

MINIONS OF MARS



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INTRODUCTION



Minions of Mars is a tool for Game Masters that provides quick stat blocks for “ordinary” Martian non-player characters. In addition, there is also a section that includes more fully developed NPCs that can be inserted into any Martian campaign.

MINION FORMAT

“Ordinary” (or Minion) stat blocks are arranged in a column-and-row format for easy reference. Minions are grouped by archetype (administrator, sky-corsair, warrior, etc.) and arranged according to level. Low-level minions are 2nd level, mid-level minions are 6th level, and high-level minions are 10th level. There are separate groupings for each appropriate race under the archetype.

Each minion stat block is offered in three versions. The first listed version follows the normal rules for creating an ordinary. This is considered the default version. Beneath the default version is a stat block in which the ability modifiers have been increased by one (a gifted version), and beneath the gifted version is an elite version that has the ability modifiers increased by two (ability score maximums still apply).

The reason for the additional stat blocks is two-fold. First, it allows the GM to vary minion types without needing to move up to the next minion level. A group of low-level warriors might be led by a sergeant; the warriors could use the default stats while the sergeant might have a gifted stat block (rather than a mid-level

stat block, which could be problematic for a low-level PC party). Second, the average power level of the PCs might make default minions too easy to defeat. Three versions of a minion allow the GM to pick one that is an appropriate challenge for the PCs.

ABILITY SCORES

Minion ability scores are listed by modifier. In addition to being a cleaner presentation, this allows the GM to easily see at a glance what the appropriate modifier is for a skill or damage bonus. If necessary, the GM can easily assign an ability score based on the modifier.

SKILLS (OR LACK THEREOF)

Skills are not listed for a couple of reasons. First, it allows the GM to customize her minions on the fly. She might, for example, want to have a near-sighted scholar working with a sharp-eyed one. Obviously, the sharp-eyed scholar would have a better Spot skill than the near-sighted one. Secondly, many minions are encountered for their expertise and it is not necessary to make skill checks for them (especially if they “take 20”).

If the GM decides that a skill is appropriate for a minion, she need only add the minion’s character level and appropriate ability modifier to quickly generate the skill bonus. For example, if the GM feels that a mid-level sky-corsair with a +3 Dex should have the Balance skill, then she simply adds 6+3 to get a +9 Balance bonus. The GM can feel free to add up to three extra points to

a skill deemed especially important. If the GM deems that a minion lacks a skill, then, assuming the skill can be used untrained, the minion only receives his ability modifier. In most cases, as long as the minion is in his element, it can be assumed that the minion has the skill in question.

FEATS

Feats are listed at the end of each default stat block. For ease of use, it is assumed that every stat row within a single race has all of the feats listed above it. A mid-level elite red man scholar, for example, would not only have the feats listed for the default mid-level red man scholar but also the feats listed for the low-level default red man scholar.

Also, no skill bonus feats (such as Deceptive, Studious, and Trustworthy) are used. Again, this is for ease of use, as the GM need not take such feats into account when generating skill bonuses. Feats that offer permanent modifiers (such as Iron Will and Lightning Reflexes) are incorporated into the stat blocks.

While *MARS* is pulp fantasy, this feat distribution method does grant some minions more combat-oriented feats than a GM might find appropriate. In such cases, the GM can feel free to ignore the feats (under the supposition that "skill bonus" feats have taken their place). Still, it can be an unpleasant surprise for the PCs to learn that a group of mid-level administrators can take care of themselves in a fight.

WHERE ARE THE GREY MARTIANS & EARTHMEN?

Grey Martians and Earthmen aren't included in the Minion stat blocks for similar reasons. Encounters with grey men are considered special and should always be represented by an individual stat block; it's unlikely that a typical Martian PC party would encounter enough of them at once for the GM to need generic stat blocks. Grey men are included in the "named" NPCs in the final section of this book.

Similarly, Earthmen are not represented in Minions of Mars. The appearance of an Earthman in the Martian setting is a special event that is best represented by a PC. Also, *MARS* leaves Earthmen character creation up to the individual GM, using whatever method she desires. This makes it impossible to present a "neutral" Earthman NPC. In most cases, it is easy for the GM to take a red man's stat block and redress it in Earthman trappings, especially if the Earthman has spent some time on Mars.



ORDINARIES

Not every character in a Martian campaign will be a hero or villain. In fact, most of the characters that routinely interact with the PCs will be “rank and file” types; they support and advance the adventure, but are not particularly notable on their own. A powerful lord is a villain; his captain-of-the-guard and troops are supporting characters. When a PC needs a new sword, the merchant he will deal with is likely an extra. These characters do not need the attention (read: prep time) that a villain warrants.

In *Mars*, such characters are referred to as “Ordinaries.” Ordinaries are built using the six basic classes (Strong, Fast, Tough, Smart, Dedicated, and Charismatic) and have starting occupations, skills, and feats. As they gain levels, ordinaries increase their skill points, base attack bonus, saving throw modifiers, Defense bonus, and Reputation bonus—just as heroes do. However, ordinaries differ from heroes in several ways.

An ordinary character has:

- The standard starting ability score package
- Random starting hit points
- No action points
- No class features
- No levels in an advanced class

STARTING ABILITY SCORES

Ordinaries do not roll their ability scores. They start with the standard score package: 15, 14, 13, 12, 10, 8. The GM can assign the scores as he or she sees fit. At 4th level and every four character levels thereafter (8th, 12th, and so on), an ordinary adds 1 point to one ability score—just as heroes do.

HIT POINTS

Unlike heroes, ordinaries do not automatically receive maximum hit points at 1st level. The GM should roll an ordinary's starting hit points normally.

ACTION POINTS

Unlike heroes, ordinary characters do not receive action points. They do not gain action points as they increase in level, either.

CLASS FEATURES

Ordinary characters gain none of the Class Features (talents or bonus feats) listed under each basic class.

ADVANCED CLASSES

Although ordinaries can multiclass freely between the six basic classes, they cannot take levels in any advanced class. Ordinaries are limited to the six basic classes.

CHILDREN

Children (newborns to age 11) are handled differently from other characters. They do not have classes or levels. They begin with the same ability score package as ordinaries (15, 14, 13, 12, 10, 8), but their ability scores are reduced as follows: –3 Str, –1 Dex, –3 Con, –1 Int, –1 Wis, –1 Cha.

Children have 1d4 hit points plus their Constitution modifier (minimum 1 hit point). They have no skills, feats, action points, or occupations. Their base attack bonus is +0, they have a +0 modifier on all saving throws (plus any modifiers for high or low ability scores), and their Reputation bonus is +0. Children have a +0 modifier to Defense and a normal speed of 20 feet. Children have no effective attacks and should be treated as noncombatants.

When a child turns 12, he or she is considered a young adult and takes his or her first level in one of the six basic classes. At that point, the character becomes an ordinary (or hero, in some cases).

CHALLENGE RATINGS

An ordinary character has a Challenge Rating equal to his or her character level –1. A 1st-level ordinary has a Challenge Rating of 1/2. Children have a Challenge Rating of 0, and heroes receive no experience points for “defeating” them.



ABBREVIATIONS

The following abbreviations are used in the minion stat block (in row order)

C/L:	Class and level. Classes are further abbreviated as (St)rong, (F)ast, (T)ough, (Sm)art, (D)edicated, and (C)harismatic.
Ra:	Race. Races are further abbreviated as (R)ed man, (G)reen man, (W)hite Ape, and (S)ynthe-man.
S:	Strength
D:	Dexterity
C:	Constitution
I:	Intelligence
W:	Wisdom
Ch:	Charisma
HP:	Hit Points
Init:	Initiative
DV:	Dodge Value. Flat-footed score is given in parentheses.
PV:	Parry Value. Flat-footed score is given in parentheses.
BAB:	Base attack bonus
Mel:	Melee attack bonus
Rgd:	Ranged attack bonus
F:	Fortitude save bonus
R:	Reflex save bonus
W:	Will save bonus

ADMINISTRATOR

Administrators are a critical part of any sufficiently populated society, acting as bureaucrats, managers, and even low-level public officials. Most red man administrators come from the privileged classes, usually relatives of more prominent nobles or businessmen. In red martian society, administrative jobs are based on relationships rather than merit or personal magnetism. The idea of “rising through the ranks” has little traction. Prominent nobles and businessmen (often one and the same) appoint prestigious positions with little regard for those below. White ape administrators are also normally selected for the position via their social status, although any suitably ambitious white ape can become an administrator if he wishes.

In spite of their beginnings, most administrators get adept at their jobs, learning through experience rather than education. Poor administrators are often given the worst positions, and, no matter what the relation, a noble will only tolerate incompetence for so long.

Occupation: Student

C/L	Ra	S	D	C	I	W	Ch	HP	Init	DV	PV	BAB	Mel	Rgd	F	R	W	Feats
D1/Sm1	R	+0	+1	-1	+2	+2	+1	5	+1	11(10)	10(10)	+0	+0	+1	+0	+1	+4	Combat Expertise, Martial Weapon (rapier), Simple Weapons
D1/Sm1	R	+1	+2	+0	+3	+3	+2	7	+2	12(10)	11(10)	+0	+1	+2	+1	+2	+5	
D1/Sm1	R	+2	+3	+1	+4	+4	+3	9	+3	13(10)	12(10)	+0	+2	+3	+2	+3	+6	
D3/Sm3	R	+0	+3	-1	+2	+3	+1	15	+1	14(13)	12(12)	+3	+3	+4	+2	+3	+9	Improved Disarm, Iron Will, Personal Firearms, Weapon Focus
D3/Sm3	R	12	14	10	16	18	15	21	+2	15(13)	13(12)	+3	+4	+5	+3	+4	+10	
D3/Sm3	R	14	16	12	18	18	18	27	+3	16(13)	14(12)	+3	+5	+6	+4	+5	+10	
D5/Sm5	R	10	12	8	14	16	14	25	+5	16(15)	13(13)	+5	+5	+6	+3	+3	+13	Improved Initiative, Improved Trip, Point Blank Shot
D5/Sm5	R	12	14	10	16	18	15	35	+6	17(15)	14(13)	+5	+6	+7	+4	+4	+14	
D5/Sm5	R	14	16	13	18	18	18	45	+7	18(15)	15(13)	+5	+7	+8	+5	+5	+14	
D1/Sm1	W	12	12	8	14	13	11	5	+1	11(10)	11(10)	+0	+1	+1	+0	+1	+3	Martial Weapon (rapier), Simple Weapons
D1/Sm1	W	14	14	10	16	15	13	7	+2	12(10)	12(10)	+0	+2	+2	+1	+2	+4	
D1/Sm1	W	16	16	12	18	17	15	9	+3	13(10)	13(10)	+0	+3	+3	+2	+3	+5	
D3/Sm3	W	12	12	8	14	14	11	15	+1	14(13)	13(12)	+3	+4	+4	+2	+5	+7	Brawl, Improved Initiative, Iron Will, Lightning Reflexes
D3/Sm3	W	14	14	10	16	15	13	21	+2	15(13)	14(12)	+3	+5	+5	+3	+6	+8	
D3/Sm3	W	16	16	12	18	18	15	27	+3	16(13)	15(12)	+3	+6	+6	+4	+7	+9	
D5/Sm5	W	12	12	9	14	14	11	25	+5	16(15)	14(13)	+5	+6	+6	+3	+5	+12	Combat Expertise, Improved Disarm, Track

D5/Sm5	W	14	14	10	16	16	13	35	+6	17(15)	15(13)	+5	+7	+7	+4	+6	+13	
D5/Sm5	W	16	16	12	18	18	16	45	+7	18(15)	16(13)	+5	+8	+8	+5	+7	+14	
D1/Sm1	S	8	12	8	16	15	13	5	+1	11(10)	9(10)	+0	-1	+1	+0	+1	+4	Combat Expertise, Simple Weapons
D1/Sm1	S	10	14	10	18	17	15	7	+2	12(10)	10(10)	+0	+0	+2	+1	+2	+5	
D1/Sm1	S	12	16	12	20	18	17	9	+3	13(10)	11(10)	+0	+1	+3	+2	+3	+6	
D3/Sm3	S	8	12	8	16	16	13	15	+1	14(13)	11(12)	+3	+2	+4	+2	+3	+9	Improved Disarm, Iron Will, Personal Firearms, Weapon Focus
D3/Sm3	S	10	14	10	18	18	15	21	+2	15(13)	12(12)	+3	+3	+5	+3	+4	+10	
D3/Sm3	S	12	16	12	20	18	18	27	+3	16(13)	13(12)	+3	+4	+6	+4	+5	+10	
D5/Sm5	S	8	12	8	16	16	14	25	+5	16(15)	12(13)	+5	+4	+6	+3	+3	+13	Improved Initiative, Improved Trip, Point Blank Shot
D5/Sm5	S	10	14	10	18	18	15	35	+6	17(15)	13(13)	+5	+5	+7	+4	+4	+14	
D5/Sm5	S	12	16	13	20	18	18	45	+7	18(15)	14(13)	+5	+6	+8	+5	+5	+14	

AIRSHIP PILOT

Airship pilots maneuver the great sky ships of Mars. Pilots usually have a military background (a select few have been individually trained), although many become merchant ship pilots or even pirates. Due to their many excursions, airship pilots are a great source of information about the geography, politics, and cultures of Mars (especially red martian areas).

