

THE SWORD & PLANET CODICIL

by Tim Fox (2022)

INTRODUCTION

Xuhlan and the Red Planet cannot be found in our galaxy, our time, or even in our dimension. They are places where the undoable is possible, and the unseeable is seeable. They are places where sorcery and weird science are rare but powerful, and where strange beasts are greatly feared. Far flung settlements and cities add a backdrop of humanity and are inhabited by an exotic tapestry of humans and inhumans with their daily struggles for safety, peace, or power. In these settings, heroes journey to unknown places for unforgettable perils. From there, they return jubilant or sorrowful, bearing wealthy trinkets or a dead friend's heirlooms, and for some - newfound fame and power, or shame and scorn. In such a game world, we are only truly limited by what we can dream of. And with these house rules, we can add to these imaginings with greater options for game play. Use both the Warriors of the Red Planet (WofRP) and the Xuhlan books with these rules, and select the rules you like for your next fantastic adventure.

RANDOM RACES

- Humans are the most common race both for player characters and for in-game encounters with other races. Roll on the table below during character creation or when rolling for a random encounter.

RACE (1d20)	
WotRP (+some Xuhlan)	XUHLAN
1-3. Ancient	1-3. Terran
4-9. Human	4-11. Pure Strain
10-12. Exotic	12-13. Mutant
13-14. Robot	14-15. Robot
15. Elevated	16. Rogue Formian
16. Unliving	17-18. Formariankin
17. Rogue Formian	19-20. Lizard Kind
18. Formariankin	
19-20. Lizard Kind	

RANDOM CLASS

- More adventurers make their living with a sword or through sneakiness than through rare arcane mental powers, training in science, or sorcery. Roll on the table below during character creation or when rolling for a random encounter.

CLASS (1d20)	
1-6. Fighting Man	19. Roll again
7-12. Scoundrel	20. Sorcerer of the Black Gate (Roll again if not used)
13-15. Mentalist	
16-18. Scientist	

ABILITY SCORES

- Ability attribute scores modified by race may not be raised above 18 or lowered below 3.

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SURPRISE

- To determine surprise, adventurers and monsters roll 1d6. The group with the higher roll wins and gets to complete a full round of combat while the other group misses a turn. For a tie, both groups are surprised and players can go straight to rolling for initiative.
- A bonus can be added to a surprise roll in certain situations, such as:
 - No bonus: One group attacks an enemy group standing guard
 - +1: For a hidden group that jumps out of hiding to attack an unaware party of adventurers or visa versa
 - +2: For a party attacking enemies who are inebriated, distracted, or fighting amongst themselves
 - +3 (or automatic success?): For a group attacking enemies that are asleep with no one keeping watch

NON-SCOUNDREL SKILLS

- When a non-Scoundrel tries to use a Scoundrel skill:
 - Use the 1st level Scoundrel TN
 - Apply a penalty of -2 for easy tasks (automatic for Scoundrels), -3 for normal tasks, and make difficult tasks impossible.
 - Apply a -1 modifier to rolls for balancing, hiding, or sneaking, when wearing heavy armour.
 - Do not apply any dexterity bonus to skill dice rolls.

MAJOR HITS & FUMBLES

- A major hit doubles the amount of damage of a single damage roll, and is scored on a natural (unmodified) roll of 19 or 20 to hit.
- A natural roll of 2 to hit is an automatic miss called a Fumble.
- A natural roll of 1 is a fumble with a negative consequence (see the table):



NEGATIVE CONSEQUENCE (1d10)

- 1-6. Wrong Target: roll 1d6 for target
 - 1-3. hit self (½ dam.)
 - 4-6. hit ally (usual dam.)
- 7. Dropped Weapon: 1d3 turns to recover it
 - Re-roll if you are unarmed
- 8. Broken Weapon: -2 to hit, ½ damage
 - Bows and gadgets won't work
 - Re-roll if unarmed
- 9. Slip and Fall: 1d2 turns to get up
- 10. Minor Injury: roll 1d6 for type
 - 1-2. Dust in Eyes: -1 to hit (1d3 turns)
 - 3-4. Ankle Sprain: -1 to hit, ¼ move rate
 - 5. Broken Rib: -1d4 HP, -2 to hit
 - 6. Arm Sprain: roll 1d6 for arm
 - 1-3. dominant: -2 to hit
 - 4-6. secondary: -3 to hit
- Healing: Sprains take a week and a rib takes 3 weeks with no help from a Mentalist or Scientist, or from medicine.

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LUCK POINTS

- Luck Points allow players to alter the course of events for their character to something more favorable.
- Scoundrels begin with 4 Luck Points and all other characters begin with 3. All characters get an additional Luck Point every 2 levels thereafter (3rd, 5th, 7th, and 9th levels). At 9th level, characters have a maximum 7 Luck Points (8 Luck Points for Scoundrels). A character restores their current maximum level of Luck Points after an adventure is completed. They will also do so when they advance levels.
- In combat, a Luck Point could be used to re-roll a roll to hit if the character missed the first time. Also, if a damage roll is lower than expected, a Luck Point could be used to allow the damage to be re-rolled.
- Luck Points can be used to re-roll any other rolls made in the game such as surprise, initiative, attempting a skill, making a save, rolling how many turns a player survives after being reduced to 0 HP, rolling the amount a potion heals a player, re-rolling an encounter, re-rolling a treasure, or just about anything that can be rolled including a monster reaction to a player. With a Luck Point, a failed roll or any roll a player is dissatisfied with can be rolled again.
- Finally, if using some kind of random oracle in the place of a Game Master, a Luck Point could allow a player to re-roll any unfavorable result.
- However, if the re-roll ends up with a result that is less favorable than the first roll, players must accept the result of the second roll.
- Also, there is a chance of something bad happening to a particular player that used a Luck Point or Luck Points for each Luck Point used in the future. After 1 Luck Point is used, if the player rolls a Major Hit or a Fumble in the next battle, something extra negative will occur. For a Major Hit when the roll is 19, roll the Major Hit damage but also roll for a Negative Consequence. On Major Hit roll of 20, roll damage for a Major Hit, but roll for a Negative Consequence and roll for a random enemy encounter which will join the battle.
- If a 2 is rolled for a Fumble, as well as having an automatic miss, roll for a random enemy encounter to join the battle. If a 1 is rolled for a Fumble, roll on the Negative Consequence table a total of 2 times, and roll for a random enemy encounter to join the battle.
- When rolling for a random encounter,

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follow the instructions for the adventure you are playing. If there are no random encounter tables, use the generic ones provided in Xuhlan and WofRP. If the number of monsters encountered is not specified, and the monster does not appear to be unique or rare, assume the group size will be 1d6.

