THE STARRUNNER KIT

A SCI-FI SPACE TOOLKIT

DIY RPG PRODUCTIONS

WHITE STAR
COMPATIBLE

THE STARRUNNER KIT
A SCI-FI SPACE TOOLKIT

By Mike Evans (wrathofzombie)

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Edited by Mike Evans and Reece Carter

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ART CREDITS

DEDICATON

To my beautiful wife Angie, who pushes me to reach for the stars

AND

To James Spahn for White Star - which is AWESOME

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CHAPTER ONE

CLASSES AND RACES

This chapter highlights additional classes that can be used in a White Star (or other OSR-style sci-fi games). In this chapter you will find six classes: Assassin, Bionic Soldier, Hover Bike Racer, Scoundrel, Scout, and Tech Specialist; simple rules for human Psionics, three new races: Alien Psychic Weapon, Changeling, and Plant-like Lifeform; and five new Robot models: Free-roaming AI, Assassin, Medical, Scout, and Pleasure.

Character creation rules are the same as those found in White Star, pg 9-14.

STARRUNNER CLASSES

ASSASSIN

Assassins are hired guns renowned for getting the job done at any cost. Some have creeds or rules that they live by, while others are unscrupulous and don't care about casualties so long as they get the job done and take out their mark.

You travel the stars taking on contracts and making sure that the last thing your mark feels is the cold piercing of your blade, or the hot energy from your laser before the light fades from their eyes.

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

ASSASSIN ABILITIES

WEAPONS AND ARMOR RESTRICTIONS: Assassins are trained in all weaponry and trained in wearing light armor.

DEADLY AIM: If the Assassin has a sniper rifle (laser or ballistic) and does nothing but aim at a target for three rounds, their shot is deadly accurate. The target must succeed a Saving Throw or be killed by the Assassin's shot. A target that succeeds at their Saving Throw suffers weapon damage + an additional 1d6 damage.

DEADLY STRIKE: If the Assassin has a small blade (either a dagger or mono-dagger), studies a target for three rounds, and successfully sneaks up on a target their attack is deadly accurate. The target must succeed a Saving Throw or be killed by the Assassin's knife attack. A target that succeeds at their Saving Throw suffers weapon damage + an additional 1d6 damage

HAND-TO-HAND COMBAT: Assassins are highly trained in hand-to-hand combat and do 1d6 damage with their fists.

STEALTH: Assassins live in the shadows. When they hide it's as if they are invisible. An Assassin who moves while hiding can do so at up to half their normal pace with no penalty. An Assassin can move up to full speed with a -5 to their Dexterity check.

SAVING THROW: Assassins gain +2 to Saving Throws against Death and Poisons.

XP BONUS FOR DEXTERITY: An Assassin with a Dexterity score of 13 or 14 receives a 5% experience bonus, and those with a score of 15 or higher receive a 10% bonus.

Network (4th): The Assassin is part of a complex network of Spies, Informants, and Fences. Once per session an Assassin is able to contact a person for a piece of information, attempt to find supplies, find a job (or kill contract), etc. The GM will determine the availability of such things.

BIONIC SOLDIER

Some soldiers train all their lives to become highly efficient killing machines, Bionic Soldiers allow themselves to be carved up and have their humanity replaced with the cold efficiency of science and machinery. These soldiers have had more cyberware installed in their body than is normally recommended, and have become more machine than man. They are highly skilled in combat and prefer to be in the front lines, blasting enemies with big guns or hurting them with their fists.

Level	XP	HD	BHB	ST
1	0	2	+1	15
2	2,000	3+1	+2	14
3	6,000	4	+3	13
4	12,000	5+1	+4	12
5	24,000	6+1	+5	11
Bionic Soldier Advancement Table				

BIONIC SOLIDER ABILITIES

WEAPONS AND ARMOR RESTIRICTIONS: Bionic Soldiers are highly trained in combat. They do not have any restrictions on weapon or armor selection.

MORE MACHINE NOW THAN MAN: Bionic Soldiers start play with six pieces of cyberware and are unable to receive any more enhancements. This is one above the recommended amount, but balances out with other characters in the long run. The life of a Bionic Soldier is short, brutal, and possibly profitable. A Bionic Soldier is required to take Cybernetic arms (WS, pg 95) as one of their six cyberware upgrades. These pieces can be selected from the cyberware options in White Star, pages 95-96 or the new cyberware options in this book (pg 27-28).

MECHANICAL ANATOMY: All the cyberware the Bionic Soldier has had surgically implanted makes it difficult to heal them. They cannot be healed by Cure Light Wounds and may be immune to several other Meditations and Gifts, at the GM's discretion. Med-kits heal for the allotted amount.

FISTS OF FURY: The Bionic Soldier's cybernetic fists hurt when they connect with a target. When fighting without a weapon in melee combat they roll 1d6 for damage.

SAVING THROW: Bionic Soldiers receive a +2 bonus on Saving Throws against Poisons and Explosions.

XP BONUS ON STRENGTH: A Bionic Soldier with a Strength score of 13 or 14 receives a 5% experience bonus, and those with a score of 15 or higher receive a 10% bonus.

Cyber-Doc (4th): The Bionic Soldier has established a rapport with a doctor that specializes in cybernetic medicine (probably because of all the credits the Bionic Soldier has thrown at the doctor). The Cyber-Doc is treated as a level 3 contact (pg 21) and once per session the Bionic Soldier can call on the Cyber-Doc for needed healing or cybernetic repair. If the Cyber-Doc is able to reach the Bionic Soldier in a realistic amount of time, they will do so. The Cyber-Doc is able to heal 3d6 HP and fix one broken piece of cyberware in an 8 hour period or heal 2d6 HP and fix no cyberware in a 2 hour period (player's choice).

HOVER BIKE RACER

Hover Bike Racers seek the thrills of speed on their heavily-modified hover bikes. These speed demons are known for their reckless devil-may-care attitudes and live and die as fast as their vehicles. They often take to the stars searching for new terrain and courses to race on, forming an entourage of other racers that accompany them.
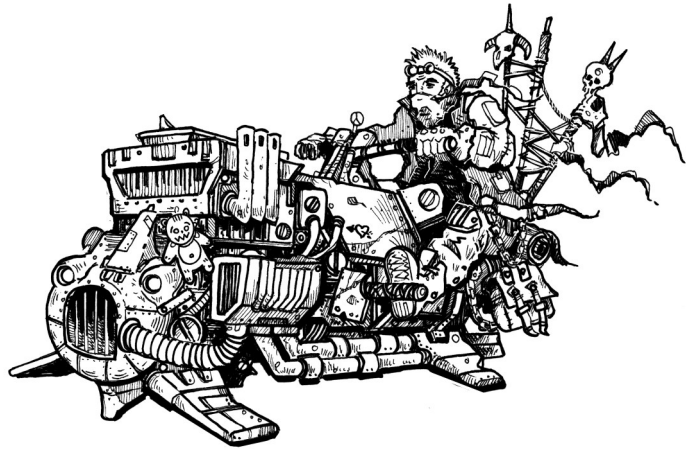
Level	XP	HD	BHB	ST
1	0	1	+0	15
2	1,250	2	+0	14
3	2,500	3	+1	13
4	5,000	3+1	+2	12
5	10,000	4	+3	11
6	20,000	5	+3	10
7	40,000	6	+4	9
8	80,000	6+1	+4	8
9	160,000	7	+5	7
10	320,000	8	+5	6
Hover Bike Racer Advancement Table				

HOVER BIKE RACER ABILITIES

WEAPONS AND ARMOR RESTRICTIONS: Hover Bike Racers are proficient with clubs, daggers, mono-daggers, firearms, laser pistols, and grenades.

POUR IT ON!: Hover Bike Racers know how to fiddle with their rides and get a little more juice out of them. The Hover Bike Racer is able to double their vehicle's speed for 3d6 rounds by succeeding on a Savings Throw. A Hover Bike Racer's vehicle can only handle one burst of speed per hour. Doing any further bursts of speed will destroy the vehicle's engine.

ROAD WARRIOR: Hover Bike Racers are highly skilled at riding their vehicles in all sorts of environments. Once per session a Hover Bike Racer is able to reroll one Dexterity check or failed Saving Throw when it is dealing with their ride.

SHOOT ON THE GO: Hover Bike Racers are able to shoot a one-handed weapon (laser pistol, firearm, or grenades) while driving their ride without any modifiers while anyone else who attempts this suffer -4 to their attack roll.

SAVING THROW: Hover Bike Racers receive a +2 bonus on Saving Throws against Explosions and Environmental Hazards.

XP BONUS ON DEXTERITY: A Hover Bike Racer with a Dexterity score of 13 or 14 receives a 5% experience bonus, and those with a score of 15 or higher receive a 10% bonus.

GANG LEADER (4th): At 4th level a Hover Bike Racer becomes the leader of a gang of other aspiring Hover Bike Racers. This crew is known for their brash, and sometimes thuggish, behavior and will come to the aid of their leader should it be needed.

SCOUNDREL

Masters of deception and lies, Scoundrels lead lives of debauchery, shady deals, and seeking a healthy profit margin. While the Aristocrat is the silver-tongued devil and impresses people with their words and flashy clothes, the Scoundrel is down in the muck, loading illegal cargo into a ships hold in the dead of night or in a seedy bar negotiating deals on the latest and greatest pirated sim-hologram vids. They are concerned more with profit than loyalty, knowing that a few extra credits is all it takes to sway a person's allegiances to do what the Scoundrel desires.

Scoundrels are not front line fighters, preferring to slink in the shadows and attack targets unawares.

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

SCOUNDREL ABILITIES

WEAPON AND ARMOR RESTRICTIONS: Scoundrels prefer to strike quickly and fight dirty. A Scoundrel can only wear light armor and their weapons are limited to clubs, daggers, firearms, grenades, mono-daggers, mono-swords, and laser pistols.

I SHOT FIRST: Right before combat begins the Scoundrel rolls 1d6. If the result is a 5 or 6, the Scoundrel gets to take a free shot at a target before initiative is rolled (only with a one-handed firearm or laser pistol).

I CALL IT LUCK: Once per session a Scoundrel can test their luck. When a Scoundrel is required to make a d20 roll, they roll 2d20s and take the better of the two.

UNTRUSTWORTHY: If a Scoundrel succeeds on a sneak attack, they do an additional 1d6 damage to the target.

SAVING THROW: Scoundrels receive a +1 bonus on Saving Throws against Explosions and Traps and +1 to Saving Throws against attempts to Influence them or Cloud their mind.

XP BONUS ON DEXTERITY: A Scoundrel with a Dexterity score of 13 or 14 receives a 5% experience bonus, and those with a score of 15 or higher receive a 10% bonus.

CRIME LORD (4th): When a Scoundrel reaches 4th level they are able to establish their own crime ring. The crime lord attracts unsavory cohorts who will follow his lead and serve loyally (if the price and rewards are right) as shakedown artists, smugglers, confidence men, etc. Each month of in game time, roll 3d6 x 25- this is the amount of credits the Scoundrel receives from their crime ring.

SCOUT

While comfortable in space and on a ship, it is planetside where a Scout feels most comfortable. Scouts are advanced troops sent to survey the area and send back as much data as possible before the main force lands.

Some Scouts haven't received military training (or even served in a militia or government branch). They may just be people who have learned to survive in harsh and rugged conditions, bravely exploring various worlds for knowledge, or simply because they want to be left alone.

Level	XP	HD	BHB	ST
1	0	1	+0	15
2	1,500	2	+1	14
3	3,000	3	+1	13
4	6,000	3+1	+2	12
5	12,000	4	+3	11
6	24,000	5	+3	10
7	48,000	6	+4	9
8	96,000	6+1	+4	8
9	192,000	7	+5	7
10	384,000	8	+6	6
Scout Advancement Table				

SCOUT ABILITIES

WEAPONS AND ARMOR RESTRICTIONS: Scouts like to move quickly and lightly, covering as much ground as possible, but know that good armor protects from the dangers that await planetside. A Scout can wear light and medium armor and their weapons are limited to clubs, daggers, spear, staff, sword, bows, crossbows, firearms, laser pistols, and laser rifles.

DEADLY AIM: If the Scout has a sniper rifle (laser or ballistic) and does nothing but aim at a target for 2 rounds their shot is deadly accurate. The target must succeed a Saving Throw or be killed by the shot. A target that succeeds at their Saving Throw suffers weapon damage + an additional 1d6.

RUGGED SURVIVALIST: A Scout knows how to survive and fight in nature. Any type of task that is nature related falls into the realm of the Scout. This can be from climbing impossible looking cliffs, building, finding, or disabling simple natural traps, camouflaging and hiding in the brush, moving silently, being able to survive and find food and shelter, and knowledge of herbs and fauna to use to treat most natural poisons and toxins. Depending on what activity the Scout is attempting will determine which Attribute is being rolled.

When finding food a Scout can find it in half the time a normal individual would take.

KEEN OBSERVER: When a creature attempts to surprise the Scout their threat range is reduced by half, to a minimum of 1 (i.e. a giant flea (WS, pg 85)) which surprises foes normally on a 1-4, can only surprise a Scout if they roll a 1-2).

UNHINDERED MOVEMENT: Scouts have learned how to maneuver in natural obstructions like craggy hills, thick underbrush, etc. A Scout's movement is unimpeded when moving in any of these type of terrains.

SAVING THROW: Scouts receive a +2 bonus on Saving Throws against Poisons and Environmental Hazards.

XP BONUS ON WISDOM: A Scout with a Wisdom score of 13 or 14 receives a 5% experience bonus, and those with a score of 15 or higher receive a 10% bonus.

SCOUT MASTER (4th): When a Scout reaches 4th level they have established a company of fellow scouts that are exploring or infiltrating other worlds. These scouts can be called for aid at any time (although how long it will take them to arrive is up to the GM). The scouts can also give information to the PC about a world the characters are traveling to, giving the Scout +2 to one knowledge/survival type roll while on that planet. The scouts may contact their leader from time to time with interesting locations and plot hooks that have come their way.

TECH SPECIALIST

Pilots may be hot shot flying aces, able to do quick fixes on a starship, but it takes a Tech Specialist to keep one running indefinitely. Tech Specialists know the ins and outs of almost any gizmo, or are able to muddle along until they figure it out and can utilize it. Tech Specialists are always found on starships, space stations, or ground-bound in a factory. They etch out their living fixing what others mess up and break.

Tech Specialist are not frontline fighters, but know how to take care of themselves. Many receive combat training, knowing that eventually they may take a job that calls for them to be in the thick of things while attempting to fix a laser turret or shield generator.

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

TECH SPECIALIST ABILITIES

WEAPON AND ARMOR RESTRICTIONS: Tech Specialists prefer to stay out of combat unless it is absolutely necessary. However, they know that sometimes they have to get into the thick of it. Tech Specialists can only wear light armor and their weapons are limited to clubs, daggers, firearms, grenades, mono-daggers, mono-swords, laser pistols, and laser rifles.

HACKER: A Tech Specialist has a way with computers. Once per day their luck pays off and they automatically succeed on hacking a computer terminal.

REPAIR: A Tech Specialist knows how to repair all sorts of technological devices, including mechs, land vehicles, and starships. The cost to repair such devices is reduced by half when overseen/performed by a Tech Specialist (i.e a starship costs 20 credits to repair 5 HP. This would cost 10 credits for a Tech Specialist).

FINAGLE: A Tech Specialist knows how to get more juice out of a starship. Once per combat they are able to get more power out of a ship's system. A Tech Specialist chooses which of the following they are going to enhance: 1) Targeting; 2) Shields; 3) Movement; 4) Armor Class; 5) Weapon Damage. When the decision is made the Tech Specialist rolls 1d6, this is how much the system is increased for. This effect lasts for 2d3 rounds before returning to normal.

TINKER: Three times per session a Tech Specialist is able to use the items at hand to create one of the following listed below if they succeed rolling under their Intelligence score (*or the GM can simply rule that they always succeed*): Many of these items function like Advanced Equipment in White Star (pg 93). *Creating an item takes 3d6 minutes*.

- *Personal Shield:* This item functions like the device described in White Star except it only absorbs 15 points of damage before shorting out and becoming useless.
- *Phase Shield:* This item functions like the device described in White Star except it only allows one passage through a wall before being rendered useless.
- Psychic Inhibitor: This item functions like the device described in White Star except it only allows the wearer to be immune to one psychic attack or ability before shorting out.
- *Stealth Armor:* This item functions like the device described in White Star except it can only be used once before being rendered useless.
- *Field Meds:* When a medkit isn't handy a Tech Specialist is able to create a makeshift one, healing 1d6 HP.
- *Enhance Laser Weapon:* The Tech Specialist is able to enhance a laser weapon, doubling its damage. After each attack, roll a 1d6, if the result is a 1-2 the weapon shorts out and is useless.
- *Makeshift Laser Weapon:* The Tech Specialist is able to piece together a makeshift laser weapon from pieces lying around. The weapon functions like a laser pistol and has 1d4 shots before the energy is drained from the battery pack and the item is useless.
- *Taser:* The Tech Specialist is able to piece together a makeshift weapon that gives off an electrical discharge. The target hit by this must make a saving throw or be stunned for 1d3 rounds. Once this is used the device is ruined.
- *Robot Repair:* The Tech Specialist is able to piece together the items necessary to repair the damage to a robot. After spending 1d4 rounds working on the robot regains 1d4 HP.

SAVING THROW: Tech Specialist receive a +2 bonus on Saving Throws against Explosions and Environmental Hazards.

XP BONUS FOR INTELLIGENCE: A Tech Specialist with an Intelligence score of 13 or 14 receives a 5% experience bonus, and those with a score of 15 or higher receive a 10% bonus.

Connections (4th): The Tech Specialist has made connections and is able to reach out and find help no matter where they are. The Tech Specialist must succeed a Saving Throw (adding in their Charisma bonus). If successful, the Tech Specialist is able to find a friend (or a friend of a friend, or even a friend of a friend of a friend) nearby who is able to lend a hand. This doesn't mean that the person will necessarily do the task for free (or won't betray the Tech Specialist for the right amount of credits), but is willing to help. If the Tech Specialist fails their saving throw they are unable to find help for the current situation.

OPTIONAL RULE- PSIONICS

Possibly due to cosmic radiation, alien experiments, or perhaps simply part of human evolution, but over the past several decades, many humans have begun displaying strange mental powers that resemble the abilities that Alien Mystics or Alien Psychic Weapons are capable of utilizing. Scientists and scholars have been calling these strange powers "psionics." During character creation, a human character class rolls 1d10 to discover if they have psionic abilities, if the result is a 1 then the PC is a Psionicist.

A Psionicist can use any of the 10 powers they choose, however only up to a limited number of times per day safely.

IMPORTANT NOTE- Only humans are capable of being a Psionicist. Bionic Soldiers are not capable of being a Psionicist since they are mostly machine. If you desire to play class similar to this, play an Alien Psychic Weapon (pg 11). Characters that are Psionicists lose the XP bonus based on the high stat for their class. Also increase amount of XP needed to gain a level by 500 points.

Psionic Powers Per Day			
Level	**Times Per Day**	**Level**	**Times Per Day**
1	1	5-6	4
2	2	7-8	5
3-4	3	9+	6

PSIONIC POWERS:

Binding: The Psionicist is able to use the Alien Mystic gift Hold Person (WS, pg 69).

Clairvoyance: The Psionicist is able to see another location up to 300 feet away for up to 1 hour.

Confusion: The Psionicist is able to use the Star Knight meditation Confusion (WS, pg 65).

Detect Thoughts: The Psionicist is able to use the Star Knight meditation Detect Thoughts (WS, pg 63).