Occupation: Military

C/L	Ra	S	D	C	I	W	Ch	HP	Init	DV	PV	BAB	Mel	Rgd	F	R	W	Feats
F1/D1	R	10	15	13	12	14	8	10	+2	13(11)	10(10)	+0	+0	+2	+2	+3	+3	Martial Weapon (rapier), Personal Firearms, Simple Weapons, Vehicle Expert
F1/D1	R	12	17	15	14	16	10	12	+3	14(11)	11(10)	+0	+1	+3	+3	+4	+4	
F1/D1	R	14	18	17	16	18	12	14	+4	15(11)	12(10)	+0	+2	+4	+4	+5	+5	
F3/D3	R	10	16	13	12	14	8	30	+7	16(13)	12(12)	+4	+4	+7	+4	+6	+5	Double-tap, Improved Initiative, Vehicle Dodge Two-Weapon Fighting
F3/D3	R	12	18	15	14	16	10	36	+8	17(13)	13(12)	+4	+5	+8	+5	+7	+6	
F3/D3	R	14	18	18	16	18	12	48	+8	17(13)	14(12)	+4	+6	+8	+7	+7	+7	
F5/D5	R	10	16	14	12	14	8	60	+7	18(15)	14(14)	+6/+1	+6/+1	+9/+4	+6	+7	+6	Far Shot, Perfect Balance, Sword and Blaster,
F5/D5	R	12	18	15	14	16	10	60	+8	19(15)	15(14)	+6/+1	+7/+2	+10/+5	+6	+8	+7	
F5/D5	R	15	18	18	16	18	12	80	+8	19(15)	16(14)	+6/+1	+8/+3	+10/+5	+8	+8	+8	

ASSASSIN

The political machinations of red nobles are always made easier when rivals and obstacles can be disposed efficiently and anonymously. While the art of killing is known amongst all Martian races, the professional assassin is primarily a red Martian concept. Green Martians and White Apes lack an appreciation for subtle killing, preferring to deal with those that offend them more directly. Red Martian assassins work in the shadows and behind disarming words.

While the stereotypical assassin involves dark clothes, stealthy movements, and a sharp dagger, many assassins hide out in the open. A chef or servant can taint food or drink that is being served to a target (providing jobs for food and wine tasters) and many courtesans also double as assassins.

Occupation: Criminal

C/L	Ra	S	D	C	I	W	Ch	HP	Init	DV	PV	BAB	Mel	Rgd	F	R	W	Feats
F1/C1	R	12	15	13	10	8	14	10	+6	13(11)	11(10)	+0	+1	+2	+2	+4	-1	Dodge, Improved Initiative, Personal Firearms, Simple Weapons
F1/C1	R	14	17	15	12	10	16	12	+7	14(11)	12(10)	+0	+2	+3	+3	+5	+0	
F1/C1	R	16	18	17	14	12	18	14	+8	15(11)	13(10)	+0	+3	+4	+4	+6	+1	
F3/C3	R	12	16	13	10	8	14	30	+7	16(13)	13(12)	+3	+4	+6	+4	+7	+1	Martial Weapon (rapier), Point Blank Shot, Quick Draw, Weapon Finesse (dagger)
F3/C3	R	14	18	15	12	10	16	36	+8	17(13)	14(12)	+3	+5	+7	+5	+8	+2	
F3/C3	R	16	18	18	14	12	18	48	+8	18(13)	15(12)	+3	+6	+7	+7	+8	+3	
F5/C5	R	12	16	14	10	8	14	60	+7	17(14)	14(13)	+5	+10	+9	+6	+9	+1	Agile Riposte, Mobility, Weapon Focus (dagger)
F5/C5	R	14	18	16	12	10	16	70	+8	18(14)	15(13)	+5	+11	+10	+7	+10	+2	
F5/C5	R	16	18	18	14	13	18	80	+8	18(14)	16(13)	+5	+11	+10	+8	+10	+3	

BURGLAR

Burglars make their living by breaking and entering into places to steal items of value. Most burglars prefer to accomplish this goal through stealth and guile rather than open confrontation. While most common amongst red societies burglars can also be found within white ape cities. Green men often lack the finesse and mindset necessary to be a good burglar and merely attempt to take what they want from their victims.

Occupation: Criminal

C/L	Ra	S	D	C	I	W	Ch	HP	Init	DV	PV	BAB	Mel	Rgd	F	R	W	Feats
F1/Sm1R	10	15	13	14	12	8		10	+6	13(11)	10(10)	+0	+0	+2	+1	+3	+2	Brawl, Improved Initiative, Run, Simple Weapons
F1/Sm1R	12	17	15	16	14	10		12	+7	14(11)	11(10)	+0	+1	+3	+2	+4	+3	
F1/Sm1R	14	18	17	18	16	12		14	+8	15(11)	12(10)	+0	+2	+4	+3	+5	+4	
F3/Sm3R	10	16	13	14	12	8		30	+7	17(14)	12(12)	+3	+3	+6	+3	+8	+4	Blind-Fight, Defensive Martial Arts, Lightning Reflexes, Perfect Balance
F3/Sm3R	12	18	15	16	14	10		36	+8	18(14)	13(12)	+3	+4	+7	+4	+9	+5	
F3/Sm3R	14	18	18	18	16	12		48	+8	18(14)	14(12)	+3	+5	+7	+5	+9	+6	
F5/Sm5R	10	16	14	14	12	8		60	+7	19(16)	13(13)	+5	+5	+8	+4	+9	+5	Circular Combat, Combat Expertise, Improved Disarm
F5/Sm5R	12	18	15	16	14	10		60	+8	20(16)	14(13)	+5	+6	+9	+5	+10	+6	
F5/Sm5R	15	18	18	18	16	12		80	+8	20(16)	15(13)	+5	+7	+9	+6	+10	+7	
F1/Sm1W	12	15	13	14	10	6		10	+6	13(11)	11(10)	+0	+1	+2	+1	+3	+1	Brawl, Improved Initiative, Simple Weapons
F1/Sm1W	14	17	15	16	12	8		12	+7	14(11)	12(10)	+0	+2	+3	+2	+4	+2	
F1/Sm1W	16	18	17	18	14	10		14	+8	15(11)	13(10)	+0	+3	+4	+3	+5	+3	
F3/Sm3W	12	16	13	14	10	6		30	+7	17(14)	13(12)	+3	+4	+6	+3	+8	+3	Blind-Fight, Defensive Martial Arts, Lightning Reflexes, Perfect Balance
F3/Sm3W	14	18	15	16	12	8		36	+8	18(14)	14(12)	+3	+5	+7	+4	+9	+4	
F3/Sm3W	16	18	18	18	14	10		48	+8	18(14)	15(12)	+3	+6	+7	+5	+9	+5	
F5/Sm5W	12	16	14	14	10	6		60	+7	19(16)	14(13)	+5	+6	+8	+4	+9	+4	Circular Combat, Combat Expertise, Improved Disarm
F5/Sm5W	14	18	15	16	12	8		60	+8	20(16)	15(13)	+5	+7	+9	+5	+10	+5	
F5/Sm5W	17	18	18	18	14	10		80	+8	20(16)	16(13)	+5	+8	+9	+6	+10	+6	

CARETAKER

While more properly called engineers, caretakers lack the ability to construct complex devices such as radium generators or to develop new types of sky-corsairs. Instead, caretakers are more adept at servicing existing machinery to keep it running (and, even then, they are only futilely forestalling the inevitable in the case of the city radium generators). Many synthe-men are also caretakers, keeping the canals flowing and, in some cases, helping to maintain the machinery of red martian cities.

Occupation: Technician

C/L	Ra	S	D	C	I	W	Ch	HP	Init	DV	PV	BAB	Mel	Rgd	F	R	W	Feats
Sm1/D1	R	10	12	8	14	15	13	4	+5	11(10)	10(10)	+0	+0	+1	+0	+1	+4	Dodge, Improved Initiative, Simple Weapons
Sm1/D1	R	12	14	10	16	17	15	6	+6	12(10)	11(10)	+0	+1	+2	+1	+2	+5	
Sm1/D1	R	14	16	12	18	18	17	8	+7	13(10)	12(10)	+0	+2	+3	+2	+3	+6	
Sm3/D3	R	10	12	8	14	16	13	12	+5	14(13)	12(12)	+3	+3	+4	+4	+3	+7	Blind-Fight, Great Fortitude, Martial Weapons (choose), Personal Firearms
Sm3/D3	R	12	14	10	16	18	15	18	+6	15(13)	13(12)	+3	+4	+5	+5	+4	+8	
Sm3/D3	R	14	16	12	18	18	18	24	+7	16(13)	14(12)	+3	+5	+6	+6	+5	+8	
Sm5/D5	R	10	12	8	14	16	14	20	+5	16(15)	13(13)	+5	+5	+6	+3	+5	+13	Combat Expertise, Iron Will, Lightning Reflexes
Sm5/D5	R	12	14	10	16	18	15	30	+6	17(15)	14(13)	+5	+6	+7	+4	+6	+14	
Sm5/D5	R	14	16	13	18	18	18	40	+7	18(15)	15(13)	+5	+7	+8	+5	+7	+14	
Sm1/D1	S	8	12	8	16	15	13	5	+5	11(10)	9(10)	+0	-1	+1	+0	+1	+4	Improved Initiative, Simple Weapons
Sm1/D1	S	10	14	10	18	17	15	7	+6	12(10)	10(10)	+0	+0	+2	+1	+2	+5	
Sm1/D1	S	12	16	12	20	18	17	9	+7	13(10)	11(10)	+0	+1	+3	+2	+3	+6	
Sm3/D3	S	8	12	8	16	16	13	15	+5	14(13)	11(12)	+3	+2	+4	+4	+3	+7	Blind-Fight, Great Fortitude, Martial Weapons (choose), Personal Firearms
Sm3/D3	S	10	14	10	18	18	15	21	+6	15(13)	12(12)	+3	+3	+5	+5	+4	+8	
Sm3/D3	S	12	16	12	20	18	18	27	+7	16(13)	13(12)	+3	+4	+6	+6	+5	+8	
Sm5/D5	S	8	12	8	16	16	14	25	+5	16(15)	12(13)	+5	+4	+6	+4	+3	+13	Combat Expertise, Iron Will, Lightning Reflexes
Sm5/D5	S	10	14	10	18	18	15	35	+6	17(15)	13(13)	+5	+5	+7	+5	+4	+14	
Sm5/D5	S	12	16	13	20	18	18	45	+7	18(15)	14(13)	+5	+6	+8	+6	+5	+14	

COURTESAN

Courtesans are exclusively found within red martian cities, offering their company in return for money or other favors. They are beautiful women (and men) that can be found enjoying the company of nobles within the privacy of their homes or in pre-arranged rendezvous points. While there are courtesans that service common red martian society, there is an unofficial distinction between street courtesans and noble companions.

Courtesans are often fonts of information about red martian high society. In addition, some courtesans are paid as spies or information planters. A whispered secret in a rival noble's half-asleep ear has proven very effective in the political machinations of the nobility.

Occupation: Creative

C/L	Ra	S	D	C	I	W	Ch	HP	Init	DV	PV	BAB	Mel	Rgd	F	R	W	Feats
C2	R	8	14	13	10	12	15	8	+2	12(10)	9(10)	+1	+0	+3	+3	+4	+3	Dodge, Iron Will, Mobility, Simple Weapons
C2	R	10	16	15	12	14	17	10	+3	13(10)	10(10)	+1	+1	+4	+4	+5	+4	
C2	R	12	18	17	14	16	18	12	+4	14(10)	11(10)	+1	+2	+5	+5	+6	+5	
C6	R	8	14	13	10	12	16	24	+6	16(14)	11(12)	+3	+2	+5	+4	+7	+5	Agile Repose, Improved Initiative, Lightning Reflexes, Quick Draw
C6	R	10	16	15	12	14	18	30	+7	17(14)	12(12)	+3	+3	+6	+5	+8	+6	
C6	R	12	18	17	14	16	18	42	+8	18(14)	13(12)	+3	+4	+7	+7	+9	+7	
C10	R	8	14	14	10	12	16	50	+6	19(17)	12(13)	+5	+4	+7	+5	+7	+8	Personal Firearms, Point Blank Shot, Spring Attack, Steely Gaze
C10	R	10	16	16	12	14	18	60	+7	20(17)	13(13)	+5	+5	+8	+6	+8	+9	
C10	R	12	18	18	14	16	18	70	+8	21(17)	14(13)	+5	+6	+9	+7	+9	+10	

DISCIPLE

A disciple is a member of a religious order. Mars has a multitude of gods and faiths, and it is impossible to list all of the titles and responsibilities a disciple of a particular faith would have. In common, low-level disciples would be worship-assistants and religious students. Mid-level disciples would be worship leaders, and high-level disciples would be the upper echelons of the various faiths.

Occupation: Religious

C/L	Ra	S	D	C	I	W	Ch	HP	Init	DV	PV	BAB	Mel	Rgd	F	R	W	Feats
D1/C1	R	8	10	12	13	15	14	8	+0	10(10)	9(10)	+0	-1	+0	+3	+1	+3	Defensive Martial Arts, Combat Expertise, Simple Weapons
D1/C1	R	10	12	14	15	17	16	10	+1	11(10)	10(10)	+0	+0	+1	+4	+2	+4	
D1/C1	R	12	14	16	17	18	18	12	+2	12(10)	11(10)	+0	+1	+2	+5	+3	+5	
D3/C3	R	8	10	12	13	16	14	24	+4	12(12)	11(12)	+3	+2	+3	+5	+3	+8	Combat Throw, Improved Initiative, Iron Will, Weapon Focus
D3/C3	R	10	12	14	15	18	16	30	+5	13(12)	12(12)	+3	+3	+4	+6	+4	+9	
D3/C3	R	12	14	16	17	18	18	36	+6	14(12)	13(12)	+3	+4	+5	+7	+5	+10	
D5/C5	R	8	10	12	13	16	14	40	+4	13(13)	12(13)	+5	+4	+5	+7	+4	+9	Personal Firearms Proficiency, Renown, Steely Gaze
D5/C5	R	10	12	14	15	18	16	50	+5	14(13)	13(13)	+5	+5	+6	+8	+5	+10	
D5/C5	R	12	14	16	17	18	18	60	+6	15(13)	14(13)	+5	+6	+7	+9	+6	+10	
D1/C1	G	12	8	14	9	15	14	10	-1	9(10)	11(10)	+0	+1	-1	+4	+0	+3	Defensive Martial Arts, Simple Weapons
D1/C1	G	14	10	16	11	17	16	12	+0	10(10)	12(10)	+0	+2	+0	+5	+1	+4	
D1/C1	G	16	12	18	13	18	18	14	+1	11(10)	13(10)	+0	+3	+1	+6	+2	+5	
D3/C3	G	12	8	14	9	16	14	30	+3	11(12)	13(12)	+3	+4	+2	+6	+2	+8	Combat Throw, Improved Initiative, Iron Will, Weapon Focus
D3/C3	G	14	10	16	11	18	16	36	+4	12(12)	14(12)	+3	+5	+3	+7	+3	+9	
D3/C3	G	16	12	18	13	18	18	42	+5	13(12)	15(12)	+3	+6	+4	+8	+4	+9	
D5/C5	G	13	8	14	9	16	14	50	+3	12(13)	14(13)	+5	+6	+4	+8	+3	+9	Power Attack, Renown, Steely Gaze
D5/C5	G	15	10	16	11	18	16	60	+4	13(13)	15(13)	+5	+7	+5	+8	+4	+10	
D5/C5	G	17	12	18	13	18	18	70	+5	14(13)	16(13)	+5	+8	+6	+9	+5	+10	
D1/C1	W	10	10	12	13	13	12	8	+0	10(10)	10(10)	+0	+0	+0	+3	+1	+2	Defensive Martial Arts, Simple Weapons

