recovering damage (as the Student level ability) you recover 2d6+3 hit points. • You inflict 1d6+1 damage in hand to hand combat.
Grand Master	• When you channel your physical abilities, the bonus is +2 instead of +1. Alternatively, you can choose to boost all three by +1 instead. • You age 1/10th the normal rate of your race. • You only need to eat or drink once a month. • You take half damage from elemental effects (fire, cold, etc). • You are immune to vacuum and can survive unaided in space. • When struck by energy weapons (including Star Swords), you may make a Saving Throw to take half damage. • Your speed is such that you gain an additional +6 to movement and can make two attacks in a round.

Meditation of Force: This meditation is one of the flashiest of all *Star Knight* powers, the ability to manipulate objects at a distance.

Meditation of Force	
Apprentice	- You can lift an object you can see within 50' with your mind, so long as it weighs 10 lbs or less. This requires concentration and you are unable to take other actions. If the object is held or worn by someone, they get a Saving Throw to resist your power. At this level, you lack any fine manipulation ability and can only lift complete, solid objects. You lack the accuracy to push buttons or perform other forms of fine manipulation. - When falling you can cushion the blow. Ignore damage from the first 10' you fall.
Student	- Your mind can push or pull targets, throwing opponents away from you or drawing them towards you. If the target, who must be within 30' of you, fails a Saving Throw, then you can push or pull them directly towards or away from you. If a target is pulled towards you, you can immediately attack them with a +2 bonus. Pushing them away from you, you can throw them up to 30 feet away. If they strike a hard object such as a wall, or you throw an object into a target with a push, they suffer 1d6 damage. - Your ability to move inanimate objects improves allowing you to lift and manipulate objects up to 100 lbs and 100' away. These objects move at your Movement. - You may perform prodigious leaps, thirty feet horizontally or fifteen feet vertically. - Ignore damage from the first 30' you fall.
Teacher	- You can cloak yourself in a telekinetic shield, gaining a +1 to AC and +1 to saves versus physical and energy threats. - You can lift and manipulate objects up to 500 lbs. Creatures receive a Saving Throw every round they are held like this to throw off your control. Being held does not prevent them from attacking if someone is in range (such as shooting with a gun). - You can launch a telekinetic assault on a target. It requires you being able to see a target within 100' and making a to-hit roll, using your Wisdom modifier as a bonus to hit. If successful you inflict 1d6+1 damage. - Ignore damage from the first 50' you fall.
Master	You can lift weights of up to a ton with your mind, including using your push/pull ability on such objects. Anyone struck by an object or thrown against something hard suffers 1d6+2 damage. Further, you can use this power against one target per two levels so long as they are within

	5' of each other. Creatures lifted and held in place receive a Saving Throw every round they are held like this to throw off your control. - In addition, you gain fine, manipulative control. You could lift and fire a laser gun, or use your Star Sword and attack at range (using your Wisdom modifier instead of Strength). You can throw your Star Sword and have it return to your hand after attacking a target up to 100' away. - You can leap 60' horizontally and 30' vertically. - As long as you are conscious, you no longer take damage from falling.
Grand Master	- You can lift objects as large as a star fighter with your mind alone. Creatures receive a Saving Throw every round they are held like this to throw off your control. - Your telekinetic shield provides +2 to AC and saves versus physical and energy threats. - When performing a push/pull, you can choose to affect any number of targets within 30' at once. - At this rank, striking a target with your telekinesis, whether directly rending them or throwing about with a push, inflicts 2d6 damage.



Meditation of the Mind: This power allows the *Star Knight* to control both their own minds and influence the minds of others.

Meditation of the Mind	
Apprentice	At this level, you learn to gird your mind from the distractions of life and the influences of others. You gain a +2 to all Saving Throws to resist effects that detect or influence your mind or emotions.
Student	Your will strengthens to the point of actually impressing your thoughts briefly upon the mind of another. You can send a thought of no more than seven words to a target you can see within 60'. This requires complete concentration (no other actions that round).
Teacher	- You can hear the thoughts of others within 60', if you concentrate, regardless of line of sight. You only 'hear' surface thoughts. - You can convince a target of a single fact if they fail a Saving Throw. You must be able to speak to the target (they must be willing to listen) and the fact must take no more than seven words to say.
Master	- At this level, you may send and receive thoughts to any target within 360' even if you cannot see them. This no longer requires concentration. A target only receives a Saving Throw if they have a reason to believe their minds are being read and they actively resist you. If successful, their mind is closed to you and cannot be read for a full day. - In addition, you can force a living humanoid creature to fall under your sway for an hour by concentrating and if they fail a Saving Throw. You cannot attempt to use this ability on the same target more than once a day, and you may never have more targets influenced than your Charisma would allow you to have Assistants.
Grand Master	- Your will is indomitable. You cannot have your mind influenced by any effect, mundane or supernatural, unless it is a power equivalent to another Grand Master. Even then, you gain an additional +2 to your Saving Throw (+4 total). - You may force large creatures and massive beasts under your sway for an hour if they fail a Saving Throw. When using this power on humanoids, you may influence 3d6 at once. Otherwise this is limited as the Master Level power. - Finally, when reading other's minds, you may delve more deeply and retrieve hidden or concealed memories, though they always receive a Saving Throw unconsciously, when this power is used.

MEDITATION OF THE PILOT: This power is almost unique to the *Star Pilot* and must be the first *Meditation* they learn. No other class can choose this as their Primus or Secundus power. With it, a pilot skilled in *The Way* can fly and react better than most mundane pilots.