Mental Blast: This attack of pure mental energy causes 1d6/3 levels damage. Other creatures possessing psionic powers can make Saving Throw to avoid the damage.

Mind Control: This functions like Charm Person (WS, pg 60), but the Psionicist must concentrate for duration. Interruption allows for a new Saving Throw.

Precognition: The Psionicist is able to see an event that will affect them in the near future (no more than 24 hours) and are able to alter the event. Mechanically this means what when a Psionicist fails a Saving Throw, they can declare this is the one they "knew" about and automatically succeed.

Shield: The Psionicist is able to produce a shield of pure force as a reaction and negates the damage of a single attack (this can be done as a reaction to taking damage).

Telekinesis: The Psionicist is able to use the Star Knight meditation Telekinesis (WS, pg 67).

Telepathy: The Psionicist is able to use direct mind-to-mind communication with another target, regardless of language. The Psionicist is able to speak to a number of targets equal to 1 every three levels.

STARRUNNER RACES

ALIEN PSYCHIC WEAPON

Where humans needed genetic manipulation, exposure to some cosmic radiation, or some other catalyst that allowed them to develop psychic powers, many aliens have developed these powers naturally.

Alien Mystics tend to use their abilities in a thoughtful and defensive manner, where the Alien Psychic Weapon (APW) tends to act first and question later. They are quick to take the offensive, and are feared for their abilities and their unpredictable nature. Their powers mirror those of Human Pscionics and share several powers with the Star Knight and Alien Mystic.

Level	XP	HD	BHB	ST	Abilities Per Day
1	4,000	1+1	+0	13	2
2	8,000	2	+1	12	3
3	16,000	2+1	+2	11	4
4	32,000	3	+2	10	4
5	64,000	4	+3	9	5
6	128,000	5	+4	8	5
Alien Psychic Weapon Advancement Table					

WEAPON AND ARMOR RESTRICTIONS: Alien Psychic Weapons are trained in combat and can use daggers, mono-daggers, mono-swords, spears, swords, firearms, grenades, laser pistols, and laser rifles. They can wear light or medium armor.

ALIEN PSYCHIC WEAPON POWERS

An Alien Psychic Weapon can use any of the 12 powers they choose, however only up to a limited number of times per day safely (see ABILITIES in table above).

Binding: The APW is able to use the Alien Mystic gift *Hold Person* (WS, pg 69).
Clairvoyance: The APW is able to see another location up to 300 feet away for up to 1 hour.
Confusion: The APW is able to use the Star Knight meditation *Confusion* (WS, pg 65).
Detect Thoughts: The APW is able to use the Star Knight meditation *Detect Thoughts* (WS, pg 63).
Mental Blast: This attack of pure mental energy causes 1d6/3 levels damage. Other creatures possessing psionic powers can make Saving Throw to avoid the damage.
Mind Control: This functions like Charm Person (WS, pg 60), but the APW must concentrate for duration. Interruption allows for a new Saving Throw.

Precognition: The APW is able to see an event that will affect them in the near future (no more than 24 hours) and are able to alter the event. Mechanically this means what when a APW fails a Saving Throw, they can declare this is the one they "knew" about and automatically succeed.
Shield: The APW is able to produce a shield of pure force as a reaction and negates the damage of a single attack (this can be done as a reaction to taking damage).
Stasis Field: A shimmering field of psychic energy engulfs the APW and any ally in a 5' radius. Enemies and harmful creatures are violently expelled from this area, flying back 1d6 feet. Enemies cannot pass through this barrier. People/allies in this stasis field can leave of their own volition. The stasis field lasts a number of hours equal to the APW level, however the APW must concentrate the entire time. The APW cannot move during this time, the stasis field is stationary.
Telekinesis: The APW is able to use the Star Knight meditation *Telekinesis* (WS, pg 67).
Telepathy: The APW is able to use direct mind-to-mind communication with another target, regardless of language. The APW is able to speak to a number of targets equal to 1 every three levels.
Terrify: An APW is able to reach into a targets mind and bring terrifying and horrible thoughts to the surface. The target must succeed on a Saving Throw or suffer -2 to all rolls for a number of round equal to the APW. If the target critically fails their Saving Throw they flee in terror, running blindly away.

BRAIN PUSH: Once an Alien Psychic Weapon has exhausted the uses of their powers they are able to attempt to push beyond their normal limits. The Alien Psychic Weapon must succeed a Saving Throw; success means that they are able to use one more power. Should they fail, they suffer 2d6 Intelligence damage (this is temporary and recovers at a rate of one per day with rest) and is unable to act for 1d4 rounds due to sharp pain and agony piercing their brain. Each additional time that the Alien Psychic Weapon attempts this, they suffer -5 to their roll. Should a 1 ever be rolled on the Saving Throw the Alien Brain permanently loses 1 point of Intelligence.

SAVING THROW: Alien Psychic Weapons have a +2 bonus to all Saving Throws made to resist Gifts or Meditations or other Psionic abilities.

LANGUAGES: Alien Psychic Weapons are able to speak the language of humans as well as their own language as well. There is a chance that they are able to speak one additional language (GM's call).

CHANGELING

Changelings are a strange race that hail from the farthest reaches of the galaxy. No one knows if these creatures have their own homeworld or a society of their own. Encountering a Changeling is extremely rare and they are usually regarded with suspicion due to their ability to change into nearly any shape they desire. Changelings have two natural states in which they exist; a liquid state (when they are at rest) and a humanoid form.

Changelings are often hired as spies or assassins. Others take up the mantle of law officer or bounty hunter.

Level	XP	HD	BHB	ST	Shapes Per Day
1	0	1+1	+0	13	3
2	3,000	2	+1	12	4
3	6,000	3	+2	11	5
4	12,000	4	+3	10	6
5	24,000	5	+4	9	7
6	48,000	6+1	+4	8	8
Changeling Advancement Table					

CHANGELING ABILITIES

WEAPONS AND ARMOR RESTRICTIONS: Changelings are proficient with clubs, daggers, mono-daggers, swords, mono-swords, laser pistols, and laser rifles. Changelings tend not to wear any armor as it interferes with their ability to shape change, but can wear up to light armor. *Shape changing out of armor and into a different form takes an additional round.*

SHAPE CHANGE: Changelings are able to change their shape into any creature that they have seen or studied previously for at least an hour. A changeling remembers how to transform into this target permanently. The creature can be as small as a mouse or as large as a grizzly bear. The changeling gains any attack that the creature has (i.e. claw, bite, tentacle, etc.), and any movement ability (i.e. swimming as a fish, speed as a cheetah, flight of a bird, etc.), and any other natural abilities the creature may have. Changelings do not get special or supernatural type powers when changing into a creature. A Changeling can even coat themselves over technical displays and take on a chameleon-like appearance (this can be done instantly and does not require the changeling to observe the surface for an hour). Anyone attempting to notice a changeling in this state must succeed at an Intelligence check -4. A Changeling surprises any target in 1-5 on a d6.

Changelings can take on the appearance of specific people and aliens as well, but do not gain access to their memories. Changelings cannot replicate people who have overt cybernetic body parts, as they cannot change into things with gears or complicated moving parts. Changelings can transform into inert objects like rocks, trees, fallen logs, vases, furniture, etc. as well.

A Changeling can use this ability a number of times per day as indicated on the table above before becoming exhausted and having to remain in the last form or revert to their humanoid form. Each transformation takes 1 round.

At character creation the player should create a list of five shapes they are able to transform into.

PSEUDOPODS: If a Changeling takes no other action (including movement or attack) they can form up to 4 pseudopods that reach up to 10' and make an attack with each. The pseudopods deal 1d6-1 damage.

UNKNOWN PHYSIOLOGY: Changelings do not need to eat or drink, are immune to most (GM's call) diseases and poisons, and are immune to critical hits (if the GM is using that optional rule).

REGENERATION: Every 24 hours a changeling must revert to a liquid state and regenerate for 8 hours. During this time the Changeling regain HP as per the normal rules. Each hour past the initial 24 a changeling must succeed at a Savings Throw to remain in the shape that they are in. They cannot change into another shape. Each additional hour the changeling suffers -1 to their roll (i.e. a changeling that has gone on for 29 hours suffers -5 to their Savings Throw).

SAVING THROW: Changelings receive +2 to saves against Explosions and Death.

PLANT-LIKE LIFE FORM

Plant-like Life Forms (PLF) are extremely rare and bizarre creatures. These creatures are sentient trees that are mobile and roam the galaxy. Each PLF is a single and unique creature; no one knows how these creatures are born or how they came into existence.

Level	XP	HD	BHB	ST
1	0	1+1	+0	13
2	2,000	2	+1	12
3	4,000	3	+2	11
4	8,000	4	+2	10
5	16,000	5	+3	9
6	32,000	6	+4	8

Plant-like Life Form Advancement Table

WEAPON AND ARMOR RESTRICTIONS: Due to their bulk and physical structure, a PLF is unable to wear any armor whatsoever, however their physical structure is naturally thick, so they have a base AC of 7 [12]. PLFs cannot use firearms, but use their fists, clubs, and large swords.
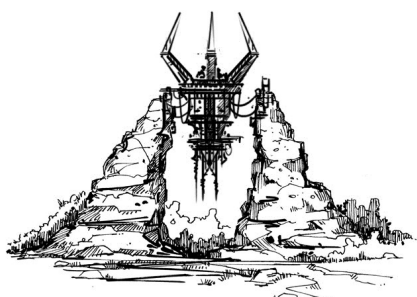
PLANT-LIKE LIFE FORM ABILITIES

BARK SKIN: Ignore 2 points of damage, except from fire which causes an additional 1d6 damage to the PLF.

UNARMED COMBAT: PLF's are skilled at unarmed combat. Their massive wooden fists deal 1d6+2 damage. Their large hands make it so they are unable to wield any firearms, but they can use clubs or large swords.

COMBAT MACHINE: Against foes of one Hit Die (1 HD) or fewer, PLFs get free extra attacks per round that can be used against only them up to one extra per experience level of the PLF.

REGENERATION: The PLF regains an extra 2 HP per night with 8 hours of rest. If any piece of the PLF is cut off (i.e. arms or legs), they will regrow in 1d4 days. Furthermore, a PLF is able to "regrow" from a single healthy twig from their body, should they ever be killed. Fully growing to their original size takes twenty days minus their level.

SAVING THROW: PLF's receive +2 to saves against Poisons and Disease.

PLANT-LIKE LIFE FORM SPECIAL ABILITIES

A PLF is able to use any of these special abilities whenever they choose. They can use special abilities a number of times equal to half their level +1 per day. The exception to this is at 1st level a PLF can use their abilities twice per day. This continues through 3rd level. At 4th level a PLF can use their abilities 3 times per day. At 6th level this is increased to 4 times per day.

ENTANGLE: The PLF is able cause small tendrils of vines and roots to grow from their body, arms, and legs and cause them to wrap around a target. The intended target must make a Saving Throw to avoid becoming entangled. Once a target is entangled they must succeed a Strength check (roll under their Strength score) to break free.

GROW: A PLF is able to grow 5 feet per round for 5 rounds. When they do this, it takes all their concentration and they are unable to do anything but grow and move. They cannot attack. Shrinking to their normal size only takes 1 round. When they grow, people are able to climb on them like a ladder.

LASH: The PLF is able to extend their arms like a whip to attack a target, doing 2d6+1 damage. It has a range of 20 feet.

LIGHTS: The PLF is able to summon a swarm of glittering fireflies that illuminate a 60 ft radius as if it were lit by lightbulbs.

ROOT BALL: A PLF is able to transform into a giant ball of roots and roll at targets. Any target in a straight line within 12' take 2d6 damage as they are trampled by the root ball. Targets are allowed a Saving Throw for half damage.

SHIELD: As a reaction, the PLF is able to form a shield of tree roots on their arm and absorb the damage of one attack.

SOIL LIFE: A PLF is able to extend roots from their feet into the soil of the ground and instantly regain 1d6+level Hit Points back.

ENVELOP (5th): The PLF is able to transform themselves into a gigantic sphere of roots that are able to protect all inside. Any creature inside this protective shell is immune to any damage, however while in this state the PLF suffers double damage from any attack as they have made themselves more vulnerable.

NEW ROBOT MODELS

FREE-ROAMING AI: Free-Roaming AI (FRAI) are AI beings that exist free of a permanent body. Their "bodies" are data storage boxes that are protected (and often times hidden) by security measures, firewalls, and even automated weaponry. FRAI have the ability to put their consciousness into various chassis (being the other robot types listed below and in White Star pg 27). The FRAI must have purchased a new chassis (or hacked into one that has not been programmed with its own personality and abilities), they can even be a ship. The FRAI gains all the abilities of that chassis and can stay in that body indefinitely. A chassis costs 1,000 credits. A FRAI has two versions of hit points. They have the hit points of their level and hard points, which is how much damage their AI data storage box can take. When a chassis is destroyed the FRAI suffers 3d6 hard point damage and its consciousness is immediately transported back its data storage location. The FRAI can then place its consciousness in a new chassis (if it has one available). Doing so takes 3d6 rounds to boot the new chassis up and upload the AIs consciousness. Hard Points are repaired very slowly, at a rate of 1 per two days as the FRAI has to repair and rewrite damaged code and programs. A FRAI Hard Points are equal to their Constitution score and increases by +1 per level. Should a FRAI be reduced to zero Hard Points, their program shorts out and is damaged beyond repair. At 1st level (character creation) choose one chassis of one robot type to start with.

ASSASSIN MODEL: Assassin models are extremely sleek that look nearly human (if not a perfect replica). Change an Assassin Robot's Dexterity to 15 if the character rolled anything less. Assassin Robot's also have the skill Stealth, and Deadly Aim Assassin abilities (pg 2).

BACK ATTACK: If the Assassin Robot does a successful sneak attack, they do an additional 1d6 damage to the target.

Assassin Robots have a holdout laser pistol in one arm and a holdout mono-dagger in the other. Assassin Robots are proficient in laser pistol, daggers, mono-daggers, and laser rifles

BASE HIT BONUS: The Assassin Robot follows the Robot Advancement Table (see below), except that their Base Hit Bonus is as follows: Level 1: +2; Level 2: +3; Level 3: +4; Level 4: +5.
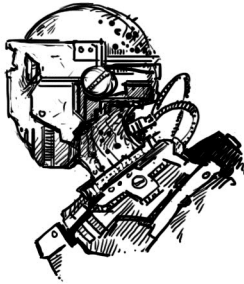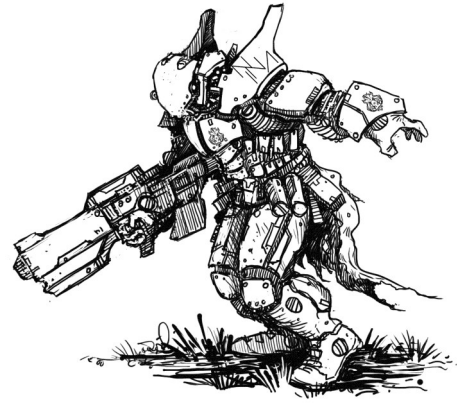
MEDICAL ROBOT: Medical Robots are highly appreciated for their expertise and quick ability to patch up patients. Under the care of a Medical Robot, a target recovers double the hit points back per full day of uninterrupted rest. A Medical Robot is able to shut down for 8 hours to synthesis needed medical supplies. During this time the robot cannot run self-repair and being in this state does not count as the robot shutting down to recharge, however the Medical Robot is immobile and out of the action during this time. At the end of the 8 hours the robot has generated 1d3 med kits and 1 anti-poison pill, these go inert if not used within a week. Once per week the medical robot is able to fabricate an Adrenaline Booster (WS, pg 97). The Adrenaline Booster goes inert if not used within the week. Medical Robots have a stun gun and a laser pistol attached to their chassis.

CLEAR: A Medical Robot is able to apply electrodes to a target that has died within the last 10 minutes and attempt to shock a person back to life. The robot rolls a d100 and if they roll a 1-50%, the dead target is revived with 1 HP. If a 51-100% is rolled, the target is dead. A target can only receive one shock treatment per session.

PLEASURE MODEL: This model of robot looks like an extremely attractive humanoid. These models are popular in many seedy dens of debauchery and sin as they don't need as much rest as true humanoids, do not need food or water, and are able to tailor themselves to the needs and desires of their customers. Change a Pleasure Model Robot's Charisma to 16 if the character rolled anything less. Pleasure Model's also make great manipulators and are able to wrap a mark around their finger. A Pleasure Model is able to use the Aristocrat **Silver-Tongue** ability (WS, pg 17) with any target that they are "engaged with." Pleasure Models are proficient with daggers, mono-daggers, and laser pistols.

SCOUT ROBOT: A Scout Robot does not have legs, but instead hover jets that give the robot a movement of 24 feet and allows the robot to hover up to 15 feet off of the ground. Scout Robots have the ability to track targets (can pick up a targets tracks by making a successful Saving Throw), can survive even in the harshest environments and do not suffer any environmental damage from heat or cold, and have the ability to record video and audio for up to 150 hours and transmit their recordings to another receiver. Scout Robots are equipped with a laser pistol and laser rifle built onto their chassis. The Scout Robot has either stealth armor or a personal cloaking device installed (WS, pages 95 and 98), player's choice.

These robots gain the general abilities of all robots outlined in White Star (pg 27-29) plus any additional information described below.

Level	XP	HD	BHB	ST
1	0	1+1	+0	15
2	2,000	2	+1	14
3	4,000	3	+2	13
4	8,000	4	+2	12
Robot Advancement Table				
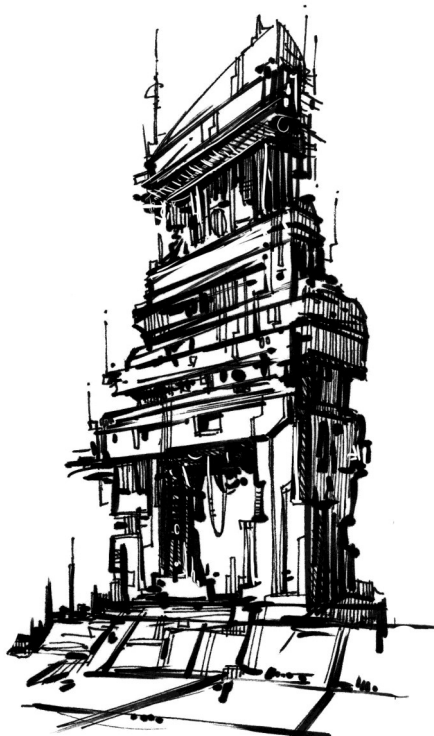
CHAPTER TWO
OPTIONAL RULES

This chapter outlines rules that a GM may want to include in their White Star (or other OSR-style sci-fi games).

LUCK POINTS

PCs are just a slight cut above the rest of those who roam the stars. This is reflected with their levels, increase in hit points, base attack bonus, and Luck Points (LP).

Luck Points give PCs a little extra "umph", allowing them to pull off a few exceptional actions. Each session a PC starts off with three Luck Points. These do not carry over or stack after each session, so whatever isn't used is lost.

Luck Points do the following (player's choice):
- Allow PC to reroll failed roll (attack, save or skill ST).
- Allow PC to automatically hit with an attack, succeed on a save or skill ST.
- Keep the PC from dying. They will stabilize at 1d6 HP, but are unconscious. However, they may end up in an even more complicated situation.
- Take a second move or attack action.
- Gain a second wind, regaining ½ of maximum HP back. *This can only be used once per session.*
- Turn an enemy's successful attack into a miss.

