



WHITE STAR

WHITE BOX SCIENCE FICTION ROLEPLAYING

C O M P A N I O N

JAMES M. SPAHN

2

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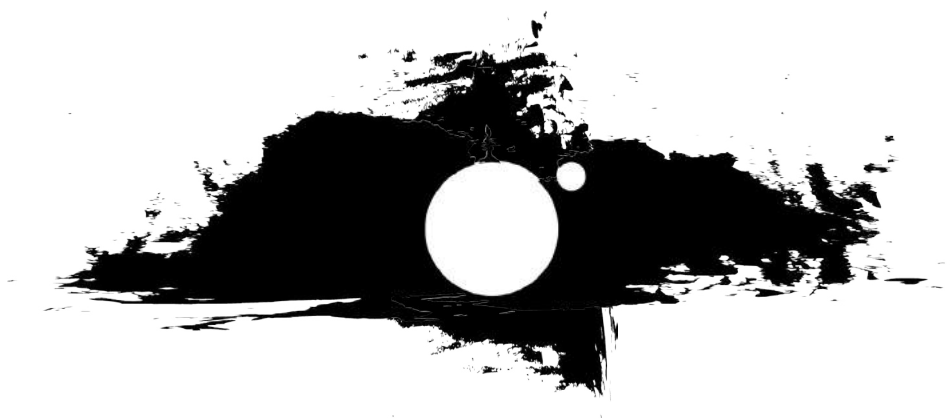
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introduction

White Star is not just a roleplaying game. It's a framework. It was designed to be modified, hacked, cut up, and put back together in order to play whatever old school science fiction game that gamers want it to be. To that end, the **White Star Companion** provides additional material not found in the core rules of the game (referred to from now on as the **White Star Core Rulebook**).

This includes new classes, new creatures, new equipment and technology, new starships, and a plethora of other goodies. It also adds rules for planetary vehicles, an optional **Skill** system, the new **Serials System** to help customize an individual character by helping to define their background before becoming a hero, and an expansion on the mini-campaign setting introduced in the **White Star Core Rulebook**.

Everything in the **White Star Companion** is optional and should only be selected by players after receiving permission to do so from their **Referee**. While everything presented in these pages is designed to add options and flavor to a **White Star** campaign, some material might not be suitable to the individual style of a particular group of players.

It is the author's hope that within the pages of the **White Star Companion** players and **Referees** will find something fun to enhance their adventures across the stars. So sit back, turn to the chapter that grabs your attention, and have a good time!



ONE

classes

The **White Star Core Rulebook** presents seven classes painted in broad strokes. This chapter introduces seven new classes that are a little more focused in what they are able to do and how they contribute to the group as a whole.

BOUNTY HUNTER

Part tracker, part assassin, all danger. The **Bounty Hunter** is a warrior who's speciality is finding those who wish to remain hidden. Whether their prey has run afoul of legitimate law enforcement officials or a criminal overlord makes no difference to a **Bounty Hunter**: he's there to get paid. The **Bounty Hunter** is not only deadly in battle, but is also a master tracker who is capable of following their prey from one side of the galaxy to the other. Once a **Bounty Hunter** accepts a job, they'll stop at nothing to see the price on their target's head collected - dead or alive. Because of their unnerving skill and intimidating presence, **Bounty Hunters** are feared in civilized star systems across the universe.



LEVEL	XP	HD	BHB	ST
1	0	1	+0	15
2	2,250	2	+1	14
3	4,500	3	+2	13
4	9,000	4	+2	12
5	18,000	5	+3	11
6	36,000	6	+4	10
7	72,000	7	+4	9
8	144,000	8	+5	8
9	288,000	9	+5	7
10	576,000	10	+6	6

TABLE 1: Bounty Hunter Advancement

BOUNTY HUNTER CLASS FEATURES

WEAPON/ARMOR RESTRICTIONS: By the very nature of their profession, **Bounty Hunters** are skilled combatants. They may use any weapon, wear any armor, and use any shield.

PREDATOR & PREY: Once a **Bounty Hunter** has accepted a contract on an individual they receive a +2 bonus to all **Attack Rolls** made against that individual. A **Bounty Hunter** may only have a number of active contracts equal to his character Level.

