

PALADINS OF SPACE



A Player Class for Old-School (OSR) fantasy games including LABYRINTH LORD™



Labyrinth Lord
Compatible Product

LOST KNIGHT

This is not your world. Once you leapt between worlds in gleaming starships, fighting for freedom, helping the oppressed. Then came the crash. Your ship was damaged beyond repair, leaving you with only your Wave-Particle Sword and your ideals. So you ventured out into this world of primitive weapons and magic, determined to find a way back to your own Sphere. Along the way, you have found that there are noble causes to fight for here as well. Perhaps you will become a champion for good in this world as well.

Perhaps it is your destiny.

Inside you'll find:

- *A full character class description (including new special abilities), for use with Old-School (OSR) games including LABRYRINTH LORD™*
- *Helpful charts to take your Paladin of Space from level 1 to level 20.*
- *Options for both Ascending and Descending AC are presented*
- *Suggestions for incorporating Paladins of Space into your campaign*
- *Pregenerated characters at first and third level. Just print and play (or use them as NPC's)*

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PALADINS OF SPACE

Take up your Wave-Particle Sword and fight for freedom!



Thank you for purchasing this product. Its goal is to provide you with a fun class to add to your old school (or even new school) games. On the following pages, you'll find: a complete description of the Paladin of Space, handy advancement charts, and suggestions for incorporating Paladins of Space into your existing campaigns. Also included are pregenerated characters at levels one and three. Just print them out for your players, or use them as non-player characters.

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PALADINS OF SPACE

BACKGROUND: Paladins of Space are the protectors of peace and justice in their galaxy. They come from technologically advanced worlds of starships and weapons that harness the power of light itself. They belong to a type of monastic order, studying the positive energy that flows through the universe. Though they do not fight out of aggression, they will raise their Wave-Particle Swords to protect the innocent or fight for freedom.

The Wave-Particle Sword is a unique weapon that uses light to create a glowing blade. When turned off, the blade disappears and just the hilt of the sword remains. These hilts come in a variety of styles, and can often be disguised as ordinary sword handles. When ignited, the blade can be deadly against an enemy, and can cut through almost any natural substance.

Responding to the galaxy's needs often takes them far from their homeworlds. Some have even lost their way and become stranded on more primitive worlds. It is these "Lost Knights" who may make an appearance in your game.

DESCRIPTION: Paladins of Space have the same appearance as native humans. Their eye, hair, and skin colors span the full range of humanity. They tend to wear simple clothes and robes, and do not acquire many possessions. The Prime Requisite for a Paladin of Space is WISDOM. Paladins of Space with a WISDOM of 13 or higher receive a 10% bonus on earned experience points.

RESTRICTIONS: Paladins of Space roll an eight-sided die (d8) for their hit points, and may advance to 20th level. They do not wear any armor or use shields, though their armor class improves with experience. Their DEXTERITY bonus affects their armor class as normal. This improvement in AC is shown in the chart on page 6, and reflects their ability to avoid blows and deflect certain attacks with their Wave-Particle Sword. They may use any other weapon if needed. Paladins of Space have a special restriction, *Remain in the Light*.

Remain in the Light: Paladins of Space follow a strict moral code that forbids acting in anger, rage, or for revenge. They may kill opponents in a fight, but they must never kill any subdued being. Whenever possible, they must come to the aid of innocent beings. They are permitted possessions, but the quest for gold is never their primary motivation.

When a Paladin of Space violates their moral code, they earn a BURDEN. Generally they earn one BURDEN for non-lethal actions, and three BURDENS for lethal actions. When their number of BURDENS equals their WISDOM score, they have turned from the Light and become a regular fighter of the same level. Before the Paladin of Space's BURDEN score reaches their WISDOM score, they should be given the opportunity to seek penance. This involves undertaking some noble quest in a selfless manner. A quest may remove five BURDENS (or more at the GM's discretion.) [GM's Note: It is entirely appropriate for the GM to act as the Paladin of Space's conscience. Players should be warned before they take actions that they will earn a BURDEN. This helps promote good choices during roleplaying, and prevents charges of unfairness should they earn a BURDEN.]

SPECIAL ABILITIES: Along with increasing AC, Paladins of Space have other special abilities, especially their skill with the Wave-Particle Sword. All Paladins of Space start their journeys possessing a Wave-Particle Sword.

Wave-Particle Sword: Paladins of Space have a unique bond with their Wave-Particle Sword. The sword does 2d6 damage, though the Paladin of Space can always decide to do non-lethal damage. Their STRENGTH bonus affects damage as normal. Other characters who use the Wave-Particle Sword must use it with a -4 to their "to hit" rolls. Also, they are not able to control it well enough to do non-lethal damage.

The sword can cut through most natural materials at a rate of 1 meter/round. This may increase or decrease depending upon the thickness of the material at the GM's discretion. The sword will not cut through magical materials or held portals.