For some groups, Luck Points and similar mechanics just don't sit right- so this is an optional rule and can be ignored completely, if so desired.
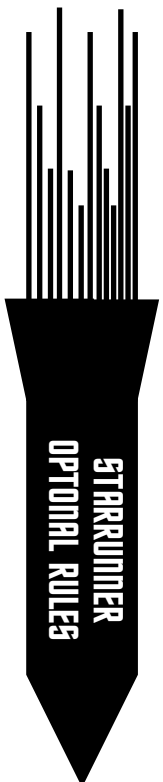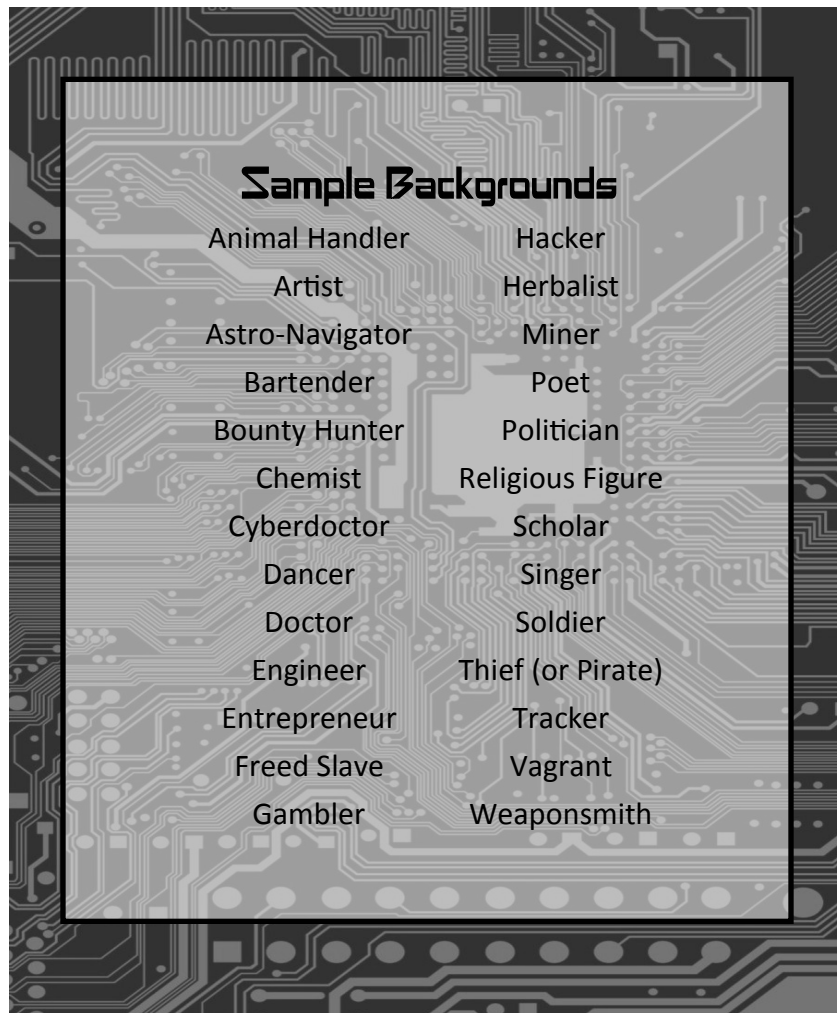
DUAL WIELDING

Characters are able to wield a one-handed weapon in each hand if their Dexterity is a 13 or above. This does not give them an extra attack, but does increase their attack by +1 and damage by +2 .

BACKGROUNDS

At character creation a player chooses one background that they feel fits their character concept. This background and their class highlights what the character can perform, skill-wise. If the player can justify the action they are attempting to perform by their class or background, then they make a Saving Throw (adding or subtracting the appropriate attribute modifier). If the task is something that cannot be justified by class or background, then the player must roll over a 15 (adding or subtracting the appropriate attribute modifier).

Example 1: Pasco Tibbs, a Tech Specialist class with a Hacker background, is attempting to is attempting to hack a computer and gain access to secret files. The GM figures this is appropriate for the wiry, grease-covered wrench jockey. Pasco is 3rd level, so his ST is a 13. He also has a 15 Int, granting him a +1 to his roll. Pasco rolls a 13, adds his +1, for a result of a 14. The GM has Pasco describe how he is able to hack the computer in the nick of time.

Example 2: Hicks Mar, an Assassin class with a Soldier background, is attempting to fix a busted engine part on a spaceship as enemy pirates are closing in on their position. The GM rules that neither his background or class fit for this purpose, so he must roll a 15 or over to accomplish this task.

Sample Backgrounds

|	
Animal Handler	Hacker
Artist	Herbalist
Astro-Navigator	Miner
Bartender	Poet
Bounty Hunter	Politician
Chemist	Religious Figure
Cyberdoctor	Scholar
Dancer	Singer
Doctor	Soldier
Engineer	Thief (or Pirate)
Entrepreneur	Tracker
Freed Slave	Vagrant
Gambler	Weaponsmith

CONTACTS

At character creation a player can create two level 1 contacts or one level 2 contact. After this initial point, all contacts must be gained through role-playing. A contact could be a whore, a starship captain, a hacker, a bouncer at a local bar, a fixer, a fence, etc. It's up to the player to decide who they are.

This optional rule works in conjunction to the Tech Specialists Connections ability.

Level 1 Contacts- Standard contact. You use them sometimes and they may remember you, but then again they might not. They could have information you need, but they also might not know a Hacker from a shoebox. They have no loyalty to you and would rat you out at the first sign of trouble.

Level 2 Contacts- You see them on a semi-regular basis. You may have done a few favors for them, or passed enough credits their way that they've become more endeared, to you and you've become buddies. You receive +1 to Charisma checks when attempting to get a Level 2 contact to do something for you.

Level 3 Contacts- These are more than buddies to you; they are stout friends who will stand by you. You may have grown up with this person, or saved their life. You see this person on a regular basis, and really don't even think of them as a contact anymore. Usually a level 3 contact will do whatever they can to help you- even risk bodily harm. If a test is needed to convince the contact to help you in some way, you receive +2 to the Charisma check (roll under).
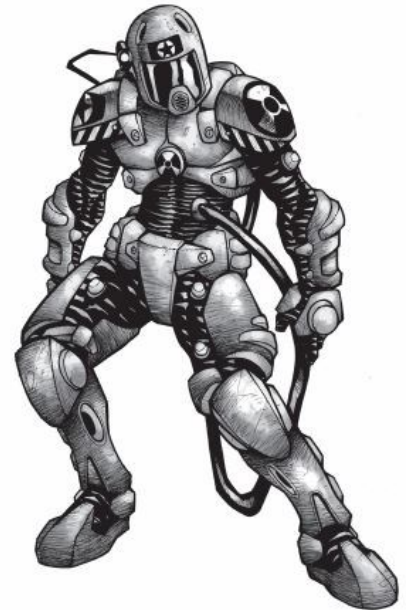
CHAPTER THREE
NEW GEAR, CYBERWARE, AND VEHICLES

This chapter contains additional weapons, gear, advanced items, vehicles, and cybernetics for a White Star (or other OSR-style sci-fi) game.

NEW WEAPONS AND GEAR

Weapon	Damage	ROF	Range	Weight (in LBS)	Cost (in Credits)
Melee Weapons					
Buzz Saw Gauntlet	1d6+2	-	-	7	50
Stun Baton	See description	-	-	3	15
Throwing Knife	1d2	3	10 ft	0.5	2
Ranged Weapons					
EMP Cannon	See description	1	100 ft	7.5	150
Glob Gun	See description	1	30 ft	2.5	50
Glob Rifle	See description	1	65 ft	5	100
Grenade (EMP)	See description	1	30 ft	1	35
Grenade (Flash)	See description	1	30 ft	1	25
Grenade (Glob)	See description	1	30 ft	1	35
Plasma Pistol	1d6+2	1	100 ft	3	100
Plasma Rifle	2d6	1	200 ft	7	200
Stun Gun	See description	1	60 ft	2.5	50
Glue Pack (20)	-		-	.5	15
Plasma Pack (10)	-	-	-	0.5	15
Power Pack (20)	-	-	-	.25	10

MELEE WEAPONS

Buzz Saw Gauntlet: This weapon is worn over one hand, completely covering it. Inside the gauntlet is a grip that the wearer squeezes to activate the buzz saw blade. This is a favorite weapon for many raiders and bandits who use it as much for intimidation as for torture and attack. *This weapon can also be a piece of Cyberware.*

Stun Baton: This weapon releases a small electrical pulse that stuns a target. If the attack lands, the target must succeed a Saving Throw or be stunned for 1d4+1 rounds. Targets that succeed the ST are dazed and unable to act for 1 round (but are not considered helpless). If the target critically fails the ST, they are knocked unconscious for 1d4+1 hours. Robots are immune to stun damage.

Throwing Knife: These small blades can be thrown in rapid succession at one or several targets. Each attack must be resolved separately.

RANGED WEAPONS

EMP Cannon: This hefty two-handed rifle fires an electromagnetic charge that disables electronics, computers, cyberware, and machines (including robots). If an attack lands against a robot, they must make a Saving Throw or become stunned for 1d4+1 rounds while their system is rebooted. If a robot succeeds the ST, they are dazed and unable to act for 1 round (but are not considered helpless). If the robot critically fails the ST, they are shut down for 1d4+1 hours. Normal electronics, computers, and cyberware does not receive a ST- if the attack successfully lands- it is shorted out and fried until it can be repaired. Living tissue is not harmed by this weapon.

Glob Gun and Rifle: These guns fire a lump of heated glue. If the attack lands on a target they are permitted a Saving Throw to avoid becoming stuck to a surface (i.e. the wall, floor, ceiling, etc.). If the target passes, they avoid the attack. Targets that fail must make a Strength check (rolling under their attribute) to break free. The glue lasts for 1 hour before drying up and becoming brittle.

Glue Pack: This pack contains spherical balls of green-hued glue. This is ammunition for the Glob Gun and Glob Rifle and contains 20 shots.

Grenade (Flash): This grenade explodes in a blinding flash of light. All targets in a 60 ft area must succeed a Saving Throw or become blinded for 2d4 rounds. Targets that are sightless, have protective goggles, helmets, or cybernetic eye enhancements are immune to these effects.

Grenade (Glob): This grenade explodes, releasing a splatter wave of heated glue. All targets in a 10 ft radius must succeed a Saving Throw to avoid becoming stuck to a surface (IE. the wall, floor, ceiling, etc.). If the target(s) passes, they avoid becoming stuck. Targets that fail must make a Strength check (rolling under their attribute) to break free. The glue lasts for 1 hour before drying up and becoming brittle.

Grenade (EMP): This grenade releases an electromagnetic charge that disables electronics, computers, cyberware, and machines (including robots) in a 30 ft radius. If an attack lands against a robot, they must make a Saving Throw or become stunned for 1d4+1 rounds while their system is rebooted. If a robot succeeds the ST, they are dazed and unable to act for 1 round (but are not considered helpless). If the robot critically fails the ST, they are shut down for 1d4+1 hours. Normal electronics, computers, and cyberware does not receive a ST- if the attack successfully lands- it is shorted out and fried until it can be repaired. Living tissue is not harmed by this weapon.

Plasma Pistol: This weapons shoots a ball of super-heated plasma that burns a target. Plasma weaponry damages armor and physical shields (not energy). Each successful attack reduces armor by 2 until it is destroyed and worthless.

Plasma Rifle: Like the plasma pistol, this weapons shoots a ball of super-heated plasma that burns a target. Plasma weaponry damages armor and physical shields (not energy). Each successful attack reduces armor by 2 until it is destroyed and worthless. This weapon has a longer barrel for extended range and requires two hands to shoot.

Plasma Pack: This is the ammunition for plasma pistols and plasma rifles and contains 20 shots.

Power Pack: This is the ammunition for stun guns and contains 20 shots.

Stun Gun: This pistol releases a small electrical pulse that stuns a target. If the attack lands, the target must succeed a Saving Throw or be stunned for 1d4+1 rounds. Targets that succeed the ST are dazed and unable to act for 1 round (but are not considered helpless). If the target critically fails the ST, they are knocked unconscious for 1d4+1 hours. Robots are immune to stun damage.

ADVANCED ITEMS

Battle Orb: This small orb is a small robot-like creation that understands simple commands such as "Defend this door" or "attack this target" or "defend me!". The battle orb has a movement of 12', 5 HP, +1 to attack, AC of 7 [12], a micro-laser that deals 1d6-1 points of damage, and a stun gun (see weapon description above).

Hologram Projector Mask: This metallic collar fastens around the neck of the wearer. Once activated, a new face will appear over the wearer's actual face. This new face has no substance and will flicker and crackle if touched by something. A mask can have three programed faces stored at one time. A new face can be composited but takes roughly eight hours of programming. These masks are highly advanced, but have a tendency to not always work properly. After the first hour the mask is active, there is a 10% chance the mask will sputter and flicker, revealing it is a hologram. This increases by 10% per hour until the mask powers down after five hours. The mask must recharge for 24 hours before it can be used again.

Magnetic Grappler Bomb: This small metallic device can be thrown like a grenade (30 ft range) and upon landing on the ground sends out a charge that causes all metallic items in a 10 ft radius to fly towards it. Items held in the hands of targets are ripped from their hands unless they succeed on a Strength check (roll under their attribute). They must make this save every round while the grenade is active unless they move out of the area (at half speed). Targets wearing metal armor in the area are pulled to the ground and are helpless (no save) while the grenade is active. There is a button that a person can press on the grenade to prematurely cease its duration- (stuck targets must succeed a ST to push the button). The grenade functions for 10 minutes before powering down and needing to recharge for 8 hours. The device is not consumed upon use and is reusable.

Personal Shield Projector: This small device that can be worn on the belt of an individual. A shimmering light envelopes the individual when activated. The personal shield absorbs the damage of 3 attacks before being drained of energy. It takes 24 hours to recharge a Personal Shield Projector.

NEW VEHICLES

Here are a few new vehicles for use in your White Star campaigns.

HOVER BIKES
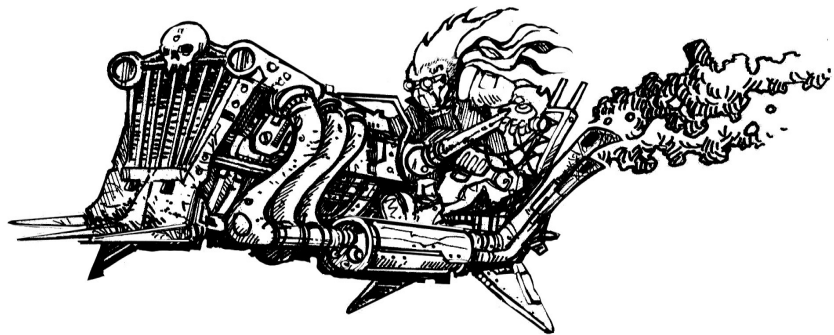
LIGHT HOVER BIKE

Armor Class	4 [15]
Hit Points	10
Shield Strength	NA
Movement	45'
Targeting	+0
Attack	NA
Modifications	NA
Cost	Base Cost: 1,000 credits (unmodified)

These are the base, no-thrills hover bikes, that speed jockeys use to tear through the streets and alleys of towns or on the tracks of races. They are fast and have great maneuverability, however are weak and are taken down by a few well-placed shots.

HOVER BIKE- THE HOG

Armor Class	2 [17]
Hit Points	15
Shield Strength	2
Movement	46'
Targeting	+0
Attack	Lasers (2d6)- front (pilot linked)
Modifications	Modified Shield (x2), High Yield Thrusters (x1), Reinforced Hull
Cost	2,260

The Hog is a hover bike preferred by thugs and racers that are making a statement. And that statement being, "*You're the meat and I'm the grinder*." The Hog comes equipped with shields, high yield thrusters, a thicker hull, and front lasers. *All these modifications and prices are based on the Starship chapter of White Star, pg 57-59.*

HOVER BIKE- THE DEVIL

Armor Class	4 [15]
Hit Points	12
Shield Strength	1
Movement	48'
Targeting	+0
Attack	Lasers (2d6)- front (pilot linked)
Modifications	Modified Shield (x1), High Yield Thrusters (x3)
Cost	2,350

The Devil is a speed demon hover bike prized by elite or daredevil riders. The Devil's speed is second-to-none and it comes with some shielding and weapons, but one wrong turn and the rider is vaped. *All these modifications and prices are based on the Starship chapter of White Star, pg 57-59.*

Note on Hover Bikes: When a target is on a hover bike, they gain a -2[+2] armor bonus due to speed and maneuverability. This is only if an attacker is trying to fire at the pilot or a rider on a hover bike.

HOVER CARGO HAULER

Armor Class	3 [16]
Hit Points	25
Shield Strength	1
Movement	30'
Targeting	+0
Attack	Lasers (2d6)- front (pilot linked), heavy machine gun (4d6)- back
Modifications	Advanced Shield (x1), Reinforced Hull (x2)
Cost	3,850 (base cost: 3,000 unmodified)

Hover Cargo Haulers are used to transport cargo from and to ship's holding bays. Most come with some form of shielding, haul, and weaponry in case raiders or pirates attempt to seize the goods in mid-transit. *All these modifications and prices are based on the Starship chapter of White Star, pg 57-59.*

NEW CYBERWARE

Here are several new pieces of cyberware, in addition to those listed in *White Star* pages 95-96, that can be found throughout the galaxy.

Bone Enhancement: The character has been injected with small nanites that chemically treat their bones, causing them to become thicker and more resistant to damage. The character's bones can never be broken. Additionally, the character ignores 2 points of damage from any attack.

Computer Brain: A small computer has been installed in the character's brain, allowing them to plug a cord directly from a port in their skull to another computer or ship. The human brain allows for quicker processing than a holovid or hand-held computer, shortening response time by 25%.

Cybernetic Ears: The character's ears have been replaced with synthetic ones. The character is able to hear double the range of normal ears and they receive +2 to any Saving Throws against sonic attacks/damage.

Cybernetic Eyes: Vision enhancement: These allow the target to see far distances, as though they were using binoculars, up to 5x their normal vision.

All cybernetic eyes can have a second augmentation added to them called Dampeners. This augmentation detects blinding lights, such as flash grenades, the sun, or other bright explosions and drops visors over your eyes, protecting you from blinding or disorientating effects.

Cybernetic Grappling Hand: This cybernetic hand looks like a large three-pincer claw that is able to grapple and lock onto whatever it is holding indefinitely. It can also be fired at a target or item up to 15 feet away. The character must make a successful ranged attack to grab a hold of the target or item.

Physical Augmentation: Small nodes are installed on the spine, increasing the character's Strength, Constitution, or Dexterity by 1 point (max of 18). It is the players choice as to which augmentation they are getting.

Emotion Suppressor: A small chip has been implanted into the target's brain that allows them to ignore emotions. Once per hour, as a reaction, the target is able to "turn off" their emotions and negate or block any effects that would affect them, such as charm person, fear, etc.

Muscle Augmentation: Small nodes are implanted in the major muscle groups of the character, increasing the character's Strength by 1 point (max of 18).

Nanites: The character has a small store of nanites stored in their spleen that are released each night to aid in healing injuries. Each night of undisturbed rest the character restores and additional 1 HP back.

Sleep Regulator: The character has a chip implanted on their adrenal gland, which causes it to produce more adrenaline, allowing the character to stay up for 48 hours without sleep and suffer no adverse effects (aside from not recovering any lost hit points). After being up for 48 hours the character must sleep for 12 hours to feel rested.