- Imagine situations like doing a death blow to a powerful Cyclopider from WofRP, but your sword breaks! Or, you accidentally hit your friend, you then slip and fall, and 5 Armae suddenly show up as you are battling some Arodel (see the WofRP monster descriptions)! These are some of the possible consequences of toying with fate.
- When a player uses a Mentalist power, a non-gun type gadget, or sorcery in battle, players need to roll 1d20 as if they were doing a to hit roll. Follow the same results of a Major hit with a 19 or 20, and a Fumble with a 1 or 2 mentioned on the previous page.
- If the player used 2 or more Luck Points at one time, the condition of something extra bad happening with each Major Hit or Fumble in combat will extend for 2 or more battles - and depend on the number of Luck Points used. If a character used 3 Luck Points at 1 time, then the number of

battles that the extra bad condition will continue is the next 3 battles. Note that bad luck only affects 1 Major Hit or Fumble for combat for a player that used Luck Points. If multiple players used Luck Points, things could get pretty chaotic, as each would have a chance of bad luck (once per combat), until the number of combats is equal to the number of Luck Points used.

DEFENSIVE STANCE

- When shielding someone (such as an injured party member or a Scientist preparing a device or to allow party members to flee etc.) or yourself rather than making an offensive move, a player may decide to make a defensive stance for their action during a round instead of doing a roll to hit. Instead, when the enemy attacks, their to hit roll will be at -2 against you and damage will be halved.

CALLED SHOTS

- In battle, when attempting specific actions such as disarming, knocking down, or driving back an opponent, a Major Hit must be rolled. Fighting Men only may add their Strength modifier to their roll to achieve a 19 or 20.
- When the above type of called shots are a success, instead of inflicting the usual

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Major Hit damage (2 die rolls of damage), the player instead will inflict only half the amount of damage (regular damage roll divided by 2 rounded up).

- When attempting to maim (severely damage or cut off a hand or limb), this can only be achieved when a Major Hit is rolled and a Fate Point is used. Again Fighting Men only may add their Strength modifier to have a to hit score of 19 or 20. The damage inflicted will be 1/3 of the enemy's maximum HP, and they will lose 1d6 HP each turn until their wounds are damaged.
- Those who lose an arm or hand (or completely maimed - i.e. bones crushed, muscles or tendons sliced off - sorry for the gory details!) will not be able to attack for 1d3 rounds because of the pain and shock.
- After which, such victims will attack at -2 to hit will the less dominant arm or appendage. If bipedal, those losing a leg or appendage will have their movement halved and have to crawl unless some kind of crutch is used. This penalty will not apply to multi-legged creatures who can easily accommodate limb or appendage loss, or Mutants with a Porcelain body (they experience pain differently and have no pain penalty when a limb is severed - see the Porcelain mutation later in the

rules).

- When attempting a death blow (i.e. thrusting a sword into a vital organ of an enemy, cutting a major artery, crushing the skull, beheading, shooting an arrow into an enemy's neck or heart etc. - sorry again for being a little explicit here!), a player must roll a Major Hit (Fighting Men may not apply their Strength modifier here), and use 3 Fate Points.

SHIELD BREAKING

Characters using a shield or an improvised object in place of a shield (such as a wooden chair), may choose to have the shield or object shatter instead of receiving damage for 1 turn. After which, the shield or object may not be used again or repaired. Players must declare this action before damage is rolled.

DEPRIVATION

In addition to rules for resting in WotRP, characters must have water at least twice a day, and food at least once a day. After a day, if these needs are not met, a character will suffer -1 penalty to all attacks, damage, and savings throws due to hunger related weakness. This may be in addition to the -1 penalty for not resting if the character is also not resting regularly. Rules for Mutants that are deprived of other kinds of needs, such as blood, sunlight, or regular immersion in

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water, are covered in the rules section on mutations.

MORE SKILL TEST RULES

On page 110 of WofRP, tables for optional skill rolls allow players to attempt actions with their characters that are not otherwise covered in the rules. Another layer that can be added to skill rolls are modifiers based on the difficulty of the attempted action. Roll 1d6 with the following modifiers in mind for likelihood of a yes or no, or the difficulty level if a task is being attempted:

- Probably yes: 1d6 +2
- Maybe yes: 1d6 +1
- The odds are even: 1d6
- Maybe no: 1d6 -1
- Probably no: 1d6 -2

If the likelihood or difficulty of a task is unknown, roll 1d6 to determine the likelihood or difficulty: 1. Automatic (Roll 1d6: 1-3. Automatic no or fail, or 4-6. Automatic yes or success), 2. Probably no, 3. Maybe no, 4. Odds are even, 5. Maybe yes, and 6. Probably yes.

GM-LESS RULES

If a single player or group of players run a game without a Game Master, a simple random table (often called an oracle) can be used to adjudicate questions. Simply frame a yes or no question relating to events in the game, and refer to the table.

1. Yes, and ...
2. Yes
3. Yes, but ...
4. No, but ...
5. No
6. No, and ...

If the answer is highly likely, +2 to roll. If the answer is more likely to be yes, roll 1d6 +1. If the odds are even, simply roll 1d6. If the answer is more likely to be no, roll 1d6 -1. If the answer is highly likely to be no, +2 to roll.

Another layer, when reading any description including the opening intro section for players of a game, write down a list of key words. Enter these on a table as encounter, place, thing, descriptors, qualities.

PHOBOS AND DEIMOS

The two small moons of the Red Planet, Phobos and Deimos, mark the night sky and fill those who behold them with wonder and awe. What is up there on those celestial objects and what great meaning do they bring to the people's lives? Greek legends tell of the god Phobos (the god of fear), and Deimos (the god of terror and dread) who accompanied their father Ares (the god of war) into battle. It is possible that the moons personify places of fear, terror, and dread for people of the Red Planet. Roll d6 for a possible story:

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1. Giant alien spaceships landed on the moons several weeks ago, and now silently monitor the Red Planet below. Are they merely space anthropologists curiously observing "primitives" down below, or are they envious intruders from a resource depleted planet planning invasion?