SUBDUING ATTACKS: When attacking someone whom they have been contracted to capture, the **Bounty Hunter** may choose to incapacitate a target if an attack they make would reduce the target to zero (0) or fewer **Hit Points**. That target remains unconscious for 1d6 hours. When they regains consciousness, they will have just one (1) **Hit Point**.

MASTER TRACKER: **Bounty Hunters** are able to track their prey across vast distances by following clues, news, and studying their contracted target's patterns. When attempting to track their prey, the **Bounty Hunter** needs to take a reasonable amount of time gathering clues and information and make a **Saving Throw**. If that **Saving Throw** is successful, the **Bounty Hunter** can determine the contracted target's last known location and what their likely current location is. The time necessary to gather this information is determined by the **Referee** based on how carefully the target is concealing their movement and how cold the trail has become.



SAVING THROW: *Bounty Hunters* receive a +2 bonus to all *Saving Throws* made to resist any form of deception or see through concealment.

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



DEEP SPACE EXPLORER

They say the universe is infinite, but that doesn't stop the *Deep Space Explorer* from looking for the edge. *Deep Space Explorers* scout alien planets on the edge of star maps and blaze new space lanes. They do more than survive out in the void between the stars; their combination of grit and experience means they're capable of doing more than surviving where others would

most certainly die. This is where they thrive. Whether it's piloting a long range scouting ship across infinity or traversing alien landscapes full of hostile creatures and inhospitable environments, the *Deep Space Explorer* continues to push himself and the boundaries of space with each new step.

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

TABLE 2: Deep Space Explorer Advancement

DEEP SPACE EXPLORER CLASS FEATURES

WEAPON/ARMOR RESTRICTIONS: *Deep Space Explorers* are not combatants by nature, but they recognize that the galaxy is filled with

deadly creatures. They can wield clubs, daggers, mono-daggers, staffs, firearms, laser pistols, and laser rifles in combat. They may wear Light or Medium Armor, but do not use shields of any kind.

PROVISIONER: Making sure to make frugal use of available resources is a matter of life and death for a **Deep Space Explorer**. They require 25% less food or water to survive than other characters.

LIVE OFF THE LAND: When on a habitable planet a **Deep Space Explorer** can attempt to find food, water, and suitable shelter to protect themselves from environmental hazards. They need only spend a few hours exploring their surroundings before attempting a **Saving Throw**; passing the **Saving Throw** means they are able to find enough food and water for themselves up to one (1) week, in addition to basic shelter from the elements such as a natural cave or secluded clearing. By passing another **Saving Throw**, they can attempt to fashion crude weapons from nearby found resources, fashioning clubs staffs, and daggers.

XENO BIOLOGY: When a **Deep Space Explorer** encounters an unfamiliar creature or alien species, they may attempt a **Saving Throw** to identify basic characteristics of that beast. If successful, they can identify the basic nature of the creature, but not a complete analysis of it; this might include whether the creature is aquatic, avian, mammalian, or whether or not the creature is a carnivore. The exact nature of what they discern is determined by the **Referee**.

LIFE-SUPPORT SPECIALIST: **Deep Space Explorers** often pilot starships alone for long periods of time, and are proficient at stretching a starship's resources with a few simple modifications. In the event that a starship's life-support systems have been damaged or the starship has run out of consumables necessary for survival (such as food or water), a **Deep Space Explorer** may attempt to find alternative ways to survive. On a successful **Saving Throw**, a **Deep Space Explorer** can stretch a starship's consumable resources and life-support systems for an additional 1d6+1 days. This can only be done once per week.

SAVING THROW: **Deep Space Explorers** receive a +2 bonus to all **Saving Throws** made to resist environmental hazards.

XP BONUS FOR WISDOM: **Deep Space Explorers** with an **Wisdom** of 13 or 14 receive a 5% **Experience Bonus**, and those with 15 or higher get 10%.