Voice Modulator: The character has had their voice box replaced with a piece of cyberware. The character is able to mimic another person's voice almost perfectly with this piece of hardware.
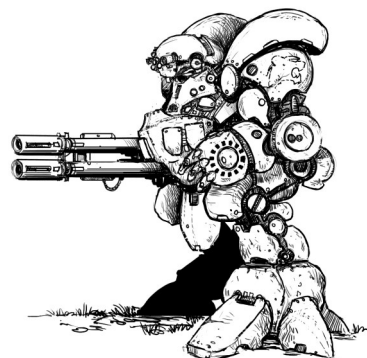
CHAPTER FOUR

MECHS

MECHS

Mechs are massive robotic machines piloted by sentient humanoids that are used for defense and war on many planets. The rules for mechs function much like combat for starships outlined in White Star, pg 48-52.

LIGHT MECHS

Light Mechs stand roughly 20' tall and are capable of holding one pilot. These mechs are lighter and more agile than any other mech, but are not as heavily reinforced or defended. These mechs are largely used for upfront combat.

LIGHT MECH TEMPLATE

Armor Class	6 [13]
Hit Points	25
Shield Strength	1
Movement	120
Targeting	+2
Attack	
Modifications	
Cost	Base cost 10,000

PUNCHER MECH

Armor Class	4 [15]
Hit Points	25
Shield Strength	1
Movement	120
Targeting	+2
Attack	Giant Blade x2 (2d6), or Giant Blade x1 (2d6) and Light Machine Gun x1 (2d6)
Modifications	Damage Control Unit, Reinforced Hull x2
Cost	13,475

The Puncher Mech specializes in up front combat, armed with two giant blades or one blade and a light machine gun. Most inexperienced mech pilots start driving Punchers into combat. They are the most cost effective and expendable.

STINGER MECH

Armor Class	6 [13]
Hit Points	25
Shield Strength	1 [3]
Movement	120
Targeting	+2
Attack	Heavy Machine Gun x3 (4d6), Ion Charge x1 (optional), Proton Missiles x1 (8d6)
Modifications	Cloaking Device, Shrapnel Cloud Unit (optional), Advanced Shielding x2 (optional)
Cost	15,750

Stinger Mechs are stealth mechs that lie in wait and attack at the most opportune moment. Often times Stingers are employed in pincer attack tactics, sneaking up behind the enemy and opening up with their three heavy machine guns and then decimating the enemy ground troops and vehicles with their Shrapnel Cloud Unit.

RIPPER MECH

Armor Class	6 [13]
Hit Points	25
Shield Strength	5
Movement	120
Targeting	+2
Attack	Heavy Machine Gun x1 (4d6), Giant Mono-blade (3d6) (chainsaw), Flame
Modifications	Advanced Shielding x2, jet pack
Cost	15,250

Ripper Mechs are used to breach the armor of other mechs, but more specifically the hulls of ships or the outside of buildings. Their giant mono-blade chainsaw slices through armor as if it were tissue. Once the area is breached, the Ripper will use its flame thrower to destroy any defenders that may be lying in wait.

MEDIUM MECHS

Medium Mechs stand 30' tall and are sturdier than light mechs. Medium Mechs are used more as defenders than front line assault mechs (which is typically reserved for light and heavy mechs).

MEDIUM MECH TEMPLATE

Armor Class	5 [14]
Hit Points	85
Shield Strength	3
Movement	90
Targeting	+2
Attack	
Modifications	
Cost	Base cost: 20,000

THE LANCER MECH

Armor Class	3 [16]
Hit Points	85
Shield Strength	5
Movement	90
Targeting	+2
Attack	Ion Charge (2d6), Heavy Machine Gun (4d6), Heavy Laser (6d6)
Modifications	Rail Cannon (8d6), Reinforced Hull x2, Advanced Shielding x2
Cost	35,640
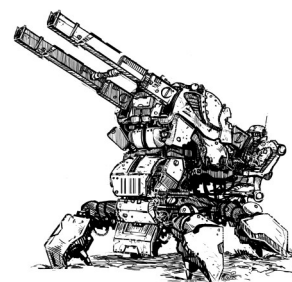
Lancers are a quadruped mech that are used to punch holes in heavily defended mechs, starships, or military installations. These mechs are feared due to their attached Rail Cannon and their enhanced hull and shielding, allowing them to take a beating.

ANTI-AIR MECH

Armor Class	5 [14]
Hit Points	85
Shield Strength	3
Movement	90
Targeting	+4
Attack	Heavy Laser x2 (6d6), Proton Missile x1 (8d8)
Modifications	Advanced Targeting x2, Cloaking Device, Missile Counter Measure Unit
Cost	39,550

Anti-Air Mechs were created to defend against air vehicles and artillery. These mechs will use their cloaking device to hide from enemy aircraft and then open up with their heavy lasers and proton missiles. Their Counter Measure Unit allows them to withstand enemy missile attacks.

HEAVY MECHS

Heavy Mechs stand 60' tall and are the largest mechs produced. These colossus metal structures lumber across the battle field dealing massive damage to other mechs or structures. These mechs have a large cargo bay that is used to transport up to twenty five ground troops or one light mech.

HEAVY MECH TEMPLATE

Armor Class	2 [17]
Hit Points	100
Shield Strength	5
Movement	60
Targeting	+3
Attack	
Modifications	
Cost	Base cost 100,000
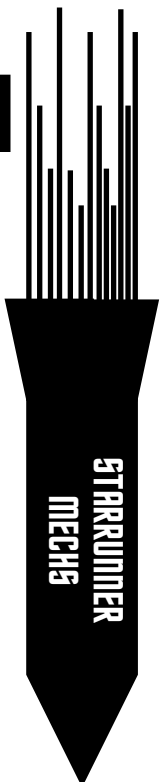
THE TANK MECH

Armor Class	-1 [20]
Hit Points	100
Shield Strength	8
Movement	60
Targeting	+3
Attack	Flame Thrower (4d6), Heavy Laser x2 (6d6), Heavy Machine Gun x1 (4d6), Rail Cannon (8d6)
Modifications	Advanced Shielding x3, Damage Control Unit, Reinforced Hull x3
Cost	Base cost 134,600
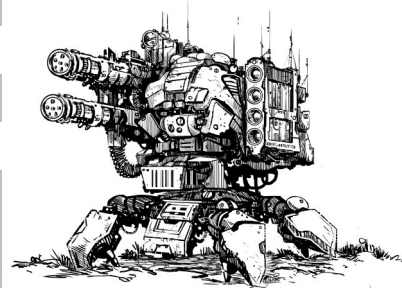
Tank Mechs are quadruped mechs and are the ultimate defenders against enemies that have breached the front lines. These mechs have the thickest armor and best shields of any mech produced. They can take a beating and dish it out in kind.

THE DEFIANT MECH

Armor Class	2 [17]
Hit Points	100
Shield Strength	5
Movement	90
Targeting	+6
Attack	Automated Heavy Laser x1 (6d6), Heavy Machine Gun x3 (4d6), Heavy Laser x2 (6d6), Proton Missile x1 (8d6),
Modifications	Advanced Targeting System, Shrapnel Cloud Unit, High-Yield Thrusters x3
Cost	Base cost 141,000

The Defiant Mech is a massive metal frame of death and pain. It is heavily armed with multiple gun and laser turrets, as well as Proton Missiles and Shrapnel Cloud Unit. The Defiant is equipped with High-Yield Thrusters so it moves alarmingly fast for its size and bulk. These mechs can easily wipe out a whole enemy force with ease.

MECH MODIFICATIONS

ADVANCED SHIELDING: This modification adds +1 to a mech's Shield Strength. It may be purchased up to three times (x3). Base Cost: 30 credits.

ADVANCED TARGETING SYSTEM: This modification adds +1 to the mech's Targeting. It may be purchased up to three times (x3). Base Cost: 20 credits.

AUTOMATED WEAPONS: This modification allows one weapon to be mounted on the shoulder of the mech and operate without a gunner or pilot operating it. The automated weapon has a Base Hit Bonus of +0. This modification may be purchased once (x1) for a shoulder mounted weapon. Base Cost: 30 credits.

CLOAKING DEVICE: This modification allows a mech to cloak (WS, pg 49). If the mech fires a weapon or activates its shields while cloaked it immediately becomes visible. This modification may be purchased only once for a mech (x1). Base Cost: 100 credits.

DAMAGE CONTROL UNIT: The mech has a group of small robots that can be deployed to fix damage to its structure. These robots heal 1d6 HP per round for 6 rounds. Once used the robots will retreat back into the mech and shut down to recharge for 8 hours. Once this time has elapsed they can be summoned for more repairs. Base Cost: 100 credits.

FLAME THROWER: This weapon releases a stream of flame in a 120' cone. Any creature in the area takes 4d6 damage. Organic creatures are immediately set ablaze taking an additional 1d6 damage per round until the fire is extinguished. Base Cost: 30 credits.

GIANT BLADE: This large melee weapon is housed in the arm of the mech and is spring loaded to emerge in an instant. It can be contracted back into the arm by the pilot. The giant blade does 2d6 damage. Base Cost: 10 credits.

GIANT MONO-BLADE: This functions exactly as a Giant Blade except the blade does 3d6 damage. Base Cost: 20 credits.

HEAVY LASER: This weapons fires a massive beam of energy that deals 6d6 damage. Base Cost: 30 credits.

HEAVY MACHINE GUN A heavy machine gun functions like a light machine gun, except that this weapon does 4d6 damage. Base Cost: 20 credits.

STARRUNNER MECHS
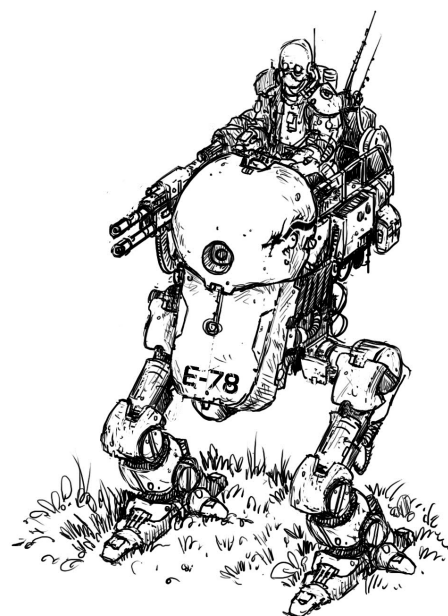
HIGH-YIELD THRUSTERS: This modification allows a mech to travel faster. It adds +10 to a mech's Movement. It may be purchased up to three times (x3). Base Cost: 20 credits.

ION CHARGE: This modification adds to a mech a single weapon with ion energy, causing less damage but causing the target's engines to seize up. A mech's weapon with the modification inflicts only 2d6 damage, but each time an enemy mech or starship is successfully hit with an ion charge it suffers -1 to Movement for the next round. It may be purchased once for each weapon on a mech (x1). Base Cost: 30 credits.

JET PACK: A mech with a jet pack can fly through the air at a movement of 50. A jet pack can be used for 25 rounds before it needs to be refueled. Base Cost: 100 credits.

LASER CANNON: This weapon fires a strong beam of energy that deals 4d6 damage. Base Cost: 20 credits.

LIGHT LASER: This weapon fires a thin laser beam that deals 2d6 damage. Base Cost: 15 credits.

LIGHT MACHINE GUN: Light machine guns are able to be mounted on a shoulder of a mech or take the place of the "hand" of the mech. Light machine guns do 2d6 damage and fire ballistic projectiles. Base Cost: 15 credits.

MISSILE COUNTERMEASURE UNIT: Some mechs have a defensive system mounted to their back. If they are the target of a successful missile attack, they can launch the defensive counter measure, which tricks the rockets into going after the decoy. Mechanically this means that the mech negates one successful proton missile attack. This can be used once every turn. Base Cost: 20 credits.

RAIL CANNON: This massive weapon can only be mounted on an assault quadruped mech such as The Lancer or The Destroyer. The ammunition from a rail gun ignores armor class, effectively reducing a target's AC to 9 [10]. The rail cannon does 8d6 damage, but overheats after one shot and cannot be used again for 3 turns. Base Cost: 40 credits.

PROTON MISSILES: This modification adds a launcher to a mech weapon that releases physical projectiles capable of massive explosions. Once installed, proton missiles inflict 8d6 points of damage. However, it does no damage against a mech or ship which has a Shield Strength of 1 or higher. This modification may be purchased once (x1) per each weapon on a mech. Base Cost: 10 credits.

REINFORCED HULL: This modification adds reinforced plating to a mech's hull, increasing its protection. It adds -1 [+1] to a mech's Armor Class. It may be purchased up to three times (x3). Base Cost: 2 credits.

SHIELD CAPACITOR: This modification reduces the rate at which a mech's Shield Strength regenerates by one (1) round. It may be purchased up to three times (x3). Base Cost: 3 credits.

STARRUNNER MECHS

SHRAPNEL CLOUD UNIT: This fires a canister round into the sky that explodes above the mech and showers a 50 ft area in large, jagged pieces of metal. All vehicles and mechs in the area roll a 1d6, on a 1-3 they are hit by the shrapnel and suffer 3d6 damage. Vehicles with rubber tires that are hit also have their tires destroyed and are difficult, if not impossible, to navigate. Ground units must succeed a saving throw or take 5d6 damage from the cloud of death. Base Cost: 30 credits. Once this has been discharged another shrapnel canister unit must be purchased for base cost of 5 credits.

STARRUNNER MECHS
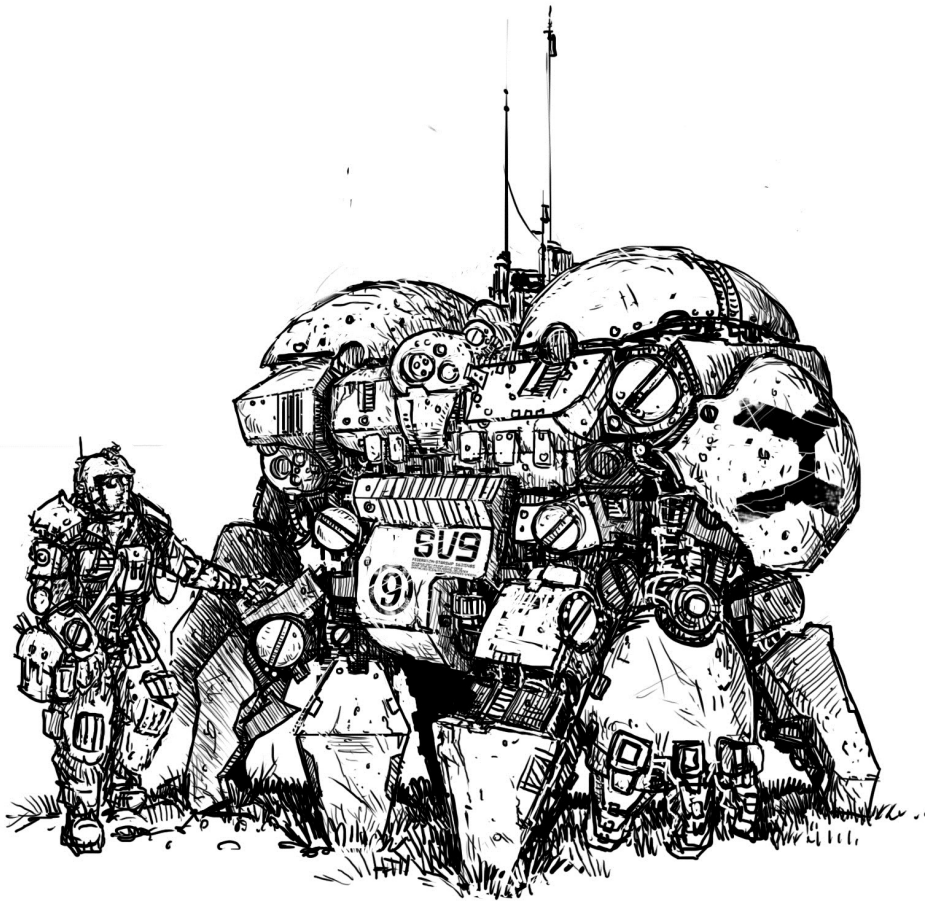
CHAPTER FIVE
GM TOOLS AND TABLES

This chapter contains several charts and tables to aid a GM with their space adventures on the fly. In this chapter you will find the following charts and tables: What Happened Between Sessions, Quick Job Generator, Random Encounters– Ground-Bound, City Hustle and Bustle, Interesting People, Aliens, Aliens, Aliens…, Ancient Alien Artifact Generator, Specific Alien Artifacts, Weird Space Religions, Looting Their Body, Merchants Generator, Getting Where You're Going, Guide to Starrunning!, Starrunning Space Station Encounters, Starrunning Starship Encounters, What's in Space– Sector Generator, Pirates and Raiders Generator, Space Station Generator, Instaplanet Generator (Macro Level), and Instaplanet Generator (Micro Level).

WHAT HAPPENED BETWEEN SESSIONS

If game time has passed between sessions (especially in more episodic play) it can be fun to find out what the characters have been up to. Have each player roll a d6 and consult the list below. Give the players a few minutes and then have them describe a story/situation that happened to them between game sessions that fits with the theme below.

1. *Sadness, Tragedy, and Blood*- (Something went bad and messed you or someone you know up).
2. *Life is Easy and Good*- (Something positive and new and exciting).
3. *I Met Someone New and They Didn't Try to Shoot Me*- (Met someone new- Who and where).
4. *Why Can't it Just go Nice and Simple*- (Complication).
5. *I'm Still Alive!*- (Victory).
6. *I Think I Made a Huge Mistake*- (Betrayal/did something you weren't supposed to).

Example: At the start of the session the GM explains that it has been one month since the events of the last session. Sarah decides to roll a d6 to see what happened to her character during that month. Sarah's result is a 3. After a few minutes of pondering, Sarah decides her character, Epsilon Slim, a human Mercenary, was doing a side mission where she was tailing an informant for a slave ring. During the mission she encountered an old man who ran a street noodle shop and she hung out there for several hours each day while she tracked the informant. The GM tells Sarah that the new NPC will show up in play and can be treated as a level 1 contact (see optional rules, pg 19-21).
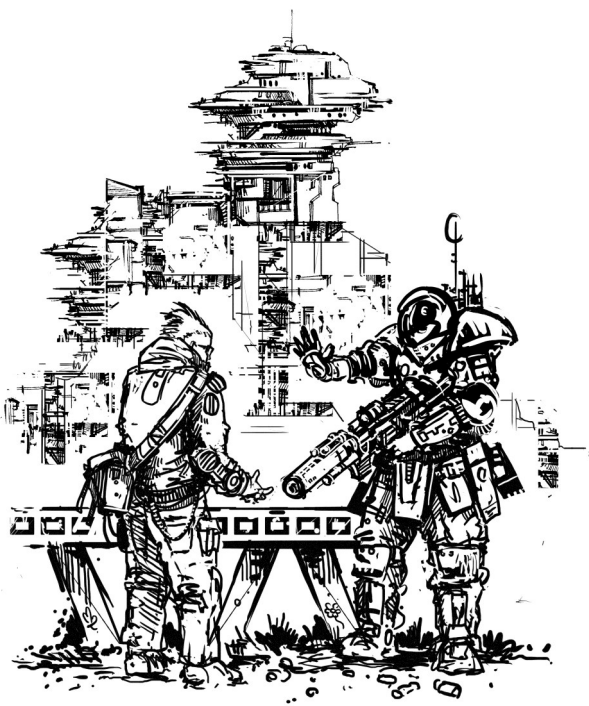
SPECIFIC JOBS

To generate a job on fly, simply roll 1d20 and consult the table below.

d20	SPECIFIC JOBS
	Job
1	A human has an energy cube that he claims contains the location of an ancient ship. He doesn't know how to access the data.
2	Undisclosed cargo to be transported to an outlying system.
3	Independent research team looking to charter transportation to a recently discovered world. They wish to "study" primitive societies.
4	Bounty: Myvex (Alien Psychic Weapon) is wanted for the murder of over a dozen humanoids.
5	Bounty: Hacker known as Vex. Wanted alive in connection to several break-ins and security breaches throughout the galaxy. No one knows what Vex really looks like.
6	Bounty: Human by the name of Tyse "Left Eye" Bint is wanted in connection with engaging in slavery transactions on a civilized core world.
7	Bounty: Y'nnsa (Alien Mystic) wanted dead or alive for the mass murder of all clients and workers in Madame Minx House of Pleasure on outlying world.
8	Darryl Taggart is looking for a mechanic to work on badly damaged ship that he just procured at a fair price.
9	Hacker wanted for legitimate work. The esteemed hotel palace Night Sky is looking for a hacker to test their newly installed security measures.
10	Bodyguards needed to escort holovid diva celebrity Felica Zhang to an award ceremony in an outlying system.
11	A merchant is looking for a ship and crew to transport live cargo to an adjacent system, pick up payment and find a cargo to bring back.
12	Stephanie Jarvis, daughter of Frank Jarvis, is reported missing. Frank is offering reward for help in tracking her down.
13	Delicate Cargo of lost tech needs to be transported to a university for study in the core worlds. It is believed the knowledge has been leaked to pirates.
14	Excavation crew is looking for travel and protection on an inhospitable world to examine recently discovered ancient ruins.
15	Raiders on an outlying world have been causing quite a bit of trouble for the local lawman.
16	A garbled message is heard from the edge of known space. The government is looking to hire freelance explorers.
17	A family that survived a massacre of Space Savages is looking for transport to a new world.
18	A planet in the Mid-Core of the galaxy has been stricken with a virulent plague. They are in desperate need of medical supplies.
19	A large gambling tournament is about to be held on a ritzy space station casino. They are looking to hire people as security and technical staff.
20	Soldiers wanted to help defend a small settlement on an outlying planet from a gang of raiders.