DISCIPLE (CONTINUED)

C/L	Ra	S	D	C	I	W	Ch	HP	Init	DV	PV	BAB	Mel	Rgd	F	R	W	Feats
D1/C1	W	12	12	14	15	15	14	10	+1	11(10)	11(10)	+0	+1	+1	+4	+2	+3	
D1/C1	W	14	14	16	17	17	16	12	+2	12(10)	12(10)	+0	+2	+2	+5	+3	+4	
D3/C3	W	10	10	12	13	14	12	24	+4	12(12)	12(12)	+3	+3	+3	+5	+3	+7	Combat Throw, Improved Initiative, Iron Will, Weapon Focus
D3/C3	W	12	12	14	15	16	14	30	+5	13(12)	13(12)	+3	+4	+4	+6	+4	+8	
D3/C3	W	14	14	16	17	18	16	36	+6	14(12)	14(12)	+3	+5	+5	+7	+5	+9	
D5/C5	W	10	10	12	14	14	12	40	+4	13(13)	13(13)	+5	+5	+5	+7	+4	+8	Power Attack, Renown, Steely Gaze
D5/C5	W	12	12	14	16	16	14	50	+5	14(13)	14(13)	+5	+6	+6	+8	+5	+9	
D5/C5	W	14	14	16	18	18	16	60	+6	15(13)	15(13)	+5	+7	+7	+9	+6	+10	

FARMER/LABORER

While the title says “farmer,” these stats are useful for any pastoral red martian or white ape, such as ranchers, orchard-keepers, shepherders, and, of course, farmers. Farmers tend to lack the sophistication of urban martians but tend to have a wider range of practical skills. In particular, farmers have learned to defend themselves from green martian tribes and thieving red nomads.

This archetype is also useful for any laborer or miner (especially radium miners).

Occupation: Rural

C/L	Ra	S	D	C	I	W	Ch	HP	Init	DV	PV	BAB	Mel	Rgd	F	R	W	Feats
D2	R	13	12	14	10	15	8	10	+1	12(11)	12(11)	+1	+2	+2	+4	+1	+4	Jack-of-all-Trades, Martial Weapon (choose), Personal Firearms, Simple Weapons
D2	R	15	14	16	12	17	10	12	+2	13(11)	13(11)	+1	+3	+3	+5	+2	+5	
D2	R	17	16	18	14	18	12	14	+3	14(11)	14(11)	+1	+4	+4	+6	+3	+6	
D6	R	13	12	14	10	16	8	30	+1	14(13)	14(13)	+4	+5	+5	+5	+3	+8	Brawl, Iron Will, Point Blank Shot, Track
D6	R	15	14	16	12	18	10	36	+2	15(13)	15(13)	+4	+6	+6	+6	+4	+9	
D6	R	17	16	18	14	18	12	52	+3	16(13)	16(13)	+4	+7	+7	+7	+5	+9	
D10	R	14	12	14	10	16	8	50	+5	16(15)	17(15)	+7/+2	+9/+4	+8/+3	+7	+4	+10	Blind-Fight, Far Shot, Improved Initiative
D10	R	16	14	16	10	18	10	60	+6	17(15)	18(15)	+7/+2	+10/+5	+9/+4	+8	+5	+11	
D10	R	18	16	18	12	18	12	70	+7	18(15)	19(15)	+7/+2	+11/+6	+10/+5	+9	+6	+11	
D2	W	15	12	14	8	13	8	10	+1	12(11)	13(11)	+1	+3	+2	+4	+1	+3	Jack-of-all-Trades, Martial Weapon (choose), Simple Weapons
D2	W	17	14	16	10	15	10	12	+2	13(11)	14(11)	+1	+4	+3	+5	+2	+4	
D2	W	19	16	18	12	16	12	14	+3	14(11)	15(11)	+1	+5	+4	+6	+3	+5	
D6	W	15	12	14	8	14	8	30	+1	14(13)	15(13)	+4	+6	+5	+5	+3	+7	Brawl, Cleave, Iron Will, Track
D6	W	17	14	16	10	16	10	36	+2	15(13)	16(13)	+4	+7	+6	+6	+4	+8	
D6	W	19	16	18	12	16	12	52	+3	16(13)	17(13)	+4	+8	+7	+7	+5	+8	
D10	W	16	12	14	14	14	8	50	+5	16(15)	18(15)	+7/+2	+10/+5	+8/+3	+7	+4	+9	Blind-Fight, Improved Initiative, Weapon Focus (choose)
D10	W	18	14	16	10	16	10	60	+6	17(15)	19(15)	+7/+2	+11/+6	+9/+4	+8	+5	+10	
D10	W	20	16	18	12	16	12	70	+7	18(15)	20(15)	+7/+2	+12/+7	+10/+5	+9	+6	+10	

GLADIATOR

Gladiators are born and bred to fight in arenas. In the lands of the red men and the white apes, gladiatorial battles are fought in large stadiums, while green man gladiatorial combat often takes place on a crudely marked patch of ground. The main weakness of the gladiator is his emphasis on melee combat; gladiators are often untrained in the use of radium guns. Amongst the green men, gladiators often act as soldiers or bodyguards.

Occupation: Military

C/L	Ra	S	D	C	I	W	Ch	HP	Init	DV	PV	BAB	Mel	Rgd	F	R	W	Feats
St1/T1	R	15	13	14	10	12	8	17	+1	11(10)	14(12)	+1	+3	+2	+4	+1	+1	Armor, Martial Weapon (choose), Simple Weapons, Toughness
St1/T1	R	17	15	16	12	14	10	19	+2	12(10)	15(12)	+1	+4	+3	+5	+2	+2	
St1/T1	R	18	16	17	12	16	10	19	+3	13(10)	16(12)	+1	+5	+4	+5	+3	+3	
St3/T3	R	16	13	14	10	12	8	45	+1	13(12)	17(14)	+5	+9	+6	+6	+3	+3	Brawl, Cleave, Dodge, Power Attack
St3/T3	R	18	15	16	12	14	10	51	+2	14(12)	18(14)	+5	+10	+7	+7	+4	+4	
St3/T3	R	18	16	18	12	16	10	57	+3	15(12)	18(14)	+5	+11	+8	+8	+5	+5	
St5/T5	R	16	14	14	10	12	8	73	+2	14(13)	19(16)	+8/+2	+12/+6	+10/+4	+8	+4	+3	Great Cleave, Improved Brawl, Improved Critical
St5/T5	R	18	16	16	12	14	10	83	+3	15(13)	20(16)	+8/+2	+13/+7	+11/+5	+9	+5	+4	
St5/T5	R	19	16	18	12	16	10	93	+3	15(13)	20(16)	+8/+2	+13/+7	+11/+5	+10	+5	+5	
St1/T1	G	19	11	16	6	12	8	16	+0	9(9)	15(11)	+1	+4	+0	+5	+0	+1	Brawl, Martial Weapon (choose), Simple Weapons
St1/T1	G	21	13	18	8	14	10	18	+1	10(9)	16(11)	+1	+5	+1	+6	+1	+2	
St1/T1	G	22	14	19	8	16	10	18	+2	11(9)	17(11)	+1	+6	+2	+6	+2	+3	
St3/T3	G	20	11	16	6	12	8	48	+0	11(11)	18(13)	+5	+10	+4	+5	+2	+3	Cleave, Improved Brawl, Knockout Punch, Power Attack
St3/T3	G	22	13	18	8	14	10	54	+1	12(11)	19(13)	+5	+11	+5	+6	+3	+2	
St3/T3	G	22	14	20	8	16	10	54	+2	13(11)	19(13)	+5	+11	+6	+7	+4	+3	
St5/T5	G	20	12	16	6	12	8	80	+1	12(12)	20(15)	+8/+2	+13/+7	+8/+2	+9	+3	+3	Great Cleave, Improved Bull Rush, Improved Critical
St5/T5	G	22	14	18	8	14	10	90	+2	13(12)	21(15)	+8/+2	+14/+8	+9/+3	+10	+4	+4	
St5/T5	G	23	14	20	8	16	10	100	+2	13(12)	21(15)	+8/+2	+14/+8	+9/+3	+11	+4	+4	
St1/T1	W	17	13	14	10	10	6	14	+1	11(10)	15(12)	+1	+4	+2	+4	+1	+0	Armor, Martial Weapon (choose),

St1/T1	W	19	15	16	12	12	8	16	+2	12(10)	16(12)	+1	+5	+3	+5	+2	+1	Simple Weapons
St1/T1	W	20	16	17	12	14	8	16	+2	13(10)	17(12)	+1	+6	+4	+5	+3	+2	
St3/T3	W	18	13	14	10	10	6	42	+1	13(12)	18(14)	+5	+10	+6	+6	+3	+2	Cleave, Brawl, Dodge, Power Attack
St3/T3	W	20	15	16	12	12	8	48	+2	14(12)	19(14)	+5	+11	+7	+7	+4	+3	
St3/T3	W	20	16	18	12	14	8	54	+3	15(12)	19(14)	+5	+11	+8	+8	+5	+4	
St5/T5	W	18	14	14	10	10	8	60	+1	15(13)	20(14)	+8/+2	+13/+7	+11/+5	+8	+4	+2	Great Cleave, Improved Brawl, Improved Critical
St5/T5	W	20	16	16	12	12	8	70	+2	16(13)	21(14)	+8/+2	+14/+8	+12/+6	+9	+5	+3	
St5/T5	W	21	16	18	12	14	8	80	+2	16(13)	21(14)	+8/+2	+14/+8	+12/+6	+10/+5	+3		

GUARD

Guards are the defenders of the law and protectors. Unlike warriors, a guard is more defense-oriented. Both red martian and white ape guards protect important people and places, while synthe-man guards protect the canals from attack. Like warriors, guards take their orders from those above them and are often heavily armed. In very civilized cities, a guard's arms and armor may be more ceremonial and decorative than his warrior counterpart.

Occupation: Law Enforcement

C/L	Ra	S	D	C	I	W	Ch	HP	Init	DV	PV	BAB	MeI	Rgd	F	R	W	Feats
T2	R	14	13	15	10	12	8	14	+1	11(10)	13(11)	+1	+3	+2	+4	+1	+1	Armor, Brawl, Martial Weapons, Personal Firearms, Simple Weapons
T2	R	16	15	17	12	14	10	16	+2	12(10)	14(11)	+1	+4	+3	+5	+2	+2	
T2	R	18	17	18	14	16	12	18	+3	13(10)	15(11)	+1	+5	+4	+6	+3	+3	
T6	R	14	13	16	10	12	8	48	+5	13(12)	16(14)	+4	+6	+5	+6	+4	+3	Improved Brawl, Improved Initiative, Power Attack
T6	R	16	15	18	12	14	10	54	+6	14(12)	17(14)	+4	+7	+6	+7	+5	+4	
T6	R	18	18	18	14	16	12	54	+8	16(12)	18(14)	+4	+8	+8	+8	+7	+5	
T10	R	14	14	16	10	12	8	80	+6	15(13)	19(17)	+7/+2	+9/+4	+9/+4	+10/+5	+4		Cleave, Great Fortitude, Improved Bull Rush
T10	R	16	16	18	12	14	10	90	+7	16(13)	20(17)	+7/+2	+10/+5	+10/+5	+11/+6	+5		
T10	R	18	18	19	14	16	12	90	+8	17(13)	21(17)	+7/+2	+11/+6	+11/+6	+12/+7	+6		
T2	W	16	13	15	8	10	8	14	+1	11(10)	14(11)	+1	+4	+2	+4	+1	+0	Armor, Brawl, Martial Weapons, Personal Firearms, Simple Weapons
T2	W	18	15	17	10	12	10	16	+2	12(10)	15(11)	+1	+5	+3	+5	+2	+1	
T2	W	20	17	18	12	14	12	18	+3	13(10)	16(11)	+1	+6	+4	+6	+3	+2	
T6	W	16	13	16	8	10	8	48	+5	13(12)	17(14)	+4	+7	+5	+6	+4	+2	Improved Brawl, Improved Initiative, Power Attack
T6	W	18	15	18	10	12	10	54	+6	14(12)	18(14)	+4	+8	+6	+7	+5	+3	
T6	W	20	18	18	12	14	12	54	+8	16(12)	19(14)	+4	+9	+8	+8	+7	+4	
T10	W	16	14	16	8	10	8	80	+6	15(13)	20(17)	+7/+2	+10/+5	+9/+4	+10/+5	+3		Cleave, Great Fortitude, Improved Bull Rush
T10	W	18	16	18	10	12	10	90	+7	16(13)	21(17)	+7/+2	+11/+6	+10/+5	+11/+6	+4		
T10	W	20	18	19	12	14	12	90	+8	17(13)	22(17)	+7/+2	+12/+7	+11/+6	+12/+7	+5		
T2	S	16	13	15	8	12	8	14	+1	11(10)	14(11)	+1	+4	+2	+4	+1	+1	Armor, Brawl, Martial Weapons, Personal Firearms, Simple Weapons

T2	S	18	15	17	10	14	10	16	+2	12(10)	15(11)	+1	+5	+3	+5	+2	+2	
T2	S	20	17	18	12	16	12	18	+3	13(10)	16(11)	+1	+6	+4	+6	+3	+3	
T6	S	16	13	16	8	12	8	48	+5	13(12)	17(14)	+4	+7	+5	+6	+4	+3	Improved Brawl, Improved Initiative, Power Attack
T6	S	18	15	18	10	14	10	54	+6	14(12)	18(14)	+4	+8	+6	+7	+5	+4	
T6	S	20	18	18	12	16	12	54	+8	16(12)	19(14)	+4	+9	+8	+8	+7	+5	
T10	S	16	14	16	8	12	8	80	+6	15(13)	20(17)	+7/+2	+10/+5	+9/+4	+10+5	+4		Cleave, Great Fortitude, Improved Bull Rush
T10	S	18	16	18	10	14	10	90	+7	16(13)	21(17)	+7/+2	+11/+6	+10/+5	+11+6	+5		
T10	S	20	18	19	12	16	12	90	+8	17(13)	22(17)	+7/+2	+12/+7	+11/+6	+12+7	+6		

HEALER

Healers are necessary in every society, nomadic or urban. In the cities, healers are professionals that have honed their skills through rigorous academic training. In pastoral and nomadic societies, healers have learned from an experienced master and practical experience. Both types generally have an understanding of other races and can treat them as well as their native race.