FREED ASSIMILANT

Assimilants are one of the great terrors of the galaxy: a terrible hybrid of man and machine unified by a secret hive mind that seeks to turn all species and all beings into mindless and soulless beings into a singular quest for universal domination. By using invasive cybernetics, Assimilants are able to convert even the most rebellious sentient being into a mindless slave. Sometimes there is an error in the programming, a glitch in the system, an unforeseen outlier, and one of the Assimilants finds their free will returned to them. Their identity and individuality restored, they are again a truly living being, no longer part of the hive mind. These are the ***Freed Assimilants***.

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

TABLE 3: Freed Assimilant Advancement

FREED ASSIMILANT CLASS FEATURES

WEAPON/ARMOR RESTRICTIONS: *Freed Assimilants* retain the combat training they received during their time as part of the hive. They may use any weapon. However, their cybernetic implants make wearing bulky armor impossible. They can wear Light and Medium armor, and can use any shield.

CYBERNETIC IMPLANTS: At character creation a *Freed Assimilant* may select three (3) starting cybernetic implants from the *White Star Core Rulebook*. These implants do not count against any limit imposed by the *Referee* on the number of cybernetic implants the character can have.

ALWAYS OPERATIONAL: *Freed Assimilants* do not need to sleep, nor do they ever tire from physical activity.

LASER MODULATOR: Whenever a *Freed Assimilant* is struck by an attack from a laser pistol or laser rifle they may attempt a ***Saving Throw***;

if successful, their protective implants modulate, adapting to neutralize the damage, and no harm is inflicted on the **Freed Assimilant** from that attack.

SAVING THROW: **Freed Assimilants** receive a +2 bonus to all **Saving Throws** made to resist mind-altering effects

LANGUAGES: **Freed Assimilants** are able to speak the common language and the computerized language of robots.

MAN OF TOMORROW

Some call them the kings of the impossible and some say that they'll save every one of us. Whatever the case may be, there are a few heroes out there who are larger than life and somehow manage to thrive in the face of danger and know no fear. Through sheer heart, determination, and upright dedication to all that is good in the galaxy, these people rise from the masses to become heroes. They are known by some as the **Men of Tomorrow**, though they are just as often women. The **Man of Tomorrow** faces the challenges of the universe head-on, trusting his sense of truth and justice to guide him through any danger and somehow, he succeeds.



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

TABLE 4: Man of Tomorrow Advancement

MAN OF TOMORROW CLASS FEATURES

WEAPON/ARMOR RESTRICTIONS: Surprisingly, a **Man of Tomorrow** relies on their brawn and bravery over weapons. They can wield clubs,

daggers, firearms, mono-daggers, mono-swords, laser pistols and staffs, and Star Swords in battle. They cannot wear armor but do make use of shields.

TWO-FISTED HERO: When engaged in unarmed or brawling combat a **Man of Tomorrow** inflicts 1d6 points of damage, plus any **Strength** modifier.

A MAN'S COURAGE: Whenever a **Man of Tomorrow** suffers a critical hit from an attack they may attempt a **Saving Throw**. If successful, the attack is considered to only be a normal attack.

HE'S ALIVE?!: If a **Man of Tomorrow** is reduced to zero (0) **Hit Points** or slain from a source of damage they may choose instead to lose a Level of experience in order to survive. When this is done the **Man of Tomorrow** automatically is reduced to the minimum amount of **Experience Points** necessary to be one Level lower than they were before. If the **Man of Tomorrow** is only 1st Level, he cannot use this ability.

UNCANNY LUCK: Once per adventure the **Man of Tomorrow** may re-roll any failed **Attack Roll** or **Saving Throw**, though they must take the results of the second roll even if it is worse than the first roll.

SAVING THROW: **Men of Tomorrow** receive a +2 bonus to any **Saving Throw of choice, once per day**. They must declare they are using this bonus before making their roll.

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

SAVE EVERY ONE OF US (4th): When a **Man of Tomorrow** reaches 4th Level he has reached a level of fame through out the galaxy and has the goodwill of all noble creatures he meets. He receives a +1 bonus to all reaction rolls when interacting with characters who are of noble ideology.

HOUSE RULE: EXPANDED LUCK

If the **Referee** is using **Ability Checks** in their campaign, the **Man of Tomorrow** may use their **Uncanny Luck** ability to re-roll those in addition to **Attack Rolls** and **Saving Throws**, with the same limitations.