Meditation of the Pilot	
Apprentice	<i>The Way</i> guides your actions. You gain a +1 bonus to either your <i>Armor Class</i>, <i>Movement</i>, <i>Shield Strength</i>, or <i>Targeting</i> when piloting a vehicle. This bonus can be switched to a different element at the beginning of each new round.
Student	Your reactions improve dramatically behind the controls of a ship. You gain a +1 to <i>Initiative</i> in <i>Starship Combat</i>.
Teacher	You now improve two attributes by +1 when piloting a vehicle.
Master	Your reflexes and precognitive senses are such that you can perform feats of dangerous acrobatics to avoid damage to your ship. Anytime a ship you pilot takes damage, but before it is rolled, you can choose to ignore half of the damage. The physical and psychic strain of these maneuvers is such that, unfortunately, you take the damage instead.
Grand Master	- You can now improve three attributes by +1 when piloting a vehicle. - When you roll a 20 on a vehicle weapon attack, you can ignore shields (or inflict double damage if shields are down).

Meditation of the Senses: This meditation allows the *Star Knight* to heighten their senses and feel and detect things hidden from mundane senses. They become aware of the practitioners of *The Way* near-by (unless the individual makes a *Saving Throw*, in which case they cannot be sensed for at least a day or until they knowingly allow the character to detect them). This power only grants them a vague idea of direction and distance, not a specific pin-point awareness. As their power with this meditation grows, they can eventually locate known users of *The Way* across the vast distances of space!



Meditation of the Senses	
Apprentice	- You are attuned to your surroundings better than most. You have a -1 to surprise rolls (normally only surprised on a 1) and gain a +1 to initiative. - You can sense the presence of other users of <i>The Way</i> or <i>Gifts</i> within 50'. You only know they are there and their rough distance. Characters gain a <i>Saving Throw</i> to avoid detection (see above).
Student	As a student of the senses, you gain a greater awareness of the world around you. By concentrating, you may detect creatures with evil intentions and thoughts within 120'. Alternatively, you may detect

	living creatures within 120', though not their number or location. You may sense the presence of other users of <i>The Way</i> or <i>Gifts</i> within 120', though they may make a <i>Saving Throw</i> to avoid detection.
Teacher	- You can concentrate and detect thoughts of other beings within 60'. - You may sense a known user of <i>The Way</i> within a mile.
Master	- At this level, you can see and hear far-off places up to 360' away as though you were present. You must concentrate to do this. - In addition, you have an additional -1 to surprise rolls (meaning only characters with a bonus to surprise have any chance of surprising you at all) and if fighting an invisible opponent, you only suffer a -2 to attack rolls. - You can effectively 'see' in total darkness up to 60' without penalty. - Finally, you can sense a known user of <i>The Way</i> from planetary distance.
Grand Master	- A grand master of this meditation cannot be surprised and never suffers penalties to noticing or attacking others, regardless of environmental obstructions (such as fog, rain, darkness, loud noise, terrible smells, etc). - Opponents suffer a -2 to attack rolls against you and you gain a +2 to all <i>Saving Throws</i> versus attacks that can be dodged or avoided (total). - Your ability to sense other known users of <i>The Way</i> extends to anywhere within the same star system (though targets are still allowed <i>Saving Throws</i> as normal).

The Meditation of Foresight: This meditation grants the user awareness of events before they have occurred. From granting split-second reflexes to visions of the future, this power is a potent tool in a *Star Knight's* arsenal. The power shares many similarities with the *Meditation of Senses*, though has a more specific focus.

Meditation of Foresight	
Apprentice	- When faced with a straightforward decision to be made in the next turn, you can gain an insight into the future as to whether your choice brings you mental or physical harm. You can only use this once an hour. - You get flashes of insight into the immediate future as well, so have a better than average chance of winning games of chance. - Finally you have a +1 to <i>Initiative</i> and a -1 to surprise rolls (only normally surprised on a 1 on d6).
Student	- You meditate on the future and gain great insights into what is to come. By spending one Turn in serene contemplation, you better prepare yourself for potential dangers and gain a +1 <i>to Hit, Damage, Armor Class, and Saving Throws (Targeting, Armor Class, and Movement</i> when piloting a craft) for the next three turns. - When entering a potentially dangerous place, you have a sense of foreboding, though you have no idea what form the danger might take.
Teacher	- You gain an intimate sense of hostile intentions and a near prescient awareness of danger. You gain an additional -1 to surprise rolls and opponents suffer a -1 to attack you and you gain a +1 to all <i>Saving Throws</i> versus attacks that can be dodged or avoided. - Once a day, when you enter an identifiable area (building, complex, ruin, ship), you can make a <i>Saving Throw</i> and if successful, gain a sense of what kind of dangers you might face there. Information gained includes a general idea of how powerful the creatures are there, the general amount of treasure present, and what kind of resistance to attack is present and the nature of it, whether it is aligned with or against you, or indifferent.
Master	- At this level you can peer into the future to gain insight into what is to come. Once a day you may ask the referee a single question that may be answered with a 'Yes', 'No', or 'Unclear'. It must revolve around yourself and actions you are taking, planning to take within the next day, or others who are working for or against you directly. Times of great strife and the actions of <i>Void Knights</i> can potentially cloud this vision however. - When meditating on the future as the student ranked power, your bonus is +2.