Occupation: Doctor

C/L	Ra	S	D	C	I	W	Ch	HP	Init	DV	PV	BAB	Mel	Rgd	F	R	W	Feats
Sm1/D1	R	10	12	8	14	15	13	4	+1	11(10)	10(10)	+0	+0	+1	+0	+1	+4	Dodge, Simple Weapons, Surgery
Sm1/D1	R	12	14	10	16	17	15	6	+2	12(10)	11(10)	+0	+1	+2	+1	+2	+5	
Sm1/D1	R	14	16	12	18	18	17	8	+3	13(10)	12(10)	+0	+2	+3	+2	+3	+6	
Sm3/D3	R	10	12	8	14	16	13	12	+5	14(13)	12(12)	+3	+3	+4	+2	+3	+9	Improved Initiative, Iron Will, Personal Firearms, Run
Sm3/D3	R	12	14	10	16	18	15	18	+6	15(13)	13(12)	+3	+4	+5	+3	+4	+10	
Sm3/D3	R	14	16	12	18	18	18	24	+7	16(13)	14(12)	+3	+5	+6	+4	+5	+10	
Sm5/D5	R	10	12	8	14	16	14	20	+5	16(15)	13(13)	+5	+5	+6	+3	+5	+13	Great Fortitude, Lightning Reflexes, Martial Weapon (choose)
Sm5/D5	R	12	14	10	16	18	15	30	+6	17(15)	14(13)	+5	+6	+7	+4	+6	+14	
Sm5/D5	R	14	16	13	18	18	18	40	+7	18(15)	15(13)	+5	+7	+8	+5	+7	+14	
Sm1/D1	G	14	10	10	10	15	13	6	+0	10(10)	12(10)	+0	+2	+0	+1	+0	+4	Simple Weapons, Surgery
Sm1/D1	G	16	12	12	12	17	15	8	+1	11(10)	13(10)	+0	+3	+1	+2	+1	+5	
Sm1/D1	G	18	14	14	14	18	17	10	+2	12(10)	14(10)	+0	+4	+2	+3	+2	+6	
Sm3/D3	G	14	10	10	10	16	13	18	+0	13(13)	14(12)	+3	+5	+3	+3	+4	+9	Brawl, Improved Initiative, Iron Will, Lightning Reflexes
Sm3/D3	G	16	12	12	12	18	15	24	+1	14(13)	15(12)	+3	+6	+4	+4	+5	+9	
Sm3/D3	G	18	14	14	14	18	17	30	+2	15(13)	16(12)	+3	+7	+5	+5	+6	+9	
Sm5/D5	G	14	10	10	10	16	14	30	+4	15(15)	15(13)	+5	+7	+5	+4	+4	+11	Combat Expertise, Martial Weapon (choose), Run
Sm5/D5	G	16	12	12	12	18	16	40	+5	16(15)	16(13)	+5	+8	+6	+5	+5	+12	
Sm5/D5	G	18	14	14	14	18	18	50	+6	17(15)	17(13)	+5	+9	+7	+6	+6	+12	

Sm1/D1	W	12	12	8	14	13	11	4	+1	11(10)	11(10)	+0	+1	+1	+0	+1	+3	Simple Weapons, Surgery
Sm1/D1	W	14	14	10	16	15	13	6	+2	12(10)	12(10)	+0	+2	+2	+1	+2	+4	
Sm1/D1	W	16	16	12	18	17	15	8	+3	13(10)	13(10)	+0	+3	+3	+2	+3	+5	
Sm3/D3	W	12	12	8	14	14	11	12	+1	14(13)	13(12)	+3	+4	+4	+2	+5	+7	Brawl, Improved Initiative, Iron Will, Lightning Reflexes
Sm3/D3	W	14	14	10	16	15	13	18	+2	15(13)	14(12)	+3	+5	+5	+3	+6	+8	
Sm3/D3	W	16	16	12	18	18	15	24	+3	16(13)	15(12)	+3	+6	+6	+4	+7	+9	
Sm5/D5	W	12	12	9	14	14	11	20	+5	16(15)	14(13)	+5	+6	+6	+3	+5	+12	Combat Expertise, Martial Weapon (choose), Run
Sm5/D5	W	14	14	10	16	16	13	30	+6	17(15)	15(13)	+5	+7	+7	+4	+6	+13	
Sm5/D5	W	16	16	12	18	18	16	40	+7	18(15)	16(13)	+5	+8	+8	+5	+7	+14	

MERCHANT

Merchants are the entrepreneurs of the marketplace. They specialize in buying and selling goods as well as creating demand for such goods. Merchants are generally knowledgeable about their wares but they are not above puffing to make them seem more desirable. While many merchants are crafty individuals that engage in shady business practices, there are also honest merchants. Many of the latter type can be found in the green wastes and other red nomad areas, where one shady deal could destroy one's reputation and put one's life at risk.

Occupation: Entrepreneur

C/L	Ra	S	D	C	I	W	Ch	HP	Init	DV	PV	BAB	Mel	Rgd	F	R	W	Feats
C2	R	8	12	10	13	14	15	6	+1	11(10)	9(10)	+1	+0	+2	+2	+3	+4	Dodge, Iron Will, Martial Weapon (choose), Simple Weapons
C2	R	10	14	12	15	16	17	8	+2	12(10)	10(10)	+1	+1	+3	+3	+4	+5	
C2	R	12	16	14	17	18	18	10	+3	13(10)	11(10)	+1	+2	+4	+4	+5	+6	
C6	R	8	12	10	13	14	16	18	+1	15(14)	11(12)	+3	+2	+4	+3	+4	+6	Mobility, Personal Firearms, Renown, Windfall
C6	R	10	14	12	15	16	18	24	+2	16(14)	12(12)	+3	+3	+5	+4	+5	+7	
C6	R	12	16	14	17	18	18	30	+3	17(14)	13(12)	+3	+4	+6	+5	+6	+8	
C10	R	8	12	10	14	14	16	30	+1	18(17)	12(13)	+5	+4	+6	+5	+8	+7	Lightning Reflexes, Point Blank Shot, Quick Draw
C10	R	10	14	12	16	16	18	40	+2	19(17)	13(13)	+5	+5	+7	+6	+9	+8	
C10	R	12	16	14	18	18	18	50	+3	20(17)	14(13)	+5	+6	+8	+7	+10	+9	
C2	W	10	12	10	13	12	13	6	+1	11(10)	10(10)	+1	+1	+2	+2	+3	+3	Iron Will, Martial Weapon (choose), Simple Weapons
C2	W	12	14	12	15	14	15	8	+2	12(10)	11(10)	+1	+2	+3	+3	+4	+4	
C2	W	14	16	14	17	16	17	10	+3	13(10)	12(10)	+1	+3	+4	+4	+5	+5	
C6	W	10	12	10	13	12	14	18	+1	15(14)	12(12)	+3	+3	+4	+3	+4	+5	Dodge, Power Attack, Renown, Windfall
C6	W	12	14	12	15	14	16	24	+2	16(14)	13(12)	+3	+4	+5	+4	+5	+6	
C6	W	14	16	14	17	16	18	30	+3	17(14)	14(12)	+3	+5	+6	+5	+6	+7	
C10	W	10	12	10	14	12	14	30	+1	18(17)	13(13)	+5	+5	+6	+5	+8	+6	Cleave, Lightning Reflexes, Quick Draw
C10	W	12	14	12	16	14	16	40	+2	19(17)	14(13)	+5	+6	+7	+6	+9	+7	
C10	W	14	16	14	18	16	18	50	+3	20(17)	15(13)	+5	+7	+8	+7	+10	+8	

NOBLE

Both red martian and white ape societies are ruled by nobles, men and women with a privileged station. In red martian society, the nobility is a hereditary, static class that can only be joined through bloodlines or marriage. In white ape society, anyone with enough ambition (and strength) can displace a noble and take his place. Nobles are schooled in the arts of diplomacy, etiquette, and misdirection.

Occupation: Dilettante

C/L	Ra	S	D	C	I	W	Ch	HP	Init	DV	PV	BAB	Mel	Rgd	F	R	W	Feats
C2	R	8	12	10	13	14	15	6	+1	11(10)	9(10)	+1	+0	+2	+2	+3	+2	Defensive Martial Arts, Martial Weapon (choose) Renown, Simple Weapons, Windfall
C2	R	10	14	12	15	16	17	8	+2	12(10)	10(10)	+1	+1	+3	+3	+4	+3	
C2	R	12	16	14	17	18	18	10	+3	13(10)	11(10)	+1	+2	+4	+4	+5	+4	
C6	R	8	12	10	13	14	16	18	+1	15(14)	11(12)	+3	+2	+4	+3	+6	+4	Combat Expertise, Lightning Reflexes, Personal Firearms, Steely Gaze
C6	R	10	14	12	15	16	18	24	+2	16(14)	12(12)	+3	+3	+5	+4	+7	+5	
C6	R	12	16	14	17	18	18	30	+3	17(14)	13(12)	+3	+4	+6	+5	+8	+6	
C10	R	8	12	10	14	14	16	30	+1	18(17)	12(13)	+5	+4	+6	+5	+10	+5	Circular Combat, Dodge, Point Blank Shot
C10	R	10	14	12	16	16	18	40	+2	19(17)	13(13)	+5	+5	+7	+6	+11	+6	
C10	R	12	16	14	18	18	18	50	+3	20(17)	14(13)	+5	+6	+8	+7	+12	+7	
C2	W	10	12	10	13	12	13	6	+1	11(10)	10(10)	+1	+1	+2	+2	+3	+1	Martial Weapon (choose), Renown, Simple Weapons, Windfall
C2	W	12	14	12	15	14	15	8	+2	12(10)	11(10)	+1	+2	+3	+3	+4	+2	
C2	W	14	16	14	17	16	17	10	+3	13(10)	12(10)	+1	+3	+4	+4	+5	+3	
C6	W	10	12	10	13	12	14	18	+1	15(14)	12(12)	+3	+3	+4	+3	+4	+3	Brawl, Combat Expertise, Power Attack, Steely Gaze
C6	W	12	14	12	15	14	16	24	+2	16(14)	13(12)	+3	+4	+5	+4	+5	+4	
C6	W	14	16	14	17	16	18	30	+3	17(14)	14(12)	+3	+5	+6	+5	+6	+5	
C10	W	10	12	10	14	12	14	30	+1	18(17)	13(13)	+5	+5	+6	+5	+10	+6	Cleave, Iron Will, Lightning Reflexes
C10	W	12	14	12	16	14	16	40	+2	19(17)	14(13)	+5	+6	+7	+6	+11	+7	
C10	W	14	16	14	18	16	18	50	+3	20(17)	15(13)	+5	+7	+8	+7	+12	+8	

NOMAD

Nomads can be found all over Mars, following the herds and searching for water. Red nomads have the most civilized culture, preferring to trade rather than fight. Green nomads are little more than warriors with scouting abilities. White nomads are perhaps the most interesting, having been cast out of the Ape Empire for a variety of reasons. This makes a typical white nomad equally capable of being like his red or green counterpart.

Many guides are also considered nomads, as they are used to living off the land and highly adaptable to changing wilderness conditions.

