

TOOLS OF THE WORLDSHAPERS

*A Game Master's
Toolkit for White Star*

By Matthew M. Skoll



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Dedication

To Shelley
My muse

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CHAPTER 1

RACIAL MODIFICATIONS

While the default system of human classes and race-as-class from Whitestar is more than adequate for most campaigns, some Referees prefer handling races differently. Others would like to remove concepts such as racial limits without unbalancing the game. The following optional rules will allow a Referee to fine tune their settings to provide for just such settings.

BUILD A RACE



In the case of no longer using race-as-class to represent aliens, how will you represent them? The easiest way is to allow the player (or the Referee to determine ahead of time) the powers and appearance of the race. Then, apply those benefits to the character class. You have therefore turned any existing class into a class that supports an alien version of it. After the race is built, you must determine how to balance it against humanity.

The standard alien race should pick **twice** from the following list (or create a new power with Referee approval).

- **Alien Mind:** This race's thought processes are so bizarre and distinct, they are extremely resistant to mental influence or prying. They gain a +4 to Saving Throws to resist any abilities that might influence their mental or emotional state, whether they are mundane or supernatural. Further, they gain the same bonus to resist any attempt to read their mind (even receiving a Saving Throw subconsciously against powers that normally do not allow such).

- **Altered Internals:** This race has strange (or absent) vital internal organs. They take $\frac{1}{2}$ damage from physical attacks but full damage from energy and other forms of damage. They only receive half the benefit from Med Kits and healing powers.
- **Angry:** This race has a capacity to fly into berserk rages. When they choose to, they gain a +2 To Hit, but a +2[-2] Armor Class. Once entered, they cannot flee and they cannot leave this rage until combat is finished.
- **Armed:** This race has natural weapons of some sort, such as claws, barbs, spines, horns, brutal punching fists, etc. They can inflict 1d6+1 damage in unarmed combat.
- **Armored:** This race has tough natural armor. They receive a -2[+2] to Armor Class.
- **Aquatic:** This race can both breathe under water and swim at their walking speed.
- **Avian:** This race is winged and can fly at 15 (you need around 15'-20' of clear space to fly though). However, their walking speed is only 6 and they cannot wear armor or equipment not specifically made for their species (costs twice as much).
- **Cold Race:** Your race runs deadly cold. You are immune to cold and low temperatures and your touch inflicts 1d6-2 damage to other races. However you suffer double damage from fire and suffer twice as quickly in hot environments. Your race tends to wear protective suits when among other more fragile races that both keep you cold and protect others from your touch.
- **Cyber-Adjustment:** This race, due to a greater sense of self or strange neural path-ways, can use more cyberware than normal. If the Referee uses the Humanity rule, they only take half humanity loss from each piece of cyberware. If using limited number of cyberware, they should be allowed to have twice as many implants as other races.
- **Cyber-Augmented:** This race is well known for its embracing of cybernetics. The character may start the game with any 2 Simple Cyberware implants and any 2 Complicated Cyberware implants. They still suffer humanity loss or count against any restriction the Referee has set on cyberware in their campaign however.
- **Echo-Location:** Your race can 'see' through emitting sound pulses (that are typically inaudible to most other races). You can sense all things within 60' regardless of darkness or light cover. Note, that races with this ability are not by default blind but possess this in addition to normal sight. A race that is functionally blind except for their echo-location can increase the distance they sense to 120' and then choose another racial ability.
- **Energy Form:** Your race is comprised of a strange living energy. You take half damage from all energy attacks (including lasers) and can project energy from your hand or with your touch that inflicts 1d6 damage at a range of 60'.

Further you can project light around you up to 30'. You have no special resistance to physical attacks however.

- **Fast:** This race is faster than humans and increases their move by +6.
- **Gas Breather:** The race comes from a non-oxygen breathing race. They need a rebreather to breathe oxygen (25 cr to replace). This makes them immune to gas attacks but susceptible to losing their rebreather and choking in oxygen.
- **Gifted:** This race is in tune with the powers of Gifts. They know a single 1st level Gift and can perform it once a day. If their class also uses Gifts, this adds to their normal Gifts known and useable per day.
- **High Temperature:** Your race burns at an incredibly high internal temperature. Your touch causes 1d6-2 damage (minimum 0) to others not protected from your heat. You take no damage from high temperatures and only ½ damage from fire based attacks. However, you suffer double damage from cold. When travelling among more fragile races, you tend to wear a suit that keeps you warm and prevents your heat from damaging those around you. These suits cost 20 cr and can be worn under any armor.
- **Known For:** This race is extremely well known for a specific skill set. The player can choose a single Skill that the race starts with at level 2 (or +2 if it is a class focused Skill). This ability is only available if the Referee is using the Skill rules.



- **Lucky:** This race is known for its extreme luckiness. For reasons unknown to science, things just seem to 'work-out' for the race in question. Once per day, a character of this race can reroll a single Saving Throw or To Hit roll (or Skill Roll if those are used). They must keep the second result, even if it is worse.

- **Massive:** This race is especially tall, at least 7 feet. They inflict +1 damage in melee combat and can carry twice the encumbrance of a normal character. They can lift up to 1000 pounds easily.
- **Mimic:** Races with this ability are exceptional at learning and mimicking the behaviors of others. Once per day beings of this race may attempt to mimic a unique ability of another class. They must succeed in a Saving Throw in order to activate this ability. Once activated, the ability functions for one use and mimics the effects as if the character were a character of that class with an experience Level equal to their own. They may only mimic an ability possessed by another member of their party (or someone they know extremely well).
- **Nightvision:** This race can see in the dark up to 80 feet away.
- **Non-Organic Body:** All members of this race have strange organic metal or stone bodies, which affords them protection in battle. They have a -4 [+4] bonus to their Armor Class and are not affected by the vacuum of space. They do not need to eat or breathe, but do need to rest for one hour (6 turns) each day. They cannot be poisoned and do not catch diseases. However, they cannot be healed by Cure Wounds nor standard Medical Kits and may be immune to several other Meditations and Gifts at the Referee's discretion. For every full 8 hours of rest they take they recover 1d6+1 Hit Points. At the Referee's discretion, the race may have Med Kits that work on themselves, but these would cost double and not work for other species and only heal ½ the amount. Also, the Referee may allow mystical healing to work on them, but only when performed by a member of their species (so a Non-Organic Star Knight could heal themselves or other members of their race, but a regular Star Knight could not). Also note that these races cannot wear normal armor due to their strange shape and irregular size.
- **One with The Way:** This race is more sensitive to the vagaries of The Way. They can cast one First Level Meditation a day, in addition to any they can cast due to their Class or Level.
- **Pack Race:** The race is used to travelling or working in packs. While a character may be far from other members of their kind, they can imprint on other beings that they know well and have spent at least a month with. When fighting with their pack (at least two other individuals) they receive a +1 To Hit and a -1[+1] to Armor Class.
- **Pheromones:** The race is either naturally alluring or it can produce mood altering pheromones. Either way, they are more attractive to other humanoid species. They receive a +1 to Reaction Rolls, if those rules are being used. Once daily, they can exert this influence on all targets within 30 feet. Those within the area of effect must then pass a Saving Throw or else fall under the effects of a Charm Person Meditation.
- **Psionic:** The race is a potent psionic race. They start with one extra power per day. If they choose a class with no psionic ability, they also can start with

a single power known that they may use once per day. (Assumes using *Psionics* or *Psionics 2*)

- **Quick Reflexes:** This race is especially quick to react to dangerous situations. They get a +1 to Initiative, a -1[+1] to Armor Class, and a +1 to Saving Throws versus attacks that can be dodged or avoided.
- **Regeneration:** This race heals rapidly, recovering one hit point every 10 minutes. Given enough time, they will regrow lost limbs and organs. This usually takes 1d6 weeks.
- **Sensitive:** This race has heightened senses and so can detect hidden or concealed doors and objects they pass near on a 1-2 on 1d6. If actively searching, they will discover them on a 1-4 on 1d6. In addition, they have a +1 to avoid Surprise (normally surprised only on a 1 on 1d6). Finally, if listening at a door, they can hear what's on the other side on a 1-5 on d6.
- **Shifter:** This race has a protean natural form, allowing them to move through narrow gaps the size of their hand. They can escape from cells and ropes easily. With a successful Saving Throw, they can also adjust their appearance to mimic that of another race. Two successful Saving Throws allow them to mimic an individual they have studied closely.
- **Small Sized:** Races with this ability are typically three feet in height with quick reflexes and a keen eye. Because of this they receive a -4 [+4] bonus to their Armor Class when they are attacked by a creature who is human-sized or larger. A race with this ability cannot choose abilities that grant superior strength.
- **Stealthy:** For whatever reason, due to natural sneakiness or camouflage, this race can surprise targets on a 1-4 on 1d6 in the proper circumstances. If using Skill rules, they also gain a +2 to any stealth based Larceny attempts.
- **Strange-Metabolism:** The race has a strange metabolism that works vastly differently from other races. This grants them a +4 bonus to Saving Throws versus Poison and Disease.



- **Telepathic:** Whether otherwise psionic or not, the race has innate telepathy. This allows them to communicate thoughts with other sentient beings within 90 feet. This ability typically only allows the race to send and receive willing communication between individuals. At the Referee's discretion, the character can attempt a deep thought probe on a target against their will. They must pass a Saving Throw to use their power this way and the target receives a Saving Throw to resist. The target is immediately aware that something is invading their mind, regardless of how the Saving Throws go. Either way, the character who attempts to misuse their power this way suffers 1d6-1 damage from psychic backlash.
- **Too Cute for Words:** Due to your race's extreme cuteness and relative harmless-looking nature, once per day, when encountering an NPC who is not hostile your race can influence them in the same way as the Charm Person Meditation. The target must make a successful Saving Throw to resist these effects. Additionally, your race gains a +1 to Reaction Rolls.
- **Underestimated:** Races with this ability tend to be underestimated by larger foes. During the first round of combat against a foe twice their size or larger, that target must make a successful Saving Throw or will assume the character is not a real threat in battle. If the character successfully makes a melee or ranged attack against any foe who failed that Saving Throw, they inflict double damage on them for that attack. Anyone who has witnessed the character or one of their race use this ability is forever immune to its effects.

BALANCING RACES

HIGHER EXPERIENCE

A simple way to keep classes relatively balanced is to increase the cost of normal classes when non-humans take them. This can either be handled by individual race, or relative power of the race. If you keep aliens roughly average with each other than a single modifier can be used.

For example, if the Referee used the alien traits above they might want to increase the experience cost classes as follows, based on the number of traits the race possesses:

One Option		Two Options		Three-Four Options	
LEVEL	XP	Level	XP	Level	XP
1	0	1	0	1	0
2	+250	2	+500	2	+1000
3	+500	3	+1000	3	+2000
4	+1000	4	+2000	4	+4000
5	+2000	5	+4000	5	+8000
6	+4000	6	+8000	6	+16000
7	+8000	7	+16000	7	+32000
8	+16000	8	+32000	8	+64000
9	+32000	9	+64000	9	+128,000
10	+64000	10	+128,000	10	+256000

If the Referee wants to allow even more options, they can follow this progression. 5-6 Abilities might start at +2000. While 7+ Might start at +4000. This would allow for races that are far more alien or powerful than humans but at an increasing cost.

BALANCED HUMANS

Another option to open the door to aliens as a racial option is to balance humans against aliens. This is easiest when the Skill system is used (as detailed later). Humans can then become the 'skilled' race as a way of setting them apart. If Talents are used (as detailed later) this can also be used to help balance humans against racial powers. They become the most widely capable race.

Human Options

A player with a human character can pick any two of the following options at first level, with the Referee's permission.

- After rolling attributes, the player can replace a single attribute they rolled with a 15.
- The character starts with two free Skill levels. These must be placed in different Skills.
- The character can choose a single Talent that costs 250 experience times their level to begin the game with. Note, even in games that do not use the Talent system as a whole, this option could still be used to allow some variation in characters and classes.
- The character can start proficient in one additional armor type and one weapon type more than their class usually permits.

- If the setting does not use a Skill system, the character can choose to be particularly good at some task (such as Stealth or Perception or some other common adventuring endeavor). The Referee should allow the character to succeed at this task in most cases without a roll or on a 1-4 on d6 when a roll is required.
- The character can start with a permanent +2 bonus to their Saving Throw score.
- The character can start with a bonus of +1 Hit Point per Hit Die.

COMBINED SYSTEMS

It's easy to mix these two systems. Humans and aliens are balanced against each other with two racial options. If a race has more options than this, then their experience cost increases as described above, just ignoring their first two powers. This way the universe can be wild and diverse without needing to be straight-jacketed by all races being artificially balanced against each other, yet still keeping extremely powerful races from dominating the game.

NEW CLASSES

Of course if these options are explored, then what about the Alien Mystic class? There is no human equivalent. So, for that, we just need to alter the class so that any race can use it.

GIFTED

The Gifted is an exotic individual who has tapped into mysterious power unfathomable by most others. Whether they're little green gnomes with powerful magic or human psychics, the Gifted reflects a more peaceful, introspective, and thoughtful being than is usually found in the galaxy at large. That is not to say that Gifted are pacifists. Many are trained in the ways of war, though it is not their first course of action. They would much prefer to rely on their exotic abilities than a laser pistol, but pragmatism demands adaptation.

Gifted Advancement

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

Gifted Gift Advancement

LEVEL	1 ST LEVEL	2 ND LEVEL	3 RD LEVEL	4 TH LEVEL	5 TH LEVEL
1					
2	1				
3	2				
4	2	1			
5	2	2			
6	2	2	1	1	
7	2	2	2	1	1
8	2	2	2	2	2
9	3	3	3	2	2
10	3	3	3	3	3

GIFTED CLASS FEATURES

WEAPON/ARMOR RESTRICTIONS:

Gifted prefer to avoid combat, but when forced to fight they can make use of primitive weapons such as clubs, daggers, heavy crossbows, light crossbows, long bows, short bows, spears, staffs, and swords. In addition they can use projectile and laser pistols. They wear only Light Armor. At the Referee's discretion, Gifted may wield other weapons according to the cultural norms of their species.

GIFTS: Through study, secret rituals, or religious dedication, Gifted are able to



make use of powerful Gifts. A Gifted begins play knowing two 1st level Gifts, though they are unable to use them until they reach their second Experience Level. In order to learn more Gifts, Gifted typically wander the universe, searching for powerful and secret places where their ancestors once dwelt so they can study ancient texts, commune with lingering spirits, or draw power from ritual sites.

Each time a Gifted gains a level, their studies enlighten them and they can pick a new Gift of any level that they can cast. To learn others, they must find a teacher or mystic site as described above and spend one day per Gift level studying the power of the Gift. Additionally, they must spend 100 credits per Gift level in mystic materials (rare drugs, complicated astrological studies, costly gems, or other expensive items or offerings) to fully open themselves to the power of the Gift.

Each day the Gifted can prepare a number of Gifts as shown on Gifted Gifts Advancement, preparing the same Gift more than once if they so choose, similar to the same way that a Star Knight does for Meditations. Once they activate a Gift the energy to use it is lost.

SAVING THROW: Gifted receive a +2 to all Saving Throws to resist Meditations and Gifts.

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

ESTABLISH MONASTERY (10th): When a Gifted reaches 10th level they will often find a secluded location on an out-of-the-way planet where they will construct a small monastery. If other less-experienced Gifted learn about this monastery they will often seek out the senior Gifted for training. They will serve them loyally while training.

GIFTS

LEVEL 1 GIFTS

DISCERN LANGUAGE

RANGE Touch

DURATION 1 hour

The Gifted enters into a heightened state of awareness, focusing on an unknown written language. While under the effect of the Gift, the language is translated for the Gifted allowing them to understand it as though they read the language it was written in.

HEALING TOUCH

RANGE Touch

DURATION Instant

With this Gift, the character can heal the wounds of themselves or others. It heals 1d6+1 Hit Points.

HOLD PORTAL

RANGE Touch

DURATION 2 hours

This Gift holds a door or other portal in position after the Gifted has physically touched it. It cannot be opened by any means unless the Gift is dispelled or the door/portal is destroyed. This works as equally well on electronic doors or hydraulic portals as it does on hinged doors.

LIGHT

RANGE 60 ft

DURATION 2 hours

The target person or object (at a range of up to 120 feet) produces light about as bright as a torch or flashlight with a radius of 20 feet. If cast at a target's eyes, they will be blinded for the duration unless they succeed at a Saving Throw.

MIND BOLTS

RANGE 100 ft

DURATION Instant

This Gift allows the Gifted to attack another thinking target with bolts of mental force. At level 1, they can unerringly strike a target for 1d6+1 damage. At level 5, they gain two additional bolts which they can target at the same target or spread among several targets. At level 10, they gain two more bolts for a total of 5.

PURIFY FOOD & DRINK

RANGE 30 ft

DURATION Immediate

This Gift allows enough food and water for up to a dozen people to be made pure, removing spoilage, poisons and impurities from it. It does nothing for materials that are not normally potable.

STUPOR

RANGE 240 ft

DURATION 1 hour, or until awakened

This Gift puts targets into a sleep-like stupor. Once affected, targets collapse into slumber. The Gift affects creatures based on their Hit Dice according to the table below:

HIT DICE	NUMBER AFFECTED
<1 to 1+	2d6+3
1+ to 2	2d6
2+ to 4+1	1d6

WARD OF PROTECTION

RANGE Self

DURATION 2 hours

This Gift wards the Gifted from harm. While under the benefit of this Gift, the character has an Armor Class of 2[17] versus missile attacks and 5[14] versus melee attacks. They do not gain any benefit from worn armor, though if they somehow are proficient in shields they will stack, as will Dexterity and any mystical or innate armor bonus.

LEVEL 2 GIFTS

BLUR

RANGE Touch

DURATION 2 hours

The target of this Gift becomes hazy and hard to see in combat. This grants them a -2[+2] to Armor Class and a +2 to Saving Throws.

BOLSTER WILL

RANGE 50 ft

DURATION 1 hour

This Gift strengthens the resolve of all the allies in range of the Gifted. For the duration, they (and the Mystic) gain a +1 To Hit, to Damage, and to Saving Throws versus Fear.

COMMUNE WITH BEASTS

RANGE 30 ft

DURATION 1 hour

This Gift allows the Gifted to speak with creatures and aliens of animal intelligence. This power does not guarantee that the creature will be helpful or serve the Gift user,

but there is a chance that they will become helpful to the character based on how they interact.

CRUSH WILL

RANGE 120 ft

DURATION 1 hour

This Gift allows the user to inflict crushing despair on an opponent. For the duration of the Gift, the target suffers a -2 To Hit, Damage, and Saving Throws. They may give up or surrender when pressed hard.

HOLD PERSON

RANGE 120 ft

DURATION 1 hour

The Gifted selects 1d4 targets (Saving Throw applies) or a single person (Saving Throw at -2). If the target(s) fail the Saving Throw they cannot move or speak for the duration of the Gift's effect.

IMBUE STRENGTH

RANGE Touch

DURATION 1 hour

The Gifted touches a willing target and fills their limbs with incredible strength. For the duration, the target gains a +1 To Hit and Damage in melee combat. They can lift over 500 lbs and double the amount they can carry without suffering encumbrance. Finally, they can fight in unarmed combat and inflict 1d6-1 damage.

INVISIBILITY

RANGE Self

DURATION Until dispelled or an attack is made

The Gifted becomes invisible to both normal vision and technological sensors. If the Referee is using the invisibility rules unchanged, the result is that an invisible Gifted cannot be attacked unless its approximate location is known, and all attacks against it are made at -4 To-Hit. If the invisible Gifted makes an attack, the Gift's effect ends. Otherwise, it lasts until revoked by the Gifted, or dispelled by another.

LEVITATE

RANGE 20 ft per level

DURATION 1 turn per level

This Gift allows the Gifted to levitate, moving vertically up or down, but not laterally; a wall, cliff side, or ceiling could be used to help this type of movement. Movement is at 6 feet per round (60 feet per turn), and the Gifted cannot levitate more than 20 feet

per level from where the Gift was activated (such range being applied both to movement into the air and to downward movement into a pit or chasm). While levitating, the Gifted is considered to be on a solid surface, so if they were knocked over, they would still remain at their levitating height. Also, they can concentrate and perform any normal task while levitating, as though standing on the floor.

PHANTASMAL FORCE

RANGE 240 ft

DURATION Until negated or dispelled

This *Gift* creates a realistic illusion in sight of all who can view it. The illusion disappears when it is touched by those who recognize it for what it is or is revoked by the *Gifted* or dispelled by another. If the viewer believes the illusion is real, he can take damage from it.

READ THOUGHTS

RANGE 60 ft

DURATION 2 hours

The Gifted can detect and read the surface thoughts of other beings. It is blocked by two feet of stone or one inch of metal. Only surface thoughts can be 'heard' and deeper thoughts are beyond the power of this Gift. If a target is aware of this power being used on them they can attempt a Saving Throw to block out the character for the remainder of the duration.

SEAL PORTAL

RANGE Touch

DURATION Permanent until dispelled

Similar to Hold Portal, this Gift allows the Gifted to control a portal or door. Only they, or a Gifted of two higher levels, can open or close a portal sealed by this spell. A portal under the effects of this Gift can be destroyed in normal fashion however.

TELEKENITIC TOUCH

RANGE 100 ft

DURATION 1 hour

The Gifted can use this Gift to lift objects with their mind. Any object in sight that weighs up to 50 pounds per level of the Gifted can be manipulated with this Gift. Objects can be moved at the Movement rate of the Gifted. Any object held or on the body of a character is difficult to lift and allows the holder to make a Saving Throw to avoid losing the object.

Level 3 Gifts

ALTER TIME

RANGE 240 ft

DURATION 3 turns

The *Gifted* must announce which of the two options are being used:

- As a *speeding* effect, an area of radius 60 feet around the point where the *Gift* is targeted and as many as 4d6 creatures become able to move and attack at double normal speed.
- As a *slowing* effect, an area of radius 60 feet around the point where the *Gift* is targeted and as many as 4d6 creatures failing a *Saving Throw* can only move and attack at half speed.

BREATH OF LIFE

RANGE 30 ft

DURATION 2 hours

This Gift allows the target the ability to breathe in any environment, whether it's underwater or in a dangerous gas environment.

CIRCLE OF PROTECTION

RANGE 10 ft radius around Gifted

DURATION 2 hours

This Gift extends a 10 foot radius ward around the Gifted that protects them and their allies. All under the benefit of this Gift gain a +1 to Saving Throws and any enemy suffers a -1 To Hit them.

DISPEL EFFECT

RANGE 120 ft

DURATION Immediately

This Gift can be used to immediately end any single Gift or Meditation that is currently active by another Gifted or Star Knight.

FLY

RANGE Self

DURATION 1d6 turns, plus 1 turn/level

This Gift grants the power of flight, with a Movement of 120 feet per round. The Referee secretly rolls for the duration; the player does not know exactly how long the power of flight will last. When it ends, the Gifted will float to the ground. Dispelling it will instead cause them to fall.

IMBUE VIGOR

RANGE 50 ft

DURATION 1 hour

This potent Gift strengthens the power and resolve of the Gifted and all their allies. For the duration, all allies gain a +1 To Hit, Damage, and all Saving Throws. In addition, all allies weapons glow with a mystical aura that makes them more efficient, granting a +1 To Hit and Damage while their allies use them. This also allows them to harm immaterial beings, energy creatures, or things out of phase with reality that need special or mystical weapons to hurt.

INVISIBILITY II

RANGE 240 ft

DURATION Until dispelled or an attack is made

Like the Invisibility Gift, this makes the target (which doesn't have to be the Gifted) invisible to normal sight and technological sensors. It also creates a 10 foot radius sphere of invisibility around the recipient which moves with them. If the Referee uses the game's invisibility rules unchanged, the recipient cannot be attacked unless its approximate location is known, and all attacks against the recipient are made at -4 To-Hit. If the recipient makes an attack the Gift is cancelled and they become visible again. Otherwise, it lasts until dispelled or revoked by the Gifted.

MIND RAY

RANGE 60 ft Cone, 20ft at end

DURATION Instant

This Gift allows the user to project a mental cone of force in front of them in a 60 ft long cone that is 20 ft wide at its end. Any target caught in the area of effect must pass a Saving Throw or else be stunned for 1d6 rounds. While stunned, the targets cannot move or act, and any attacks against them are at a +4 To Hit.

SUGGESTION

RANGE 120 ft

DURATION Permanent

This Gift allows the Gifted Adept to make a suggestion to a target that, if they fail a Saving Throw, they will believe regardless of evidence to the contrary. If they are later presented with conflicting new evidence, they may make another Saving Throw to break the power's control.

TELEPATHY

RANGE 120 ft

DURATION 1 hour

This Gift allows the Gifted Adept to communicate mentally with any target in range. In addition, the character can attempt to read the deep thoughts of a target, but they gain a subconscious Saving Throw to resist. If they do, they block the Gifted out of their mind for the duration.

Level 4 Gifts

AURA OF IMMUNITY

RANGE 5 ft radius

DURATION 1 round per level

This Gift protects the user from the mystical powers of their enemies. No Gift or Meditation of 1st through 3rd level can affect the Gifted or anyone within the 5 ft radius. Any power with an area of effect will exclude the aura's area. This power does not prevent the Gifted from using powers to effect targets, whether they are in or outside the aura. A Dispel Effect power will destroy the aura. If using Focused Meditation rules, this Gift will block powers up to Teacher rank.

CHIMERICAL FORM

RANGE See Below

DURATION See Below

The Gifted must announce which of the two options are being cast:

- The character assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Referee might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the Gift effect is left to the Referee to decide. This form of the spell lasts for roughly one hour plus one additional hour for each level of the caster.
- Alternately, this spell allows the Gifted to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The creature gains all the abilities of the new form, but retains its own mind and hit points. Used in this way, the range on this spell is 60 feet. This form of the spell lasts until dispelled.

CONFUSION

RANGE 120 ft

DURATION 2 hours

This Gift confuses sentient beings and beasts, making them act randomly. Roll 2d6 to determine the creature's behavior:

Confusion Reaction	
ROLL (2D6)	REACTION
2-5	Attack the Gifted and their allies
6-8	Stand baffled and inactive
9-12	Attack each other

The effects of the confusion may shift every ten minutes or so, and the dice are rolled again to determine any change.

The Gift affects 2d6 creatures, plus an additional creature for every Gifted level above 8th. Creatures of 3 HD or fewer are automatically affected by the Gift, and it takes effect immediately. Creatures of 4 HD or more automatically resist the confusion effect until it builds up to its full power (which takes 1d12 minutes, minus the Gifted's level), but are required to make a saving throw at this time. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the Gifted's 2 hour duration has run its course.

CONTROL OTHER

RANGE 120 ft

DURATION 1 hour

This Gift allows the Gifted to take control over the mind of any creature, intelligent or otherwise. If the target fails its Saving Throw it falls under the sway of the Gift user, performing any task the Gifted Adept asks of it so long as the task is not suicidal and it is the kind of thing the target would do for its best friend.