2. The two moons were penal colonies for victims of science and sorcery gone wrong. Leaders of the past tried to hide any evidence of their wrongdoing by exiling their victims from the Red Planet. Are these leaders willing to reconcile with the moon colonies, or will tensions lead to war?

3. A mad scientist and a dark sorcerer are rumored to live on the moons in exile bitterly planning escape and revenge against all those on the planet below. It is believed the two are conspiring to build a moon gate, and instantly transport an unspeakable army of contorted beings for the invasion.

4. They are prison colonies for the vilest criminals, who are condemned to mine and do other forms of hard labour under extreme conditions. Tensions have worsened with acts of terrorism over the last few years, and it is feared there will be a full scale rebellion if self-proclaimed criminal leaders are not appeased.

5. The ruins of once great palaces mark the surface of the moons with strange monsters and long forgotten science and magic. These places are thought to hold great secrets and power, but all who have attempted to explore there have disappeared. Devices have recently detected odd monoliths and pulsing lights on the surface of both moons. Are these features a natural phenomenon or a cause for concern?

6. The moons are completely unexplored jungles and deserts with a unique ecosystem of animals, but have a peculiar

energy shield which has always made travel there by starship impossible. Learned scholars are attempting to create antideluvian gates to travel to the moons to investigate.

RACES

The next house rules focus on the races of Xuhlan because of the additions of the Rogue Formian, Formian-Kin, and Robots. Other races in Xuhlan, however, seem closely based on WofTP. Xuhlani Pure Strain Humans, for example, are a more physically robust version of the Ancients. Terrrans in Xuhlan are very similar to WofRP Humans. The Xuhlan Mutants are very much like the Exotic race of WofRP with some ideas from the Elevated and Unliving races. Maybe the best kind of game would find a way to include all of the races. What is apparent though is that WofRP games could include Robots, Rogue Formians, and Formian-Kin without any rules alterations.

TERRAN: HUMAN/TELLURIAN



These outspoken newcomers are well-regarded for being free of prejudice and wise in matters of science. That said, some Pure Strains are jealous of Terran's off-world knowledge, and fear Terrans will one day usurp them with dangerous alien artefacts.

Racial Bonuses and Modifiers

- Terrans add +1 to any ability score, and add +2 to their Charisma for their overall natural leadership skills.
- Terrans will roll -1 on savings throws versus disease and infections because their bodies are still adjusting to the atmosphere of the new planet along with diseases and infections that they have never been exposed to before.
- On a roll of 1-4 on 1d6, Terran NPCs choose to ignore Social Standing when speaking to high ranking Xuhlani. This is because when Terrans are in situations where they feel someone is being wrongfully oppressed or punished, or that

they have the best answer to a problem, they feel it is foolish to hold back their opinions to follow rigid social protocol.

HOW A TERRAN LEARNED THE COMMON TRADE TONGUE (1d6)
1-2. While living on Xuhlan.
3. From alien implants in the Terran's head.
4. From books or computer files about Xuhlan.
5. From Xuhlani artefacts.
6. From a deep learning program in suspended animation while traveling in space.

TERRAN ORIGINS (1d6)
1. The Terran warped through a rift in space (and time?), and was forced to crash-land on Xuhlan.
2. The Terran was abducted by aliens and left on Xuhlan with little memory of the traumatic experience.
3. The Terran entered a stargate (1d6):
1-3. by accident while exploring a cave.
4-5. to adventure on the newly discovered planet of Xuhlan.
6. by a mind controlling evil Mentalist obsessed with stargates.
4. The Terran astral-projected light-years away (1d6):
1-3. accidentally during an unusual ritual.
4. to escape a dangerous war.
5-6. by a malevolent Sorcerer.
5. The Terran arrived on Xuhlan as a young child. This Terran does not suffer the usual saving throw penalty.
6. The Terran has no idea how they ended up on Xuhlan and suffers from memory blanks.

XUHLANI PURE STRAIN: HUMAN/XUHLANING



Pure Strains, or Xuhlanings as they preferred to be called, are the dominant and most numerous race of people on Xuhlan, and those of them who are the ruling leaders, often look down on others including Terrans. As Pure Strains are so distant from their Terran ancestry both in history and contact over the years, many Pure Strains are suspicious of high tech artefacts and will only use them only when necessary.

Racial Bonuses and Modifiers

- Pure Strains add +1 to any ability score, and add +2 to their Social Standing at character creation.
- Pure Strains have more difficulty using new gadgets (see rules on Device Usage).
- Because of Pure Strain jealousy and suspicion of Terrans, there is a 1-2 chance on 1d6 that Pure Strain NPCs will roll -2 on the Hirelings and Specialists Table of WofRP when a Terran wants to consult or hire them for any kind of service.

MUTANT: POST-HUMAN/ MANTIC

Mutants are a greatly varied race who are normally shunned or forbidden in cities. As such, Mutants support each other in isolated rural communities where they refer to each other as Mantics, inspired by a prophecy that they will one day overthrow Pure Strains in a violent revolution. Some attempt to disguise themselves to gain entry into cities, or even eek out a life there hiding their mutations, everyday fearing discovery or exposure that may lead to exile, death, or a fate far worse.



Racial Bonuses and Modifiers

- As Mutants age, their bodies develop more mutations making it harder to pass as Human. Mutants begin by rolling 2 times on the Mutations Table at level 1. They will later roll again at levels 3, 6, and 9 for a

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total of 5 mutations at level 9. At level 5, Mutants will also roll on the Lizard Folk Color Table later in these rules. New mutations take 1 week to fully grow.

- Mutants must subtract -2 from their charisma when dealing with Humans who know about their Mutation or when a mutation is obvious. Mutants begin the game with only 2d6 Social Standing.
- Mutants may advance to any level as a Fighting man, but are limited to 6th level in other classes. Note: they may not be a Sorcerer of the Black Gate.

MUTANT MUTATIONS (1d20)	
1. Scales	11. Wings
2. Infravision	12. Apelike
3. Four Arms	13. Resistant
4. Hair(less)	14. Tentacles
5. Hide	15. Green Skin
6. Chameleon	16. Amoeboid
7. Metabolic	17. Human-Bear
8. Gills	18. Mentalism
9. Tail	19. Porcelain
10. Animal Trait	20. Cyclops

MUTATION DESCRIPTIONS



1. Scales: *minor lizard skin*

(re-roll if you rolled Hide or Porcelain)

- Scales provide a strong form of defense, so characters with scales gain +1 to their AC, Strength and Dexterity scores.
- A character with scales may either be reptilian or lepidopteran. Roll 1d6 for type:
1-3. Reptilian 4-6. Lepidopteran
- A reptilian character rolls -2 on saving throws versus cold and ice, and receives +2 damage from cold or ice attacks.
- A lepidopteran (butterflies and moths) character rolls -2 on saving throws versus heat or fire, and receives +2 damage from heat or fire attacks.