QUICK JOB GENERATOR

Roll 1d20 for each column on this table to generate the backbones of a job. This can be flushed out easily with details that have already surfaced during sessions or tidbits from the creative mind of the GM (a big thanks to Noisoms for creating this type of format– www.monstersandmanuals.blogpost.com)

Example: A politician needs to transport goods to a corporation. Flushing it out the GM decides that this politician has been taking money from a large medical corporation and has been charged with rounding up homeless vagrants from the streets and shipping them to the corporation to be processed for parts. The politician wants to hire the PCs to transport a large sealed cargo container to the corporation. They are not to look at or examine the contents. During transit the PCs will be attacked by a resistance group that knows what is going on and assumes the PCs are in on the take.

QUICK JOB GENERATOR

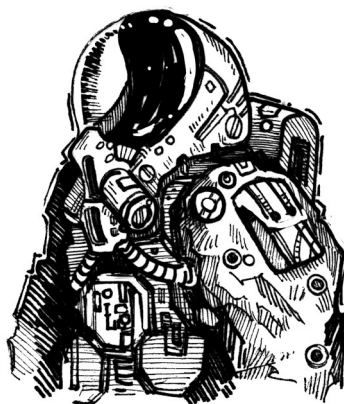| d20	Client	Desire	Action	Noun
1	A Businessman	Want(s) to	Kill	A Crime Lord
2	An Aristocrat	Want(s) to	Transport	A Whore
3	A Politician	Need(s) to	Transport goods to	A Bounty Hunter
4	A Whore	Need(s) to	Deliver	An Enemy
5	An Alien Mystic	Must	Protect	An Alien Psychic Weapon
6	A Tech Specialist	Must	Extort	A Corporation
7	A Gang Leader	Plan(s) to	Delay	A Friend
8	A Crime Lord	Plan(s) to	Maim	A Hacker
9	A Hacker	Is actively (ing)	Frame	A Ship Captain
10	A Group of Thugs	Is actively (ing)	Gather information	A Government Agent
11	A Ship Captain	Is being coerced to	Gather goods from	An Aristocrat
12	A Miner	Is being coerced to	Spy on	A Merchant
13	An Informant	Is fighting against	Escape from	A Tech Specialist
14	An Assassin	Is fighting against	Make disappear	A Scout
15	A Merchant	Want(s) to	Blackmail	An Informant
16	A Corporation	Need(s) to	Transport contra. to	A Miner
17	A Government Agent	Plan(s) to	Kidnap	A Politician
18	A Bounty Hunter	Is actively (ing)	Persuade	A Group of Thugs
19	A Friend	Must	Gather contra. from	A Businessman
20	An Enemy	Is fighting against	Secretly Meet	A Gang Leader

RANDOM ENCOUNTERS GROUND-BOUND

To create a quick and interesting random encounter, roll 1d100 and consult the table below.

| d100	Encounter
1-2	An old enemy shows up with a gang of thugs looking for revenge.
3-4	A bum offers to shine player's shoes for free while telling a joke (slips tracker in shoe).
5-6	Two alien brutes begin fist-fighting in the street, pedestrians pause and watch, causing congestion.
7-8	An old friend comes begging for help from one of the players. Says they've messed up bad.
9-10	PC walks by a Holovid broadcast showing their face, saying wanted for a crime (that they didn't commit).
11-12	**Core planet**: The city is celebrating a national heritage day during which a government official is assassinated. Panic, pandemonium, and a lock down occur. **Mid-Core planet**: A ship crashes down, destroying part of the city. **Outlying planet**: Space Savages land on a planet and begin attacking the settlement.
13-14	A man runs down the street with a briefcase in hand, while law enforcement give chase. A gun shot is heard and the local law carts his body away, but the briefcase is nowhere to be found.
15-16	A strange techno-organic virus is killing people in the area… The government begins quarantine procedures.
17-18	A hover bike race is about to begin. There are a few open spots left to enter. Heavy betting is being done.
19-20	A bank is being held up across the street by a band of cybernetically-enhanced pirates.
21-22	A bomb goes off and destroys a small research facility. Injured people are screaming and crying in the streets.
23-24	A gang war erupts in a seedier part of town while the PCs are there shopping.
25-26	A local law agent grabs a PC and accuses them of being part of a known gang and wants to take them in for questioning.
27-28	A man screams, and comes staggering out of a shack with a mono-dagger in his gut, a woman is seeing running out of house during the confusion.
29-30	A pregnant woman begins to have labor in the street.
31-32	A player accidentally bumps into a well-known Holovid celebrity. She looks stressed and worried, constantly distracted and looking over her shoulder.
33-34	A homeless man accosts the PCs, whispering of a strange cult that has been kidnapping people and he's next!
35-36	Two hover trucks get in an accident on the street. Their goods spill out; one is carrying laundered clothing. The other; fruits, vegetables, and body parts.
37-38	A group of people are beating a person; closer inspection shows it to be an elderly alien.
39-40	**Core planet**: A "charity" auction for the city is occurring. People who are in debt are being auctioned into indentured servitude to pay off what they owe. **Mid-Core planet**: A "charity" auction for the city is occurring. Women are being sold as brides to wealthy people to help pay for city's debts. **Outlying planet**: A "charity" auction for the town is occurring. Those with extreme debts are considered exiled and pushed out into the harsh wilderness. This is believed to help the town recover.
41-42	A young couple approaches the PCs, desperate to get off world and escape the girl's abusive incestuous father.
43-44	A mob has gathered outside the jail and is demanding to lynch a man who may or may not have committed a heinous crime.
45-46	A wedding is happening in a beautiful park down the way. Music and laughter can be heard.
47-48	A band is playing on the street corner. People are clapping and dancing. A woman dances by the players and slips a piece of paper into one of their hands.
49-50	A local religious figurehead (alien mystic) proclaims to have had a vision and have seen a new enemy coming from the stars, laying waste to all life in the known galaxy.
51-52	A man wanders into the street with a bomb strapped to his chest. Threatens to blow everyone up unless his message is heard.
53-54	A used ship auction is occurring today. People are gathered around to hopefully get a good deal on a ship.
55-56	A messenger of from one of the local gang leaders states that his boss wants to talk to players… To refuse would be unwise.
57-58	Old friend comes to the players asking if they would be interested in the opportunity of a lifetime.

STARRUNNER
GM TOOLS AND TABLES

59-60	A body is found in alleyway with face removed. This is 4th victim. The color of the hair and height are all roughly same and matching that of one of the PCs.
61-62	An enemy of the player(s) attempts to employ hit and run tactics. Allow rolls as normal to notice attack.
63-64	A drunk attempts to hit on a player and then becomes belligerent when denied.
65-66	A little girl is found crying in the street. She attempts to pick the pocket of the player if comforted.
67-68	**Core planet**: A parade is being held in honor of a great philanthropist who recently passed away. **Mid-Core planet**: A traveling troupe of aliens is performing one of their culture's most beloved plays. It is so bizarre and outside normal comprehension that people just stare in amazement. **Outlying planet**: A mine near the town collapses, trapping 20 people.
69-70	A group of thugs begin following the players, and eventually try to and mug them.
71-72	A local politician (Aristocrat) is making a speech, attempting to get re-elected to office. He spots the players and attempts to sweet talk them for support.
73-74	A group of factory workers are on strike and have taken to the streets in protest. Tensions are high between them and local law enforcement.
75-76	An art exhibition of one of the preeminent psychic artist is occurring.
77-78	A man is fiddling with a strange glowing cube. Loudly claims it is an ancient alien artifact that someone just gave him. There is a flash of light and all people in a 120' radius (except the players) are frozen in time.
79-80	An alien ship appears in the sky. Over the Holovids a message plays: "Return our princess to us, or face annihilation."
81-82	A four-armed green alien is beckoning the players to his shop. He says "Welcome to Rin's House of Rare Procurements."
83-84	A man is running down street, a gunshot rings out he falls down dead. The victim is a well known and liked politician of the area.
85-86	A band of men take a restaurant hostage (possibly where the PCs are eating!) and are demanding a ship and 100,000 credits. One of the hostages is an influential politician.
87-88	Bandits start terrorizing a part of the town. Players hear screams and gunshots.
89-90	A man walks into the middle of the street and screams, "The Galactic Rapture is upon us!" pulls out a gun and blows his head off.
91-92	A robot battle derby is taking place in 1d3 days. There are tickets for sale and there is betting to be done.
93-94	A man is found stabbed and dying in an alley. He hands a datapad to a PC. It contains info on a plot by an alien race to subjugate the planet and steal their rare natural resources.
95-96	A man approaches the players, asking if they are interested in crewing his ship, providing protection, and making some credits.
97-98	A bounty hunter approaches players and asks for help/info in apprehending a friend of theirs.
99-00	A relative of a PC is found dead with a warning made out to them.

CITY HUSTLE AND BUSTLE

Cities are not quiet or static places; use this table to give a city a feeling of being alive and active. Simply roll a d100 a few times, consult the table and make a note of the selected choices. Describe these activities/happenings as players walk down the street. As you use these just cross them off and write up your own.

d100	Hustle and Bustle	d100	Hustle and Bustle
1	Man preaching/ranting about religion/doomsday	2	Section of town closed- Government Officials eating
3	Anti-Corporation Group holding rally	4	Zoo of strange alien creatures opens
5	Bazaar opens to ruckus trade	6	Religious ceremony in front of a temple
7	Woman crying about her missing child	8	Homeless shelter opens for day
9	Authorities chasing someone down the street	10	Gang turf fight explodes
11	Vehicle accident of some kind	12	Cybernetic store showing wares
13	Town crier yelling out news of the hour	14	Butcher hanging meat on store front hooks
15	Honorable duel in a field	16	Ships race overhead
17	Bar fight spills out into street	18	Traffic Jam
19	Children playing	20	Pollution thick in streets
21	Street performer(s) on corner	22	Garbage piled in streets
23	Religious person preaches their gospel	24	Sewage in streets
25	Shop is having a sale	26	Section of street closed- murder scene
27	People haggling over price	28	Someone threatening suicide
29	Pimp beating whore in street	30	Military soldiers march through street
31	Couple kissing under a lamp	32	Decorated Star Knight parades by
33	Workers bring supplies from vehicle	34	Paint falls on character from overhead
35	Bank robbery in progress	36	Condemned building is demolished
37	Wedding going on	38	Alien baker selling strange pies
39	Music Festival	40	Funeral procession
41	Play about to start	42	Person on street crying
43	Street fight happening, caller taking bets	44	Jewelry maker showing wares
45	Building on fire	46	Mercenaries stating they are for hire
47	New bar just opened	48	Thug attempts to rob players
49	New restaurant just opened	50	Public urination/defecation
51	Spousal fight	52	Eating contest
53	Vehicle breaks down causing congestion	54	Festival
55	Person gets sick in front of characters	56	Parade
57	Street vender takes notice of characters	59	Casino opens
59	Little child throwing temper tantrum	60	Streetside games of chance
61	Woman cooing over dress in window	62	Person running down the street screaming
63	Men bragging about last night's conquest	64	Large gathering of people for unknown reason
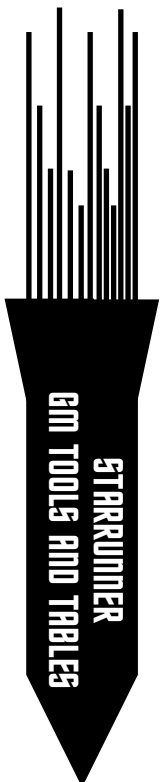
CITY HUSTLE AND BUSTLE TABLE (Con't)

65	Purse snatching attempt on a woman	66	Person drops crate they were carrying
67	A drunk gets tossed onto the street	68	City representative touring area
69	Pan handlers beg from the characters	70	Reporter asks character their thoughts
71	Whores ply their trade	72	Meteor shower can be seen over head
73	Show of the strange and bizarre about to begin	74	A filthy man blocks characters path
75	Livestock loose on streets	76	Person arguing with themselves walks past
77	Bird flying by defecates on character	78	A dog begs for food and follows character
79	Street water splashes on passerby	80	Man brandishing a weapon screams of injustice
81	Shady deal in alley	82	Old man wandering down street looks lost
83	Local law enforcement arresting someone	84	Feral cats scamper across street
85	Rabble bullying someone	86	A rave! Glow sticks everywhere!
87	Major NPC walks down street	88	Person screaming looking for a doctor
89	Characters run into old friend	90	Person heckles player
91	Pick pocket snags something from a PC	92	Person mistakes character for someone else
93	Fireworks display in distance	94	Person asks if character wants fortune told
95	Construction on new building	96	Character sees a rival across the street
97	Repairs on city wall	98	Flower girl approaches a character
99	Workers/Miners strike	00	Characters run into a famous Cortex Star

INTERESTING PEOPLE

This table is to generate interesting NPCs quickly. Roll a d100 four times to get a random NPC fleshed out or just roll once and go across the whole line. As you use these just cross them off and write up your own.

INTERESTING PEOPLE

d100	First Name	Last Name	Profession	Description
1-2	"Brawny"	Wallace	Bouncer	Thick, middle-aged, bald, trying to get out of paying recompense to ex-wife.
3-4	Aaron "Singer"	Morgan	Lounge Owner	Overweight, sings in lounge. Wants to establish prominent lounge/restaurant in town.
5-6	Bobby "Gadget"	Romero	Scientist	Bulbous nose that's been broken a few times- Complains constantly about allergies.
7-8	Chris "Rider"	Harrison	Former Ally of PC (roll randomly for PC)- Thug	Watery eyes and large teeth. Nervous that someone will find out they sold out their crew for a couple hundred credits.
9-10	Crazy Kody	Lawrence	Employer	Angry and rubs temples constantly. Wants to beat the man who ran off with daughter.
11-12	Joe "the Devil"	Spencer	Enemy of PC (roll randomly for PC)- Ship Captain	Cheerful and peppy, spring in step. Recently won a bit of money from a lottery. Looking to buy a ship.
13-14	Nate	Craig	Mining Company Employee	Rigid, uptight, and stern- Has a hard time talking to women outside of professional settings.
15-16	Kyle	Graves	Holovid Celebrity	Undisciplined and rash. Heavy addiction, always looking for next fix. Has gotten into quite a bit of debt.
17-18	Leon "Steady Hands"	Jacobs	Gang Enforcer	Vivacious and very charismatic. Has some political connections and looking to expand their network.
19-20	Lloyd	Hicks	Pirate	Suffers from migraines. Talks with a small lisp. Sensitive about it.
21-22	Steel	Hopkins	Aristocrat	Ruddy complexion. Swears they knows location of old pirate stash.
23-24	Tyler "One-eye"	Ross	Merchant	Lazy eye and self-conscious about it. Whistles when not talking.
25-26	"Mirage" Stephen	Lee	Gang Leader	Muscle bound and thick headed- Wants to prove they are tough and has short temper.
27-28	"Raven"	Curry	Arch-Enemy (Roll Char)	Cybernetic arm that is on the fritz. Rotors are stuck. Looking for information on man who took his arm.
29-30	"Saloon" Omar	Webb	Gang Thug	Highly agitated and tense, daughter went missing 5 days ago.
31-32	Gloria "the Loner"	Chubs	Bounty Hunter	Photographic memory and neurotic. Has to constantly arrange things in proper order.
33-34	Hazel	Gardner	Engineer	Has a peculiar body odor that is thick. Mumbles and doesn't like confrontation.
35-36	Heidi	Phelps	Law officer	Corrupt and easy to bribe. Believes in looking out for self only and has no vested interest in others.
37-38	Jennie	Perkins	Dock Worker	Low on cash and desperate. Work hasn't been steady and needs food.
39-40	Joann	Lawrence	Bum	Suffers from lumbago and has hard time walking up right. Always has ear for information and willing to sell it for a price.
41-42	Joyce "The Shrill"	Rhodes	Changeling	Actually an assassin. Known for ability to get the job done .
43-44	"Card Shark" Lena	Jaggens	Gambler	Winning smile and fancies self as a cult of Personality. Wanted for consorting with slavers.
45-46	Lori "Kid"	Coleman	Informant	Greasy hair and oily skin- rat-like in appearance. Has a twin sister, not much difference in appearance, poor girl.
47-48	Lorraine "Vap"	Daniels	Scoundrel	Completely normal and boring features; uses this to advantage as most people don't remember appearance.