Grand Master	• Once a week you may ask the referee three questions involving yourself. These may be answered directly or cryptically. • Occasionally you have uncontrolled visions of great danger, anguish, or dark events to come. • You can no longer be surprised. • You gain a permanent +2 to <i>Armor Class</i> and <i>Saving Throws</i> against attacks that could be dodged or avoided.
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Meditation of the Wise: This meditation is one of the most beneficial of all. It allows the *Star Knight* to heal themselves and others from all manner of ills.

Meditation of the Wise	
Apprentice	- You are trained in the healing arts. Between your knowledge of the body and your power in <i>The Way</i>, you can treat injured as well as any medic or doctor. Besides a number standard medical treatments (such as diagnosing illness and diseases, delivering babies, and minor surgery), you can perform medical miracles. By spending an hour in meditation with a wounded character, you can heal them of one point of damage per HD they possess, once a day per person. You can use this ability on yourself. - You can bind wounds on a target after combat and, if the bind wounds rule isn't being used, heal 1d4 points of damage. If the binding wounds rule is being used, you heal 1d6 instead. - Anyone you treat recovers 2 hit points per day of rest. You may treat 3 people plus one per rank of this meditation you possess.
Student	- You can perform difficult and complicated surgery when needed, as well as heal through direct application of <i>The Way</i>. By spending an hour in meditation with a wounded character, you can heal them of two points of damage per HD they possess, once a day per person. - If a character is poisoned, even with a death poison, you can make a <i>Saving Throw</i> to stabilize them for 1 hour per level. This allows them to ignore the effects of the poison until the duration runs out. Hopefully you can find an antidote by then! - When you use a <i>Med Kit</i> it heals 3d4 hit points instead of 2d4.
Teacher	- You can perform advanced surgery in unsanitary conditions or without proper equipment as well as someone in the most advanced surgery theater. - At this level you can attempt to purify a target of poison and disease. If you succeed at a <i>Saving Throw</i>, you can remove a disease or poison from a target. This power takes a turn to use, and if a target has 'died' from a poison, you may resuscitate them if you start using the power within one Turn. This power works on you as well, but reflexively, effectively allowing you to make two <i>Saving Throws</i> and take the best one versus such effects. - When you heal with meditation, you can heal 3 points per HD of the target and it only takes 3 Turns.
Master	A Wise master lives in near perfect health. You are immune to poison and disease.

	• You gain a +2 to any <i>Saving Throws</i> versus effects that target your health or body. • You gain an additional <i>Hit Point</i> per hit die. • When you heal with meditation, you can heal 4 points per HD of the target, and it only takes 2 Turns. When you bind wounds, you heal either 1d6 or 1d8.
Grand Master	• Your power over life and death is so great you can literally pull someone back from the brink of death. If you reach a dead character within one hour and succeed at a <i>Saving Throw</i>, you manage to pull them back from death and return them to one hit point. The body must be relatively intact to start with (no disintegrations or beheadings). Once restored, all injuries will be healed including lost limbs or scars (accept those the <i>Referee</i> inflicts, see below). At the Referee's call, the target may lose a point of a random attribute or suffer some permanent injury to represent their brush with death. • When you heal with meditation, you can heal 5 points per HD of the target, and it only takes 1 Turn. When you bind wounds, you heal either 1d8 or 1d10. • When you use a <i>Med Kit</i> you heal 4d4 damage. • You can cure poison and disease in others merely with meditation and do not require a <i>Saving Throw</i>. Finally, you can help a target remove any other negative condition, even mental ones, by passing a <i>Saving Throw</i> and spending one Turn meditating with them. You receive two <i>Saving Throws</i> versus negative conditions targeting you.

FOCUSED VOID EMPOWERMENTS

Characters do not learn **Void Empowerments** the same way they learn normal **Meditations**. Any character with **Meditations** may choose to access a **Focused Void Empowerment** of a rank equal to their Primus rank in normal **Meditations**. This causes them to gain a point of **Corruption** each time they do so. When choosing to access a constant power in this way, it usually lasts for around an hour, though for a second point of **Corruption** the character can choose to make it last a full 24 hours.

Essentially this means all **Void Knights** have access to both of these **Empowerments** at levels equal to their Primus ranked **Focused Meditation**.

Empowerment of the Tyrant: This power allows the **Void Knight** to influence others with fear and pain.

Empowerment of the Tyrant	
Apprentice	- With a thought, you can inflict pain on a target within 120 feet. If the target fails a Saving Throw they suffer a -1 to their Armor Class, To Hit, Saving Throws, and Damage. A target who passes their save cannot have this power used on them again for an hour. - You can show a target within 120' the pointlessness of its existence, filling it with intense fear unless they pass a Saving Throw. They will run as quickly as possible to escape the Void Knight for the next 20 minutes. A target who passes their save cannot have this power used on them again for an hour.
Student	Make others surrender to the dark emotions of fear, hate, or anger and view you as a trusted mentor and guide into the darkness. The target, who must be within 120', receives a Saving Throw to avoid the effect and if they succeed the power cannot be used on them again for another hour. If they fail, they are under the sway of the Void Knight for an hour.
Teacher	You exude a terrible, malevolent radiance when you wish to. Anyone who can see you with unaided sight who wishes to attack you or hinder you must first succeed in a Saving Throw. If they succeed they may ignore this power, but if they fail their fear overwhelms them and they will be unable to attack you for the next 30 minutes. This power is broken for an hour if you attack anyone physically or with Empowerments.
Master	At this level, others live merely to serve your desire for continued existence. Select a target within 120' and force them to make a Saving Throw. If they fail, they suffer 2d6 points of damage and you heal the