2. Infravision: *see in pitch dark*

- Roll 1d6 for the distance they can see in feet:
1. 10 2-3. 20 4. 30 5. 40 6. 50

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3. Four Arms: *2 set of arms*

(re-roll if you rolled Tentacles)

- Characters with four arms gain +1 Strength, but lose -1 Intelligence. They will also attack 2 times per round at 1d3 damage per attack. Their 2nd attack is -2 to hit for less dominant arms.



4. Hair(less): *Hirsute or Albino*

- Roll 1d6 for the type:
1-3. Hirsute 4-6. Albino
- A hirsute character is abnormally hairy, and makes -1 saving throws versus heat and fire. But, they receive -1 damage from cold or ice attacks.
- An albino character has pale skin and is hairless. As such, they will make -2 saving throws versus heat or fire, but they receive +3 damage from heat or fire attacks.

5. Hide: *naturally defensive*

(re-roll if you rolled Scales or Porcelain)

- Characters with a hide add +1 to their AC and Strength. A character with a hide may have 1 of the three types below (roll 1d6:
1-3. Leathery 4-5. Blubbery 6. Bark
- A leathery hide is hardened thick skin which is prized by hunters for armour. Characters with a leathery hide will roll +1 on saving throws versus heat or fire.
- A blubbery hide is fatty and heavy skin, so these type of characters must deduct -1 from their Dexterity. However, they get to roll +1 on saving throws versus cold or ice.
- Characters with a bark hide have a wooden body, and thick bark-like skin. Their arms are branch-like, and their heads sprout with leaves instead of hair.
 - Characters who already rolled chameleon or photosynthesis, should re-roll the type of hide.
 - Characters with bark hide roll -2 on saving throws versus heat or fire as wood is quite flammable. They must also receive +1d6 damage from fire or lightning attacks or accidents.
 - Because of their tree-like appearance, characters with this mutation roll +3 to hide or sneak when

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naked in a wooded area. The roll should be made using the Skill Target Number for the Scoundrel class at the character's current level even if they are not a Scoundrel.

- Those with a bark hide need water and soil (by mouth or rooting their feet in the ground and resting), and sunlight (photosynthesis) to survive. The number of days a character can go without all three of these equals the character's Strength attribute bonus plus 5 days. So, a character with a 13 Strength could be without their "daily food" for 6 days (+1 Strength bonus and 5 days).
- After this time, a character loses 2 HP a day until they can find water, soil, and sunlight.

6. Chameleon: change skin color, texture, and pattern to blend in surroundings

(re-roll if you rolled Bark or Porcelain)

- A chameleon character rolls +3 when trying to hide or sneak when naked in any area. The character will make this roll using the Skill Target Number for the Scoundrel class at the character's current level even if the character is not a Scoundrel.

7. Metabolic: *Extreme dietary mutation*

- Roll 1d6 for the type:



1. Herbivore
2. Insectivore
3. Hypermetabolism
4. Dehydration
5. Carnivore
6. Hematophage

- Herbivores can only survive on plants. Herbivore characters gain +1 Wisdom, but subtract -1 Strength.
- Insectivores can only survive on insects. Insectivore characters gain +1 Dexterity, but subtract -1 Intelligence.
- Those with hypermetabolism digest food too quickly to properly absorb nutrition and needed calories. Such characters must eat two times the amount of rations. These characters must also deduct -1 Constitution, but get to roll +2 on saving throws versus poison.
- Character's with dehydration have bodies that pass liquids too quickly meaning constant dehydration. Characters of this type must drink two times the regular amount of water. These characters must deduct -1 Strength, and roll -2 on saving throws versus poison.

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- Carnivores can only survive on meat, and add +1 to their Strength score. However, they must deduct -1 from Wisdom.
- Hematophages feed only on humanoid blood. They add +1 to their HP total at level 1 and each time they advance levels, but they must deduct -1 to hit in the sun.

➤ Characters with this type of mutation can go without humanoid blood for a number of days equal to the character's Constitution bonus plus 5 days.

➤ With a constitution of 16, a hematophage character can go 7 days without feeding on humanoid blood (+2 Constitution bonus + 5 days).

➤ After that time, a character loses 2 HP a day until he or she feeds on humanoid blood again.



8. Gills: *can breathe under water*

- There are two types of Mutants with gills (gillmen) - aquatic or terrestrial. Roll 1d6

for the type:

1-4. Aquatic Gillman

5-6. Terrestrial Gillman

- Aquatic gillmen prefer water to land and as a result are excellent swimmers. When in water, add +1 to their to hit rolls and +1 on their damage rolls. However, the HP of aquatic gillmen heal at 1/2 the usual rate when resting on land.

➤ A character's Constitution bonus plus 5 days determines how long a character of this type can go without fully submerging in water for at least 8 hours. A character with a Constitution of 10, for example, can be out of water for 5 days (0 Constitution bonus + 5 days).

➤ After this time, the character loses 2 HP a day until fully submerging in water again.

➤ Conversely, even an aquatic gillman needs to sometimes set foot on land. A character's Constitution bonus plus 10 days determines how many hours he or she can go without fully leaving water for at least 8 hours.

➤ After this time, characters lose 2 HP a day until they fully leave water.

- Unlike their aquatic cousins, terrestrial gillmen Mutants prefer land. While not as

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skilled at swimming, they still enjoy a +1 to hit in water. On the other hand, they recover HP at only 1/2 the usual rate when resting in water.

➤ This character's Constitution bonus plus 5 days determines how many days they can go without fully leaving water for at least 8 hours. If the character had a Constitution of 11, he or she could be in water for 5 days (0 Constitution bonus + 5 days).

➤ After this time, characters lose 2 HP a day until they fully leave water.

