

FIVE YEAR MISSION



A Supplement for "White Star: White Box Science Fiction Roleplaying"

FIVE YEAR MISSION

**WRITTEN BY
KIRT A. DANKMYER**

**SPECIAL THANKS TO DAVID REVOY
FOR ALL HIS AMAZING CREATIVE COMMONS ART**



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I like kittens, monkeys, bunnies, squirrels and palindromes.

Five Year Mission

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INTRODUCTION

To say that James Spahn and I are close would be an understatement. We have known each other for over a decade, playing and playtesting games together. I honestly view him as a brother. When I got married recently, I was proud that James was willing to serve as my minister, despite a very busy life of his own.

I have the utmost respect for James, his work, and his boundless enthusiasm for space opera, which shows in every nook and cranny of *White Star*. I am convinced that it is this enthusiasm and love is a large part of what makes *White Star* so popular; there's a sheer *joy* to the text you don't find elsewhere.

So, understand that I'm not being down on James when I say that he's fonder of far, far away galaxies than going boldly where no one has gone before. *White Star* supports both kinds of campaigns, but there's a certain tint to it. There are small gaps here and there for those of us who might want to go on a five year mission of exploration.

This supplement is intended to allow you to fill in those gaps, using my enthusiasm instead. If you're a fan *Star Trek*, *Andromeda*, or *Farscape*, this supplement is for you. And even if you're not, I hope you'll find something that's to your liking.

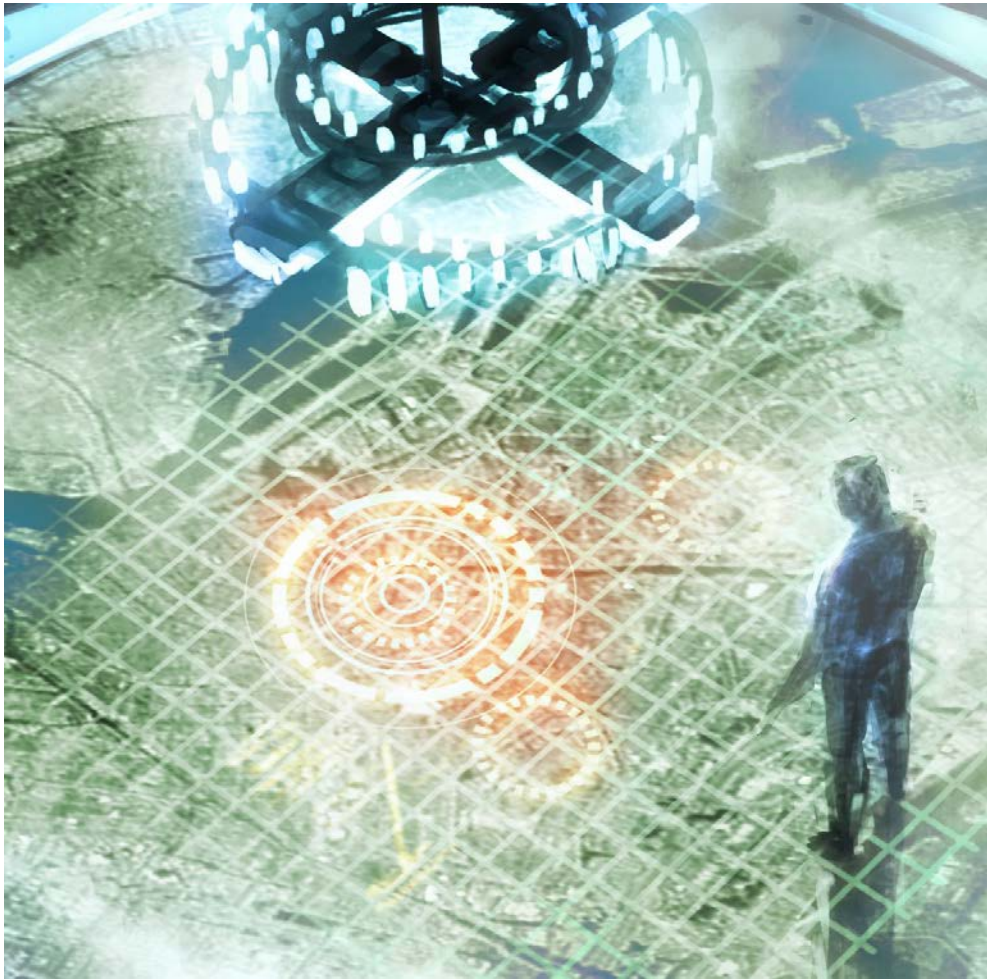
Engage!

CHAPTER ONE

CHARACTER CLASSES

For the sort of game in the vein this supplement has been written for, the base *White Star* classes cover a lot of ground, even if there's a mild bias toward warring among the stars rather than trekking through them. The following classes should, with luck, pick up the slack.

Classes from the *White Star* core rulebook will be mentioned in sidebars (like the one below) but otherwise not repeated here.



CORE CLASS: ARISTOCRAT

The ***Aristocrat*** class outlined in the *White Star* core rulebook is usually seen in a *Five Year Mission* game as someone who earned, rather than inherited, their position. Most often, their role is that of diplomat or officer. In the latter case, ***Aristocrat*** is a great class choice for a First Mate character... or even a Captain.

ENGINEER

An **Engineer** has the skills to pilot a ship if necessary, but is more at home in the ductwork between decks.

Once a ship needs to be crewed by more than twenty people, roles tend to get more specialized. The **Engineer** is the person you turn to in order to repair or make modifications to a starship, or get that last inch of performance. If you want to know if a ship can take it any longer, no matter what "it" is, the **Engineer** is the person you talk to.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	15
2	1,250	2	+0	14
3	2,500	3	+1	13
4	5,000	3+1	+1	12
5	10,000	4	+2	11
6	20,000	5	+3	10
7	40,000	6	+3	9
8	80,000	6+1	+4	8
9	160,000	7	+4	7
10	320,000	8	+5	6

ENGINEER CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: **Engineers** may see some combat, but that is not their primary role. They may wear only Light Armor and their weapons are limited to clubs, daggers, firearms, grenades, mono-daggers, mono-swords, and rayguns.

REROUTE POWER: At the beginning of each **Starship Combat round**, if an **Engineer** is *not* flying the ship, they may improve one of the starship's **Statistics** (**Armor Class**, **Movement**, **Shield Strength**, or **Targeting**) by one (1). They may choose which statistic to modify each **round**, selecting a different one each time. At 4th level an **Engineer** may improve any two of the ship's statistics by one (1) each **round**. At 8th level an **Engineer** may improve any three of the ship's statistics each **round**. These bonuses may stack with those provided by a **Pilot**, but a ship can only benefit from the **Reroute Power** ability of only a single (chief) **Engineer** and one (primary) **Pilot**.

JURY-RIG: Once per day an **Engineer** may attempt a quick fix on a starship. This takes one (1) **round** and restores a number of **Hit Points** to the starship equal to 1d6+1 per level of the **Engineer**. After 3d6 **rounds**, the ship suffers damage equal to *half* (round up) the amount restored by **Jury-Rig**. These temporary repairs break down quickly! At the **Referee's** discretion this ability can also be used to gain an

understanding of other technology, such as computers or security systems, and may grant a bonus when attempting to manipulate such devices.

SAVING THROW: *Engineers* receive a +2 bonus on *Saving Throws* against *explosions* and *environmental hazards*.

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

CHIEF (4th): Once an *Engineer* reaches 4th level they may modify their starship beyond its stock Statistics. This includes weapons, armor, shields, speed, etc. How long this takes and what it costs are determined by the *Referee*.



EXPENDABLES

This sort of character is unusual in that it represents not a single person, but multiple, very similar people. Many organizations and groups have these sort of folk; people that are low-end but otherwise reasonably loyal to the cause, going beyond mere hirelings, yet still very easy to replace.

This class covers all sorts of hordes of this type, whether they're called thugs, volunteers, troubleshooters, cousins, security guards, clones, enlisted soldiers, or something else.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	15
2	1,250	1+1	+1	14
3	2,500	2	+1	13
4	5,000	2+1	+2	12
5	10,000	3	+2	11
6	20,000	3+1	+3	10
7	40,000	4	+3	9
8	80,000	5	+4	8
9	160,000	5+1	+4	7
10	320,000	6	+5	6

EXPENDABLES CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: *Expendables* have some combat training, but it focuses on offense over defense. They may use any weapon but may wear only Light Armor.

BULK PURCHASE: At character generation, whenever a piece of equipment is purchased, the *Expendables* receive two items or twice as many of a set of items. This is so both "on screen" characters (see **Army of Two**, below) have equipment. Any leftover cash is doubled. This is *only* at character generation, however.

ARMY OF TWO: The player may only control two characters from the group of *Expendables* at a time. All others are controlled by the *Referee*, and, if possible, are assumed to be going about their business in relative safety on the ship, base, camp, home or HQ of the player characters. The idea is only two of them are generally ever in active play at the same time.

Each Expendable has the same attributes that were rolled at character generation and the same **Hit Dice**, maximum **Hit Points**, **Saving Throws**, and **BAB**, as indicated by the level table above. Current **Hit Points** and conditions, such as a missing limb, must be tracked separately for each character in the group of *Expendables*.

The *Expendables* gain experience as if they were a single person. When one of them gains a level, all of them gain a level, and they all roll for a new maximum **Hit Point** total.

SWAPPABLE PARTS: When one of the controlled **Expendables** die, a new one from the group may be brought into play, though there may be a delay due to the logistics of the situation, such as if the player characters are in a prison, cut off from their ship.

An **Expendable** with some sort of permanent debility, such a crippled leg or brain damage, may be “retired,” as if they had died.

Either way, the new character usually “inherits” the equipment of the previous one, unless that is impossible, such as if the previous character and equipment were disintegrated. In that case, a kind **Referee** may want to assume that the new character starts with some basic equipment.

In general, it is assumed the replacement character knows what’s going on, just as well as the deceased character did, insomuch as this can be handwaved without violating common sense. The general idea is that all the **Expendables** talk to each other; depending on the campaign, they may even have a hive mind!

If characters are killed or retired in large numbers in rapid succession without any time to recruit or create more, the Referee is within their rights to warn the player that they’re running out of replacements. This is the primary way an **Expendable** “character” can die.

NOBLE SACRIFICE: Once per round, when someone is hit but before rolling for damage, one of the two “active” **Expendables** may move up to their full movement rate to the location of the would-be victim and interpose themselves between the enemy and victim, taking the blow as if they had been attacked rather than the other character. They take double damage from this attack. This ability is only usable if the person the **Expendable** is trying to protect can be reached by one such move.

SAVING THROW: **Expendables** get no bonus to Saving Throws due to class.

XP BONUS FOR CONSTITUTION: **Expendables** with a **Constitution** of 13 or 14 receive a 5% **Experience Bonus**, and those with 15 or higher get 10%.

GUERRILLA

Bounty hunters, assassins, freedom fighters, and rangers can all be covered by the term **Guerilla**. These are "dirty" fighters, people used to striking from the shadows and melting away before they are caught. Often, especially against a superior force, this is the only way to survive at all.

While they rely on their equipment less than **Mercenaries**, often having to "make do" with less advanced equipment than those they face, they know that in the end they may live or die by the quality of their supplies.

LEVEL	XP	HD	BHB	ST	Stare	Bushwhack
1	0	1	+0	15	0	0
2	2,000	1+1	+1	14	1	1
3	4,000	2	+1	13	1	1
4	8,000	2+1	+2	12	2	1
5	16,000	3	+3	11	2	2
6	32,000	4	+4	10	3	2
7	64,000	5	+5	9	3	2
8	128,000	6	+6	8	4	3
9	256,000	7	+7	7	4	3
10	512,000	8	+8	6	5	3

GUERRILLA CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: **Guerillas** are trained in all forms of combat and have no armor or weapon restrictions. However, they cannot sneak or otherwise attempt stealthy actions in Heavy Armor.

TRICKY: Whenever a **Guerilla** might be caught sneaking, they may make a **Saving Throw** at a -4 penalty to avoid being seen or noticed, unless they are wearing Heavy Armor, in which case they automatically fail. This same roll (including the -4 penalty) can be used to see if the **Guerilla** can successfully shadow someone, jury-rig a booby trap, get an inferior or damaged piece of military or police equipment to work one last time, or any other similar activity the **Referee** allows.

THE STARE: Whenever a **Guerrilla** attempts to intimidate someone, whether outside of combat or instead of an attack during combat, the person the **Guerilla** is focusing on must make a **Saving Throw** at a penalty equal to the **Guerilla's** Stare rating (see table, above). If they fail, they believe the **Guerilla** to be the one of the most dangerous people in the immediate vicinity; how they react to that is up to the **Referee**. **Guerillas** also learn to master their own fear, gaining a bonus equal to their Stare rating to any **Saving Throw** involving fear or intimidation.

BUSHWHACK: Masters of ambush and surprise, when starting a combat with someone who has yet to notice the **Guerilla** and their companions, if the **Guerilla** can roll equal to or less than their Bushwack rating (see table, above) on a d6, then their side

gets one round where they can act and their opponents cannot, and get the Initiative as well (see Personal Combat on p. 41 of *White Star*). In addition, if attacking a single opponent who is unaware of the **Guerilla**, that opponent must make a Saving Throw with a penalty equal to the **Guerilla's** Bushwhack rating. If the victim fails, the **Guerilla** may either capture, knock unconscious, or murder the opponent (no further save), as appropriate to the **Guerilla's** intent, action, and equipment.

SAVING THROW: See "The Stare," above.

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

ESTABLISH STRONGHOLD (10th): At 10th level, a **Guerilla** character who chooses to build a planetary stronghold, space station, or secret base may attract a body of loyal soldiers who will serve as their personal strike force or specialized commando team.

HOUSE RULE: DEXTERITY AND DARKNESS

Some **Referees** will rule that **Dexterity** will add a bonus to the sort of things one can do with the **Guerilla's** Tricky ability. Most **Referees** will also add or subtract to such attempts based on factors like darkness, ambient sound, and clumsy companions.

CORE CLASS: MERCENARY

For the sort of games supported by *Five Year Mission*, the **Mercenary** class from the *White Star* core rulebook makes for an excellent tactical officer, gunner, or marine. For a more military-minded campaign, it's also a good class for the ship's Captain or First Mate.

CORE CLASS: PILOT

The **Pilot** class is outlined in the *White Star* core rulebook. For the sort of games that *Five Year Mission* supports, the **Pilot** is often more of a helmsman, coxswain, bosun, "sailing" master, and/or navigator, but no less vital for all that.

SAWBONES

Whether doctor, medic, herbalist, medical xenobiologist, nurse-practitioner or artificially intelligent medical video, the Sawbones is who you turn to when someone's life is at stake.

Sawbones tend to be opinionated and better at fighting than one might expect. Just smile and nod, as it's never good to annoy the person who patches you up after a fight.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	15
2	1,250	2	+0	14
3	2,500	3	+1	13
4	5,000	3+1	+1	12
5	10,000	4	+2	11
6	20,000	5	+3	10
7	40,000	6	+3	9
8	80,000	6+1	+4	8
9	160,000	7	+4	7
10	320,000	8	+5	6

SAWBONES CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: *Sawbones* avoid combat as a rule, but try to be at least somewhat prepared, especially in dangerous places. They may wear only Light Armor and their weapons are limited to clubs, daggers, firearms, grenades, mono-daggers, mono-swords, and rayguns.

SCIENCE PROJECT: While it isn't their primary focus, a *Sawbones* can take apart a technological or mechanical device, including a weapon, and put it back together again as a jury-rigged item of a different sort, so long as logic and technobabble can be combined to make the action make sense in the eyes of the other players and the *Referee*, and, more importantly, the new object does not cost more than the original. This process takes 3d6 turns.