DAMAGE RESISTANCE

RANGE Touch

DURATION 1 hour

The target of this Gift is shrouded in a protective shell of luck and power. The next injury they suffer, no matter how grievous, is immediately and instantly healed with the target suffering no ill effect. If the target suffers no damage in the next hour, the

Gift disperses. This will heal any amount of Hit Point loss from a single attack or damage source, even if it reduces the target to negative Hit Points.

DISTANT VISION

RANGE 360 ft

DURATION 1 hour

The Gifted creates a floating, invisible projection of their senses that they can move and direct at a Movement of 12. They can see anything from the location of their sensor as though from their own eyes.



BEND SPACE

RANGE 360 ft

DURATION 1 hour

This Gift allows the Gifted to bend space around themselves or an object or person within 10'. They can then instantly move the target up to 360 feet away with perfect accuracy and no danger of stepping into objects.

GREATER HEALING TOUCH

RANGE Touch

DURATION Instant

With this Gift, the character can heal the wounds of themselves or others. It heals 2d6+3 Hit Points.

MIND CONTACT

RANGE Special

DURATION 1 round per level

This Gift allows the Gifted to contact another mind of a target they know and communicate with them telepathically. This power works over any range, even interstellar distances, but it requires that the Gifted be familiar with the target and have met and spoken with them in person at least once. The Gifted only receives the thoughts that the target wishes to transmit and this power cannot be used to intrude in the thoughts of the target.

PANIC

RANGE 60 ft

DURATION 1 hour

This Gift instils overwhelming fear in a number of targets equal to the Gifted's level in range. They must pass a Saving Throw or else flee from the character as quickly as possible. If trapped, they can defend themselves but suffer a -2 To Hit and a +2[-2] to Armor Class.

PSYCHIC CRUSH

RANGE 60 ft Cone, 20ft at end

DURATION Instant

This Gift allows the user to project a mental cone of force in front of them in a 60 ft long cone that is 20 ft wide at its end. Any target caught in the area of effect suffers 4d6 damage. If they pass the Saving Throw they only suffer half damage.

Level 5 Gifts

ENLIGHTENMENT

RANGE Self

DURATION 3 questions

The Gifted spends 10 minutes in concentration. This experience is overwhelming and potentially damaging to the Gifted's psyche and so can only be performed once every seven days. At the end of the ritual, the Gifted awakens with the answer to any three questions they wanted answered.

FOLD SPACE

RANGE Special

DURATION 1 hour

This Gift allows the Gifted to fold space around themselves or an object or person within 10'. When in atmosphere, they can instantly move the target up to 100 miles away per level with perfect accuracy and no danger of stepping into objects. This must be to a place the Gifted is familiar with and has been to before. If they are outside of atmosphere, they can travel vast distances of space. If they are piloting a ship, no matter what size, they can bring the entire ship with them. The range on this power will vary based on the size of the setting's space map, but typically should allow them to 'jump' up to one hex per two levels (typically one or more light years per two levels). Unwilling targets receive a Saving Throw to avoid being transported without their permission.

PSYCHIC HEMMORAGE

RANGE 60 ft

DURATION Instant

This Gift allows the user to project a mental scream of force at a single target up to 60 feet away. The target must pass a Saving Throw or die. If they pass their save they still take 3d6 damage.

RESTORE SPARK OF LIFE

RANGE Touch

DURATION Instant

This Gift can bring a recently slain target back to life. If the Gifted can touch the target's corpse within 1 day per level of their death, they can restore them to life. Depending on the state of the corpse, the Referee can have them lose a point from a

random attribute or choose one based on the kind of injuries caused the character to die.

TELEKINESIS

RANGE 200 ft

DURATION 1 hour

The Gifted can use this Gift to lift objects with their mind. Any object in sight that weighs up to 250 pounds per level of the Gifted can be manipulated by the Gifted. Objects can be moved at the Movement rate of the Gifted. Any object held or on the body of a character is difficult to lift and allows the holder to make a Saving Throw to avoid losing the object.

Chapter 2



Cybernetics

A defining aspect of many futuristic settings is the ability to implant or replace parts of the human body with machines (or superior biological models). At its core, **White Star** treats cybernetics as special and rare items, more of a super technology than a common occurrence. But what of those worlds defined by their chrome protagonists? What about societies that eschew the flesh and seek perfection inside metal and plastic? What about worlds where cybernetics are simply a common side-effect of shrinking technology?

Welcome to those worlds.

FLESH AND STEEL

It is difficult to approach the topic of cybernetics without making some assumptions about its prevalence, capabilities, cost, and the skill of the surgery involved in embedding it in a character. For the purposes of the base descriptions below, it is assumed that cyberware is common, at least as affordable as the other tools of an adventurer, that the

skill involved in integrating metal and meat is good enough that recovery times are rarely more than a month, and that cyberware can perform functions wildly beyond the capability of a normal human body. There will be suggestions below for how to modify these premises.

Simple cyberware takes several hours to implant, sometimes up to 10 or 12 hours. Complicated cyberware can take 1d3 days to implant. Complex cyberware can take days or even weeks to install. These values are not repeated in the tables below.

Recovery time is the amount of time it takes for a person to completely come to terms with their new mechanical upgrade. When time is sensitive, the Referee should roll this number secretly. The first half of the time rolled requires bedrest and the character cannot easily perform physical actions beyond a slow crawl. If forced to act during this time, the implant will not function for the character and they will suffer a -3 to all rolls, Saving Throws, and their Armor Class will be penalized by +3[-3]. Also, their max Hit Points are considered 50% of their normal maximum. After the halfway mark, the implant still won't function, but the character can act with only a penalty of -1 to all rolls, a 1 point penalty to Armor Class, and their Hit Points are considered only 75% of maximum. After the recovery time passes, their abilities return to normal and they can freely use the new implant. Referees can reduce or remove these penalties in cases where they don't seem to make a lot of sense (getting a cyber-tool embedded in a finger probably won't require bedrest, for example).

No guidelines are presented for the legality of different cyberware. In most settings military grade weaponized cyberware, as well as things like hidden infiltration tools, would be outlawed except in special cases (such as military, police, or nobility). However, as adventurers are typically people who fall on the grey side of legality, it will be up to the referee to determine how difficult it is to acquire any specific piece of cyberware. Finding an extremely dangerous piece of cyberware, and a doctor willing to perform the surgery, might be an adventure in and of itself.

EXPERIENCE MODIFICATION

If a monster or NPC has simple cyberware, it doesn't really effect how much experience they are worth. However, if a character has one or more pieces of complicated cyberware that impacts combat, they should increase their CR by +1.

Complex cyberware that impacts combat should increase their CR by +1 or +2 depending on how potent it is, or if they have multiple implants.

SIMPLE CYBERWARE

Cybernetic	Cost	Recovery	Notes
Prosthetic Extremities	20-40 cr	2d6 hours	Fingers, toes, ears, nose, etc
Replacement Eyes	100 cr	1d3 days	Sees as normal eyes
Prosthetic Limbs	75-125 cr	1d3 days	Hands, feet, arms, legs
Replacement Organs	30-75 cr	1d3 days	Replacement for damaged organs
Biomonitor	100 cr	1d3 days	
Blood Cleansers	100 cr	1d3 hours	
Chip Slot	25cr each	1d6 hours	
Companion Modifications	100 cr	1d3 days	Double cost and recovery for gender swap
Cyber Bomb	50 cr	1d6 hours	
Cyber Communicator	60 cr	1d6 hours	150 cr for holo version
Cyber Computer	200 cr	1d3 days	
Cyber Sensor	75 cr	2d6 hours	
Exotic Modifications	50-100 cr	1d3 days	
External Display	150 cr	1d3 days	
Finger Tools	30 cr	2d6 hours	10 cr for replacement tools
Internal Flashlight	25 cr	1d3 hours	
Internal Watch	50 cr	1d3 hours	
Hearing Improvement	80 cr	1d3 days	
Mind Jack	100 cr	1d6 hours	250 cr for Wireless
Motion Sensor	150 cr	1d3 days	
Nightshine Eyes	200 cr	1d6 days	
Targeting Eyes	250 cr	1d6 days	
Telescopic Eyes	150 cr	1d6 days	
Travel Eyes	200 cr	2d6 days	
Voice Modulator	150 cr	1d6 days	

BIOMONITOR: Biomonitorers track the user's vitals and can display useful information in real time such as the character's pulse, heart rate and other vital statistics. This information is typically displayed in a sub-dermal screen in the wrist and/or shoulder (the user can shut off this display subconsciously, but it will turn back on if the body is suffering extreme and/or dangerous stress). A medic with access to this information gains a + 1 to all Medicine rolls to help the character. In addition, using the information to help treat the character with a med kit allows the medic to add +1 to their roll when restoring Hit Points. A character who has died of poison might be resuscitated by a Medic who can use the biomonitor, though their Skill roll is at a -2 to attempt this.

BLOOD CLEANSERS: This implant is a special housing and control unit for a blood-born nanite swarm that sweeps the character's blood and tissue cells looking for foreign invaders or corrupted dna. Upon locating such an aberration, the nanites begin to destroy invading viruses or reconstruct damaged cells. Blood cleansers grant a character a +4 to Saving Throws versus Diseases, Chemicals, or Poisons.

CHIP SLOTS: These tiny ports are built behind a character's ear or along the hair line. The ports are connected to the character's neural pathways. By themselves, they serve no function but they allow the character to use Skill chips for various purposes. Recovery takes the same amount of time no matter how many slots are put in at once. A character can never integrate with more slots than their Intelligence divided by 3, round down.

COMPANION MODIFICATIONS: Races will always vie for a competitive edge when it comes to mating, and with cybernetics new tools exist to take that competition to the next level. Companion modifications are cybernetic changes, additions, and alternations to a person's physical and sexual characteristics, typically aimed at increasing sex appeal. From synthetic pheromone releasers to augmented musculature or breast size, as well as 100% effective birth control and genital 'enhancements', the companion modifications can turn anyone into the most desirable catch. Mechanically, this adds +1 to Interaction rolls or Reaction rolls with targets who find the character attractive. Companion modifications can also be used to alter one's sex, though this costs twice as much and takes twice as long to recover from.

CYBER BOMB: This small device is implanted in the character's neck or back of their skull. Whoever has the implant's trigger can kill the character at any time. These devices are usually used to instill loyalty in a target. Removing Cyber Bombs without the trigger deactivated is extremely risky. It requires either a Medicine roll at -2 or (if Skills aren't used), both the medic and the character to make a successful Saving Throw. If any of these rolls are failed, the device still triggers. This kills the character and causes 3d6 damage to the medic with no Saving Throw.

CYBER COMMUNICATOR: This device is simply a communicator that is miniaturized and implanted into the user. It performs all audio functions of a standard communicator. The user makes and receives calls by blink or hand gesture. Audio is silent to all save the implant user, but they must speak to be heard by the individual on the other side of the call. If the character also has cyber eyes, the communicator can be integrated with the character's eyes for an additional cost. This allows the character to 'see' holographic transmissions



from holo-communicators, and to send a holo-signal of what they are actually looking at to someone with a holo-communicator.

Cyber Communicators can typically store around 100 hours of data before the information must be moved to another storage device. Cyber Communicators can also be used as audio and/or visual recording devices.

CYBER COMPUTER: This extremely miniaturized computer functions in all ways as the standard mini-computer. They are wireless and can communicate with other computers at great distance. They can store tremendous amounts of data.

CYBER SENSOR: This handy device is designed to detect gasses and poisons in the air. This device will detect irregularities and toxins as well as poisons in the air up to 60' away.

EXOTIC MODIFICATIONS: In a world where cyber modifications are common, it's only a short step till they become fashion accessories. Exotic modifications allow users to change their appearance in strange and inhuman ways. Exotic modifications include such things as permanent color changes to their features, eyes and hair that change color, a prehensile tail, fur, pointed ears, animal ears, colored or textured skin, scales, fingernails that change color, or stranger changes. These modifications have no impact on game mechanics and are simply cosmetic.

EXTERNAL DISPLAY: This mini projector is useless without other implants, such as a cyber computer or communicator. With either of those implants, this device allows the user to project an external holographic image for others to see the information they are seeing, manipulating, receiving, etc. These displays are typically embedded in the forehead, palm, or under the clavicle for best projection.

FINGER TOOLS: Never leave home without your keys (or lockpicks)! Finger tool implants are exactly what they sound like, allowing most handheld tools to become finger sized implants. Unless the tool is extremely small, most fingers can only hold a single tool each (as typically the device must fit with the fingertip and down to the first knuckle). Lock picks, small screwdrivers, and small blades are the most common such tools. Replacement and alternate tools can be purchased for 10 cr and take only a few minutes to switch out.

HEARING IMPROVEMENT: Originally intended to improve the hearing of people who had lost their sense of hearing, these implants can also be used to increase the

sensitivity of a character's hearing to dramatic levels. A character with these implants reduces their chance of being surprised by 1. Further, when listening into conversations or for noises that warn of danger, they will hear them on a 1-4 on a d6. These implants have baffling to protect the user from being overwhelmed by loud noises, but some things (like explosions or rapid slug-thrower fire) may require a Saving Throw to avoid temporary deafness for 1d6 rounds. As a safety measure, the user can disable the hearing modification temporarily if they wish at the cost of a round of concentration.

INTERNAL FLASHLIGHT: Typically implanted in the tip of a finger, this device can cause the digit to project a beam of light like a flashlight.

INTERNAL WATCH: This device, often embedded in the forearm or wrist will, when desired, display the time, date, and other information on a small LED display under the skin. Most models include functions like stopwatches, alarms, multiple time tracking and even speedometers, and of course they are waterproof.

MIND JACK: This small piece of cyberware allows a user to mentally connect to computers, vehicles, and any other device with a cyber port. Standard mind jacks require a cord to connect the user and the device, but more advanced models exist that are wireless. A mind jack user is quicker and more efficient when manipulating technology they are linked with. This should grant a +1 bonus on any Technical Skill rolls when using a computer or a +1 to any Piloting Skill roll when using a vehicle with a cyber port (if that Skill is being used).



MOTION SENSOR: This implant provides a real time sonar view in a 60 ft radius. This device is blocked by walls of at least an inch thickness; heavy smoke and fog also disturb the sensor. A character with a motion sensor cannot be surprised unless in a crowd or bad weather.

NIGHTSHINE EYES: Nightshine eyes allow their owner to see in the dark. Able to see in the ultraviolet and infrared spectrum, the user can see in the dark virtually as well as they can in the light.

TARGETING EYES: These eyes contain targeting sensors granting their user a +1 to hit when using ranged weapons.

TELESCOPIC EYES: These eyes allow the user to see clearly up to 10x their normal distance.

TRAVEL EYES: These cyber eyes can be removed from a character's eye-socket and left in a different location. This eye will continue to transmit data to the character from up to 100 ft away and they can see through it as though they were there. This usually requires the character shut their other eye (or turn it off in the case of a second cyber eye) in order to not be confused by the different stimuli. Alternatively, the eye can record up to 12 hours of footage and display it to the character at a later time.

VOICE MODULATOR: This implant allows the user to modulate their voice and change it as they see fit. With this implant they can copy voices and perfectly mimic sounds they hear.

COMPLICATED CYBERWARE

Cybernetic	Cost	Recovery	Notes
Adrenal Booster Rank 1	150 cr	2d6 days	
Adrenal Booster Rank 2	400 cr	3d6 days	
Adrenal Booster Rank 3	750 cr	4d6 days	
Combat Focus Implant	300 cr	2d6 days	
Cybernetic Arms	500 cr	2d6 days	
Cybernetic Blade	250 cr	1d6+2 days	No recovery if built into a cyber arm or hand
Cybernetic Fangs	150 cr	1d6+2 days	
Cybernetic Hand	300 cr	1d6+2 days	
Cybernetic Legs	500 cr	2d6 days	
Cybernetic Lungs	500 cr	3d6 days	
Cybernetic Pistol, laser	750 cr	2d6 days	Half recovery if built into a cyber arm or hand
Cybernetic Pistol, slug	500 cr	2d6 days	Half recovery if built into a cyber arm or hand
Cybernetic Razors	100 cr	1d6 days	No recovery if built into a cyber arm or hand
Dead Eye	300 cr	1d6 days	
Dermal Armor, Light	150 cr	1d6+2 days	Concealable, -1[+1] AC
Dermal Armor, Heavy	300 cr	2d6+1 days	-2[+2] AC
Dermal Sheath	200 cr	1d6 days	
Emergency Surgeon	500 cr	1d3 days	100 cr for a refill
Enhanced Healers	400 cr	1d6+2 days	
Enviro Weave	400 cr	2d6 days	
Gripper Hand	500 cr	2d6 days	
Muscle Grafts	500 cr	3d6 days	
Nutrient Replacement	400 cr	2d6 days	50 cr for a refill
Rocket Boots	500 cr	1d6 days	25 cr for a refill
Shield Reinforcement	100 cr	1d6 days	
Shield Reinforcement, Energy	300 cr	1d6 days	
Space Weave	1000 cr	4d6 days	

ADRENAL BOOSTER RANK I: Adrenal boosters are implants that help increase their user's speed and reaction time. They work by flooding the user's system with adrenalin and synthetic endorphins, resulting in a dramatic increase in the user's capabilities for a short time. These devices are not without their drawbacks, however. Though an adrenal boost can be activated with but a thought, and the benefits last for 10 minutes, the body needs time to rest after each use thanks to the extreme stress it suffers. A rank I adrenal booster grants the user a +1 to Initiative and +3 to Movement. After ten minutes, the character will experience intense fatigue, resulting in a -1 to Initiative and -3 to Movement for the next 10 minutes. At least 30 minutes must pass before the booster can be activated again, but after the second use, the penalties last for 20 minutes. After the 3rd use, the recommended safe maximum, the penalties last for 30 minutes. Each use after that also penalizes the character for 30 minutes but also inflicts 1d6 damage from internal stress.

ADRENAL BOOSTER RANK II: This implant is identical to the Rank I booster, but in addition, it improves the user's Armor Class by -1[+1], grants a +1 to hit in combat, and a +1 to all Saving Throws to resist attacks or effects that one might dodge or avoid. During the 'come down' period, they suffer a -1 To Hit and Saving Throws, and a +1[-1] penalty to Armor Class. Note that a Rank II implant can be operated as only a Rank I implant, if the user wishes to avoid the stiffer penalties of the full Rank II.

ADRENAL BOOSTER RANK III: This implant is identical to the Rank II booster, but allows the user to move at nearly inhuman speeds. Their Movement doubles (it does not receive the +3 first from Rank I), and they can take two actions or attacks a round. However, during the come down, they automatically suffer 1 point of damage after each use. In addition, their Movement is halved and they suffer the other penalties of Rank I and II. After the third use, they suffer 1d6+2 damage for each additional use.

COMBAT FOCUS IMPLANT: This brain implant speeds up a character's ability to perceive and utilize information in stressful situations. Effectively this allows them to ignore distractions and outside input, and become hypervigilant in regards to the position of those threats they target. This provides a +1 To Hit in combat, both ranged and melee.

CYBERNETIC ARMS: Unlike prosthetic arms, full cybernetic arms carry several benefits. The user can shut off pain sensors allowing them to ignore damage that would debilitate a flesh and blood arm. They are tremendously strong; cybernetic arms can be locked in place and hold up to 1000 lbs of weight. Further, the user inflicts

+1 damage in melee combat and can strike for 1d6 damage with their club-like limbs when unarmed. These include the benefits of cybernetic hands (below).

CYBERNETIC BLADE: Cybernetic 'blades' are hidden implants built into the forearms of their users. Though called blades, they take many forms from a long knife to a jagged axe or multi-toothed saw. A cybernetic blade inflicts 1d6+1 damage, plus strength modifier.

CYBERNETIC FANGS: The most subtle of all hidden cyber weaponry, cybernetic fangs cannot be detected except through a full dental inspection. Attacking with these weapons typically requires either surprise or a grappled opponent. They inflict 1d6-1 damage.

CYBERNETIC HANDS: Cybernetic hands can have their grip locked around an object, allowing the character to hold onto an object or surface indefinitely. Further they can be used in combat to inflict 1d6-1 damage.

CYBERNETIC LEGS: Full cybernetic legs, unlike simple prosthetic ones, operate far beyond simply replacing a user's lost limbs. Cybernetic legs add a +3 to the user's movement, as well as allowing them to leap tremendous distances (at least 30 feet horizontally and 15 feet vertically with a running start).

CYBERNETIC LUNGS: These replace a subject's physical lungs. They automatically filter out airborne poisons and have reserve oxygen of up to six (6) hours if the character wishes to hold their breath.

CYBERNETIC PISTOL: These weapons are hidden, imbedded pistols, built into the arms of their users. A hidden port is also built in, allowing new ammunition to be inserted. These weapons have the same statistics as normal slug or laser pistols. Slug pistols use caseless ammunition.

CYBERNETIC RAZORS: A weapon favored by assassins, the cybernetic razors are hidden, retractable finger blades. In combat, they inflict 1d6-1 damage. Due to their polyceramic nature, they do not show up in most sensor scans but a close inspection of the user's fingers might reveal them (1 on a d6, or a Perception check at -2).

DEAD EYE: This rather dramatically named device is a single-shot weapon embedded into a cybernetic eye (it cannot be used with a meat eye). The dead eye fires a single dart up to 30 ft away that is typically poisoned with a paralytic poison (as

standard, save or be paralyzed for 1d4x10 minutes). It is possible to get refills with different poisons on them. The weapon has a +1 To Hit due to its sight-based targeting nature.

DERMAL ARMOR: Dermal armor is armor plates and nano-carbon tubes that are woven and imbedded in the flesh of their recipient. This armor protects the character at all times. Light dermal armor is inconspicuous and invisible to the eye or touch. Only a medical inspection or metal detector would reveal its presence. Heavy dermal armor is noticeable to casual inspection unless the character's skin is completely concealed. The heavy ceramic and dura-plast plates typically replace large sections of the character's skin, and their remaining skin often has a 'plastic' or artificial feel (thanks to the nano-weave fibers).

DERMAL SHEATH: A dermal sheath is a hidden compartment built into the character's thigh or abdomen. This 'pocket' can hold small objects up to the size of a knife or pistol. These are often used by smugglers for contraband, or couriers for extra security. Unless you know a dermal sheath is present, you can only find one on a roll of 1 on a d6 if performing a strip-search on the character. If using Skills, a Perception roll at -2 can locate the sheath.

EMERGENCY SURGEON: This array of implants house fast acting nanite repair surgeons that can flood the character's system in an emergency to rapidly repair damage they have suffered. An emergency surgeon can be activated at will, or when a character suffers extreme trauma. When activated, it will heal 2d4 Hit Points. If activated due to extreme trauma (i.e. being reduced to zero or less hit points), it will resituate a character if it manages to take the character back to positive hit points. The injury will not kill the character (though they will still be knocked unconscious from the attack for at least an hour). Emergency surgeons only carry a single dose of nanites and must be refilled after each use.

ENHANCED HEALERS: Enhanced healers are an array of implants that control metabolic functions, regulate blood flow and heartrate, and control a nanite swarm designed to repair damage to the body. A character with enhanced healers recovers an extra 1d3 Hit Points a day when resting.

ENVIRO WEAVE: This combination of implants helps protect the character from extremes of temperature, both hot and cold. While it is not perfect, it does allow a person to survive comfortably nude in freezing or desert conditions. Greater extremes will start to take their toll, but at greatly reduced rate (especially if the

character also has proper clothing and gear for that environment). It also provides a +3 to Saving Throws versus both Heat and Cold based attacks, and if the Saving Throw is made, the character only takes half damage.

GRIPPER HAND: These cybernetic hands function in all ways like a normal cybernetic hand (above). In addition, they can be used to aid climbing with both retractable grips on the fingers and it can be 'fired' from the arm as a grappling hook with a 100 meter long high strength cable. If used as a weapon, it inflicts 1d6-1 damage.

MUSCLE GRAFTS: Synthetic muscle fibers are grafted into existing tissue and laced to the character's bones and skeletal structure for added support. A character with muscle grafts gains tremendous strength. They gain a +1 to hit and damage in melee combat and they are also able to carry twice as much as a normal person. They can easily deadlift 800 pounds (1500 if the person has cybernetic arms).

NUTRIENT REPLACEMENT: Who has time to eat? With this cybernetic implant, the character has a pump embedded in their stomach that secretes a high calorie nutrient paste, along with an appetite suppressor in order to allow the character the ability to avoid the necessity of eating. In addition, kidney implants recycle the character's waste water. Special patches are placed in and around the sweat glands in order to also catch and recycle sweat. A character with nutrient replacement implants can survive without food and water for up to a week (though they will usually experience mild dehydration the last day or so). Refills of the nutrient paste cost 50 cr. A character can disable their nutrient replacement implant at will to either conserve it or have a special night out with friends.

ROCKET BOOTS: Rocket boots must be implanted into either cybernetic or prosthetic legs. They allow the user to fly at Movement of 18. A jet pack can be used for up to 25 rounds before it must be refueled. The cost to refuel a jet pack is 25 credits.

SHIELD REINFORCEMENT: This implant is specially reinforced dermal plating on a character's off arm. This allows them to, in a pinch, use their arm as a physical shield. Improves Armor Class by -1[+1] but only versus melee attacks.

SHIELD REINFORCEMENT, ENERGY: Unlike the standard shield reinforcement, this actually embeds an energy shield projector in the character's off arm, allowing them to generate an energy shield whenever they wish. This improves their Armor

Class by -2[+2] versus energy weapons. It is possible to have an energy shield reinforcement imbedded in a shield reinforcement.

SPACE WEAVE: A rare implant found only among spacers and pilots, space weave is almost never needed. However, when it is necessary, it's a life saver. Space weave is a series of implants that protect a body from the rigors of vacuum. It provides protection from radiation, cold, and allows the user to resist vacuum for 30 minutes. Air supply must be provided either through cybernetic lungs or an external breather. Provides a +2 to Saving Throws from cold or radiation based attacks.

