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ZETA AND TUKO

Alien Character Classes

Mysterious visitors from far-away suns

And

Patient hunters from the desert of stars

By Omer Golan-Joel



Zeta and Tuko

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Credits

Cover Art

Luigi Castellani

Interior Art

Luigi Castellani

Author

Omer Golan-Joel

Editor

Richard Hazlewood

Interior Design & Layout

Kathy Hazlewood



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Zeta and Tuko

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Introduction

This short supplement centers on two playable character class for **White Star™** - the alien **Zeta** with her powers of mind and rational nature and the reptilian **Tuko** hunters with their ambushing and climbing abilities. Together with these species comes a list of **Psionics** – mental powers possessed by the **Zeta**, some of which are similar to Meditations and Gifts as given in the **White Star™** core book, while others are more unique. Additionally, this supplement adds two new starships – the archetypal **Flying Saucer** and the stealthy **Tuko Hunter**– as well as a few weapons and tools used by these two mysterious alien species.

Grey, short and humanoid aliens, traditionally hailing from Zeta 2 Reticuli, are a staple of science fiction. **White Star™** (p.78) also mentions them in brief as an alien "monster". We believe, however, that their potential for play goes far beyond mere adversaries or NPCs. The enigmatic **Zeta** – as this species is commonly named – would make an interesting player character. Rational to the hilt and cerebral to the point of having psychic powers, the **Zetas** may bring new science fiction excitement to your gaming table. Aside from the stereotypical abductors and inscrutable scientists, the Zetas are both alien and rational in outlook and possess great intellect. Among the stars, this proud species with its advanced technology and saucer-shaped ships travels, explores, studies and – occasionally – invades and conquers.

The second alien species included in this supplement is the **Tuko** – a stealthy reptilian hunter hailing from a dry, rocky planet. **Tukos** are masters of stealth and ambush, and now in this advanced age of high technology – substitute assassination and burglary for their old hunting habits.

Required Materials

To get the most from this book you will need at least two dice of various sides and some pens/pencils and paper or a computer.

Access to a copy of the *White Star: White Box Science Fiction Roleplaying* by Barrel Rider Games may be useful.

References to Other Books

In this book, references to specific pages in other books and products are shown as the code for the relevant book followed by the page number, both in italics, thus: *WS x* or (*WS x*).

- **White Star**: White Box Science Fiction Roleplaying by Barrel Rider Games: **WS**

Die Throw & Notation Conventions

The die throw and notation conventions used in this book are the same as those described on *WS 10*.

Tasks and Saving Throws

The rules for tasks and saving throws in this book are the same as those on *WS 38*.

Combat

Wherever this book refers to combat, you can use the Combat chapter on *WS 41*.

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About the Author

Omer Golan-Joel is a 34 years old freelance English-Hebrew-English translator and an avid sci-fi and fantasy gamer from the town of Yavne, Israel. He lives with his beloved spouse and two cats Saki and Chicha – the real masters of the house – as well as an entourage of lizards, from the gang of house geckos to the large Star Agama who graces the wall of his home in the warm and hot months. Omer is a fan of science-fiction, fantasy and history, an amateur cook, and a hobbyist herpetologist. He also writes role-playing gaming material, including **Outer Veil**, a full-scale campaign setting for **Traveller™** published by **Spica Publishing®**.

Stellagama Publishing

Stellagama Publishing is a small, independent, international role-playing game publisher focused on science fiction gaming. We publish stuff for both the White Star™ RPG based on Sword & Wizardry: White Box™ and for Mongoose® Traveller™, 2nd edition. Our interests are first and foremost to put forth enjoyable, immediately playable supplements, settings and adventures for these games for the enjoyment of our fellow players and referees.

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SNEAKING AROUND – CLARIFIED AND EXPANDED RULES

The core **White Star™** rules do not deal with stealth and sneaking, apart from the Surprise rules (*WS 38*). The **Tuko** alien species detailed in this booklet is quite a sneaky creature who hunts from ambush, thus warranting a closer look at stealth. The core rules state that a party will gain **surprise** – if circumstances allow for this – over others at a roll of 1-2 on 1d6. The target – or victim if you will – of the **surprise** (or ambush) attempt makes the roll and will have to roll 3+ on 1d6 to avoid being surprised. However, here we will clarify a few things about stealth and further expand this field of rules.