At the *Referee's* discretion, this ability might also allow one to combine several items into one new item or perform similar feats with Advanced Equipment; Advanced Equipment is "priceless" and does not have a cost of zero for the purposes of this ability.

MERCY: They may be opinionated, but they know what they're doing. Whenever someone is already healing from an effect, an action, or due to time, if the *Sawbones* is also tending to that person, that person heals an additional 1d6 *Hit Points* of damage. This can only be done a number of times a day equal to the *Sawbones's* level, and only when a character would heal anyway. Only one *Sawbones* can help a given patient at one time, and this cannot be combined with any other class ability, such as the *Scientist's Organic Materials*, which increases an existing healing effect.

However, instead of improving an ongoing healing attempt, a **Sawbones** can, with the correct equipment, heal a man for 1d4 **Hit Points**, if they are willing to use up one of their daily **Mercy** usages. That healing attempt then can be improved by 1d6 by spending another daily usage of **Mercy**, as usual.

Some **Referees** might also allow the **Sawbones** to cure diseases with this ability, especially if they have access to a lab, or, in a more free-wheeling campaign, a good omnicorder.

SAVING THROW: **Sawbones** receive a +2 bonus on **Saving Throws** against **disease** event as well as any other **environmental hazards**, including **toxins** and **radiation**.

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

ESTABLISH INSTITUTE (10th): When a **Sawbones** reaches 10th level, if they choose some place with untapped academic funding and create some sort of medical Institute or Academy with their name on it, they may attract a body of loyal technicians and scientific adjuncts to serve as their own specialized team of nerds.



SCIENTIST

From the formally-educated academic, to official starship Science Officers, to the curious autodidact, when one encounters a strange phenomenon for the first time, you turn to the **Scientist**.

This represents a sort of generalist, someone who has knowledge in all things science, though the character may officially have some form of specialty.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	15
2	1,250	2	+0	14
3	2,500	3	+1	13
4	5,000	3+1	+1	12
5	10,000	4	+2	11
6	20,000	5	+3	10
7	40,000	6	+3	9
8	80,000	6+1	+4	8
9	160,000	7	+4	7
10	320,000	8	+5	6

SCIENTIST CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: *Scientists* avoid combat as a rule, but try to be at least somewhat prepared, especially in dangerous places. They may wear only Light Armor and their weapons are limited to clubs, daggers, firearms, grenades, mono-daggers, mono-swords, and rayguns.

KITBASH: A *Scientist* can take apart a technological or mechanical device, including a weapon, and put it back together again as a jury-rigged item of a different sort, so long as logic and technobabble can be combined to make the action make sense in the eyes of the other players and the **Referee**, and, more importantly, the new object does not cost more than the original. This takes only 1d6 turns.

At the **Referee's** discretion, this ability might also allow one to combine several items into one new item or perform similar feats with Advanced Equipment; Advanced Equipment is "priceless" and does not have a cost of zero for the purposes of this ability.

HACK AND CACHE: A *Scientist* has extensive knowledge in computer use and electronics, and can use this knowledge to hack into security systems, break codes, sift through data, and anything else that makes sense to the player and the **Referee**. This usually succeeds automatically, but if a roll is needed, the **Referee** can force the character to roll a **Saving Throw** to determine success.

ORGANIC MATERIALS: Every *Scientist* knows a little biology, which also means every *Scientist* knows a little First Aid. Whenever someone is already healing from an effect, an action, or due to time, if the *Scientist* is also tending to that person, that person heals an additional 1d4 *Hit Points* of damage. This can only be done a number of times a day equal to the *Scientist's* level, and only when a character would heal anyway. Only one *Scientist* can help a given patient at one time, and this cannot be combined with any other class ability, such as the *Sawbone's Mercy*, which increases an existing healing effect.

SAVING THROW: *Scientists* receive a +2 bonus on *Saving Throws* against any *emotion-affecting* event as well as any *environmental hazards*, including *toxins* and *radiation*.

XP BONUS FOR INTELLIGENCE: A *Scientist* with an *Intelligence* of 13 or 14 receives a 5% *Experience Bonus*, and those with 15 or higher get 10%.

ESTABLISH INSTITUTE (10th): When a *Scientist* reaches 10th level, if they choose some place with untapped academic funding and create some sort of Institute or Academy with their name on it, they may attract a body of loyal technicians and scientific adjuncts to serve as their own specialized team of nerds.

HOUSE RULE: SYNERGY

The *Engineer*, *Pilot*, *Sawbones*, and *Scientist* resemble each other somewhat, even to the point of having nearly-identical and/or overlapping abilities. This is on purpose, so that a small group can, say, make do with a *Sawbones* but no *Scientist*.

More importantly, however, if multiple of these classes *are* in play, instead of worrying about niche protection, some *Referees* might want to have them enhance each other on occasion. The *Engineer* routes power through the *Scientist's* specially-created device cannibalized from the ship's life support into the engines, while the *Sawbones* injects the *Pilot* with stimulants so her reaction speed can cope with quadruple normal thrust... They're going to get away from that enemy warship, or die trying! Or maybe get away *and* die trying...

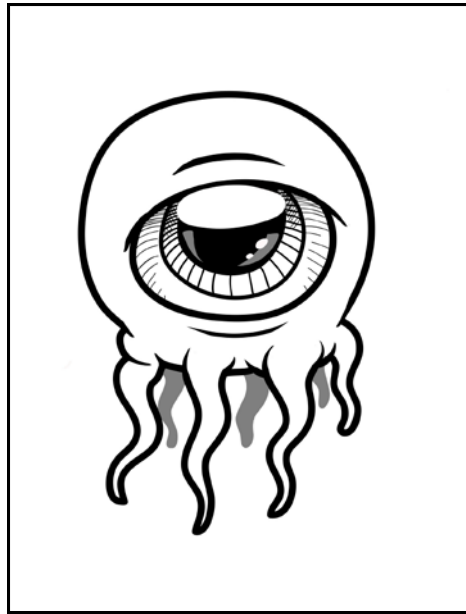
CORE CLASS: STAR KNIGHT

There is no reason that the *Star Knight* class cannot fit into a *Five Year Mission* campaign. Unmodified, a *Star Knight* makes for an excellent diplomat, healer, or even officer. They could also be re-skinned in some manner, such as becoming part of the regular military rather than an independent knightly order, via re-defining "the Way," or some other campaign-specific method. Remember, the *Referee* is encouraged to tinker!

CHAPTER TWO CHARACTER RACES

In addition to what's in the core *White Star* rulebook, there are certain archetypes and tropes from the source fiction that one might want to cover in a game. These racial classes give you more options for player-controlled aliens in your games.

As in the previous chapter, character races from the *White Star* core rulebook will be mentioned in sidebars like the one below but not repeated in full here.



CORE CLASS: ALIEN BRUTE

The ***Alien Brute*** class outlined in the *White Star* main rulebook can serve the same purposes as the ***Mercenary***: tactical officer, gunner, marine, or First Mate. The cultural differences that an alien brings to the table is also excellent fodder for a *Five Year Mission* campaign.

CORE CLASS: ALIEN MYSTIC

The ***Alien Mystic*** from *White Star* is no more inappropriate to a *Five Year Mission* game than a ***Star Knight*** (see previous chapter). In addition, it wouldn't be too hard to re-skin the powers of an ***Alien Mystic*** as "experimental nanotech protocols" or some other technobabble with a less occult feel to it.

DISGRACED

The **Disgraced** represents an alien who once walked the halls of power, but now has been disowned by their own species, a (possibly literal) fish out of water forced into a galaxy filled with people *other* than their own.

Maybe they were once a diplomat, until they "went native" and crossed a cultural line that meant they could never return home. Maybe they were a spy who received a "burn notice" after a dire mistake, or was "left out in the cold" when a traitor exposed their identity. Perhaps they were simply a con artist who tricked humans and other aliens into thinking they represented their race, until they were finally exposed. Maybe they even ruled their race, until they were exiled as part of a *coup d'état* or even a surprise election.

Because of their alien nature, they are *quite visibly* an outsider, never quite as comfortable as they once were among their own people or when things were fully under control.

LEVEL	XP	HD	BHB	ST	Legerdemain
1	0	1	+0	14	1
2	1,500	1+1	+0	13	2
3	3,000	2	+1	12	3
4	6,000	2+1	+1	12	3
5	12,000	3	+2	10	4
6	24,000	3+1	+2	9	4
7	48,000	4	+3	8	4
8	96,000	4+1	+3	7	5
9	192,000	5	+4	6	5

DISGRACED CLASS FEATURES

WEAPON/ARMOR RESTRICTIONS: A **Disgraced** may use clubs, daggers, firearms, laser pistols, mono-daggers, and mono-blades. They can wear Light Armor, but do not use shields.

LEGERDEMAIN: A **Disgraced** does not survive this long without adapting. They've learned a few skills since their fall, or perhaps they had them all along. The **Legerdemain** ability may be used for any number of clandestine actions that require fine motor control, such picking pockets, springing locks, minor acts of stage magic, and Three-card Monte. The **Referee** has the final say as to whether an action falls under the purview of **Legerdemain** or not.

When the **Disgraced** attempts to use this ability the **Referee** rolls 1d6. If the result of the roll is equal to or lower than their rating in the **Legerdemain** ability, the **Disgraced** is successful in their attempt. **Disgraced** are not often aware of when their attempts to remain stealthy fail, and always *believe* they are successful.

COPPER TONGUE: A **Disgraced** is a deceiver, though their confidence has been shaken somewhat by their situation. They can influence subjects exactly as the **Charm Person Meditation** if given the opportunity to speak to a subject for at least 1d6 **rounds** and if they fail a **Saving Throw** with a +2 bonus to resist the effect. They can only use this ability on creatures who are intelligent and who understand the language being spoken.

SAVING THROW: A **Disgraced** receives a +1 bonus to all Saving Throws made to resist attempts to influence them, cloud their mind, or damage their dignity.

LANGUAGES: For campaigns that give each race its own dialect, **Disgraced** should be able to speak the language of humans, their own language, and any other languages that fit the style of the **Referee's** campaign. **Disgraced** often speak a wide variety of tongues, due to their former occupation.

HOUSE RULE: FRENEMIES

Some **Referees** may want to simulate the fact that the **Disgraced** has friends and contacts from before, though they might not have the pull they once had.

When the **Disgraced** encounters a character that the **Referee** deems might have met or had dealings with the **Disgraced** and/or his race, the **Referee** should *secretly* roll 2d6 on the following table, adding the **Loyalty** bonus/penalty based on the **Charisma** of the **Disgraced** and any other circumstantial modifiers that the **Referee** feels are appropriate.

Note there are three columns on this table. How the NPC actually *feels*, how the NPC *acts* (at first blush, at least), and how the **Disgraced** *expected* them to act. Only the latter is told to the **Disgraced**. When the first two columns are different, this often indicates either a two-faced individual or someone who, due to circumstances, does not feel safe showing their true feelings in the immediate moment.

2d6 ROLL	NPC FEELS	NPC ACTS	EXPECTED REACTION
0 or less	Hostile	Friendly	Friendly
1	Hostile	Neutral	Neutral
2	Hostile	Friendly	Friendly
3	Hostile	Hostile	Neutral
4	Hostile	Friendly	Friendly
5	Hostile	Hostile	Hostile
6	Neutral	Friendly	Hostile
7	Neutral	Neutral	Friendly
8	Neutral	Hostile	Friendly
9	Friendly	Hostile	Neutral
10	Friendly	Neutral	Friendly
11	Friendly	Friendly	Friendly
12	Very Friendly	Hostile	Neutral
13	Very Friendly	Neutral	Friendly
14 or more	Very Friendly	Friendly	Friendly

LIVING STARSHIP

In some settings, a starship can be a character. This can represent either an AI-driven starship or an actual organic creature, though usually a bio-engineered one with cybernetic parts. A **Living Starship** can be a constant companion to the other player characters, a constant worry for them a thorn in their side, or all three.

Obviously, this is only appropriate in campaigns where the player characters are going to spend a lot of time on the same ship. Even then, even if the **Referee** allows such a thing, a lot of the details are going to have to be worked out between the **Referee** and the player.

LEVEL	XP	HD	BHB	ST
1	0	2	+0	13
2	2,000	3	+1	12
3	4,000	3+1	+2	11
4	8,000	4	+2	10

LIVING STARSHIP CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: A **Living Starship** doesn't really have weapons and armor like most characters, though it has statistics on the starship level. See **Smartship** and **Probes**, below.

SMARTSHIP: First, the **Referee** and the player need to figure out what kind of **Living Starship** is appropriate to the campaign. It is treated, and given appropriate statistics, like any other starship, big or small, as the **Referee** feels appropriate. The statistics of the character as a starship generally do not affect the stats of the character as a "person," and vice-versa except when the ship is destroyed, which naturally kills the character. In a sense, the character is one of many shipboard systems, albeit a very important one. These number, especially **Hit Points**, of the "character" and the starship proper are kept track of separately (see **Probes**, below), even though they are technically the same entity.

PROBES: In order to be able to interact with people and things outside and inside the ship, the **Living Starship** has probes, remotes, or tiny repair droids that it controls. The statistics need to be worked out with the **Referee**, but as a guideline, probes should have a -3 [+3] bonus to their **Armor Class** and the character's **Hit Points** (as determined by **Hit Dice** on the experience table) should be spread evenly between the probes. For this reason, there probably shouldn't be more than six (6) probes available. However, all probes can be destroyed without killing the character.

While not usually proficient in combat, the probes may have built-in weaponry at the **Referee's** discretion, and will use the character's **Base Hit Bonus (BHB)** based on its character level in combat. Similarly, probes will use the saving throws of the character.

Details that will have to be worked out with the **Referee** include whether the probes are more like **Robots** or more like organic beings, whether probes can be re-built or "re-grown" once they've been destroyed, how far the drones can be from the ship before they stop working, and how the character communicates, whether through the probes or via some other mechanism, such as shipboard screens or holograms.

In addition, somewhere on the ship will be the "central core" of the character, whether a computer core, the creature's brain, or what have you. This is, in essence, an immobile probe (though it may have weapons and/or manipulators), but is counted separately from the rest, with the full **Hit Points** of the character based on their **Hit Dice** as usual. If that central core is destroyed, the character is dead, with similarly disastrous results for the starship as a whole.