Occupation: Tribal

C/L	Ra	S	D	C	I	W	Ch	HP	Init	DV	PV	BAB	Mel	Rgd	F	R	W	Feats
T1/D1	R	13	12	15	10	14	8	12	+1	11(10)	12(11)	+0	+1	+1	+4	+1	+3	Defensive Martial Arts, Martial Weapon (choose), Simple Weapons, Track
T1/D1	R	15	14	17	12	16	10	14	+2	12(10)	13(11)	+0	+2	+2	+5	+2	+4	
T1/D1	R	17	16	18	12	18	12	16	+3	13(10)	14(11)	+0	+3	+3	+6	+3	+5	
T3/D3	R	13	12	16	12	14	8	42	+1	13(12)	14(13)	+4	+5	+5	+7	+3	+5	Blind-Fight, Brawl, Improved Brawl, Power Attack
T3/D3	R	15	14	18	14	16	10	48	+2	14(12)	15(13)	+4	+6	+6	+8	+4	+6	
T3/D3	R	17	16	18	16	18	12	48	+3	15(12)	16(13)	+4	+7	+7	+8	+5	+7	
T5/D5	R	14	12	16	12	14	8	70	+5	14(13)	17(15)	+6/+1	+8/+3	+7/+2	+9	+3	+8	Improved Initiative, Iron Will, Weapon Focus (choose)
T5/D5	R	16	14	18	14	16	10	80	+6	15(13)	18(15)	+6/+1	+9/+4	+8/+3	+10	+4	+9	
T5/D5	R	18	16	18	16	18	12	80	+7	16(13)	19(15)	+6/+1	+10/+5	+9/+4	+11	+5	+10	
T1/D1	G	17	10	17	10	10	8	14	+0	10(10)	14(11)	+0	+3	+0	+5	+0	+1	Martial Weapon (choose), Simple Weapons, Track
T1/D1	G	19	12	19	12	12	10	16	+1	11(10)	15(11)	+0	+4	+1	+6	+1	+2	
T1/D1	G	21	14	20	14	14	12	18	+2	12(10)	16(11)	+0	+5	+2	+7	+1	+3	
T3/D3	G	17	10	18	10	10	8	48	+0	12(12)	16(13)	+4	+7	+4	+8	+2	+3	Blind-Fight, Brawl, Improved Brawl, Power Attack
T3/D3	G	19	12	20	12	12	10	54	+1	13(12)	17(13)	+4	+8	+5	+9	+3	+4	
T3/D3	G	21	14	20	14	14	12	54	+2	14(12)	18(13)	+4	+9	+6	+9	+4	+5	
T5/D5	G	18	10	18	10	10	8	80	+5	13(13)	19(15)	+6/+1	+10/+5	+6/+1	+11	+2	+6	Improved Initiative, Iron Will, Weapon Focus (choose)
T5/D5	G	20	12	20	12	12	10	90	+6	14(13)	20(15)	+6/+1	+11/+6	+7/+2	+12	+3	+7	
T5/D5	G	22	14	20	14	14	12	90	+7	15(13)	21(15)	+6/+1	+12/+7	+8/+3	+12	+4	+8	
T1/D1	W	15	12	15	10	12	6	12	+1	11(10)	13(11)	+0	+2	+1	+4	+1	+2	Martial Weapon (choose), Simple Weapons, Track

T1/D1	W	17	14	17	12	14	8	14	+2	12(10)	14(11)	+0	+3	+2	+5	+2	+3	
T1/D1	W	19	16	18	14	16	10	16	+3	13(10)	15(11)	+0	+4	+3	+6	+3	+4	
T3/D3	W	15	12	16	10	12	6	42	+1	13(12)	15(13)	+4	+6	+5	+7	+3	+4	Blind-Fight, Brawl, Improved Brawl, Power Attack
T3/D3	W	17	14	18	12	14	8	48	+2	14(12)	16(13)	+4	+7	+6	+8	+4	+5	
T3/D3	W	19	16	18	14	16	10	48	+3	15(12)	17(13)	+4	+8	+7	+8	+5	+6	
T5/D5	W	16	12	16	10	12	6	70	+5	14(13)	18(15)	+6/+1	+9/+4	+7/+2	+9	+6	+7	Improved Initiative, Iron Will, Weapon Focus (choose)
T5/D5	W	18	14	18	12	14	8	80	+6	15(13)	19(15)	+6/+1	+10/+5	+8/+3	+10	+7	+8	
T5/D5	W	20	16	18	14	16	10	80	+7	16(13)	20(15)	+6/+1	+11/+6	+9/+4	+10	+8	+9	

PIRATE

Pirates are ruthless, charismatic scoundrels that attempt to alleviate ships and caravans of their cargo. While the quintessential pirate is the sky-corsair, traveling through the skies to pillage other air ships, the more common pirate sails the sands of Mars in search of isolated caravans and other easy prey. Both types are the bane of many a noble and merchant, and much money is spent to hire mercenaries to protect cargoes and rid the area of piracy.

Occupation: Criminal

C/L	Ra	S	D	C	I	W	Ch	HP	Init	DV	PV	BAB	Mel	Rgd	F	R	W	Feats
F1/C1	R	13	15	12	10	8	14	9	+2	13(11)	11(10)	+0	+1	+2	+2	+4	-1	Brawl, Martial Weapon (rapier), Personal Firearms, Simple Weapons
F1/C1	R	15	17	14	12	10	16	11	+3	14(11)	12(10)	+0	+2	+3	+3	+5	+0	
F1/C1	R	17	19	16	14	12	18	13	+4	15(11)	13(10)	+0	+3	+4	+4	+6	+5	
F3/C3	R	13	16	12	10	8	14	27	+7	16(13)	13(12)	+3	+4	+6	+4	+7	+1	Agile Riposte, Dodge, Improved Initiative, Two-Weapon Fighting
F3/C3	R	15	18	14	12	10	16	33	+8	17(13)	14(12)	+3	+5	+7	+5	+8	+2	
F3/C3	R	18	18	16	14	12	18	39	+8	17(13)	16(12)	+3	+7	+7	+6	+8	+3	
F5/C5	R	14	16	12	10	8	14	54	+7	17(14)	15(13)	+5	+7	+8	+5	+9	+1	Elusive Target, Point Blank Shot, Sword and Blaster,
F5/C5	R	16	18	14	12	10	16	66	+8	18(14)	16(13)	+5	+8	+9	+6	+10	+2	
F5/C5	R	18	18	17	14	12	18	78	+8	18(14)	17(13)	+5	+9	+9	+7	+10	+3	
F1/C1	G	17	13	14	10	8	14	11	+1	12(11)	13(10)	+0	+3	+1	+3	+3	-1	Brawl, Martial Weapon (rapier), Simple Weapons
F1/C1	G	19	15	16	12	10	16	13	+2	13(11)	14(10)	+0	+4	+2	+4	+4	+0	
F1/C1	G	21	17	18	14	12	18	15	+3	14(11)	15(10)	+0	+5	+3	+5	+5	+5	
F3/C3	G	17	14	14	10	8	14	33	+6	15(13)	15(12)	+3	+6	+5	+5	+8	+1	Agile Riposte, Dodge, Improved Initiative, Two-Weapon Fighting
F3/C3	G	19	16	16	12	10	16	39	+7	16(13)	16(12)	+3	+7	+6	+6	+9	+2	
F3/C3	G	21	18	18	14	12	18	45	+8	17(13)	17(12)	+3	+8	+7	+7	+10	+3	
F5/C5	G	18	14	14	10	8	14	66	+6	16(14)	17(13)	+5	+8	+7	+6	+8	+1	Elusive Target, Personal Firearms, Point Blank Shot
F5/C5	G	20	16	16	12	10	16	78	+7	17(14)	18(13)	+5	+9	+8	+7	+9	+2	
F5/C5	G	22	18	18	14	12	18	90	+8	18(14)	19(13)	+5	+10	+9	+8	+10	+3	

F1/C1	W	15	15	12	8	8	12	9	+2	13(11)	12(10)	+0	+2	+2	+2	+4	-1	Brawl, Martial Weapon (rapier), Simple Weapons
F1/C1	W	17	17	14	10	10	14	11	+3	14(11)	13(10)	+0	+3	+3	+3	+5	+0	
F1/C1	W	19	19	16	12	12	16	13	+4	15(11)	14(10)	+0	+4	+4	+4	+6	+5	
F3/C3	W	15	16	12	8	8	12	27	+7	16(13)	14(12)	+3	+5	+7	+4	+7	+1	Agile Riposte, Dodge, Improved Initiative
F3/C3	W	17	18	14	10	10	14	33	+8	18(13)	16(12)	+3	+6	+8	+5	+8	+2	Power Attack
F3/C3	W	19	20	16	12	12	16	39	+9	20(13)	18(12)	+3	+7	+9	+6	+8	+3	
F5/C5	W	16	16	12	8	8	12	90	+7	17(14)	16(13)	+5	+8	+8	+5	+9	+1	Cleave, Elusive Target, Steely Gaze
F5/C5	W	18	18	14	10	10	14	99	+8	18(14)	17(13)	+5	+9	+9	+6	+10	+2	
F5/C5	W	20	20	16	12	12	16	117	+9	19(14)	18(13)	+5	+9	+9	+7	+11	+3	

SCAVENGER

Scavengers scour the wastelands for salvage. In some cases, they scavenge for survival; in others, they scavenge to sell the good parts to the marketplace. Many sky-corsair captains and expedition leaders include at least one scavenger in their parties in order to salvage parts from defeated foes or forgotten wrecks. Green scavengers are more interested in building materials and sharpened metal for weapons.

Occupation: Adventurer

C/L	Ra	S	D	C	I	W	Ch	HP	Init	DV	PV	BAB	Mel	Rgd	F	R	W	Feats
F1/D1	R	13	15	12	10	14	8	9	+2	13(11)	11(10)	+0	+1	+2	+2	+3	+3	Martial Weapon (choose), Personal Firearms, Salvage, Simple Weapons
F1/D1	R	15	17	14	12	16	10	11	+3	14(11)	12(10)	+0	+2	+3	+3	+4	+4	
F1/D1	R	17	18	16	12	18	12	13	+4	15(11)	13(10)	+0	+3	+4	+4	+5	+5	
F3/D3	R	13	16	12	12	14	8	27	+3	16(13)	13(12)	+4	+5	+7	+4	+6	+5	Dodge, Far Shot, Mobility, Track
F3/D3	R	15	18	14	14	16	10	33	+4	17(13)	14(12)	+4	+6	+8	+5	+7	+6	
F3/D3	R	17	18	16	16	18	12	39	+4	17(13)	15(12)	+4	+7	+8	+6	+7	+7	
F5/D5	R	14	16	12	12	14	8	45	+3	18(15)	16(14)	+6/+1	+8/+3	+9/+4	+5	+7	+6	Blind-fight, Perfect Balance, Point Blank Shot
F5/D5	R	16	18	14	14	16	10	55	+4	19(15)	17(14)	+6/+1	+9/+4	+10/+5	+6	+8	+7	
F5/D5	R	18	18	16	16	18	12	65	+4	19(15)	18(14)	+6/+1	+10/+5	+10/+5	+7	+8	+8	
F1/D1	G	17	13	14	10	10	8	11	+1	12(11)	13(10)	+0	+3	+1	+3	+2	+1	Martial Weapon (choose), Salvage, Simple Weapons
F1/D1	G	19	15	16	12	12	10	13	+2	13(11)	14(10)	+0	+4	+2	+4	+3	+2	
F1/D1	G	21	17	18	14	14	12	15	+3	14(11)	15(10)	+0	+5	+3	+5	+4	+3	
F3/D3	G	17	14	14	10	10	8	33	+2	15(13)	15(12)	+4	+7	+5	+5	+5	+3	Dodge, Iron Will, Power Attack, Track
F3/D3	G	19	16	16	12	12	10	39	+3	16(13)	16(12)	+4	+8	+6	+6	+6	+4	
F3/D3	G	21	18	18	14	14	12	45	+4	17(13)	17(12)	+4	+9	+7	+7	+7	+5	
F5/D5	G	18	14	14	10	10	8	55	+2	17(15)	18(14)	+6/+1	+10/+5	+7/+2	+6	+6	+6	Blind-fight, Cleave, Run
F5/D5	G	20	16	16	12	12	10	65	+3	18(15)	29(14)	+6/+1	+11/+6	+8/+3	+7	+7	+7	
F5/D5	G	22	18	18	14	14	12	75	+4	19(15)	20(14)	+6/+1	+12/+7	+9/+4	+8	+8	+8	
F1/D1	W	15	15	12	10	12	6	9	+2	13(11)	12(10)	+0	+2	+2	+2	+3	+2	Martial Weapon (choose), Salvage, Simple Weapons
F1/D1	W	17	17	14	12	14	8	11	+3	14(11)	14(10)	+0	+3	+3	+3	+4	+3	

F1/D1	W	19	18	16	14	16	10	13	+4	15(11)	16(10)	+0	+4	+4	+4	+5	+4	
F3/D3	W	15	16	12	10	12	6	27	+3	16(13)	15(12)	+4	+6	+6	+4	+6	+6	Dodge, Iron Will, Mobility, Track
F3/D3	W	17	18	14	12	14	8	33	+4	17(13)	16(12)	+4	+7	+7	+5	+7	+7	
F3/D3	W	19	18	16	14	16	10	39	+4	17(13)	17(12)	+4	+8	+7	+6	+7	+8	
F5/D5	W	16	16	12	10	12	6	45	+3	18(15)	17(14)	+6/+1	+9/+4	+9/+4	+5	+7	+7	Blind-fight, Perfect Balance, Run
F5/D5	W	18	18	14	12	14	8	55	+4	19(15)	18(14)	+6/+1	+10/+5	+10/+5	+6	+8	+8	
F5/D5	W	20	18	16	14	16	10	65	+4	19(15)	19(14)	+6/+1	+11/+6	+10/+5	+7	+8	+9	

SCHOLAR

Scholars can be found in the academies of red and white cities. White ape scholars are actually more proactive than their red counterparts; while red martians are interested in preserving and rediscovering the past, white ape scholars are more concerned with learning new ideas to advance ape society.

Occupation: Academic

C/L	Ra	S	D	C	I	W	Ch	HP	Init	DV	PV	BAB	Mel	Rgd	F	R	W	Feats
D1/Sm1	R	10	12	8	14	15	13	5	+1	11(10)	10(10)	+0	+0	+1	+0	+1	+6	Combat Expertise, Iron Will, Simple Weapons
D1/Sm1	R	12	14	10	16	17	15	7	+2	12(10)	11(10)	+0	+1	+2	+1	+2	+7	
D1/Sm1	R	14	16	12	18	18	17	9	+3	13(10)	12(10)	+0	+2	+3	+2	+3	+8	
D3/Sm3	R	10	12	8	14	16	13	15	+5	14(13)	12(12)	+3	+3	+4	+2	+3	+9	Dodge, Improved Disarm, Improved Initiative, Personal Firearms
D3/Sm3	R	12	14	10	16	18	15	21	+6	15(13)	13(12)	+3	+4	+5	+3	+4	+10	
D3/Sm3	R	14	16	12	18	18	18	27	+7	16(13)	14(12)	+3	+5	+6	+4	+5	+10	
D5/Sm5	R	10	12	8	14	16	14	25	+5	16(15)	13(13)	+5	+5	+6	+3	+5	+15	Iron Will, Lightning Reflexes, Run
D5/Sm5	R	12	14	10	16	18	15	35	+6	17(15)	14(13)	+5	+6	+7	+4	+6	+16	
D5/Sm5	R	14	16	13	18	18	18	45	+7	18(15)	15(13)	+5	+7	+8	+5	+7	+16	
D1/Sm1	W	12	12	8	14	13	11	5	+1	11(10)	11(10)	+0	+1	+1	+0	+1	+4	Combat Expertise, Simple Weapons
D1/Sm1	W	14	14	10	16	15	13	7	+2	12(10)	12(10)	+0	+2	+2	+1	+2	+5	
D1/Sm1	W	16	16	12	18	17	15	9	+3	13(10)	13(10)	+0	+3	+3	+2	+3	+6	
D3/Sm3	W	12	12	8	14	15	11	15	+5	14(13)	13(12)	+3	+4	+4	+2	+3	+7	Dodge, Improved Disarm, Improved Initiative, Personal Firearms
D3/Sm3	W	14	14	10	16	17	13	21	+6	15(13)	14(12)	+3	+5	+5	+3	+4	+8	
D3/Sm3	W	16	16	12	18	18	15	27	+7	16(13)	15(12)	+3	+6	+6	+4	+5	+9	
D5/Sm5	W	12	12	8	14	17	12	25	+5	16(15)	14(13)	+5	+6	+6	+3	+5	+13	Iron Will, Lightning Reflexes, Run
D5/Sm5	W	14	14	10	16	18	14	35	+6	17(15)	15(13)	+5	+7	+7	+4	+6	+14	
D5/Sm5	W	16	16	13	18	18	16	45	+7	18(15)	16(13)	+5	+8	+8	+5	+7	+14	

SPY

Like the burglar, the spy excels at getting into places where he doesn't belong. Unlike the burglar, the spy is a stealer of information rather than goods. Spies are a charismatic lot, using their wits to bluff their way past guards and into palace areas barred to them. Every responsible noble has a few spies on hand to keep an eye on rivals. Some spies are actually double agents, offering information to either side when it suits them.