Under these expanded rules stealth depends on the person, droid or creature being sneaked upon. If a creature is **actively watching** an area, it will detect anyone trying to sneak around it unless special abilities or gear render the sneaker invisible. In this case, no surprise roll or even save vs. detection will allow the sneaking character to avoid detection. Humans and most alien beasts, however, get tired of such vigilance and will let down his guard within one **turn**, becoming passive watchers. Generally speaking, such organics cannot watch an area in full alert more than one out of three turns. Droids, on the other hand, are constantly on alert.

Any character may sneak up to a **passive watcher** or around him on a regular **surprise** roll – normally 1-2 on 1d6; such a roll will allow the character to move one round without being detected. A failed surprise roll means that the watcher detects the character. A creature may, however, become **distracted**, making stealth even easier. Distraction can come from engaging in a conversation, playing cards with other guards – or hearing a loud noise in another direction. When distracted, the watcher will not notice the character by sight, but may still hear him on 1 on 1d6. When the watcher hears something, however, he has not detected the character yet; he may still be **surprised** as above on a roll of 1-2 on 1d6. So a distracted character has, cumulatively, only approximately 11% of detecting a sneaking character. A droid can also be distracted by attracting its attention away from the sneaking character – as even its positronic brain may focus only on so many things at once. This is the only way to sneak past a droid; as long as it is actively watching, it will automatically detect any sneaking character in its line of sight.

The above applies to all characters of all classes. **Tukos**, however, have another ace up their adhesive fingerpads. If a **passively watching** or a **distracted** character is about to detect them as per the above rules – they may make a **Saving Throw** vs. **detection**; if successful, they avoid notice. This means that if a **Tuko** manages to distract a guard – say, by triggering an alarm on the other side of the room – he may sneak around him virtually undetected.

TWO-WEAPON FIGHTING

Tuko love to fight with two weapons in close combat, particularly two daggers. Therefore, we found it imperative to include a rule here regarding this mode of fighting. These rules apply to all characters of any species or class. Fighting with both hands, either with one two-handed weapon – such as gripping a **Star Sword** in both hands or with two weapons, grants a +1 bonus to damage. Fighting with two weapons also grants a +1 bonus to attack rolls. Note that fighting with two weapons does not actually give two separate attacks; it just increases the likelihood of landing a successful blow. Damage is rolled based on the primary weapon.