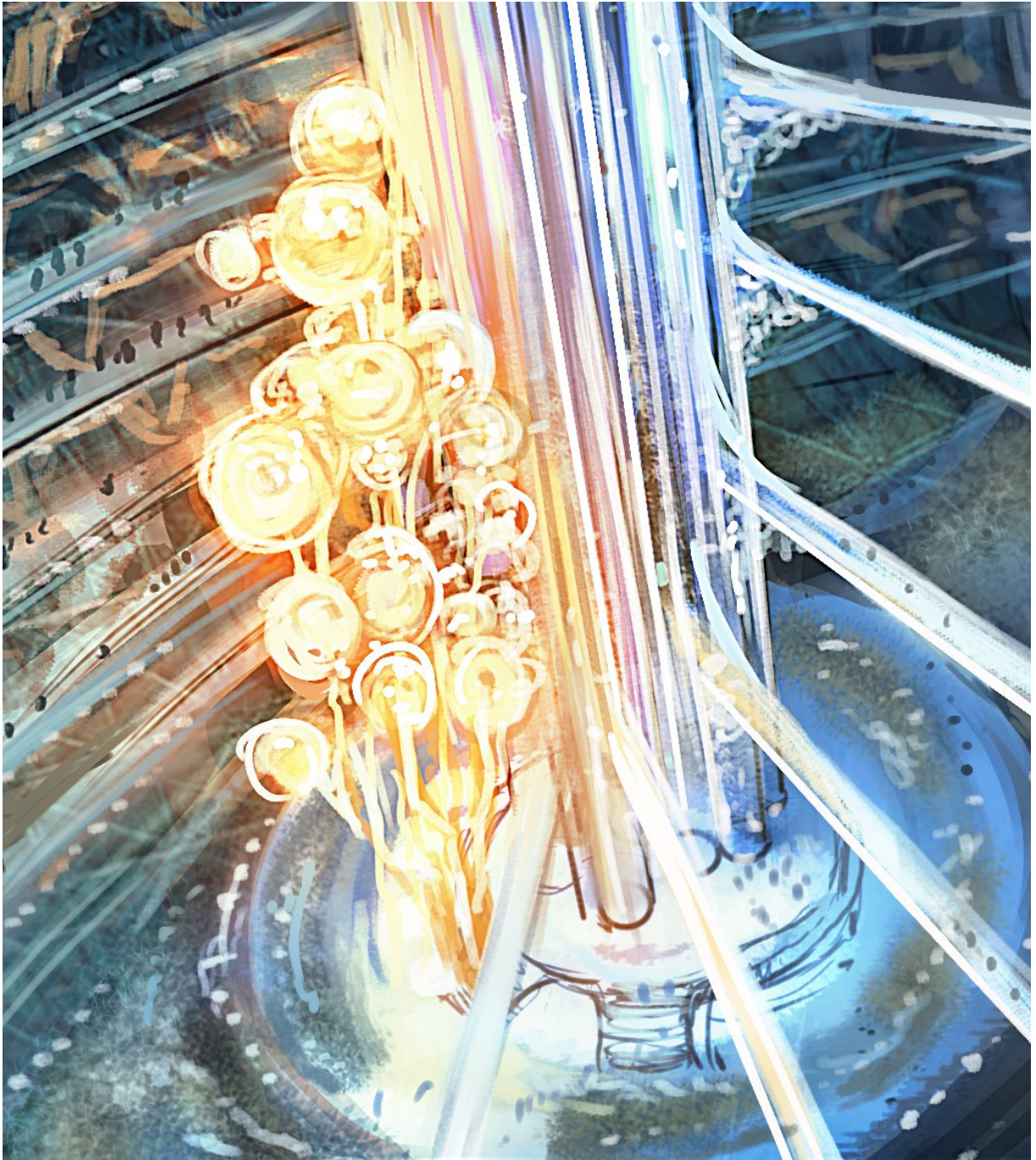
SELF-PILOT: The **Living Starship** can pilot itself, serving as pilot and/or gunner in combat as appropriate. The rules for this are no different than usual; the character adds its **Base Hit Bonus (BHB)** (BHB) or **Dexterity Bonus** as normal, along with the **Targeting** modifier of the overall ship. When piloting itself, the **Living Starship** receives a +3 bonus to **Initiative** in **Starship Combat**.

CONTROL PROTOCOL: At the beginning of each **Starship Combat round**, if a **Living Starship** is piloting itself, it may add +1 to one of its starship **Statistics: Armor Class, Movement, Shield Strength, or Targeting**. It may choose which statistic to modify each **round**, selecting a different one each time.

EMERGENCY REPAIR: Once per day a **Living Starship** may attempt a quick fix on itself at the starship level. This takes one (1) **round** and restores a number of starship **Hit Points** equal to 1d6 per level of the **Living Starship**. After 2d6 **rounds**, the ship suffers damage equal to amount restored by **Emergency Repair**. These temporary repairs break down quickly and in some cases can lead to a ship's destruction. These repairs only apply to the **Living Starship's** statistics as a ship, not its probes or its central core, which use a different pool of **Hit Points**, based on the character's **Hit Dice**.

SAVING THROW: Any **Saving Throw** bonuses will need to be worked out with the **Referee**, as what is appropriate depends greatly on what the **Living Starship** is like and the nature of the campaign. It is suggested that there be at least a bonus to **Saving Throws** dealing with harsh conditions, particularly the vacuum of space.

LANGUAGES: For campaigns that give each race its own dialect, a **Living Starship** should be able to speak the language its creators and/or their own language. Some have a difficult time communicating, only "speaking" to certain persons via empathic prompts.



HOUSE RULE: SAVE THE CORE!

Depending on the setting, the **Referee** may allow a **Living Starship's** "central core" (as mentioned in the **Probes** section of the class) to be pulled out of a ship and installed in another one, changing the character's statistics as a ship, or perhaps rescuing it from its own "dying body" after a starship battle. This should never be an easy process, and will likely require the intervention of a **Pilot** or **Engineer** if it is to work at all.

QUIXOTIC ALIEN

Quixotic Aliens are stealthy, secretive, adventurous, and unique. Many **Quixotic Aliens** are of a species never seen before, or are rogues from a species with a highly regimented society, having broken free of the bonds and expectations of their culture. Their motives are often hidden, and the reasoning behind their actions obscure.

LEVEL	XP	HD	BHB	ST	Skullduggery
1	0	1	+0	14	1
2	1,250	1+1	+0	13	1
3	2,500	2	+0	12	2
4	5,000	2+1	+1	12	2
5	10,000	3	+1	10	3
6	20,000	3+1	+2	9	3
7	40,000	4	+2	8	4
8	80,000	4+1	+3	7	4
9	160,000	5	+4	6	5

QUIXOTIC ALIEN CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: **Quixotic Aliens** have a knack for unfamiliar implements of destruction, may wield any weapon. However, they prefer to rely on their reflexes, quickness, and cunning over any armor which impedes their freedom of movement. They may only wear light or medium armor.

CHEAP SHOT: **Quixotic Aliens** prefer to catch their foes unaware and strike from positions of advantage. Any time a **Quixotic Alien** attacks an opponent who is unaware of their presence, the **Quixotic Alien** receives a +2 bonus to their **Base Hit Bonus (BHB)**. If the attack is successful, the **Quixotic Alien** may roll their weapon damage twice to calculate damage, totaling both rolls.

SKULLDUGGERY: **Quixotic Aliens** are stealthy, light-footed, and clever. The **Skullduggery** ability may be used for any number of clandestine, sketchy, or stealth-based actions. Possible **Skullduggery** actions include picking pockets or locks (electronic or mechanical), acrobatics, hacking into computers, discovering and disarming booby traps and security systems, sleight of hand or tongue (fast talking), remaining silent and hidden while moving and even climbing walls freehanded. The **Referee** has the final say as to whether an action falls under the purview of **Skullduggery** or not.

When the **Quixotic Alien** attempts to use this ability the **Referee** rolls 1d6. If the result of the roll is equal to or lower than their rating in the **Skullduggery** ability, the **Quixotic Alien** is successful in their attempt. **Quixotic Aliens** are not often immediately aware of when their attempts to remain stealthy fail, and always *believe* they are successful. When a **Quixotic Alien** fails using this ability while free-climbing a wall or disarming a booby trap, they can endanger themselves with either a great fall or by being in the path of a triggered explosion.

SAVING THROW: *Quixotic Aliens* receive a +2 bonus to any *Saving Throw* made to reduce or avoid the effects of any *booby trap*, *alarm*, or *automated weapon*.

LANGUAGES: For campaigns that give each race its own dialect, *Quixotic Aliens* should be able to speak the language of humans and any other languages that fit the style of the *Referee's* campaign. *Quixotic Aliens* are often surprisingly learned and able to speak more languages than even the player might expect.

HOUSE RULE: HACK AND SLICE

With the *Referee's* permission, a *Quixotic Alien* may be more skilled at computer hacking (and perhaps other forms of electronic legerdemain) than at other uses of the *Skullduggery* ability. If this option is used, the *Quixotic Alien* is considered to be 4 levels higher when *Skullduggery* checks are made when facing "hostile" electronics, to a maximum effective level of 9.

CORE CLASS: ROBOT

In the source material that *Five Year Mission* is based on, true AI is generally a lot rarer than in other settings. Given this, the *Referee* might want to disallow this class even though it is from the *White Star* main rulebook, using the *Simulacrum* and/or *Living Starship* from this supplement instead. That said, for those sort of settings, it might just be simple enough to rule that *Robots* lack complicated emotions or have some other limitation, such as following Isaac Asimov's "Laws of Robotics"; many players thrive on such role-playing challenges.

SIMULACRUM

This is a special form of **Robot**, one designed to resemble a human being. They are often some sort of prototype, and might not look quite right and/or lack certain important factors like emotions. Alternately, they might look and act exactly like humans to a large, though not perfect, degree.

The important thing is, however, the idea was to make an artificial life form as versatile as a human being. Other **Robots** may have emotions or even a personality, but, like Pinocchio, the **Simulacrum** is trying the hardest to become or pass as human. They are especially thematic in campaigns where fully intelligent **Robots** are more rare and unusual.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	15
2	1,500	2	+0	14
3	3,000	3	+1	13
4	6,000	3+1	+1	12
5	12,000	4	+2	11
6	24,000	5	+3	10
7	48,000	6	+3	9
8	96,000	6+1	+4	8
9	192,000	7	+4	7

SIMULACRUM CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: *Simulacra* avoid combat as a rule, though they are not usually programmed to be opposed to violence *per se*. They may wear only Light Armor and their weapons are limited to clubs, daggers, firearms, grenades, mono-daggers, mono-swords, and rayguns.

INHUMAN: *Simulacra* are not as sturdy as most robots, but still have some advantages due to their mechanical nature. They do not need to eat or breathe, and are not affected by the vacuum of space. They cannot be poisoned and do not catch diseases. *Simulacra* cannot be healed by **Meditations** and **Gifts** and may be immune to several other **Meditations** and **Gifts** at the *Referee's* discretion.

MECHANICAL UNDERSTANDING: Because *Simulacra* are themselves machines, they have a natural understanding of all things mechanical and may receive bonuses or increased chances of success when interacting with modern devices or computers.

SELF-REPAIR: *Simulacra* do not sleep, but they do need to shut down for at least one hour (6 turns) every day to recharge. Instead of shutting down for one hour on a given day, a *Simulacrum* can choose instead to enter an 8-hour repair cycle. While in this repair cycle their circuits reroute power and run diagnostics, allowing them to run

their auto-repair modules. This heals the **Simulacrum** for 1d6+1 Hit Points per uninterrupted repair cycle.

SCIENCE PROJECT: A **Simulacra** can take apart a technological or mechanical device, including a weapon, and put it back together again as a jury-rigged item of a different sort, so long as logic and technobabble can be combined to make the action make sense in the eyes of the other players and the **Referee**, and, more importantly, the new object does not cost more than the original. This process takes 3d6 turns.

This ability does *not* allow one to combine several items into one new item or perform similar feats with Advanced Equipment. However, at the **Referee's** discretion, the **Simulacrum** may be able to modify *itself* and/or use its own parts as part of a project.

SAVING THROW: **Simulacra** do not get any bonuses to **Saving Throws**, though as mentioned above, they are immune to many things, such as poison and disease, which might require a **Saving Throw** in the first place.

LANGUAGES: Unless otherwise stated, like other forms of **Robots**, **Simulacra** are able to speak the common human language and the computerized language of **Robots** only.

HOUSE RULE: REAL BOY

Some **Referees** might want to consider giving a **Simulacrum** bonus XP for trying especially hard to be human, especially if in doing so, the character puts himself at a serious disadvantage. However, if this becomes an overly-frequent event, particularly if it causes problems for the rest of the group as well, either the **Referee** may want to give some of that bonus XP to the other characters or else stop giving out said bonus XP for a time.

Alternately, instead of giving bonus XP, when such roleplay occurs, perhaps the player can be given a token that can be spent for a +2 to a d20 roll at another time *for any character*, so that a plot disadvantage in the short term provides the whole group with a more concrete advantage in the long term.

CHAPTER THREE REQUISITIONS

When one is backed by a powerful pseudo-military organization, you're going to want to have the best available equipment. This equipment supplements and extends what's listed in the *White Star* core rulebook.

GEAR	WEIGHT (in lbs)	COST (in credits)
Communicator	1	25 / 50
Communicator, Badge	0.25	30 / 60
Omnicorder	1	110

COMMUNICATOR: This hand-held device allows for auditory communication at a distance with another individual (or starship) with a communicator on the same frequency. Another version which also features a small hologram transmitter that allow users to and project images of themselves to the individual they are speaking with are also available, but costs twice (x2) the listed price.

COMMUNICATOR, BADGE: This is identical to the regular communicator, except it costs more, weighs much less and is worn like a brooch. It is activated by tapping on it, and can have a small hologram transmitter at twice (x2) the listed price.



OMNICORDER: These are just mini-computers with specialized scanners and software for scientific and medical data gathering and analysis. Omnicorders are small, hand-held computers with touch screens, tiny hologram projectors, sophisticated sensors, extensive software libraries, and a large amount of storage capacity. They can interface with other computers and starships, store information, and allow communication across distances like a communicator. An "ordinary" mini-computer can be retrofitted into an omnicorder for twenty (20) credits. (Yes, buying a minicomputer and retrofitting it is slightly more expensive than buying an omnicorder outright.)

WEAPON	DAMAGE	ROF	RANGE	Weight (in lbs)	COST (in credits)
Bak'loth	1d6+1	--	--	6	20
Kalto Blade	see below	2	200 ft	7	130
Raygun	1d6+2	2	100 ft	1	70
Zapgun	2d6	2	200 ft	2	130

BAK'LOTH: This is the iconic Qnlon melee weapon, almost a symbol of their culture. A proper Bak'loth is a double-sided hook sword hybrid-edged weapon with a curved blade, four or more points, and leather-wrapped handholds on the back. It's a two handed weapon, though like a bastard sword, it can sometimes be used one-handed; the effect of this is during a combat, a character can strike with a Bak'loth and do something else, like push a button on the wall, with their other hand. However, one cannot use a Bak'loth and hold something in their other hand. If the wielder is Qnlon or has been trained by one (*Referee's* discretion), the wielder gets +1 **To Hit** and damage.

KALTO BLADE: This traditional Lanen weapon can be used in two modes, either as a sword (melee weapon) or as a laser rifle. It takes 1d3 **Personal Combat rounds** to switch from one to the other configuration. As a blade, it does 1d6+1 **Hit Points** of damage, and as a laser rifle, it does 2d6+1 **Hit Points** of damage; the Rate of Fire and other ranged weapon statistics only apply in laser rifle mode. One disadvantage of the weapon is as a ranged weapon, it is difficult to aim at point blank range; the user is -2 **To Hit** if using it as a rifle on a target that is within melee range. In those situations, the user usually switches to the sword configuration. If the user is Lanen or has been trained by a Lanen (*Referee's* discretion), the weapon has +1 **To Hit** and damage as a blade and +1 **To Hit** as a rifle. The appearance and design details of these weapons vary highly, though they are always quite large and heavy, requiring two hands to use in either mode. Such weapons are often passed down from parent to child for generations.

RAYGUN: This sidearm has two settings, "kill" or "stun." It takes one (1) **Personal Combat round** to switch between modes, though the character may walk or even run during that time. In "kill" mode, the weapon does damage as usual. On "stun" mode, instead of taking damage, the target, when hit, must save vs. stun or go unconscious for 2d6 rounds. It requires an energy cell for ammunition. In most respects, rayguns and laser pistols are indistinguishable, and someone who is proficient with rayguns should be considered proficient with laser pistols, and vice-versa.

ZAPGUN: This is the rifle version of the raygun, requiring two hands to use. It has a longer range than a raygun and does more damage when on the "kill" setting. When in "stun" mode, it is identical to the raygun except for the longer range. It requires an energy cell for ammunition. Proficiency in zapguns grants proficiency with laser rifles, and vice-versa, as they are very similar weapons.