COMPLEX CYBERWARE

Cybernetic	Cost	Recovery	Notes
Arcane Aura	2000 cr	3d6 days	
Arcane Eye	1000 cr	2d6 days	
Chakra Implant	1000 cr*	3d6 days	Cost multiplied by number you will have
Exo Frame	2000 cr	6d6 days	
Exo Wings	3000 cr	5d6 days	100 cr for a refill
Floater	1500 cr	2d6 days	
Heavy Cyber Weapon, Chaingun	1500 cr	4d6 days	
Heavy Cyber Weapon, Laser Rifle	1500 cr	3d6 days	
Heavy Cyber Weapon, Rifle	750 cr	3d6 days	Requires Exo Frame or Cyber Arm
Immortality Upgrade	20,000 cr	2d6 days	
Redundant Organs	1000 cr	3d6 days	
Sealed System	1000 cr	4d6 days	
Synth Blood	2000 cr	4d6 days	
Synth Bone	2500 cr	6d6 days	
Third-Eye Implant	7500 cr	4d6 days	
Thaumaturgic Field	2000 cr	2d6 days	

ARCANE AURA: Though rare, some alien races learn to meld cyber-technology with their mystic power systems, creating 'arcano-ware'. These devices are incomprehensible to races who do not normally show proficiency in their mystic powers. Occasionally, however, it is possible to get them to install their unique machines into a friendly ally. This series of arcano-ware implants allows the user to project a glowing aura of arcane force, either entirely around their body or around their hands. If projected around the body, it provides a +1 to Saving Throws and a -1[+1] to Armor Class. If projected around the limbs it allows them, or a melee weapon they are holding, to gain a +1 To Hit and Damage, as well as treating the limbs/weapons as though they were 'magical' when dealing with extradimensional entities. Each time the aura is activated, it lasts for 10 minutes and can be activated

three times a day before the implants need to recharge. The aura is visible as a haze of colors around the body/limbs, usually corresponding to the character's emotional states (or so the aliens who manufacture these devices claim).

ARCANE EYE: Arcane eyes are odd looking cyber-eyes. Upon close inspection, tiny runes or symbols can be seen around the iris. Arcane eyes allow a character to automatically see all Mystic Gifts, Meditations, and Psionic Powers in operation as well as recognize other arcano-tech or 'mystic items'. All of these things present different ghostly auras in the user's vision. It is said that they can also see immaterial beings and extradimensional entities, even when those beings are invisible to the naked eye. Scientists of other races usually discard this idea, instead saying that the interface merely creates artifacts and phantoms rather than admit that ghosts or demons might exist.

CHAKRA IMPLANTS: Another form of arcano-ware, these implants are only produced by races with strong mystical connections, but can be used by any character with 'mystical abilities' (such as Gifts or Meditations). Each implant involves crystals that are infused with mystic power, scribed with runes and sigils. When placed in one of the chakra it encourages an increase in a person's mystical capability. If a character has one chakra implant, it grants them one bonus level 1 Gift or Meditation a day (in the case of Psionics they gain an additional use per day). Each additional chakra implant costs 1000 cr times the number of implants they will have (your first costs 1000, your second 2000, etc.). The second implant grants a bonus level 2 Gift or Meditation, third a bonus level 3 Gift or Meditation, and so on. No character can have more than 5 chakra implants, and none can be built into the forehead chakra.



EXO FRAME: Exo frames are extreme modifications, only allowed to military, police, specific commercial jobs, or special operatives. Gaining an exo frame is a life changing experience as unlike most cyberware that can be concealed beneath fake flesh or made to look like normal skin, exo frames are too large and cannot be concealed. The character gains around 6 inches in height, with complicated metallic power frame

implanted into their back and limbs. Large portions of the chest and internal skeletal structure are also replaced with cyberware supports. For the cost of their appearance and humanity, the exo frame wearer gains several benefits. Their armored body has a base Armor Class of 2[17]. They cannot benefit from normal or cyber armor however, though they can use shields. The strength of an exo frame is tremendous and they can easily lift 2 tons. They inflict +2 damage in melee combat and if punching barehanded they inflict 1d6+2 damage. Because an exo frame replaces a lot of the character's 'meat', they also gain a +2 to Saving Throws versus attacks that harm the body (such as poison, disease, chemicals, etc). However, they are more vulnerable to electricity and suffer a -2 to Saving Throws versus electrical attacks. Exo frames add around 500 lbs to a character's weight. Exo frames inflict vehicle damage with their punches against light and medium powered armor suits, and small vehicles (such as bikes and cars). They also ignore the damage bonus that vehicular weapons inflict on personal targets. If using Humanity or a limited number of cyber implant rules to control cyberware, exo frames count as double for both systems.

EXO WINGS: Some will pay any price to fly. Exo wings are an extravagant rarity, both due to their expense and their awkwardness in day to day life. Designed to look like anything from bat wings to angel wings to simple metallic affairs, these retractable wings are embedded in the back of the character along with shoulder and spinal support. The wings themselves are controlled by thought and usually remain folded behind the character. If used for actual flight, they expand to a rough 20 ft wingspan and actually become a fixed-wing style craft with small thrusters to enable high speed movement and emergency lift. The character can fly at a Movement of 21 or glide at a Movement of 15. They are limited to 100 rounds of flight with the engines, but unlimited glide time (based on prevailing weather conditions). The wings are detachable for those times when wings would simply be too awkward, but cannot detach when extended. They also provide a -2[+2] to the character's rear armor class while folded.

FLOATERS: Another piece of arcanotech, these spherical crystal nodules are imbedded in the user's ankles and feet. With a thought, they allow the character to float up or down at a Movement of 2. The character cannot move horizontally without some external means of propulsion. While floating, they are as stable as they would be if standing on the ground. A character with floaters can usually use them to slow or stop their descent, assuming they can turn their legs towards the ground (so an uncontrolled short fall might not give them enough time, for example). If in doubt, the Referee can allow a Saving Throw to see if the user can stop themselves from falling.

HEAVY CYBER WEAPON, CHAINGUN: Requiring an exo frame, this large weapon cannot be concealed within the body but usually rests on the character's back, pointed down. When activated, it rotates up and over until pointed forward at the user's targets. This weapon fires a tremendous amount of shells at once, allowing the user to casually spray an area with death. The weapon's stats are: 20 lbs weight, ROF: 3 bursts, Damage: 2d6, Range: 250 ft, Ammo: 30 bursts. A full reload costs 50 cr and weigh 5 pounds. This weapon is large enough to inflict vehicular damage against vehicles and powered armor, but does not inflict double damage versus personal targets.



HEAVY CYBER WEAPON, LASER RIFLE: This concealed weapon requires the character either have an exo-frame or a cybernetic arm to hide the weapon system. When exposed, it attacks like a laser rifle. It requires energy cells like its mundane counterpart.

HEAVY CYBER WEAPON, RIFLE: This concealed weapon requires the character either have an exo-frame or a cybernetic arm to hide the weapon system. When exposed, it attacks like a firearm rifle. It typically uses caseless ammunition and is reloaded as its mundane counterpart.

IMMORTALITY UPGRADE: Only available in worlds with access to the most bleeding edge cybernetics and nanite technology, the immortality upgrade is a prize for all those who seek to beat back death's cold touch. The upgrade relies on a number of nanite forge implants and control mechanisms. The nanites are more advanced versions of enhanced healers, and can repair damage even on a cellular level and beyond. The nanites actively work to repair dna damaged from age,

radiation, stress, and other factors. Upon receiving the immortality upgrade, a person will usually regress in apparent age by about 10 years or more towards the prime adult age of their race (21 for humans). Any physical age penalties are lost while the immortality upgrade functions and the character regenerates 1 Hit Point an hour. They also gain immunity to poison and disease, and a +4 to Saving Throws versus radiation based attacks. Finally, they only need half the food, water, and sleep of a normal person.

REDUNDANT ORGANS: This complicated array of synthetic organs and mechanical replacements allows a user to survive grievous injury. Thanks to the complex array of extra systems within the character's body, they gain one extra hit point per level (retroactively and moving forward). In addition, if the character is reduced to zero hit points instead of dying, they can survive if they pass a Saving Throw. The character will survive for 10 minutes, or until their Hit Points reaches -10 at which point they actually die. While dying, the character can still crawl and speak weakly for the first five minutes before passing out. They can even administer a med kit if they have one, but must bring their hit points above zero or else continue to die.

SEALED SYSTEM: One of the most complicated forms of cyber implant, this attempts to make the person completely self-sufficient. While even with advanced technology this is impossible, it can come close. While this system is operation, the character does not need to eat, drink, or breathe. They are immune to vacuum and extreme heat or cold. Essentially, nanites and microfibers close off their body except in specially placed vents, and an imbedded oxygen and nutrient supply is provided to the body in place of external necessities. A character can survive in any hostile environment without difficulty for one week once they've sealed their system. After that, they will begin to suffer the detrimental effects they would normally experience in those environments or without those necessities, but still at half the rate a person normally would.

SYNTH BONE: Replacing a person's entire skeleton is not out of the question for the best cyber surgeons out there. When they are finished, the character's skeleton is almost completely replaced by a high strength, ultra-alloy, light-weight metal structure. Maintaining 98% of the character's previous mobility, this cyber system is nearly unbreakable and provides serious protection to the character. The character's Armor Class is improved by -1[+1] and the character permanently gains +1 Hit Point per two levels (including retroactively). They take half damage from bludgeoning attacks, including bullets. They also inflict 1d6-1 damage with their meat-covered, metallic fists in unarmed combat.

SYNTH BLOOD: This system replaces a person's entire blood supply with a synthetic chemical replacement. This wonder fluid and the various implanted systems that control it grant many benefits. The character is immune to poisons and diseases. The blood is filled with repair nanites and it rapidly expands when exposed to large quantities of oxygen, causing it to almost immediately close over wounds that the character suffers. Any time the character suffers Hit Point damage, and they get a chance to rest for at least a minute, they will immediately recover up to 1d6 Hit Points as the wounds seal up. In addition, the character recovers and additional 1d3 Hit Points with each night of rest.

THIRD-EYE IMPLANT: One of the most complicated bits of arcano-ware, the third-eye implant not only heightens the user's mystical power to high levels, it also operates as an arcane eye. Any user of a third-eye implant when performing Gifts, Psionics, or Meditations inflict a -2 penalty to their target's Saving Throw. Further, three times a day they can open the third-eye while performing a mystical power and choose to double either the range or duration of the power they are performing. Once a day, they may spend one hour in meditation and reclaim one spent power. For example, a Star Knight who can perform up to 3rd level Meditations uses one 1st, one 2nd and one 3rd level power in the course of a quest. Taking a break, they spend an hour meditating and they can reclaim one of those spent powers and use it again later that day.

THAUMATURGIC FIELD: This arcano-ware implant helps protect the user from all mystic powers, be they Gifts, Meditations, or Psionics. A character with this implant gains a +2 to all Saving Throws versus such powers.

SKILL CHIPS

Skill chips require a character has installed one or more chip slots in order to use them. Note that the recovery time listed is only the amount of time it takes for the benefits of the chip to take place. Unlike normal recovery times, the character is not debilitated nor needs to recuperate. For purposes of limiting cyberware, skill chips themselves do not count against the character, only their chip slots do.

Skill Chip	Cost	Recovery	Notes
Armor Proficiency	100 cr	1d3 hours	
Language Implant	100 cr	1d6 hours	
Perception Implant	100 cr	1d3 hours	
Piloting Chip	100 cr	1d3 hours	
Skill Implant	Var	1 hour per lvl	For use with the Skill system
Stealth Implant	200 cr	1d6 hours	
Weapon Proficiency	100 cr	1d3 hours	Specific weapon per chip

ARMOR PROFICIENCY: While using this chip, the character can use one category of armor higher than their class normally allows. If a class can wear Light Armor, using this chip allows them to wear Medium Armor. If a class can wear Medium Armor they can now use Heavy Armor. Characters proficient in Heavy Armor receive no extra benefit from this chip.

LANGUAGE IMPLANT: This skill chip grants the character the ability to read, write, and speak a single language.

PERCEPTION IMPLANT: This skill chip increases the character's vigilance and improves their sensory awareness, adding one to their rolls to avoid surprise.

PILOTING CHIP: Piloting chips come in several varieties. Each different style of chip modifies one of the following attributes when piloting a vehicle: Targeting, Movement, Armor Class, or Initiative. While using the piloting chip, the chip gives you a +1 (or -1[+1] in the case of Armor Class) to that aspect of piloting a vehicle. A character can use more than one piloting chip at a time, but only one for each attribute.

SKILL IMPLANT: These skill implant chips are intended for use with the Skill system presented elsewhere in this book. These chips grant a character heightened proficiency with a Skill while the chip is implanted. Higher level chips are more expensive and take longer to integrate. Each level of a chip equates to a level in the Skill.

Skill Level	Cost
1	25 cr
2	50 cr
3	125 cr
4	400 cr
5	625 cr

Skill implants do not add to a character's existing ability, but instead they completely replace it while the chip is inserted. Skill chip Skills can be modified by attributes as normal however.

STEALTH IMPLANT: This chip increases the character's ability to move quietly and find the best ways to conceal themselves. This increases the character's ability to surprise someone else on a 1-3 on a d6.

WEAPON PROFICIENCY: While using this chip, the character can use one type of weapon their class is not normally capable of using. For example, an Aristocrat could get a Weapon Proficiency chip to allow them to use Laser Rifles, or a Star Knight could get a chip to allow them to use firearms.



LIMITING CYBERWARE

In many settings, the idea of unlimited cyberware is too powerful to contemplate. In a traditional 'cyberpunk' setting, cyberware tends to erode a person's humanity as they surrender their meat for metal. Whether it's for balance or for genre, here are some methods to limiting cyberware. Obviously, Referees can use one of more of these and flavor to suit.

- **Hard Limit:** The Referee simply establishes a hard limit on the number of cyber-augmentations a character can possess. This can be any number, from 1-X (3-6 is typically a good range), depending on how much the Referee is comfortable with. Typically, prosthetic ware will not count against this limit and simple cyberware should count as 1/2.
- **Rarity:** The Referee can pick and choose how common cyberware is and modify its availability accordingly. Perhaps cyberlimbs are easy to come by, but anything modifying the brain or organs is rare (or non-existent).
- **Expense:** If cyberware is rare or a new technology, the cost (and recovery time) can be increased. Any multiplier is acceptable, but a x1.5 would represent cyberware that is slightly more rare than a full on cyberpunk setting. A multiplier of x2 or x3 would make it quite rare and exist only in the hands of high-level or extremely wealthy characters. When it reaches x4 or x5, cyberware will be almost non-existent in most campaigns.
- **Humanity Loss:** In this system, each piece of metal has a cost to the character's humanity. This is represented by the higher of their Charisma or Wisdom score. Each Simple Cyberware a character has implanted costs 1 Humanity. Each Complicated Cyberware a character has implanted costs 1d2 Humanity. Each Complex Cyberware costs a character 1d4 Humanity. Referees can adjust the loss amount as they see fit. Perhaps changing the dice to 1d3 and 1d6, or even more. When a character's humanity reaches 6 or lower, they receive a -1 penalty to the Interaction Skill (or Reaction Rolls). During times of high stress, such a character might be forced to make a Saving Throw at a +2 or else enter a berserk rage and attacking anyone nearby indiscriminately for 1d6 rounds. When a character's humanity reaches 3, they receive a -2 to Interaction and Reaction Rolls. Further, they cannot conceal that they are a highly cybered character, even if their implants are internal. Anyone interacting with them will immediately realize they are dealing with someone more machine than flesh. During stressful

periods (like combat) they must pass a Saving Throw or else enter a berserk rage and attack anyone nearby indiscriminately for 1d3 minutes. When a character reaches 0 Humanity, they have a permanent psychotic break and become sociopathic monsters (NPCs). Humanity can only be regained by removing cyberware (and rolling a random amount of humanity regain) or by somehow increasing the statistic it is based on. Note that prosthetics do not cost humanity, only implants that function beyond racial norms.

- **Statistic Limited:** Like Humanity above, but instead based upon a different characteristic. Maybe your Constitution determines the amount of Cyberware you can use. Either modify the attribute for some set number (such as dividing it by half), or treat it like Humanity and deduct from it.
- **Magic versus Technology:** Some settings imply that mystic powers and cybertech do not work well together. If that is the case, then a character sacrifices some of their mystical power for each implant they get. Prosthetic replacements should not reduce the character's mystical power. For each two Simple Cyberware Implants, or single Complicated or Complex implant, costs the mystic character a slot from their highest available power slots. For example, a 6th level Star Knight loses his right hand in a dual with a Void Knight. Opting to not simply have a prosthetic hand, he gets a cybernetic hand. While he's at it, he gets a cybernetic blade, just in case. Since a 6th level Star Knight's highest power slots are level 3 and level 4, he loses both of these. If he makes it to level 10 without any more cyberware, he would have 2 less 5th level powers. Note, that arcano-ware should not inflict this penalty.

STARTING CYBERWARE

The costs of cyberware are fairly prohibitive for starting and low-level characters. But in some settings, the Referee may want players to begin the game with cyberware if they wish. There are several ways to handle this.

- **Bonus Credits:** In addition to the 3d6 x 10 credits that all characters start with, characters should gain 3d6 x 100 credits for buying cyberware only. At the Referee's discretion, some classes may receive smaller amounts or none at all. For example, perhaps characters with mystical abilities receive no starting cyberware at all.
- **Flat Credits:** Simply give starting characters a set amount of credits for cyberware. This could be anything from 500, 1000, 2000, or more.

- Class Variations: Some classes can get larger allowances for cyberware, such as Alien Brutes and Mercenaries might start with 2,000 cr for cyberware, while a Pilot might only start with 1,000 cr, an Aristocrat with 3,000 and a Gifted with none.
- Debt: A PC may enter into debt with a corporation or government agency. The amount of starting cyberware they get could be extremely high, but the amount the character will owe should be 2 to 3 times the value of the cyberware they started with, or more. Cyberbombs are installed in such characters as standard, to insure their 'investment'.

BIOWARE

Some settings include Bioware, a kind of living technology that functions similarly to cyberware. In some cases, both bioware and cyberware exist in the same settings, with bioware acting as a more advanced kind of implant that has a less detrimental impact on the user than metal implants.

The cyberware already provided can easily be 'reskinned' as bioware. In a setting where they both exist, bioware should cost twice as much. In addition, if using limiting cyberware rules, bioware should count as half as much as similarly complex cyberware. For example, if using the Humanity rules, bioware will cost half the humanity that an identical piece of cyberware would cost. Finally, bioware has half the recovery times as similar cyberware.

In general, bioware often either looks exactly like normal skin and flesh, or it has an alien appearance, depending on the Referee's setting. Bioware is powered by the body of its user. In the case of removable bioware, it must be stored in a nutrient bath for at least 8 hours a day or else the bioware will begin to die. After three days without being connected to a character or in a nutrient bath, the external bioware will die.

The following bioware is in addition to bioware versions of most of the above cyberware. In the notes, it states the level the bioware is equivalent too.

Bioware	Cost	Recovery	Notes
Acidic Bite	750 cr	1d6 days	Complicated
Body Minder	500 cr	1d3 days	Simple
Chameleon Graft	1000 cr	1d6 days	Complicated
Digestion Modifier	500 cr	1d6 days	Complicated
Eye Stalk	1000 cr	1d6 days	Complicated
Flexibility Graft	1000 cr	2d6 days	Complicated
Mind Binder	500 cr	2d6 days	Complicated
Mind Vaults	10,000 cr	3d6 days	Complex, Removable
Morph Skin	2000 cr	1d6 days	Complicated, Removable
Mystic Caster	3000cr*	2d6 days	Complex
Organ Parasites	2000 cr	1d6 days+2	Complex
Pain Ablater	2000 cr	1d6 days	Complicated
Poison Bite	1500 cr	2d6 days	Complicated
Regenerator	10,000 cr	1d3 hours	Complex
Serpent Graft	1000 cr	1d6+2 days	Complicated, Removable
Skilled Organisms	250 cr+	1d3 days	Simple
Sustainer Organism	1000 cr	2d6 days	Complicated
Weapon Graft	1000 cr	1d6 days	Complicated
Weapon Node	500 cr	1d3 days	Simple, Extra cost per weapon

ACIDIC BITE: Small organisms are implanted in the saliva glands for this bioware to work. First it flushes the mouth with a non-toxic base mucus to protect it from the acid, then it generates enough acid for the character to either bite through a bar of metal or spit at an opponent up to 10' away for 1d6+1 damage. A hit will also reduce the target's Armor Class by +1[-1] until the acid is washed off. The glands can only generate enough acid to perform the above functions 3 times a day.

BODY MINDER: This bioware organism tracks the status of the character's body and health, including the introduction of foreign, poisonous, or diseased material, and will mentally alert the character when such incidents occur. In addition, if the character uses a med kit on themselves, thanks to the information the body minder supplies, they gain an additional +2 Hit Points when repairing damage and a +1 to any Medicine Skill rolls they perform on themselves.

CHAMELEON GRAFT: These grafts are imbedded into and under the skin of the user. With a thought from the host, they both rapidly dye the host's skin and emit a psychic 'ignore me' signal to everyone in 60' radius. If the character is not significantly covered (by clothing or armor) they can effectively blend in and surprise others on a 1-5 in d6. If using Skills, this adds +2 to their Larceny Skill for stealth attempts. If they are clothed, they still increase their chance of surprise by +1 (usually 1-3 in d6, or +1 to their Stealth Skill).

DIGESTION MODIFIER: This strange organism lives inside the character's stomach and allows them to draw nutrients from any non-synthetic material they consume. Plants, wood, dirt, and even rocks that are swallowed will be broken down and converted to usable nutrients by the implant. It is not tasty or pleasant, but it will allow its user to survive without food in any environment. Poisonous material that is ingested is also converted to useful nutrition and therefore does not harm the character.

EYE STALK: As it sounds, this implant is a fleshy stalk about 8-12 inches long with an eye on top of it. Usually implanted in the shoulder, this piece of bioware is completely retractable (only a thin scar is evident when the stalk is retracted). A user can see out of the eye as though with their own. While it can provide simple tricks such as looking around corners, it also provides a second chance at avoiding surprise. Any time the character must roll for surprise they can roll twice. Only if they fail both rolls are they actually surprised.

FLEXIBILITY GRAFT: These organisms graft to the host's tendons, bones, and key areas of skin, making them more flexible than they have any right to be. A character with these grafts can perform all sorts of contortions beyond the imagination of the most skilled circus performer, including moving through a one foot square opening, escaping bindings, and even fit through an average jail cell's bars without harm (assuming they lack any sort of inflexible implants, such as regular cybernetics). They also take half damage from blunt weapons and unarmed attacks.

MIND BINDER: These small, grey organisms are unique in that they do not perform any useful function unless they are cut in half or quarter. Somehow, the organism retains contact with all its parts. When these pieces are injected into the ear canal, they pass into the brain where they transmit the user's thoughts to any other 'portion' of its anatomy imbedded in someone else. Effectively, this allows telepathic communication between individuals who share parts of the same organism, up to four individuals. The maximum range is 10 miles. The organism dies if its host dies, and the last living piece will die if there are no other connected 'parts'. Needless to say, this grafting must happen to all parties fairly simultaneously. This implant does not allow mind reading per se, only thoughts intentionally transmitted are 'heard'. Sometimes though, extreme emotion bleeds through to other linked users (which can be awkward if you pick up your teammate's emotions during intimate moments).

MIND VAULTS: Mind vaults only exist in places with the most advanced forms of biotechnology and usually require a mastery of cloning or growing new bodies. A

mind vault is an organism that lives within the hosts brain and meticulously records the data of the mind it lives in. Upon death, the mind vault can be removed and either implanted into a computer or robot body, whereupon the character becomes a digital consciousness, or it can be implanted into a clone or grown body, allowing the character to live again. Death is a traumatic experience and there is always some form of data decay. As such, regardless of what kind of body the vault is placed in, it loses one level of experience upon awakening in the new form.

MORPH SKIN: Morph skins are thick, gelatinous sacks that are imbedded over the user's normal skin. With a thought, you can change the appearance of a morph skin and take on the appearance of other people. Morph skins can only alter a person's height by making them a few inches taller (not shorter) at most so they are limited to effectively appearing as someone of height similar to their own. Even external sexual characteristics can be mimicked by a morph skin. Morph skins can be removed from the user, but the skin must be stored in a nutrient bath until it is used again.

MYSTIC CASTER: Another organism that only exists in the hands of races advanced both in mystical and biotechnological sciences, the mystic caster is an intelligent and self-aware organism that exists inside the host's mind. It is implanted with one or more powers that it can use one or more times a day. It can activate it's abilities on its own volition or at the needs of the host, but always uses them to the host's benefit. The cost for a mystic caster is 3,000 cr per level of the power (or psionic effect) for one use of the power per day. Each additional use costs 500 cr times the level of the power. For example, a character wants a mystic caster that can use the Healing Meditation, three times per day. This would cost 3,000 cr, plus 500×2 or 1,000 cr, for a total of 4,000 cr. Now they have a friendly spell caster living in their brain who can cast Healing Meditation either when they ask or when they need it (such as if they fall unconscious), up to three times a day. If instead they had wanted the Cellular Adjustment power, and wanted it at level 3, this would have cost 9,000 cr. Each additional use would cost an extra 1,500 credits. Gifts and Meditations above level 3, and Psionic Powers above level 5, cannot be implanted into a Mystic Caster.

ORGAN PARASITES: Looking like foot long worms, several of these parasites are imbedded into the character's chest cavity. They immediately shift around until they latch onto various organs and intertwine themselves with the life functions of their host. Once the host has recovered, they function mechanically as Redundant Organs. In addition, they grant the host two Saving Throws versus any poison or disease that attacks the system. However, the host must eat twice as much as usual due to their heightened caloric need. Biotechnicians assure users that the egg-laying function has

been surgically removed from these vat-grown creatures, but ask that if they pass any hard, white pellets that they return them to the facility that did the implant. For testing purposes of course.

PAIN ABLATER: This organism lives in the nervous system of the character and helps cut off pain reception, while still making the character aware of their injuries. This grants the character an extra 2 Hit Points per Hit Die.

POISON BITE: This implant involves strengthening the jaw and teeth of the character, and adding hollow extendable fangs. Only a dental examination can detect the implants. If the character can bite a target they inflict 1d6-2 damage (minimum 1). Their poison sacks contain enough venom to inject up to three times. Though it is possible to have a paralytic poison embedded in the glands, this clandestine implant is almost always used for assassination so the poison is usually fatal. A bitten target must pass a Saving Throw to avoid the effects of the poison.

REGENERATOR: Instilling this organism is actually a long process as it requires several injections of properly placed organic viruses. These reconstruct the host's DNA, altering healing rate and self-cleansing properties in the character's body to a tremendous degree. A character with a regenerator implant will recover 1 Hit Point every 10 minutes. Further, they gain a +4 to saves versus Poison, Disease, Radiation, Chemicals, and any form of attack that directly targets the body's health (for example a Gift that might kill the character outright, or age their body, would receive the bonus to the Saving Throw, but an attack that did fire damage would not). As a side effect, aging is slowed by the regenerators and they age only one year per five while the regenerators live (usually 20 + 1d10 years). After this time, the character will need to have a new organism implanted or begin aging normally.

SERPENT GRAFT: For those people who don't want to leave their pet at home, the serpent graft is exactly what it sounds like, a biotech serpent that is grafted to the user's body. Granted, it does not look entirely like a snake, unless desired, but typically looks like more like a tentacle with a chitin covered head and sharp beak. Between six and eight feet long, these creatures are typically grafted to the chest or back and often wrap around their user's torso. When the character is in melee combat, the graft can make an attack each round in addition to the character's attacks. It has a +3 to hit and inflicts 1d6-1 damage. For double cost, the serpent graft can be poisonous, in which case it inflicts 1d6-2 damage (minimum 0) and the target must pass a Saving Throw or either be paralyzed or die (most reputable sources of bioware will only provide a paralysis venom, but illegal or blackmarket sellers will be

happy to supply a more permanent toxin). The graft can only generate enough poison for 3 bites a day. After that, it simply inflicts the damage above. Serpent grafts cannot attack if their owner is wearing Medium or Heavy armor. They have an Armor Class of 4[15] and take 2 Hit Points of damage per level of their host. If a serpent graft is slain, it can be replaced at ½ cost.