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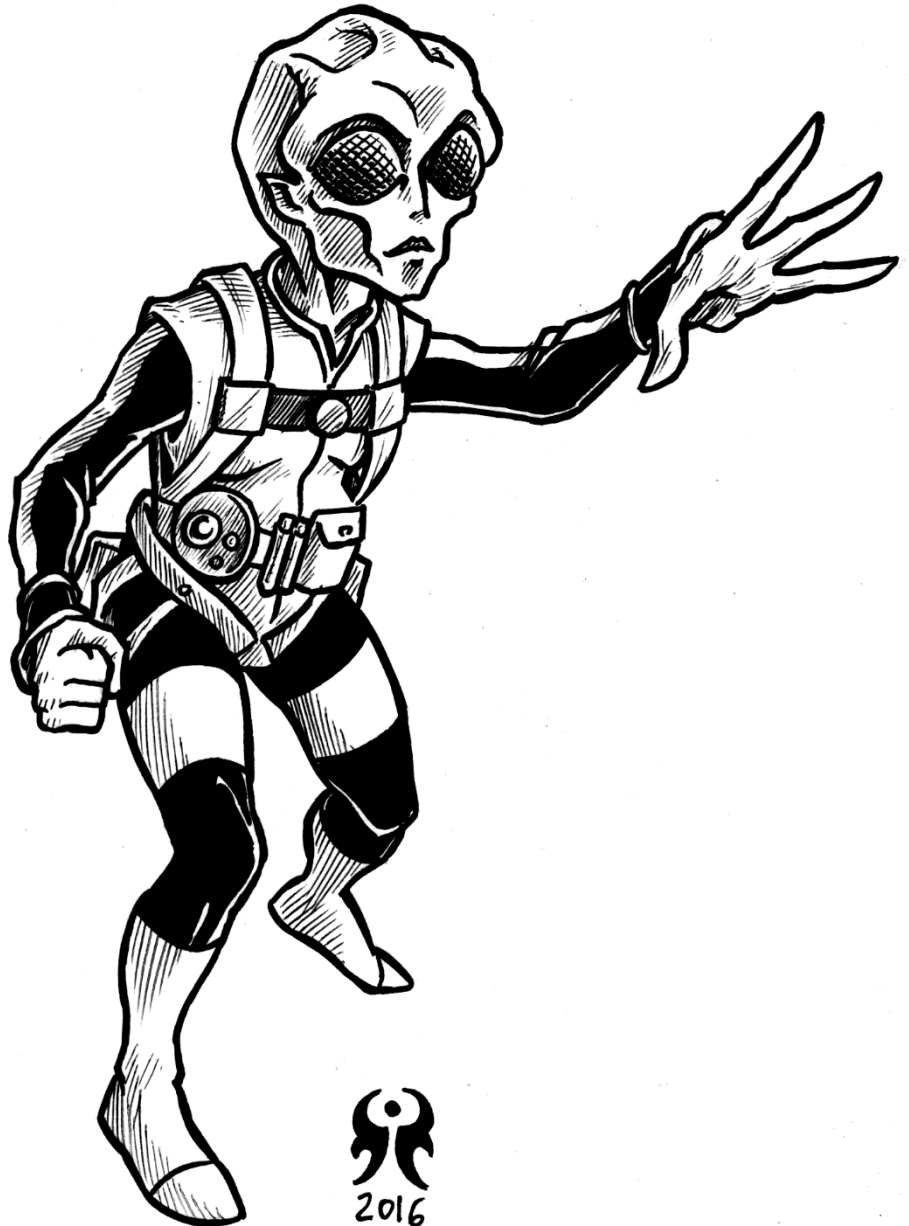
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ZETA

From far stars come the **Zeta** – small, slender humanoids similar to the archetypal "Grey Aliens" of Old Earth UFO lore. They stand approximately 4'5" tall, with large heads and almond-shaped multifaceted eyes, little or no nose and a small, toothy mouth. They exhibit both mammalian, reptilian and insectoid characteristics, and typically wear a utilitarian harness carrying tools, sometimes in addition to a deflector belt projecting an energy shield defending the alien from attacks.

The **Zeta** were shaped by two main biological facts about their species: they reproduce asexually through parthenogenesis, and, originally, were scavengers who ate prey long after the predators killed it and ate their share.

All Zeta are "female" - each lays eggs several times in her life, each egg eventually hatching a **Zeta** hatchling. This requires no sexual contact with other individuals and creates relatively less genetic variety than sexual reproduction. On the other hand, the hatchlings are not exact clones of their mother, though pretty similar to her. This led to the initial hypothesis and the human myth that the **Zeta** are all artificial clones - but, in reality, they are not. The implication of this is that all the social constructs based on sexual reproduction, such as family, love, and so on found in humans are alien to **Zeta**. The basic social unit is the mother and her daughters, and eventually, a genetic "line" tracing back to a single progenitor mother. There is never a question



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put to a **Zeta's** parentage: whoever laid the egg is the mother. It also means that a single healthy **Zeta** can colonize a planet in several generations' time.

Descending from scavengers eating already-dead carcasses and avoiding other scavengers and predators if possible, the **Zeta** are not biologically equipped to fight. Tool use allowed them to chase away predators from prey, and thus get a bigger part of the carcass, and, eventually, hunt themselves, and, later on, raise livestock. But poor fighters they remained - except for using various machines to fight the sporadic wars between groups. But, if possible, **Zeta** see tools and technology as a solution to things, and their rulers are typically "tool-makers" (in modern times, scientists, engineers and entrepreneurs) rather than warrior-types. **Zeta** lack both the instincts and the physique required for direct combat, and even today – with advanced technology – they prefer to have others, such as robots or mercenaries, do the fighting for them. They make poor soldiers but brilliant tacticians and strategists.