49-50	Victoria "Spike"	Phillips	Psionic	Gorgeous. Highly ambitious and won't let anyone stand in her way.
51-52	Patsy	Stevens	Veteran of Military	Walks with limp, knee was fused. Crack shot with a laser rifle.
53-54	Paula "Queen"	Lowe	Crime Boss- Employer	Large and stocky. Avoiding investigations by a Core planet government.
55-56	Twitch	Plynth	Serial Killer	Extremely likeable. Supports people choices and provides encouragement.
57-58	Nanga	Reynolds	Drug Dealer	Filthy, hardly bathes. Has delusions of becoming a big shot.
59-60	Bybon	Malkins	Farmer	Alcoholic. Haunted by losing son and daughter during a military conflict.
61-62	Stim	Shank	Fixer	Mohawk and sunglasses. Good with mono-daggers.
63-64	Sasha	Tracer	Public Official	Very twitchy. Good number cruncher.
65-66	Illiana	Groves	Ship Captain	Tall with athletic definition. Has hard time trusting men. Wants to find the person who scarred her face.
67-68	Jessie "the Rat"	Gordon	Chemist	Has a fear of body hair, paid to have all hair lasered off. Hiding after a deal went bad with local crime boss.
69-70	"Skimmer"	Race	Miner	Smells strongly of petrol and is filthy. Lost everything gambling, takes dangerous jobs to make ends meet.
71-72	Joel	Victors	Enemy of PC (Roll randomly for PC)	Has some connection to the Mining Corporation. Acts as a strong arm/enforcer for corporation.
73-74	Brunt	Becks	Friend of PC (Roll randomly for PC)	Decent pilot, but high strung. Sometimes hyperventilates.
75-76	Fletch	Buzzkill	Salvager of Derelict Ships	Used to own a ship, but was destroyed by space savages, looking to get back into the skies.
77-78	Marcus	Holders	Mercenary	Heavily scarred from fire. Ex-military that feels those who disagree with the government should have been put to death.
79-80	Eamon	Murphy	Pilot	Portly and owns a café and a ranch on outskirts of town. Kind of an unofficial noble of area.
81-82	Kieran	Mahoney	An Alien Brute	Has a voice modulator; voice box was damaged by a pipe to the throat in a deal gone bad. Wary about dealing with strangers.
83-84	Donagh	Lynch	Whore	Dresses in drag. Prefers well-used and comfortable clothing. Likes taking chances and hopes the payout is worth the risk.
85-86	Liam	McLennan	Street Performer	Proud manner, cleft chin, some consider dashing, others belligerent. Shrewd and calculating- likes to test people before meeting them to do business.
87-88	Kierra	Mahoney	Bartender	Extremely attractive. Got caught having an affair with official's spouse. The official has goons on look out.
89-90	Ronan	Kelly	Star Knight	Calm manner and able to act as a moderator in tough situations. Sometimes has a naïve way of looking at the galaxy.
91-92	Tarina	Stamatis	Historian	Talks higher and faster as gets nervous and Excited. Spouse just died, will start crying without warning.
93-94	Alexandrs	Cem	Friend of PC (Roll randomly for PC)	Voice sounds odd for sex. Extremely loyal to those considered a friend.
95-96	Mynce	Panos	Scout	Thin, wispy hair, keen hard eyes. Was a scout for the military for over a decade.
97-98	Tryphon	Bora	Tech Specialist	Intense eyes, hardly blinks. Known for strange acts of rage and cruelty.
99-00	Boozo	McGee	Dancer	Ruddy complexion with big nose. Fear of open places, prefers basements or dingy clubs.

ALIENS, ALIENS, ALIENS...

This table can be used to quickly generate a personality type (or demeanor) for an alien race.

2d20	Result
2-19	Human (10% chance human is Psionic)
20-22	Peaceful alien
23-24	Diplomatic alien
25-26	Telepathic alien
27-28	Cybernetic alien
29-31	War-like alien
32-33	Domineering alien
34-35	Alien Brute
36-37	Alien Mystic
38	Alien Psychic Weapon
39	Plant-like Life Form
40	Changeling

ANCIENT ALIEN ARTIFACT GENERATOR

This table allows quick generation of an ancient alien artifact. Roll 1d10 to determine the form, a d10 for the name (and an "of"), and a d10 for the power. Just flush out what happens after this is generated.

Example: Urn of Xryth- The ashes held in this urn are said to be the remains of a powerful alien mystic. When applied to a person's forehead and allowed to soak in for 24 hours, it increases their Intelligence (to 18).

ANCIENT ALIEN ARTIFACET GENERATOR

d10	Artifact	Name	Power
1	Urn	Zapa	Stops time except for user for 1d6 turns
2		Joolin	De-ages user by 2d20 years- sucks life out of other people
3	Statue	Lelu	Resistant to damage. Ignore 1d6 points of damage while in possession
4		Vxy'pax	Stops from dying, once this is performed must be given to another person
5	Rune	The Binoid	Increases Intelligence to 18.
6		Hypalon	Become lucky. Automatically succeed on two rolls per session
7	Orb	Gnaxx	Target must make ST or be vaporized
8		Bossvyn	Target must make ST or age 3d10 years
9	Strange Gizmo (roll on table to right)	Xryth	Gain knowledge of location of long forgotten world
10		Ethqualp	Creates area of silence in 15' radius

Strange Gizmo

Roll d6
1. Phased Circuit Board
2. Magnetic Gem Necklace
3. Metallic Cube
4. Cybernetic Attachment
5. Bronzed Cylindrical Rod
6. Computerized Crown

SPECIFIC ANCIENT ALIEN ARTIFACTS

Here is a list of strange alien artifacts and their given powers.

The Orb of Un'Rah- This orb fits into the palm of a medium-sized creatures hand and emits a soft blue glow that illuminates an area like a torch. Once per day the holder can point the Orb of Un'Rah at a target and encase them in an icy-blue beam of light. The target must succeed at a Saving Throw or become paralyzed until released.

The Cube of Meditation- This cube was used by an ancient order of Star Knights. When in the hands of a Star Knight they add +2d6 turns to a Meditation duration and stores one extra Meditation ability that the Star Knight is able to tap into once per day.

The Probe- This sinister silver object is used to obtain samples from biological beings and access their strengths, weaknesses, and abilities. After a sample is taken the probe takes 1d3 hours to analyze the data. The wielder gains information on the target such as if a certain type of damage harms the target more than normal, special abilities, etc. The wielder also gains +1 attack and damage against that type of biological being while the Probe is on their personage.

The Black Hole- This small black orb can be thrown at a target or placed somewhere. The thrower can then mentally activate the Black Hole. Once activated a small singularity 10' in diameter forms. Anything in a 30' radius that is not secure is immediately sucked into the singularity. Targets are allowed a Saving Throw to grab ahold of a secured structure to keep from being sucked in. Targets that are not near a secured structure and in the affected area do not receive a Saving Throw, and are sucked in. The singularity remains for 1 round before collapsing in on itself. Once the singularity vanishes a small 10' crater is left in the area.

The Gong of Tia'Rabala- This ancient gong was a ceremonial piece that was rung during honorary dinners. Targets that eat a full meal (remain for one hour) while the gong is rung every 10 minutes and are filled with courage and pride, gaining +1 to attack rolls and Saving Throws for the next 2 hours.

Hideous Mask of the Shadow- This ceremonial mask was used by an ancient religious sect from the far reaches of the galaxy. While wearing this mask the wearer's armor class is increased -1 [+1]. Once per day the wearer is able to wrap themselves in shadows becoming nearly invisible. It grants the wearer the ability to surprise a foe on the roll of 1-4 on a 1d6, or simply move around without being detected.

WEIRD SPACE RELIGIONS

Need a Space Religion or organization for the group to interact with? Roll 1d8 to generate the religious group (or simply choose). After the religious group is generated, roll 1d12 and consult the table below (Power and Reach of Religious Group, pg 49) to discover how powerful the Weird Space Religion Is.

WEIRD SPACE RELIGIONS

D8	Religion
1	**Followers of the Fallen Star:** This religious group believes that infinite knowledge and power can be gained by observing the collapse of a dying star. Their leader, Briggs Coldrunner, a Human Pilot, leads his believers from system to system chasing collapsing stars.
2	**Believers of the Void:** This strange cult believes that the end is nigh and only by embracing eminent death and destruction can one attain true power and enlightenment. The group is led by an exiled and fallen Star Knight, Fa'chi Grax.
3	**The Purists:** This group is opposed to cybernetic or bio-organic enhancements to lifeforms, believing tampering with the natural order will cause huge ramifications throughout the galaxy. The extremist group vandalizes research facilities, cyber shops, and even harasses those who sport cyberware. A few even go further and perform terrorist activities such as firebombing clinics and the like. The leader of this group is an Alien Brute simply known as Vinn.
4	**Bandits of Pleasure:** This hedonistic group of ne'er-do-wells live for thrills and decadence. They see the galaxy as their playground and are not afraid to take what they feel is theirs. The leader of the Bandits of Pleasure is a Human ex-Hover Bike Racer named "Too Fast" Klicks.
5	**Survivors of Fire:** This group takes to scaring their face and arms in acid and fire to show the strength that resides within the weak flesh. They believe that the ritual cleansing of fire prepares them for the harsh realities of the galaxy. They also believe that those who are able to look upon their scarred visage and be calm and helpful is truly an ally. The leader of this group is an imbalanced Alien Psychic Weapon named Dyna.
6	**Followers of The Way:** This group is led by an exiled Star Knight, Wynn Ryse, who enjoys being worshipped as some sort of god. She teaches others tenants of The Way, promising power and knowledge in the afterlife, knowing full well that nearly all of her followers have no ability to use The Way.
7	**Guardians of the Past:** This religious sect cherishes history of the galaxy and seeks to preserve all knowledge they can. They travel the galaxy, delve into ancient ruins, and seek interviews with historians in order to preserve the past. The group is led by a Plant-like Life Form who has been in control for nearly 250 years.
8	**The Vyndeer:** This secretive group that believes a supreme being created all of the galaxy as part of some high order cosmic plan and then vanished, leaving the lesser beings to their own devices. The group believes that this before the being vanished, it hid secret knowledge throughout the galaxy and those brave and clever enough to find them will obtain wealth, power, and enlightenment. A more radical off-shoot of the Vyndeer believe that by obtaining all of the secrets through the galaxy, they will be able to resummon this divine being and be eternally rewarded. The Vyndeer wear black cloaks lined with gold and silver, and black featureless masks. No one outside of the highest Vyndeer ranks knows who leads this organization.

Power and Reach of Religious Group
Roll 1d12: 1-2) Group is considered a joke; 3-5) Little to none; 6-9) Decent- their message is generally known; 10-11) Great- the group has followers in several systems, go on missions to spread the word, and have an active role in politics; 12) High- The religious group is a power house and is not to be trifled with. Their reach extends into world and galactic politics and they have friends in high places.

LOOTING THEIR BODY

If there is one constant in role-playing, is that the PCs will be murderhobos and kill pretty much any adversary that they come across. After the death and mayhem, the PCs want to know what's in their pockets. Use this table to find out what the poor, dead saps are carrying.

d100	Item(s)
	LOOTING THEIR BODY
1-3	*Small bit of low quality alcohol.
4-5	*20 bullets (or 1 energy pack) and a bit of protein meal.
6-7	*Personal letter to person from friend/loved one.
8-57	*Number shown on dice doubled in credits found.
58	Datapad showing information to a weapons stash.
59	Letter from undisclosed person asking for player(s) to be murdered.
60	Picture of a beautiful woman.
61	Strange piece of ancient technology.
62	Encrypted datapad with information on a bank heist set in 1d3 days.
63	Deck of playing cards.
64	Plasma Torch.
65	Mono-dagger with ivory handle (illegal).
66	Ransom letter with picture of victim to be delivered to wife.
67	Deed to a ship on a distant planet.
68	Cred Chip worth d6 x 100 credits.
69	Map to an unmarked sector past the Outlying planets.
70	Bottle of pain killers.
71	Pack of cigarettes.
72	Clip of armor piercing ammo (+1 damage to firearms).
73	An extortion letter addressed to the dead person. Speaks of a meeting set for next day.
74	Identity card showing that this person is a wealthy well-known aristocrat.
75	EMP grenade

76	Fresh, slightly bruised, fruit.
77	2 vials of pain relief drug.
78	Jug of water.
79	Tech Specialist tool kit.
80	Letter of pardon on a Core planet.
81	Flash Grenade.
82	Picture of family, two children.
83	Encrypted datapad with shipping manifest for a transport ship.
84	Book on history of The Way.
85	Book of fairy tales from Alien Mystic society.
86	Deed to a small shack on outskirts of town.
87	Name and number of a corrupt lawyer in wallet.
88	Smoke Grenade.
89	Small music box.
90	Beat up trumpet in backpack.
91	Chewing tobacco.
92	Gasmask.
93	Personal shield.
94	Half eaten sandwich and a bottle of whiskey.
95	Information on one of the players.
96	Rocket boots (WS, pg 94-95).
97	Psychic inhibitor (WS, pg 94-95).
98	Laser attraction gauntlet (WS, pg 94-95).
99	Small video/picture frame with 20 pictures of mutilated bodies.
100	Handheld Holo-vid hacker.
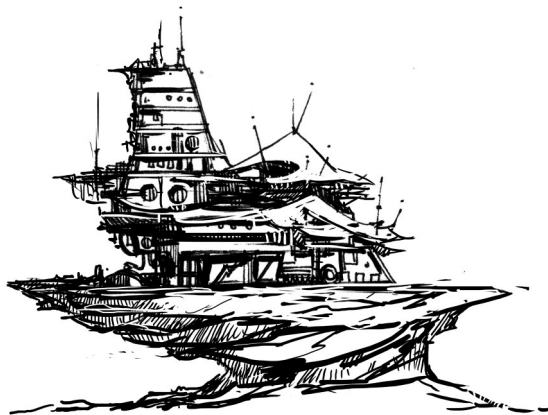
MERCHANTS GENERATOR

Use this table to quickly generate a shopkeeper/vendor the PC's to do business with.

d20	Description
1	Fat, surly, and mistrusts women. Not so good prices.
2	Stern and frail looking. Decent prices, but will hold vendetta against anyone who tries to
3	Likes hearing stories about ancient cultures, convinced life in the past was always better
4	Overweight, bedridden. Collector of rare antiques. Quite wealthy. Outrageous prices.
5	High end aristocrat, concerned with protocol and image. Will offer fair price, but
6	High prices for not very good merchandise. Will pay well for illicit jobs, but will double
7	Extremely nervous, can be bullied into lower prices.
8	Wants to hear about other people's adventures to other planets. Quite lonely. Fair
9	Rich merchant, high prices. Served in military and believes in rigid formality. Has access
10	Beautiful woman with a haunted look in eyes. She has pictures of destruction from war
11	Young man with squeaky voice. Continuing family business and has self-doubt about
12	Old widow. Her business is in trouble of going under after husband died. Found out
13	Boring store with a boring man at the counter with boring prices on boring sales. Front
14	Exiled aristocrat looking to make her way in the world. Has set up shop to help those in
15	Quirky sense of humor. Bad prices. Jobs often involve high risk.
16	Has more cyberware than real body parts. Was the victim of a wasting disease. Will become gruff and offended if people stare at him for too long. Moderate prices.
17	Sweet old woman with good prices for real food stuffs. She also sells drugs to keep her
18	Junk vendor. Sometimes the info is well worth the high price of a broken comb.
19	Grumpy and harassed-looking. High prices. Being extorted for "protection money."
20	Ex-soldier that has decent prices and extremely friendly. Front for an independent cell

GETTING WHERE YOU'RE GOING

This is just a simple table to figure out how long it takes to get from one sector to the next.

Example: *Tys Fletcher, Captain of the Saratoga, a beat up cargo ship, recently decided to purchase some medical supplies from a Core Planet and is attempting to sell them on an Outlying World. After finding a suitable planet he realizes that it will take eleven days to reach (the GM rolled 3d6+4 for the result). He orders his pilot to plot the course that will get them there quickly. The pilot succeeds their check and is able to shave four days off the journey.*
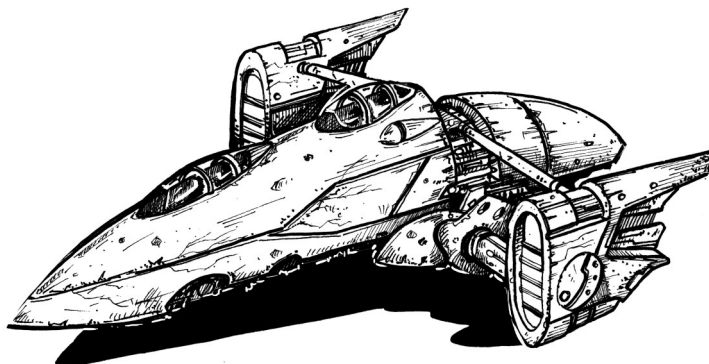
GETTING WHERE YOU'RE GOING

Origination	Destination	Time (Roll)	Piloting Check
Core Planets	Core Planets	1d6 days	-1d2 days
	Mid-Core Planets	2d6 + 2 days	-1d3 days
	Outlying Planets	3d6 + 4 days	-1d3 + 2 days
Mid-Core Planets	Mid-Core Planets	2d6 + 2 days	-1d6 days
	Outlying Planets	3d6 days	-1d6 + 2 days
Outlying Planets	Outlying Planets	3d6 + 1 days	-2d6 days

GUIDE TO STARRUNNING!

The Guide to Starrunning is used to generate events, complications, and encounters while on a space voyage. The known universe is huge; for each week of space travel roll a d12 and consult the table below. To determine how long a voyage is (if you don't have a planned idea), simply roll on the Getting Where You're Going table (pg 52).

GUIDE TO STARRUNNING!

d12	Result
1	A random piece of equipment on the ship is damaged due to your negligence and living a hard life in space (can also be used for damage in combat). Roll 1d8 to determine system then roll 1d4 for extent of damage.
	System Damaged: Roll 1d8: 1) Life Support; 2) Propulsion; 3) Computer; 4) Sensors; 5) Communications; 6) Hull; 7) Weapons (if applicable); 8) Roll twice, the second is damaged as a result of the first.
	Extent of Damage: Roll 1d4: 1) *Minor Damage*: Can be fixed with an Intelligence/Mechanic based skill.
	2) *Moderate Damage*: The part is not working properly and takes at least one day of being completely powered down to fix. This can be fixed with an Intelligence/Mechanic based skill with a -2 modifier to the roll.
	3) *Severe Damage*: The damage to the area is extensive and is creating massive problems. New parts will be necessary and even fixing the affected area(s) will only limp things along until repairs can be properly made at a dock. After successfully being fixed -2 is taken to all tests made using this affected equipment (if applicable). This can be fixed with an Intelligence/Mechanic based skill with a -4 modifier to the roll.
	4) *Catastrophic Damage*: The damage is terrible and the equipment is shot. You need to get to a port immediately for repairs. It is possible to jury-rig the equipment into a slightly functioning state. This can be fixed with an Intelligence/Mechanic-based skill with a -6 modifier to the roll. The equipment is such a mess that using it for any purpose receives -4 to all further rolls with the damaged system until fully repaired/replaced.
2-8	The known universe is quite expansive, nothing interesting encountered.
9	Space Station (*roll on Starrunning Space Station Encounters on pg 54*).
10	Solar Flares- need to alter course; extends trip by 1d3 days.
11	Space Debris/Asteroid Field- Pilot must make a Saving Throw (or piloting check) to avoid the debris/field. Failure may mean delays in trip and damage to ship from being struck by objects. Roll 1d4 for damage (see above result #1). To determine the density of the space debris/asteroid field, roll 1d3.
	Density of Debris/Field: Roll 1d3: 1) *Light:* Standard difficulty to avoid. 2) *Moderate:* Piloting type rolls suffer -2 while in field. 3) *Dense:* -4 to all piloting type rolls.
12	Spaceship Encounter (*roll on Starrunning Starship Encounters on pg 55*).