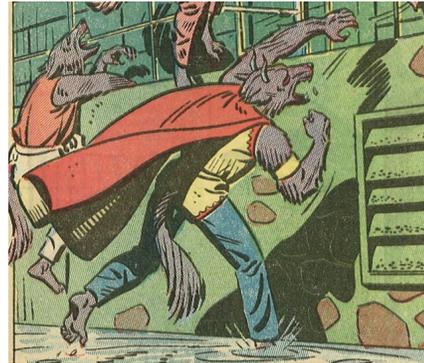
➤ Also, a character's Constitution bonus plus 10 days determines how many days a character of this type can go without fully immersing in water for at least 8 hours.

➤ After this time, characters lose 2 HP a day until they fully immerse in water again.

- An optional rule for characters with gills is to include rules for their preferred water type in much the same way that certain fish are salt water fish, and other fish are fresh water fish. Roll 1d8 to determine the kind of water the character prefers:

- | | |
|------------|---------------|
| 1-3. Fresh | 7. Swamp |
| 4-6. Salt | 8. Hot Spring |

➤ Gillmen who are not in their preferred water type will not get any bonus to hit or damage, and heal at only 1/2 the usual rate.



9. Tail: *used for balancing*

- Characters possessing a tail gain +1 Dexterity, but lose -1 Strength. Characters with a tail also gain +2 on a saving roll when balancing on all fours. To determine the character's chance, refer to the Skill Target Number for the Scoundrel class at the character's level even if the character is not a Scoundrel.
- A character with a tail can move at a range of 130' on all fours, but only 110' standing.

10. Animal Trait: *animal-like feature*

(re-roll if you rolled vegetarian, green skinned, or bark hide)



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- Characters with this mutation add +1 to their Strength. However, the character must subtract -1 from their Intelligence.
- Different types of animal traits can be found in the mutant community as follows. Roll 1d10 for the type:
 - 1-2. Clawed
 - 3-4. Fanged
 - 5-6. Beaked
 - 7. Pointed Ears
 - 8. Snouted
 - 9. Horned
 - 10. Antennae
- A clawed character (re-roll if you have tentacles) has 1 attack per round at 1d4+2 damage. If a character has four arms, he or she will get 2 attack per round at the above damage amount.
- A fanged character does 1 attack per round at 1d8 damage. If a fanged character is a hematophage, the character may feed on blood on a successful hit and heal 1 HP for every 2 points of bite damage inflicted.
- A beaked character may do 2 pecking attacks per round at 1d4 each.
- A pointed ear character has sensitive ears and players with pointed ears may automatically detect hidden creatures from their breathing and heartbeat on a roll of 1-3 on 1d6.
- A snouted character has the advantage of smell and can track a monster or character on a 1-3 on a 1d6.
- A horned character generally has two horns sticking out of their forehead. Roll 1d6 for the type:
 - 1-2. Antlers
 - 3-4. Bull Horns
 - 5. Tusks
 - 6. Ram Horns
 - Antlers can be used for gouging in combat inflicting 1d4+1 damage on a successful hit.
 - Bull horns resemble smaller devil horns and they can be used for gouging in combat inflicting 1d6 damage on a successful hit.
 - Tusks that grow from each cheek can be used to pin a human-sized opponent of the same or fewer hit dice or level as the player when a Major Hit is rolled so that they can't move. Each turn following, the opponent must roll a successful attack roll to escape. If he or she fails to escape, a party member may attack the prone opponent at +2 to hit, and instead of doing damage, they may tie up the opponent and capture them instead.
 - Ram horns can inflict 1d4 damage in combat and can also be used to

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literally ram a human-sized opponent of the same or fewer hit dice or level as the player out of the way or down to the ground when a successful Major Hit is rolled. Such an opponent will take Major Hit damage and need 1d3 rounds to recover during which they may not attack and can be attacked by others at +2 to hit.

- A character with antennae will have 2d4 antennae coming from their head. These allow characters to see in the dark by feeling around up to 3 feet, and taste food by touching it. Antennae also have a smell sense, and characters can use this to track a monster or character by adding +2 to such a roll. Antennae also can be used to hear small sounds, and will add +1 to rolls when actively trying to: find hidden creatures, listen at a door, or eavesdrop on a conversation across a room or a moderate distance away in an open space.



11. Wings: *ability to fly... or not*

- Characters with this mutation can (with the exception of flightless bird wings and fins) fly a number of turns equal to their Strength ability score. While flying, a character's flying speed is 140', and he or she can add +1 to any attack in or from the air. Fins allow the character to swim twice the usual swimming speed in water.
- Roll 2d6 for the wing type:
 2. Leathery (bat-like)
 3. Gossamer (butterfly-like)
 - 4-7. Feathery (bird-like)
 8. Branchy and Leafy (tree-like)
 9. Scaly (lizard-like)
 10. Flightless (ostrich-like)
 - 11-12. Fins (fish-like, water "wings")

12. Ape-like: *fur, body and face of an ape*



- When standing upright, an apelike character moves at 1/2 the normal rate (60') per turn, but may move very quickly on all fours (130').

13. Resistant: *tough digestion*

- Characters with this mutation will make saving throws versus poison at +2, and can consume two times the normal amount of alcohol. They may further ingest hard and sharp objects such as rocks, broken glass, or metal nails without any ill effects.

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14. Tentacles: *octopus-like arms*

(re-roll if you rolled Four Arms or Human-Bear)

- When a character has tentacles instead of arms, they can use the tentacles pretty much as they would arms including holding a sword and even a quill pen. Tentacles do 1d3 unarmed damage in combat, or the character may use a weapon instead.

15. Green Skin: *able to photosynthesize*

(re-roll if you already rolled Bark)



- Character's with green skin add +1 to their Constitution score, and subtract -1 to their Dexterity score. They also survive only on water and sunshine for food.

- This character's Constitution ability

bonus plus 5 days equals the number of days he or she can go without water and sunshine. For example, with a Constitution score of 8, a character can be underground for 4 days (-1 Constitution bonus + 5 days).

- After this time, characters of this type must lose 2 HP every day until they find water and sunshine again.

16. Amoeboid: *extremely malleable body*

- These characters add +1 to their AC and

Dexterity, but they subtract -1 from their Constitution. Amoeboid characters may also squeeze through inch-sized openings. They also reduce damage taken when hit with bladed weapons by -2 (Note this will not reduce damage below 1), but they take +1d6 damage when they are attacked with fire or heat.

17. Human-Beast: *human-beast hybrid*



- A character with this mutation has a 1 in 6 chance to transform into a monstrous human-beast hybrid

once per night.