SKILLED ORGANISM: A somewhat disturbing (for most people) implant, these organisms are intelligent and can, when needed, provide the user with the abilities implanted in them. They can possess any of the abilities provided by skill chips (even multiple abilities...up to three). The cost of the organism is added to twice the cost of the skill chip(s). Depending on the nature of the Skill, the organism can act as an advisor or temporarily 'use' the character's body to perform the ability (for example, a physical Skill). Some people go so far as to name their organisms, but most bioware technicians advise against it.

SUSTAINER ORGANISM: This array of complicated organisms recycle the body's waste and fluids, and produces oxygen as a side effect that flushes the system. This allows the character to go without eating, drinking, or breathing for up to five days.

WEAPON GRAFT: This organism is implanted in the host's arms, hands, or head. It is a thin, chitinous creature that can, when commanded, extend a sharp spine, claw, or horn like protrusion. Small versions inflict 1d6-1 in combat. Larger ones, which cannot be concealed (the graft rests on the top of the character's skin, looking vaguely insect like) can produce a weapon that inflicts 1d6 damage.

WEAPON NODE: This organism combination involves a graft on the host's wrist and palm, and another linked organism that grafts to a specific weapon. This organism extrudes vein-like feelers over the grip and length of the weapon. When the host uses the particular weapon, their node 'reads' the weapon and transmits hyper-accurate information to the host, allowing them to use it as an extension of their own body. This grants them a +1 To Hit and Damage, but only with the weapon(s) that have the linked grafts. Linked grafts cost 50 cr and takes about d6 hours before they have completely bonded with the weapon. They come in pre-sealed packages that maintain them until the package is opened. Unfortunately, they die after around 72-96 hours, unless the whole weapon can be submerged in a nutrient solution (firearms, mono, Star weapons, and laser weapons are damaged by the solution, and metal weapons tend to rust after five or six days in the solution). Weapon nodes require the user have a living hand and arm.

CHAPTER 3

SKILLS

Player characters can be defined by more than their Class. This chapter provides two optional systems which can be used to add a bit of depth and flavor to your character. Before selecting Skills or rolling to determine your character's Serial (If using the *White Star Companion*), consult your Referee to confirm whether or not these options are available.

SKILLS

Skills represent areas of expertise outside of character's class. Skills are Ranked between 1-5 with 1 being representative of basic knowledge, while 5 reflects the highest level of mastery achievable to a character.

All characters begin play with three (3) Skills. The first Skill is associated with the character's Class, while the other two are chosen by the player from the remaining options.

Skill	Rank
Class Associated Skill	2
1st Player Chosen Skill	1
2nd Player Chosen Skill	1

Each Skill has an associated Attribute and Associated Classes. When a character attempts an action associated with a particular Skill the player rolls a 1d6. If the roll is equal to or less than the character's Skill rank in the associated Attribute, they are successful at the action. Skill Rolls are modified by any applicable Attribute modifiers.

Skill	Attribute	Class
Athletics	Strength	Alien Brute, Alien Psychic Warrior, Bounty Hunter, Mercenary, Man of Tomorrow, Psychic Warrior
Interaction	Charisma	Aristocrat, Psychic, Star Knight
Knowledge	Intelligence	Alien Mystic, Mystic, Gifted
Larceny	Dexterity	Plucky Sidekick
Medicine	Wisdom	None
Navigation	Intelligence	Pilot, Star Pilot
Survival	Constitution	Deep Space Explorer, Biomorph, Yabnab,
Technology	Intelligence	Freed Assimilant, Novomachina, Robot, Two-Fisted Technician

WHEN TO ROLL

Even at low levels of skill, a character should only roll for skills when there are significant and dramatic costs for failure. For example, even at a Technology Skill of 0, all characters can operate a computer for day to day uses such as research of daily news, entertainment, do their taxes, and more or less anything a competent computer user could accomplish in this day and age. If, however, the character needed to hack a computer system or find some information quickly before a guard returns, then they might need to make a roll.

SKILL DESCRIPTIONS

ATHLETICS: Representing any feat of physical prowess, this Skill covers acrobatics, feats of strength, or any other activity that depends primarily on the physical performance of the character. This Skill is not used to dodge attacks. Armor Class (and any Dexterity bonus a Referee allows) is used for that.

INTERACTION: This Skill covers involving any interactions, including diplomacy, negotiation, bargaining, and intimidation. The character needs to be able to speak the language they are attempting to communicate in or have some other means of expressing themselves, such as a translator or telepathy, to be successful.

KNOWLEDGE: A character's general knowledge of the universe at large, including planetary histories, current events, local rumors and underworld secrets. It cannot give information regarding hard science, mechanical technology, or other more concrete areas of expertise, as a character's knowledge in those areas is reflected in the Medicine or Technology Skills.

LARCENY: This Skill represents all acts of clandestine proficiency as well as a character's stealth training. It can be used to remain hidden as long as concealment is available as well, to pick pockets, disarm physical locks (but not computerized ones), and bypass mechanical traps.

MEDICINE: A character with this Skill is trained in first aid and combat medicine, and might even have some knowledge of cybernetic surgery if their skill is high enough. It can be used to diagnose a character's health, as well as provide additional healing; on a successful Medicine check with Med Kit use, a recipient regains an additional +2 Hit Points.

NAVIGATION: This Skill covers the ability to determine location and surroundings, and the likely requirements to traverse multiple types of terrain (land, air, sea, or even space). A character can use this Skill to find the quickest path through confusing city

streets, determine the best route around a dangerous space nebula, or find the fastest route across a vast wilderness for example. A Referee might use familiarity as a modifier (a character who has never been in a specific city may have trouble using their Navigation Skill, for example).

SURVIVAL: Surviving and thriving in hostile environments, including everything from verdant forests to exotic and alien landscapes is covered by this Skill. It can be used to find food, water, and shelter in these environments as well as provide knowledge about local flora and fauna.

TECHNOLOGY: This Skill covers advanced technology, from computers to Faster-Than-Light engines, robotics, and more. A character can use this Skill to identify, operate, and even repair multiple technologies.

Characters improve their Skills as they increase in Level according to the following table:

Level	Improvement
4	New Skill at Rank 1 or Improve one skill by +1
8	New Skill at Rank 1 or Improve one skill by +1

PERMUTATIONS

Skill systems provide a great deal of possibility in defining the nature of a setting. The default Skill system gives even trained characters at best a 50% chance of success with their class focused Skill, and only allows for 2 over all increases in Skills throughout the character's career. That serves a game wherein Skills play only a very small role in the campaign, or where characters odds of success is never highly reliable. But not all settings can or should work that way. Further, not all settings require a character to be high level to be an expert in their field.

Characters who start with more skills create the perception of more capable characters, regardless of their level and/or hit points. So in a universe of big damn heroes, it might serve the Referee to let characters have greater Skill ranks.

Other changes might include simply allowing different attributes to modify a Skill based on how it is being used, adding more Skills to fill a perceived need, or changing

how Skills are improved. All of these changes can be mixed and matched as the Referee sees fit to make the Skill system reflect their game universe.

Below are some examples of such changes in action.

DIFFICULTY MODIFIERS

Occasionally a Referee may determine that a task is harder or easier than normal. Though rare, when this occurs, the Referee can add or subtract 1 or 2 points from the character's Rank to represent easier or harder tasks. Modifiers above 1 should be extremely rare due to the nature of how small the d6 scale is.

MORE SKILLED HEROES

In a setting where the Referee wants the player characters to begin the game as more proficient individuals the following optional rule can be used.

All Skills start at Rank 1. A character's class Skill starts at Rank 3 and they get two other Skills at Rank 2.

Alternatively, the idea of a class Skill can be removed and characters simply begin the game with all Skills at Rank 1, then they have 4 Ranks to divide amongst the other Skills as they see fit, though no Skill should start above Rank 3.

NEW SKILLS

It is easy enough to add new Skills to the system. The existing Skills are meant to represent broad capabilities so often a 'new Skill' might fit better as a new application of an existing Skill. Sometimes though there is a need that does not really fit into any of the existing Skill descriptions and requires something to be added to the system. A Referee should use caution when exercising this option as the more new Skills are added the more complicated the game becomes and the more diffuse character's capabilities become. If more than one or two Skills are added and the 'More Skilled Heroes' option is not in use, the Referee might consider allowing characters to start with an extra Skill at 1 (or more). They may also wish to consider the 'Quicker Advancement' option.

Here are some example new Skills:

PERCEPTION: This Skill covers a character's awareness and senses of those things around them. Not only can it be used to resist a character's attempt at surprising them with Larceny, but it can also be used to notice hidden things and avoid surprise. When resisting a character's use of Larceny, whichever character beats their Skill rank by a greater margin succeeds, with the Referee determining who succeeds on a tie. For example, if a character with Larceny 5 tried to sneak past a character with Perception 3, they would both roll. If the sneaking character rolled a 4 they have a margin of 1. If the perceiving character rolled a 1, they would have a margin of 2 and notice the sneaking character. If using Class Skills, this can be the Class Skill of Alien Mystics instead of Knowledge if they wish. An Alien Mystic (or other character with the ability to detect hidden portals) who fails their racial roll on finding a hidden portal may still use their Perception Skill after the fact. Perception is modified by Wisdom.

PILOTING: This Skill represents a character's ability to pilot vehicles, whether they be land, air, sea, or space. Rolls should be used whenever the character must maneuver either in difficult and/or dangerous situations or they are trying to gain some advantage in combat. A successful Piloting roll during combat can grant the pilot a +1 To Hit, Initiative, a +3 to Movement, or a -1[+1] to their vehicle's AC for that round. If using Class Skills, this should be the Class Skill of Pilots and Star Pilots. Piloting is modified by Dexterity. Note that a failed roll does not necessarily mean the pilot crashes, just that they fail at whatever maneuver they are attempting (which could result in a crash if extremely dangerous) and potentially either stop and/or pull out of the maneuver or they fail to gain an advantage in the situation.

QUICKER ADVANCEMENT

Some Referees would prefer characters improve their Skills more quickly. This is simple enough to implement, just change what levels characters gain new Skill Ranks.

Faster Advancement

Level	Improvement
3	New Skill at Rank 1 or Improve one Skill by +1
6	New Skill at Rank 1 or Improve one Skill by +1
9	New Skill at Rank 1 or Improve one Skill by +1

Steady Advancement

Level	Improvement
3	New Skill at Rank 1 or Improve one Skill by +1
5	New Skill at Rank 1 or Improve one Skill by +1
7	New Skill at Rank 1 or Improve one Skill by +1
9	New Skill at Rank 1 or Improve one Skill by +1

Super Advancement

Level	Improvement
2	New Skill at Rank 1 or Improve one Skill by +1
4	New Skill at Rank 1 or Improve one Skill by +1
6	New Skill at Rank 1 or Improve one Skill by +1
8	New Skill at Rank 1 or Improve one Skill by +1
10	New Skill at Rank 1 or Improve one Skill by +1

'I Got This' Advancement

Level	Improvement
2	New Skill at Rank 1 or Improve one Skill by +1
3	New Skill at Rank 1 or Improve one Skill by +1
4	New Skill at Rank 1 or Improve one Skill by +1
5	New Skill at Rank 1 or Improve one Skill by +1
6	New Skill at Rank 1 or Improve one Skill by +1
7	New Skill at Rank 1 or Improve one Skill by +1
8	New Skill at Rank 1 or Improve one Skill by +1
9	New Skill at Rank 1 or Improve one Skill by +1
10	New Skill at Rank 1 or Improve one Skill by +1

DIFFERENT ATTRIBUTES

Sometimes Referees would prefer that Skills not simply be modified by a single attribute, but instead be more situationally modified. This is easily done but requires the player characters only record their Skill Rank and then use attribute modifiers only when appropriate. Here are some examples:

Skill	Attribute
Athletics	STR, DEX, or CON
Larceny	DEX or WIS
Piloting	DEX or INT
Survival	WIS or CON

ATHLETICS: A character can use different attributes depending on the physical activity they are attempting. Strength might be used for climbing, while Dexterity could be used for acrobatic activity and Constitution could be used for any endurance related activities, such as cross-country runs.

LARCENY: While much of a character's sneaky activity is dependent on their physical agility, occasionally, they might use Wisdom and Larceny (instead of Perception) to notice others attempting to deceive them or to case a location.

PILOTING: While most single pilot vehicles would require Dexterity, a large craft driven mainly by computers, such as a battleship, might use Intelligence.

SURVIVAL: Enduring hostile environments would typically require Constitution, Wisdom might be used to notice tracks or recognize plants and animals in an environment.

INTERACTION WITH REACTION ROLLS

If using the Reaction Roll system, the Interaction Skill can be handled slightly differently.

Each Rank of Interaction can add one to Reaction Rolls instead of being rolled as a normal Skill.

If this option is used, it is highly recommended that Interaction not be allowed to start with a free Rank if the 'More Skilled Heroes' rule is used.

SKILL TRAINING

Instead of having Skills simply increase as part of leveling, some Referees would prefer that Skills require extra effort on the part of characters to improve. Leveling could primarily represent a character's combat ability and class functions, while Skills

are more a function of normal mundane training. Gaining and improving Skills requires time and attention outside of normal adventuring.

RANK	TIME	COST	XP COST
1	3 days	0	100 x lvl
2	1 week	10 cr	200 x lvl
3	2 weeks	35 cr	500 x lvl
4	1 month	100 cr	1000 x lvl
5	3 months	200 cr	2500 x lvl
6+	6 months	300 cr	5000 x lvl

It will quickly be obvious that Skills cost more experience the higher level a character reaches, and that is intentional. The rationale is that as a character gains levels, more of their free time and focus is spent on maintaining class abilities. The mechanical reason is that as a character gains levels, it is easier for them to gain more experience than at lower levels, making the experience cost negligible if it is static.

The benefit of this method is that it gives players something to spend their credits and downtime on. If the Referee wants, only teachers with a higher Rank than the character can actually train the character, meaning at times they may need to seek out more Skilled characters to train them. This can lead to all sorts of adventure hooks.

If the Referee also wants leveling to increase Skills, it is recommended that they only allow the basic Skill improvement rate (+1 Rank at levels 4 and 8) along with this system.

SKILL MASTERY

Sometimes a Referee wants to allow character's to master a Skill and go beyond Rank 5. If this option is pursued, it is best if the Referee also uses the 'Difficulty Modifiers' option and at least one of the options that allows Skills to be improved either more quickly or with money and time.

When a character has a Rank of 6, they roll their die for success as normal. If they roll a 6, they must roll again. On a 1-3, they still succeed, but a 4+ means they have failed.

At a Rank of 7, they fail if the second die roll is a 5+.

At a Rank of 8, they fail if the second die roll is also a 6.

Obviously, even a character with such a high Ranked Skill can still have their Rank reduced by difficulty, so someone with a Rank 6 suffering a -1 difficulty would need to roll a 1-5 for success. A character with a lower Ranked Skill also benefits from this if a positive modifier raises their Rank to 6 or higher (assuming the Referee makes them roll at all).

Specialist

Everyone has a focus. Mercenaries focus on combat, while Pilots master vehicles. The Specialist is a character focused on Skills and mastering their abilities. They train in numerous fields, quickly learning what would take most people weeks and months. The Specialist pushes knowledge in new directions, mixing their various Skills together to fill in any needs their companions might have.

While Specialists can be useful in combat, their main focus is in non-combat situations, where they shine.

Specialist

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

SPECIALIST CLASS FEATURES

WEAPON/ARMOR RESTRICTIONS: They may wield clubs, daggers, firearms, grenades, laser pistols, laser rifles, mono-daggers, and mono-swords in battle. They may wear Light Armor and Medium Armor and use any type of shield.

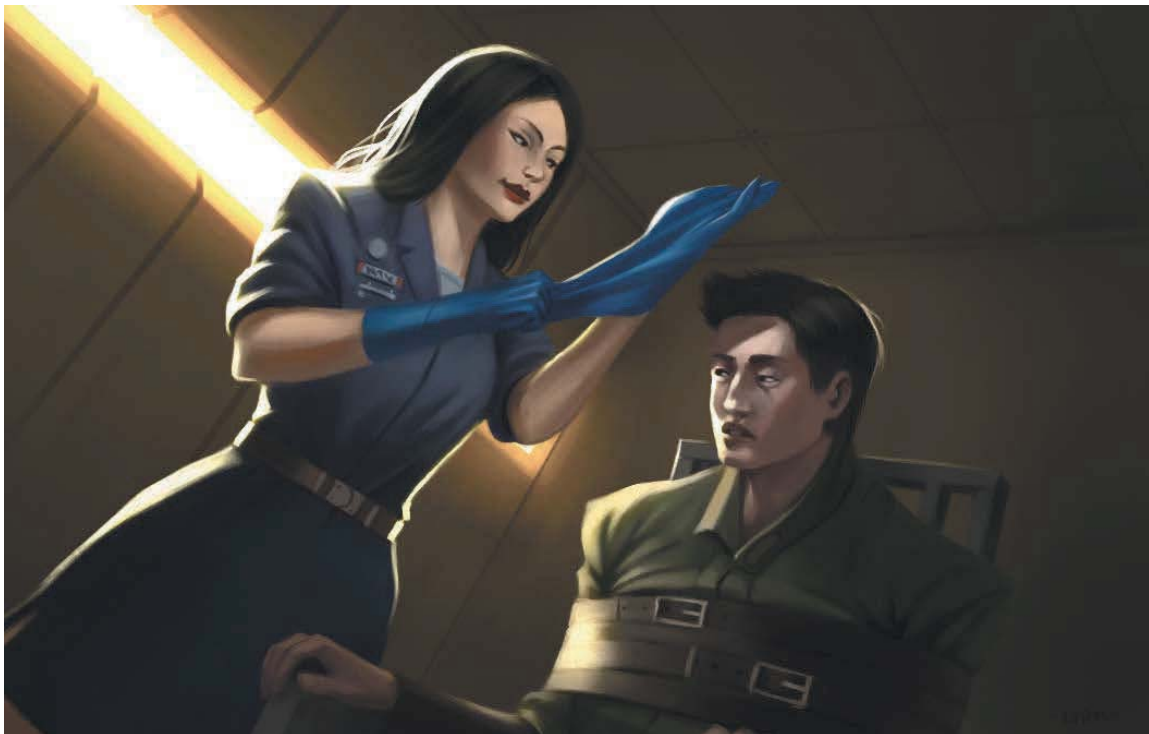
SKILLS: Specialists start with 6 levels of Skills. They can only spend 3 levels in a single Skill, but the other three levels can be spent how they prefer (another Skill at 3, 3 Skills at 1, etc). Each level they gain an additional Skill level. This is in addition to Skill levels gained or learned by other Skill acquisition methods (for example, if the Referee uses

the rule that everyone gains a Skill rank at 4th and 8th level, Specialists gain those as well as the ranks they gain when leveling up). If the Skill Training rule is used, Specialists can learn Skill levels in half the time and at half the experience cost.

SAVING THROW: The Specialist gains a +2 bonus to Saving Throws versus Technological attacks and Traps.

XP BONUS FOR INTELLIGENCE: A Specialist with a high Intelligence (15+) receives twice (x2) the normal Bonus XP for that attribute (10% not 5%).

ESTABLISH UNIVERSITY (10th): When a Specialist reaches 10th level they will often find a population center where they will construct a new university. Other Specialists that hear of the university will journey there to train under the character and serve them loyally while doing so.



CHAPTER 4

TALENTS

One of the nice things about *White Star* is the ease with which its rules can be adjusted to fit different playstyles and interests. Thanks to its simple rules set, such additions and adjustments are relatively simple and unlikely to upset other rules by their inclusion.

This section includes rules for allowing characters to learn Talents. These are special mechanical abilities that will set them apart from other characters with the same class. Unlike some systems, Talents are not a benefit received from leveling up. Instead they are special abilities and training the character must spend time, money, and experience to gain. This allows the Referee to control them more easily, by making some teachers harder to find than others. And since it is an optional system that requires in-character choices, it allows some players to explore the possibility while others can ignore it in favor of simply advancing levels and spending their money on other things.

Talents require time to learn, which is usually downtime or possibly might preclude a character from coming on an adventure if they are not careful. They also require credits to pay the teacher and they have an experience cost. This cost will be based in part on their current level, as talents are more expensive when learned at higher levels than earlier ones. The in-game rationale for this is that higher level characters require more time and energy practicing their other class abilities so adding a new one takes longer. Also it is a matter of game balance, in that higher level characters earn experience more quickly so abilities with a flat cost would be extremely cheap purchases for a higher level character.

Nothing in the talent list is meant to be exclusionary. If a talent allows a character to perform some ability that normally they couldn't (such as **Bodyguard**), it doesn't mean that under the correct circumstances, other characters could not attempt the same ability. It simply means the character with the talent can rely on the ability to succeed more times than not, while the other characters are at the discretion of the Referee and the situation.

Some talents have prerequisites. If so, the character must achieve the prerequisite talent or ability before they may train for the Talent.

TALENT LIST

TALENT	TIME	COST	EXP	NOTES
Ambush	5d6 days	750 cr	1000 x lvl	
Armor Mastery, Heavy	5d6 days	500 cr	500 x lvl	
Armor Mastery, Med	4d6 days	500 cr	500 x lvl	
Armor Proficiency	3d6 days	500 cr	250 x lvl	
Body Conditioning	4d6 days	300 cr	250 x lvl	
Bodyguard	4d6 days	500 cr	250 x lvl	
Boosted Power	6d6 days	1500 cr	1000 x lvl	Must use Gifts, Meditations, or Psionics
Brutal Strength	5d6 days	750 cr	500 x lvl	
Cleave	5d6 days	500 cr	500 x lvl	
Deadshot I	2d6 days	400 cr	250 x lvl	
Deadshot II	4d6 days	750 cr	500 x lvl	Prerequisite Deadshot I
Diplomat	4d6 days	300 cr	250 x lvl	
Dodge	3d6 days	500 cr	400 x lvl	
Enduring Powers	6d6 days	2000 cr	1000 x lvl	Must use Gifts, Meditations, or Psionics
Fast Reactions	4d6 days	400 cr	500 x lvl	
Great Fortitude	5d6 days	750 cr	500 x lvl	
Great Leader	5d6 days	750 cr	750 x lvl	
Iron Will	5d6 days	750 cr	500 x lvl	
Long Shot	4d6 days	500 cr	500 x lvl	
Medic	4d6 days	400 cr	250 x lvl	
Monowire Specialist	6d6 days	1000 cr	500 x lvl	
Mystic Gift	6d6 days	500 cr	500 x lvl	Can be taken up to three times
Pilot	3d6 days	600 cr	400 x lvl	Can be taken more than once
Potent Powers I	4d6 days	1000 cr	750 x lvl	Must use Gifts, Meditations, or Psionics
Potent Powers II	6d6 days	2000 cr	1250 x lvl	Prerequisite Potent Powers 1
Rapid Shot	5d6 days	1000 cr	750 x lvl	
Running Attack	6d6 days	1000 cr	1000 x lvl	
Runner	3d6 days	400 cr	250 x lvl	
Self-Actualized I	3d6 days	250 cr	250 x lvl	
Self-Actualized II	4d6 days	500 cr	500 x lvl	Self-Actualized I
Self-Actualized III	6d6 days	1000 cr	1000 x lvl	Self-Actualized II
Shield Proficiency	3d6 days	500 cr	250 x lvl	
Smooth Talker	4d6 days	500 cr	500 x lvl	
Toughness	4d6 days	500 cr	500 x lvl	
Unarmed Mastery	6d6 days	500 cr	250 x lvl	
Weapon Finesse	5d6 days	750 cr	500 x lvl	
Weapon Mastery I	4d6 days	500 cr	500 x lvl	
Weapon Mastery II	6d6 days	1000 cr	1000 x lvl	Prerequisite Weapon Mastery I
Weapon Style	5d6 days	500 cr	500 x lvl	Can be taken more than once

AMBUSH: When a character attacks an opponent who is unaware of their presence, surprised, or at a severe disadvantage (tripped, bound, grappled, etc), they gain a +4 To Hit the target and inflict double damage.

ARMOR MASTERY, HEAVY: When a character with this talent wears Heavy Armor, they increase their Armor Class by -1[+1].

ARMOR MASTERY, MED: When a character with this talent wears Medium Armor, they increase their Armor Class by -1[+1].

ARMOR PROFICIENCY: The character can learn to use a style of armor that is one step heavier than they are normally trained in. So a class only skilled in Light Armor would learn to use Medium Armor when they took this proficiency and if they were trained up to Medium Armor they could wear Heavy Armor.

BODY CONDITIONING: This talent increases the character's resistance to strain and injury through intense physical conditioning. The character gains +3 Hit Points permanently.

BODYGUARD: The character learns the crucial ability of interposing themselves in harm's way for others. If an ally within 5' is hit by an attack, the character with this talent can move the target out of the way and take the damage in their place. This talent can only be used once a round and only if the character isn't surprised.

BOOSTED POWER: When the character uses a power with a range further than self or touch, the range is doubled. This talent can be used once per two levels of experience a day.

BRUTAL STRENGTH: If the character has a Strength bonus and belongs to classes other than Mercenary or Alien Brute, they learn how to apply their strength to combat. They can use their Strength bonus To Hit and Damage in Melee.

CLEAVE: This talent allows the character to get a free attack once a round if they manage to drop a foe with an attack. 'Dropping' a foe typically means killing or subduing them, but paralyzing them or otherwise incapacitating them in some way also works. The character may move up to 5 feet to make this attack if need be.

DEADSHOT I: This talent grants the character a +1 To Hit with a missile weapon versus targets at over half range.

DEADSHOT II: This talent grants the character a +2 To Hit with a missile weapon versus targets at over half range. This replaces DEADSHOT I.

DIPLOMAT: The character excels at negotiation and parlay. If using the Reaction Roll rules, the character gains a +2 to all Reaction rolls where they have a chance to speak to the targets.

DODGE: This talent grants the character a -1[+1] to Armor Class whenever they can see their attacker. They must be wearing Light or no armor to use this ability.

ENDURING POWERS: This talent allows the character to strengthen their powers. Any powers with a duration longer than instant have their duration doubled. Characters can use this talent once a day per 2 levels the character has.

FAST REACTIONS: This talent gives the character a +1 to all Initiative rolls.

GREAT FORTITUDE: The character's inner physical toughness is so great, they receive a +2 bonus to all Saving Throws versus Death, Poison, Disease, and other effects that attempt to harm the body. It does not matter if these attacks are mundane or mystical in nature.