CHAPTER FOUR STARSHIPS

When one is going boldly, or even tentatively, into the airless void of space, it's important to have the perfect ride. In this chapter you'll find starship modifications and sample starships to supplement what's in the *White Star* core rulebook.

NEW STARSHIP MODIFICATIONS

DANGER ROOM: Despite the name, which comes from its early use in military training, these devices are usually used as a form of entertainment. A danger room consists of a suite or even entire deck of a starship equipped with holographic projectors and forced-feedback fields with safety interlocks. This allows for holographic simulations within the limits of the ship's computing power and database, with no real danger, so long as the safety interlocks are not damaged or corrupted. With the right computer and database, this allows one to (for example) train against holographic enemies, converse with one's favorite literary detective, or simulate raiding underground complexes in a generic fantasy milieu. It may be purchased only once for a given starship (x1); one is considered to be enough for all the crew and passengers the ship can carry, scaled to the size of the ship. **Base Cost: 20 credits.**

LIVING STARSHIP: With this modification, the starship gains its own intelligence; see the *Living Starship* racial class above. The most important side effect of this is the ship technically no longer needs a crew, though it will usually operate better with one. Usually a living starship is a non-player character, though retrofitting a ship with this modification may also be used to introduce a *Living Starship* player character to the campaign. It may be purchased only once for a given starship (x1). **Base Cost: 100 credits.**

QUANTUM TELEPORTER: This ship system uses advanced quantum manipulation to "jump" objects and people to another location in an instant. While the range (and power drain) makes it unsuitable for faster-than-light travel, it is enough to teleport a landing party from an orbiting starship to the surface of the planet below or to teleport a group onto another starship within weapon range. As long as an object (or person) is in range (as appropriate for the *Referee's* campaign, usually at least 60,000 miles), it can be teleported to or from the teleporter's platform, with no corresponding platform on the other end. While excellent for boarding actions, a quantum teleporter cannot operate through a ship's shields, so those must be brought down first during a space battle to use the teleporter for boarding. In addition, the teleportation can be blocked by a large solid body (like a planet, if the ship is on the opposite side of the planet from the target), magnetic interference, or anything else the *Referee* thinks makes sense. A given quantum teleporter array can teleport a number of people equal to half (1/2) the ship's *Hit Points*, rounded up to the nearest multiple of five (5). It may be purchased only once for a given starship (x1). **Base Cost: 50 credits.**

NEW STARSHIPS

STARSHIP	COST (in credits)	MINIMUM CREW
Behemoth	100,000	0
Defense Cruiser	400,000	0
Explorer, Pulsar Class	150,000	10
Explorer, Tachyon Class	200,000	10

BEHEMOTH	
ARMOR CLASS	5 [14]
HIT POINTS	90
SHIELD STRENGTH	0
MOVEMENT	10
TARGETING	+0
ATTACK	none
MODIFICATIONS	Living Starship, Faster Than Light Drive



Behemoths are mainly seen as ships, though they are actually a race of creatures which were genetically engineered for space. While mainly organic, cybernetic components are necessary for them to function fully, including a set of mechanical repair droids. No one knows what species created the Behemoths, centuries upon centuries ago.

Behemoths have personalities, their own culture, and even their own gods, known as the Designers. According to Behemoth doctrine, while anyone can bio-engineer an organism or create a machine, even granting it intelligence, it is the Designers that gave the Behemoths their souls.

Though mainly serving as transports, being larger than the largest heavy transport and much faster, according to their religion, they were chosen to be ambassadors of peace. This is why they refuse to have weapons installed upon them, though there are rumors of rogues that have tried to retrofit themselves into gunships.

DEFENSE CRUISER	
ARMOR CLASS	5 [14]
HIT POINTS	90
SHIELD STRENGTH	8
MOVEMENT	7
TARGETING	+2
ATTACK	Laser Cannons x4 (4d6), Proton Missiles x4 (2d6), Ion Charge x4 (8d6)
MODIFICATIONS	Living Starship, Faster Than Light Drive, Shield Capacitor (3), Automated Weapons (4)

A defense cruiser is a form of gunship with some minimal facilities similar to an explorer vessel (see below), capable of supporting nearly a hundred crew or/and passengers. These are, however, weapons of war.

Most notably, defense cruisers are usually installed with an artificial intelligence, which, while concerned about the lives of its crew, usually has a personality appropriate for a warship.

However, given the power at their fingertips, defense cruiser AIs are usually designed with a keen sense of justice, though of course like any sapient being, the AI's personality can change over time. While they rarely go rogue, they have been known to interpret orders creatively, especially in order to save innocent lives.



EXPLORER	Pulsar Class	Tachyon Class
ARMOR CLASS	5 [14]	5 [14]
HIT POINTS	85	90
SHIELD STRENGTH	2	2
MOVEMENT	7	8
TARGETING	+0	+1
ATTACK	Laser Cannons x4 (4d6), Proton Missiles x4 (2d6), Ion Charge x4 (8d6)	Laser Cannons x4 (4d6), Proton Missiles x4 (2d6), Ion Charge x4 (8d6)
MODIFICATIONS	Faster-Than-Light Drive, Tractor Beam, Quantum Teleporter	Faster-Than-Light Drive, Tractor Beam, Quantum Teleporter, Shield Capacitor (3)

Explorer vessels are slightly larger than most cruisers, and are designed to operate for up to five years in deep space with very little contact with the home fleet. While not usually considered military vessels, they can serve as such in a pinch, given their level of self-defense.

While capable of operating with minimal crew, explorer vessels can hold hundreds of crew and/or passengers, with cargo capacity to spare. This crew is intended to provide full engineering, medical, scientific, and diplomatic support for the ship's mission.

The most famous explorer designs are the Pulsar Class starship and its more advanced successor design, the Tachyon Class. These two designs can serve as a basis for creating larger and smaller exploration vessels in the same mold.

CHAPTER FIVE ALIENS

For the sort of campaigns that *Fire Year Mission* supports, the **Referee** is going to want a wide variety of choices when it comes to sapient alien life. In this chapter, some of the races from the *White Star* rulebook are mentioned in passing; if you can't find a referenced alien race in this text, check *White Star* itself.

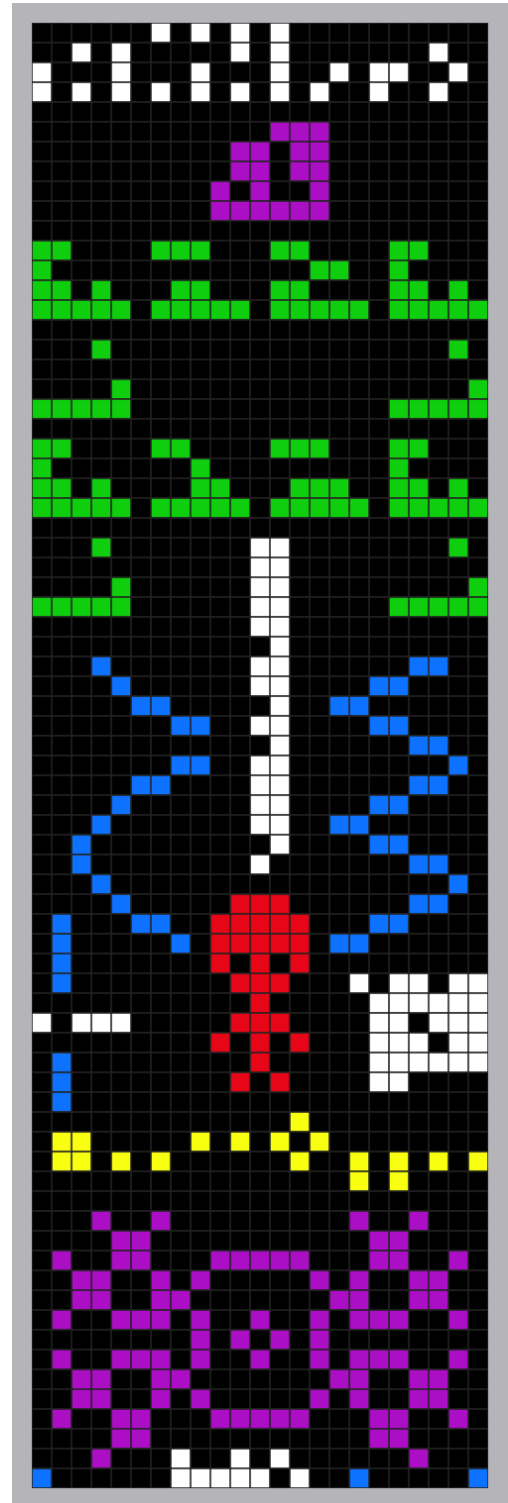
In the entries that follow, statistics are for a "typical" member of a given species. Weaker and stronger individuals can and will exist, and should have their statistics and XP value appropriately modified by the **Referee**.

If the aliens in this chapter are not enough, the **Referee** can use the table below for inspiration.

Quick and Dirty Alien Appearance

Assume humanoid alien. Roll 1d20 up to three times. If you roll the same thing multiple times, exaggerate the feature even further.

- 1: Bald
- 2: Pupil-less eyes
- 3: Cyborg
- 4: Ridges on nose
- 5: Ridges/bulges on forehead
- 6: Large ears
- 7: Genderless / Genderfluid
- 8: Horns
- 9: Antennae
- 10: Fangs
- 11: Ridges on cheeks
- 12: Ridges on chin
- 13: Bulging eyes
- 14: Large nose
- 15: Third eye
- 16: Furry
- 17: Gratuitously sexy
- 18: Tail
- 19: Roll 1d6. Even: Very short. Odd: Very tall.
- 20: Roll 1d6 for skin color. 1-2 Blue, 3-4 Green, 5-6 Orange



AEN	
ARMOR CLASS	6 [13]
HIT DICE	2
TOTAL HIT BONUS	-2 (due to blindness)
ATTACKS	By weapon or Telekinetic Storm (2d6)
SAVING THROW	16
SPECIAL	+3 to Saving Throws involving cold, see also below
MOVEMENT	12
HDE/XP	3/175

The Aen are a white-skinned, blind, pacifist sub-species of the Dorins (see below) that live in the isolated extreme northern polar region of their already-icy moon. They have been known to appear in order to prevent the Dorins as a whole from engaging in a full-on war. Recently, they re-appeared when the cold war with the Volkeens threatened to turn hot.

Aen can use **Detect Thoughts** and **Telekinesis** at will, as a 7th level **Star Knight**. While pacifists, if pressed they can release a **Telekinetic Storm** that tosses around all objects and people within 60 feet, doing 2d6 points of physical damage, save for half damage.

BAROS	
ARMOR CLASS	9 [10]
HIT DICE	2
TOTAL HIT BONUS	+2
ATTACKS	By weapon
SAVING THROW	17
SPECIAL	+2 to saves against oppressors
MOVEMENT	12
HDE/XP	2/20

The Baros are human-like in appearance, but have a distinctive symmetrical facial feature: ridges on the nose between the eyes. Despite their human-like appearance, there are several biological differences between the two species; one small example is that during pregnancy, Baro women suffer from uncontrollable bouts of sneezing rather than morning sickness. As a people, they are unified by a single religion, known as the Will of the Spirits; the Spirits are said to be non-corporeal beings with a non-linear understanding of time, and there are some that claim the Spirits are actual aliens encountered by the Baros in ancient times.

The Kassards, ostensibly due to a lack of natural resources on their own world, invaded the Baro homeworld and occupied it for fifty years, during which time they forced many Baros into slave labor, using them in their various mining operations. This forced many Baros to flee and live in refugee camps away from Kassard domination, while other Baro became involved in a resistance movement, organizing terrorist attacks against the Kassards. Very recently, the Baros have thrown off the yoke of Kassard rule, and a provisional government has been set up with the aid of other, more sympathetic political entities.

BELIAL	
ARMOR CLASS	6 [13]
HIT DICE	2+2
TOTAL HIT BONUS	+3
ATTACKS	Claw (1d6+2)
SAVING THROW	16
SPECIAL	On hit, victim must save or paralyzed 2d6+7 turns Echolocation, survive without food or oxygen
MOVEMENT	10
HDE/XP	3/75

The greatly feared Belial (the term is both singular and plural) are bat-like, coarse-furred bipeds which average five feet in height. The Belial secrete paralytic venom from their fangs and razor-sharp claws. They display superior senses which include echolocation abilities as well as swift reflexes and surprising physical strength for their size. They can survive without oxygen for an hour and in the vacuum of space for even longer with the assistance of an oxygen mask. Able to survive for several weeks without food, one of their few weaknesses is that when they do eat, they are extreme carnivores and can only consume freshly-killed meat.

Intelligent, able to talk within days of being born and utilizing extremely advanced (stolen) technology, they however generally exhibit and prefer a feral lifestyle with Belial cunning almost entirely directed toward killing and breeding. The Belial are all one gender, and reproduce by laying eggs in the paralyzed bodies of large sentient organisms. The Belial "parent" then watches over the host for the time takes for its young to hatch and eat their way out of the host organism, which in the process dies a slow, agonizing death. Interestingly, the resulting Belial seem to contain small amounts of DNA from the host as well as the Belial parent.

DADEN	
ARMOR CLASS	9 [10]
HIT DICE	2
TOTAL HIT BONUS	+1
ATTACKS	By weapon
SAVING THROW	17
SPECIAL	double damage from crushing
MOVEMENT	12
HDE/XP	1/15

Though descended from flightless, featherless avians, Daden have a more reptilian appearance, with elongated heads and light-sensitive eyes that are often shielded using glasses or goggles. They're slightly taller than humans, but significantly lower in mass due to a hollow bone structure.

Daden society is organized from the bottom up along anarcho-syndicalist lines, with small numbers organizing into "cells," a dozen or more cells making up local "soviets," and so on up to the Grand Commune itself. Nearly every decision is arrived at through consensus, a process which would be paralyzing to most other species, but seems to work well for the Daden. Aliens under Daden rule are managed in a more autocratic manner, however, and in the past the Daden were feared conquerors.

DENGIANS	
ARMOR CLASS	7 [12]
HIT DICE	3
TOTAL HIT BONUS	+1
ATTACKS	By weapon
SAVING THROW	18
SPECIAL	<i>Meditations</i> as 5th level <i>Star Knight</i>
MOVEMENT	12
HDE/XP	5/240

Dengians are a sentient and mobile plant species with a humanoid form. Outwardly they have bluish white hair and blue skin. The skin is covered in yellow highlights that are stomata for the transpiration of water. They also have cellulose tissue, regenerative fascia membrane, and cartilaginous fibers instead of bone. Dengians are a long-lived race, with 800 years being the equivalent to mid-life. As a plant species, Dengians have powerful experiences when exposed to strong solar energy, almost sexual in nature.

Most Dengians follow what a spiritual discipline with many similarities to the Way. Their home planet is a theocracy, though there are rumblings that there are those who seek to overthrow the priesthood.

DORIN	
ARMOR CLASS	9 [10]
HIT DICE	1
TOTAL HIT BONUS	+1
ATTACKS	By weapon
SAVING THROW	18
SPECIAL	+2 to <i>Saving Throws</i> involving cold
MOVEMENT	12
HDE/XP	1/10

Hailing from an icy moon, Dorins are humanoids with blue blood, blue skin, white hair, and antennae on the crown of the skull. The antennae are capable of movement, used for gesturing and balancing. If cut off, an antenna will grow back after 3d6 months, though the time can halved with electrical stimulation and brisk cranial massage. There are at least two Dorin subspecies: those with blue skin, the majority of the population; and the more reclusive, blue-white-skinned Aen (see above), considered a myth until recently.