STARRUNNING SPACE STATION ENCOUNTERS

d12	Result	Info
1	Trader Outpost	The proprietor has been down on his luck and he and his crew are desperate for trade. The person may be desperate enough to do something crazy.
2	Science Station	Minimally staffed. It does have 5 Stunt Fighters (WS, pg 57) and 1 Gunship (WS, pg 54) that can be deployed at all times. The station also has standard defenses.
3	Military Outpost	Usually used as a re-supply and refueling station for the other vessels of the government passing through the area. It has full R&R facilities for crews. The station has a full deployment of Stunt Fighters (WS, pg 57) and 1d4 Gunships (WS, pg 54) that can be deployed at all times. There is a 10% chance that a Dreadnaught (WS, pg 53) is docked at the station. The station also has high-grade defenses.
4	Slaver Outpost	Small compliment of 1d3 altered ships and minimal defenses (GM choice). Used as an exchange point for the slave trades. The leader is greedy, cruel, and vindictive. Houses 1d20+10 slaves, leader Jarvis Jinx and 1d10+5 slavers.
5	Space Savage Outpost (Only in Outlying Planet Territory)	This station fell prey to a Space Savage (WS, pg 81) attack and the foul beasts have remained here ever since. Two Stunt Fighters (WS, pg 57) and one Medium Transport (WS, pg 55) are used by the Space Savages for raids on outlying planets for "food" and other victims. There are 5d8+5 Space Savages on the station plus 5d6 Space Savages on the various ships.
6	Mining Corporation Outpost	Standard mining operation harvesting material from asteroids in the area. The station has limited defenses.
7	Salvage Station	Ships bring derelict ships and other various bits of scrap for salvage and credits. Salvage is processed here. The operator is Barnix Randall with a crew of 2d6+2 on the station. There is a short range transport that allows them to travel to the nearest planet. The station has limited defenses.
8	Abandoned Derelict Station	All hands are found dead on this station, possibly the victims of a Space Savage (WS, pg 81) attack. There are personal affects worth plenty here. Roll d100 x 50 for total amount of credits the goods are worth.
9	Pirate Station	The station is ran by Stew McGail, a calculating man, who seizes every opportunity that comes his way (so long as he has the advantage). He has four ships at his command and a crew that is mostly loyal. At any given time there are 1d12+5 of McGail's crew on the station. There are 2d20+5 travelers, customers, and the like also found on the station.
10	Trading Outpost	This is a repair and refueling station. It has a small amount of permanent residents, mostly those not looking to be found, and some working "entertainment" as well. There's a chance you can sell your goods here, find transport, or just disappear yourself if need be. The station is owned and operated by a tough Alien Psychic Weapon by the name of Fen Lin.
11	Independent Mining Station	A small rickety station that has seen better days. The Mining Corporation has had several people land on the station and attempt to bully the group of people who own it. They are looking for help to make ends meet. They will not turn over their property to a huge conglomeration like the Corporation.
12	Casino and Resort Station (Core and Mid-Core Territories only)	Owned and operated by Leonard Sheldon, a proper business man. The station houses several high end, as well as less illustrious forms, of flesh entertainment. The station has a security force of 300 and over 2,000 employees. The station has a few Stunt Fighters (WS, pg 57) for protection as well. The station caters to any needs, legal or otherwise, to those who can afford it.

STARRUNNING STARSHIP ENCOUNTERS

d100	Result
1-2	*Raiders on Light Transport (WS, pg 55)*- 2d6+2 aboard.
3-4	*Pirates on Heavy Transport (WS, pg 54)*- 3d12+2 aboard.
5-6	*Pirates on Medium Transport (WS, pg 55) and a Gunship (WS, pg 54)*- 2d10+3 aboard. Ship has armaments.
7-14	*Merchant Ship-* Take the number you just rolled and multiply that by 100; that's how much credits the Merchant is carrying. He has a few things to sell/barter. He has a loyal crew of mercs (2d8) that will defend/protect him.
15-16	*Cruise Ship-* Rich people from the Core planets travel in these lavish floating cities to see the rugged life of the Mid-Core and Outlying planets. Shuttles occasionally set down on certain planets, but only ones with proper facilities. At any time there over 1,000 passengers, 2,000 employees, and a security force of 200. The ship has roughly 10 Stunt Fighters (WS, pg 57) for protection.
17-18	*Dreadnaught (WS, pg 53)-* Agile long ship with a large compliment of troops and a squadron of fighter ships.
19-20	*Floating City-* This large floating city epitomizes the might and technological advancement of cultures long since passed. This massive ship houses over 5,000 military personnel with a dozen fighter squadrons and transport shuttles. There is over 40,000 citizens aboard this structure, full working environmental ecology, and a thriving economy open to trade with passing ships.
21-22	*Raiders on Gunship (WS, pg 54)-* 2d8+1 aboard ship. There is also one raider in a Stunt Fighter (WS, pg 57).
23-24	*Raided Empty Ship-* Hull has been breached. Weapon damage is evident.
25-26	*Drifting Ship-* Ship is deserted and drifting in space. Ship was hit by Space Savages (WS, pg 81). There are still 1d4+1 Space Savages on board (Outlying planets only).
27-28	*Small Salvage Ship-* Has some parts and supplies to barter.
29-30	*Damaged vessel-* Signs of weapon damage. Bodies can be seen in space. Ship was hit by raiders.
31-32	*Slaveship-* Transporting slaves to Mid-Core or Outlying planets. There are 1d20+10 slaves. Crew of 2d10+2.
33-34	*Large Salvage Ship-* Ship has a large cargo bay and two docking ports. Extendable arms to secure salvage. 2d6+2 crew.
35	*Bounty Hunter-* Small agile ship with hidden weaponry and decent armor plating.
36-37	*Trade Diplomat Military Vessel-* Vessel traveling from Core worlds to either Mid-Core or Outlying planets to "negotiate" trade relations with another world. The diplomat is an Alien Mystic. The crew is a group of five highly trained assassins that are extremely loyal to the Alien Mystic and will throw down their lives to protect the diplomat.
38-40	*Settlers-* A group of 10 families (roughly 65 people) are all crammed on a Medium Transport (WS, pg 55). These people are traveling to the Outlying planets in the hopes of finding a new place to make a life.
41-42	*Space Savages in Stunt Fighters-* There are five Space Savages (WS, pg 81), each in a Stunt Fighter (WS, pg 57).
43	*Pirates-* Pirates lead by an Alien Brute are on a large modified transport ship (WS, pg 54). There are always 2d20+4 pirates aboard.
44-46	*Passenger Transport*– **Heading from: Roll 1d3**: 1) Core; 2) Mid-Core; 3) Outlying planets **–to–: Roll 1d3:** 1) Core; 2)Mid-Core; 3) Outlying planets. There are 2d20+5 passengers aboard and a crew of 10.
47	*Pirates attacking Transport-* Pirate Gunship (WS, pg 54) and one Stunt Fighter (WS, pg 57) are attacking a Light Transport ship (WS, pg 55) that is sending out a distress call to nearest vessel.

48	*Heavy Transport*- The ship is filled with a group of religious devotees (roughly 30) that believe that replacing their flesh with mechanical components will bring them closer to perfection. The people have been corrupted and perverted by a group of Assimilants (WS, pg 75). There are always 1d6 Assimilants on board. They serve as "priests" of this order.
49	*Prison Ship*- Highly dangerous set of criminals on board. A riot is in progress and a distress signal is being broadcast.
50-52	*Transport Ship*- **Carrying dignitaries from**: **Roll 1d3**: 1) Core; 2) Mid-Core; 3) Outlying planets **–to–**: **Roll 1d3**- 1) Core; 2) Mid-Core; 3) Outlying planets. Ship is experiencing mechanical trouble and is in need of aid.
53	*Long Abandoned Ship*- The ship is so old that it doesn't show up on any registry. What happened to the ship? What treasures does it hold?
54-55	*Prison Ship*- Prisoners being transferred to "holding facility". Former ally is on board and manages to get message off saying prisoners are going to be killed. Doesn't know who message reaches.
56-71	*Medium Sized Transport*- Standard crew attempting to make their way in the known universe.
72-82	*Medium Sized Transport*- Mixed group of passengers and merchant cargo. Roll 2d20 and multiply by 100- this is the amount of credits the merchant has.
83-85	*Small Transport*- Religious order of Star Knights on a pilgrimage across the known universe, studying The Way.
86-87	*Pirate Ship*- Captain of the pirates is an old ally of a PC. Will be nice to the PCs as soon as PC group is recognized. The pirate crew is secretly scheming mutiny.
88	*Plagued Ship*- The people on the ship died a horribly painful death and their liquefied organs are now oozing across the deck plates. The virus is highly contagious to those not in a protective suit.
89-90	*Strange Ship*- The ship does not match any known designs. The ship is piloted and controlled by a large Plant-like Life Form that has grown throughout the whole ship. It's head is located in the bridge.
91-92	*Rickety Light Transport*- This light transport has seen better days. The crew of 3d6+3 are a crew of thrill-seeking Hover Bike Racers that are traveling to a huge race in the Outlying World.
93-94	*Merchants Vessel*- They are unknowingly transporting illegal weapons to a pirate base in the Mid-Core territories.
95	*Small Transport*- A government spy traveling aboard this ship observing the attitudes of the populace that various worlds have of their government.
96	*Dreadnaught (WS, pg 54)*- Holding orbit above a Mid-Core or Outlying planet and threatening embargo after an official was killed and rioting in the main city.
97-98	*Alleged Merchant Ship*- Actually cover for an assassin on assignment who has been sent to kill any disloyal member of the government.
99	*Merchant Ship*- Mostly filled with random chemical ingredients. Secretly transporting humans in sublevel that are incubators for cloned organs.
00	*Ancient Alien Ship*- This massive ship is shaped like a cube with strange rune-like etchings on the hull that glow a faint blue hue. The ship is roughly double the size of a Dreadnaught (WS, pg 54). What secrets and technology are on this ship?

WHAT'S IN SPACE SECOTR GENERATOR

This tool can be used if the GM needs to quickly generate a sector of space. Simply roll multiple d20s on a piece of paper and mark their configuration in relation to one another and note their values or write down their values and configure them as desired (four to seven d20s is a decent sweet spot between too sparse and too populated).

If you desire to further explore what is happening with a generated result, roll a d4 to determine which of the actions listed in that number's description is occurring Once a result is used, feel free to cross it out and write your own. *A sample sector map is provided on page 59*.

WHAT'S IN SPACE- SECTOR GENERATOR

Roll	Result
1	**Battered and destroyed space station:** Roll 1d4: *1) raiders are hiding out on the station; 2) there is a secret cache of weapons on the station; 3) a lost piece of alien technology is on the station; 4) a group of adventurers are exploring the station looking for salvage.*
2	**Ice planet:** Roll 1d4: *1) an ancient tower sits at the top of the north pole; 2) pirates are meeting here to trade in illegal goods; 3) toxic gasses are bursting through freshly formed ice fissures; 4) a team of scientists are examining the planet, believing this planet used to house an ancient civilization.*
3	**Derelict spaceship:** Roll 1d4: *1) starship is in a state of disrepair, several systems failing. Salvage only; 2) the ship was abandoned several months ago. Markings identify it as belonging to an infamous group of raiders; 3) the starship is actually the chassis of a free roaming AI that was damaged in an attack; 4) the spaceship was carrying a strain of an alien bacteria. The containment field failed and all hands were lost.*
4	**Starship:** Roll 1d4: *1) belongs to a group of pirates; 2) belongs to a group of scientists; 3) belongs to a group of adventurers; 4) belongs to a military organization.*
5	**Jungle planet:** Roll 1d4: *1) an ancient temple that housed followers of The Way can be found on the surface; 2) a rare plant grows on the planet that can cure many interspecies ailments, the planet is highly contested; 3) numerous attempts to land on the planet and explore have all failed. Something destroys the ships before they land; 4) the planet was terraformed by a long-forgotten race.*
6	**Active space station:** Roll 1d4: *1) military/exploration starship is docked for R&R; 2) a bomb has gone off in the promenade, station security has tightened; 3) a roving fleet of merchant ships is docked at the station engaging in festivities and trade; 4) a religious ceremony of importance is occurring on the station.*
7	**Nebula:** Roll 1d4: *1) a strange looking ship has been spotted drifting in the nebula; 2) the gases collected from the nebula are highly volatile, but worth the danger in credits; 3) a small planet is hidden within the nebula. A race of reptilian creatures call this planet home; 4) the nebula is actually a sentient space being.*
8	**Advanced technology planet:** Roll 1d4: *1) the planet has been taken over by Assimilants (WS, pg 75); 2) the world has a massive space yard in orbit, building some of the most advanced starships in the galaxy; 3) the world has dedicated itself to pharmaceuticals for ailments all over the galaxy, but charges outrageous prices for the medicines; 4) the world is a technological paradise. Many come to vacation and relax on this world.*
9	**Casino space station:** Roll 1d4: *1) the station is running a high stakes gambling tournament. The pot is over 200,000 credits; 2) a well-known entertainment celebrity is about to perform on the station; 3) the station is owned and ran by the Signs of the Eclipse, a notorious crime syndicate; 4) the station is on lockdown after a group of hackers bypassed the security systems and made off with millions of credits.*
10	**Strange drifting ruin:** Roll 1d4: *1) the ruin has begun transmitting a signal, it has been roughly translated from an ancient dialect to "Lesser life forms… we come in peace."; 2) a shield of high energy protects the ruin. Science/exploration organizations are desperate to get inside; 3) the ruin will telepathically communicate with an Alien Mystic or Alien Psychic Weapon; 4) the ruin is a cryogenic freezer and terraformer of an extinct alien race.*

11	**Comet:** *Roll 1d4: 1) the comet is actually a frozen spaceship that has been traveling through space for millennia; 2) the comet is comprised of ice, space debris, and rare minerals that are worth large sums of credits; 3) the comet is on a collision course with a planet/space station; 4) the comet houses a military base of a warlike alien race, they are using it to get close to a planet to begin invasion.*
12	**Asteroid belt:** *Roll 1d4: the asteroid belt is highly contested territory between the Mining Corporation and the system government. Who has rights to harvest the materials from the belt; 2) a starship was damaged by a passing asteroid and is now adrift in the belt. A rescue mission must be mounted; 3) the belt is mined with explosives to prevent people getting to a secret pirate stash; 4) pirates use the belt as a base.*
13	**Large space creature:** *Roll 1d4: 1) the space creature is a harmless space animal, however it will become territorial if something gets too close; 2) the creature is aggressive because it is about to give birth; 3) it is actually a living spaceship and would be willing to take on passengers; 4) is sick with a space disease and is seeking a cure.*
14	**Science space station:** *Roll 1d4: 1) the space station has discovered a new source of energy and is celebrating the achievement when they are attacked by mercenaries; 2) the science team is observing life in the sector as part of an anthropological study; 3) the science station is secretly developing bio weapons; 4) the station crew has been exposed to an unknown contaminant, the entire crew has de-evolved into lesser creatures found on their worlds.*
15	**Small star:** *Roll 1d4: 1) the star is beginning to implode and the sector government is attempting to stabilize it; 2) the star has begun to pulse making communication outside of the sector impossible; 3) a terrorist group is threatening to cause the star to go nova unless their demands are met; 4) a harvesting corporation has begun to collect the gasses and energy given off by the sun without any regard as to how it will affect the sector.*
16	**Desert planet:** *Roll 1d4: 1) the planet is used as a penal colony for several sectors. It is a harsh world where only the strongest survive; 2) the planet is a blighted wasteland, those that live on the planet survive in an extensive network of underground catacombs; 3) most of the people who live on this world are employees of the Mining Corporation, who mine the planet for resources; 4) the planet was once lush with a thriving population, now ruined and barren due to a thousand-year war.*
17	**Temperate planet:** *Roll 1d4: 1) the planet is known for its peaceful agrarian population; 2) the population of this world has a higher percentage of those born with the ability to use The Way than any other known world; 3) a civil war has erupted on the planet surface. Outsiders have been taken hostage and are being used as bargaining chips; 4) several of the massive lakes on this world have been poisoned by a strange contaminant, the government is desperate to discover how to remove the toxin and who is behind this terrorist act.*
18	**Volcanic planet:** *Roll 1d4: 1) the planet is used as secret military base to develop weapons and as a staging point for invasions into other sectors; 2) the planet is in a state of collapse, eventually it will break apart and become an asteroid field; 3) the planet is home to a race of anthropomorphic insectoid creatures that can survive in the most extreme conditions; 4) massive statues and ruins dot the landscape of an extinct and forgotten society.*
19	**Military space station:** *Roll 1d4: 1) the station was formed by the local government as a deterrent to other forces or pirates from entering this sector; 2) the population on the station is tense and ready for action after threats were made against the sector; 3) the station is from a bygone era of aggression and violence, it will soon be decommissioned; 4) a coup has occurred on the station and a new regime has taken over.*
20	**Black Hole:** *Roll 1d4: 1) the black hole forms in the sector, starting small but will grow with time. How can this be stopped?; 2) the black hole is not a normal singularity, but instead releases bursts of EMP energy, which shorts out any ships and technology that get too close; 3) the black hole is actually a portal to a different dimension; 4) When the black hole opened up, it destroyed a planet and nearby space station. Several billion lives have just been lost and the rest of the sector is in a state of panic and attempting to escape.*

The Xxyon Sector
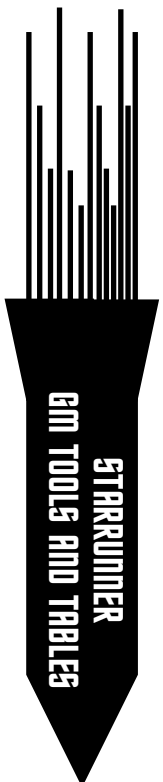
NEBULA
Actually a sentient being

DESERT PLANET
Planet houses mostly Mining Corp employees

SMALL STAR

Terrorist group is threatening to blow up sun

THE SUN

VOLCANIC PLANET
Planet has secret military base

ADVANCED TECHNOLOGY PLANET
Advanced technology used to turn planet into tourist paradise

ASTEROID BELT
Pirates use belt as a base to stage raid from

Well-known celebrity to perform at casino station

SMALL STAR

CASINO SPACE STATION

JUNGLE PLANET
Ancient temple of follow-ers of The Way on surface

59

PIRATES AND RAIDERS GENERATOR

This table allows a GM to generate pirates and raiders quickly and on the fly. Roll 1d12 four times and consult each column.