GREAT LEADER: The character learns how to maximize their leadership potential. They can have one more Assistant than their Charisma would normally allow, and their Assistants have an additional +1 to Loyalty.

IRON WILL: Through meditative training practices or sheer stubbornness, the character's Saving Throws versus any effect that targets their mind or emotions is increased by +2. This can be used to resist torture and deprivation designed to break the character, or Gifts, Meditations, and Psionics designed to penetrate or control their mind. Even drugs that alter their mental state can be resisted with this ability.

LONG SHOT: When firing a missile weapon, the character increases its range by 1 ½. Thrown weapons have their range doubled.

MEDIC: A character with this talent increases the amount they heal with a Med Kit by +2 Hit Points. This stacks with cyberware and the Medicine Skill.

MONOWIRE SPECIALIST: This talent represents an intense training with monowire weapons. Due to this training, they no longer risk cutting off their own limb if using such a weapon. Now a natural roll of 2 is treated normally, while a natural 1 means they suffer only 1d6 damage.

MYSTIC GIFT: Strange training, mind-altering research, or expansive drugs have awoken a hidden talent in the character. They can choose a single level 1 Gift, Meditation, or Psionic ability and use it once a day. This talent may be taken up to three times, but not more than once per level of experience. Each time it is taken a new ability may be selected or they can gain an additional use of one they already know.

PILOT: This talent, which can be taken multiple times, increases any character's ability while piloting ships. Each time this talent is taken, the character chooses one of the following benefits: +1 to Initiative in vehicle combat, +1 to Targeting, -1[+1] to vehicle Armor Class, +1 to vehicle Movements, or +1 to Shield Strength. Each of these benefits can only be chosen once. These bonuses stack with any class benefits.

POTENT POWERS I: The character learns to strengthen their mystical powers to a great degree. Any target of their powers suffers a -1 to their Saving Throw.

POTENT POWERS II: The character learns to strengthen their mystical powers to an even greater degree. Any target of their powers suffers a -2 to their Saving Throw. This ability replaces Potent Powers I.

RAPID SHOT: When firing missile weapons, the character can squeeze off one more shot than the RoF would normally allow. However, if they choose to do this, all of their attacks are at a -2 To Hit.

RUNNER: While wearing Medium or lighter armor, the character gains a +3 to Movement.

RUNNING ATTACK: Character's with this talent can move, attack, and continue to move if they have not used their entire movement yet. The only downside is that their target, if not taken out by the attack and attacked in melee, will get a free attack on them as they run away.

SELF-ACTUALIZED I:

Training in greater empathy and understanding of self allows the character to increase their Humanity score by 2.

SELF-ACTUALIZED II: As Self-Actualized I, but the character's Humanity score increased by a total of 4. This replaces the benefits of Self-Actualized I.



SELF-ACTUALIZED III: As Self-Actualized I, but the character's Humanity score increased by a total of 6. This replaces the benefits of Self-Actualized II.

SHIELD PROFICIENCY: This talent allows a character of a class that normally is unskilled in shield use to be able to use them normally.

SMOOTH TALKER: A character with this talent can, once per day, convince a target of just about anything. So long as they speak to a target that can understand them for one round, they can duplicate the effects of a Charm Person Meditation. The target gets to make a Saving Throw to resist.

TOUGHNESS: The character is too tough to die. If the character is reduced to 0 Hit Points, they do not die immediately. The character can survive until reduced to -10 Hit Points. Being reduced to 0 Hit Points will cause the character to be knocked unconscious. They will lose one Hit Point a round until they eventually bleed to death unless reached by an ally who spends a round giving them first aid to stabilize their wounds.

UNARMED MASTERY: The character excels at unarmed combat. They inflict 1d6-1 damage in unarmed combat and can harm targets in heavy armor without risk of injuring themselves. At the Referee's discretion they can attempt to perform grapples and throws with just an attack roll. If successful, the target must pass a

Saving Throw at -2 or else suffer the effect of their maneuver (the details depending on the situation and the Referee's decision).

WEAPON FINESSE: While wielding a one-handed melee weapon, if the character has a Dex modifier, they can use it as a bonus To Hit and Damage instead of Strength.

WEAPON MASTERY I: The character masters a single weapon type (such as Laser Pistol or Mono Knife). When using that kind of weapon they gain a +1 To Hit and Damage.

WEAPON MASTERY II: The character further masters a single weapon type that they already have Weapon Mastery I in. This ability replaces Weapon Mastery I. The character gains a +2 To Hit and Damage when using that type of weapon.

WEAPON STYLE: This talent actually represents several different martial styles and can be taken more than once, each time representing a different style. While fighting with the correct weapon(s) and in the correct manner, the character receives the benefits of the style. Note that none of these styles are compatible with Star Swords or similar weapons. These styles only work with melee weapons.

- ❖ One Weapon: When fighting with one melee weapon and no shield, the character gains a +1 To Hit.
- ❖ Two Weapons: When fighting with a weapon in each hand, the character gains a +1 To Hit.
- ❖ Weapon and Shield: When fighting with a weapon and a shield, the character gains an additional -1[+1] to their Armor Class.
- ❖ Polearm/Spear: When fighting with polearms or spear style weapons, the character gains a +1 to Initiative.
- ❖ Two-Handed Weapons: When fighting with a two-handed weapon, the character inflicts +1 damage.

LIMITING TALENTS

In some cases, Referees might prefer to keep Talents limited in some fashion. While this can be accomplished by making teachers hard to come by, or increasing cost, some might prefer a more mechanical limitation. Here are some options to help keep Talents in check.

Hard Limits

One way is to limit the overall number of Talents any character can learn. This number can be set wherever the Referee is comfortable. No more than one Talent per level or two levels would work fine.

Scaling Limits

While I have tried to make experience cost scale with level as a means of keeping things relative as characters get more powerful and have greater experience, eventually there will come a time where a character with enough free time will have the money and experience to simply load up on Talents if they wish. One way to control this, beyond putting a hard limit on it, is to have costs rise as characters learn Talents.

It could be that the first Talent a character learns on any given level costs the base amount of experience as listed above. Each additional Talent learned during the same level will increase the cost by $\times 2$ for the second, $\times 3$ for the third, $\times 4$ for the fourth, etc. This counter should reset once a character has reached a new experience level.

This method results in something like a hard limit, but instead it's a soft cap. Players who really want to focus on Talents still can, but it becomes more and more costly (in experience) for them to do so without leveling like everyone else. The slight downside to this method is that players may seek to optimize when and what order they learn their Talents in, which is fairly antithetical to the spirit of the game.

Overall Scaling

For Referees who like the idea of Talents but want to make them only a minor element of the game, this option might be favorable. The first Talent a character learns is at the base experience cost. Each additional Talent learned costs more after that. The second could be $\times 1.5$, the third $\times 2$, the fourth $\times 2.5$, the fifth $\times 3$, etc. Or an even harsher gradient would be $\times 2$, $\times 3$, $\times 4$, etc. Whatever rate the Referee prefers.

This will result in players possibly picking up a small handful of talents over the course of their adventuring careers, rarely bothering to get more than two or three probably at most, but the option remaining if they really desire to pursue it. It will also likely lead to players prioritizing higher cost talents first.



CHAPTER 5

BIOMORPHS

On worlds that have mastered biotechnology and cloning, it is only a matter of time before they turn their science to the growth of living bioweapons. These beings are called Biomorphs, because they take many forms depending on the tasks they were grown for. Most are made to serve in generic soldiers roles, but some are given specialized tasks and therefore more exotic abilities. The average biomorph soldier is roughly equivalent to a cyber-soldier, and sometimes superior to them.

BIOMORPH SOLDIER

ARMOR CLASS	5 [14]
HIT DICE	2+2
TOTAL HIT BONUS	+2 (+3 in melee)
ATTACKS	Laser pistol (1d6+1) or (2d6) or mono sword (1d6+2)
SAVING THROW	14
SPECIAL	See below
MOVEMENT	12
HDE/XP	3/60

Biomorph soldiers are designed as genetic super-soldiers, built to fight and win wars in the name of different planets and corporations. Biomorphs have a number of genetic modifications that give them abilities beyond those of normal human and alien soldiers. They have 60' Nightvision, they have a +1 To Hit and Damage in melee combat, can survive in hostile environments like someone in a sealed suit, and some possess even stranger abilities (internal armor, regeneration, the ability to change shape, breathe fire, etc). Unless their abilities dictate it, Biomorphs look mostly like a normal member of their species.

BIOMORPH CLASS

Biomorphs are genetically engineered soldiers and warriors, designed to be tougher and more durable than human soldiers. They are often granted abilities far beyond human reckoning. Because they are grown in vats and raised with an accelerated childhood, many biomorphs lack some social skills and can often put others not of their kind on edge due to their odd mannerisms and slightly 'off' behavior.

Due to their physiology, Biomorphs can only accept simple cyberware. However, they can integrate with biotechnology even better than humans (1/2 recovery time and 1/2 Humanity loss or double allowed implants if those rules are allowed).

In the case of a player character Biomorph, the character is either someone's property, an escaped biomorph, or has somehow earned their freedom from the governments or corporation that built them. This is extremely rare.

Biomorph Advancement

LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	13
2	3,000	2	+1	12
3	6,000	3	+2	11
4	12,000	4	+2	10
5	24,000	5	+3	9
6	48,000	6	+4	8
7	96,000	7	+4	7
8	192,000	8	+5	6
9	382,000	9	+6	6
10	762,000	10	+6	6

BIOMORPH CLASS FEATURES

PREREQUISITES: Unlike most classes, Biomorphs have certain minimum attributes. You must have at least a 9 in Strength, Dexterity, and Constitution, and one of those three attributes must be 13 or higher. This represents that Biomorphs are grown to a minimum physical standard.

WEAPON/ARMOR RESTRICTIONS: Biomorphs are designed to function in combat as well as any soldier so they have no weapon or armor restrictions (except those that their modifications might forbid).

MIGHTY STRENGTH: Like Mercenaries and Alien Brutes, Biomorphs benefit in melee combat if their Strength score is 13 or higher.

KEEN SENSES: All Biomorphs can see in perfect darkness at a range of up to 60' feet.

FAST HEALING: Biomorphs recover twice as fast as other characters, healing twice as many Hit Points per night of rest. In addition, they gain +1 Hit Point from Med Kits and Powers that heal.

DEATH TRIGGER: Unless allowed by the referee, most Biomorphs begin the game with a Cyber Bomb still installed in them. If they are on the run, they may well be out of range of the trigger, but it is out there with their name on it, and their owner won't hesitate to use it as a bargaining chip if they are located.

ODD BEHAVIOUR: Due to their artificial nature and accelerated childhood, most Biomorphs have trouble behaving socially among normal humans. Mechanically, they suffer a -1 to the Interaction Skill (if Skill rules are used) or a -2 to Reaction Rolls (if reaction rolls are used). If these rules are not used, the Referee must remember that their behavior is noted and off-putting amongst most people who have no experience with Biomorphs.

SKILL LIMITATIONS (OPTIONAL): If the Skill rules are used, Biomorphs typically have a limited selection of Skills. Biomorphs cannot start with any levels in Interaction, Knowledge, or Technology. This holds true even if the optional 'More Skilled Heroes' rule is used. After creation, Biomorphs can learn these Skills as normal. As a reminder, this does not mean that Biomorphs cannot use a computer or drive a car, as this default level of proficiency is assumed in all characters. However, they cannot attempt to do anything fancy like hacking or repairing a vehicle.

CYBER HOSTILITY: Due to their physiology, Biomorphs can only accept simple cyberware. Attempts at more involved cyberware implantation will result in the body rejecting the implant.

BIOWARE MASTERY: Biomorphs can integrate with biotechnology even better than humans (1/2 recovery time and 1/2 Humanity loss or double allowed implants if those rules are used).

BIOMORPHIC MODIFICATION: All Biomorphs possess a number of innate traits. These abilities are either rolled randomly or chosen by the player or Referee, depending on the Referee's decision. These abilities are permanent modifications to the character. See below for details on how to determine modifications and what is available.

SAVING THROW: Biomorphs receive a +2 to all Saving Throws to resist Death, Poisons, Diseases, Toxins, and Radiation.

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

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

Astute Referees and players will notice that Biomorphs make an excellent template for a number of different kinds of characters. Simply reskinning them allows everything from mutants to animalistic races to low-powered 'supers'. Removing things like the Cyber Bomb and possibly the Odd Behavior limitations (or changing the explanation for why they suffer the penalty) can turn these into a number of different character types to fit into your campaign.

BIOMORPHIC MODIFICATION

Biomorphic modifications represent a number of innate powers and modifications that a Biomorph is designed with. These can range from relatively 'realistic' and low key, to extremely outlandish and 'magical'. This is all depending on the Referee's campaign and the technology level of the setting.

GRITTY MODIFICATIONS

In a 'lower' technology setting, or one with few extremes of power, this might be the default setting for Biomorphs. This works best for settings where cyberware is common, but magic, aliens, or psychics are rare or non-existent.

Biomorphs choose any four simple cyberware or bioware items, any 2 complicated items, and any 1 complex item. The benefits of those implants are considered innate powers or superior organs, not actual cyberware or bioware. The Referee has the final say on any choices they deem too unlikely for a genetic soldier. No cyberware or bioware that requires refueling or reloading is permitted. Further, no arcanoware implants are allowed (as such items rarely exist at all in such a setting).

So, for example, a character might choose Motion Sensor, Body Minder, Targeting Eyes, and Telescopic Eyes to represent superior vision and an innate ability to sense movement around the character, as well as a heightened sense of their own well-being and how to fix or cope with dangerous pathogens. For their complicated abilities they take Heavy Dermal Armor and 'Cybernetic Arms' to represent that their body is internally and externally armored (perhaps they even have a carapace or shell of some kind?) and they are tremendously strong. To round out their idea of a super-tough soldier morph, they choose Synth Bone as their Complex modification.

With the Referee's allowance, a character can trade two of one kind of modification for one of a higher level modification. Also, Biomorphs can trade one Complicated option to become 'Infiltrators'. An Infiltrator Biomorph is designed to fit in to normal society and therefore loses the Odd Behavior and Skill Limitation weaknesses. They are not allowed to choose any modifications that would be outwardly visible (like Heavy Dermal Armor).

Any further bioware or cyberware the character gets cannot conflict with their existing abilities without risking losing them. For example, if the above example character got simple cybereyes, they would lose their innate Targeting and Telescopic Eye abilities since those were part of their natural biology.

POWER MODIFICATION

In settings rife with aliens, mystic orders, psychics and spell users, it only makes sense that the genetic war machines might be a bit more potent. This system should be used in a setting where strange abilities are more common, be they racial or mystical or just super-tech. Biomorphs will be much stronger, but again, they still advance much more slowly and have other limitations and weaknesses that other characters lack.

Biomorphs should start with two simple modifications and two moderate. Alternatively, characters can start with 4 simple, 2 moderate, and 1 extreme for more potent character abilities. This makes Biomorphs more powerful,



about as powerful as caster classes though with less flexibility. Finally, if the Referee wishes, characters can roll randomly to see how many and what levels of ability they possess. Players should reroll duplicate results unless the powers can somehow be stacked (perhaps adding more uses to a limited power or something similar).

Roll	Random Abilities
1-20	3 Simple and 2 Moderate
21-40	4 Simple, 2 Moderate
41-50	3 Moderate
51-60	2 Moderate, 1 Extreme
61-70	1 Moderate, 2 Extreme
71-80	6 Simple and 1 Moderate
81-90	2 Simple, 2 Moderate, and 1 Extreme
91-95	2 Moderate and 2 Extreme
96-100	2 Extreme and Roll Again

Once the number of modifications are known, Referees can allow players to pick or roll for the abilities they gain.

SIMPLE MODIFICATIONS

Roll	Power
1-4	Armored Skin -The character gains a -1[+1] to their Armor Class. Their skin still appears normal however.
5-8	Heightened Senses -The character's senses improve dramatically. You gain +2 to rolls to avoid surprise (being immune to normal surprise in most cases), see and hear twice as far, your darkvision range doubles, and you notice hidden or secret things by just passing within 10' on a 1-2 on d6, or on a 1-4 on d6 if you spend 10 minutes searching. If listening at a door, you can hear what's going on the other side if you roll 1-5 on a d6. If using Skills and the optional Perception Skill, the character gains +2 to that Skill.
9-12	Lightning Speed -The character's Movement score doubles and they gain a +1 to Initiative.
13-17	Heightened Statistic -Choose one of the character's attributes, you gain a +1 to the bonus provided by that attribute, even if you do not have a modifier in that attribute. Example a character with a 13 Strength who has a +1 To Hit and Damage who chooses Strength gains a +2 To Hit and Damage.
18-21	Heightened Resistance -The character gains a +2 to Saving Throws.
22-24	Wall Movement -The character can move across walls and ceilings, clinging to them with as much strength as they normally possess. When using this ability, they move at their normal speed.
25-27	Danger Sense -The character cannot be surprised and occasionally gets vague hints of foreboding about risky or dangerous events that upcoming.
28-32	Infiltrator - An Infiltrator Biomorph is designed to fit in to normal society and therefore loses the Odd Behavior and Skill Limitation weaknesses.
33-36	Natural Attack -The character has some sort of natural weapon, like claws or an extendable blade. This allows them to inflict 1d6+1 damage in melee combat.

37-40	Immunity -The character is immune to one of the following: Fire, Cold, Acid, or Electricity damage.
41-43	Language Upgrade -The character can read, speak, and understand all common language in the campaign setting. In addition, they can decipher strange an unknown languages on a roll of 1-4 on a d6 after spending time studying or hearing the language. Truly alien languages or mystical ones may be resistant to this ability.
44-47	Heavy Armor -The character has a tough, armored skin. They cannot pass for normal but gain a -2[+2] to their Armor Class.
48-50	Sustenance -The character doesn't need one of the following to survive: Food and Water, Sleep, or Air.
51-52	Signal Reader -The Biomorph can detect and interpret electronic communication, effectively allowing them to receive and listen in to transmitted data. They can also connect with wireless computer systems and read and manipulate them, hacking through normal security on a 1-4 on d6. If using Skills, the Biomorph gains a +2 to Technical and can chose it as a starting Skill.
53-55	Flexible -The Biomorph is incredible flexible. A character with these grafts can perform all sorts of contortions beyond the imagination of the most skilled circus performer, including moving through a one foot square opening, escaping bindings, and even fitting through an average jail cell's bars without harm (assuming they lack any sort of inflexible implants, such as regular cybernetics). They also take half damage from blunt weapons and unarmed attacks.
56-58	Morphic Features -The Biomorph's features are plastic and can be altered with thought, allowing them to take on the appearance of other humanoid beings. They can adjust their height by up or down 6 inches, change their sex, and mimic voices they have heard by changing their features to match the person they mimic.
59-61	Silent Movement -The Biomorph can move with complete silence when desired. If approaching a target unseen, they can surprise them on a 1-5 on d6.
62-64	Energy Hands -The Biomorph can store a bioelectric charge and release it by touch with a successful hand to hand attack roll. If they hit a target, the target takes 2d6 damage and must pass a Saving Throw or lose their next action. This attack ignores metal armor. The character can only use this ability once a minute.
65-67	Hypnotic Pheromones -The Biomorph is designed with a pheromone producing gland that can release an almost hypnotic scent. The scent negates their social penalties as they seem desirable to most people they interact with (ignore the Odd Behavior penalty). In addition, they can, once per day, exhale a strong dose of pheromone at a target within 10'. The target must pass a Saving Throw or else willingly perform any commanded action (short of suicide) the character issues for 1d6 rounds.
68-70	Hyper-Balance -The Biomorph has an incredible sense of balance. They can walk across any surface, no matter how narrow, that can support their weight without falling (unless some external force is working against them, and even then they won't fall on a 1-5 on a d6). In addition, they take half damage from falls.
71-73	Prehensile Tail -The Biomorph has a fully functional prehensile tail. This tail is as strong as the character's arm and can fully support the character's weight. It can hold simple objects and manipulate things with rudimentary dexterity. It can help the character climbing (+1 to Athletic Skill rolls for climbing) but cannot effectively use weapons or shields.
74-78	Elemental Resistance -The Biomorph is built to withstand the vagaries of hot or cold. Though not immune, they can survive comfortably nude in freezing or desert conditions. Greater extremes will start to take their toll, but at greatly reduced rate (especially if the character also has proper clothing and gear for that environment). It also provides a +3 to Saving Throws versus both Heat and Cold based attacks, and if the Saving Throw is made, the character only takes half damage.
79-81	Aquatic-Adaptation -The Biomorph can breathe in liquid environments and swim at their normal movement rate. In addition, they can fight underwater without penalty

	(assuming their gear does not somehow negate this benefit, such as a gun only firing a bullet a few feet underwater).
82-83	Telekinetic -The character can lift objects weighing no more than 5 lbs per level with their mind. The object must be within 30 feet of the character. They can manipulate it as if they were holding it.
85-89	Sensitive -The character has a greater, almost prescient, sense of themselves and their surroundings. This allows them to react more quickly than others. They gain a -1[+1] to Armor Class, and a +1 to Initiative, Saving Throws and avoiding Surprise.
90-92	Porter -Once every 10 minutes, the character can teleport up to 20 feet away to a place they can see. This power will not work through more than a foot of metal or any kind of force field.
93-97	Bio-manipulator -The Biomorph can heal themselves or others with 10 minutes of concentration and touch. This can only be done once a day per level total, and any one target can only benefit from this ability once a day. Using this ability heals the target one Hit Point per HD they possess. So healing a 5 HD character with this ability will heal them of 5 Hit Points.
98-100	Chose one, or roll again twice.

MODERATE MODIFICATIONS

Roll	Power
1-6	Dense Body -The Biomorph weighs twice as much as they appear due to denser musculature and bones. They have a -2[+2] bonus to Armor Class and inflict 1d6 damage in unarmed combat. They still appear normal.
7-12	Hyper-Armor -The Biomorph either has a -2[+2] bonus to Armor Class while still appearing normal, or has heavier Hyper-Armor and receives a -4[+4] bonus to Armor Class but has a distinctly non-human appearance (rocky skin, chitin covered flesh, scale, etc).
13-19	Hyper Strength : The character gains a +2 To Hit and Damage in melee combat. In addition, they can carry twice as much without being encumbered and easily lift up to 1000 pounds.
20-25	Hyper-Speed -The Biomorph's movement is doubled (tripled if they possess Lightning Speed). They gain a +1 to Initiative rolls (which stacks with other powers) and can act twice in every round (though they cannot perform more than one 'Power' a turn if they somehow have access to Gifts, Psionics, or Meditations).
25-30	Gigantism -The Biomorph is tremendously tall and strong. Most with this modification stand 8 or 9 feet tall. They inflict double damage in melee combat (double the base die roll, but not modifiers from attributes or exceptional equipment). They gain +2 Hit Dice and their Movement is increased by +3. They suffer a +2[-2] penalty to Armor Class however as they are such large targets and if using Skills they suffer -1 to Larceny Skill rolls. Armor, cybernetics, and clothing for this character costs 4 times as much. The character can easily lift 4,000-5,000 pounds.
31-37	Energy Projection -Choose an element (fire, cold, acid, electricity). The character can fire bolts of that element that inflict 1d6+2 damage with a range of 100'. The character gains a +1 To Hit with this attack. At level 4, they gain an additional +1 To Hit and at level 8 the damage they inflict becomes 2d6.
38-41	Regeneration -The Biomorph heals 1 Hit Point every 10 minutes. If they lose a limb it will regrow in 1d6 weeks.
42-46	Hyper Constitution -The Biomorph gains an additional +2 Hit Points per level. In addition, they gain an additional +2 to Saving Throws versus Poison, Disease, Death, Toxins, or Radiation. They sleep half as much and can force march for days without rest.
47-52	Hyper-Competent -This power only works in campaigns using the Skill rules. The Biomorph has innate knowledge and gains +1 level in all Skills (including ones normally

	forbidden to Biomorphs). They gain an additional Skill rank at level 2, 6, and 10 (as bonus Skill ranks over and above what everyone earns). These can be spent on any Skill. If the Skill Training optional rule is used, they can learn Skill levels in half the time and experience cost.
53-58	Hyper Dexterity -The Biomorph gains a -2[+2] to Armor Class, a +2 To Hit with missile weapons, and a +1 to Initiative. Finally, they gain a +2 to Saving Throws that involve dodging a hostile effect (like a death beam).
59-64	Redundant Organs : Thanks to the complex array of extra organs within the character's body, they gain one extra hit point per level. In addition, if the character is reduced to zero hit points instead of dying, they can survive if they pass a Saving Throw. The character will survive for 10 minutes, or until their Hit Points reaches -10 at which point they actually die. While dying, the character can still crawl and speak weakly for the first five minutes before passing out. They can even administer a med kit if they have one, but must bring their hit points above zero or else continue to die. In addition, they can make two Saving Throws versus Poison to avoid its effects.
65-69	Telepathic Communication -The Biomorph is designed to transmit thoughts to others and 'hear' responses. When the character knows a target, they can communicate soundlessly at a range of up to one mile. If attempting to hear the thoughts of unknown or unfamiliar targets, the character must spend 10 minutes concentrating in a direction and they will 'hear' the thoughts of everything in a cone 60' long and 60' wide at its terminus. When used with communication with familiar targets, the character cannot read thoughts other than those the target wishes to transmit.
70-77	Winged Flight -The character has wings and can fly with a Movement of 18 so long as their wings can unfold for about a 5-6 meter wingspan.
78-83	Teleportation -The character can teleport in place of movement, blinking and reappearing up to 40 feet away and still acting. If the character concentrates for a full round, they can teleport to any place they have been to within 1000 feet. Force fields will block this power however.
86-90	Bioadjustment -The character can change their body, turning into a more monstrous combat machine. This power can be used once per day per two levels of the character and lasts for an hour. The character's Armor Class improves by -2[+2], they gain a +1 To Hit and Damage in melee, their Movement improves by +3, and they gain a 1d6 Natural Weapon or improve any existing natural weapon by +1 (in addition to the above bonus).
91-95	Bewitching Gaze -The character can gaze into the eyes of an opponent and attempt to charm them as the Meditation <i>Charm Person</i> . The victim gains a Saving Throw to resist the power and it can only be attempted on a single target once a day. If successful, the target is charmed for 1 hour. This power requires too much focus to be used in combat situations.
96-100	Chose one, or roll again twice.