NOVOMACHINA

The **Novomachina** are a race of robotic beings who hail from a world destroyed long ago in a terrible civil war. Yet even the destruction of their homeworld did not end the terrible conflict. They have carried their battle to the stars and now these lumbering war machines carry their endless battle into the galaxy. These robots possess the unique ability of being able to reconfigure their bodies from a humanoid design into fully functional vehicles. However, unlike standard vehicles, they retain the fragility of other sentient beings. In spite of this they are still extraordinarily capable in combat, outfitted with battle-ready hardware to augment their already impressive ability to reconfigure themselves.



LEVEL	XP	HD	BHB	ST
1	0	2	+0	16
2	4,000	3	+1	15
3	8,000	4	+2	14
4	16,000	5	+2	13
5	32,000	6	+3	12
6	64,000	7	+3	11
7	128,000	8	+4	10
8	236,000	9	+5	9
9	521,000	10	+5	8
10	1,048,000	11	+6	7

TABLE 5: Novomachina Advancement

NOVOMACHINA CLASS FEATURES

WEAPON/ARMOR RESTRICTIONS: All **Novomachina** have two weapons installed in their bodies permanently. In most cases this is a laser rifle and a Star Sword (although at the **Referee's** discretion others may be selected). They are considered proficient with these weapons and no others. Any laser weapons they have installed still require an external energy cell, which can be slotted directly into their body. **Novomachina** cannot use armor, but may make use of shields.

MIGHTY HANDS OF STEEL: *Novomachina* are larger than most other species in the galaxy, standing between 8-15 feet in height and weighing several tons. This is reflected by the fact that they begin play with two **Hit Dice** at 1st Level. Because of their large size and metal composition, they also inflict 1d6+1 damage (plus their **Strength** modifier, if applicable) when engaged in melee combat while unarmed.

ROLL OUT: All *Novomachina* are capable of changing their physical configuration into a Skyboard, Skybike, Skycruiser, or Skybooster. They must choose this configuration at character creation and it cannot be changed after this. While configured in this vehicular form they gain the **Armor Class** (modified by the *Novomachina*'s **Dexterity** bonus if appropriate) and vehicle-scale movement of that vehicle, but retain their own personal-scale **Hit Points**. They can still attack with any ranged weapons they have installed in this form and may carry a number of passengers determined by their vehicle configuration. They also receive the **Reduction** bonus to any attacks from personal weapons while in vehicular configuration. There is no limit to how often a *Novomachina* can stay in their vehicular configuration, though changing from vehicular to humanoid configuration (or back again) takes one (1) full **round**.

METAL BODY: All *Novomachina* have metal bodies designed to protect them in war, which affords them protection in battle. They have a -4 [+4] bonus to their **Armor Class** and are not effected by the vacuum of space. They do not need to eat or breathe, but do need to shut down for one hour (6 **turns**) each day to recharge. They cannot be poisoned and do not catch diseases. *Novomachina* cannot be healed by **Cure Wounds** and may be immune to several other **Meditations** and **Gifts** at the **Referee's** discretion.

SELF-REPAIR: Instead of shutting down for one hour (6 **turns**) each day, a *Novomachina* can enter an 8-hour repair cycle. While in this repair cycle their circuits reroute power, run diagnostics and run auto-repair cycles. This heals the character for 1d6+1 points of damage per each uninterrupted repair cycle.

LANGUAGES: *Novomachina* can speak the common language and computerized language of **Robots**.

PLUCKY SIDEKICK

Every hero needs a partner, someone to who serves as a loyal aid and steadfast companion. The **Plucky Sidekick** has joined the cause of a larger-than-life hero and is venturing away from the comfort of the familiar and into the galaxy at large - and they're doing it because they believe in a hero they will follow to the edge of the galaxy. But the **Plucky Sidekick** does more than just walk in the shadow of other heroes. Their spirit and tenacity becomes manifest and inspires their allies to achieve the heroics that the Plucky Sidekick knew was inside each and every one of them all along.