Historically, the Dorins are rivals of the Volkeens (see below). The two have a cold war of sorts, though the intervention of other peaceful species has been instrumental in reducing tensions, which originated from the annexation of a Dorin planet by the Volkeens centuries ago.

GARENGAI	
ARMOR CLASS	9 [10]
HIT DICE	1
TOTAL HIT BONUS	+1
ATTACKS	By weapon
SAVING THROW	18
SPECIAL	Keen hearing, immune to telepathy
MOVEMENT	12
HDE/XP	1/15

The Garengai are a humanoid species, somewhat smaller than humans, usually reaching approximately five (5) feet in height. They have unusually large ears, giving them an excellent sense of hearing, as well as serving as erogenous zones. Due to the size of their ears, they can also sense sudden atmospheric and altitude changes within a starship where most other species would not have noticed the changes. Garengai also have lobed foreheads, large, ridged noses and a four-lobed brain that cannot be read by the telepathic powers of Greys, Volkeens, or **Star Knights**.

Garengai culture is so devoted to unregulated capitalism that concepts such as labor unions, sick leave, vacations, or paid overtime for workers are considered abhorrent, because they would interfere with the exploitation of workers. Garengai workers don't particularly mind this system, because they all want to eventually gather enough wealth to become employers themselves, exploiting their own workers. In addition, the laws and society of the Garengai are extremely harsh towards its women. Female Garengai are forbidden to learn to read, acquire profit, talk to strangers, or even wear clothes.

KASSARDS	
ARMOR CLASS	6 [13]
HIT DICE	3
TOTAL HIT BONUS	+3
ATTACKS	By weapon
SAVING THROW	16
SPECIAL	+2 To Hit from surprise / hiding
MOVEMENT	12
HDE/XP	3/75 or 3/90 (see below)

Kassards are a humanoid race with light grey skin. Their faces have small ridges on the sides, which converge to a characteristic crest shape on their foreheads. This crest has led to the derogatory nickname "spoonheads" used by other races.

Kassards are ruled by a military dictatorship. More feared than the Kassard military proper is the Ebony Order, the most ruthless, efficient, and dangerous intelligence agency ever known to the galaxy, rivaling even that of the Remians. The Order keeps close tabs on all Kassard citizens to ensure loyalty; some half-joke that the average Kassard cannot sit down to dinner without the contents of the meal being noted and logged by the Order. The Ebony Order's agent training program is so advanced that they are made immune to nearly all forms of interrogation, including telepathy, Volkeen mind melds, and the **Meditations** of the **Star Knights**. Due to this immunity, a "typical" Kassard who is also secretly an agent of the Order is worth 90 XP instead of the usual 75 XP.

LAVAR	
ARMOR CLASS	2 [17]
HIT DICE	8
TOTAL HIT BONUS	+8
ATTACKS	Acid touch (4d6)
SAVING THROW	8
SPECIAL	Acid that can digest stone
MOVEMENT	6/12 (tunneling)
HDE/XP	9/1,000

The Lavar are egg-laying silicon-based lifeforms, composed of a material similar to fibrous asbestos. A Lavar looks like a large flattish grouping of lumpy molten rock. A Lavar's full size is about 5 to 7 feet long. They are about 3 feet wide and about 2 feet high, weighing up to 500 pounds, and can vary widely in color depending on diet. They have hair-like phalanges on their undersides which serve the dual purpose of sweeping up rock dust and other pebbles for ingestion and to control the acid and rock mixture as they feed. They cannot speak, communicating with each other chemically, so most life forms can only speak to them through telepathy or very specialized applications of technology.

Lavar physiology is very different from the carbon-based norm more commonly found in the galaxy, making them difficult to detect with sensors. They feed on rock, and thus they are nourished just by tunneling. Lavar tunnel through rock like most humanoids walk through air, moving with the aid of an extremely corrosive acid, leaving perfectly round tunnels in their wake. This acid is so corrosive that it only leaves fragments of bone and teeth if used on a human. Lavar are as intelligent as any other species, but have not developed much in the way of technology. They are naturally pacifists, but strike fiercely when their eggs are threatened.



LANEN	
ARMOR CLASS	6 [13]
HIT DICE	3+3
TOTAL HIT BONUS	+4
ATTACKS	By weapon or tongue (see below)
SAVING THROW	14
SPECIAL	+1 to melee damage
MOVEMENT	12
HDE/XP	3/95

The Lanen are a fierce warrior race with protruding brow ridges that extend around to the sides of the head, plate-covered noses, long chins that come to a point, and approximately eight tentacles that hang down from the back of the head. They have a long and prehensile tongue covered with a toxin that causes unconsciousness for 2d6 minutes if a saving throw is failed. Aside from being exceptionally strong and agile, Lanen possess two hearts, giving them enhanced constitutions; Lanen can survive in the vacuum of space for at least fifteen minutes. There are some that claim Lanen are a genetically engineered offshoot of the Qinlons, but they deny this, often with violence.

Lanen may enter a state known as Lanen Rage. These rages are marked by extreme violence, especially against others of the same gender, and subsequent memory loss. Lanen can learn to control their rage; however, this a gradual process, taking many years, comparable to the amount of time a modern human spends acquiring an education.

While enraged, Lanen are +2 **To Hit** and damage with melee weapons, not including their tongues. This is in addition to the +1 to melee damage that all Lanen already have due to their strength, even when not enraged. Also, during a rage, a Lanen that reaches zero (0) **Hit Points** does not die for another 1d6-2 **Personal Combat rounds** (minimum 1). Assuming they are not killed, after a rage a Lanen has a -2 penalty to all **To Hit** rolls and **Saving Throws** for 3d6 hours afterward, and cannot rage again during that time.



Many Lanen warriors use a unique weapon, called a Kalto Blade; see Chapter Three for details.

LIZAK	
ARMOR CLASS	7 [12]
HIT DICE	2+2
TOTAL HIT BONUS	+2
ATTACKS	By weapon or claws (1d6)
SAVING THROW	17
SPECIAL	+2 to melee damage, -1 to Saving Throws involving cold
MOVEMENT	9
HDE/XP	2/45

The Lizak are a cold-blooded, reptilian species with green, rubbery skin, red blood and an average height of approximately seven (7) feet. They tend to be many times stronger than most humanoids, albeit slower and less agile but with greater stamina. Like most cold-blooded species, they prefer warmer temperatures. Their ears are simple holes on the sides of their skulls, while their mouths boast an impressive array of sharp teeth and their hands and feet possess vicious claws. Lizak eyes are silvery and faceted, much like the compound eyes of insects.

Despite their appearance, Lizak are at least as intelligent as humans. They are as likely to be scientists as thugs, though due to stereotyping, it is in the latter capacity that they are often seen by non-Lizak, especially in criminal syndicates.

NEKARI	
ARMOR CLASS	9 [10]
HIT DICE	2
TOTAL HIT BONUS	+1
ATTACKS	By weapon
SAVING THROW	18
SPECIAL	Immune to sunburn
MOVEMENT	12
HDE/XP	1/15

Nekari are humanoid in form, with grey skin and black hair (in males) or white hair (in females). Their skin is also immune to solar radiation, and their blood is blue. A small number of Nekari are natural hermaphrodites; being inherently incapable of conforming, these Nekari are social exiles, often serving as **Quixotic Aliens** in adventuring circles.

Nekari are very single minded, and their homeworld is one of the most technologically advanced in the galaxy. On that planet, conformity is enforced by "The Overseers." Young Nekari are tested and placed into a position in society based on their abilities, and are expected to comply without question. Nekari failing to conform to these strict controls are "stabilized" or "mind-cleansed" to fit in. The Nekari Overseers claim to be acting for the "greater good" of everyone involved, but there is a small but robust revolutionary Movement opposed to the Overseers. Given the totalitarian nature of the Nekari government and its high-tech panopticonic observation and control of its citizens, the existence of any organized resistance at all is no small indication of the Movement's strength.

RANDITES	
ARMOR CLASS	6 [13]
HIT DICE	3
TOTAL HIT BONUS	+5
ATTACKS	By weapon
SAVING THROW	16
SPECIAL	+1 to melee damage
MOVEMENT	12
HDE/XP	3/75

The Randites are a subspecies of genetically engineered humans who religiously follow a doctrine of social and genetic Darwinism.

Randites are physically distinguished by bone blades protruding outwards from the wrist area and their flawless physical appearance. Their bone blades are a natural outgrowth, and can be either perpendicular to a forearm or can lie on a forearm with blade tips pointed toward the arm elbow. They are controlled by a voluntary muscle on each forearm that attaches to the bone blades.

Randites are able to survive in harsh environments easier than a normal human can, and pride themselves on thriving where normal humans wouldn't dare to tread. They believe that strife and conflict is the only way to evolve mentally, spiritually, and genetically, and are much sought after as mercenaries.

The ultimate goal for a Randite is attracting a mate; to a Randite, reproduction is the most important event in their lives. They choose their mates with care, only reproducing with those who have genes that will strengthen their clan and the Randite species as a whole. A Randite will only reproduce with another Randite, except in the direst of circumstances.



REMIANS	
ARMOR CLASS	6 [13]
HIT DICE	3
TOTAL HIT BONUS	+3
ATTACKS	By weapon
SAVING THROW	16
SPECIAL	+1 To Hit and damage from surprise / hiding
MOVEMENT	12
HDE/XP	3/75

The Remians began as a revolutionary group of Volkeens (see below) who refused to engage in the complete suppression of emotions that became standard practice for the race. The dissident group left the planet of Volkeen, eventually settling on two habitable planets in the same solar system.

While they do not share the mental abilities of their cousins, Remians are a highly disciplined people, and unlike the Volkeens, utterly ruthless. In many ways, excepting their utter gender equality and of course their technology, including the invention of starship cloaking devices, the Remian government resembles that of the Roman Republic of Earth, but is much older. Their much-feared intelligence service, the Tok Shik, is named after an ancient Volkeen execution method where the neck is broken with a swift stroke for a quick and merciful death. The Tok Shik is better known in galactic circles than, and has been known to work with, the Kassard secret police, the Ebony Order (see above).

SHADED	
ARMOR CLASS	5 [16]
HIT DICE	1
TOTAL HIT BONUS	+1
ATTACKS	By weapon
SAVING THROW	17
SPECIAL	-1 To Hit and Saving Throws in bright light
MOVEMENT	12
HDE/XP	1/15

The Shaded are dark-furred, nocturnal bipeds, averaging about 5 feet in height, with dog-like snouts. Shaded are asexual and reproduce by parthenogenesis. They release huge quantities of "seeds" into the oceans of the planets they've settled, seeds which hatch into non-sentient tadpole-like aquatic larvae that roam the oceans.

Because of their reproductive method, Shaded have no real connection to their parents. They have no permanent mates. As hatchlings, they literally eat their own siblings to survive. As a result, their society is ruthlessly competitive, with little or no check on even the most despicable behavior. Rare is a crime syndicate that does not have at least one Shaded member, and even the Garengai consider the Shaded to be too competitive.

SHIFTER	
ARMOR CLASS	5 [14]
HIT DICE	4+1
TOTAL HIT BONUS	+4
ATTACKS	By weapon or pseudopod (1d6+3)
SAVING THROW	13
SPECIAL	Mimics shape, +5 to mind-affecting saves
MOVEMENT	12
HDE/XP	5/250



Shifters are liquid-based, shapeshifting lifeforms. In its natural state, a Shifter's body is a formless, gelatinous mass with a sort of amber coloration. Shifters can take virtually any corporeal form, ranging from humanoid aliens to physical objects, such as chairs or even computers.

Most Shifters have the ability to closely mimic humanoid personalities to the point where even close friends and family often cannot tell them apart from the originals, and sensors have difficulties distinguishing them from whatever or whoever they are mimicking as well. Shifters, however, can instinctively detect others of their race within 30 feet, regardless of form.

Shifters can see and hear regardless of their current shape, though their sight must be pointed in a particular direction. They have no sense of smell or taste, and do not even need to technically eat, drawing energy from a sub-dimensional pocket where they store excess mass when transforming, though they cannot become much more massive than a very tall humanoid. They can even survive in vacuum for an indefinite time, though this puts them in a sort of coma. Given their distributed consciousness, their minds are difficult to affect or read, giving them a +5 bonus to **Saving Throws** against mind effects.

Many people believe that Shifters are a myth, given their rarity. Those that do believe in them claim that they secretly control several galactic governments, acting out of fear of the "solids," which the Shifters believe would persecute their kind given a chance. There is also a rumor that the hidden leaders of the Shifters recently scattered one hundred infant Shifters throughout the galaxy in order to gather information and explore, returning later and sharing what they learned. If true, many of these Shifters might not be as adept at changing shape as the "typical" member of their species.

TODAR	
ARMOR CLASS	9 [10]
HIT DICE	2
TOTAL HIT BONUS	+1
ATTACKS	By weapon
SAVING THROW	16
SPECIAL	very small, see below
MOVEMENT	9 (12 on hover platform)
HDE/XP	1/15

Todar are a bipedal species, though quite small, in the region of two feet high, with oily green skin. They have no thinning of the neck from the shoulders to the head, instead it seems their head is merely an extension of the body. The species possesses large eyeballs and a large mouth to match. They have two slits where the nostrils would be on a human face.



Due to their small size, Todar get a -2 [+2] bonus to **Armor Class** when targeted by a missile weapon or fighting in melee with a creature of approximately human size. If targeted in melee by a creature significantly larger than a human, a Todar receives a -4 [+4] bonus to **Armor Class**.

The Todar Empire has conquered several planets and is hungry for more. Their ruling class is a family of Todars that have been in place for generations. As with most societies, the Todar society is split into the upper and lower class, with the lower class being treated poorly by the upper. Most notably, the upper class considers it beneath their dignity to walk, preferring to spend most of their waking lives flying on tiny hover platforms.

TYMBIOTS	
ARMOR CLASS	9 [10]
HIT DICE	2
TOTAL HIT BONUS	+1
ATTACKS	By weapon
SAVING THROW	16
SPECIAL	
MOVEMENT	12
HDE/XP	2/20

The Tymbiots are a very human-like species distinguished visually from humans by two rows of spots going down each side of their bodies, from forehead to toe. A small percentage of the Tymbiot population co-exists with a sentient symbiotic organism known as a "cofactor" inside their bodies. The resulting joined Tymbiots have personalities which are a synthesis of the two beings including the memories, and to some extent the personalities, of the previous hosts of the coactor. This way, the joined being gains all the skills and occupations (classes) of the previous hosts. "Joined" Tymbiots are much sought after by galactic historians, as they were often first-hand witnesses, in a sense, to many important events, though most coactor-implemented Tymbiots prefer to go about their lives rather than spend all their time with academics.

The few Tymbiots that are given a coactor are typically joined in their early twenties. By themselves, the coactors look like fist-sized tadpoles and must be kept in water when not implanted in a Tymbiot. Once implanted in the spine of a host, the coactor is invisible from the outside, detectible only via sensors or surgery. The physical process of being joined is irreversible; once joined, the host and coactor are dependent on each other after 1d6 days. If the coactor is removed from the host after that time, coactor and host will die 2d6 hours, even if they are otherwise healthy, unless they are re-implanted with another host or coactor. When a host dies, however, the cofactor can survive for the next 1d6 hours, during which time they can be removed and may be kept in water until implanted again.

If a given Tymbiot is implanted with a coactor, the **Referee** may add up to a +4 bonus to any roll that the **Referee** deems relevant to the combined being's long memories, or display any class feature the **Referee** feels is relevant. If serving as an opponent, this may require the **Referee** to adjust the XP value of the Tymbiot significantly, depending on the age and experiences of the implanted coactor. There are rumors of a coactor that was once a Void Knight, secretly corrupting each of its hosts in turn, but the Tymbiots deny that any such thing is possible.