EXTREME MODIFICATIONS

Roll	Power
1-7	Invulnerability -The character chooses one type of damage (piercing, lasers, slashing, crushing) and they are completely immune to it.
8-14	Stretching -The Biomorph's limbs and torso can stretch to incredible lengths without losing strength or resilience. The character gains the benefits of the Flexible Simple Modification and they can also extend their limbs to a length of 10'. Their torso can also stretch to 10' in length, making their possible total height 30'. With extended limbs they can make melee attacks at range (10') and attempts to attack them back are at a -2 To Hit. When their legs are extended, they move at twice their normal Movement. Special clothing is typically made for such characters that will stretch with them. Replacement suits cost 50 cr. Armor can be a problem for such a character however as they typically must leave their arms and or legs unarmored to gain the benefits of this ability (this typically results in at least a +1[-1] penalty to Armor Class.
15-21	Size Alteration -The character can grow or shrink as they desire. When grown, they gain the benefits of the Moderate Modification of Gigantism. They can also choose to shrink to a size of six inches if they wish. At this size, they gain a -2[+2] bonus to Armor Class, an increase chance to surprise of +2 (so a normal character surprises on a 1-4 on d6 without other ability or equipment that modify surprise). Their movement is ½ normal. Their Hit Points and other attributes do not change, though weapons that transform with them do half damage to enemies. Unlike similar powers, this strange power manipulates weapons and equipment and make them grow or shrink with the character.
22-27	Invisibility -The character can turn themselves and equipment invisible to both sight and technological sensors. This functions as the Gift <i>Invisibility</i> . The character loses their invisibility in the same way as it would be lost under the Gift (attacks or violent action). After the character becomes visible, they can turn themselves invisible again after 10 minutes.
28-34	Monstrous Strength -At this point, the Biomorph is insanely strong. They can easily lift 10,000 pounds without difficulty. They gain a +4 To Hit and all melee attacks double the result of their rolled damage die before modifiers. The character can break down wooden and even stone walls. A metal wall or door of up to an inch thickness can be battered down as well in a few minutes.
35-41	Monstrous Constitution -The Biomorph is insanely hardy. They gain +3 Hit Points per level. They are immune to Poison, Disease, Toxins, and Radiation. They gain a +4 to Saving Throws versus Death. They can easily go a week without sleeping, eating, or drinking with no negative consequences.
42-48	Monstrous Dexterity - The Biomorph gains a -3[+3] to Armor Class, a +3 To Hit with missile weapons, and a +2 to Initiative. They gain a +2 to Saving Throws that involve dodging a hostile effect (like a death beams or explosions). In addition, the character takes half damage from falls and they take no damage from effects that normally inflict half damage on a Saving Throw, if they make their Save.
49-53	Flight -The Biomorph can fly by virtue of some arcanotech alterations. In combat, they fly at a Movement of 18. For long range flight, a few thousand feet up, their Movement increases to 500 miles an hour. They cannot fight at this speed, but can cover vast distances if need be.
54-59	Super Speed -The Biomorph is unbelievably fast. They automatically win Initiative, unless surprised or against a target with Monstrous Dexterity or similar speed. In that case they roll with a +3 to Initiative. While moving, their Armor Class is increased by -2[+2]. Their Movement is 24 in combat, but 100 if sprinting at full speed (they cannot take any action but running at that speed and cannot attack as they are too focused on not hitting anything). If the character charges into an opponent near full speed, they gain a +2 To Hit and +2 to Damage. However, they suffer ½ the damage they inflict.

60-66	Energy Projector -The character can choose an element (fire, cold, acid, electricity). They are immune to that energy and can project it for 2d6 damage up to 200' away. At level 3 they gain a +1 To Hit and Damage. At level 5 they can attack twice a round with their energy or fire a 5' radius blast. At level 7 they inflict 3d6 damage. At level 8 they gain a +2 To Hit and Damage. At level 10, they inflict 4d6 damage and can fire a 10' radius blast. Targets in the blast can make a Saving Throw for ½ damage.
67-73	Energy Form -The Biomorph can alter their form, turning themselves into an element (choose fire, cold, water, electricity). While in this form, the character does not have biological needs (food, air, water). The character can move through their own element at a Movement of 18. They are immune to damage from their form (so a character in fire form would be immune to fire and heat damage). They can inflict 1d6+2 damage with a melee attack. They can throw bolts of their form at a range of 100' and inflict 2d6 damage. Fire, cold, and electricity forms can inflict 1d6-1 damage to everyone within 10' at will. Water form can move through any crack or tiny spaces and is immune to damage from physical attacks. Fire and electricity form are immune to energy damage (such as lasers or radiation). Cold form takes double damage from heat attacks and Fire form takes double damage from cold attacks. Electricity form characters can inflict double damage to robots, vehicles (inflicting vehicular scale damage), and electronic devices. Electricity form can also manipulate electronics by passing into the electrical circuits of a machine.
74-79	Intangibility -The character can become immaterial, looking like a glowing ghost. While intangible, the character cannot interact with the physical world unless they have mental powers of some kind (such as telekinesis). They are immune to physical attacks of all kinds and can pass through material objects. Only force fields stop their movement. The character can float with a movement of 15. Gifts, Meditations, and Psionics that effect the mind or 'soul' of the character can still work on them as normal. The character can become intangible or tangible with a full round of concentration. The power lasts up to 10 minutes or until they permanently deactivate it. However after the effect is ended or runs out, it takes at least 10 minutes before they can become intangible again.
80-85	Greater Teleporter : The character can teleport in place of movement to any place within 120' of their current position and still take their normal action. They can bring up to one additional target with them, though if the person does not wish to be teleported they make a Saving Throw to avoid being carried along. In addition, the character can teleport in combat, blinking back and forth rapidly, making it hard to hit them. This grants them a -2[+2] bonus to Armor Class and a +2 to Saving Throws. They can spend a round concentrating and teleport to any location they have been before within planetary range. If the character is outside of atmosphere, the character can teleport themselves and any vehicle they are piloting up to 1 light year per level away. This long range teleportation can only be performed once a day.
86-92	Non-Organic Body : The biomorph has a strange organic metal or stone body, which affords them protection in battle. They have a -4 [+4] bonus to their Armor Class and are not affected by the vacuum of space. They do not need to eat, drink or breathe, but do need to rest for one hour (6 turns) each day. They cannot be poisoned and do not catch diseases. While Med Kits do not function for them, they can spend 8 hours resting to recover 1d6+1 Hit Points. Powers that heal work normally on them. Their form also means that when attacked by vehicle rated weapons, they are treated as vehicles. They inflict 1d6+2 damage in melee combat with people and 1d6 damage to vehicles.
93-98	Nearly Invincible : Any time they take damage they ignore 2 points of damage per die of damage rolled. The scale of the weapon doesn't matter (personal or vehicle), and they are considered vehicles for the purposes of vehicle sized weapons. The character must pick a common form of damage that they not only have no resistance to, but also take double damage from (cutting, piercing, bashing, fire, cold, laser, electricity). This power does not block damage from powers that inflict mental or spiritual damage. The Void Knight's Corrupted Energy attack is similarly not stopped.
99-100	Chose one, or roll again twice.

CHAPTER 6

MODIFYING EQUIPMENT

While there are many pieces of extremely potent, high-tech equipment to be found in the universe, occasionally characters will want to modify their own equipment. Some Referees will be happy to allow this, assuming characters spend the time and money to make these modifications happen. Below is a system for modifying different piece of equipment for characters.

WEAPONS



Modifying Weapons

A character of at least 3rd level may attempt to modify their weapon in order to increase its strength or accuracy. The character must spend one week attempting this modification and pay a cost in supplies and tools in the attempt.

Success can be determined in one of two ways. If using Skills, the character must succeed at a Technology Skill throw. If not using Skills, the Referee can allow a Saving Throw to determine success. Note, only 'warrior' type classes (things like Mercenaries, Alien Brutes, Psionic Warriors, etc) excel at this when using Saving

Throws to determine success. Classes that aren't focused on combat (such as Star Warriors, Aristocrats, and Gifted) make their Saving Throw at a -2 Penalty. If the Saving Throw or Skill throw is successful, they receive the modification. If not, the resources and time are expended, but the modification fails. A roll of 1 on any Saving Throw results in the weapon breaking or (if electronic) exploding, causing 1d6 damage plus an additional d6 per point of modification. If using Skills, if the character rolls a 6, they must roll again. On a second 6, the weapon breaks/explodes as above.

A weapon can only successfully receive five points of modifications.

Modifications must be performed in order, one modification at a time. So to reach five modifications the character will have to have successfully modified their weapon five times.

Modification	Save Penalty	Skill Penalty	Cost	Time
1	-2	-0	250 cr	2d6 days
2	-3	-1	500 cr	3d6 days
3	-4	-1	750 cr	3d6 days
4	-5	-2	1000 cr	4d6 days
5	-6	-2	2500 cr	5d6 days

Modification	Effect
Accurate	+1 To Hit per Modification spent on it.
Armor Piercing	Ignore 2 points of Armor Class from worn armor or shields per point of Modification. Ignores 1 point of Hull or Resistance on vehicles.
Brutal	+1 Damage per Modification spent on it.
Defensive	-1[+1] to Armor Class per Modification spent on it. Melee weapons only.
Vehicular	This weapon can damage vehicles normally, but this counts as two modifications and doubles weight and ammunition use of weapon (the two Modification rolls must be made one immediately after the other).

Example: Sol Van, a skilled Mercenary, decides to modify his laser pistol. First he attempts to make his weapon more Accurate. Spending 250 cr and working 2d6 days, he makes a Saving Throw at a -2 (had he been a non-warrior class like an aristocrat, his first modification would have been at -4). Succeeding, the weapon gains a +1 To Hit. After a few adventures, he makes his second Modification and makes the weapon Brutal. He spends 3d6 days, 500 cr and makes a Saving Throw at a -3. After succeeding, his laser pistol grants a +1 to Damage. Many levels into his career, Sol Van has succeeded in making his weapon even more Accurate (for a +2 To Hit), and Brutal (+2 to

Damage). He attempts his fifth modification, trying to make the weapon Armor Piercing. After spending 2,500 cr and 5d6 days, he rolls a 1 on his Saving Throw! The weapon he's carried all these years explodes for 5d6 damage! If he survives, he will have to buy a new laser pistol and start the modification process all over again.

ARMOR

Modifying Armor

Like weapons, armor can be modified by characters, though there are fewer options for modifications than there are with weapons.

As with weapons, the character who wishes to modify their armor must be level three. The character must spend one week attempting this modification and pay a cost in supplies and tools in the attempt. Success can be determined in one of two ways. If using Skills, the character must succeed at a Technology Skill throw. If not using Skills, the Referee can allow a Saving Throw to determine success. As with weapon modifications, classes that are not focused on fighting receive a -2 to their Saving Throws (if that system is used).

Unlike weapons, armor can only receive three points of modifications. Modifications must be performed in order, one modification at a time.

Modification	Save Penalty	Skill Penalty	Cost	Time
1	-3	-1	250 cr	3d6 days
2	-4	-1	500 cr	3d6 days
3	-5	-2	1000 cr	4d6 days

Modification	Effect
Hardened	Increase Armor Class by -1[+1]
Light	The armor's weight is reduced by 25%
Resistant	Ignores one level of 'Armor Piercing' per level of trait.
Quiet	If the Referee penalizes Stealth or Larceny attempts for Medium or Heavy Armor, this suit has no such penalties.
Energy Resistant	Shield Only. Allows the shield bonus to apply to energy attacks.
Physical Matrix	Energy Shield Only. Allows the shield to gain its bonus versus physical attacks.
Reinforced	If using the Critical Hit rule, this suit of armor allows the wearer to ignore Critical Hits.

ADVANCED TECHNOLOGY

Below is a list of advanced technology for the Referee to include in their game. These items can be available for purchase or as items to find in a quest or exploration. As always, these items are optional and players shouldn't assume they will exist in any specific campaign. Some of these items are 'game changing' while others are merely the kind of technology that might exist in some high-tech settings.

Further details are provided for the Advanced Technology presented in the Core **White Star** rules. Prices are listed in case these items are available for purchase as a guideline only. The Referee is encouraged to ignore or modify these prices to fit their campaigns.



ADVANCED WEAPONRY

- ❖ **ADVANCED WEAPONRY:** Some planets have more advanced weapons than others. Certain weapons may be particularly well designed and have a +1, +2, or +3 bonus to both To-Hit and damage. **Cost:** 1000 cr (+1), 3000 cr (+2), 8,000 (+3).
- ❖ **ASTRA OF UNAVOIDABLE THOUGHTS (CRYSTAL GUNS):** Though many races of the galaxy dispensed with slug throwers once laser technology surpassed them, the Vren (an ancient, powerful psionic race) had a use for

weapons with a physical projectile. These elegant looking guns fire a crystal shard impregnated with both nanite based psychic networks and a plasma ignition chemical. In the hands of a non-psychic, these weapons inflict damage as though they are Laser Guns or Laser Rifles. Pistols hold 10 rounds and rifles usually 20, have a range of 100' and a RoF of 2. In the hands of a telekinetic, however, these weapons exhibit a remarkable ability. Whenever firing a shot, the psychic can roll To Hit twice and take the best roll as they telekinetically bend the ammunition to strike a target they would have otherwise missed. They can also shoot around corners and up and over cover with this ability halving the benefit the target receives from cover. **Cost:** 200 cr for a pistol, 400 cr for a rifle. Clips cost 25 cr.

- ❖ **ATOMIZER:** Looking like a tiny laser pistol, any creature struck by a bolt from an atomizer must make a Saving Throw or be instantly reduced to a pile of smoldering ash. Those who succeed in their Saving Throw suffer 3d6 points of damage instead. An atomizer can be fired five times before needing to be reloaded and has a range of 100 ft and a RoF of 1. Atomizer require unique power cells. This weapon inflicts 2d6 damage to vehicles, ignoring Hull and Reduction. **Cost:** 2500 cr. 100 cr for power cells.

- ❖ **CRYSTAL BLADES (NANDAKA BLADES):** A weapon of the long dead psionic race called the Vren, would-be rulers of the galaxy, defeated and wiped out by the Star Knights and their unlikely allies the Void Knights. The Vren were fascinated by melee combat. A duel between two Vren is a battle between both the body and the mind. Duelists needed to shield their intentions from a foe who could read their body language and their mind. When they encountered other races who could not read their minds, they discovered the perverse cruelty of toying with their opponents. As their name would imply, these 2'-4' long swords are made of some strange crystalline material. Ubiquitous during the war against the Vren, and nearly indestructible except through concerted effort, more Crystal Blades remain than any other piece of Vren technology. Even non-psychics can use them, though not as effectively. In the hands of a non-psychic they inflict 1d6+2 damage. However, in the hands of a psionic character they reveal their true power. A psionic character instinctively knows how to wield a Nandaka Blade they hold as it resonates with their psychic abilities. Any attacks with



this blade gain a +1 To Hit and Damage. There are many varieties of Nandaka Blades and they come in all shapes and sizes, from knives to axes to even spears or double blades. Also, the Vren worked tirelessly on crafting newer and better weapons for their elite, so occasionally it is possible to find one with an additional bonus, from +1 to +3 To Hit and Damage. Some even provide additional benefits, such as the ability to parry blasts from laser weapons or slice through armor. Some are whispered to hold the consciousness of sacrificed psychics, unholy weapons inhabited by psychic Augmented Intelligences able to use powers on their own. Such artifacts would be valuable nearly beyond measure. **Cost:** A basic crystal blade costs around 200 cr, mostly due to its history. One with additional benefits would cost much, much more.

- ❖ **DEATH RAY:** This bulky rifle works like the Atomizer, reducing living targets to ash if they fail a Saving Throw and inflicting 3d6 point of damage to those who succeed. Its range is 150 ft, a RoF of 1, and it can be fired 10 times before reloading. This weapon inflicts 3d6 damage to vehicles, ignoring Hull and Reduction. **Cost:** 4000 cr. 100 cr for power cell.



- ❖ **FREEZE RAY:** This hand-held laser pistol fires a blue beam of paralyzing energy. Anyone struck by it must make a Saving Throw or be unable to move for one hour (6 turns). A freeze ray has six shots and has a range of 80 feet and a RoF of 1. **Cost:** 1750 cr. 100 cr for power cells.
- ❖ **HAND CANNON:** This compact pistol fires large, armor-piercing, explosive shells. Designed to take down robot opponents or those with heavy cybernetic implants, this weapon packs a far greater punch than its size would imply. A hand cannon inflicts 2d6 damage, has a range of 75 feet, RoF of 1, and carries 6 rounds. It ignores 2 points of a target's Armor Class and 1/2 of a target's Hull or Reduction. **Cost:** 1000 cr. 10 Bullets costs 50 cr.

❖ **INFINITE**

BLADE: This white short sword appears made of some kind of ceramic material.

Symbols of time and eternity are scribed along its length. It does have a power cell receptacle and needs a power cell to fully function. Some say this is another tool of the Temporal Masters, though others claim it was a



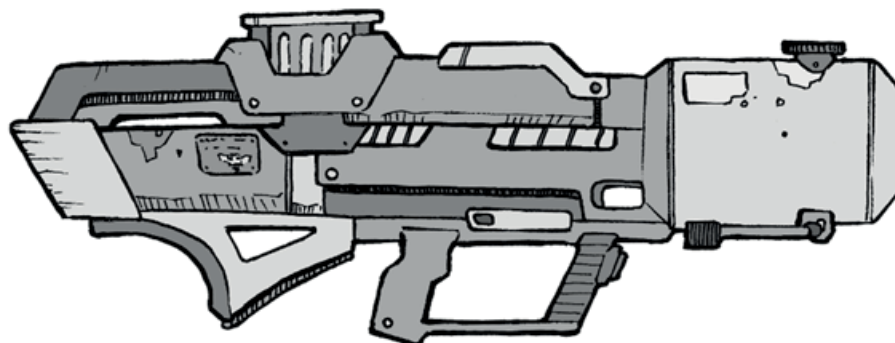
tool of the lost Vren. When not charged, the blade is +1 To Hit and Damage and inflicts 1d6+3 (including the bonus). It gains an additional +1 To Hit and Damage in the hands of a psychic (for a total of +2). When a psychic wielder activates it, the blade explodes along the paths of destiny and time. To an outsider it appears as though the wielder is swinging while five to ten phantom blades flicker in and out of existence around the path of their swing, seeking a time line where the wielder makes a perfect strike. Each round the blade is activated, a charge is spent. During those rounds, the wielder gains an additional +2 To Hit (+4 total) and if they land a successful blow, they inflict maximum damage. **Cost:** 1500 cr. A 20 charge cell costs 100 cr.

❖ **INFINITE POWER CELL:** This power cell can be used in any normal laser pistol or rifle. It allows the weapon to be fired indefinitely without needing to be reloaded. **Cost:** 500 cr.

❖ **LOUD BUG:** The loud bug is a tiny, palm-sized pistol that fires a destructive bolt of energy and has tremendous recoil. The loud bug has a range of 100

feet and inflicts 2d6 vehicle damage. It has a RoF of 1. However, when fired, the user must pass a Saving Throw or less be thrown back 2d6 feet. If they hit a solid object, they will also suffer 1d6 damage. Regardless, they will end up prone and have to use their movement to stand in the next round. A Loud Bug can fire 5 times before reloading. **Cost:** 2500 cr. Energy cells cost 100 cr each.

- ❖ **MONOWIRE WEAPON:** This deadly weapon is made from a single-cell thick chain of super-dense material, allowing it to cut through almost anything it can wrap around. Its form is a handle with a coil of the material inside it. A weight is attached to the tip on the end of the wire. With a flick of the wrist and pressing the button, up to a 10 foot length of the wire is released. A monowire weapon attacks targets as though they were Armor Class 9[10] (modified by Dexterity, mystical and technological bonuses). The weapon inflicts 1d6 damage. If the user rolls an 18+, the target must pass a Saving Throw or have a limb (possibly including their neck) severed by the wire. If they pass their Saving Throw, they suffer double damage. However, if the user rolls a natural 2, they inflict 1d6 damage to themselves and on a 1 they must pass a Saving Throw as though hit by a the weapon with an 18+ roll to avoid losing a limb (and taking double damage if they do save). See the Monowire Specialist Talent as a means of mitigating the danger of this weapon. Only Hyperbedium and energy fields can stop a monowire weapon (even an Energy Shield provides its armor class bonus against this otherwise physical weapon). **Cost:** 3000 cr.
- ❖ **PLASMA PROJECTOR:** Resembling a bulky laser rifle, this powerful weapon is capable of firing cones of super-hot plasma of up to 60 feet long and 20 feet wide. Anyone caught in its blast suffers 5d6 points of damage. A plasma projector can be fired up to ten (10) times before requiring a reload and has a RoF of 1. **Cost:** 3000 cr. 100 cr for fuel cell.



- ❖ **SOUND MODULE:** This weapon fits on the wrist of the user and over their forearm. This weapon amplifies sound waves and directs them as concussive blasts. The user can modify the output of the weapon and choose to inflict anywhere from 1d6 to 4d6 damage. It has a range of 100 feet. When fully charged, the sound module has 30d6 worth of energy. After using all the dice in attacks, it requires 8 hours of recharging before it can be used again. The user can choose to make the weapon more destructive to vehicles and powered armor suits by sacrificing an additional die of damage on each shot to ignore the target's Hull or Resistance and two dice to treat the damage as vehicular. **Cost:** 3000 cr.
- ❖ **STAR SWORD GEM:** These rare gems may be installed in the hilt of a Star Sword. Once installed, they provide a +1 bonus to any To-Hit rolls made when wielding the weapon. **Cost:** 2000 cr.

ADVANCED DEFENSIVE TECHNOLOGY

- ❖ **AEGIS IRREFUTABLE (FORCE SHIELD):** This device is similar to existing energy shields, and some say the modern energy shields were originally developed from the Vren shields. A functioning Aegis not only provides a -2[+2] to Armor Class versus physical and energy attacks, but in the hands of a telekinetic character, it can be used to deflect missile attacks if the wielder makes a Saving Throw. If the Saving Throw is successful, the character takes no damage. If they fail, the attacker must still successfully make a To Hit roll to do damage to the character. **Cost:** 250 cr.
- ❖ **DRYSUIT:** This body hugging suit is worn in high temperature environments. The suit acts as Light Armor and additionally it is able to absorb and process all the body's waste fluids so that the wearer can drink and reuse them. Even solid waste is converted by the suit. While wearing a drysuit, a character can effectively survive in high temperature environments without water (assuming they donned the suit while hydrated). A character can survive roughly a month without taking in new fluids, and the suit protects the wearer from high temperatures up to 150 degrees Fahrenheit. **Cost:** 300 cr.
- ❖ **EXO-ARMOR:** This full body frame of plates and pistons grants the wearer a +4 bonus to all melee damage rolls when worn and grants protection as Heavy Armor, but is slow and bulky, reducing Movement by -3 points. **Cost:** 3000 cr.
- ❖ **HYPERBEDIUM SHIELD:** This hand held shield is made of a rare, nearly unbreakable alloy called hyperbedium. Unlike normal shields, it can block physical and energy attacks. An additional element of the material is that it

absorbs and redirects kinetic energy, meaning that a shield of this material can block large, high velocity attacks without having the user simply thrown aside. This shield grants -3[+3] to Armor Class against all attacks. The user is immune to Armor Piercing attacks and if aware of a direct fire vehicle weapon will suffer only normal (not doubled) damage from successful attacks by such weapons. The shield is exceptionally light and can actually be used as a thrown weapon to inflict 1d6 damage. A magnetic bracelet makes the shield automatically return to the thrower after an attack. **Cost:** 5000 cr.

- ❖ **LASER ATTRACTION GAUNTLET:** This large black gauntlet radiates an energy field that causes any laser weapon fired at the wearer to be drawn into the glove and absorbed harmlessly. It can absorb up to 20 points of damage per day before needing to recharge for eight (8) hours. **Cost:** 1500 cr.
- ❖ **PERSONAL SHIELD:** This small collar (often sewn into a cloak or cape) makes the wearer immune to up to 50 total points of damage from energy weapons such as laser pistols, laser rifles, or Star Swords. After it has absorbed 50 points of damage from these sources it is full and unable to absorb more, becoming useless. **Cost:** 2000 cr.
- ❖ **PHASE SUIT:** This lightly plated armor can destabilize the wearer's molecules, allowing them to walk through solid surfaces three times (x3) per day before needing to recharge it. It grants the same protection as Light Armor. **Cost:** 2000 cr
- ❖ **PSYCHIC INHIBITOR:** This small circlet protects the wearer from the psychic abilities of Star Knights, Brain Bug Insectus, Greys, Mindoids, and other psionic beings when it is worn. While worn, the character's mind cannot be read or detected with such powers. The wearer gains a +4 to Saving Throws versus powers that attack or influence the mind, and gain a Saving Throw even versus powers that do not normally allow one. **Cost:** 5000 cr.
- ❖ **SHIELD BELT, LIGHT:** This belt projects a force shield around the wearer. Whenever the wearer takes damage, the damage is reduced equal to the defending belt's Shield Strength. Each time shields successfully reduce damage from an incoming attack, Shield Strength is reduced by one (1) point. As long as a belt's shield strength is not reduced to zero (0), it naturally regenerates at the rate of one point (1) of Shield Strength every five (5) rounds. Light Shield Belts project a shield with Shield Strength of 3. **Cost:** 2000 cr.

- ❖ **SHIELD BELT, MEDIUM:** As the Light Shield Belt, except it has a Shield Strength of 6. **Cost:** 4000 cr.
- ❖ **SHIELD BELT, HEAVY:** As the Light Shield Belt, except it has a Shield Strength of 10. **Cost:** 8000 cr.
- ❖ **STEALTH ARMOR:** By bending light around the wearer, it makes them much more difficult to see, and almost invisible when standing still. It is almost always found in Light Armor only. It grants wearer the ability to surprise a foe on the roll of 1-4 on a 1d6. **Cost:** 3000 cr.
- ❖ **VENKA BATTLE DRESS (META BATTLE SUIT):** Rarely seen but always feared, the Venka Battle Dress was a suit of advanced powered armor worn by the Vren. When worn by a non-psychic, this armor merely acts as Heavy Armor with a -3 movement penalty, as they are unable to integrate with the suit's nano-circuitry. When worn by a psionic character, their abilities allow them to use the full powers of the Battle Dress. For a psychic, this suit is treated as Light Armor, though provides protection as Heavy Armor. Telekinetic amplifiers lift the wearer and the suit, allowing them to move with great speed and allowing the wearer to leap up to 30' horizontally and 15' vertically. The suit heightens the wearer's precognitive abilities, granting them a +2 To Hit with any attack, and the ability to see 120' in darkness. While Venka Battle Dress has many advantages, it is not as strong as some Powered Armor. It only provides a +2 to damage in melee combat. Venka Battle Dress has 30 Hit Points, a Hull of 3, Movement 24, and it is armed with a Heavy Laser in hand and a Beam Cannon in its chest. It has the benefits of a Psion-Neural Interface, Nano-Repair Bots, and an Image Projector (see the chapter 7 for more details). **Cost:** 15000 cr.