The archetypal **Zeta** government is a technocracy; they are ruled by scientists and engineers, and usually order their society "logically" for maximum efficiency. A certain level of caste differentiation is common in most of their societies.

As mentioned above, the **Zeta** are a very rational species. They believe that reason, when applied to problems, is the ultimate solution. While far from being pacifistic, they prefer technological solutions rather than brute force, and if killing must happen – it better be precise, efficient and done remotely. As they lack sexual reproduction, **Zeta** lack many of the emotions existing in human being, though they do know motherly love, as well as their one defining emotion – their insatiable curiosity.

When playing a **Zeta**, you avoid physical combat as far as possible and prefer to have others fight for you. You see technology and reason as solution to problems rather than any rash or emotion-driven action. Sometimes a **Zeta** will seem remote and detached, but she does use her keen senses and sharp mind to affect the world around her. Rationally, of course.

Zeta may reach level 5. We recommend that only characters with Intelligence 10 or above will chose the **Zeta** class, as this is a highly cerebral and intelligent species.

Level	XP	HD	BHB	ST
1	0	1	+0	14
2	1,500	1+1	+0	13
3	3,000	2	+1	12
4	6,000	2+1	+1	11
5	12,000	3	+2	10

TABLE 1: Zeta Advancement

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Level	1 st Level	2 nd Level	3 rd Level
1	1	-	-
2	2	-	-
3	2	1	-
4	2	1	-
5	3	2	1
TABLE 2: Zeta Psionics Advancement			

Zeta Class Features

Weapon/Armor Restrictions: **Zeta** are not built to be soldiers, but they will defend themselves if necessary and if no droid or mercenary exists nearby to do their dirty work. They may wear Light Armor or deflectors (see p.6) but cannot use shields; their weapons are limited to clubs, daggers, firearm pistols, grenades, mono-daggers, laser pistols – and the **Stunner** given in this book.

Saving Throw: **Zeta** get +2 on the **Saving Throws** vs. **mental effects** of all kinds.

XP Bonus from Intelligence: **Zetas** with an **Intelligence** of 13 or 14 receive a 5% **Experience Bonus**, and those with 15 or higher get 10%.

Psionics: Through their vast cerebral capabilities, **Zeta** are gifted with **Psionics** – the uncanny powers of the mind. A **Zeta** begins play knowing two 1st level **Psionic Powers**, and may learn more by mental practice, and more than that – by study of alien biology and cultures in order to reach further conclusions about the nature of the universe and develop their vast brains to exert even stronger psionic influences. Each day the **Zeta** can meditate and prepare a number of **Psionic Powers** as shown on **TABLE 2: Zeta Psionics Advancement**, preparing the same **Psionic Power** more than once if they so choose, similar to the same way that a **Star Knight** does for **Meditations** in core **White Star™**. Once they activate a **Psionic Power** the energy to use it is lost.

Mind over Machine: All **Zeta** start the game with a small brain implant which allows them to remotely interface with a wide range of technological devices with uncanny ease. This has two implications to the game. The first is that Zeta may gain a bonus to rolls related to advanced technology and computers, similar to the **Robot's Mechanical Understanding** ability (WS 26). The second is that Zeta may attempt to **Hack** computers, robots, drones, and other automated systems and creatures. Once per encounter, the **Zeta** may make a 3d6 roll per type of mechanical beings present and consult **TABLE 3: Zeta Hacking**. If the result of the dice is equal to or greater than the "number" shown on the table, all automated and artificial-intelligence beings of the targeted type will be disabled for 3d6 rounds. Sentient automated beings, such as characters of the **Robot** class (WS 25-27) may make a **Saving Throw** against a successful hacking attempt to avoid its effects.

Language: For campaigns that give each alien species its own language, Zetas should be able to speak the language of humans and/or the interstellar trade tongue in addition to their own alien language.

