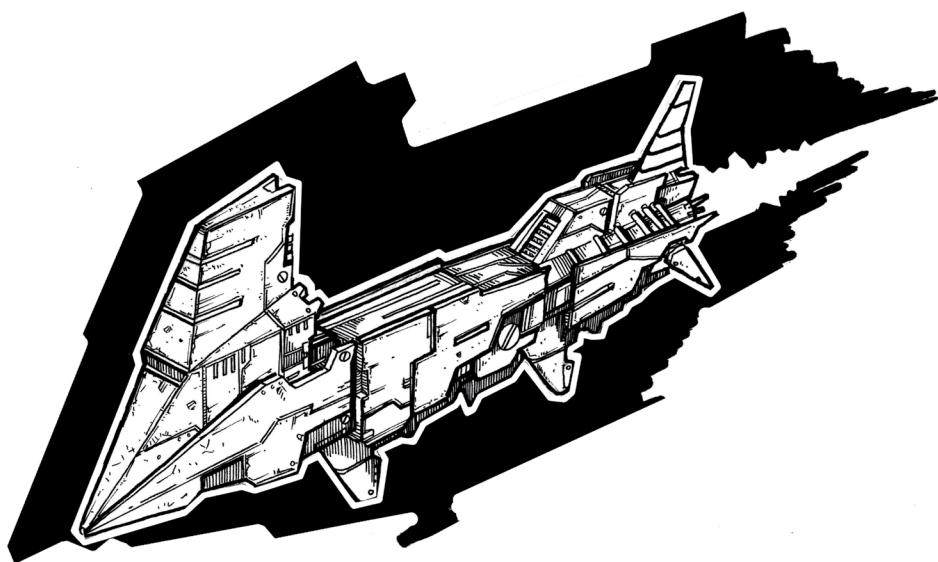


WHITE STAR

WHITE BOX SCIENCE FICTION ROLEPLAYING

PDF SUPPLEMENT



rock star character class

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**rock
star**
character class

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ROCK STAR

There are countless musicians across the universe, but only a handful of **Rock Stars**.

Rock Stars transcend the mere composition and performance of music. They live, breathe, and die for rock. With voices capable of almost impossible feats ranging from enthralling the masses to shattering actual steel, the **Rock Star** needs no other weapon; should they raise their axe all will hear its cry.



Rock Stars actually quite enjoy the life of a wandering galactic adventurer and often consider it similar to being "on tour." Traveling from planet to planet, their legend grows one individual at a time. Due to their flamboyant nature, **Rock Stars** are often reckless in battle, throwing themselves with wild abandon at what most would consider an impossible threat. Their combination of near suicidal fearlessness and inspiring performance gives them a unique role as a source of both frustration and hope for their allies. The **Rock Star** has one vision and to those who are willing to rock out with them, he salutes them.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	14
2	2,500	2	+0	13
3	5,000	3	+1	12
4	10,000	3+1	+1	11
5	20,000	4	+2	10
6	40,000	5	+3	9
7	80,000	6	+3	8
8	160,000	6+1	+4	7
9	320,000	7	+5	6
10	640,000	8	+5	5

TABLE 1: Rock Star Advancement

ROCK STAR CLASS FEATURES

WEAPON/ARMOR RESTRICTIONS: *Rock Stars* tend to favor style over substance and while they're certainly able to defend themselves in battle they do not have extensive weapons training. They can wield clubs, daggers, firearms, laser pistols, mono-daggers, mono-swords, staffs, Star Swords, and swords. They can wear Light Armor, but do not use shields.

ROCK OUT: For a number of *rounds* equal to his *Level* the *Rock Star* can Rock Out. He simply begins performing on a musical instrument or singing to do so. While *Rocking Out* he can activate any one of the following effects which benefit any allies who can hear the *Rock Star's* performance:

- ✿ Grant a +2 bonus to all *To-Hit* and *Damage* rolls made by all allies.
- ✿ Grant a +2 bonus to all *Saving Throws* made by allies.
- ✿ Heal all allies one *Hit Point* per level of the *Rock Star*.
- ✿ Immediately grant all nearby allies a new saving throw if they are under the influence of a mind-affecting *Meditation* or *Gift*.
- ✿ Immediately force a single adversary to flee combat in fear if they fail a *Saving Throw*.
- ✿ Cause a number of individuals to stand in awe of your sheer rock n' roll majesty. This is the equivalent of activating the *Stupor Meditation*, except the targets stand in rapt awe of the *Rock Star* for as long as he remains playing, though they are entitled to a *Saving Throw* to resist these effects when this ability is initially attempted.

These effects remain active for as long as the *Rock Star* is *Rocking Out*. While *Rocking Out* he can switch between effects as desired, although each effect change must last for at least one (1) *round*.

EXAMPLE: a *Rock Star* who is *Rocking Out* could grant his allies +2 to all *To-Hit* and *Damage* rolls to allies on *round 1* and then continue *Rocking Out* on *round 2*, changing the effect to grant his allies +2 to all *Saving Throws* instead (and so on).