MISCELLANEOUS ITEMS

- ❖ **ADRENALINE BOOSTER:** These small patches can be applied to the skin for a quick boost of energy. They last for 10 rounds. During that time the user's Movement is doubled and they make two attacks each round. They are expended with each use. **Cost:** 100 cr.
- ❖ **A.I. PROCESSOR:** These rare chips can be installed into a stunt fighter or light transport, giving the vehicle a basic artificial intelligence. The vehicle will respond to the owner's voice commands. The starship in which an A.I. processor is installed can pilot itself and even fire its own weapons with a Targeting of +1. **Cost:** 2000 cr.
- ❖ **AMULET OF SILENCE:** Even a naturally telepathic race would occasionally want to speak without prying thinkers listening in. When activated, the

Amulet of Silence creates a 10' radius field of psychic static making it impossible to use telepathic or divinatory abilities in the radius. A person can neither use powers into or out of the field. Activating the Amulet requires a telepath to actually focus on it. It doesn't prohibit them from walking and talking, but the concentration needed prevents fighting or using other psychic abilities. **Cost:** 1000 cr.

- ❖ **CHANGELING MASK:** This thin mesh cloth mask adheres to the wearer, covering their head. The mask can be programmed to then project a holographic illusion allowing the wearer to mimic the facial appearance of any individual they have programmed into the mask. Changeling masks also modify the voice of the wearer to sound like the voice of the person they are mimicking. A changeling mask can only hold the information on up to three different targets at once. **Cost:** 500 cr.
- ❖ **CHANNELING STONE:** These mysterious artifacts enhance the Meditations and Gifts of Star Knights and Alien Mystics. Each channeling stone has a level associated with it. When a Star Knight or Alien Mystic is carrying one they may memorize one extra Meditation or Gift of that level each day. **Cost:** 1000 cr times level.
- ❖ **CLOAKING DEVICE (Personal):** A small ring of metal worn on the finger that, when activated, renders the target completely invisible to both human senses and technological scanners. It operates for up to 1 hour (6 turns) per day before needing 24 hours to recharge. **Cost:** 2000 cr.
- ❖ **ENERGY DISRUPTOR:** These small boxes radiate a field that prevents any laser pistol, laser rifle, or Star Sword from functioning within 60 feet of the disruptor. **Cost:** 2000 cr.
- ❖ **FOOD PILLS:** These nutrient supplements can completely replace a person's need for food. A single pill will provide enough nutrients and calories to sustain a person for a full day. **Cost:** 30 cr for a pack of 7.
- ❖ **GOLDEN DROPS OF DIVINE ESSENCE:** This powerful combination of nanite technology and psionic power over life can actually retard aging. This was reserved only for Vren elite and was one of many technologies they perfected to extend their lifespan. The secret to its creation is believed to have died with the Vren, but some historians believe it actually required the sacrifice of other sentient lives. Those who believe this theory say it took roughly 10 living sentient beings to provide a drop of Divine Essence. If this were true, it would explain why the Vren were so interested in continuously expanding their empire. Each drop of Divine Essence will cause the drinker to regain a year of their life, up to their racial prime. Vials found tend to have 1d10 drops remaining, though some ancient carrier ships have been discovered with tubes of a 100 drops or more. Such a cargo would be extremely valuable; assuming one does not believe the rumors of how it was created. **Cost:** 2000 cr per drop.

- ❖ **GRAVATIC SUSPENSORS:** These devices appear 1" across silver disks. To use them, they must be attached to an object. The suspensor will then resonate with and lift the object, causing it to float three or four feet off the ground. If the object weighs more than 50 lbs, the suspensor will offset 50 lbs and make the object lighter. These are often applied to heavy weapons allowing the user to carry them more effectively. **Cost:** 100 cr.
- ❖ **INTERROGATION COLLAR:** Any individual wearing an interrogation collar is compelled to tell the truth. They must succeed in a Saving Throw in order to knowingly lie while wearing it. **Cost:** 500 cr.
- ❖ **JET BOOTS:** These function as a standard jet pack, but are worn on the feet and can operate indefinitely. **Cost:** 2000 cr.
- ❖ **MEDICAL VAT:** This giant cylindrical tube is capable of holding a living creature and is filled with a viscous liquid. Any creature lowered into a medical vat regains 10 Hit Points per hour (6 turns), up to their maximum Hit Points. **Cost:** 3000 cr.
- ❖ **NEURAL WAND:** This metal wand produces a bright flash of light and a burst of neural scrambling energy. All targets within a 15 foot wide, 15 foot long cone must pass a Saving Throw or else have the last 15 minutes of their memory erased. Failing the Saving Throw also makes the victims susceptible to suggestion, allowing the user to 'helpfully' fill in the victim's memory gap with an altered version of events. Not that this device is only usable on targets who are not currently involved conflict as the heightened focus and adrenalin of combat prevents the neural wands scrambling rays from affecting a target's mind. A neural wand can only be used five times before needing to be recharged for 8 hours. **Cost:** 5000 cr.
- ❖ **PARTICLE BEAM PISTOL:** This laser pistol fires a focused beam of energy that destroys almost any armor it comes into contact with. It ignores all protection provided by personal armor and shields. It has a range of 80 feet and can fire six times before needing to be reloaded. **Cost:** 1000 cr, a 6 shot power clip costs 50 cr.
- ❖ **PERSONAL CAMOFLAGE FIELD:** This piece of technology cloaks the user in a holographic camouflage field, effectively rendering them nearly invisible. While a character is not moving, they can hide on a 1-5 in d6. While moving, they still are invisible on a 1-4 on a d6. Even if they are seen, attacks against them are still at a -2 To Hit due to the fact that the character is so hard to see. **Cost:** 500 cr.
- ❖ **PHEROMONE SPRAY:** This body spray causes subtle changes to the wearer's pheromones, making them seem more likeable to other sentient beings. After being used, pheromone spray grants a +1 bonus to the user's Charisma attribute for the next two hours (12 turns). **Cost:** 50 cr.

- ❖ **PORTABLE SHELTER:** This small metal canister can, when activated, erupt into a six foot across, domed shelter. This shelter is made of dura-weave material that will protect the inhabitants from extremes of temperatures from 130 degrees to -50 Fahrenheit. It even has light, radiation-resistant properties and can protect the inhabitants from mildly radioactive environments (or at least limit their exposure for a time). Once a portable shelter is activated, it can be reset in about 10 minutes, returning it to its can shape. Portable shelters last about a month of continual use before needing to be replaced. They weigh about 5 pounds. **Cost:** 50 cr.
- ❖ **SENSATE ORB:** This metal sphere can excite the senses of anyone who touches it. Long term contact with a sensate orb will lead to sexual fulfillment. More advanced forms of the sensate orb can tailor the sensations that the user experiences. **Cost:** 50 -200 cr.
- ❖ **SENTRY TURRET:** This robot-tripod is designed to be set-up in a position that needs to be defended. It can be fit with multiple weaponry but typically is used with a laser rifle. The turret has a sensor that detects and tracks movement and will then either warn off intruders or begin firing, depending on its settings. The turret can sense movement out to 75' and can be programmed to recognize either individuals, uniforms or insignia to avoid firing on friendlies. When it attacks, it has a +2 To Hit. The turret will fire until either the movement stops or it runs out of ammunition. The turrets weigh about 20 pounds. **Cost:** 200 cr.
- ❖ **SLEEP PILLS:** These pills help a person recover from lack of sleep. A single pill will allow a person to go without sleep for one day. A second pill will allow them to ignore a second consecutive day. On the third day, they must take two pills. On the forth, they will need to take one every 6 hours. After that, the pills will no longer work until the user has slept at least three days without using them. Most people take them only once or twice, rarely going the full cycle. **Cost:** 10 cr for a pack of 6.
- ❖ **SONIC TOOLKIT:** This exceptionally rare device is supposedly a relic of a long lost race of aliens who called themselves Temporal Masters. Though wiped out in an ancient war with the Cannicks, their mastery of technology was far superior to almost any other race, including those alive today. The sonic toolkit is a small wand or rod with subtle dials and a transmitter that extends with a flick of the wrist. Mastering a sonic toolkit is extremely difficult, but it can be done given time or instruction. The sonic toolkit can manipulate any form of technology, allowing a user to repair or hack almost any computer, electronic console, device, machine, or robot. Simple electronics can be manipulated easily, while defended systems might

require a Saving Throw from the user (or a Technology Skill Roll). Robots, cyborgs, or similar beings with electronic components can be either damaged for 2d6 or even shut down temporarily (1d6 rounds) if the target fails a Saving Throw. Using the toolkit grants a +2 bonus to all Technology rolls. **Cost:** 10000+ cr.

- ❖ **TOWEL:** Available in a multitude of sizes, colors and materials, the towel is an important (some would say mandatory) piece of equipment for any space traveler. Whether it keeps you dry after a dip in the heated pools of Quxon 7, or warm in the frigid wastes of Thero 3, this piece of gear is a must have. Uses include weaponry, climbing aid, and invisibility in the right circumstance. **Cost:** 1+ cr.
- ❖ **TRI-SENSOR:** This small hand-held computer unit has a plethora of sensors and scanners, allowing the user to perform a multitude of functions. It provides extensive medical information, letting a user tell if a target is poisoned, diseased, or suffering from some external malady. It provides a +2 to Hit Points healed when using a Med Kit. In addition, it can scan plants and animals within 30 feet, and after one round will provide detailed information about the target (such as whether it is poisonous, edible, rough Hit Dice of a creature, and other details the Referee wishes to share). Finally, it can detect movement of all things within 60 feet. Only one of these functions can be used at once. **Cost:** 500 cr.
- ❖ **TRUTH GLASSES:** These normal looking sunglasses serve two primary functions. They protect the wearer's eyes from bright lights, glares, and other irritants as high quality glasses might. In addition, while wearing these glasses, the character can see through illusions and holograms, whether they are technological or mystical in nature. These devices were supposedly crafted on a world that had been invaded by an alien race that used holographic devices to disguise themselves. **Cost:** 2000 cr.
- ❖ **WARP GATE:** These massive circular gates float in the middle of space and are easily large enough to pilot a dreadnought through. They always come in linked pairs or groups. Passing through one of them immediately transports the vehicle and all its occupants to the location of another linked warp gate. **Cost:** If these are not ancient technology left floating in space, then one can be built for 10,000,000 cr.
- ❖ **WORLD THORNS:** These twenty foot long, midnight black obelisks are deadly and feared weapons. World Thorns must be dropped from orbit or deliberately planted into the ground to at least half their length. When activated, a World Thorn transmits potent shockwaves that harmonize with fault lines, ground stress, and structural weaknesses within a hundred miles. Most cities will collapse in less than an hour, even if they aren't near a fault-

line. Sink holes will open and constructions shatter. If set near a major fault line, massive earthquakes will rip through the area tearing cities and even land masses apart. These doomsday weapons were rarely used, for obvious reasons. The only saving grace is they cannot be armed except by a telepath, meaning many a would-be tyrant who has managed to somehow locate one of these weapons has been unable to use them. Once activated, another telepath could attempt to disarm the device, by making a Saving Throw. A World Thorn can be set on a timer for anything from 10 minutes to an hour.

Cost: 20000 cr.

CHAPTER 7

POWERED ARMOR

Powered Armor is a combination of armor and vehicle, developed by advanced, typically war-like, cultures. Granting infantry the rough resilience and fire power of a small tank, powered armor can make a vast difference on the field of battle against opponents who lack such tech.

When both sides bring them to the fight, it just opens the door to even wider spread devastation. A single individual can devastate a small town with little fear of repercussion from the civilians.

From a game standpoint, powered armor is treated as both an armor and a vehicle. Over the years, different levels of suits have been developed from Light to Heavy. A character must be proficient in that level of armor to use that suit. Pilots, Star Knights, and Star Pilots are exceptions to this rule and can pilot any size suit of powered armor.

Classes and abilities that modify vehicle use or abilities also modify power armor abilities.

Powered armor introduces the idea of scale to **White Star**. When fighting opponents who are not in vehicles or powered armor themselves, powered armor pilots gain certain advantages. Their armor class is -2[+2] better than listed below. In addition, vehicle scale weapons inflict twice their damage on targets not protected by being in similar armor or a vehicle.

POWERED ARMOR COMBAT ROUND

Powered armor combat is used when a powered armor operated by an individual is being used to attack another target, presumably to destroy them. When a powered armor comes into contact with an enemy vehicle or person, the order of events is as follows:

1. Determine Initiative.
2. The party (individual or group, determined by Referee) with highest Initiative acts first (attacking, using items, etc.) and the results occur.
3. The party with the next highest Initiative acts, and their results take effect.
4. Continue like this until all parties in an encounter have acted.

5. The round ends. Keep the turn order for the next round if the battle has not been resolved, and start at Step 2 again.

DETERMINE INITIATIVE

At the beginning of a combat round, each party involved rolls Initiative on a 1d6 (with any Pilots adding their Initiative bonus). The highest roll wins. The winning party acts first, moving, attacking, or taking other actions. Other parties take damage and casualties, then take their turns in descending order of results. Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously. The Referee may handle this situation in any way he chooses—with one caveat. The damage inflicted by combatants during simultaneous Initiative is inflicted even if one of the combatants dies during the round. It is possible for two combatants to kill each other during a simultaneous Initiative round!

THE ATTACK ROLL

To attack with a weapon, the player must have access to it. Most powered armor weaponry is hand-held, though some is mounted in or on the power armor frame. The gunner rolls a 1d20 and adds any bonuses to the result. This includes the character's Base Hit Bonus (BHB), in addition to the gunner's Dexterity Bonus, and the power armor's Targeting modifier if any is applicable. TABLE 20: To-Hit Attack Rolls on page 43 of the *White Star* Core Rulebook is used for both Personal and Powered Armor Combat. The Attack Roll is then compared to the target's Armor Class to see if the attack hits, according to whichever system the Referee has chosen to use. The standard system (where a lower AC is better) is resolved by comparing the To-Hit number to the number required on the standard To-Hit table. If the Attack Roll is equal to or higher than the number on the table, the attack hits. In the Ascending Armor Class system, if the Attack Roll is equal to or higher than the defender's Armor Class, the attack hits.

MISSILE ATTACK

A character's Dexterity Bonus for missile attacks is added to the To-Hit roll when the character is using a powered armor's weapons. Gauss Cannons, Lasers, and Rocket Launchers all have different ranges as shown below. Ranges are measured in abstract distances, as described under the Movement listing of vehicle statistics.

Weapon	Range	Damage	RoF	Notes
Auto Cannon	15	1d6	2	20 rounds
Anti-Material Cannon	18	1d6+2	1	10 rounds, Armor Piercing (treats AC as 2 worse, ignore half of Hull)
Light Laser	8	1d6	2	Unlimited Ammo
Medium Laser	10	2d6	2	Unlimited Ammo
Heavy Laser	12	2d6+3	2	Unlimited Ammo
Gauss Rifle	24	3d6	1/2	Cannot move and fire, 10 rounds, Armor Piercing
Light Rocket Launcher	10	2d6	2	10 rounds, 50' radius
Heavy Rocket Launcher	14	4d6	1	6 rounds, 100' radius
Beam Cannon	24	4d6	1/4	Cannot move and fire, at range 3 or less, user also takes ½ of rolled damage from blast back. Unlimited Ammo but needs 3 rounds before firing again to recharge.
Melee Weapon	0	3d6	1	

MOVEMENT

A pilot may move a vehicle up to its normal Movement in a Combat round and still fire any weapon described as “pilot-linked”, or perform any other significant action. If the pilot wishes to move the vehicle more than the vehicle’s normal Movement, they may not perform any other action that combat round. In most cases, a vehicle may move up to twice (x2) its normal Movement rate in a single combat round.

DAMAGE AND DESTRUCTION

When a vehicle is hit, the amount of damage rolled based on the weapon used is deducted from its Hit Points. When it reaches zero (0) Hit Points, the pilot must pass a Saving Throw. If they fail, the powered armor explodes and the pilot suffers 4d6 damage. If they pass, the suit is simply wrecked and cannot move nor can the pilot usually escape without help.

Personal weapons inflict less damage on powered armor than weapons designed for vehicle-to-vehicle combat, reducing their damage by an amount equal to double a powered armor’s Hull value (except Star Swords, which inflict their full normal damage). Power armor scaled weaponry inflicts its normal damage on powered armor or vehicles (minus the power armor’s Hull value), but double that damage on personal targets (meaning a powered armor’s light laser is the equivalent of a personal sized laser rifle). Powered armor mounted weapons ignore vehicle’s Reduction value, being treated as smaller vehicular scaled weapons.

REPAIRING POWERED ARMOR

Vehicles do not heal like living beings and must be repaired. This takes time and resources. It takes one day and 10 credits in resources and supplies to repair 5 Hit Points of damage to vehicles.

At the Referee's discretion, Pilots and Star Pilots may add their Level to the number of Hit Points of damage restored to a vehicle each day at no extra cost. No more than one Pilot or Star Pilot may grant this bonus to a single vehicle, and they may only grant the bonus to one vehicle a day.

POWERED ARMOR STATISTICS

All power armors have the following statistics: Armor Class, Hit Points, Hull, Movement, Targeting, Attack, and Modifications.

- ❖ **ARMOR CLASS:** A vehicle's Armor Class reflects how difficult it is to damage. This can be a reflection of its small size, high maneuverability, reinforced hull, or any combination thereof. Armor Class is explained earlier in the rules for Personal Combat in the *White Star* Core Rulebook. If you're using the descending Armor Class (AC) system (where lower AC is better) disregard the numbers in brackets. If you're using the Ascending Armor Class (AAC) system (where high AC is better) use the number in brackets.
- ❖ **HIT POINTS:** All vehicles have Hit Points, just like characters. When a vehicle reaches zero (0) Hit Points it is destroyed and the pilot must pass a Saving Throw as described above or else suffer 4d6 damage. A vehicle's Hit Points do not naturally return over time like a character's and it must be repaired.
- ❖ **HULL:** Power Armor suits are designed to withstand larger-scale weapon attacks. Any attack made with a personal or hand-held weapon against a vehicle has its damage roll reduced by an amount equal to twice a power armor's Hull score. Vehicular and power armor sized weapons have their damage reduced by the Hull value. Some light powered armor suits have a Hull listing of 0/1. This means that they take full damage from vehicle and PA weapons, but ignore 1 point of damage from personal weapons.
- ❖ **MOVEMENT:** This represents a vehicle's speed, just like a character's. Unlike character Movement, a vehicle's Movement is not measured in feet. It is not measured at all. This number is a comparative abstraction and most often used when engaged Vehicle Combat or when attempting to escape from a

pursuing vehicle. A vehicle must have a pilot to move, otherwise it sits immobile unless it has certain modifications that allow it to move on its own. Vehicles may move at a cautious rate (half its Movement), normal (its listed Movement), or up to its running speed (twice or x2 its normal Movement) in a single combat round. Some modifications may permit even faster Movement. Listed in brackets is a vehicle's flight ceiling value, which is the maximum height from the ground that a vehicle can maintain. Vehicles incapable of flight have no listing. Unless the Referee says otherwise a vehicle, even moving at cautious speed, can easily outrun a character on foot.

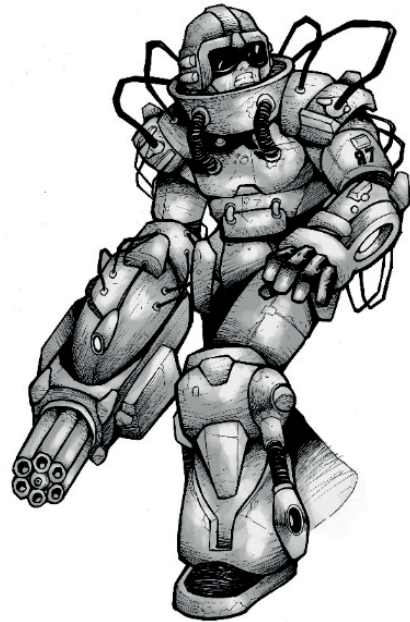
- ❖ **TARGETING:** This represents computerized targeting systems present in a vehicle and adds to any Attack Roll made using a vehicle's weapon.
- ❖ **STRENGTH:** This represents the suit's strength ability beyond that of the wearer. The first number represents any bonus to hit and damage in melee combat. The second is how much damage it does in hand-to-hand (including bonus). Finally, its lift capacity is included.
- ❖ **ATTACK:** This represents a vehicle's weapons and the damage they do to another vehicle. Some vehicles have more than one weapon and may engage in more than one attack per round if the vehicle has the Automated Weapons Modification. Vehicle weapons automatically inflict double damage (x2) when fired at individual characters. If a vehicle weapon is fired at a starship or mech, it inflicts half damage (x 1/2) damage.
- ❖ **MODIFICATIONS:** Many vehicles have extra features that grant them bonuses or modifiers in combat. Details on those modifiers are described in detail below, after descriptions of the starships themselves.

LIGHT POWERED ARMOR

GRASSHOPPER

Armor Class: 5[14]
Hit Points: 20
Hull: 0/1
Movement: 24
Targeting: +1
Strength: +0, HtH: 1d6+1 personal, lift 250 pounds
Attack: Autocannon (1d6, handheld),
Light Laser (1d6, shoulder)
Modifications: Superior Jump Jets, Camouflage Display
Base Cost: 5,000 Credits

A light, extremely fast suit designed for mobility and reconnaissance rather than straight up combat. A squad of grasshoppers can easily outmaneuver armor columns and unarmored infantry to launch raids against the enemy's supplies or command base before disappearing into the wilds again. They often rely upon the superior range of their autocannon to snipe targets while staying outside of the target's weapon's range.



ASSAULT CORE

Armor Class: 5[14]
Hit Points: 25
Hull: 1
Movement: 18
Targeting: +1
Strength: +1, HtH: 1d6+2 personal, lift 350 pounds
Attack: Medium Laser (2d6, handheld), Light Laser (1d6, shoulder)
Modifications:
Base Cost: 5,000 Credits

Assault Core was one of the first mass-produced forms of powered armor. Light enough that basically anyone could use it and armed with a decent set of lasers, the Assault Core armor is used for cheaper



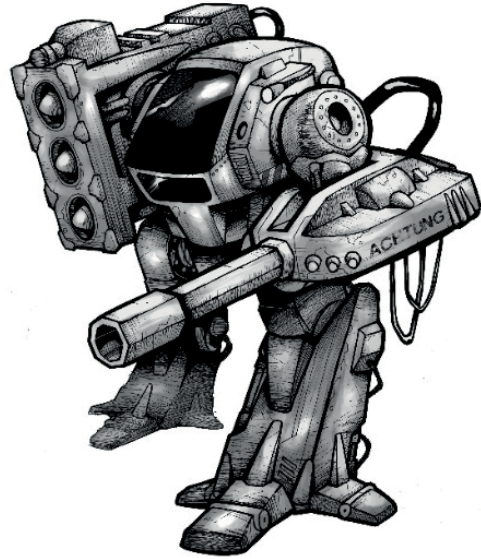
armies who want to get a massive number of troops into the field. Though lacking the speed of the Grasshopper, the Assault Core suit is still faster than many ground vehicles and heavier suits of powered armor.

MEDIUM POWERED ARMOR

REAYER

Armor Class: 3[16]
Hit Points: 30
Hull: 3
Movement: 15
Targeting: +1
Strength: +2, HtH: 1d6+1 vehicle, lift 500 pounds
Attack: Heavy Laser (2d6+3, handheld), Light Rocket Launcher (2d6, shoulder)
Modifications: Jump Jets
Base Cost: 7,500 Credits

The Reaver is one of the most common powered armor models in use. Its blend of speed, maneuverability, toughness, and weaponry make it a capable workhorse for most military endeavors. The Reaver's weapons possess good range and punch for the size of the powered armor.



STALWART

Armor Class: 3[16]
Hit Points: 40
Hull: 4
Movement: 12
Targeting: +1
Strength: +3, HtH: 1d6+1 vehicle, lift 500 pounds
Attack: Melee Weapon (3d6, handheld), Medium Laser (2d6, shoulder)
Modifications: Power Shield, Light Armor Plates
Base Cost: 8,000 Credits

The Stalwart is a different build for powered armor. Meant as a guardian more than an offensive suit, the Stalwart is typically deployed in stationary positions such as guarding a base or resource location. Despite this, the Stalwart is still a capable

machine with good strength and reasonable speed. When it can pin down another suit, its melee weapon (typically a massive hammer) will tear the enemy apart.

HEAVY POWERED ARMOR

MAURAUDE

Armor Class:	1[18]
Hit Points:	45
Hull:	5
Movement:	9
Targeting:	+1
Strength:	+4, HtH: 1d6+2 vehicle, lift 1000 pounds
Attack:	Gauss Rifle (3d6, handheld), Melee Weapon (Energy Sword 3d6), Heavy Laser (2d6+3, shoulder), Beam Cannon (4d6, chest)
Modifications:	Alpha Strike Program, Weapon Link (Gauss Rifle and Heavy Laser), Jump Jets
Base Cost:	15,000 Credits

The Marauder Heavy Powered Armor is a terrifying weapon of war. Covered with a thick armored shell and carrying myriad weapons to deal with all manner of threats, when Marauders take the field, the enemy quakes and often breaks immediately. Their weapons are linked by an Alpha Strike program, allowing them to fire all of their ranged weapons in a single devastating blast. Its Gauss Rifle provides a long range punch, while its energy weapons provide it an undiminishing endurance for lengthy battles.

TITAN

Armor Class:	1[18]
Hit Points:	50
Hull:	10
Movement:	3
Targeting:	+1
Strength:	+4, HtH: 2d6 vehicle, lift 2000 pounds
Attack:	Gauss Rifle (3d6, handheld), Melee Weapon (Energy Sword 3d6), Heavy Rocket Launcher x2 (4d6, shoulder), Beam Cannon (4d6, Chest)
Modifications:	Alpha Strike Program, Weapon Link (Heavy Rocket Launchers), Weapon Link (Gauss Rifle, Beam Cannon), Heavy Armor Plates, Automated Weapon (Heavy Rocket Launcher), Ammo Drum (Gauss Rifle), Ammo Drum (Heavy Rocket Launcher) x2

Base Cost: 30,000 Credits

The Titan Heavy Powered Armor is a monster on the field. Though it slow moving and unable to quickly respond to new threats, as a defensive vehicle it can protect bases and cities from almost any threat. As an offensive vehicle, when a group of Titans mean to take a stationary target, it stands little chance of resisting. Its only weakness is that it's incredibly slow, but with its long-ranged weaponry even that is only a minor inconvenience. Titans, like large battleships, are often fielded with smaller, faster units to provide them with extra protection until they get into position.



POWERED ARMOR MODIFICATIONS

ACTIVE CAMOUFLAGE: By installing several light-refracting diodes on the exterior of the suit, Active Camouflage makes the suit invisible to both the naked eye and to sensors as long as it does not move. A powered armor with active camouflage that moves has a 1-2 on 1d6 chance of being detected by an enemy. The suit immediately becomes visible if it attacks or is powered down. Once a suit has become visible after using Active Camouflage, the diodes require one hour to recharge before this modification can be used again. **Base Cost:** 50 credits per suit base Hit Points.

ADVANCED TARGETING SYSTEM: This modification adds +1 a Powered Armor's Targeting. It may be purchased up to three times (x3). **Base Cost:** 20 credits per suit base Hit Points.