Courtesans that engage in such activities beyond "pillow-talk" should use the spy template instead.

Occupation: Investigative

C/L	Ra	S	D	C	I	W	Ch	HP	Init	DV	PV	BAB	Mel	Rgd	F	R	W	Feats
F1/C1	R	12	15	13	10	8	14	10	+6	13(11)	11(10)	+0	+1	+2	+2	+4	-1	Improved Initiative, Perfect Balance, Personal Firearms, Simple Weapons
F1/C1	R	14	17	15	12	10	16	12	+7	14(11)	12(10)	+0	+2	+3	+3	+5	+0	
F1/C1	R	16	18	17	14	12	18	14	+8	15(11)	13(10)	+0	+3	+4	+4	+6	+1	
F3/C3	R	12	16	13	10	8	14	30	+7	16(13)	13(12)	+3	+4	+6	+4	+7	+1	Dodge, Combat Martial Arts, Combat Reflexes, Martial Weapon (rapier)
F3/C3	R	14	18	15	12	10	16	36	+8	17(13)	14(12)	+3	+5	+7	+5	+8	+2	
F3/C3	R	16	18	18	14	12	18	48	+8	18(13)	15(12)	+3	+6	+7	+7	+8	+3	
F5/C5	R	12	16	14	10	8	14	60	+7	17(14)	14(13)	+5	+10	+9	+6	+9	+1	Agile Riposte, Low Profile, Steely Gaze
F5/C5	R	14	18	16	12	10	16	70	+8	18(14)	15(13)	+5	+11	+10	+7	+10	+2	
F5/C5	R	16	18	18	14	13	18	80	+8	18(14)	16(13)	+5	+11	+10	+8	+10	+3	

SWASHBUCKLER

The swashbuckler is a roguish warrior that depends on his razor-sharp wit and skill with a rapier rather than heavy weapons and armor. While similar to the pirate, swashbucklers are commonly drawn from the aristocracy where the style suits flashy rapier duels over bloody combat.

Occupation: Dilettante

C/L	Ra	S	D	C	I	W	Ch	HP	Init	DV	PV	BAB	Mel	Rgd	F	R	W	Feats
F1/C1	R	+1	+2	+1	+0	-1	+2	9	+2	13(11)	12(10)	+0	+1	+2	+2	+4	-1	Combat Martial Arts, Martial Weapon (rapier), Personal Firearms, Simple Weapons
F1/C1	R	+2	+3	+2	+1	+0	+3	11	+3	14(11)	13(10)	+0	+2	+3	+3	+5	+0	
F1/C1	R	+3	+4	+3	+2	+1	+4	13	+4	15(11)	14(10)	+0	+3	+4	+4	+6	+5	
F3/C3	R	+1	+3	+1	+0	-1	+2	27	+3	16(13)	15(12)	+3	+4	+6	+4	+7	+1	Defensive Martial Arts, Steely Gaze, Two-Weapon Fighting, Weapon Finesse
F3/C3	R	+2	+4	+2	+1	+0	+3	33	+4	17(13)	16(12)	+3	+5	+7	+5	+8	+2	
F3/C3	R	+4	+4	+3	+2	+1	+4	39	+4	17(13)	16(12)	+3	+7	+7	+6	+8	+3	
F5/C5	R	+2	+3	+1	+0	-1	+2	54	+7	17(14)	15(13)	+5	+7	+8	+5	+9	+1	Improved Initiative, Menacing Aura, Sword and Blaster
F5/C5	R	+3	+4	+2	+1	+0	+3	66	+8	18(14)	16(13)	+5	+8	+9	+6	+10	+2	
F5/C5	R	+4	+4	+3	+2	+1	+4	78	+8	18(14)	17(13)	+5	+9	+9	+7	+10	+3	

WARRIOR

Warriors are the backbone of any military force or war band. Capable fighters, the warrior combines good arms and armor with effective battle tactics. In red martian and white ape society, warriors are disciplined soldiers (although the white apes tend to be more brutally fierce), while green martian warriors are wildly aggressive combatants. Synthe-men warriors are more properly defenders, dedicated to keeping the canals safe by driving off invading forces.

Occupation: Military

C/L	Ra	S	D	C	I	W	Ch	HP	Init	DV	PV	BAB	MeI	Rgd	F	R	W	Feats
St1/T1	R	+2	+1	+2	+0	+1	-1	14	+1	11(10)	14(12)	+1	+3	+2	+4	+1	+1	Armor, Martial Weapon (choose), Personal Firearms Simple Weapons
St1/T1	R	+3	+2	+3	+1	+2	+0	16	+2	12(10)	15(12)	+1	+4	+3	+5	+2	+2	
St1/T1	R	+4	+3	+3	+1	+3	+0	16	+3	13(10)	16(12)	+1	+5	+4	+5	+3	+3	
St3/T3	R	+3	+1	+2	+0	+1	-1	42	+1	13(12)	17(14)	+5	+9	+6	+6	+3	+3	Cleave, Dodge, Power Attack, Weapon Focus
St3/T3	R	+4	+2	+3	+1	+2	+0	48	+2	14(12)	18(14)	+5	+10	+7	+7	+4	+4	
St3/T3	R	+4	+3	+4	+1	+3	+0	54	+3	15(12)	18(14)	+5	+11	+8	+8	+5	+5	
St5/T5	R	+3	+2	+2	+0	+1	-1	70	+2	14(13)	19(16)	+8/+2	+12/+6	+10/+4	+10/+4	+3		Great Fortitude, Mobility, Point Blank Shot
St5/T5	R	+4	+3	+3	+1	+2	+0	80	+3	15(13)	20(16)	+8/+2	+13/+7	+11/+5	+11/+5	+4		
St5/T5	R	+4	+3	+4	+1	+3	+0	90	+3	15(13)	20(16)	+8/+2	+13/+7	+11/+5	+12/+5	+5		
St1/T1	G	+4	11	+3	6	+1	-1	16	+0	9(9)	15(11)	+1	+4	+0	+5	+0	+1	Brawl, Martial Weapon (choose), Simple Weapons
St1/T1	G	+5	+1	+4	-1	+2	+0	18	+1	10(9)	16(11)	+1	+5	+1	+6	+1	+2	
St1/T1	G	+6	+2	+4	-1	+3	+0	18	+2	11(9)	17(11)	+1	+6	+2	+6	+2	+3	
St3/T3	G	+5	11	+3	6	+1	-1	48	+0	11(11)	18(13)	+5	+10	+4	+5	+2	+3	Cleave, Improved Brawl, Knockout Punch, Power Attack
St3/T3	G	+6	+1	+4	-1	+2	+0	54	+1	12(11)	19(13)	+5	+11	+5	+6	+3	+2	
St3/T3	G	+6	+2	+5	-1	+3	+0	54	+2	13(11)	19(13)	+5	+11	+6	+7	+4	+3	
St5/T5	G	+5	+1	+3	6	+1	-1	80	+1	12(12)	20(15)	+8/+2	+13/+7	+8/+2	+9	+3	+3	Great Cleave, Improved Bull Rush, Improved Critical
St5/T5	G	+6	+2	+4	-1	+2	+0	90	+2	13(12)	21(15)	+8/+2	+14/+8	+9/+3	+10/+4	+4		
St5/T5	G	+6	+2	+5	-1	+3	+0	100	+2	13(12)	21(15)	+8/+2	+14/+8	+9/+3	+11/+4	+4		
St1/T1	W	+3	+1	+2	+0	+0	6	14	+1	11(10)	15(12)	+1	+4	+2	+4	+1	+0	Armor, Martial Weapon (choose),

WARRIOR (CONTINUED)

C/L	Ra	S	D	C	I	W	Ch	HP	Init	DV	PV	BAB	MeI	Rgd	F	R	W	Feats
Simple Weapons																		
St1/T1	W	+4	+2	+3	+1	+1	-1	16	+2	12(10)	16(12)	+1	+5	+3	+5	+2	+1	
St1/T1	W	+5	+3	+3	+1	+2	-1	16	+2	13(10)	17(12)	+1	+6	+4	+5	+3	+2	
St3/T3	W	+4	+1	+2	+0	+0	-2	42	+1	13(12)	18(14)	+5	+10	+6	+6	+3	+2	Agile Riposte, Cleave, Dodge, Power Attack
St3/T3	W	+5	+2	+3	+1	+1	-1	48	+2	14(12)	19(14)	+5	+11	+7	+7	+4	+3	
St3/T3	W	+5	+3	+4	+1	+2	-1	54	+3	15(12)	19(14)	+5	+11	+8	+8	+5	+4	
St5/T5	W	+4	+2	+2	+0	+0	-1	60	+1	15(13)	20(14)	+8/+2	+13/+7	+11/+5	+8	+4	+2	Great Cleave, Improved Brawl, Improved Critical
St5/T5	W	+5	+3	+3	+1	+1	-1	70	+2	16(13)	21(14)	+8/+2	+14/+8	+12/+6	+9	+5	+3	
St5/T5	W	+5	+3	+4	+1	+2	-1	80	+2	16(13)	21(14)	+8/+2	+14/+8	+12/+6	+10/+5	+3		
Armor, Martial Weapon (choose), Simple Weapons																		
St1/T1	S	+3	+1	+2	10	+1	-2	14	+1	11(10)	15(12)	+1	+4	+2	+4	+1	+1	
St1/T1	S	+4	+2	+3	+1	+2	-1	16	+2	12(10)	16(12)	+1	+5	+3	+5	+2	+2	
St1/T1	S	+5	+3	+3	+1	+3	-1	16	+2	13(10)	17(12)	+1	+6	+4	+5	+3	+3	
St3/T3	S	+4	+1	+2	10	+1	-2	42	+1	13(12)	18(14)	+5	+10	+6	+6	+3	+3	Agile Riposte, Cleave, Dodge, Power Attack
St3/T3	S	+5	+2	+3	+1	+2	-1	48	+2	14(12)	19(14)	+5	+11	+7	+7	+4	+4	
St3/T3	S	+5	+3	+4	+1	+3	-1	54	+3	15(12)	19(14)	+5	+11	+8	+8	+5	+5	
St5/T5	S	+4	+2	+2	10	+1	-1	60	+1	15(13)	20(14)	+8/+2	+13/+7	+11/+5	+8	+4	+3	Great Cleave, Improved Brawl, Improved Critical
St5/T5	S	+5	+3	+3	+1	+2	-1	70	+2	16(13)	21(14)	+8/+2	+14/+8	+12/+6	+9	+5	+4	
St5/T5	S	+5	+3	+4	+1	+3	-1	80	+2	16(13)	21(14)	+8/+2	+14/+8	+12/+6	+10/+5	+5		

CHARACTERS

This section includes a variety of individual non-player characters for your MARS campaign. Unlike the minions, these characters are created as heroes. Thus, they have full stat blocks, including skill-based feats. These characters are designed to be “plug-and-play,” to be easily inserted into any MARS campaign.

Action Point Note: Each NPC is listed with the maximum possible action points. While this is unrealistic, it is presented to give you a ceiling of their total possible action points. Feel free to adjust the total by a percentage that you believe is reasonable for their experience and the needs of your MARS campaign.

TARNAK TORELL, THE WAYFINDER

Tarnak Torell was a young Baltanese noble with a promising future. His father had an iron grip on a city-state on the edge of the Confederacy and his well-disciplined troops kept the green tribes at bay. He was also a favourite of Lady Villeral, so much so that other nobles rarely challenged him. As an only child, Tarnak Torell stood to inherit his father’s position with little trouble.

Most of Torell’s youth could be described as “wasted.” Under the watchful eyes of his father’s guard, Torell explored and enjoyed a reckless, hedonistic lifestyle with little consequences. When Torell did get into too much trouble, his father would simply make the problem go away and give Torell a stern, ultimately pointless lecture. It was whispered in some circles that the elder Torell might have to arrange an accident for his son for fear that the Lady’s favor might be revoked.

One day, Torell found religion. Whether he had heard rumors about his possible demise or not Torell was receptive to the words of a minor cult leader. While the elder Torell had some concerns, even he admitted that his son was starting to see the world through different eyes and becoming less of a problem. The young Torell was a quick study, and his carefree personality gradually morphed into a friendly, pleasant one. Torell was becoming an inspiration amongst the nobility and the elder Torell was said to be proud of his son’s progress.

Unfortunately, Torell’s future did not lay with his father’s position. Without telling anyone, Torell donated all of his wealth to various charities and, after leaving a note for his father, Torell left the city with the cult and wandered into the Grey Expanses. The elder Torell sent a military force after him, but no one returned. Sadly, the elder Torell concluded that his son was either dead or soon would be.