	same amount. If they succeed, you cannot use this power on them again for one hour. As the will is already your plaything, now you can corrupt the thoughts of those you touch. If they fail a Saving Throw, you can erase or alter up to an hour of their memories to suit your whims. If they succeed, you cannot attempt to use this power on them again for 24 hours.
Grand Master	- Your will is indomitable. You cannot have your mind influenced by any effect, mundane or supernatural, unless it is a power equivalent to another Grand Master. Even then, you gain an additional +2 to your Saving Throw. - Your will is so strong that you may crush the life out of others within 120'. A single target must make a Saving Throw or else die. This power can only be used once a day. - You can bind the soul of a target within 60' who fails a Saving Throw. If they fail, you can compel them to complete either a specific or open-ended task. Anything up to, but not including, suicide can be ordered by the Void Knight and the target will be forced to carry it out. When presented with the opportunity to do so, the target can make a Saving Throw to resist. If successful, they can avoid acting on the compulsion for one round. If used this way, the power lasts until the task is completed. If the task is open ended, such as 'protect me from all harm', or 'kill anyone but me who enters this spaceship', then it will last for one day per level of the Void Knight. Instead of a task, the Void Knight can enforce a taboo upon the target, an action that the target cannot take. There is no additional Saving Throw to allow breaking such a taboo. This will last for one day per level of the Void Knight.



Empowerment of the Void: This power allows the *Void Knight* to control energy and darkness.

Empowerment of the Void	
Apprentice	- With a thought, you can telekinetically crush the throat of a target within 60 feet. If the target fails a Saving Throw they 1d6 damage and are rendered helpless. They are allowed a new Saving Throw every round to break the effect. You must concentrate and cannot take other actions while this power is in effect. A target who passes their save cannot have this power used on them again for an hour. - You can fire a bolt of corrupted energy at an opponent inflicting 1d6 damage unless they pass a Saving Throw.
Student	Your bolts of corrupted energy now do 2d6 damage.
Teacher	- You can overwhelm the senses of a target with pleasure or pain, rendering them paralyzed for 90 minutes unless they pass a Saving Throw. The target must be within 120' and if they succeed you cannot use this power on them again for one hour. - Your corrupted energy now does 3d6 damage, and if the target succeeds on their Saving Throw they still suffer half damage.
Master	- You can corrupt someone's flesh with the dark power of The Void. Selecting a target within 60', they must pass a Saving Throw or else else suffer a -2 to all Attacks, Saving Throws, and Armor Class. They cannot be healed by Gifts or Meditations (except those that target diseases specifically) and will die within 4d6 days unless they receive treatment for the diseases and infections ravaging their bodies. If they successfully save, this power cannot be used on them again for 24 hours. - You share a glimpse of The Void with a target within 120'. If they fail a Saving Throw they are permanently blinded (until healed through mystical means or ocular replacement). If they succeed you cannot use this power on them again for 24 hours. - Your corrupted energy now inflicts 4d6 damage.
Grand Master	- You can walk within The Void and safely travel anywhere within 360' of your current location with anything you can carry (including another person) unless they do not wish to go with you and pass a Saving Throw. When in space on their own or piloting a fighter, they may travel 360 miles. This is always safe and they will never appear inside an object, simply appearing in the nearest safe space. - You can infect the blood of a target within 60' with the dark energy of The Void. If they fail a Saving Throw, they die from blood poisoning. If they succeed, you cannot use this power on them again for 24 hours.

	• Death no longer stops you. You may touch a target who has been dead for no more than seven days and concentrate for 10 minutes. After this you must pass a Saving Throw. If successful, the target is immediately brought back to life, assuming their body was relatively intact (and their head wasn't severed). This power will restore their body, even healing lost limbs. A target brought back to life this way will be bound to the Void Knight and must faithfully fulfill a single task, or carry out an open-ended duty for one month per level of the Void Knight. • Your corrupted energy now inflicts 5d6 damage.
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Appendix B

Fantasy Conversions

The idea of special, mystical warriors fits well with many fantasy settings. The following guidelines help you include *Star Knights* in more traditional fantasy environments.

The following classes could easily appear in *Swords and Wizardry Complete*, *Labyrinth Lord*, or *Adventurer Conqueror King* campaigns.

Star Knight

Prime Attribute: Wisdom

Hit Dice: 1d6/level. Gains 2 hp/level after 9th. (1d8/level optional AEC rules)

Armor/Shield Permitted: Leather and Shields.

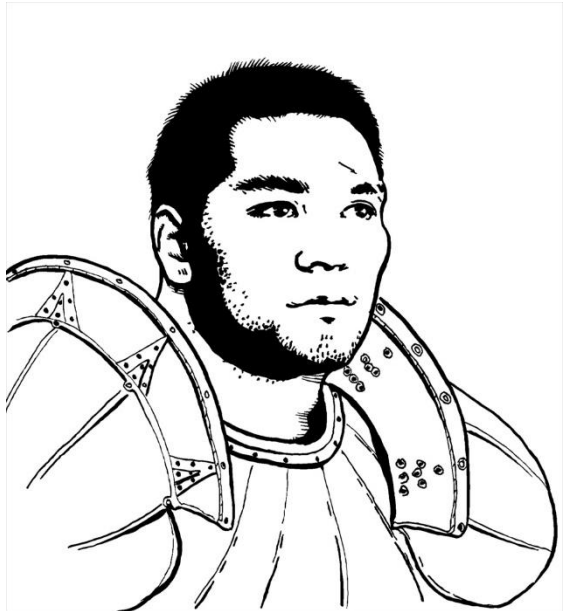
Weapons Permitted: Any.