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Bot or Cyborg HD	Examples	Zeta Level		
		1-2	3-4	5
1	Level 1 Robot	10	7	4
2	Level 2 Robot	13	10	7
3	Assimilant Cyborg Replica Level 3 Robot	15	13	10
4	Level 4 Robot	17	15	13
5	Cannick	-	17	15
6	?	-	-	17
TABLE 3: Zeta Hacking				

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ZETA PSIONICS

Level 1

Charm Person*

Comprehend Languages

Detect Life*

Detect Thoughts*

Fear

Level 2

Detect Invisible*

Hold Person**

Levitate**

Speak with Animals*

Suggestion

Level 3

Confusion*

Dimension Jump

Domination

Minor Telekinesis

Speak with Plants*

* As the ***Star Knight Meditation*** of the same name, see **White Star** pp.61-67.

** As the ***Alien Mystic Gift*** of the same name, see **White Star** pp.68-71.

Italics – new Psionic Power, as described below.

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New Level 1 Psionic Powers

Comprehend Languages

Range: Hearing distance

Duration: 1 hour

This **Psionic Power** allows the **Zeta** to understand the language of any one organic being by interfacing with the speaker's thoughts. The Zeta will understand what the target creature is saying and will be able to speak that language for the duration of this ability, but will be unable to read or write in it.

Fear

Range: 30 ft

Duration: 2d6 rounds

The **Zeta** lashes out with her mind and strikes mental horrors into the minds of her enemies. This ability affects 1d6 targets. They must make a **Saving Throw**, or try to run as far as possible from the **Zeta** as they can, dropping anything they were carrying in their hands, claws, or tentacles.

New Level 2 Psionic Powers

Suggestion

Range: 30 ft

Duration: 1 hour

The **Zeta** touches an organic sentient creature's mind and implants a short suggestion into its thoughts. The target must make a **Saving Throw** or follow a course of activity (limited to a sentence or two) suggested by the **Zeta**. The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates this effect.

New Level 3 Psionic Powers

Dimension Jump

Range: 400 ft

Duration: Instantaneous

Zeta are known for their interaction with alternate dimensions. This **Psionic Power** allows the **Zeta** to instantaneously travel through interdimensional space and reappear within the normal reality at a location of her choosing. She may choose to reappear at any spot known to her in the range, as long as no solid object occupies that space.

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Domination

Range: 30 ft

Duration: 1 day

Through sheer will and power of the mind, the **Zeta** overpowers the will of one organic creature, forcing it to obey her will for one day. The subject may make a **Saving Throw** to resist this attempt when the **Zeta** first uses the power, and may make another **Saving Throw** any time the **Zeta** tries to force it to do anything against its basic nature or harmful to it.

Minor Telekinesis

Range: 120 ft

Duration: 1 **Turn** (10 rounds/10 minutes)

A **Zeta** of this level of power has a mind keen enough and a will strong enough to force herself on physical reality itself. By her will alone, she may move objects up to five pounds (5 lbs) per level.

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TUKO

From a far-away world on the edges of known space come the **Tukos**. These reptilian humanoids stand on two legs and have a short, fat tail behind them. Their eyes are large and bulbous, with slit pupils, and their fingers and toes hold adhesive pads. Their language sounds like a collection of clicks and chirps, and they speak

alien tongues in a particularly chirpy voice. **Tukos** enjoy clinging to vertical surfaces with their adhesive pads and standing motionless on them for long periods of time, carefully observant to their surroundings. In space, they are highly suitable for zero gravity, using their adhesive pads to walk along walls with ease; they have even developed space suits capable of clinging by themselves to surfaces.

The **Tuko** homeworld is a dry and rocky place. It does have some tropical biomes closer to its poles and temperate areas at the polar areas themselves, but the majority of the world is dry and rocky. Insectoid, reptilian, and insectoid-reptilian beasts haunts these deserts. The **Tukos** hunt them. They patiently lurk on dry, rocky cliffs, standing motionless for hours, their natural coloration and absolute stillness helping them blend into the desert surroundings. Then they strike, swiftly and mercilessly. This is how they used to live on their homeworld – typically in tribal units living in shady caves among the craggy terrain in the hot hours and emerging in the more tolerable times to hunt. But now



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they have reached the stars and they use their hunting instincts and natural capabilities to hunt other sentient beings.