VOLKEEN	
ARMOR CLASS	9 [10]
HIT DICE	2
TOTAL HIT BONUS	+1
ATTACKS	By weapon
SAVING THROW	16
SPECIAL	Mind meld, +2 to saves involving emotion
MOVEMENT	12
HDE/XP	2/20

Volkeens are similar in appearance to humans. The main physical differences are their eyebrows and ears: the former are arched and upswept, while the latter feature pinnae which taper to a point at the top. The ears have been the subject of jokes on multiple occasions, and Volkeens have been half-seriously called "space elves."

Volkeens are capable of experiencing dangerously powerful emotions; thus, they have developed techniques to suppress them. Paranoia and homicidal rage were common on their planet until they dedicated themselves to logic and reason, without the interference of emotion. Because of this cultural trait, most other species view them as passionless "cold fish," though internally this is not actually the case.

Many members of the species are capable of a Volkeen mind meld, a technique for sharing thoughts, experiences, memories, and knowledge with another individual, essentially a limited form of telepathy. It usually requires physical contact with a subject. Volkeens can perform mind melds with members of most other species, most notably humans and, in one famous case, a Lavar.

CHAPTER SIX EXPLORATION

Running a space exploration campaign is not much different than running any sort of "hexcrawl." The **Referee** takes a hex map and populates it with star systems and other features, and the player characters explore it, assuming they have a ship and whatever other supplies the **Referee** feels they need.

Scale is going vary based on the sort of FTL the **Referee** is using. When in doubt, one parsec per hex can be used. For the sort of games this supplement is intended for, an *average* speed (if not pushing one's engines) of one week per parsec-sized hex is not unreasonable.

Below are a set of quick and dirty tables that can be used to populate star systems, with a bias for the sort of things one would encounter on certain television shows. If the **Referee** wants a more detailed and realistic system, the classic RPG *Traveller*, in any of its many editions, or Kevin Crawford's excellent *Stars Without Number*, have systems that can be used with very little adaptation.

As usual for this sort of thing, the **Referee** can roll or they can pick or they can make up something completely new. Even if one is not using the rest of the tables here, be sure to see the Descriptors table at the end of the chapter, which is useful in a lot of situations.

*Example of use, see tables below while reading: The player characters have moved into an unmapped sector of space. The **Referee** rolls 2d6 to see what's in each parsec. After a few parsecs of empty space (rolling a 7 on 2d6 several times), the **Referee** rolls a 9: Abandoned System. They roll 1d6 on the Abandoned System table, and get a 6, a "special" result which indicates that the system isn't really abandoned, but the inhabitants are hiding. Rolling again to see why they hid, the **Referee** rolls a 3, Environmental Collapse. They then roll on the Inhabited System table to see what the hidden inhabitants are like, getting a 4, for aggressive humanoid primitives. Finally, the **Referee** rolls 1d20 and a d6 thrice for Descriptors, getting 3, 6, and 19 on the d20 and an even result on the d6 each time, for Trickster, Artificial, and Undead.*

*Using the Descriptors as creative prompts, the **Referee** decides that the race was mostly destroyed a massive super-tornado, and its only survivors are descendants of children who were trapped in an automated amusement park. Having lost most of their former knowledge over the generations, they live in superstitious fear of "zombies" that walk the park grounds. The aliens attack any outsiders, believing them to be in league with the "walking dead," and the zombies, controlled by a malfunctioning AI, are dangerous as well. In fact, in a macabre twist, the **Referee** decides the zombies are real in a sense: After running low on materials, the deranged AI began stealing corpses and inserts robotic skeletons in them to create new zombies, trying a little too hard to scare the park's "patrons" with bots draped in rotting flesh.*

Exploration Tables

What is in this Hex?

Roll 2d6 to find out!

- 2: Black Hole
- 3: *Strange Feature*
- 4: Star with no planets
- 5: *Abandoned System*
- 6: *Inhabited System*
- 7: Nothing
- 8: *Inhabited System*
- 9: *Abandoned System*
- 10: Nebula
- 11: *Strange Feature*
- 12: *High Weirdness*

Note: If a table entry is in *italics*, that means there are tables that can provide more details further on in the chapter, should the **Referee** like.



Inhabited System: What are the inhabitants like?

Roll a d6 to find out...

- 1: Human, peaceful, reasonably current technology
- 2: Human, aggressive, reasonably current technology
- 3: Humanoid alien, peaceful, primitive
- 4: Humanoid alien, aggressive, primitive
- 5: Humanoid alien, known species, peaceful
- 6: Humanoid alien, known species, aggressive

Note: "Primitive" can be anything from spear hunters to people with 20th century technology and nukes!

Abandoned System: Why was it abandoned?

Roll a d6 to solve the mystery...

- 1: Genocidal war
- 2: Natural disaster
- 3: Environmental collapse
- 4: Time-space anomaly
- 5: Moved by external forces (e.g. powerful energy beings)
- 6: SPECIAL

SPECIAL: Not abandoned, only looks it! Re-roll to find out what caused them to "hide." If this result is rolled a second time, assume genocidal war. Roll on Inhabited System table to find what the people are like toward outsiders; for genocidal war, roll twice, as there are two warring societies. "Hostile" or "peaceful" means toward the player characters, not each other.

Strange Feature: What is it?

Roll a strange but readable d6 to find out...

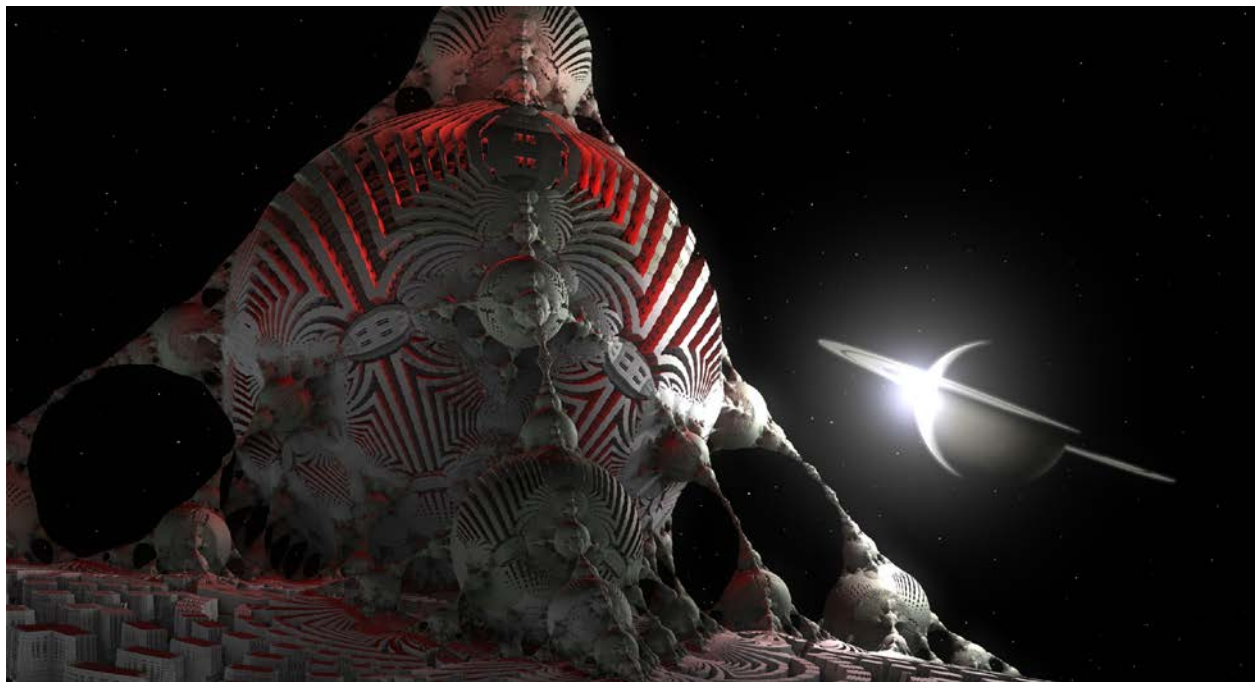
- 1: Pulsar
- 2: Neutron Star
- 3: Inhabited binary system. Roll on Inhabited System table twice, once for each star!
- 4: Star system with asteroid belt. Roll d6. On 2 or less, asteroid belt is inhabited, roll on Inhabited System table. On 5 or more, there are space monsters!
- 5: Star about to go nova, and the inhabitants don't know it! Roll on Inhabited System table to see who's here.
- 6: SPECIAL

SPECIAL: Rogue planet, no star. Roll d6. If 3 or less, planet is inhabited, roll on Inhabited System table, else planet is abandoned, roll on Abandoned System table. Abandoned System table can also be used to determine why a race might have had its planet leave their home system, if done on purpose.

High Weirdness: What the Hell is THAT?!

Roll a d20 that you trust...

- 1: Space monsters!
- 2: Dark matter
- 3: Time rift to past and/or future
- 4: White hole
- 5: Generation starship with no FTL drive
- 6: Corpse of a god
- 7: Perfect replica of inhabited star system, except no inhabitants (e.g. Earth/Sol)
- 8: Massive worldship, ready for war
- 9: Inhabited world with medieval technology and magic
- 10: Planet eater
- 11: Powerful and dangerous remote probe looking for marine animals
- 12: Entire fleet of enemy ships, about to begin war
- 13: Titanic space amoeba
- 14: Thousands of derelict starships of all types, some unknown
- 15: Nearly omnipotent energy beings
- 16: New high-tech alien race, ready to trade
- 17: Ancient star manufacturing engine
- 18: Gate to parallel universe (twisted versions of player characters optional)
- 19: Star dragons
- 20: Giant space kittens!



Descriptors

Roll a d20 and a d6 simultaneously...

d20 result	d6 result	
	even	odd
1	Pirate	Science
2	Android	Disguise
3	Trickster	Psionic
4	Overpopulated	Mirror
5	Rebel	Godlike
6	Artificial	Holographic
7	Insane	Crystal
8	Freak	Energy
9	Dying	Gangster
10	Imperial	Mining
11	Paradise	Doomsday
12	Sterile	Child
13	Golden	Evolved
14	Void	Star
15	Totalitarian	Superstition
16	Incorporeal	Collective
17	Menacing	Warring
18	Innocent	Computer
19	Undead	Misunderstood
20	Religious	Ancient

A **Referee** can roll on this table two or three times to spark ideas on how to make an encounter different or provide a threat or complication.

CHAPTER SEVEN THE CONTESTED ZONE

Of the campaign types listed in the main *White Star* rulebook, *Five Year Mission* is obviously suited to the "Explorers Among the Stars" campaign.

However, this material is also usable for a different sort of campaign, a "Paradise Lost" campaign where the galaxy was once in a golden age, but is no longer. Player characters are trying to restore what was lost. Perhaps they are members of families with a proud history in a centuries-gone utopian state, or maybe they are throwbacks from that time thawed out of cryogenic storage. Perhaps the player characters have discovered and restored a mothballed ***Living Starship*** from that halcyon time, or discovered some sort other artifact or datastore that makes bringing back the old times seem viable. Or maybe they just want to make the legends real again.

Accordingly, this sample setting, the Contested Zone, is presented for use in two eras, one during a *nearly* utopian but dangerous time period, where the player characters can perhaps expect the backing of a major government, and during a time, centuries later, where the bright times are long gone. These will be referred to as the "Silver Age" (things are not quite golden, there are still troubles) and the "Ruined Age," respectively.

The "Ruined Age" is not the "canonical" future of the "Silver Age." It's a possible future, not one that the ***Referee*** should feel the need to place the seeds for, unless that's what they want to do.

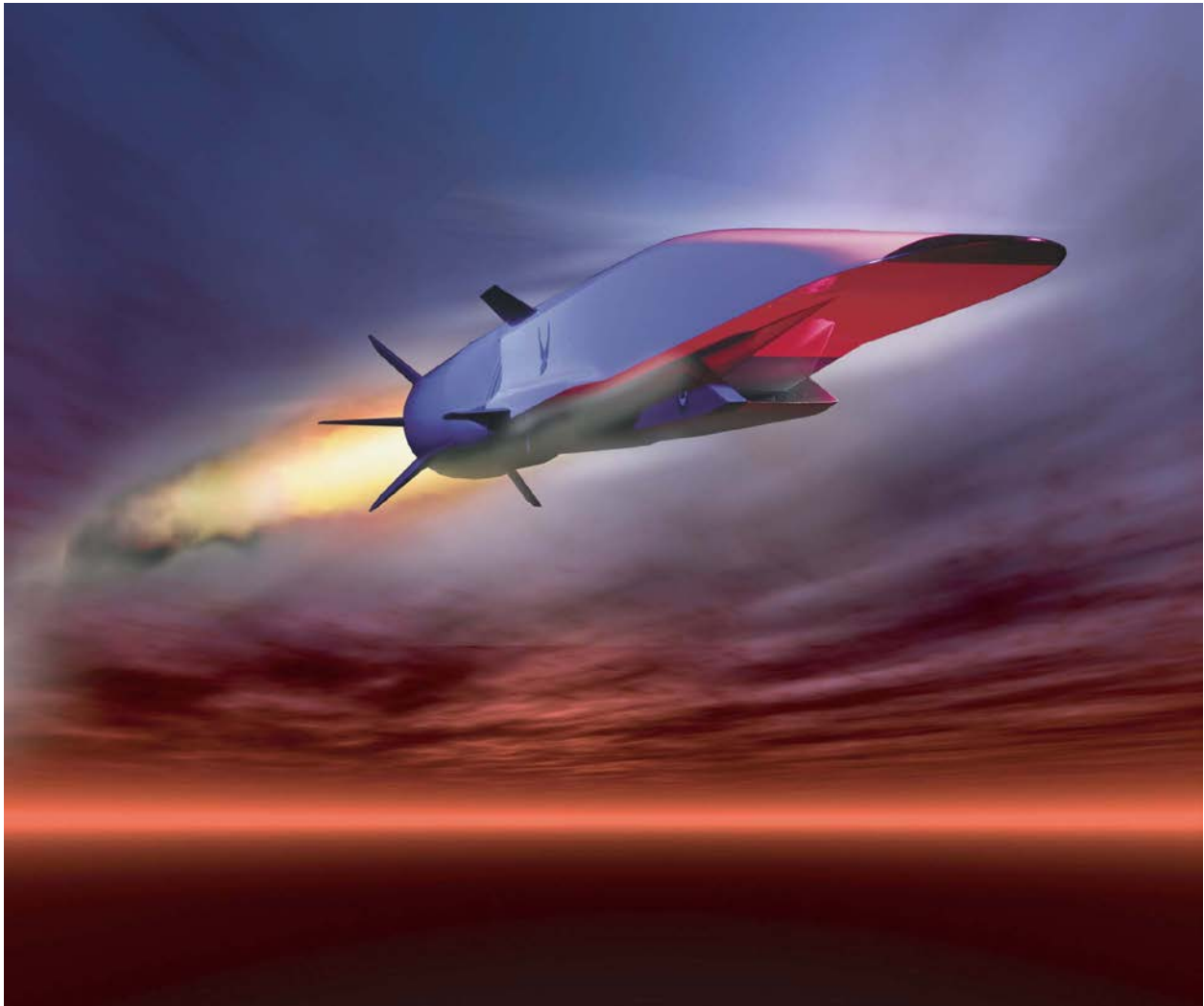
There is an overview of the galaxy during each Age; the Contested Zone is but a single galactic sector in the overall setting, in case the ***Referee*** wants to use one of the high level set-ups but not the Contested Zone itself.