Race: Only humans, elves and half-elves may be *Star Knights*. Elves may reach 10th level and half-elves may reach 14th.

Star Knights are wandering protectors of the world. They combine martial prowess with a unique religion known simply as "*The Way*." Through their mystic beliefs they are able to achieve feats unknown to other beings. They travel from place to place, bringing justice to the oppressed and compassion to the down-trodden.

Star Knights are often confused with *Paladins* due to their similar codes of conduct and behavior.

While *Paladins* are devoted to their religion, *Star Knights* are devoted to their philosophy of light against the darkness.



While not as skilled in direct combat as the *Fighter*, a *Star Knight*'s unique abilities allow him to play a support role both in and out of combat. He is capable of calming aggressive foes, healing the wounded, and engaging in devastating melee combat.

Star Knight Advancement

Level	XP	HD	BHB	ST
1	0	1d6	+0	15
2	2,500	2d6	+0	14
3	5,000	3d6	+1	13
4	10,000	4d6	+2	12
5	20,000	5d6	+2	11
6	40,000	6d6	+3	10
7	80,000	7d6	+4	19
8	160,000	8d6	+5	8
9	320,000	9d6	+6	7
10	470,000	9d6+2	+7	6
11	620,000	9d6+4	+7	5
12	770,000	9d6+6	+8	4
13	920,000	9d6+8	+9	4
14	1,070,000	9d6+10	+9	4
15	1,220,000	9d6+12	+10	4
16	1,370,000	9d6+14	+10	4
17	1,520,000	9d6+16	+11	4
18	1,670,000	9d6+18	+11	4
19	1,820,000	9d6+20	+12	4
20	1,970,000	9d6+22	+12	4
21+	+150,000	+2hp/lvl	+13	4

Star Knight Meditation Advancement							
Level	1 st Level	2 nd Level	3 rd Level	4 th Level	5 th Level	6 th Level	7 th Level
1	—	—	—	—	—	—	—
2	1	—	—	—	—	—	—
3	2	—	—	—	—	—	—
4	2	1	—	—	—	—	—
5	2	2	1	—	—	—	—
6	2	2	1	1	—	—	—
7	2	2	2	1	1	—	—
8	2	2	2	2	2	—	—
9	3	3	3	2	2	—	—
10	3	3	3	3	3	—	—
11	4	4	4	3	3	—	—
12	4	4	4	4	4	1	—
13	5	5	5	4	4	1	—
14	5	5	5	5	5	2	—
15	6	6	6	5	5	2	—
16	6	6	6	6	6	3	—
17	7	7	7	6	6	3	1
18	7	7	7	7	7	4	1
19	8	8	8	7	7	4	2
20	8	8	8	8	8	5	2
21+	9	9	9	8	8	5	3

Star Knight Class Abilities

WEAPON/ARMOR RESTRICTIONS: *Star Knights* can use any melee weapon, and use any missile weapons. They can wear leather armor and use shields. In *Labyrinth Lord* or systems that do not use a BHB or Single Saves, *Star Knights* attack as Fighters and save as Clerics. They can use any magic weapons or armor they can wear, and use magic items available to fighters and clerics.

MEDITATIONS: *Star Knights* are able to activate meditations as shown on **Table: Star Knight Meditation Advancement**. Each day a *Star Knight* spends time focusing their mind on the **Meditations**. They prepare a number of meditations determined by their level as shown after fifteen minutes of mind

cleansing exercises. A **Star Knight** requires six hours of consecutive rest before cleansing their mind. They can prepare the same **Meditation** more than once if they so choose, but may not prepare more **Meditations** than the number determined by his experience level.

STAR SWORD: The **Star Sword** is the preferred weapon of the **Star Knights**. **Knights** enchant a melee weapon of their choice with a special ritual. Mechanically, this is handled as building a **Star Sword** as described elsewhere in this book. They receive +1 to all “to-hit” rolls when wielding their **Star Sword**. All **Star Knights** receive a **Star Sword** at no cost at 1st level. A character can only have one **Star Sword** at a time, unless they practice the dual form style VI, if the optional martial style system is used. If the sword is stolen or lost, the character can create another. If the ritual is performed on a magic weapon, the normal enchantment is temporarily suppressed (except any intellect and special powers, which the **Star Sword** retains) while the **Star Knight** wields it.

At level 2, the **Star Sword** becomes a +1 magic weapon in the hands of a follower of **The Way**. It sheds light as a torch.

At level 5, the **Star Sword** becomes a +2 magic weapon in the hands of a follower of **The Way**.

At level 8, the **Star Sword** becomes a +3 magic weapon in the hands of a follower of **The Way**.

At level 12, the **Star Sword** becomes a +4 magic weapon in the hands of a follower of **The Way**.

At level 16, the **Star Sword** becomes a +5 magic weapon in the hands of a follower of **The Way**.

At level 20, the **Star Sword** becomes a +6 magic weapon in the hands of a follower of **The Way**.

Characters may use the modification rules to add extra abilities to their **Star Sword**, one modification per + of the sword maximum. If the sword explodes, they must begin to consecrate a new weapon. It takes 1d3 additional days per + of the weapon to reconsecrate it.

ESTABLISH MONASTERY (10TH): When a **Star Knight** reaches 10th level he will often find a secluded location on an out of the way planet where he will

construct a small monastery. If other, less experienced **Star Knights** learn about this monastery they will often seek out the senior **Star Knight** for training. They will serve him loyally while training.