When playing a **Tuko**, be patient. Never make harsh decisions. Always plan ahead. You have time. You never strike prematurely. You can spend hours seemingly doing very little, but actually plotting, planning, and waiting for the perfect moment to execute your well thought-out plan. When you do act, however – you act swiftly, precisely and if necessary also with deadly accuracy. Always be observant, always consider your position. Speak little, but when you do, use words as sharp and accurate as your knives. Be calm – good things come to those who wait. And always think like a hunter, in terms of traps, of a well-executed plan or trap. You can stalk, you can lurk, and then you strike with unerring accuracy.

Tuko are not very hardy in close-quarters combat, but they do know how to strike very accurately. They know how to hide and how to sneak, and they know how to strike with unerring accuracy. They also enjoy perfect climbing abilities and excellent night vision.

Level	XP	HD	BHB	ST	Sneak Attack
1	0	1	+0	14	X2
2	1,250	1+1	+1	13	X2
3	2,500	2	+2	12	X2
4	5,000	2+1	+2	11	X2
5	10,000	3	+3	10	X3
6	20,000	3+1	+4	9	X3
TABLE 4: Tuko Advancement					

Tuko Class Features

Weapon/Armor Restrictions: **Tuko** may use clubs, daggers, firearms, grenades, laser pistols, laser rifles, mono-daggers, mono-swords, blowpipes and dartguns. They may only wear Light Armor and may not use Shields.

Saving Throw: **Tukos** get +2 on the **Saving Throws** vs. **poisons** and **harsh hot or dry environmental effects**.

XP Bonus from Dexterity: **Tuko** with a **Dexterity** of 13 or 14 receive a 5% **Experience Bonus**, and those with 15 or higher get 10%.

Stealth: **Tukos** know how to blend into their surroundings and avoid notice, especially when lurking in wait for prey or assassination targets. When at risk of being detected, as per the stealth rules on p.5 of this booklet, a **Tuko** may make a **Saving Throw** vs. **detection** to avoid being detected and stay hidden. This cannot defeat fully alert active watchers, of course, but will fool passive watchers and distracted characters.

Sneak Attack: As naturally-born hunters, **Tuko** know how to strike from ambush and swiftly bring down their prey. Both in close combat and up to a range of 30', when shooting or striking at an unaware target, **Tukos** receive a +4 bonus to hit, and multiply their damage as given in the **Tuko Advancement Table**.

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Perfect Climbing: *Tukos* can scale almost any surface almost effortlessly at a **Movement** of 6 without requiring any roll. They may even cling upside down from ceilings for long hours. Only particularly slick or oily surfaces require the *Tuko* to roll 3+ on 1d6 every round to avoid slipping; otherwise, they can climb with exceptional ease.

Night Vision: *Tukos* have excellent night vision and may see up to a range of 30' in low-light conditions with near-perfect clarity. As long as a tiny sliver of light reaches their eyes, they can see very well in the dark.

Establish Tribe: A *Tuko* reaching the 6th level will reach enough renown as a hunter (or assassin) to attract a following of a group of less skilled *Tukos*, who desire to establish a tribe with the master *Tuko* as its leader. They will willingly accompany him on missions and more importantly – will eagerly go on missions and hunting trips on his or her behalf in order to impress their master and serve their newly-established tribe.

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TECHNOLOGY

New Starships

Zeta Saucer	
Armor Class	1 (18)
Hit Points	40
Shield Strength	3
Movement	12
Targeting	+1
Attack	Ion Charge (2d6) [pilot-linked], Light Laser (2d6) [pilot-linked]
Modifications	Cloaking Device, Faster-Than-Light Drive, Laboratory, Tractor Beam

The iconic star vessel of the Zeta is the **Saucer** – a small but nimble saucer-shaped craft capable of great speed and quick to disappear into cloak when danger approaches. It is difficult to hit a Saucer due to its great speed and agility, but this ship is far from hardy. It also carries ion charges and a tractor beam used to capture other ships and abduct their crew and passengers; it also carries a laboratory to experiment on them if desired by its short, grey occupants. A **Saucer** typically carries a crew of four Zeta, but may carry up to 16 additional passengers and contains a good number of cryogenic suspension tubes for abductees.