Except that Torell didn’t die. A year after his disappearance, he wandered out of the Grey Expanses and into a local red nomad tribe. Calling himself the Wayfinder, Torell carried the message of a lush land inside the Grey Expanses. The road to this paradise is fraught with dangers, and not everyone that would take the journey would make it to this hidden, verdant paradise. While most of the tribe mocked him, a few decided to follow the Wayfinder back into the Expanses.

After this event, the Wayfinder became something of a legend amongst the Red Nomads. When he returned a few months later, inviting more Red Nomads to join the previous group in paradise, so many joined him that the decimated tribe was forced to integrate into others for survival, spreading the promise of the Wayfinder even further. Subsequent appearances by the Wayfinder have only grown the legend and attracted more and more followers. Of these followers, only the Wayfinder himself returns.

The Wayfinder is a charming red martian with a youthful, though weather-beaten face. He carries a radium pistol beneath his traveling cloak, a relic of his last life. He is also skilled with a rapier, but he hasn’t carried one since he left his old life. He really believes that the planet is dying due to man’s sins, and only those that repent can enjoy the gods’ garden. He allows his arguments to make his points and will not coerce anyone into following him. The Wayfinder’s appearance in a red nomad camp or small settlement will throw the populace into chaos, with some eager to follow him and others worried about how the camp will survive after he leaves.

Note: Suspicious players may believe that the Wayfinder's paradise is too good to be true. Given that it is located in the Grey Expanses, "paradise" may be a trap, with the Wayfinder as an accomplice or unaware pawn. It is also possible that the Wayfinder's words are true, and a small fertile area does exist within the dangerous terrain. The exact nature of this paradise is left to the GM. It could be a real oasis, a grey man pantry, or some other horror (perhaps the most horrific notion is that it does not exist at all; the Wayfinder is insane and believes that he is leading the faithful to paradise, rather than a quick death while traveling through the Grey Expanses).

Tarnak Torell (Dedicated Hero 4/Charismatic Hero 4): CR 8; Medium-size humanoid; HD 8d6+8; HP 36; Mas 12; Init +0; Spd 30 ft; Dodge DV 13, flatfooted 13 (+0 Dex, +3 class); Parry DV 17, flatfooted 13 (+4 Str, +3 class); BAB +5; Grap +9; Atk +9 melee (1d6+4, weapon), or +5 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +5, Ref +5, Will +6; AP 56; Rep +5; Str 18, Dex 10, Con 12, Int 14, Wis 16, Cha 18.

Occupation: Religious (Knowledge [Arcane Lore], Knowledge [Theology and Philosophy], Sense Motive)

Skills: Diplomacy +13, Gather Information +6, Handle Animal +9, Knowledge (Arcane Lore) +14, Knowledge (Behavioral Sciences) +7, Knowledge (Theology and Philosophy) +17, Move Silently +3, Perform +11, Profession +10, Sense Motive +17, Spot +10, Survival +10

Feats: Attentive, Defensive Martial Arts, Lightning Reflexes, Martial Weapon Proficiency (rapier), Personal Firearms Proficiency, Simple Weapons Proficiency, Track, Trustworthy

Talents (Dedicated Hero): Skill Emphasis (Knowledge [Theology and Philosophy]), Faith

Talents (Charismatic Hero): Charm (both)

Possessions: Travelling clothes, staff, radium pistol, handwritten passages from a forgotten (fake?) religious text.



COMMODORE LYTON ORSENE

Green Man tribes are a constant threat to Red settlements on the outskirts of the cities. Sometimes, the menace is so great that Red merchants or minor nobles desire to clear the Green threat out by any means necessary. Such men turn to Commodore Orsene.

Commodore Lyton Orsene is red man that owns a small fleet of sky-corsairs lead by the flagship *Sky Wolf*. Legally, Commodore Orsene's fleet is treated like a nomadic red city; it has its own laws and treaties with the various red empires. With this autonomy, Commodore Orsene is free to contract with local red communities to rid an area of green men. The Commodore's methods are brutal but effective. He has the tactical genius, bloodlust, and arms to get the job done (often a single radium bomb will do the trick). His reputation has dubbed him "the Exterminator."

Unfortunately, Commodore Orsene is not an honest businessman. He always has hidden costs built into his contracts, and "unforeseen circumstances" usually increase his final fee. Many settlements are unable to meet this price and have it extracted from them in other ways (the Commodore has, on occasion, wiped out an entire red settlement. After all, without his assistance the green men would have anyway, correct?). Those that attempt to plead their case in the nearest city usually find their words falling on deaf ears. The Commodore provides an excellent service, and the greater nobles can afford to pay him what he wants.

Adding to the Commodore's mystique is that no one really knows his background. He claims to be an ex-military officer and he does seem well-schooled in military culture and tactics. No red imperial records, however, contain any mention of a Lyton Orsene (or any Orsene). Some have noted that Orsene is similar to Orsenai, a green god of death.

Lyton Orsene (Charismatic Hero 4, Sky-Corsair 10): CR 14; Medium-size humanoid; HD 4d6+10d8+28; HP 83; Mas 15; Init +4 (+8); Spd 30 ft; Dodge DV 24, flatfooted 20 (+4 Dex, +10 class); Parry DV 23, flatfooted 20 (+3 Str, +10 class); BAB +9/+4; Grap +12/+7; Atk +12/+7 melee (1d6+3, nonlethal, unarmed strike), or +13/+8 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +9, Ref +11, Will +6; AP 109; Rep +8; Str 16, Dex 18, Con 15, Int 14, Wis 14, Cha 16.

Occupation: Military (Knowledge [Tactics], Pilot Airship)

Skills: Balance +6, Bluff +10, Climb +5, Diplomacy +10, Gather Information +10, Intimidate +10, Knowledge (Civics) +9, Knowledge (Tactics) +9, Pilot Airship +11, Profession +8

Feats: Agile Riposte, Brawl, Dodge, Drive-by Attack, Martial Weapons Proficiency (rapier), Mobility, Perfect Balance, Personal Firearms Proficiency, Point Blank Shot, Quick Draw, Renown, Simple Weapons Proficiency, Sword and Blaster, Two-Weapon Fighting

Talents (Charismatic Hero): Coordinate, Inspiration

Class Features: Skymanship II, Skilled Captain, Artful Dodger, Sky Master, Master Strategist

Possessions: weapon, weapon; Wealth +6

The *Sky Wolf*

Gargantuan Air Ship HD 55, Hp 302, Hard 15, Spd 150', Man Poor, Hard Points: 12, Crew 100 (expert), DV 4
Weapons: 8 mounted radium guns, 8 standard bombs, 2 radium bombs

KRO SARN, IMPERIAL GLADIATOR

In a former life, Kro Sarn was a Callorian soldier in a northern city. He followed orders and fought well, and soon Kro found himself rising through the ranks. Unfortunately, love caused his downfall. Kro Sarn was in love with the daughter of a minor noble. Kro had some noble blood himself (he joined the military because his older brother stood to inherit the family fortune) and was a suitable match for his love. She returned his affections, much to the chagrin of another minor noble that vied for her. Unfortunately for Kro, his rival had great influence within the army, and Kro found himself on a suicide mission against a white ape incursion. He was believed to be killed.

Kro, however, survived. Baktar the Strong, a white ape captain, watched Kro fight and was suitably impressed. When Kro finally did fall, Baktar intervened and insisted that Kro's wounds be tended to. Baktar took Kro as a slave and entered him into the local gladiator arena. Kro received white ape gladiator training both on and off the arena. While he was initially lacking in skill and victories, Kro's novelty value kept him alive until he could develop his abilities. In short order, Kro became a fearsome combatant in the arena.

While he misses the civilized world, Kro is an effective gladiator and enjoys the thrill of the battle. He pines for home, but the irony is that he would probably be more uncomfortable and out of place in a red city than in a white ape arena. Still, Kro is likely to aid any red man foolish enough to end up in the hands of the white apes.

Kro Sarn (Tough Hero 3/Strong Hero 2/Brute Warrior 2): CR 7; Medium-size humanoid; HD 5d10+2d8+28; HP 66; Mas 18; Init +3; Spd 30 ft; Dodge DV 15, flatfooted 12 (+3 Dex, +2 class); Parry DV 17, flatfooted 14 (+3 Str, +4 class); BAB +6/+1; Grap +9/+4; Atk +9/+4 melee (1d6+4, nonlethal, unarmed strike), or +9/+4 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +11, Ref +4, Will +2; AP 44; Rep +2; Str 17, Dex 16, Con 18, Int 12, Wis 13, Cha 12.

Occupation: Athlete (Balance, Jump, Tumble)

Skills: Balance +9, Climb +7, Concentration +8, Intimidate +9, Jump +9, Listen +4, Read/Write Language +1 (white), Speak Language +1 (white), Spot +4, Tumble +9

Feats: Armor Proficiency, Brawl, Cleave, Endurance, Improved Bull Rush, Martial Weapon (broadsword), Power Attack, Simple Weapons Proficiency

Class Features: Rage, Unarmed Parry, Intimidating, Brutal Blow

Talents (Tough Hero): Remain Conscious, Damage Reduction 1/—

Talents (Strong Hero): Melee Smash

Possessions: Armor and weapons provided based on type of arena battle.

HEY, I THOUGHT RED MEN COULDN'T BE BRUTE WARRIORS!

Ordinarily, red men are too civilized to take levels in Brute Warrior and thus the class is unavailable to red men PCs. Kro Sarn, however, is a special case. He has spent years adapting to the brutal white ape arena and has learned to shed his cultured ways in order to survive.

THE RANCHER

Small settlements of red men are found just inside the Grey Expanse. While still hardy folk, they are provided with water and other goods that they could never afford on their own. Other red nomads and green tribes have learned to steer clear of these settlements, for those that do are never heard from again. These settlements are guarded by a grey man and his tripod.

Known to his own people as the Rancher, the grey man has convinced the settlement leaders that he has a plan to return Mars to its former glory and he needs the assistance of the strongest and most intelligent red men amongst them. Every season, an elaborate gaming event is held to name the strongest, most intelligent, and wittiest members of the settlements. The Rancher watches these games and takes the winners away for a better life.

Unfortunately, the Rancher lives up to his name. He is actually herding the red settlers like cattle and the winners of these games are simply food. The Rancher weakens the settlements to keep them dependant on him...he takes their best warriors, leaders, and thinkers. Those that are left have an almost religious fervour for their three-legged metal guardian and don't question his orders.

The Rancher (Smart Hero 10): CR 10; Medium-size humanoid; HD 10d6; HP 30; Mas 10; Init +0; Spd 30 ft; Dodge DV 19, flatfooted 17 (+2 Dex, +7 class); Parry DV 11, flatfooted 13 (-2 Str, +3 class); BAB +5; Grap +3; Atk +3 melee (1d6+2, weapon), or +7 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +3, Ref +5, Will +11; AP 75; Rep +4; Str 6, Dex 14, Con 10, Int 22, Wis 18, Cha 10.

Occupation: Adventurer (Intimidate, Pilot)

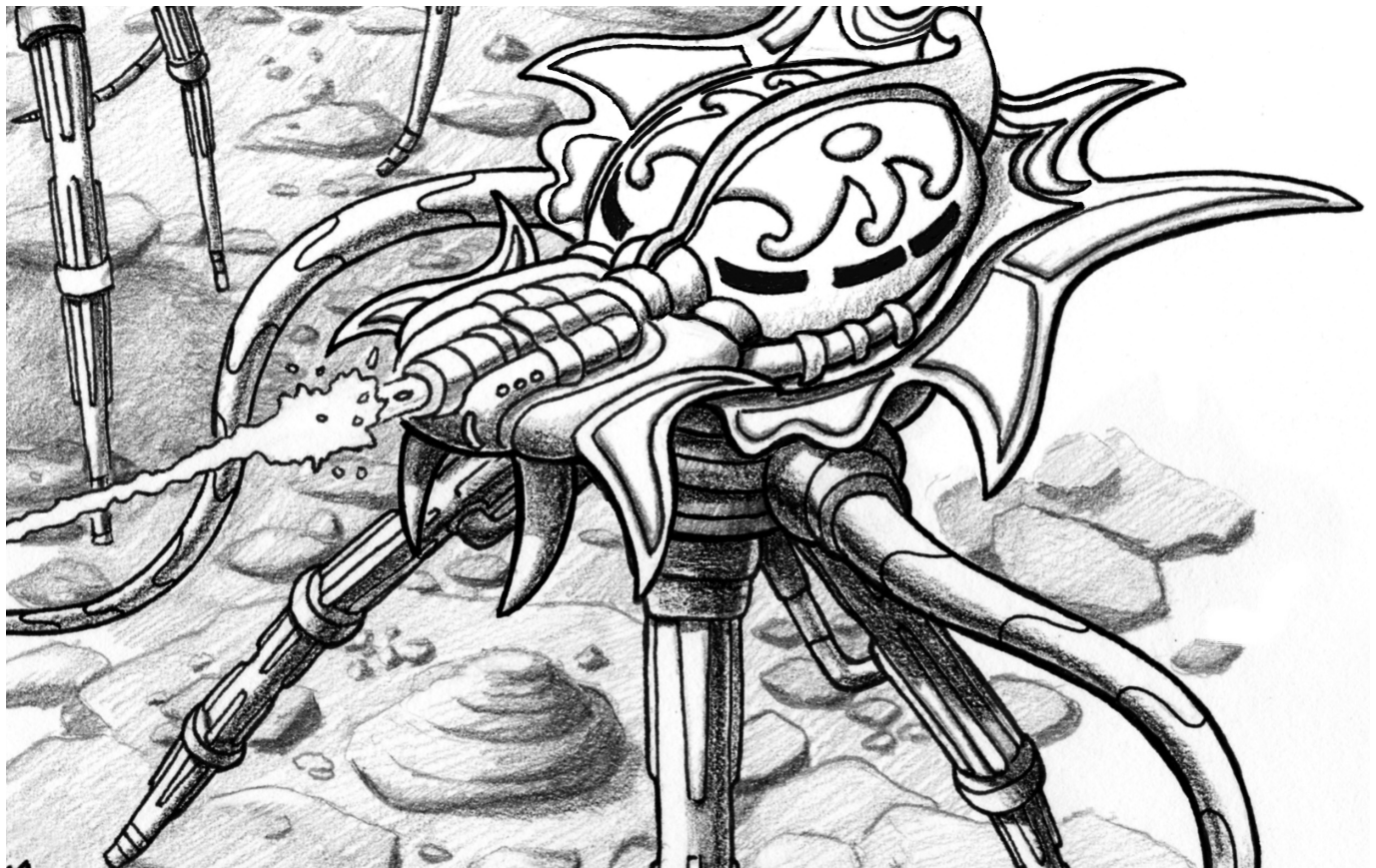
Skills: Bluff +8, Computer Use +18, Decipher Script +8, Demolitions +8, Diplomacy +8, Disable Device +17, Gather Information +2, Intimidate +12, Knowledge (Behavioral Sciences) +18, Knowledge (Business) +16, Knowledge (Civics) +16, Knowledge (Earth and Life Sciences) +18, Knowledge (Tactics) +18, Knowledge (Technology) +18, Navigate +18, Pilot Tripod* +20, Repair +19, Research +8, Search +15

Feats: Cautious, Deceptive, Gearhead, Iron Will, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Simple Weapons Proficiency, Studious, Track, Trustworthy, Vehicle Expert

Talents (Smart Hero): Linguist, Exploit Weakness, Plan, Trick, Fragment of Knowledge

Possessions: Radium Rifle, Tripod

*Pilot Tripod is an Int-based (trained-only) skill exclusively available to Grey Men. For all intents and purposes, it operates in the same way as the Pilot Airship skill.