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

TABLE 6: Plucky Sidekick Advancement

PLUCKY SIDEKICK CLASS FEATURES

WEAPON/ARMOR RESTRICTIONS: *Plucky Sidekicks* may use clubs, daggers, mono-daggers, and staffs in combat. They do not wear armor or use shields.

GO GET 'EM KID: If the *Plucky Sidekick* sees another member of the party roll an unmodified twenty (20) when making a **To-Hit** roll they are inspired and receive +2 to all attacks and **Saving Throws** for the next five (5) rounds.

I BELIEVE IN YOU: Once per day the **Plucky Sidekick** can spend one **round** to remind another member of the party that he believes in them and has faith that they can overcome any odds. They may use this ability only when their ally fails a **Saving Throw**. The target of this ability can immediately re-roll that **Saving Throw** with a +2 bonus.

SAVING THROW: At the beginning of each game session the **Plucky Sidekick** selects another member of the party whom they are trying to emulate. They receive the same **Saving Throw** bonuses provided by that character's class for the game session.

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

LEARN FROM THE BEST (2nd): When a **Plucky Sidekick** reaches 2nd Level they may select one weapon in which they are not proficient and gain proficiency in that weapon. It must be a weapon in which another member of the party is proficient. At 3rd Level, they may select one type of armor or shield in which another member of the party is proficient also, gain proficiency in that armor or shield in the same way.

I SAW THEM DO THIS ONCE (4th): Once per day a **Plucky Sidekick** of 4th Level or higher 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 **Plucky Sidekick** 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.

TWO-FISTED TECHNICIAN

It really ain't easy being a genius, especially when you're neck-deep in danger. The **Two-Fisted Technician** takes science out of the lab and into the world at large, using his keen intellect and crazy theories to accomplish the impossible. Sure, he's not as good in a straight fight as a **Mercenary** or **Bounty Hunter**, but he can make already fantastic technology do the impossible, if given half a chance.



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

TABLE 7: Two-Fisted Technician Advancement

TWO-FISTED TECHNICIAN CLASS FEATURES

WEAPON/ARMOR RESTRICTIONS: Survival through better technology is the motto of the *Two-Fisted Technician*. They may wield clubs, daggers, firearms, grenades, laser pistols, laser rifles, mono-daggers, mono-swords, and Star Swords in battle. They may wear Light Armor and use any type of shield.

BLASTED MACHINES: *Two-Fisted Technicians* are especially skilled at disabling robots. When attacking a robot they receive a +2 bonus to all *To-Hit* rolls and damage rolls.

MAN OF SCIENCE: Whenever a *Two-Fisted Technician* encounters a piece of alien hardware or technology they may attempt to operate it after only one (1) *round* of study. The player character rolls a 1d6. If the roll is equal to or above their rating in *Man of Science* as shown on *Table 7: Two-Fisted Technician Advancement* they are able to discern how the object works and what they need to do to operate it. The *Two-Fisted Technician* can also use this ability to operate technology from a familiar society. When doing so, they roll at the next highest Level because of their familiarity.

BANG ON IT WITH A HAMMER: If a piece of technology breaks down, the *Two-Fisted Technician* can attempt to make some quick repairs, temporarily forcing the object to work for another 1d6 *rounds*. After that time has passed, the *Two-Fisted Technician* must making a *Saving Throw*. If it fails, the item permanently breaks and cannot be repaired.

FIELD MODIFICATION: The *Two-Fisted Technician* can sometimes force a weapon to operate better than normal. By spending one (1) **round** modifying a laser pistol, laser rifle, or Star Sword they can increase the damage of the weapon by +2. However, at the end of the encounter the wielder (not the *Two-Fisted Technician*, unless the wielder) must make a **Saving Throw** or the item fizzles out in an explosion of sparks and fire, inflicting 1d6 points of damage on the wielder.

SAVING THROW: The *Two-Fisted Technician* receive a +2 bonus to all **Saving Throws** made to resist attempts to resist the effects of radiation and to avoid traps.

XP BONUS FOR INTELLIGENCE: *Two-Fisted Technicians* with an **Intelligence** of 13 or 14 receive a 5% **Experience Bonus**, and those with 15 or higher get 10%.