- The transformation takes 2 turns, destroying any clothing and armour worn.
- During this transformation, characters may not move or attack, and others may attack the character at +2 while they are transforming. The player will remain in hybrid form for 1d6 plus the character's level turns.
- Once changed into hybrid form, characters regenerate 1 lost HP per turn. They will also gain +3 to their Strength,

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Constitution, and Dexterity ability scores, but lose -5 from their Wisdom, Intelligence, and Charisma ability scores.



- These elevated ability scores will improve such things as the chance to hit, damage or AC while in hybrid form. The temporarily decreased ability scores describe how much of a wild animal the character becomes. Note any adjustments, as they may have an important bearing on combat, evasion, and character behaviour.
- A character in hybrid form will temporarily gain HP. Players should add their elevated Constitution score to their current HP for a new current HP total. This total may be higher than their maximum level. Just remember that when a character fully changes back into a Human (Mutant) to subtract these extra HP. If this takes the character's current HP to 0 or lower, they will die unless they are able to make a Death Saving throw.
- When a hybrid is changing back into a Human (Mutant), the character loses its ability to regenerate lost HP. A hybrid will revert back to Human (Mutant) form in 2 turns following the same rules for changing into a hybrid with the same penalty of not being able to move or attack, and others being able to hit him or her with a bonus of +2 to hit.
- Once back in Human (Mutant) form, all stat scores and HP (as discussed) will then revert to normal and the character will have little recollection of what happened. Further, the character will be exhausted for 1 day making all saving throws and rolls to hit at -2.
- In hybrid form, a character inflicts 1d6+2 damage biting or with claws, and adds +1 to their attack roll to hit.
- If a character has already rolled beaked, and/or has fangs, claws, or four arms, use the higher damage roll here.
- If a character has already rolled four arms, or is beaked, the character will have two attacks per round with the hybrid damage.
- If a character has already rolled tentacles and no arms, use the regular damage for tentacles, and the hybrid damage for biting.
- If a character has already rolled hematophage, a successful bite will allow

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the character to feed on blood.

- An important negative to changing into a hybrid is that a character will not discriminate between friend or foe, and will randomly attack all targets around him or her as a foe.

18. Mentalism: *minor Mentalist power*



- Characters with this mutation will add +2 to their Wisdom score, and deduct -2 from their Constitution score.
- There are a number of minor powers a character may have with this mutation. Roll 1d8 once for the type:
 1. Control Person
 2. Forced Healing
 3. Loaded Glance
 4. Mind Bullet
 5. Minor Telekinesis
 6. Minor Telepathy
 7. Somnolence
 8. Spiders
- A character may use the rolled ability once per day as the level 1 Mentalist power.

Non-Mentalist characters may only use the rolled power at the ability level of a 1st level Mentalist regardless of their level.

- If you are a Mentalist, this is extra to the number of powers you may use per day.



19. Porcelain: *light porcelain exoskeleton*

(Re-roll if you already rolled Hide, Scales, Chameleon, Four Arms, or Tentacles).

- Characters with this mutation are greatly benefitted by their light weight, and gain +2 to sneak around or hide. Use the Skill Target Number for the Scoundrel class at the character's level even if the character is not a Scoundrel.
- The hardness of the porcelain body gives characters +1 AC against sharp weapons, clawed, or fanged attacks. However, much like real porcelain, they can easily shatter with the proper tools. Characters must therefore subtract -1 AC against attacks made by blunt weapons such as clubs or maces.

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- If hit by a Major Hit, instead of taking damage, a character with this mutation must first roll a successful General saving throw. If this saving throw is successful, follow the Major Hit rules for damage. If the character fails and their roll is a 1 or 2, their head breaks off and the character dies. If the saving roll fails and a 3 or higher is rolled, roll 1d8 to see which limb breaks off:

1-2. right arm	5-6. right leg
3-4. left arm	7-8. left leg
- A porcelain character missing a leg will not be able to walk, and may move at $\frac{1}{2}$ the usual rate crawling. If an arm is missing, roll 1d6 to see which hand:

1-3. dominant arm	4-6. secondary arm
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- Characters rolling to hit with a secondary or less dominant arm roll at -2 to hit with the secondary arm.
- When a character loses a limb, the character's maximum HPs will be reduced by $\frac{1}{5}$ rounded up. In addition, reduce the character's remaining HPs by the same amount.
- For example, if a character at their maximum has 10 HPs and they lose a leg, $\frac{1}{5}$ would equal 2 HP. The character's new HP maximum would be 8. If the same character at the time of the "accident" had only 7 HPs left, they would also deduct this $\frac{1}{5}$ value of 2 HPs in damage for losing the limb, leaving them with 5 current HPs and a HP maximum of 8.
- If this reduces the character to 0 HP or less, the character's head broke off instead of a limb and the character is dead.
- If a character with a severed limb is still alive after deducting HPs, the enemy will then make their damage roll. This damage roll is made only to determine if the severed limb is destroyed. If maximum damage is rolled, the severed limb is considered completely shattered.
- If the limb is not destroyed (or lost or stolen!), a character with a porcelain body may have it reattached with an adhesive invented by a Scientist. Reattaching a limb will restore any HP (current and maximum) that was lost when the limb broke off.
- Scientist's may research to grow a new limb if one was destroyed, lost, or stolen.
- If a character with a Porcelain body falls from a high place such as a ledge, cliff, or bridge, use the usual rules for falling in WofRP. However, on a failed save, follow the same rules for limb loss with the chance of losing a head and dying. The damage for limb loss is in addition to the regular amount of damage for falling.

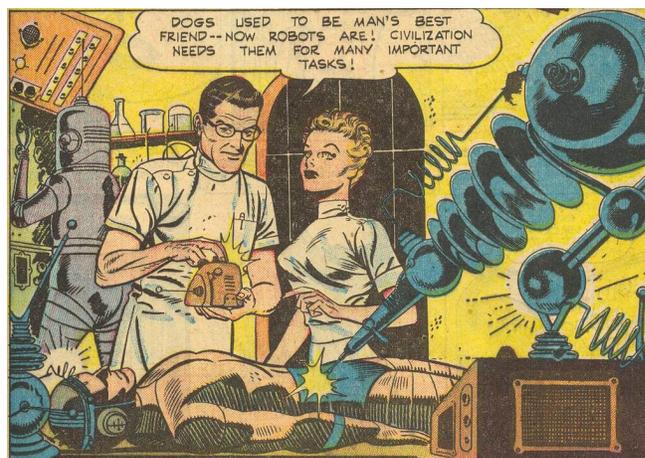
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20. Cyclops: *single eye above the nose*

- There nothing good about this mutation, and characters must deduct -1 on ranged attacks, and -1 to both their Charisma and Dexterity ability scores.

