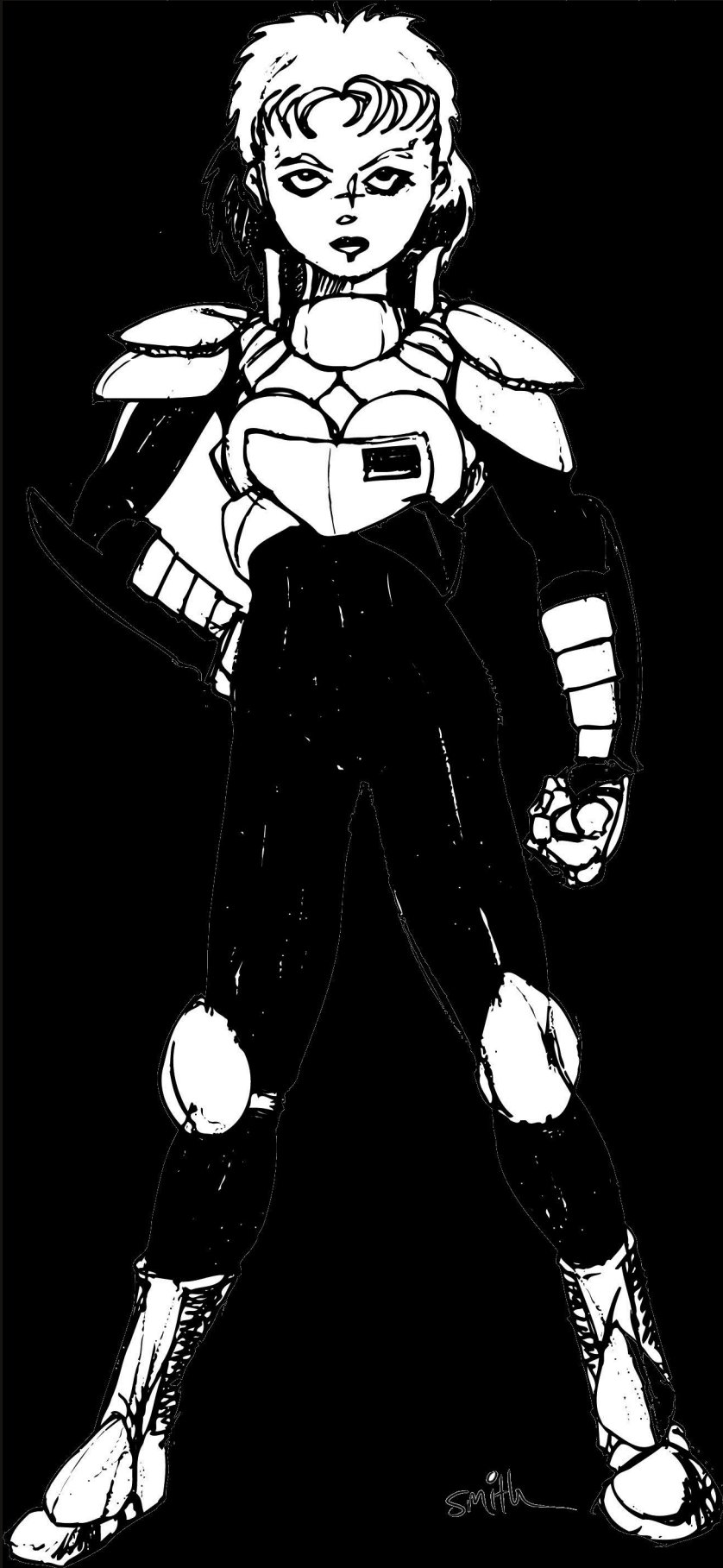


FAMILIAR CLASSES FOR OUR GAMES



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This document is designed to help you enjoy the fun of Pathfinder-style character abilities while playing White Star. Tasks are resolved by rolling over your Saving Throw (ST) number, applying the relevant attribute mod. The GM adds +1 to the difficulty for easy tasks, all the way up to +10 for nearly impossible tasks.

You get five classes inspired by the Pathfinder Roleplaying game in this book. I'm going to release more in the coming days and weeks. Imagine futuristic Iron Man-style vigilantes, inter-dimensional summoners, rock star bards and more.

I also plan to put out further advancement and customization options for the released classes, which will also include equipment lists plus sets of encounter tables designed to give you solo adventures in the vein of Choose Your Own Adventure books or inspiration for GMing your games.

Hope you have lots of fun!

Many thanks,
Jacob DC Ross

Barbarian

You come from a primitive planet with superstitious traditions, or you're just one very angry guy. You use your anger to fuel your abilities in combat.