YABNABS

Yabnabs are curious, eager, and inquisitive. They love meeting new people and are natural explorers. Because of this, they are quick to investigate when a starship lands on their primitive and distant planet. The wonders of the universe beyond their homeworld make these inquisitive little creatures eager to explore beyond the forests to which they are native. They have the appearance of three-foot tall bear-like creatures, with large eyes and rounded ears atop their heads. Short fur covers their entire body, most often being grey, brown, or black in coloring. They typically wear leather or animal hide clothing and use primitive weapons like spears and bows. In rare cases some **Yabnabs** grow curling horns from their forehead.



LEVEL	XP	HD	BHB	ST
1	0	1	+0	12
2	1,500	2	+1	11
3	3,000	3	+2	10
4	6,000	4	+2	9

TABLE 8: Yabnab Advancement

YABNAB CLASS FEATURES

WEAPON/ARMOR RESTRICTIONS: *Yabnabs* come from a primitive society and have learned to wield clubs, daggers, light crossbows, short bows, spears, staves, and swords. They cannot wear armor, but may use physical shields.

SMALL SIZE: *Yabnabs* 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.

ADORABLE: Once per day, when encountering an NPC who is not hostile the *Yabnab's* teddy bear-like appearance and childish impressibility, a *Yabnab* can influence them in the same way as the **Charm Person Meditation**. The target must make a successful **Saving Throw** to resist these effects.

UNDERESTIMATED: Most larger foes underestimate a *Yabnab's* ferocity in battle. During the first **round** of combat against a foe twice the *Yabnab's* size or larger, that target must make a successful **Saving Throw** or will assume the *Yabnab* is not a real threat in battle. If the *Yabnab* successfully makes a melee or ranged attack against any foe who failed that **Saving Throw**, they inflict double (x2) damage on them for that attack. Anyone who has witnessed the *Yabnab* use this ability is forever immune to its effects.

SAVING THROW: *Yabnabs* receive a +2 bonus to all **Saving Throws** made to resist poison and death because they are hale and hardy.

LANGUAGES: *Yabnabs* are able to speak their own language of trilling titters and mumblings as well as communicate in a crude form of the common language of the universe.

PRIMITIVE ENGINEER (4th): Once a *Yabnab* reaches 4th Level they are capable of constructing terrifying mechanical traps capable of damaging buildings, huge monsters, and other fearsome threats. The time and costs to build these constructs is determined by the **Referee** and a trap can only be activated once before it must be completely rebuilt. These traps typically inflict 5d6 points of vehicle damage.

OPTIONAL RULE: MULTI-CLASSING

With permission from the **Referee**, a player may elect to Level in two different classes (and no more than two classes) at the same time. This is called multi-classing.

A character who multi-classes still has a single **Experience Point** cost necessary to Level, as well as a single **Hit Die** progression, base attack value, **Saving Throw** value and weapon/armor restrictions. Each time the character Levels, they simply consult both of the class progression charts and takes whichever provides the best benefit for each trait.

A multi-classed character receives the class and special abilities of both classes. He can also use any advanced technology, weapons or armor permitted for either class as well as any **Meditations** or **Gifts** provided by their choice in classes. The character gains the **Saving Throw** bonuses from both classes and these bonuses are cumulative.

However, multi-classing is a slow process. A multi-classed character uses the more expensive **Experience Point** progression from their two classes, which is also increased by an additional 50%. This provides the multi-classed character with a final experience point cost necessary to gain Levels. In addition a multi-classed character NEVER receives bonus XP for high attributes.

EXAMPLE: Bill has decided to play a multi-classed **Mercenary/Star Knight**. To progress from 1st Level to 2nd Level he would need 3,750 **Experience Points**: 2,500 from the base **Star Knight**, plus an additional 1,250 for the additional 50% from multi-classing.