ALPHA STRIKE PROGRAM: This complicated program allows all of a powered suit's weapons to be linked together and fired at once. An alpha strike can only be launched once every five rounds. **Base Cost:** 100 credits per suit base Hit Points.

AMMO DRUM: The downside of many powered armor suits with projectile weaponry is that they often run out of ammo in prolonged battles. Ammo drums can be added to the suit, allowing it to carry reloads for its various weapons. Each ammo drum carries enough ammo to fully reload a single specific weapon the suit carries. A suit can reload its spent weapons by sacrificing either its movement or attack during a round. **Base Cost:** 20 credits per suit base Hit Points, per drum.

ARMORED PLATES, LIGHT: These armored plates are made of cera-steel and dense, heat resistant materials. Light plates add +1 to the Hull rating of a suit of Power Armor. Powered Armor can only have one kind of armored plates. **Base Cost:** 20 credits per suit base Hit Points.

ARMORED PLATES, MEDIUM: These armored plates are thicker and heavier than light armored plates, providing better protection at the cost of slowing the powered armor. Medium plates add +3 to the Hull rating of a suit of Power Armor, but reduce their Movement score by 3, including jump jet movement. Powered Armor can only have one kind of armored plates. **Base Cost:** 40 credits per suit base Hit Points.

ARMORED PLATES, HEAVY: Super dense armor, these thick, incasing shells provide unparalleled protection but make the power armor suits nearly immobile. Heavy plates add +5 to the Hull rating of a suit of Power Armor, but reduce their

Movement score by 6, including jump jet movement. Powered Armor can only have one kind of armored plates. **Base Cost:** 60 credits per suit base Hit Points.

AUGMENTED LEG SERVOS: These extra strength leg servo motors increase the speed of the powered armor. Any powered armor with this augment increases its Movement by +3. It may be purchased up to two times (x2). **Base Cost:** 50 credits per suit base Hit Points.

AUTOMATED WEAPONS: This modification allows one of a powered armor's weapon attacks to operate without input from the pilot. The automated weapon has a Base Hit Bonus of +0. This modification may be purchased once for each weapon on a powered armor suit. **Base Cost:** 30 credits per suit base Hit Points.

IMAGE PROJECTOR: This powerful component is a series of reflective sensors and holo-projectors built into the external elements of the suit. When activated, the image projector creates multiple holographic duplicates of the suit, as well as static bursts of sensor interference resulting in sensor 'echoes' that make the suit's actual position difficult to tell. After activation, 1d4+1 false duplicates are created and whenever the vehicle is hit by direct targeted weapons, there is a random chance of striking one of the duplicates instead. The energy displaced by a successful attack on a holograph causes it to disperse. After all images are destroyed, the image projector cannot be reactivated until it is recalibrated which takes one hour of uninterrupted work. This device has no effect on melee weapon attacks or area of effect attacks. **Base Cost:** 50 credits per suit base Hit Points.

JUMP JETS: These rocket thrusters are attached to the feet and back of a powered suit and allow it to take long range leaps. The jets can be fired and allow the suit to make a leap at Movement 24. The jets can only be used once every four rounds. **Base Cost:** 50 credits per suit base Hit Points.

JUMP JETS, SUPERIOR: These extra-large rocket thrusters are similar to regular jump jets, only provide greater thrust and quicker reuse. When used, these jets allow the suit to make a leap at Movement 36. The jets can be used once every three rounds. **Base Cost:** 100 credits per suit base Hit Points.

POWER SHIELD: This large, energized shield is carried by some suits of powered armor. It provides protection from both physical and energy based attacks. A power shield adds -1[+1] to the Powered Armor's Armor Class. **Base Cost:** 500 credits.

PSION-NEURAL INTERFACE: This piece of advanced technology interfaces characters with mystical abilities (Gifts, Psionics, or Meditations). Any power that boosts or modifies the character effects both them and the powered armor they are wearing. For example, the Alter Time Gift or the Defensive Coordination Meditation will benefit the suit's attributes. **Base Cost:** 100 credits per suit base Hit Points.

REINFORCED SUPERSTRUCTURE: This modification adds reinforced plating and denser material components to a powered armor's superstructure, increasing its protection. It adds -1 [+1] to a powered armor's Armor Class. It may be purchased up to three times (x3). **Base Cost:** 20 credits per suit base Hit Points.

SAFETY RELEASE: This modification is designed to protect the pilot when a powered armor suffers catastrophic damage. If a suit is reduced to less than 5 Hit Points, it will disconnect and eject itself from the pilot before it explodes. Unfortunately, if a suit is reduced to 0 or less Hit Points in a single shot, the suit doesn't have the opportunity to activate its release and you must deal with the consequences of the destruction as normal. **Base Cost:** 40 credits per suit base Hit Points.

SELF-REPAIRING NANO-BOTS: These tiny robots are installed into a suit and can be activated at the command of the pilot. Once activated, they begin actively repairing the suit in which they are installed, restored 1d6 hit points for three rounds. Once activated, they cannot be deactivated and will not restore a suit to more than its maximum hit points. After this time, they must be reprogrammed before being able to be activated again. This requires one hour of uninterrupted time. **Base Cost:** 50 credits per suit base Hit Points.

SENSOR SCRAMBLER: This program sends out a signal designed to jam the Targeting Programs of other vehicles. Once activated, any attacks made by a vehicle or powered armor against the suit with this program installed suffer a -2 penalty to their "to-hit" roll. This lasts for 2d6 rounds before the scrambler needs one hour to recalibrate. **Base Cost:** 50 credits per suit base Hit Points.

SHIELD GENERATOR: In addition to their heavy armor and sturdy hulls, some powered armor suits can actually generate a force shield around them. These shields function exactly as the shields on starships. All such shields start at level 0 and up to five levels of shielding maybe be purchased for a single suit. **Base Cost:** 25 credits per suit base Hit Points.

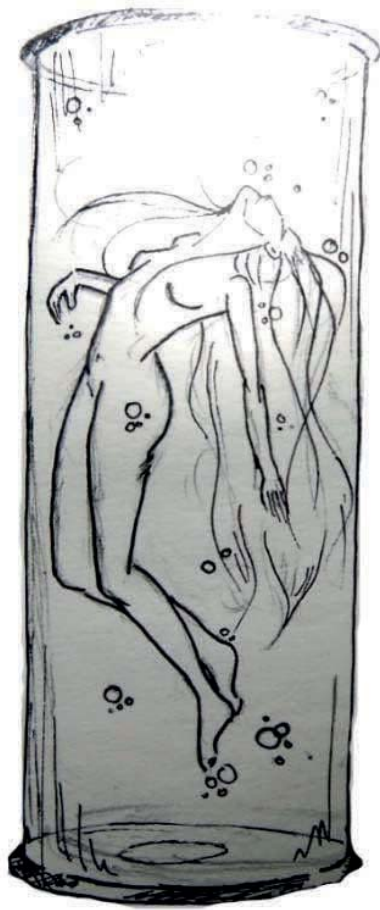
STRONG INTERNALS: Power armor with this modification have reinforced internal systems and armored internal components. This allows the suit to suffer more damage than normal. Each level of this modification adds +1 Hit Point to the suit and it can be purchased up to ten times. Hit points modified by this ability do not count as base Hit Points when determining the cost of other modifications. **Base Cost:** 10 credits per suit base Hit Points.

WEAPON LINK: This piece of technology links two weapons so that they track and fire simultaneously. Two weapons linked with this modification can be fired independently if wished. **Base Cost:** 20 credits per suit base Hit Points.



CHAPTER 8

CLONES AND SLEEVES



Some cultures and settings are so advanced, that cloning a person is well within their expertise. In some cases, these cultures transcend something so banal as cloning and are able to grow custom-fit bodies for discerning (and wealthy) clients.

The first step in useful cloning of an existing person is the ability to transfer a person's memories and experiences. The second step is developing a process that allows the clone body to grow to a

useful age quickly. A 70 year-old CEO of a mega-corp might not want to wait 18 years in a child's body before they can return to adult-hood! Being able to make a quick and seamless transition is the ultimate goal of offering a client a form of immortality.

As technology advances further, clones become sleeves, custom made bodies that a mind can slip in and out of at will. Need an aquatic form to explore an ancient underwater ruin? Want a combat form with natural claws and inhuman reflexes? Want a sexually irresistible form to wear to an exotic, sensual gala? All this and more are possible with sleeves. In each case, you simply transfer your mind into the new body, adjust to its particulars and you are good to go. Some technologies allow you

to even safely exist in a sleeve while your real mind resides in a processor or your original form. With this, you can explore a dangerous location without fear of losing your life. The sleeve can die and your mind stays safe far away.

CLONES

While the technology levels for cloning can vary wildly, these rules assume a fairly successful, though costly, level of cloning technology. A basic clone of a character's body, either at their racial adult age (21 for humans) or at any age up to their current age if they prefer, costs 10,000 credits. A clone needs 1d6 months to grow from inception to 'birth'. After it is ready, it can be maintained in stasis for an additional 100 credits a month.

Besides genetic material from the character, clone growers require the character to have a brain scan performed. This is used to instill the clone's basic personality and knowledge base for when the clone is released. The downside of this is that the information is frozen at the time of the scan. So if a character at level 5 had a clone made and left on adventures until they died at level 7, the clone would be stuck at level 5 with no memory of those further adventures or anything they gained while on those adventures (such as new Gifts or cyberware).

Clones are perfect duplicates of their client, down to the same attribute scores and knowledge.

Clone bodies are born without any cyberware or bioware that the client may have had, but for the cost of new equipment, they can be built into the clone body so it has the same equipment upon release. A clone body without cyber or bioware returns to its original Humanity score if that rule is used.

During anytime while a clone is still in the tank, the client can update their brain scan which will reset it to the moment of the update rather than the original scan. This typically costs another 500 credits.

In settings or societies with access to bioware, Mind Vaults are a way to get around the problem of needing to update information, though they are expensive and suffer their own downsides (the loss of a level upon death).

LIMITING CLONING

As it is, cloning allows wealthy individuals (including mid to high level characters) a form of immortality that might not be suitable for all settings, at least not without some sort of limitations.

Cloning is expensive, so it will eat a lot of a character's credits, especially if it is performed repeatedly. That is one limitation, as well as the need for repeated updates and storage costs.

If the Humanity rules are used for limiting cyberware, then cloning can have a detrimental effect on humanity. Each time a clone is awoken, it suffers a permanent loss of one humanity. This represents the dehumanizing effect of constant death and rebirth. In addition, if the Referee desires, every century of life can also remove a humanity. While use of the Talent optional rules includes an ability to regain or increase humanity, the Referee can choose to allow other, extremely difficult or costly methods of maintaining Humanity if they wish.

Many societies that embrace cloning still have laws governing its use. For one thing, they forbid the creation of more than a single clone at a time. This avoids various legal difficulties of person-hood that might exist around multiple clones wandering around at one time. As such, one permanent way to kill someone in a society that uses copious amounts of clone technology is to kill them and then kill their clone in the tube (or before it can have a new clone made of itself). This guarantees the true death of the target as brain scans can only be used once.

If a person in such a society is found to have multiple clones existing or incubating at the same time, usually these are destroyed until only the oldest remains. They are then imprisoned and/or fined, depending on the culture, for this breach of ethics.

SLEEVES

Sleeves are, in many ways, like more advanced clones. Unlike clones, however, sleeves can be custom built for other purposes. Sleeves are not necessarily linked to a single client. Like clones they require a character to receive a brain scan before they can merge with the sleeve. Unlike a clone, this is not a permanent process and a person's mind can be removed from the sleeve at any point for use by another (or use by an updated copy of the person's mind). Sleeves can 'upload' their experiences to the client so that everything a sleeve experienced the client can as well, after the fact.

Alternatively, the client can permanently download their personality into a sleeve, taking it as their new 'natural' body.

Unless the civilization is incredibly advanced, there is usually some dissonance between a mind and a new body. Since all people have a subconscious awareness of their embodied self, switching to an alien body creates difficulties for the character. Usually these can be overcome in a short time, but sometimes the mind will simply reject the new state and so long as they inhabit it, they will function at a penalty.

Mechanically, this can be represented by having the character make a Saving Throw whenever they sleeve into a new body. Excellent or poor equipment, lab-conditions, or stress can provide bonuses and penalties to this roll as the Referee sees fit. A sleeve that is entirely the same as their base race in appearance and function provides a +2 bonus to the Saving Throw. Bodies that are wildly different from the character's natural body, such as an animal form, inflict a -2 to the Saving Throw.

If a character fails the Saving Throw, they suffer Dissonance. This results in a -1 penalty To Hit, Saving Throws, Skills, and a +1[-1] penalty to Armor Class while in the sleeve. Dissonance lasts 1 week for every point they failed their Saving Throw by. So if Timan Vale needed to roll an 11 to slip into his sexy new fish-person body and he rolled a 6, he would suffer Dissonance for 5 weeks.

If a character rolls a 1 on the Saving Throw, they suffer Rejection. This is like Dissonance, except it will never go away.

If a character passes their Saving Throw, they will adjust to their new body in 1d6 days. During the adjustment period, they suffer Dissonance.

If a character rolls a 20 or higher, they have a perfect sleeving, and suffer no penalties with the new form. They rise from the table as though in their original body.

Minds can only switch or implant into a sleeve once every 1d6 days as the process is so traumatic.

BUILDING A BETTER BODY

To determine the cost of a sleeve, you must determine what abilities it has first.

A standard sleeve is built as a humanoid form and costs 7500 credits.

Physical attributes cost 100 credits times their attribute score. Sleeves must have a minimum of 3 in Strength, Dexterity, and Constitution, though in truth, no one would ever build such a weak specimen (except perhaps as a prison). It is rare to find a sleeve that does not have a minimum of 13 in all physical attributes (which adds 3900 credits to the base cost).

It is possible to have a sleeve that is more mentally proficient than the base mind. This is costly, and usually sleeves have no 'mental attributes' (Intelligence, Wisdom, and Charisma). If a character wanted a body that was smarter or wiser than themselves, they could purchase a mental upgrade. This costs 300 credits times their attribute score (so having a 14 Intelligence would cost 4200 credits).

Since sleeving requires a mastery of biotechnology, sleeves can be built with bioware like abilities as innate parts of their being. If you wanted a sleeve that could see in the dark, you would simply pay the cost for nightshine cybereyes as part of the base sleeve. This ability would then be a natural part of the sleeve rather than an external component. Unlike biotechnology implants, mimicking cyberware modifications does not cost double the price of a similar cyberware items.

SPECIAL MODIFICATIONS

In addition to mimicking cyber and bioware, some sleeves can have even more bizarre modifications than those technologies would allow.

Modification	Cost	Notes
Additional Limbs	500 cr each	The sleeve can have up to 8 additional limbs. These function with the character's normal skill and dexterity, and can hold as much as the sleeve's strength allows. They do not provide additional attacks however.
Animal Form	2000 cr	The sleeve takes the form and composition of an animal, typically a quadruped. It has the Movement, Armor Class, and attacks of that form, as well as any environmental adaptations at a base. It loses the ability to speak or manipulate objects beyond that of the animal form.
Manipulators	1000 cr	Added to animal form sleeves, manipulators grant the form the ability to hold and use tools exactly as a humanoid form. Typically this changes the animal's forelimbs to accommodate such behavior. However, the limbs still look mostly like the normal limbs of the creature.
Shape Shifter	5000 cr	This sleeve can alter its shape to mimic similar forms (same number of limbs and within 25% of its weight). If the sleeve can sample some DNA of a target, it can mimic that target perfectly.
Toughened Form	2000 cr	This form has a bonus Hit Die due to its toughness. This can be purchased more than once.
Vocal Enhancers	1500 cr	Added to animal form sleeves, vocal enhancers grant the form the ability to speak normally

EXAMPLE SLEEVES

Perfect Specimen

Cost: 56,940 credits

The perfect specimen sleeve is one of the most common sleeves that people first invest in. It is grown to look and perform as a physically perfect version of the character's race. Of course, being a sleeve, it's actually better than perfect, and hosts a number of physical capabilities far beyond the natural limits of any real member of the race.



Attributes

Strength: 18

Dexterity: 18

Constitution: 18

Modifications:

Toughened Form, Companion Modifications, Cyber Communicator, Cyber Computer, Hearing Improvement, Nightshine Eyes, Telescopic Eyes, Adrenal Booster Rank 3, Cybernetic Arms, Cybernetic Hand, Cybernetic Legs, Cybernetic Lungs, Dermal Armor-Light, Enhanced Healers, Emergency Surgeon, Enviro Weave, Muscle Grafts, Synth Blood, Synth Bone, Immortality Upgrade, Body Minder, Organ Parasites, Regenerator

War Machine

Cost: 31,685 credits

Designed for battle, the war machine sleeve hosts a number of combat modifications allowing it superior capabilities to a normal member of its race. It is similar to the perfect specimen, though more streamlined and cost efficient, as well as packing various weapon modifications.

Attributes

Strength: 15

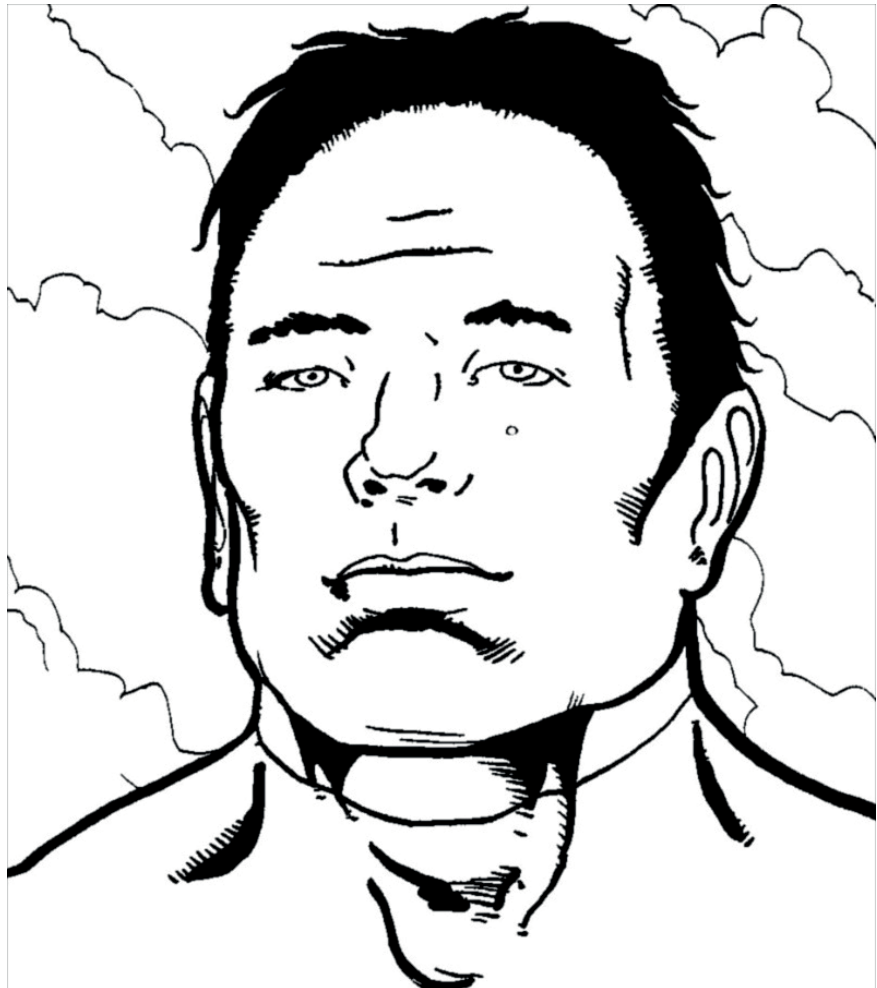
Dexterity: 15

Constitution: 15

Modifications:

Toughened Form x2,

Cyber Communicator, Hearing Improvement, Internal Flashlight, Internal Watch, Biomonitor, Nightshine Eyes, Targeting Eyes, Telescopic Eyes, Adrenal Booster Rank 3, Combat Focus Implant, Cybernetic Arms, Cybernetic Blade, Cybernetic Hand,



Cybernetic Legs, Cybernetic Lungs, Dermal Armor-Heavy, Heavy Cyber Weapon-Laser Rifle, Enhanced Healers, Emergency Surgeon, Enviro Weave, Muscle Grafts, Shield Reinforcement-Energy, Synth Bone, Redundant Organs, Pain Ablater, Poison Bite, Sustainer Organism

Infiltrator

Cost: 30,735 credits

Designed for stealth, the infiltrator sleeve is sleek and agile, designed for speed and stealth. While used for battle, that is not its primary function. Instead, it is designed to get in and out of target locations and potentially assassinate high value targets.

Attributes

Strength: 9

Dexterity: 15

Constitution: 15

Modifications:

Companion Modifications, Cyber Computer, Cyber Communicator, Cyber Sensor, Hearing Improvement, Nightshine Eyes, Targeting Eyes, Motion Sensor, Telescopic Eyes, Voice Modulator, Finger Tools x4, Adrenal Booster Rank 3, Cybernetic Legs, Cybernetic Lungs, Cybernetic Blade, Cybernetic Pistol-Laser, Cybernetic Razors, Cybernetic Fangs, Dermal Armor-Light, Dermal Sheath x2, Emergency Surgeon,



Enhanced Healers, Enviro Weave, Nutrient Replacement, Shield Reinforcement, Poison Bite, Chameleon Graft, Flexibility Graft, Skilled Organism x3 (Larceny, Athletics, and either Survival or Interaction) at 5 each, and Shape Shifter.

Beast

Cost: 28,980 credits

This is an animal form. Typically a quadruped, this form is designed for infiltration and for movement or travel in locations that humanoids might not be able to go. It is also used by those who simply crave to experience life as an animal.

Attributes

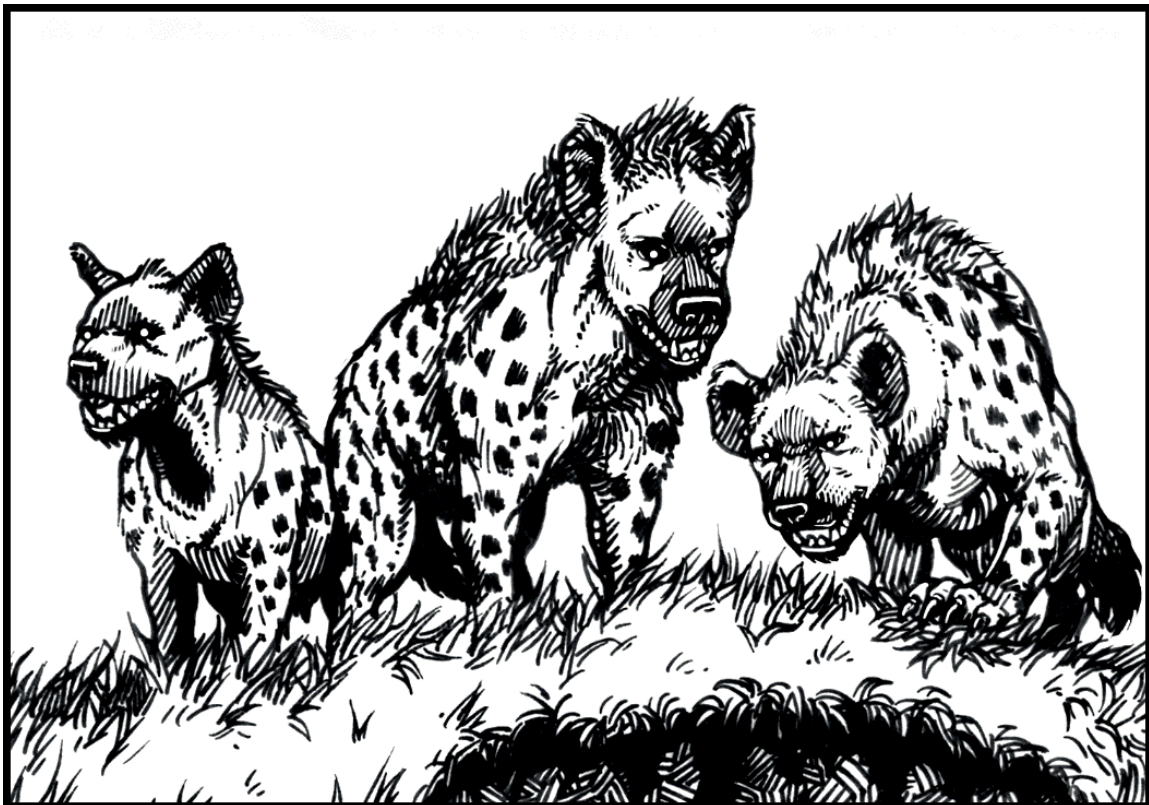
Strength: 15

Dexterity: 15

Constitution: 15

Modifications:

Animal Form, Manipulators, Vocal Enhancer, Acidic Bite, Body Minder, Chameleon Graft, Digestion Modifier, Flexibility Graft, Adrenal Booster Rank 3, Combat Focus Implant, Hearing Improvement, Motion Sensor, Nightshine Eyes, Telescopic Eyes, Cybernetic Legs, Cybernetic Lungs, Cybernetic Pistol, laser (shoulder mounted), Cybernetic Razors, Enviro Weave, Muscle Grafts, Synth Blood, Synth Bone.



Appendix A

Reaction Rolls

There are times, especially when running a sandbox game, it helps to have a random way of determining how strangers or creatures react to the players. This can be useful when the **Referee** is uncertain or wants to be as surprised as the players. It is also helpful when handling negotiations with NPCs or potential hirelings.

When encountering a group of unknown characters or aliens, and the NPC's reaction is not immediately obvious (a robot programmed to attack, crazed reavers looking for blood, guards ordered to keep everyone outside, etc), the **Referee** can roll 2d6 adding any adjustments they deem reasonable, and consult the table below:

Adjusted Roll	Results
2 or less	Hostile/Attack
3-5	Negative
6-8	Neutral/Indifferent
9-11	Positive/Favorable
12+	Friendly

Common Modifiers	Bonus/Penalty
Charisma Modifier	+/- 1
Aristocrat	+1
Eclipse Knight	-2
In a restricted area	-3 to -5
Offering an additional 50% pay increase	+1
Star Knight versus a Void Knight	-5
Wanted Enemy	-3
Bribes	+1 to +2
Biomorph	-2

The table and results are intentionally vague so the **Referee** can interpret them based on the situation the characters are in. A Negative result could simply mean the characters are warned off, or attacked immediately. A Positive result could mean the characters are welcomed and palled around with, or simply let off with a friendly warning. A Friendly result means the character or group is welcomed and treated as 'one of the gang'.

When used for hiring retainers, a Neutral result means the character can roll again if they wish, but they must offer more than their original bid. A Hostile result means not

only do they refuse, but they are likely to try and smear the character's name and/or reputation. A Friendly result means they not only hire on, but are more loyal than most.



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