While *Rocking Out* the *Rock Star* can either move or attack, but cannot do both. However, while *Rocking Out* the *Rock Star* can wield their musical instrument (typically a guitar) as a deadly weapon, inflicting 1d6+4 points of *Damage*. Their instrument will not break when used as a melee weapon while *Rocking Out*.

SAVING THROW: *Rock Stars* receive a +2 bonus to all *Saving Throws* to resist *sonic damage* and *poisons*.

XP BONUS FOR CHARISMA: *Rock Stars* with a *Charisma* of 13 or 14 receive a 5% *Experience Bonus*, and those with 15 or higher get 10%.

FAMOUS (4th): Beginning at 4th Level the *Rock Star* has become a well-known figure in the galaxy. He is easily recognized by most species in the universe for his musical performances and flamboyance. This can help him find allies in the fans and groupies who have come to love his music, but it also makes it difficult for him to remain hidden or out of the public eye.

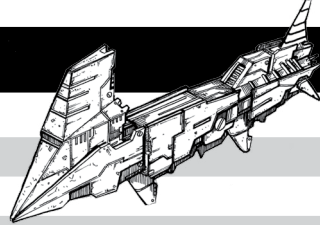
BELIEVE YOUR OWN LEGEND (7th): The restriction on moving and attacking is now removed for the *Rock Star*.

ROCK GOD (10th): When a *Rock Star* reaches 10th level his fame is so great that his adoring fans become worshippers. Shrines and statues are erected to him across the galaxy, and he may even grant small miracles with the stroke of a guitar string. Three times (3) daily the *Rock Star* can spend one (1) *round* singing at a target, and may select one of the individual effects from his *Rock Out* ability to grant to the target. This effect does not activate immediately, with the target deciding when to activate it, most often in a time of need. To activate, the target must burst into song. The target will burst into song for an instant to activate the effect, which is released on the next *round*. A character may only be "blessed" in this manner by the *Rock Star* once daily, and have one effect stored at a time. The effect will dissipate in a week if not used.

technology

SYMPHONY SPACE YACHT

ARMOR CLASS	4 [15]
HIT POINTS	50
SHIELD STRENGTH	0
MOVEMENT	9
TARGETING	+0
ATTACK	None
MODIFICATIONS	Enhanced Accommodations, Faster-Than-Light Drive, Performance Cargo Bay



Designed specifically for traveling performers and musicians, the Symphony Space Yacht is both intergalactic tour bus and traveling bandstand. It has plush accommodations for half a dozen performers and crew, ample storage, and a cargo bay that can transform into a state-of-the-art stage with holographic displays and ear-bursting acoustics. These assets make the Symphony Space Yacht the most sought after (and expensive) choice of transportation for musicians traveling the galaxy, taking their music to far-flung worlds. Some models of this starship even feature robots who keep equipment tuned and in performance-ready condition. Many rock stars reprogram or replace these robots with pleasure models that serve alcohol or other libations, however these updates often lead to flaws in a robot's central programming matrix, making them surly or cantankerous.

Symphony Space Yachts are not designed for speed, exploration or combat. They are slow, lightly armored, and require regular maintenance.

STARSHIP	COST (in credits)	MINIMUM CREW
Symphony Space Yacht	25,000	4

TABLE 2: Purchasing A Symphony Space Yacht



STARSHIP MODIFICATIONS

ENHANCED ACCOMMODATIONS: This modification turns normal barracks into high quality rooms akin to a high-class hotel. Plush hover-matress beds, zero-gravity jacuzzi and full virtual reality entertainment systems are often features included with this modification. **Base Cost: 5 credits.**

PERFORMANCE CARGO BAY: Large cargo bays can be built with acoustic enhancer and equipped with hydraulics, holographic displays, and other performance technology that allows them to serve as full-fledged concert halls, stages, and performance venues. Unfortunately, this consumes at least 75% of a starship's cargo hold and cannot be installed on a starship smaller than a Medium Transport. **Base Cost: 3 credits.**

EQUIPMENT

CYBERNETIC STRINGS: This special modification can be added to an existing Cybernetic Hand. To activate, the wearer moves their fingers as they would when playing a normal stringed instrument, and small sensors in the hand detect the movements, transmitting the sounds to a speaker in the back of the hand. Often Cybernetic Strings are programmed to play several different instruments, including electric guitars, acoustic guitars, bass guitar, cello, violin, and even pianos. This feature can be combined with a Cybernetic Vocal Modulator to achieve extraordinary sound volume.

CYBERNETIC VOCAL MODULATOR: The vocal modulator amplifies a character's voice up to 10× its normal volume. It is also used to automatically tune a singing voice so that the vocals never go out of pitch. Advanced vocal modulators which mimic another individual voice or sounds are sometimes made available to military personnel, but the costs of such modifications and finding a cybernetic surgeon able to perform the procedure are typically cost prohibitive.

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