Level	XP	HD	BHB	ST	Features
1	0	1+2	+0	15	Unstoppable Warrior
2	2,000	2+2	+1	14	Rage
3	4,000	3+3	+2	13	Unstoppable Warrior
4	8,000	4+2	+2	12	Rage
5	16,000	5+2	+3	11	Unstoppable Warrior
6	32,000	6+2	+4	10	Rage
7	64,000	7+2	+4	9	Unstoppable Warrior
8	128,000	8+2	+5	8	Rage
9	256,000	9+2	+6	7	Unstoppable Warrior
10	512,000	10+4	+6	6	Great Rage

Savage Combatant: May use any weapon. May wear only light armor and use any shield.

Saving Throw: +2 for Cloud Mind or Pain

XP Bonus for Constitution: A barbarian with a high Constitution (15+) receives twice (x2) the normal Bonus XP for that attribute (10% not 5%).

Unstoppable Warrior: Reduce incoming damage by -1 (to a minimum of 1) for every level of Unstoppable Warrior. At level 3 and beyond you may select any of the following abilities instead:

Wrath's Unending: Rounds in which you defeat enemies of at least 2 HD don't count against your rounds of Rage.

Revitalization: Gain 1 HP (up to your maximum) on any round when you defeat an enemy of at least 2 HD.

Chain of Anger: Each attack that defeats an enemy of at least 2 HD gives you another attack, up to your level of Unstoppable Warrior per turn.

Unbound: You can move up to your level of Unstoppable Warrior additional feet per movement while you're raging.

Rage: Take 3 HP of damage to rage for 5 rounds. You get +1 to attack and saving rolls and +X to melee damage, where X is your how many levels of Rage you have.

Great Rage: Your rage bonuses are all doubled.

Fighter

They might try to get you by cheating, but nobody wants to deal with you in a fair fight. You know how to use your equipment better than anyone else.

Level	XP	HD	BHB	ST	Features
1	0	1+1	+0	14	Armor Trick
2	2,000	2	+1	13	Weapon Adept
3	4,000	3	+2	12	Armor Trick
4	8,000	4	+2	11	Weapon Adept
5	16,000	5	+3	10	Armor Trick
6	32,000	6	+4	9	Weapon Adept
7	64,000	7	+4	8	Armor Trick
8	128,000	8	+5	7	Weapon Adept
9	256,000	9	+6	6	Armor Trick
10	512,000	10	+6	6	Weapon Mastery

Elite Combatant: May use any weapon. May wear any armor and use any shield.

Saving Throw: +2 for Fear and Death

XP Bonus for Strength: A fighter with a high Strength (15+) receives twice (x2) the normal Bonus XP for that attribute (10% not 5%).

Armor Trick: Select a type of armor or shield. Gain -1/[+1] when using that armor, or be able to use that type of armor if you previously weren't able. You can select a new type of armor or the same one each time you get this ability. You can also select one of the following abilities instead:

Quick Don: Your Armor takes just one turn to put on.

Concealed: You can wear armor under any type of clothing, including tights.

Juggernaut: Your armor reduces all damage by your total levels of Armor Trick.

Bluster: Gain a +1 bonus to intimidate anyone while you're wearing armor.

Weapon Adept: Choose one group of weapons (swords, axes, pistols, etc.) and gain a +1 bonus to their use. You can select the same group multiple times or a different one each time.

Weapon Mastery: Select one group of weapons (swords, axes, pistols, etc.) and increase the range of results on which you normally score a critical hit (usually 20) by +1 when you wield that type of weapon.

Ranger

You're the go-to if anyone needs a planetary guide, a bounty hunter or a scout. You survive where the weak perish.

Level	XP	HD	BHB	ST	Features
1	0	1	+0	13	Favored Biome
2	2,000	2	+0	12	Hunter
3	4,000	3	+1	11	Favored Biome
4	8,000	3+1	+1	10	Hunter
5	16,000	4	+2	9	Favored Biome
6	32,000	5	+3	8	Hunter
7	64,000	6	+3	7	Favored Biome
8	128,000	6+1	+4	6	Hunter
9	256,000	7	+4	6	Favored Biome
10	512,000	8	+5	6	Master Hunter

Trained Combatant: May use simple weapons and anything short of heavy rifles and artillery. May only wear light or medium armor, and physical shields.

Saving Throw: +2 for Environmental Hazards and Radiation.

XP Bonus for Dexterity: A ranger with a high Dexterity (15+) receives twice (x2) the normal Bonus XP for that attribute (10% not 5%).