SAVING THROW: **Star Knights** receive +2 to all saving throws made to resist **Meditations**, **Spells**, and **Gifts**. This bonus doesn't apply if not using systems with a Single Save.

XP BONUS FOR WISDOM: A **Star Knight** with a high **Wisdom** (15+) receives twice (x2) the normal **Bonus XP** for that attribute (10% not 5%). In *Labyrinth Lord* or *Adventurer Conqueror King* use the standard XP bonus progression.

Notes for Adventurer Conqueror King

As written, the **Star Knight** class is not exactly legal according to the class creation system of ACKS. To build this class would take 5 creation points, one more than what is allowed to any human class. Further, if their values were added up, the XP for 2nd level would only come out to 2300 (2 Fighting +2 trade offs, 1 HD, 2 Divine). Arguably, 'breaking the rules' should come at an additional cost, so the xp chart above should prove sufficient. For sticklers though, reworking the chart from 2300 should suffice.

Star Knights can perform magical research and Ritual Magic as a Cleric of the same level. **Star Knights** gain the damage bonus and cleaves of a fighter.

Star Knight Proficiencies: Alertness, Apostasy, Blind Fighting, Combat Reflexes, Combat Trickery (force back, incapacitate, overrun, sunder), Command, Diplomacy, Divine Blessing, Divine Health, Dungeon Bashing, Endurance, Fighting Style, Healing, Illusion Resistance, Knowledge (history), Laying on Hands, Leadership, Manual of Arms, Martial Training, Military Strategy, Mystic Aura, Profession (judge), Riding, Running, Weapon Focus

Mystic

Prime Attribute: Wisdom

Hit Dice: 1d4/level. Gains 1 hp/level after 9th. (1d6/level optional AEC rules)

Armor/Shield Permitted: Leather.

Weapons Permitted: Clubs, Daggers, Staves, **Star Swords**.

Race: Only humans, elves and half-elves may be **Mystics**. Elves may reach 12th level and half-elves may reach 14th

Mystics are masters of **The Way**. Unlike **Star Knights**, they focus less on martial prowess and trust in their unique gifts to see the day. They master powers even

Star Knights cannot. Though they are trained in the *Star Sword*, it is only rudimentary training as they are not warriors. They prefer to use their skills to avoid conflict whenever possible.

Like a *Star Knight* these characters serve as excellent support characters.

Mystic Advancement Table

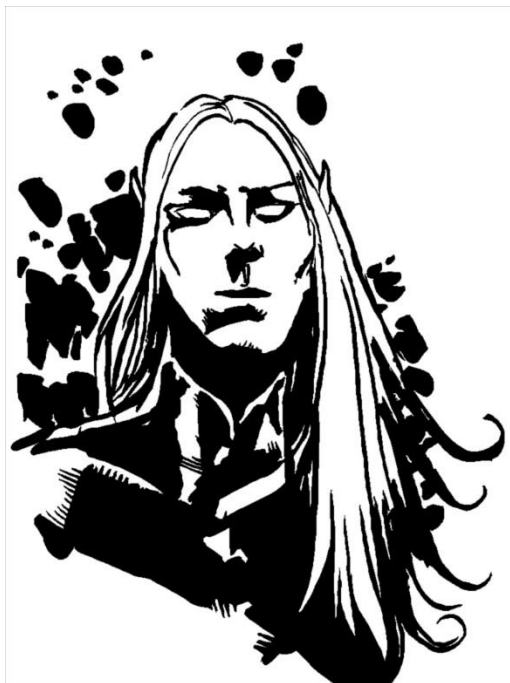
LEVEL	XP	HD	BHB	ST
1	0	1d4	+0	14
2	2,250	2d4	+0	13
3	4,500	3d4	+1	12
4	9,000	4d4	+1	11
5	18,000	5d4	+2	10
6	36,000	6d4	+2	9
7	72,000	7d4	+3	8
8	144,000	8d4	+3	7
9	288,000	9d4	+4	6
10	408,000	9d4+1	+4	5
11	528,000	9d4+2	+5	4
12	648,000	9d4+3	+5	4
13	768,000	9d4+4	+6	4
14	888,000	9d4+5	+6	4
15	1,008,000	9d4+6	+7	4
16	1,128,000	9d4+7	+7	4
17	1,248,000	9d4+8	+8	4
18	1,368,000	9d4+9	+8	4
19	1,488,000	9d4+10	+9	4
20	1,608,000	9d4+11	+9	4
21+	+120,000	+1hp	+10	4

Mystic Meditation Advancement

LEVEL	1 st Level	2 nd Level	3 rd Level	4 th Level	5 th Level	6 th Level	7 th Level
1	1	—	—	—	—	—	—
2	2	—	—	—	—	—	—
3	3	—	—	—	—	—	—
4	3	2	—	—	—	—	—
5	3	3	2	—	—	—	—
6	3	3	2	2	—	—	—
7	3	3	3	2	2	—	—
8	5	5	3	3	3	—	—
9	5	5	5	3	3	—	—
10	6	5	5	5	5	—	—
11	6	6	6	5	5	—	—
12	8	6	6	6	6	2	—
13	8	8	8	6	6	2	—
14	9	8	8	8	8	4	—
15	9	9	9	8	8	4	—
16	9	9	9	9	9	5	—
17	10	11	11	9	9	5	2
18	10	11	11	11	11	6	2
19	12	12	12	11	11	6	4
20	12	12	12	12	12	8	4
21+	14	14	14	12	12	8	5

MYSTIC CLASS FEATURES

WEAPON/ARMOR RESTRICTIONS: *Mystics* may use clubs, daggers, staves and *Star Swords*. They may wear leather armor, but not use shields. In *Labyrinth Lord* or systems that do not use a BHB or Single Saves, they fight and save as Clerics. They can use any magic item available to Clerics.