ROBOT: INHUMAN/ AUTOMATON



Because Robots are usually specialists with both very high and very low ability scores, use the Robot Character Creation Guide below to create a Robot character. Alternatively, players may use the original Robot creation rules in Xuhlan for a more generalist Robot character with an average range of abilities.

Robot Character Creation Guide

1. Roll the 6 core ability scores, and re-roll any ability scores over 15.
2. Add +3 to any two of these scores.
3. Subtract -3 from two other scores.
4. Divide the last two scores by 2 (round up).
5. If the rolls are 12, 14, 7, 13, 9, 11:
 - +3 to 14 and 13 → 17 and 16
 - 3 from 12 and 11 → 9 and 8
 - Divide 7 and 9 in 1/2 (round up) → 4 and 5
6. Rearrange the scores freely. For example:
Str: 17 Dex: 9 Con: 16 Int: 8 Wis: 5 Cha: 4
7. For Social Standing, roll 2d6 and add 2.

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Empathy Ability Score

- Empathy is a new optional ability score for Robots only, and exists to reflect the fact that no matter how well a Scientist designs a Robot, many simply don't fully understand emotions. Roll 3d6 to see how well a Robot understands empathy:

Robot Empathy Table (roll 3d6)

3. Superiority Complex:

- This Robot is condescending and narcissistic to intelligent life, and may manipulate, attack or rob "friends" out of self-interest.

4. Self-Serving:

- This Robot is sometimes unwilling to sacrifice itself and may leave a friend to die even if it is easy to save them.

5. Rational:

- This Robot believes in the greatest good for the greatest number even if it means sacrifice or self-sacrifice. Robots may take this philosophy too far sometimes...

6-17. Empathetic:

- This Robot generally understands emotions and feelings, and is willing to self-sacrifice itself even at great personal risk. This Robot appears to enjoy friendships and belonging to a group.

18. Obsessive:

- This Robot is intensely emotional, and develops unhealthy attachments to individuals. It also obsesses over perceived slights or wrong-doings, and develops irrational grudges.



Robot Level Advancement

- Robots are imperfect and need more time to understand and interact appropriately with the world around them. As a result, they need 10% extra experience points to advance levels.
- Robots are unlimited as Fighting Men, but are limited to 6th level as a Scoundrel or Scientist because of the limits to robotics and AI creativity. They may not be Mentalists or Sorcerers of the Black Gate.
- At levels 2, 4, and 6 (and 8 as a Fighting Man), a Robot may upgrade itself, adding 1 point to any ability score.

Power Sources

- Robots do not consume food or water, but rely on various power sources to function including: solar, atmospheric radiation, or electrical sources including batteries.
- Robots can only stay in places without power sources (i.e. underground or in an enclosed space) for a period of 6 days plus their Constitution bonus.
- For example, a Robot with a Constitution of 16 can remain without a power source for up to 8 days (6 days plus +2 Constitution bonus).
- After this time, the Robot's HPs will drop 1d6 every hour until 1 HP.

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- At 1 HP, a Robot that is low on power will shut down (similar to being unconscious for a human) until it is given a source of power.
- With proper Robot power sources, a robot will recharge at a rate of 1d6 HPs per hour. However, recharging will not heal HPs lost from battle or damage. It will only heal damage from power loss.
- A Scientist can research and prepare a battery device as a Robot's spare or portable power source.



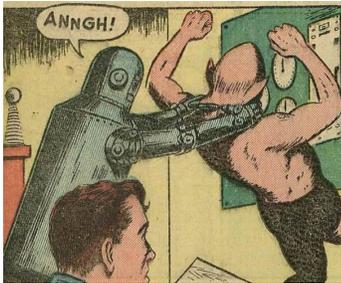
Major Hits and Repairs

- A Major Hit will do permanent damage to a Robot, and this kind of damage cannot not be healed by resting. To cure HP loss due to a Major Hit (permanent damage), a Robot or a Scientist needs to buy or salvage for, and replace the broken parts.
- A player should carefully note the amount of damage from a Major Hit because the Robot's maximum HPs will be temporarily reduced until repaired. To find replacement parts, follow the rules for Scavenging for Research and Inventions later in these rules.

Robots: "Sleep, Healing, and Death"

- Robots recovers HPs at the same rate as other races through periods of self-repair and low activity. During these periods, a Robot quietly organizes memories, reboots circuits, and self-repairs small dents or minor wires while standing or sitting motionless for a time similar to human sleep.
- A Scientist may heal (repair) a robot faster with an appropriate gadget or device.
- When a robot is reduced to less than 1 HP point, the robot is assumed to be so bashed up that it ceases to function and cannot be repaired and is essentially now junk (dead). At this point, players may salvage 1/2 of the former Robot's parts to build a completely new one.

Dangerous Environments



- Robots can work or stay in many dangerous environments including extreme elevations, high levels of radiation, very high or low air pressure or gravity (movement rate will be 1/2), or underwater or outer space environments. Every hour the Robot character is in such an environment, it will lose 2 HPs of permanent damage.
- A robot reduced to 1 HP in this fashion will be considered seriously damaged (and switch off), and below 1 HP irreparable electronic junk.

ROGUE FORMIAN: INSECTOID

Rogue Formians are the most powerful and perhaps least accepted of the races in the Xuhlan world. This version reduces the ability bonuses in the Xuhlan supplement for more balanced play, but offers a couple of extra abilities instead. These rules also make certain castes rarer than others. Roll 1d20 to determine the character's caste:

1-13. Worker 14-18. Soldier 19-20. Nobility

Formian Castes

- **Worker:** These Formians are by far the most common, and gain +1 to their Strength, and +1 to their Constitution or Dexterity. They may make a mandible attack of 1d4 instead of an attack with a weapon. They may only be Scoundrels.
- **Soldier:** These Formians gain +2 to their Strength or Constitution score and may make a mandible attack of 1d6 instead of an attack with a weapon. However, they are limited to Fighting Men.
 - Formian Soldiers can also use their larger-sized pincers to pin a human-sized opponent of the same or fewer hit dice or level as the player when a Major Hit is rolled so that they can't move. Each turn following, the opponent must roll a successful

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attack roll to escape. If he or she fails to escape, the prone opponent may be attacked at +2 to hit, and instead of doing damage, they may tied up and capture instead.