Favored Biome: Choose one type of terrain, such as desert, forest, etc. and gain a +1 bonus to rolls made to find food, survive, hunt, locate supplies or otherwise thrive in that environment. You can select new biomes each time or the same type multiple times. You may also select one of the following abilities instead:

Scouts Guild: Turn in pelts, horns, etc. from animals you've hunted to gain credits equal to their XP value.

Veteran Pilot: Gain a bonus to your rolls relating to piloting a ship equal to your Favored Biome rank.

Off the Land: A standard day's rations lasts you a number of extra days equal to your Favored Biome rank.

Bounty Hunter: Turn in wanted criminals for credits equal to their XP value.

Hunter: Choose one species intelligent life (or robot), or one type of animal (according to biome). This is your Quarry. You gain +1 to your attacks against them and 11 to their attacks against you as well as +1 to attempts to track them.

Master Hunter: Double all Hunter bonus against Quarry.

Rogue

Why bother with fair tactics when you can take what you want? The best rogues get in and out without their mark ever realizing they've been had.

Level	XP	HD	BHB	ST	Features
1	0	1	+0	12	Rogue Trick
2	2,000	2	+0	11	Sneak Attack
3	4,000	3	+1	10	Rogue Trick
4	8,000	3+1	+1	9	Sneak Attack
5	16,000	4	+2	8	Rogue Trick
6	32,000	5	+3	7	Sneak Attack
7	64,000	6	+3	6	Rogue Trick
8	128,000	6+1	+4	6	Sneak Attack
9	256,000	7	+4	6	Rogue Trick
10	512,000	8	+5	6	Master Sneak Attack

Trained Combatant: May use simple weapons, plus light ranged weapons (nothing bigger than pistols) or light blades (nothing heavier than a rapier). May only wear light armor, and may not use shields.

Saving Throw: +2 for Traps and Hidden Attacks.

XP Bonus for Dexterity: A rogue with a high Dexterity (15+) receives twice (x2) the normal Bonus XP for that attribute (10% not 5%).

Rogue Trick: Select one action from hacking, making or disarming traps or bombs, hiding and sneaking, distilling poisons. lying or detecting and creating forgeries. You gain +1 to that action. You can select any action as many times as you like. You may instead choose any of the following abilities:

Accepted Thief: Gain access to the Black Market on any world.

Fence Goods: Sell stolen goods for 30% of base price.

Underworld Contacts: Find a hireling for any illegal task with 1d4 hours of looking.

Sleight of Hand: Palm and hide any item you can fit in your hand.

Sneak Attack: You gain a +2 bonus to damage against an opponent who can't see you or doesn't expect an attack per level of Sneak Attack.

Master Sneak Attack: When you hit anyone with your Sneak Attack if they fail a save choose from either paralyzing them for 2 rounds or knocking them out for 1 hour, or do double damage (stacking with critical hits).

Zealot

You're devoted to some cause, not necessarily a religion, but you're willing to lay down your life for it. You're touched by Zenki, the force of the universe, and you channel it to wondrous effect. In general, beings born or created black star system or onboard a ship or station powered by an artificial black hole are "negative", while beings born in regular star systems are "positive".

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

Principled Combatant: May use any melee or primitive weapon. May wear light or medium armor and use shields.

Saving Throw: +2 for Negative Powers or Poison

XP Bonus for Wisdom: A zealot with a high Wisdom (15+) receives twice (x2) the normal Bonus XP for that attribute (10% not 5%).

Cause: Begin the game with a Cause. At later levels you can add up to one more facet to the cause or choose to enhance each Cause' ability.

Freedom:

First Tier: Gain +1 to your rolls to escape bonds.

Second Tier: Gain +1 attack versus professional soldiers and law enforcement.

Third Tier: Allies within 30 feet gain +1 to saving throws made when opposing tyrants or their organizations.

Infrastructure:

First Tier: Gain a +1 bonus when repairing buildings or machines.

Second Tier: Do +2 damage to buildings or machines.

Third Tier: Any machines under your control and within 30 feet gain +1 to saving throws to resist damage.

Law:

First Tier: Gain +1 to rolls made to investigate crimes.

Second Tier: Gain +1 to attack versus criminals.

Third Tier: Once per day shout and have all criminals within 30 feet save for freeze up for two rounds.

Medicine:

First Tier: Gain a bonus to all binding wounds or med kit rolls equal to your tiers in this cause.

Second Tier: Spend a round with a patient to let them make a second save after failing to resist poison, disease, bleeding or a similar effect.

Channel Energy: Allows you to damage Negative creatures as a ranged attack at up to 30 feet away for 1d6 damage +3 per level of Channel Energy. You can also use this energy to heal willing or unconscious Positive creatures for the same amount of damage. You can use this power twice a day per level of Channel Energy.

Master Channel Energy: You can now affect three targets at once with your channel energy ability.

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