Paladins of Space gain the following Special Abilities as they increase in levels. Each can be used once per day, until 15th level. Then they may be used twice daily.

Unerring Shot: Paladins of Space may use the positive energy of the universe to make one ranged shot or melee attack automatically. They may use this even if they are blinded or blindfolded.

Unseen Reach: Reaching out with the positive energy of the universe, the Paladin of Space may move an object or draw it into their hands. The range is 60', and they may move objects that weigh up to 20 pounds/level. Their hands must be free to use this ability, and they can maintain the hold only if they are undisturbed.

They may use this ability to throw things at their opponent to try to knock them off balance. The opponent must make DEXTERITY check or be knocked to the ground. They must spend their movement action the following round standing up. Also, the DEXTERITY check is made if the Paladin of Space is trying to lift them off the ground. They may lift a human sized opponent 10' off the ground.

Unseen Reach may also be used to choke an opponent. This is a questionable practice and will result in one BURDEN for a non-lethal choke, and three BURDENS for a lethal action.

Detect Presence/Contact: Paladins of Space may detect the presence of a familiar being (friend or foe) within a distance of one mile/level. They will be able to locate the being using this ability.

A Paladin of Space can mentally send a simple message to a close companion using the same range restriction. This will also allow the companion to locate them.

Future Vision: By meditating for 10 minutes, the Paladin of Space can have visions of their companions in the future. There is no range limit to this special ability, but the visions are not infallible. Sometimes they show only one possible future. *[Note that these tend to be hazy visions, not specific details about an entire adventure or encounter.]*

Minor Charm: A Paladin of Space can plant a simple suggestion in the mind of any human or human-like creature. They must be within 20' or the charm will fade. The target gets to make a SAVING THROW VS. SPELLS. If they fail, they will believe whatever the Paladin tells them ("We're not who you are looking for") or obey very simple commands ("You will take us to the fat one.") They will not harm themselves or another being. Any physical or magical attack on the target will break the effect. The effect lasts for one hour. **When the Paladin of Space reaches 5th level, they are now immune to Charm spells.**

Healing Touch: The Paladin of Space may heal 1d6+1 points of damage by laying hands on the forehead of another individual. They may also heal themselves.

Absorb Lightning Bolt: At level 13 the Paladin of Space may absorb and dissipate a lightning bolt attack. If they succeed on a Saving Throw vs. Spells, they take no damage. If they fail, they take half damage.

On the following page are the charts you'll need to create and advance a Paladin of Space. Simply roll or assign your ability scores, jot down the information from the charts, buy some equipment and you're ready to play.

Note that armor class is presented in both descending and ascending format. For example, an armor class will be listed as "8 (12)", 8 for descending and 12 for ascending. A "to hit" chart is presented for those using descending armor class, and an attack bonus for those using ascending.



PALADIN OF SPACE CHARTS

RESTRICTIONS

- May not wear armor or use shields
- *Remain in the Light*

SPECIAL ABILITIES

- *Wave-Particle Sword* (2d6 damage)
- Various abilities with experience (see chart)

Level	XP	Hit Dice	Saving Throws				Rods, Staves, Spells
			Death Ray/Poison	Magic Wands	Paralysis/Turn to Stone	Dragon Breath	
1	0	1d6	12	13	14	15	16
2	2,500	2d6	12	13	14	15	16
3	5,000	3d6	11	12	13	14	15
4	10,000	4d6	10	11	12	13	14
5	20,000	5d6	10	11	12	13	14
6	40,000	6d6	9	10	11	12	13
7	80,000	7d6	8	9	10	10	12
8	150,000	8d6	8	9	10	10	12
9	300,000	9d6	7	8	9	9	11
10	450,000	9d6+1*	6	7	8	8	10
11	600,000	9d6+2*	6	7	8	8	10
12	750,000	9d6+3*	5	6	7	6	9
13	900,000	9d6+4*	4	5	6	5	8
14	1,050,000	9d6+5*	4	5	6	5	8
15	1,200,000	9d6+6*	4	5	6	5	8
16	1,350,000	9d6+7*	3	4	5	4	7
17	1,500,000	9d6+8*	3	4	5	4	7
18	1,650,000	9d6+9*	3	4	5	4	7
19	1,800,000	9d6+10*	2	3	4	3	5
20	1,950,000	9d6+11*	2	3	4	3	5