- **Nobility:** These Formians have been bred to be thinkers and rulers, and as a result add +2 to either their Wisdom or Intelligence score. They may make two mandible attacks a turn of 1d4 or one attack with a weapon. They are limited to Mentalists or Scientists.

Other Racial Bonuses and Modifiers

- As they are generally distrusted, all Rogue Formians must deduct -3 from their Charisma, and -2 from their Social Standing when dealing with other races.
- Rogue Formian chitin plates give a +1 bonus to a character's AC and blocks any extra damage when hit with a Major Hit (see the section on Major Hits & Fumbles).
- Formian chitin plates make excellent shields and pieces of armour, but many foolish adventurers have lost their lives trying to hunt Formians to make armour.
- All Rogue Formians have prismatic eyes which see only in black in white, but give them infravision of up to 40 feet in complete darkness. Their eyes also allow

them to see in all directions at once, so they only have a 1 in 6 chance of being surprised, and gain +1 to all initiative rolls.



ROGUE FORMIANKIN: HUMAN /INSECTOID

Rogue Formiankin are said to be human-ish in appearance, but have slightly oversized bulging (roll d6: 1. Red, 2-3. Blue, 4-5. Green, or 6. White) Formian-like prismatic eyes. Also they have certain cultural traits and abilities that remain decidedly Formian.

Racial Bonuses and Modifiers

- Rogue Formiankin add +1 to either their Strength or Constitution ability score.
- They have all the benefits of Formian prismatic eyes, except they only have infravision up to 20' in pitch black.
- They are not well-liked and do not acculturate well with others, so they deduct -1 Charisma and -2 Social Standing

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when dealing with other races.

- Rogue Formariankin also speak Formarian as well as the Common Trading Tongue.

Level Limitations

- Rogue Formariankin were forbidden certain areas knowledge by their former Formian masters. As such, they are restricted to 6th level Scientist, and they may not be a Sorcerer of the Black Gate. They have no other class restrictions.

LIZARD FOLK: REPTILIAN



An important marker of distinction amongst Lizard Folk is their range of colors. Roll 3 times on the chart below for the character's color. For example, a player may roll "yellowish dull white" as the colour of his or her character. If a player rolls repeating colours that don't make much sense, such as "greenish sparkling green," simply roll 3 times again for a combination that works:

COLOUR MIX (1d6)	SHADE (1d10)	MAIN COLOUR (1d10)
1. greyish	1. light	1. grey
2. bluish	2. bright	2. blue
3. yellowish	3. dark	3. yellowish
4. orangish	4. sparkling	4. orange
5. greenish	5. neon	5. green
6. brownish	6. organic	6. brown
7. blackish	7. eggshell	7. red
8. reddish	8. dull	8. black
9. pinkish	9. swirly	9. white
10. purplish	10. blotchy	10. beige

Racial Bonuses and Modifiers

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- Lizard Folk add +1 to their Strength and Dexterity.
- Attacks made by Lizard Folk are a claw attack with 1d4+1 damage, or a bite attack with 1d4 damage, or by weapon.
- Lizard Folk have a scaly hide and receive a bonus of +1 to their AC. While relations between other races and Lizard Folk are usually tense, it is frowned upon to wield arms or armour made from the hide of Lizard Folk. This act is normally met with severe social sanction and may even be punishable as a crime out of fear of vindictive Lizard Folk deity.
- Lizard Folk are cold-blooded and thus deduct -3 from their saving throws versus cold or ice, and suffer an extra 2 HPs damage when a cold or ice attack is made against them.

Level Advancement

- Because of their martial disposition, Lizard Folk characters are unlimited in their advancement as Fighting Men or Scoundrels, but limited to 6th level as a Mentalist, Scientist, or Sorcerer of the Black Gate.

GADGET USE

If a non-Scientist character tries to use a super-science device or gadget but was not shown how to use it or what it does, roll 1d6 check your results below. Each player in a group may attempt to do so in turn.

Using an Unfamiliar Device or Gadget

- **5-6:** the character succeeds (**6 only:** Pure Strain Rogues or Fighting Men).
- **2-4:** the character fails, and he or she will need to wait for the next day to try again (**2-5:** Pure Strain Rogues or Fighting Men).
- **1:** the device explodes causing 1d10 damage to everyone in a 6 foot radius and the device is destroyed. Everyone must roll a successful save versus Explosions to reduce the damage to 1/2.

SCAVENGING FOR PARTS

Scientists can research and invent new gadgets and devices, and spare parts can be scavenged to reduce costs.

Scavenging for Research and Inventions

- Parts can be scavenged in ruins, cities, or other places with broken or discarded electric garbage, scrap yards, or junk piles.
- A Scientist can scavenge and find half of the needed parts on a roll of 4-6 on a d6 looking in such an area.

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- The number of hours it takes to scavenge is equal to the Scientist's Intelligence ability modifier minus 7 hours. If a Scientist has a 16 Intelligence, the +2 ability modifier would be subtracted from 7 to equal 5 hours to fully search an area and recover half the parts needed.
- Search time can be reduced by an extra hour if other characters (except for Pure Strain Fighting Men and Scoundrels) help the Scientist look.
- A Scoundrel can further reduce this time by another hour if searching in city markets. There a Scoundrel needs to roll his or her Skill Target Number or higher to steal the item(s). If he or she fails, it will cost 1d6 gp for the Scoundrel to bribe guards to not arrest him or her or haggle with market sellers to buy the item(s).
- If a scientist finds half the parts, the cost of the research is reduced by 1/4. If a scientist manages to find all the parts by searching more than one area, the cost of the research is reduced by half.
- Non-Scientist characters may not effectively search on their own however, without close supervision of a Scientist.

Scavenging for Robot Parts

- When scavenging for replacement parts for a Robot, follow the rules for scavenging and some additional rules that follow.
- A Robot has some knowledge of its anatomy, so it can search for parts by itself, and also guide others to help it.
- When a Scientist replaces robot parts, it will take the same amount of time to install or connect them as it does to scavenge. Other party members can be enlisted to help reduce the time needed in the same fashion as scavenging.
- Damage done from a Major Hit to a Robot will be healed fully when parts are replaced, but other damage will need the usual slower rate (as per other races) of recovering hit points.