Note that some of the races mentioned here are from the *White Star* rulebook, while most are from this book. If it's not in this book, check the *White Star* core rules. Both versions of the setting were designed with a sort of "kitchen sink" approach, allowing the use of as much material from both the *White Star* core book and this supplement as possible.

THE SILVER AGE

The Stellar Concord has stood for over two centuries now. Originally an alliance of Humans and Volkeen, the Concord has since grown to include and represent hundreds of planets and almost as many intelligent species, including Daden, Dengians, Falcon-Men, Felinoids, Greys, Lanen, Randites, Shaded, and even the Tymbiots and at least one Wolfling clan.

The Stellar Concord tries to be a post-scarcity society, but has not quite reached this lofty goal. Basics are paid for by the Concord, and all citizens can afford to enjoy a wide variety of luxuries, which are traded on a free-market basis. The Concordian Credit is the gold standard for stable currency in the galaxy, even among races that are hostile to the Stellar Concord, even the Cannicks, on the very rare occasions when they use currency at all.



Most of the Concord's troubles come from outside. A cold war with the Remians has only just started to thaw out, and signs that the Qlnlon Dominion is seeking to expand its borders have been noticed in some quarters. If that were not enough, relations with the Kassards, Lizak, Nekari, and Todar would be described by all sides as "complicated" to hostile, and everyone fights a perpetual war against the Cannicks. In addition, every polity in the known galaxy has dealt with the occasional but very dangerous Belial, Space Savage, or Assimilant incursion, and no one has seen any sign these incursions are going to stop.

Which is not to say the Concord doesn't have internal troubles as well. In order to maintain peace with the Todar, certain planets in the Contested Zone and other neutral sectors changed hands, much to the horror of certain Human, Shaded, and Randite colonists. These colonists formed a guerilla movement called the Abandoned, which strikes against both Concord and Todar authority. In addition, people of all classes, species, and political affiliations whisper rumors that the decision to maintain peace with the Todar in this fashion was influenced by Shifters and/or Void Knights, who have supposedly infiltrated the Concordian Congress.

Outside Concord space, most races encounter Concordians in the form of members of the Star Militia. While officially and originally designated as the primary Concordian military organization among the stars, the Star Militia has been given additional duties and rights relating to exploration and diplomacy, as well as a greater amount of autonomy. Both the autonomy, and the designation of the Star Militia as a strictly all-volunteer force, were attributes put in place in part to appease the Randites, who strongly lobbied for the changes at the same time the Volkeens were lobbying Congress to expand the Star Militia's duties outside the military realm.

Though the Star Knights and similar orders are not technically part of the Concordian government at all, most Militia-run starships sport an "embedded" Star Knight, or more rarely a Dengian or some form of Alien Mystic. This "mascot" or "independent ambassador" un-officially aids in diplomacy and "unusual" matters like the occasional Void Knight. In some cases, many claim, the ambassador does things that the Star Militia cannot do due to legal constraints, but saying this to a member of the Militia amounts to begging for a brawl. Though still "traditional," there are more and more voices being raised against this undocumented-yet-common practice.

Despite the troubles, most of the galaxy, and not just those in the Stellar Concord, would say they are pretty content with their lot. If anything, this makes them more likely to fight for what they believe in, as they have a lot to protect. The Star Militia, in particular, engages in great sacrifices to protect their way of life and even the basic rights of non-Concordians.

It is a time that breeds heroes.

THE RUINED AGE

Three centuries after the Stellar Concord was established, it was broken, from within and from without.

The first blow was from the inside. The Abandoned had become more and more radical over time, seeking to become an independent polity of its own. After years of planning, they achieved the unthinkable: They smuggled antimatter bombs onto the Volkeen and Todar homeworlds, destroying both simultaneously. Though the details have been lost to history, some claim the Void Knight helped make this dual atrocity possible. Historians agree that with these two explosions, combined with "lesser" acts of sabotage, including the destruction of several starships, the Stellar Concord and the Todar Empire were thrown into chaos.

Relations with the Remians had improved to the point that it was the Remian Commonwealth that came to the aid of the Concordians. Their prompt response saved millions of lives. Most historians agree that the Stellar Concord might have recovered back from this blow if not for what happened next.

No one today is sure if Void Knights infiltrated the Concordian Congress or not, but strong evidence exists that the Remian Senate had been infiltrated. When the Qinclon Dominion took the opportunity to attack the Remians while they were busy aiding the Concordians, the Void Knights, for their own inscrutable reasons, made sure that the Remian military was caught flatfooted.

It might have still yet worked out in the end, if it were not for the Cannicks. They chose this moment to strike, dropping pods filled with specially-bred Belial on every inhabited planet they could reach. This led to uncountable casualties, including the deaths of some of the Concord's most selfless defenders.



However, extensive documentation indicates that the Cannicks had been infiltrated by the Shifters, whether or not any Shifters had infiltrated the Stellar Concord. The Shifters viewed the Cannicks as the biggest threat to all life in the galaxy, especially the Shifters themselves, so they sabotaged the Cannick plan. For every pod successfully dropped, there were two others that burst open inside Cannick ships, and the Cannicks found that the special virus they had engineered to wipe out the Belial once the creatures had done their work did not work as advertised.

With the most selfless of the Stellar Concord already dead, the most selfish members of the Concord, the Randites and the Shaded, rose to the occasion. What little of Concordian civilization was saved was preserved by their surprising sacrifices. Many repeat the legends of entire databases of vital medical knowledge saved by a Shaded Star Knight and a Randite Void Knight working together, and this legend and countless others in a similar vein are repeated to this day.

Today, two centuries after these events, the galaxy is only barely crawling out of the darkness, with little sign that they won't plunge back into the void at any moment. What was once the Stellar Concord is highly balkanized; the largest polities in what was once Concord space are the Daden Supremacy and the Randite Republic. The Todar Empire has rebuilt, and is even more conquest-hungry than before, allied with the Remian Union, a government even more ruthless than the Remian Republic of old. The Qinlon Dominion has remained intact, but is occupied almost entirely with internal power games and civil unrest. The Volkeens have become a nomadic people, their lives centered on a rag-tag fleet with no port to call home. Throughout the galaxy, most people no longer understand the distinction between Void Knights and Star Knights, and both have been hunted nearly to extinction. No one has seen Cannicks in centuries, but there are always rumors, and the Belial are a constant threat. The Abandoned got what they wanted, in a sense; they are their own independent confederation, but they have lapsed into barbarism to some degree, unable to create new FTL-capable ships, though they maintain several ancient starships by the skin of their teeth.

It is a time in dire need of heroes.

THE CONTESTED ZONE

The Contested Zone itself is an unusual part of the galaxy which borders many different interstellar states, a frontier badland along a three-dimensional border.

During the Silver Age, there is a treaty between most powers designating this area as a neutral sector. Technically no one is allowed to colonize planets in the Contested Zone, but when it inevitably does happen, there is a complicated series of agreements about how this is to be handled, which usually ends up with the colonizing power gaining full control over the system in question but paying a large fine to other signatories of the treaty. During this time period, the Contested Zone is bordered by the Stellar Concord, the Qinlon Dominion, the Garengai Plutocracy, the Todar Empire, and the Lizak Co-Prosperity Sphere. It is also the primary location for Abandoned activity. Most importantly for campaign purposes, the Stellar Concord regularly sends Star Militia into the Zone on scientific missions and to enforce the treaty.

During the Ruined Age, there is no treaty, but hostile Abandoned activity and an ongoing Belial infestations keeps most people out of the area. The Lizak Co-Prosperity Sphere, the Qinlon Dominion, and the Garengai Plutocracy are still around, though all a bit more xenophobic in the face of ongoing galactic chaos. The area of former Concord space that borders on the Contested Zone is currently controlled by the Randite Republic, which has a technology level almost in line with that of the Stellar Concord of old, but a more cut-throat society, admittedly with minimal forms of the same basic entitlements that the Concord once offered. Independent Randite and Garengai businessmen often fund "fact finding" missions into the Zone, which amounts to an attempt to loot anything that isn't nailed down and secure exploitive trade agreements with governments that don't know any better.

There are several anomalies in the Contested Zone that cause problems with FTL travel, and the Zone has often been used as a Cannick staging ground in the past, which is why, in either era, the Zone is not completely explored. There are several places on the map for the **Referee** to put in various surprises.

Below is the map of the Contested Zone. In the key, there will be a separate description of a given location for each era, unless a location is generally the same in both eras, or is unexplored. Unexplored areas will include some basic information and a sketch of a plot hook; even if they have never been visited, they are visible to astronomers.

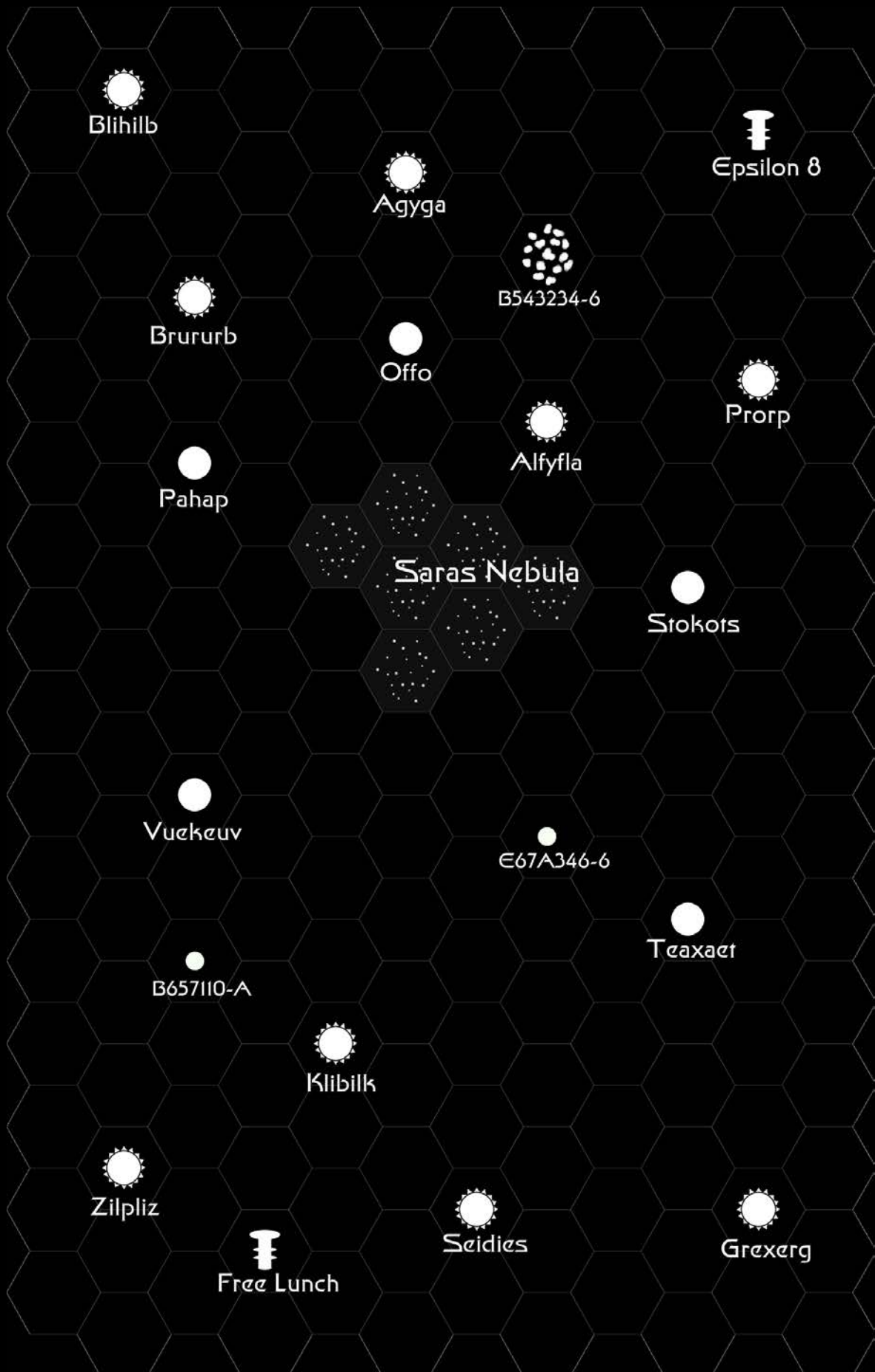
Map scale is one (1) parsec per hex. A parsec is about 3 light years, though the per-hex scale can be adjusted to fit the **Referee's** campaign as necessary without harming anything. The map is two dimensional; if the **Referee** cares about three dimensionality, choose a value for the Z axis of a given feature or roll 2d6 – 2d6 (subtract the result of one 2d6 roll from the result of another 2d6) to determine the number of hexes "above" the plane of the map; negative numbers indicate the object is below the map rather than above it. The Saras Nebula should be treated as one object, with a given hex not being farther than a single hex above or below any neighboring hex or else the **Referee** can just decide how "thick" the nebula is in hexes.

Since there are exactly 20 points of interest in the Contested Zone, the **Referee** can roll a d20 on the following table to pick one at random. The table can be used determine where in the sector a bad FTL jump places a ship, if the **Referee** is using that sort of faster-than-light travel, or the table could place a lost "treasure" (ancient technology, perhaps) in a random part of the sector.

- 1: Agyga
- 2: Alfylfa
- 3: B543234-6
- 4: B657110-A
- 5: Blihilb
- 6: Brururb
- 7: E67A346-6
- 8: Epsilon 8
- 9: Free Lunch
- 10: Grexerg
- 11: Klibilk
- 12: Offo
- 13: Pahap
- 14: Prop
- 15: Saras Nebula
- 16: Seidies
- 17: Stokots
- 18: Teaxaet
- 19: Vuekeuv
- 20: Zilpliz



MAP OF THE CONTESTED ZONE



CONTESTED ZONE LOCATION KEY

Agyga

Silver Age: This is the home of a non-spacefaring race, very human-like in appearance, living on a beautiful Earth-like planet. Technologically, they are close to Earth in the 1930s, with information technology more like Earth in the 1980s. The planet is under the protection of the Stellar Concord, and is provisionally a member of the Concord. Technology is being introduced slowly so as to prevent too much culture shock, though the Agygans are aware of other intelligent species via the Concord. Most of the system names in the Contested Zone come from the Agygans.

There are two major cultures on the planet, who have been in a sort of centuries-long cold war with each other; both signed off on membership in the Concord so the other did not get a leg up. Both cultures sport a caste system that has evolved slowly over time. One culture, the Floeolf, indicates caste via musical instrument; only members of a particular caste is allowed to carry and play a particular instrument. The second culture, the Ceoxoec, indicates caste and job by the ceremonial hat they wear. Because the Ceoxoec were the first culture encountered by Concordian exploration teams, Agyga is sometimes jokingly referred to as the "Planet of Hats" by the Star Militia.

Ruined Age: The Star Militia who were guarding the planet during the disintegration of the Stellar Concord decided to "go native" and now a nation of humans and Volkeen called "Little Concord" forms a third faction on the planet, a sort of neutral party through which the Floeolf and Ceoxoec can trade. The Star Militia ships were dismantled to make the colony possible, but the Ceoxoec have recently developed FTL travel on their own, in secret. They are planning to conquer several planets before the Little Concord and the Floeolf know what happened. All that remains is to design the hat for a Ceoxoec starship captain...

Alfyfla

Silver Age: This is an Earth-like planet, with even more moderate and human-friendly temperatures than Earth itself. The system was "traded" to the Todar by the Concord, and was the site of an illegal human colony. In addition, the planet sports ancient ruins from a now-dead technological culture, though the ruins are currently too radioactive to explore even with cutting edge Concordian technology.