1d12	Group Name	Motivation	Leader	Fleet
		PIRATES AND RAIDERS GENERATOR		
1	Spacers	Conquer trade lanes in area.	Braggy Bart	3d3+3 stunt fighters
2	Bone Crunchers	Gather more ships to amass bigger fleet.	Zylon Zyl	2d4+1 stunt fighters, 1 gun ship
3	Red Novas	Capture life forms to sell as slaves.	Cold Dekker	2d2+2 stunt fighters, 1 blockade runner
4	Rusted Bullets	Smuggle drugs and weapons to underground movements.	Jyon Minx	2d2+2 stunt fighters, 1 gun ship, 1 blockade runner
5	Skulls	All one race, hates other species. Commits acts of violence against them.	Aimee Fesk	3d6 stunt fighters, 1 medium transport
6	Vapes	Seeks the thrill of attacking others on trade lanes.	Wynn and Bryan Mince	6d6+6 stunt fighters, 1d2 gun ships
7	Blood Pirates	Secretly hired by corporation to attack rival company and hinder their profits.	Knack	6d6+8 stunt fighters
8	Ironclads	Thrill-seekers that simply enjoy killing.	Iron Jaw McCready	4d4 stunt fighters, 1 light transport
9	Black Holes	Smuggle secret weapons for an arms dealer.	Y'youll	4d4 stunt fighters, 1 light transport, 1 blockade runner
10	Blades	Seeks to acquire medical and technology goods to sell on black markets.	The Machine	6d6 stunt fighters, 1 blockade runner
11	Night Terrors	Bio-enhanced soldiers hooked on enhancement drugs. Need money to purchase more drugs.	Grand	6d6 stunt fighters, 1d3 gunships, 1 blockade runner
12	Bastards	Sponsored by government to create panic in populace so they will approve military measures.	Bym Tym	6d6 stunt fighters, 1d3 gunships, 1 star cruiser, 1 blockade runner
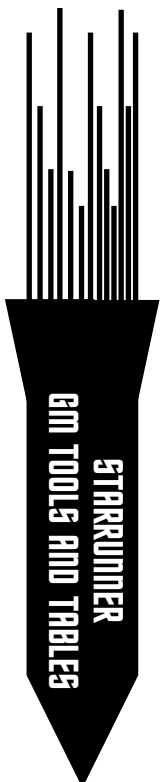
SPACE STATION GENERATOR

Need to roll up a space station in a hurry? Simply roll a d4, d6, d8, d10, d10(%), d12, and a d20. This will give you a working space station in a few moments. Once you have generated the station, you just need to create a name for it.
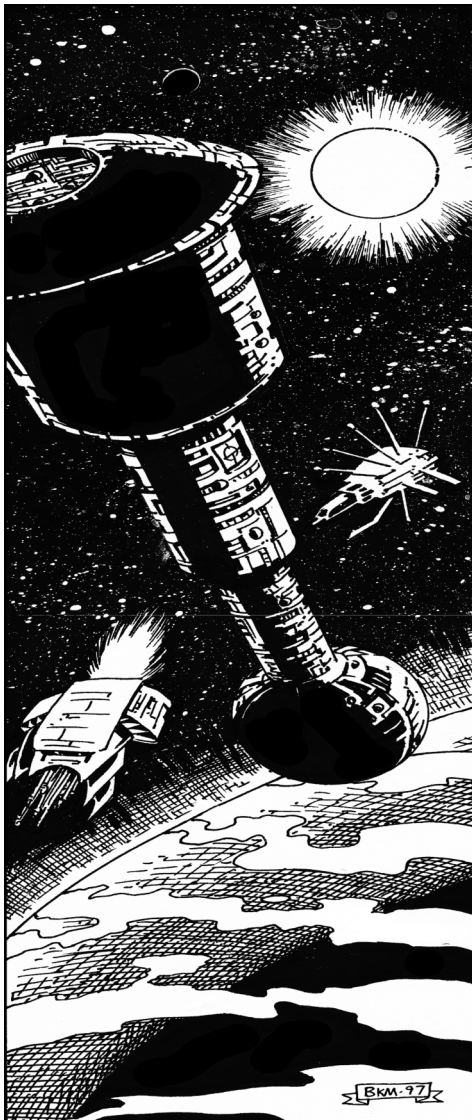
Space Station Generator

Roll	Result
d4- Population	1. Sparse- 100+1d100 inhabitants (2d20+10 guests at any time) 2. Decent- 200+1d100 inhabitants (3d20+30 guests at any time) 3. Lively- 1,000+1d1000 inhabitants (2d100+100 guests at any time) 4. Dense- 3,000+1d1000 inhabitants (5d100+200 guests at any time)
d6- Interesting Feature Near Station	1. Planet- Roll 1d3: 1) Inhabited; 2) Uninhabited; 3) Destroyed 2. Asteroid belt 3. Remains of ships- space battle from long ago 4. Strange space creatures 5. Fleet of ships 6. Nebula
d8- Station Problems	1. Power fluctuations 2. Enemy ships in area 3. Solar flares 4. Computers fail 5. Strange rodent creatures that are over-breeding 6. Terrorist threat of bomb hidden on station 7. Strange debilitating sickness spreads throughout station 8. Part of station destroyed, shortage of needed supplies

d10- Underground Interest	1. Station is great meeting location for various parties
	2. Guards are on take- allow storage of illegal contraband
	3. Hidden laboratory that makes highly addictive drug
	4. Nobles/aristocrats on station are crime family
	5. Local bar owner is highly active fencer and connection
	6. Slave traders have arrangements to use an occupied cargo bay for deliveries and transactions
	7. Engineer uses station equipment to fabricate highly valuable faux jewels
	8. Station used as delivery point for pirated/plundered antiquities
	9. Weapon smugglers use station to conduct transactions
	10. Leader of local government uses station to discreetly meet with smugglers

d10 (%)- Interesting Shop	1. Museum of ancient antiquities
	2. Oddity shop
	3. Bar of exotic drinks, food, and sex
	4. Holographic entertainment room
	5. Zoo of creatures from other worlds
	6. Library with actual books from hundreds of worlds
	7. Cybernetics chop shop
	8. Used starship salesman
	9. Robot production plant
	10. Chapel to bizarre religion

d12- Type of Station	1. Trader outpost
	2. Science station
	3. Military outpost
	4. Junker/salvage outpost
	5. Mining outpost
	6. Resort station
	7. Trader outpost
	8. Trader outpost
	9. Junker/salvage outpost
	10. Resort station
	11. Starship refueling depot
	12. Hydroponics farm station

d20- Interesting Leader of Station (*if desired*)	1. Carissa Vargass, Aristocrat pirate
	2. Xanax Tylop, Alien Brute
	3. Vincent Razar, Scoundrel
	4. Group of nobles
	5. Devin James, retired Mercenary
	6. Robin Trask, ex-Hover Bike Racer
	7. Massive brain in a jar
	8. Collective of psychic aliens
	9. Cosmos, Alien Mystic
	10. Sheena Bryrh, Assassin
	11. Gr'yll Brobath, Alien Brute
	12. Dirty Hobbes, Adventurous Pilot
	13. Ren Drake, Scoundrel
	14. Victor Nym, Aristocrat
	15. Baby Girl, Psionic Scoundrel
	16. Tragg, Mercenary
	17. K'yll Hu, Pilot
	18. Jackson Asher, Bitter Scout
	19. Mason Biggs, Bionic Soldier
	20. Bibbles, Pleasure Model Robot

INSTAPLANET GENERATOR MACRO LEVEL

To generate a planet on the fly (broad strokes), roll a d4, d6, d8, d10, d10(%), d12, d20, and another d20. This will give you a background of the planet. If you desire to quickly generate more detail about the planet, turn to pages 66-68 and use this table in conjunction with Instaplanet Generator Micro Level. After results are generated, flush them out.

INSTAPLANET GENERATOR- MACRO LEVEL

Roll	Result
d4- Tech Level	1. Low
	2. Medium
	3. High
	4. Futuristic
d6- Population	1. *Abandoned-* The society is gone- abandoned for whatever reason. There *may* be a few survivors here and there or single outpost or town.
	2. *Sparse-* There are a few colonies throughout the planet; most likely small outposts. Probably no more than several tens of thousands inhabitants on the planet.
	3. *Decent-* A few colonies throughout the world, or a few cities, or one large city. Roughly a population of several million inhabitants.
	4. *Busy-* The planet is teeming with inhabitants. There are several large cities on the planet. The planet has roughly a population of several hundred million to a billion.
	5. *Packed-* The planet is bustling with inhabitants. There are several massive cities on the planet. Population has roughly a population of several billion people.
	6. *Metropolis-* The planet is over-populated and may even be one giant city (GM's call). The planet has a population of tens of billions of people.

d8- Events/Obstacles	1.	A sickness ran rampant through the population, killing roughly 20% of the inhabitants.
	2.	A long running conflict has just come to an end and the world (or part of it) is celebrating.
	3.	An unrecognized configuration of starship has crashed into the planet.
	4.	The leader of the government has been assassinated. The world is in mourning.
	5.	The Mining Corporation desires to land on the planet and begin an invasive drilling process.
	6.	A fleet of ships has arrived and formed a blockade around the planet for some unknown reason.
	7.	The sun has been eclipsed for 1d6 days- a completely unnatural occurrence and the local populace does not know the cause behind this strange phenomenon.
	8.	Tensions are running high amongst two rival factions; violence is eminent.

d10- Events/Obstacles	1.	Electric storms are raging through the area causing electronics to short out and shut down.
	2.	A large group of pirates have congregated around the planet and are charging a tax to anyone wishing to set down.
	3.	A strange fungus has wiped out many of the planet's crops. The planet is in a state of famine.
	4.	Several grizzly murders have occurred in the main city. People are wary of one another and look at everyone with suspicion.
	5.	A group of ferocious aliens has set down on the planet and is engaged in a ritualistic hunting event. They don't care if they hurt others in the process.
	6.	Earthquakes rattle the area, destroying many buildings and damaging shuttleports.
	7.	A strange type of fuzzy rat is breeding at an alarming rate. In a few days the cities will be overrun with these cute, but annoying, rodents.
	8.	Celebrations turn into riots when a beloved public figure is assassinated during the ceremonies.
	9.	An old enemy of one of the PC's shows up on the planet, and is looking for revenge.
	10.	The planet is currently in a state of martial law- making traveling and gathering information extremely difficult.

d10 (%)- Fascinating Structures	1.	A crashed ship that has been turned into a tavern/inn.
	2.	An ancient, large black obelisk that rests just outside of the city.
	3.	A government building that is built on massive floating lily pads (or barges, planks, etc.).
	4.	An inverted pyramid built into the ground by ancient hands.
	5.	A building made from faintly glowing crystal.
	6.	An ancient religious temple intricately carved from limestone.
	7.	The penal colony is built on a massive crab walker and moves around the planet.
	8.	Building is a spaceship that hovers in the sky.
	9.	Structure is sculpted from a comet that crashed on the planet thousands of years ago.
	10.	Building of soft angles and several stories is constructed completely out of gold.

d12- Structures	1.	Prefabricated structures created of metal and fiber-plastic.
	2.	Structures are made of stone and mud.
	3.	Many of the structures are created from storage/shipping containers.
	4.	The structures are created from non-functioning/redesigned starships.
	5.	Structures are created from living plant matter.
	6.	All structures have a conch shell-like construction.
	7.	Buildings are huge arcologies.
	8.	Structures are made of a bronze metal that is warm to the touch.
	9.	Structures are round glass buildings.
	10.	The inside of the buildings are labyrinthine.
	11.	The buildings are covered in solar panels.
	12.	The buildings are all built on large metal or stone stilts.

d20-Environment	1. Desert planet.

1. Desert planet.
2. Ice planet.
3. Lush jungle.
4. Planet is covered in massive mushrooms.
5. Patches of the planet are barren rock.
6. Toxic and covered in a miasma. All cities are built in protective domes.
7. Giant crystals grow out of the ground and hum when lifeforms are near.
8. Planet is a gas cloud. All buildings are on floating rocks.
9. Entire planet is an ocean. All buildings are in protective domes or built above the sea on floating barges.
10. Swamp planet.
11. Volcanic planet.
12. Planet is toxic and barren. All life lives under the planet crust.
13. Planet is covered in massive sand storms.
14. Planet is swampy. It rains 90% of its cycle.
15. Arid planet.
16. Tundra planet.
17. Planet of lush vegetation. The vegetation forms a conscious hive mind.
18. Artificially built planet. No one knows who constructed this wonder.
19. Planet is a living being and is covered in fleshy membranes.
20. Roll twice and combine.

PLANET NAME

d20	1) Tryklar; 2) Abtoss One; 3) Z-7665H; 4) Hyphron; 5) Haven; 6) Yzrak; 7) Port Myth; 8) D-5517; 9)Poplar; 10) Ghystar; 11) Byztine; 12) Klaxon; 13) Beta; 14) P-4832Z; 15) Rockbalt; 16) Carcass; 17) Victory; 18) Whendon; 19) Lythblat; 20) Nazpar

Example One: *Carcass is a failed colony world that was abandoned after the tensions that ran high between two rival factions exploded into a small but fierce civil war. Many argue that the colony didn't survive due to the low tech that was provided for settlement. Carcass is an ocean world where all the structures are built upon floating barges. The architecture of all the buildings resembles large round glass buildings. Earthquakes are shaking the ocean floor and causing massive waves to rattle the area, destroying many buildings and damaging the abandoned shuttleports.*

Example Two: *D-5517 is planet covered in massive mushrooms that stand 20'-40' in height, and is renowned for its advanced technology and its highly dense population of tens of billions of inhabitants. The capital building of D-5517 is a spaceship that hovers in the sky. Most of the buildings are constructed of a bronze metal that is warm to the touch. Recently D-5517 has had its share of troubles: a strange type of fuzzy rat is breeding at an alarming rate. In a few days the cities will be overrun with these cute, but annoying, rodents. Also an unrecognized configuration of starship has crash landed in the capital city.*

INSTAPLANET GENERATOR MICRO LEVEL

Coming up with a planet on the fly can be hard... coming with a few locations on that planet on the fly can be even HARDER. Instaplanet allows you to generate the interesting things in the surrounding area on the fly. You can use this in conjunction with the Instaplanet Generator Macro Level (pg 63). Simply take a piece of paper and various dice (see below) and drop them on the paper. Consult the chart below and mark down the locations (see pictures below in example) on the paper. The outcome can be what is encountered in an area or the entire planet (GM's choice).

As far as the number of the dice you drop, that is your call. If you want the planet to be densely populated with Landmarks and Population Centers, then drop numerous d6's and d8s. If you only want one or two Interesting Features drop a d4 or a d10 (or both) and for a Point of Conflict, just drop 1d10 (%).

If you feel a roll on any of these tables is too unique to be repeated, once it has been rolled simply cross it off and create a new one.

Once you have your map, you can quickly link it to what you have created with the Instaplant Generator Macro Level and just fill in some quick gaps. The distance between each location is your call. You can do something like each 1" apart is 10, 15, 30 miles, etc.; or roll 2d6 and that's the number of hours or days the locations are from one another. Then just fill in the blanks with random encounters, etc.

An example with sketched out ideas is located on page 68.
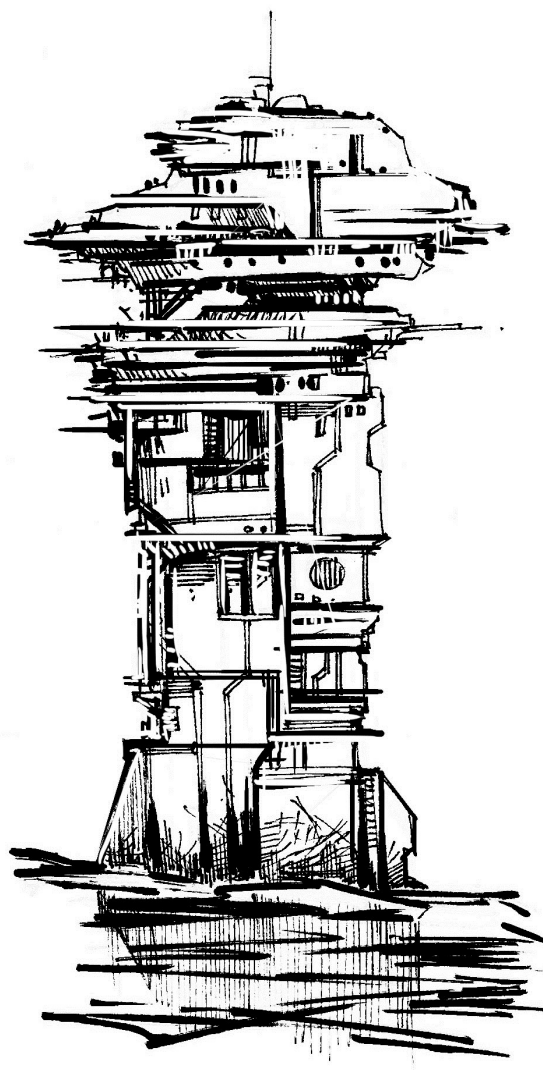
Roll	Result
d4- Interesting Feature	1. Ancient temple 2. Recently unearthed crashed ship 3. Blighted lands 4. Massive sink hole
d6– Terrain	1. Lake/River 2. Badlands 3. Swamp 4. Mud Flats 5. Forest 6. Canyon
d6 (different color)- Terrain 2	1. Large mushroom forest 2. Crystalline outcroppings 3. Craggy fissures 4. Rocky outcropping 5. Desert 6. Mountain
d8- Population Center	1. Industrial 2. Agricultural 3. Science 4. Education 5. Scrap 6. Settlement 7. Religious 8. Mixed (choose two)
d10 (%)- Point of Conflict	1. Two groups are in dispute over precious material 2. Mining facility has collapsed 3. Robots at construction facility have gone AWOL 4. Hover bike race 5. Smuggler deal going down 6. Smuggler deal getting busted by authorities 7. Land owners being bullied to sell their land 8. Facility that uses slave labor 9. Strike at facility that has erupted into riots 10. Military combat exercise

STARRUNNER GM TOOLS AND TABLES

d10- Interesting Feature 2	1. Formation of Large Crystals
	2. Massive Power Source
	3. Lone Arcology
	4. Isolated Religious Temple
	5. Isolated Research Facility
	6. Large Cliff With Expertly Carved Faces into the Rock Wall
	7. Hive of Recently Discovered Insects (or Animals)
	8. Colony of Exiled Aliens
	9. Abandoned Penal Colony
	10. Abandoned Research Facility

PLANETARY EXAMPLE

First part was generated off of Instaplanet Generator Macro Level (pg 63-65)

Name– Rockbalt

Tech Level– High

Population Density– Sparse- There are a few colonies on the planet. Roughly tens of thousands of inhabitants.

Events/Obstacles– An unrecognized configuration of starship has crashed on the planet

Events/Obstacles– Celebration turns into riots when a beloved public figure is assassinated during the ceremonies

Fascinating Structure– An ancient, large black obelisk that rests just outside of the city.

Structures– Prefabricated structures created from metal and fiber-plastic

Planet Type– Lush jungle planet.

Once this is done, drop the desired number of dice from the Instaplanet chats onto a blank piece of paper and mark their locations with squares, writing the results of what was generated. Once this is accomplished create a few hooks, rumors or links for the area. *See example on page 69.*

d4 Interesting Feature: (result 1):
Ancient Temple

Small group of scholars, archeologist, scribes, and doctors are studying ruins.

d8 Populace Center—(result) 4:
Education Center

d6 Terrain 2: (result 4):
Rocky Outcropping

d10 Interesting Feature:
(result 3): Lone Acrology

A religious group of 10,000 people live in a self-sufficient Arcology. They use the mountains as protection from outsiders.

Scrap town populated with drifters from around the galaxy. The population harvests metals from ships and equipment sent to them from a Reclamation Corporation.

d10 (%) Point of Conflict: (result 10): Military Combat Exercise

d8 Populace Center: (result 5):
Scrap town

Lake has become polluted due to negligence of those in Scrap town.

d6 Terrain 1: (result 1): Lake/River

d6 Landmark 2: (result 6): Mountains

Mountains are full of rare ore. The Mining Corporation has their eyes set on harvesting the resources for a huge profit.

Large militaristic government has established a training base on planet. Exercises has caused contention be-tween colony of exiled aliens—hunted for their unique mental powers.

d10 Interesting Feature: (result 8): Colony of Exiled Aliens

d8 Populace Center: (result 2):
Agricultural

Agricultural community grows crops—does trade with Scrap town, military camp, exiled alien community, and even sometimes the Acrology. Tensions are high between Scrap town and community due to poisoning of the lake and local rivers.

d6 Landmark 1: (result 2):
Badlands

Pirates and smugglers come to the badlands as an ideal meeting place.

d4 Interesting Feature: (result 1):
Ancient Temple

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REMEMBER: GRAB FRIENDS, GRAB SOME DICE, KEEP ROLLIN'...

THE END

It's time to set a course through the stars! The Starrunner Kit is here to provide new classes, races, weapons, Mechs, and a huge tool kit for instant generation for your White Star (or other OSR flavored sci-fi games).

If you want to be a Scoundrel, Assassin, Hover Bike Rider, or even an Alien Psychic Weapon or Plant-like Lifeform, you'll find it in Starrunner Kit. Looking for Mech rules or a quick way to generate a planet, mission, space station, or even generate stuff for a sci-fi hexcrawl? It's all here. All you need is some dice and some players ready to set a course for adventure!

The galaxy is your backyard; It's time to adventure...