TANESH RIGOL

Decades ago, Tanesh Rigol was a living legend, a fearless archaeologist and scavenger that would boldly go where even green men feared to tread and come back with relics of a lost age. He was a celebrity amongst his people and enjoyed the limelight, even if it only came after long months of research and intense weeks in the field.

Unfortunately, Tanesh is no longer that young man. His hair is thin and grey, his skin is stretched over creaking bones, and he gets around with the aid of a cane (his left leg never healed properly after a green man attack). Still, his brain is as sharp as ever, and Tanesh still enjoys looking for forgotten ruins. Nowadays, he does the research and hires others to do the field work.

Tanesh normally hires a group after he has conducted all preliminary research. He chooses and outfits an expedition according to the perceived needs of such expedition. As an old man with vast wealth, it is not unheard of for Tanesh to allow the hired group to keep anything they find, so long as Tanesh gets the credit and an opportunity to examine interesting finds (in many cases, should Tanesh wish to keep a piece, he will pay the group for it). Needless to say, Tanesh makes an excellent patron for an adventuring party.

Tanesh Rigol (Smart Hero 6, Scholar 10): CR 16; Medium-size humanoid; HD 16d6-16; HP 38; Mas 8; Init +0; Spd 30 ft; Dodge DV 18, flatfooted 18 (+0 Dex, +7 class, +1 cf); Parry DV 15, flatfooted 16 (-1 Str, +5 class, +1 cf); BAB +8/+3; Grap +7/+2; Atk +7/+2 melee (1d3-1, nonlethal, unarmed strike), or +8/+3 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +4, Ref +7, Will +12; AP 124; Rep +8; Str 8, Dex 10, Con 8, Int 20, Wis 18, Cha 14.

Occupation: Academic (Decipher Script, Knowledge [History], Research)

Skills: Computer Use +25, Decipher Script +30, Demolitions +24, Disable Device +26, Investigate +26, Knowledge (Arcane Lore) +24, Knowledge (Art) +22, Knowledge (History) +23, Knowledge (Technology) +26, Knowledge (Theology and Philosophy) +26, Listen +6, Navigate +20, Repair +20, Research +33, Search +22, Sense Motive +6, Spot +6, Survival +16

Feats: Alertness, Archaic Weapons Proficiency, Attentive, Cautious, Educated (Knowledge [Arcane Lore], Knowledge [Theology and Philosophy]), Educated (Knowledge [History], Knowledge [Technology]), Guide, Meticulous, Personal Firearms Proficiency, Salvage, Simple Weapons Proficiency, Studious, Track

Talents (Smart Hero): Savant (Computer Use), Savant (Decipher Script), Savant (Research)

Class Features: Lost Knowledge (+1, Dodge Bonus, +1 Parry Bonus, +1d6 hit points), Useful Trivia, Scientific Improvisation; Linguistic Lore, Skill Mastery (Decipher Script, Demolitions, Disable Device)

Possessions: As an old, renowned archaeologist, Rigol has access to virtually anything he needs. He usually keeps a radium pi



THE BLUE SWAN

Amela Breen has an interesting occupation for someone that lives in Lonaria. While the Lonarians profess a deeply religious creed, there are many members that still need an outlet for their baser urges. Amela Breen, as the Blue Swan, covertly provides this, and as a result the courtesan is one of the most knowledgeable and powerful people in Lonaria.

Amela takes her name from a legendary bird that once swam in the canals. Every so often, someone will claim to see the extinct bird. Amela has taken the name as a disguise, leaving a dyed blue feather as a calling card. She is a gorgeous woman, capable of affecting different accents and applying cosmetics to emulate exotic features that titillate her clients and victims.

Amela has a special affection for anyone that flaunts convention, especially if it rankles the establishment. Such individuals can always count on the Blue Swan as an ally. The Lonaran government has a price on her head, but no one has ever been able to describe the Blue Swan enough to mount a search (there is an urban legend that, on the day after the government issued a warrant for her arrest, the Chief Theocrat awoke with a blue feather on his pillow).

Amela Breen (Charismatic Hero 3/Negotiator 3/Infiltrator 3): CR 9; Medium-size humanoid; HD 3d6+3d8+3d10; HP 39; Mas 10; Init +3; Spd 30 ft; Dodge DV 17, flatfooted 14 (+3 Dex, +4 class); Parry DV 14, flatfooted 13 (+1 Str, +3 class); BAB +4; Grap +5; Atk +5 melee (1d6+1, weapon), or +7 ranged (1d6+0, weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ ; AL none; SV Fort +5, Ref +9, Will +7; AP 62; Rep +4; Str 12, Dex 16, Con 10, Int 12, Wis 14, Cha 18.

Occupation: Criminal (Hide, Move Silently)

Skills: Bluff +15, Diplomacy +15, Disguise +6, Gather Information +15, Hide +18, Investigate +7, Knowledge (Popular Culture) +4, Knowledge (Streetwise) +7, Listen +10, Move Silently +18, Perform +10, Profession +6, Search +7, Spot +7

Feats: Alertness, Combat Martial Arts, Deceptive, Defensive Martial Arts, Exotic Features, Improved Combat Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency, Stealthy, Trustworthy

Talents (Charismatic Hero): Charm, Favor

Talents (Negotiator): Conceal Motive, React First

Talents (Infiltrator): Sweep, Improvised Implements, Improved Evasion

Possessions: Amela usually keeps easily concealed weapons, such as knives and a holdout radium pistol, hidden in strategic locations within her provocative clothing.



KOVASH KORAK

Kovash Korak is the Red Martian's nightmare -- A Green Martian capable of organizing. Over the past few years, he has conquered surrounding tribes, and yet, instead of killing his defeated enemies, he has made them part of his own tribe. The tribe has grown so large now that smaller groups of Green Martians no longer fight against it, but travel across the Wastes in order to join up.

As Korak's power grows, his eyes turn towards the outlying Red Martian city-states. He knows that his tribe has grown so large that they cannot be supported by wandering and scavenging. They gave up their nomadic existence a year ago, settling in the shattered ruins of an ancient city, but Korak knows that his people require water and food in abundance, and that is something that can be found in the city-states of the hated Reds.

Even now, the border states wait in terrified anticipation for the roar of the largest Green Martian army that has ever been gathered, and the clever Green at it's head, Kovash Korak, prepared to wet the sands of Mars in a tide of blood.

Kovash Korak (Green Martian Strong Hero 6/ Soldier 4): CR 11; Large-size humanoid; HD 6d8 + 4d10; HP 87; Mas 10; Init +6; Spd 40 ft; Dodge DV 16, flatfooted 16 (+1 Dex, +5 class); Parry DV 21, flatfooted 21 (+5 Str, +6 class); BAB +9/+1; Grap +9; Atk +14/6 melee (1d12+7, war sword), or +11/+2 ranged (weapon); FS 5 ft by 5 ft; Reach 10 ft; SQ ; AL none; SV Fort +9, Ref +6, Will +3; AP 62; Rep +4; Str 21, Dex 12, Con 19, Int 14, Wis 8, Cha 13.

Occupation: Military (Knowledge (tactics), Survival)

Skills: Climb+14, Jum p+14, Knowledge (tactics) +16, Intimidate +11, Spot +5, Survival +9

Feats: Simple Weapons Proficiency, Martial Weapons Proficiency, Combat Reflexes, Power Attack, Cleave, Sunder, Greater Sunder.

Talents (Strong Hero): Melee Smash, Improved Melee Smash, Greater Melee Smash

Talents (Soldier): Weapon Focus (War Sword), Weapon Specialization (War Sword), Tactical Aid

Possessions: Kovash Korak wields an ancient war-sword, scarred and nicked from centuries of use.



JONGOR OF PTAH

Jongor is a bodyguard from the Baltan city of Ptah. Baltanese bodyguards are unique -- not only do they act in the traditional role, defending their master from harm, but the Baltanese have extended that definition to include pre-emptive action on the part of their employer. Baltanese bodyguards often act as professional duelists, defending their master's honor, and, on occasion, as assassins (in those matters where the defense of their employer's interests should remain a private concern).

Jongor is a much-sought-after commodity in the Baltan Confederacy. A merchant or Lord who hires him often sees his arguments resolved and interests protected even without using the lanky bodyguard.

Jongor is sure never to stay in the employ of one master for too long -- he has an aversion to being "kept." Plus, he knows that his value lies in being available for hire, with wealthy Baltanese bidding for his services. His prices would not continue to soar ever higher, should he find himself corralled in one particular stable.

Jongor's weapon of choice is a pair of heirloom Baltanese dueling blades, perfectly balanced. It is whispered in the chambers and streets of Baltan cities that his blades make no sound at all, either when being drawn, or while in use.

Jongor of Ptah (Charismatic Hero 5 / Bodyguard 4): CR 9; Medium-size humanoid; HD 5d6 + 4d12; HP 62; Mas 10; Init +10; Spd 30 ft; Dodge DV 17, flatfooted 17 (+3 Dex, +4 class); Parry DV 16, flatfooted 16 (+3 Str, +3 class); BAB +5; Grap +8; Atk +8 melee (1d6+3 and 1d4+3, Baltan Dueling Blades), or +8 ranged (Radium Pistol 1d8); FS 5 ft by 5 ft; Reach 5 ft; SQ; AL none; SV Fort +6, Ref +10, Will +4; AP 48; Rep +6; Str 17, Dex 16, Con 12, Int 13, Wis 14, Cha 17.

Occupation: Adventurer (Bluff, Intimidate)

Skills: Bluff +9, Diplomacy +7, Gather Information +10, Intimidate +9, Concentrate +7, Balance +8, Climb +7, Ride +9, Jump +7, Search +5, Sense Motive +6, Tumble +9.

Feats: Simple Weapons Proficiency, Martial Weapons Proficiency, Exotic Weapons Proficiency, Dodge, Agile Riposte, Two Weapon Fighting, Weapon Finesse.

Talents (Charismatic Hero): Artful Dodge, Stunning Draw, Brilliant Execution.

Talents (Bodyguard): Harm's Way, Combat Sense, Sudden Action.

Possessions: Jongor of Ptah's equipment varies from job to job, but he is always in possession of a pair of Baltanese Dueling Blades, which have become his trademark.



NEW FEATS

EXOTIC FEATURES

Whether it is your unusual accent, physical features, or sultry personality, you are deemed very attractive. Men feel overprotective of you and tend to underestimate you.

Prerequisites: Female only, Cha 13+.

Benefit: When dealing with a male PC or NPC, you gain a +2 to Bluff, Diplomacy, and Sense Motive checks.

Special: You may only take this feat at 1st level.

JACK OF ALL TRADES

You've picked up a smattering of even the most obscure skills.

Prerequisite: Character level 8th+.

Benefit: You can use any skill untrained, even those that normally require training and those that are exclusive to classes you don't have. You cannot, however, gain ranks in a skill unless you are allowed to select it.

SALVAGE

You can salvage parts from destroyed vehicles, robots, and other strange science devices.

Benefit: Salvaging takes time, as noted in Table: Salvage.

At the end of this time, make a Search check. If the check succeeds, you may increase your Wealth score by the amount indicated on the table, either by selling the salvaged parts for scrap or using them to offset the cost of future building projects.

Special: A particular item can be successfully salvaged only once. Any further attempts to salvage the wreckage fail automatically.

URBAN TRACKING

You can track down the location of missing persons or wanted individuals.

Benefit: To find the trail of an individual or to follow it for 1 hour requires a Gather Information check. You must make another Gather Information check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town. The DC of the check, and the number of checks required to track down your quarry, depends on the community population and the conditions:

Population	DC	Checks Required
Fewer than 2,000	5	1d4
2,000–9,999	10	1d4+1
10,000–49,999	15	2d4
50,000–99,999	20	2d4+1
100,000–499,999	25	3d4
500,000+	30	3d4+1
Condition	Modifier	
Every three creatures in the group being sought	–1	
Every 24 hours the quarry has been missing or sought	+1	
Tracked quarry "lies low"	+5	

If you fail a Gather Information check, you can retry after 1 hour of questioning. The GM rolls the number of checks required secretly, so the player doesn't know exactly how long the task requires.

Normal: A character without this feat can use Gather Information to find out information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing.

Special: You can cut the time per Gather Information check in half (to 30 minutes per check rather than 1 hour per check), but you suffer a –5 penalty on the check.

SALVAGE			
Salvaged Machine	Time Required	Search Check DC	Wealth Increase
Vehicle			
Huge or smaller	30 min.	15	+1
Gargantuan	1 hr.	20	+2
Colossal	3 hr.	25	+3
Robot or Strange Science Device			
Tiny or smaller	10 min.	20	+1
Small to Large	30 min.	25	+2
Huge or bigger	1 hr.	30	+3

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