After the trade, most of the human population refused to evacuate when given a chance. So far, the Todar have left the three human cities on the planet alone, except for preventing any humans from leaving the planet. The Todar have taken up shop on the opposite side of the planet, in an area more suited to their own preferences. Unsurprisingly, the Alfyfla system is a hotbed of Abandoned activity.

A few years before the treaty with the Todar was signed, the existence of the colony became well known to the galaxy at large due to a musical group from the planet that

had journeyed into Concordian space; the music act had become a "hit" among sdolescents on many planets. Music from Alfylfla is fairly unique and powerful, which means it was and is popular inside the Concord and even in some places outside Concord space. This lead to a new, burgeoning industry for the humans of Alfylfla. Rather than strike directly against the Todor, the Abandoned smuggle musical propaganda to the Stellar Concord and even the Todor Empire, stirring up resentment among younger folk.

Ruined Age: The descendants of the Abandoned control Alfylfla now, though the planet is no longer what it once was. Due to a combination of pollution, bio-chemical warfare on the part of the Todor, and a disastrous attempt to explore the ruins on the planet, the atmosphere has become corrosive, capable of eating through most protective suits and unbreathable by unmodified humans. The flora and fauna of the planet is still edible to humans, so long as one knows what bits to avoid.

The locals have been genetically modified to survive better on the planet as it is now. Their skin is covered with bone-like scales, allowing them to survive for a few minutes outside without damage to their skin. A sort of built-in organic filter in the throat allows them to breathe the atmosphere for short periods of time. However, even with the modifications, the locals need filter masks and very thick protective suits to spend any extended amount of time outside.

Most of the planet has a technological level similar to that of 19th century Earth, with high technology being controlled by the Overseer, the tyrannical ruler of the planet. Most of the people on the planet aren't even aware other worlds exists, and proof of this mere fact could be enough to spark a revolution.

Right now, the largest Volkeen migrant fleet is in the system, mining some much-needed minerals from some of the asteroids. The Overseer is trying to decide if it's worth striking at them with the handful of ancient spaceships at his disposal.

B543234-6

Around a yellow star orbits one of the largest asteroid belts in the known galaxy, the remnants of several destroyed planets, the result of an ancient war. The area is a hotbed for wildcat miners, treasure hunters, fugitives, and ships from all sorts of places hunting the latter. Outside such circles, the system is almost completely unknown, and isn't even on most star maps, due to dust that screens it from many astronomical instruments. By treaty, anything that happens in this system is not considered an act of war, and any starship visits B543234-6 at its peril. And that is during the Silver Age; it goes double for the Ruined Age, where there isn't even a treaty to prevent vendettas spreading beyond the system.

B657110-A

This is one of the navigational anomalies that make travel in the Contested Zone difficult. The nature of the anomaly is up to the **Referee**, or one may roll a d6 on the following table, and possibly a couple of times on the "Descriptors" table in the previous chapter.

- 1: Pulsar
- 2: Unstable wormhole
- 3: Rip in time and space
- 4: Ancient artificial sun with ultratech defenses
- 5: Dyson sphere with ultratech defenses
- 6: Space dragon spawning ground

Blihilb

Silver Age: Illegally occupied by the Todar decades ago, this planet was terraformed by the Todar into a planet suitable for their needs, Earth-like but rather warm. As of the recent treaty, the Blihilb system colony is recognized as legitimate by the Stellar Concord and the Todar Empire.

The planet is a sort of theocracy, as it was founded by a Todar religious sect that worships dead members of a particular branch of the Todar royal family, treating them as saints or low-powered gods. They decided to strike out into the Contested Zone because the currently in-power branch of the Todar royal family wrested power from the cultist-favored branch centuries ago, which makes the religion unpopular with the current rulers and the Imperial bureaucracy.

Since being brought back into the fold as part of the recent treaty, the Todar of Blihilb have been quiet, paying the requested taxes, and in return the Empire has largely left them alone, giving them *de facto* religious freedom. However, tensions remain, and members of the Abandoned are currently plotting to make those tensions worse.

Ruined Age: The colony was cut off from other Todar by the chaos in the wake of the Stellar Concord's fall, and is currently still out of touch. No longer capable of star flight and reduced to a level of technology similar to 20th century Earth, the ruling religion has drifted a bit over the long night. These Todar now worship their ancestors and the high technology they once wielded. The natives could easily be overawed by someone with sufficiently flashy technology, though things could turn ugly if an interstellar visitor isn't careful, especially as these zealots have recently re-discovered atomic weaponry. This goes double if the Todar have any reason to think any visitor is associated with the Belial, who still strike at the planet fairly frequently, and are considered literal demons by the theocracy.

Brururb

Silver Age: The primary planet in this system is Earth-like but extremely cold. The human "science station" that was here grew into a clandestine colony; survival is difficult, even with modern technology, and this has led to a highly rigid culture, where anything that is not forbidden is mandatory. This world was given to the Todar as part of the recent treaty.

Nearly every single human on the planet refused to evacuate, and immediately turned into a guerilla army against the Todar. By far, the toughest and most difficult to kill members of the Abandoned come from Brururb, and the Todar are seriously considering bombarding the planet from orbit and sifting through the remains for minerals.

Ruined Age: Once they were on their own, the rigid society of the local Abandoned shattered like an icicle hitting concrete. Today, the planet hosts literally thousands of different clans, tribes, and gangs, most of which regularly engage in practices like cannibalism, ritual mutilation, and recreational torture. The other members of the loose confederation of Abandoned planets tolerate these practices so long as they are performed out of sight and on other Brururb natives or aliens. In addition, the factions unify against any sort of Belial attack (and nothing else); the other members of the confederation often use the people of Brururb as mercenaries against any Belial incursion.

E67A346-6

This is one of the navigational anomalies that make travel in the Contested Zone difficult. The nature of the anomaly is up to the **Referee**, or one may roll a d6 on the following table, and possibly a couple of times on the "Descriptors" table in the previous chapter.

- 1: Quasar
- 2: Black hole
- 3: Magnetic anomaly
- 4: Star system made entirely of antimatter
- 5: White hole
- 6: Mysterious clutch of planet-sized eggs

Epsilon 8

Silver Age: Epsilon 8 is a space station orbiting a dead star, a research and development station run by the Tserca Corporation, which includes a small starship manufacturing facility. Its existence is an open secret, a place where experiments that are illegal in Concordian space are conducted to develop military technology for the Star Militia. Though their existence and methods are firmly in a grey area (at best) from a legal standpoint, the Star Militia and the occasional Star Knight make sure that none of the experiments are unethical or otherwise morally dubious. The illegality mainly comes from how *dangerous* the experiments are, and certainly there's been several experiments that have gotten out of a control and required a quiet intervention to be taken care of.

Ruined Age: Abandoned since the collapse of the Concord, the automated defenses of the station still work, and have so far kept potential looters away from the station. It is rumored that a ***Living Starship*** still sits, nearly complete but inactivated, inside the station's starship manufacturing dock.

Free Lunch

Like Epsilon 8, Free Lunch is a space station orbiting a dead star; the resemblance ends there, however. Free Lunch is a sprawling, gigantic construct that is always being expanded, as it is the primary Garengai presence in the Contested Zone. It is a "Free Trade Zone," where even most Garengai laws are suspended, except for contract law. If something can be bought or sold, it can be acquired on Free Lunch, though the price may be too dear. Free Lunch is a primary destination for criminals, spies, entrepreneurs, bargain hunters, and even tourists. Apropos of the latter, there are parts of the station where corporate security keeps a reasonable amount of order, particularly areas dedicated to the vice trade, though only the richest sightseer can afford to visit the safest parts of the station.

Grenerg

Grenerg is one of the most stable, and yet dangerous, parts of the Contested Zone. It is one of the oldest Qinson colonies; since it is technically independent of the Qinson Dominion, it serves a similar purpose for the Qinson Dominion as Epsilon 8, performing research and development that is illegal in the Dominion, only without any ethical oversight. What makes it more dangerous to non-Qinson is that aside from its scientific research, Grenerg is one of the most traditional, conservative, and honor-bound planets under Qinson control. Even helpless survivors of the occasional crashed starship or escape pod have gotten killed in honor duels that resulted from crossing an obscure social boundary. In the interstellar intelligence community, Grenerg is considered so difficult to infiltrate that "sent to Grenerg" has become a euphemism for "killed by an arranged accident" or "fraggd."

Klibilk

Silver Age: This was once a Todar colony, but it was "traded" to the Concord as part of the recent treaty. It's a paradise world, very Earth-like, with an extremely temperate climate and a variety of (mostly harmless) native life forms, many of which are both edible and delicious from a human perspective. To the shock of the Concordian colonists who arrived on the planet after the Todar were evacuated, they discovered the corpses of many Todar who were shot by their own people when they refused to evacuate.

The primary colonists are Randites. However, there has been a recent influx of Abandoned refugees, ardent devotees of various Abrahamic religions. Because the Randites are hardcore materialists and atheists, tensions have been high, not to mention that the official government does not support the Abandoned cause.

Ruined Age: Since the collapse of the Stellar Concord, violence has broken out many, many times between the Randites and the descendants of the refugees. While technically the planet is under the control and protection of the Randite Republic, the local government can barely control sectarian violence.

If that were not enough, the results of a failed Randite experiment into physical immortality has resulted in a nanotech plague that is causing corpses to animate and display a violent and feral temperament. The religious sectarians claim that these "zombies" are the result of a judgment by God, a warning to the Randite atheists that there is more to the world than their material bodies. If that were not enough, the religious and atheist alike are worried what effect the rogue nanotech will have the next time the Belial attack.

Offo

This is an unexplored system. It sports a red star and a profusion of comets, asteroids, and other stellar debris that has made exploring it difficult at best. Strange radio signals sometimes come from the system, which some believe indicate some sort of intelligent life, despite there being no visible planets in the system.

Pahap

This is an unexplored system. The star is a white dwarf, and an unusual cloud of metallic dust has prevented most remote observation as well as discouraged exploration.

Prorp

Silver Age: The primary planet in this system has human-breathable air, but a freak geology that has resulted in a planet consisting almost entirely of gigantic, sharply-defined mountains. This was once a Todar-controlled planet, "traded" to the Stellar Concord as part of the recent treaty. When Concordian colonists arrived, they found no sign of the Todar colony that was supposed to have been here, nestled into one of the mountain ranges. There weren't even abandoned buildings or collapsed caves. The colonists are still investigating this mystery, though quietly, so as not to antagonize the Todar, who claim the planet was evacuated in an orderly fashion.

Like many planets originally colonized by the Todar, it's a bit warmer than most humans find comfortable. Combined with the strange geography, the human colonists have opted to create a floating city, held up by antigrav thrusters, rather than deal with surface conditions. Robot drones are used to mine the valuable minerals that exist in profusion in the mountains.

Ruined Age: Until recently, Prorp is one of the few systems that has prospered after the fall of the Stellar Concord. Though consisting mainly of "vanilla" humans, Prorp is part of the Randite Republic, and now has dozens of flying cities and a burgeoning mining-based economy, with indications that it'll be centuries before all the valued minerals will be tapped out.

However, a month ago a plague was released into the planet's biosphere, wrecking the local ecology and even the hydroponic systems used to grow food for the population. So far, Prorp has survived by importing sustenance, but there's a lot of concern that even with the planet's vast mineral wealth, relying entirely on others for food is not sustainable in the long term. If that were not enough, while the improvised bombs that released the bio-engineered plague firmly place the disaster in the hands of a sapient attacker, no one has come forward to claim responsibility and attempts to find the culprits have gone nowhere so far, agitating the already-terrified population. Nearly every city and several surface mines had these hidden explosive devices, and it is an additional mystery how the deadly packages were planted without anyone noticing.

Saras Nebula

The Saras Nebula is the largest and most feared navigational hazard in the sector. For reasons still unclear to science, sometimes ships end up outside the Nebula when they were trying to reach a completely different part of the Contested Zone. Those who then choose to enter the Nebula rarely return. The few who have made it out of the Saras Nebula say it is filled with uncountable derelict starships, many of a completely unknown design. However, those same crew report why so few ships ever escape: Massive system failures with no discernable source, vicious magnetic storms, and some sort of psionic maelstrom that causes hallucinations and paranoia. If that were not enough, the only race that seems to be able to enter and leave the nebula without issue are the Cannicks, who are rumored to have a base in the heart of the nebula.

Seidies

Silver Age: Though far from Remian space, there is an (illegal) Remian colony here. Since this is a temperate paradise world, with breathable air and an ecosystem that has achieved a weird symbiosis between Remian and local flora and fauna, several Abandoned fled here rather than leave the Contested Zone entirely. So long as the humans pay their taxes, the Remians are content to allow the Abandoned to use this planet as a base, providing additional information for the extensive Tok Shik presence on the planet.

Ruined Age: When the Cannicks made their move on the other life forms of the galaxy by dropping pods of Belial on various planets, Seidies was one of those hit the worst. The Remians and humans won a pyrrhic victory against the Belial and Cannicks through a wide variety of biological and nanotechnological weapons, which turned most of the planet into a wasteland. Today, the planet is cut off from the rest of the galaxy, which has placed it under a sort of unofficial, *de facto* quarantine.

Those few who have braved the planet in recent years report the planet has degraded to a level of technology approximately equivalent to 1940s Earth, and that the remnants of the Tok Shik are in charge. The former spies have instituted a dizzying array of laws that constrain the human and Remian inhabitants, and even acts that are completely permissible on most planets, such as whistling in public, are punished severely.

Stokots

This is an unexplored system, but not for lack of trying. The system has a yellow star and multiple Earth-like planets, but no ship that has ever visited the system has ever returned. There are some who believe that there is a wormhole to the Saras Nebula in the system, but that can't explain *all* the disappearances.

Teaxaet

This system has remained unexplored mainly because there doesn't seem to be much in it. There's a white dwarf star and no planets, at least that anyone can detect. However, recently there have been reports of strange sunspot activity and what looks like some ships in orbit around the star.

Vuekeuv

Much like Teaxaet, this system has remained unexplored because there's little sign there's anything interesting there. The system has a red dwarf star and an unusual number of gas giants, which would make navigating the system very difficult. Some scientist claim, however, that magnetic anomalies near the star indicate there may be some wormholes in the system.

Zilpliz

Silver Age: The primary planet in this system has a breathable atmosphere and is extremely warm by human standards, which is fine with the Lizak colonists. The life of the planet is inedible and hostile to both Lizak and human life, and the Lizak live in dome cities to keep them away from the poisonous local plants and animals. Its primary exports are gems and industrial chemicals derived from the local flora. This planet was one of the earliest colonized by the Lizak, and is severely blockaded by them. In fact, the vast majority of the population is kept in deliberate ignorance of the existence of other sapient races, for reasons that have never been made clear to outsiders.

Ruined Age: The groups of Belial that the Cannicks dropped on this planet ended the ignorance of its population. However, the Belial surrendered rather than attack as they were supposed to, and today their descendants are citizens of the Lizak Co-Prosperity Sphere. All of the Belial on the planet subscribe to a shamanistic religion of law-abiding nonviolence; their "prophet" was among the first Belial on the planet, and is why the Belial of Zilpliz are not like others of their kind. There have been no Belial attacks since the original landing, as "normal" Belial fear "infection" by the prophet's ideas.

The Belial can eat the local lifeforms with little trouble, and have increased the productivity of the planet tenfold. While there are supposedly no sapients among the local creatures, there are some primate-like animals that can be successfully implanted with Belial eggs; a vocal but ignored minority of Lizak scientists decry the use of said creatures by the Belial, claiming the pseudo-primates are smarter than they seem. Even more controversial is the fact that the local government uses Belial egg implantation as a form of execution for the worst Lizak criminals.



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