MEDITATIONS: *Mystics* are able to activate **Meditations** as shown on the table above. They use the same rules as *Star Knights* for the purpose of preparation and recovery of **Meditations**.

UNIQUE MEDITATIONS: *Mystics* can access **Meditations** unlike those of their *Star Knight* Brethren. *Mystics* may choose one **Magic-User Spell** of levels 1, 2, 3, 4, 5, and 6 to add to their **Meditation** list. These are used and prepared as normal **Meditations** in all ways, though they are considered one level higher as a **Meditation** than they would

be as a **Spell**. Once these are chosen, they cannot be changed. *Mystics* cannot choose spells that inflict direct damage (such as *magic missile*, *fireball*, *lightning bolt*, et al).

STAR SWORD: The **Star Sword** is the preferred weapon of the *Mystics*. *Mystics* enchant a melee weapon of their choice with a special ritual. In the case of *Mystics* this can be any sword, even though they are not proficient with swords normally. Mechanically, this is handled as building a **Star Sword** as described elsewhere in this book. They receive +1 to all “to-hit” rolls when wielding their **Star Sword**. All *Mystics* receive a **Star Sword** at no cost at 3rd level. A character can only have one **Star Sword** at a time, unless they practice the dual form style VI. If the sword is stolen or lost, the character can create another. If the ritual is performed on a magic weapon, the normal enchantment is temporarily suppressed (except any intellect and special powers, which the **Star Sword** retains) while the *Mystic* wields it.

At level 4, the **Star Sword** becomes a +1 magic weapon in the hands of a follower of **The Way**. It sheds light as a torch.

At level 7, the **Star Sword** becomes a +2 magic weapon in the hands of a follower of **The Way**.

At level 11, the **Star Sword** becomes a +3 magic weapon in the hands of a follower of **The Way**.

At level 16, the **Star Sword** becomes a +4 magic weapon in the hands of a follower of **The Way**.

At level 21, the **Star Sword** becomes a +5 magic weapon in the hands of a follower of **The Way**.

Characters may use the modification rules to add extra abilities to their **Star Sword**, one modification per + of the sword maximum. If the sword explodes, they must begin to consecrate a new weapon. It takes 1d3 additional days per + of the weapon to reconsecrate it.

SAVING THROW: **Mystics** receive a +2 to all **Saving Throws** to resist **Meditations**, **Spells**, and **Gifts**. This bonus doesn't apply if not using systems with a Single Save.

XP BONUS FOR WISDOM: A **Star Knight** with a high **Wisdom** (15+) receives twice (x2) the normal **Bonus XP** for that attribute (10% not 5%).

ESTABLISH MONASTERY (10th): When a **Mystic** reaches 10th level he will often find a secluded location on an out-of-the-way planet where he will construct a small monastery. If other less-experienced **Mystics** learn about this monastery they will often seek out the senior **Mystic** for training. They will serve him loyally while training.

Notes for Adventurer Conqueror King

As written, the **Mystic** class doesn't approach legal according to the class creation system of ACKS. To build this class would also take 5 creation points, one more than what is allowed to any human class. Further, if their values were added up, the XP for 2nd level would only come out to 2500 (1 Fighting, 4 Divine). Whether a referee wants to increase their xp cost or leave it as is, is up to them. Either decision is fair.

Mystics can perform magical research and Ritual Magic as a Divine Caster of equal level. **Mystics** cleave as a Cleric.

Mystic Proficiencies: Alchemy, Alertness, Animal Husbandry, Apostasy, Arcane Dabbling, Battle Magic, Beast Friendship, Combat Reflexes, Contemplation, Diplomacy, Divine Blessing, Divine Health, Healing, Illusion Resistance, Knowledge, Laying on Hands, Loremastery, Magical Engineering, Martial Training, Mystic Aura, Naturalism, Prestidigitation, Profession, Prophecy, Quiet Magic, Sensing Evil, Sensing Power, Unflappable Casting

MEDITATION MODIFICATION

The following *Meditations* are modified when used in a fantasy context.

LEVEL 1

Detect Gifted: This also detects spell casters and spells.

Healing Meditation: This heals as much as the spell *Cure Light Wounds*.

LEVEL 3

Greater Healing Meditation: This heals as much as the spell *Cure Serious Wounds*.

LEVEL 4

Dispel Effect: This also acts as a *Dispel Magic*.

Heal Other: This spell heals as much as *Cure Serious Wounds*.

LEVEL 5

Mind Shield: This also protects from spells that effect the mind.

Protection from Missiles II: The character can reflect missile weapons and ray-like spells or magical attacks.

ADDITIONAL HIGH LEVEL MEDITATIONS

Level Six Meditations

Animate Object

Range: 60 feet

Duration: 1 hour

The character “brings to life” inanimate objects such as statues, chairs, carpets, and tables. The objects follow the character’s commands, attacking foes or performing other actions on the caster’s behalf. The *Referee* must determine

the combat attributes of the objects (such as armor class, speed, hit dice, and to-hit bonuses) on the spur of the moment. A stone statue, as a basic example, might have AC of 1 [18], attack as a creature with 7–9 HD, and inflict 2d8 points of damage. Wooden furniture would be considerably less dangerous.