*CONSTITUTION bonus no longer applies

Level	AC	Special Abilities	Roll need to hit AC										AB
			9	8	7	6	5	4	3	2	1	0	
1	9 (11)	Unerring Shot	10	11	12	13	14	15	16	17	18	19	+1
2	8 (12)		10	11	12	13	14	15	16	17	18	19	+1
3	7 (13)	Unseen Reach	9	10	11	12	13	14	15	16	17	18	+2
4	6 (14)		8	9	10	11	12	13	14	15	16	17	+3
5	5 (15)	Minor Charm	7	8	9	10	11	12	13	14	15	16	+4
6	5 (15)		6	7	8	9	10	11	12	13	14	15	+5
7	4 (16)	Detect Presence/Contact	5	6	7	8	9	10	11	12	13	14	+6
8	4 (16)		4	5	6	7	8	9	10	11	12	13	+7
9	3 (17)	Future Vision	4	5	6	7	8	9	10	11	12	13	+7
10	3 (17)		3	4	5	6	7	8	9	10	11	12	+8
11	2 (18)	Healing Touch	3	4	5	6	7	8	9	10	11	12	+8
12	2 (18)		2	3	4	5	6	7	8	9	10	11	+9
13	1 (19)	Absorb Lightning Bolt	2	3	4	5	6	7	8	9	10	11	+9
14	1 (19)		2	3	4	5	6	7	8	9	10	11	+9
15	0 (20)	All Special Abilities = 2X/day	1	2	3	4	5	6	7	8	9	10	+10
16	0 (20)		1	2	3	4	5	6	7	8	9	10	+10
17	-1 (21)		1	2	3	4	5	6	7	8	9	10	+10
18	-1 (21)		0	1	2	3	4	5	6	7	8	9	+11
19	-2 (22)		0	1	2	3	4	5	6	7	8	9	+11
20	-2 (22)		0	1	2	3	4	5	6	7	8	9	+11

INCORPORATING PALADINS OF SPACE INTO YOUR CAMPAIGN

AS PLAYER CHARACTERS (PC's): Paladins of Space should be played as noble warriors searching for a way home. They will be most interested in quests that may provide information about planar portals or perhaps magical ships that can fly off-planet. They often join adventuring parties to gain this information. However, even though they are stranded in an unfamiliar world, they still remain true to their code. If a quest involves helping innocent people, or fighting against evil sorcery, a Paladin of Space will be inclined to join.

A Paladin of Space will easily befriend Lawful and Good party members. They will tolerate those they deem to be of lesser character, and may even try to help turn them towards the Light. Initially, Paladins of Space may not wish to reveal their origins to other adventurers. They pose as warriors lucky enough to possess a magic weapon and a few "simple tricks."

Note that other special abilities are certainly possible. However, a stranded Paladin of Space is unlikely to find a teacher to instruct them in the higher levels of their discipline.

AS NON-PLAYER CHARACTERS (NPC's): A Paladin of Space might approach a party and ask them to accompany them on a quest. They may need extra help in searching deserted locations for clues that may help them get home. Generally, Paladins of Space do not have enough money to pay a party much: they keep only enough money on them for their personal needs. However, since they are not interested in acquiring treasure, anything of value found on the adventure belongs entirely to the party.

The Paladin of Space may sometimes appeal to the party's better nature. They may ask the party to help them drive away monsters or undead who are bothering a village, or to protect a cleric delivering critical medicine to a distant location. If the party has built up a reputation for noble deeds and helping the innocent, the Paladin of Space may ask to join them. This is a good way to round out a small party. Also, the Paladin of

Space can be upgraded to a player character if there is a death in the party or if a new player joins the game.

Lastly, who's to say that only noble Paladins of Light have crashed on your world? A Paladin of Space who has fallen from the Light would make a formidable opponent. Since they have already fallen, they use their special abilities to hurt and kill with impunity. The GM may wish to keep their nature mysterious. Searching out their origins or ways to defeat them can be an adventure for the party to undertake.

PREGENERATED CHARACTERS

PALADIN OF SPACE 1						8 hp	AC 9(11)			
<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>					
13	12	10	12	13	12					
<i>Saving Throws</i>										
<i>DR/P</i>	<i>MW</i>	<i>TTS</i>	<i>DB</i>	<i>Spells</i>						
12	13	14	15	16						
<i>Weapons (Ascending Attack Bonus = +1)</i>										
Wave-Particle Sword: +1 (2d6)										
<i>Gear</i>										
Wave-Particle Sword, bag of tools, strange rations										
<i>To Hit</i>										
AC	9	8	7	6	5	4	3	2	1	
Roll	10	11	12	13	14	15	16	17	18	
<i>Special Abilities</i>										
• Unerring Shot (1/day)										

PALADIN OF SPACE 3						24 hp	AC 7(13)			
<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>					
13	12	10	12	13	12					
<i>Saving Throws</i>										
<i>DR/P</i>	<i>MW</i>	<i>TTS</i>	<i>DB</i>	<i>Spells</i>						
11	12	13	14	15						
<i>Weapons (Ascending Attack Bonus = +2)</i>										
Wave-Particle Sword: +1 (2d6)										
<i>Gear</i>										
Wave-Particle Sword, bag of tools										
<i>To Hit</i>										
AC	9	8	7	6	5	4	3	2	1	
Roll	9	10	11	12	13	14	15	16	17	
<i>Special Abilities</i>										
• Unerring Shot (1/day)										
• Unseen Reach (up to 60 lbs., 1/day)										

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