Tuko Hunter	
Armor Class	4 (15)
Hit Points	50
Shield Strength	4
Movement	10
Targeting	+4
Attack	Heavy Laser (6d6)
Modifications	Cloaking Device, Faster-Than-Light Drive, Ion Charge [optional]

Tukos hunt both in the ground and in interstellar space. Their archetypal starship, the **Hunter**, serves this exact purpose – to lurk while cloaked until the right moment arrives, then strike at its intended target with accurate, devastating shots from its heavy laser. Once it neutralizes its target, it may cloak again or disappear into FTL. This ship is far from hardy, but its targeting systems are second to none and its intended purpose is surprise attacks, piracy, and interstellar assassinations and not stand-off combat. The **Hunter** typically carries a crew of 8 **Tukos**, and may carry up to 8 additional passengers as well as several large captured creatures.

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New Ship Modification

LABORATORY: This modification serves various research purposes, including dissecting new life-forms, figuring out alien technology. The details of such use are left to the *Referee* based on the situation, but usually a *Laboratory* warrants bonuses to various rolls related to such scientific endeavors.

Base Cost: 30 credits.

New Weapons

Weapon	Damage	ROF	Range	Weight (in lbs)	Cost (in credits)
Blowpipe	Special	1	30ft	1	10
Dartgun	Special	1	100ft	5	75
Stunner	Special	1	60ft	2.5	100
Dart, Poison (10)	-	-	-	0.5	25
Dart, Sedative (10)	-	-	-	0.5	10

TABLE 5: New Weapons

Blowpipe: A simple long tube made out of bamboo, plastic, or composites using the power of its user's lungs to propel a dart at its target. This weapon is beloved by *Tukos* and used for hunting and assassinations. Like the *Dartgun* (see below), there are two types of darts – legal sedative darts and illegal poison darts. An organic creature struck by a sedative dart must make a *Saving Throw* vs. *poison* or immediately fall unconscious for 2d6 rounds. An organic creature struck by a poison dart must make a *Saving Throw* vs. *poison* or die within 1d6 rounds.

Dart: Ammunition for a Dartgun. Sold in a pre-fabricated magazine holding ten darts. Both types of darts – poison and sedative – weigh the same. For game purposes, assume that the *Blowpipe* and the *Dartgun* use the same darts.

Dartgun: A rifle-like weapon using pressurized gas to silently propel a dart towards a target. There are two types of darts – legal sedative darts and illegal poison darts. An organic creature struck by a sedative dart must make a *Saving Throw* vs. *poison* or immediately fall unconscious for 2d6 rounds. An organic creature struck by a poison dart must make a *Saving Throw* vs. *poison* or die within 1d6 rounds. A gas cylinder contains compressed gas as well as 10 darts.

Stunner: A high-tech non-lethal weapon favored by *Zeta* as a means to incapacitate abductees. A target hit by a *Stunner* must make a *Saving Throw* vs. *Stun* or immediately fall unconscious for 2d6 rounds. The Stunner requires an *Energy Cell* for ammunition; each *Energy Cell* contains enough power for 20 shots.

New Advanced Equipment

The following items are advanced technologies available to the Zeta only, and even then their distribution to *Zeta* is subject to *Referee* discretion.

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- **MIND PROBE:** This opaque orb, dark grey in color with a purple tinge, fits comfortably into a **Zeta's** or human's palm. Any creature holding a **Mind Probe** may, once per **Turn**, scan any other sentient being's mind as per the **Detect Thoughts Meditation**. This works up to a range of 30' and thick metallic walls or bulkheads block this ability.
- **PSIONIC AMPLIFIER:** Coveted by **Star Knights** and **Zeta** alike, this semi-transparent orb filled with a purple liquid amplifies the psychic emanations of humans and alien alike. This doubles the range and duration of any mind-related power (**Referee's** discretion) used by **Star Knights**, **Alien Mystics** and **Zeta**.

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