Find the Path

Range: Self

Duration: 1 hour +10 minutes/level; 1 day outdoors

The character perceives the fastest way out of an area, even if the area is designed to be difficult to navigate, such as a labyrinth or an alien space ship. Outdoors the **Meditation** has greater power, lasting a full day.

Speak with the Voice

Range: Speaking range

Duration: 30 minutes

The character opens their mind to **The Way** and connects with the minds of other beings. For the duration, they can speak with any living creature, even animals. This doesn't make the creature obey the character however.

Starwalk

Range: Indefinite

Duration: Immediate

The **Star Knight** teleports without error back to a prepared sanctuary, even over interplanetary distances. This must be a place they have spent at least 24 hours in and ritually prepared for such a power. They can only have one 'sanctuary' at a time.

Level Seven Meditations

Spirit Walk

Range: Touch

Duration: 1 day or until dispelled

The character and one other person in contact with them merge with the power of **The Way** and become incorporeal and mist-like, able to travel through walls and other obstacles. The character can bring this companion along and travel at 60 feet per minute indoors (or in subterranean settings) and much faster outdoors.

Star Servant

Range: N/A

Duration: Until completed or insanity

It is said that when one dies, their being joins **The Way**. This **Meditation** summons a powerful creature from **The Way** (or **The Void**), to fetch and return one thing (or creature) to the caster or to do battle with a being that serves the opposite nature of the character (so a **Star Knight** could call a servant to do battle with a servant of **The Void**). Only a creature with a Strength of 18 can fight its way from the servant's grasp, and even then the chance is not likely to be greater than 50%. The servant can carry up to 500 pounds in weight. An aerial servant has the following attributes: HD 16, AC 3 [16], Atk Bonus +17, Atk 1 (4d4), Move 240 feet.

Restoration

Range: Referee's discretion

Duration: Immediate

This **Meditation** restores any damage a target has suffered, including regenerating lost limbs or organs. It cures all negative status effects, including diseases, lost attribute points, and poisons. It will even restore 'lost levels' if such a condition exists. Using this **Meditation** incapacitates the character for 2d10 days during which they can use no other **Meditations**.

Resurrection

Range: Referee's discretion

Duration: Immediate

This **Meditation** raises the dead back to life. So long as the target has not been dead for longer than 5 days plus 5 days per level over five. A **Void** "reversal" of the **Meditation** can also be cast, which causes death unless a saving throw is passed at a -2. This causes **Corruption** if used by a follower of **The Way**.



FOCUSED MEDITATION ADVANCEMENT

STAR KNIGHT MEDITATIONS

Level	Primus	Secundus	Tertius	Quartus	Quintus
1					
2	Apprentice				
3		Apprentice			
4	Student				
5		Student	Apprentice		
6	Teacher				
7		Teacher	Student	Apprentice	
8	Master				
9		Master	Teacher	Student	
10	Grand Master				Apprentice
11		Grand Master	Master	Teacher	
12					Student
13			Grand Master	Master	
14					Teacher
15				Grand Master	
16					Master
17					
18					Grand Master
19					
20					

MYSTIC FOCUSED MEDITATIONS

Level	Primus	Secundus	Tertius	Quartus	Quintus	Sextus	Septimus
1	Apprentice						
2		Apprentice					
3	Student						
4		Student	Apprentice				
5	Teacher						
6		Teacher	Student	Apprentice			
7	Master						
8		Master	Teacher	Student	Apprentice		
9	Grand Master						
10		Grand Master	Master	Teacher	Student	Apprentice	
11							
12			Grand Master	Master	Teacher	Student	Apprentice
13							
14				Grand Master	Master	Teacher	Student
15							
16					Grand Master	Master	Teacher
17							
18						Grand Master	Master
19							
20							Grand Master

Appendix C

Reaction Rolls

There are times, especially when running a sandbox game, it helps to have a random way of determining how strangers or creatures react to the players. This can be useful when the **Referee** is uncertain or wants to be as surprised as the players. It is also helpful when handling negotiations with NPCs or potential hirelings.

When encountering a group of unknown characters or aliens, and the NPC's reaction is not immediately obvious (a robot programmed to attack, crazed reavers looking for blood, guards ordered to keep everyone outside, etc), the **Referee** can roll 2d6 adding any adjustments they deem reasonable, and consult the table below:

Adjusted Roll	Results
2 or less	Hostile/Attack
3-5	Negative
6-8	Neutral/Indifferent
9-11	Positive/Favorable
12+	Friendly

Common Modifiers	Bonus/Penalty
Charisma Modifier	+/- 1
Aristocrat	+1
Eclipse Knight	-2
In a restricted area	-3 to -5
Offering an additional 50% pay increase	+1
Star Knight versus a Void Knight	-5
Wanted Enemy	-3
Bribes	+1 to +2

The table and results are intentionally vague so the **Referee** can interpret them based on the situation the characters are in. A Negative result could simply mean the characters are warned off, or attacked immediately. A Positive result could mean the characters are welcomed and palled around with, or simply let

off with a friendly warning. A Friendly result means the character or group is welcomed and treated as 'one of the gang'.

When used for hiring retainers, a Neutral result means the character can roll again if they wish, but they must offer more than their original bid. A Hostile result means not only do they refuse, but they are likely to try and smear the character's name and/or reputation. A Friendly result means they not only hire on, but are more loyal than most.

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