At 1st Level, Bill's character would have the following traits:

- ✿ **Hit Die:** 1+1 (from **Mercenary**)
- ✿ **Saving Throw:** 15 (from **Star Knight**) with a +2 bonus to resist **Meditations** and **Gifts** (from **Star Knight**) and a +2 bonus to resist death and poisons.
- ✿ **Base Hit Bonus:** +1 (from **Mercenary**)
- ✿ **Weapon/Armor Restrictions:** All Weapons, Armor and Shields (from **Mercenary**)
- ✿ **Class Abilities:** Combat Machine (from **Mercenary**), Star Sword Duelist (from **Star Knight**)

When Bill's character earned 3,750 XP he would become a 2nd Level character and receive the following upgrades/benefits:

- ✿ **Hit Dice:** 2 (from **Mercenary**)
- ✿ **Saving Throw:** 14 (from **Star Knight**)
- ✿ **Base Hit Bonus:** +2 (from **Mercenary**)
- ✿ **Meditations:** One 1st Level **Mediation** per day (from **Star Knight**)

If a multi-classed character reaches maximum Level in one class before the other (such if he is a multi-classed **Robot** limited to 4th Level and **Mercenary** who is limited to 10th Level) he continues to progress in their remaining class and must continue to pay the additional 50% XP cost, even though they are no longer gaining new benefits from their shortened class. Such is the cost of dividing one's expertise.

The following classes cannot be combined with one another when making a multi-classed character: **Alien Brute**, **Alien Mystic**, **Robot**, **Freed Assimilant**, **Novomachina**, or **Yabnab**. These can be combined with other classes, though.



two

starships and vehicles

While the *White Star Core Rulebook* includes rule for starships and galactic transport, characters often need to know exactly how they're getting around planetside. This chapter includes complete rules for vehicles as well as a few new starships to add to your campaign.

VEHICLE COMBAT ROUND

Vehicle combat is used when a vehicle operated by an individual or group of characters is being used to attack another vehicle or character, presumably to destroy both and its occupants. When a vehicle 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 **Starship 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 vehicle weapon, the player must have access to it, operating it from a vehicle's cockpit or gunport, depending on the vehicle they are in. 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 vehicle'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 **Starship Combat**, as well as for **Vehicle Combat**.

The **Attack Roll** is then compared to the targeted vehicle'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

All attacks in **Vehicle Combat** are considered missile attacks. A character's **Dexterity Bonus** for missile attacks is added to the **To-Hit** roll when the character is using a vehicle'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.

HOUSE RULE: IMMOBILIZATION

Instead of a vehicle being destroyed when it reaches zero (0) **Hit Points**, the **Referee** may rule that the vehicle has been immobilized. It cannot move, attack, or use any of its **Modifications**. It is completely inert but can be repaired. Once repaired, it becomes functional again.

STARSHIP WEAPON	RANGE	DAMAGE
Light Laser	8	2d6
Laser Cannon	12	4d6
Heavy Laser	16	6d6
Gauss Cannon	6	8d6
Light Rocket Launcher	10	8d6
Heavy Rocket Launcher	14	9d6

TABLE 9: Vehicle Weapon Ranges and Damage

MOVEMENT

A pilot may move a vehicle up to its normal **Movement** in a **Vehicle 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 **Vehicle 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 vehicle explodes and everyone on board suffers an amount of damage determined by the vehicle’s **Explosion Damage**.

Personal weapons inflict less damage on vehicles than weapons designed for vehicle-to-vehicle combat, reducing their damage by an amount equal to a vehicle’s **Reduction** value.

REPAIRING VEHICLES

Vehicles do not heal like living beings and must be repaired. This takes time and resources. It takes one (1) day and 10 **credits** in resources and supplies to repair 5 **Hit Points** of damage to vehicles.

HOUSE RULE: PILOT'S REPAIR

At the *Referee's* discretion, *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* per vehicle may grant this bonus to a single vehicle.



PURCHASING A VEHICLE

Vehicles can be expensive. Purchasing a vehicle can drain the resources of starting characters, if they can afford one at all. Player characters wishing to purchase a vehicle may need to pool their resources and work hard for the necessary *credits* to purchase one, and many are not even available for purchase outside of highly illegal or military channels.

A vehicle is inoperable without a crew and every vehicle has a minimum number of crew required, not including gunners. One gunner is required for each weapon on a vehicle unless it is pilot-linked. Each crew member can be hired at a for a cost of 20 *credits* per week. Gunners cost 25 *credits* per week.

VEHICLE	COST (in credits)	MINIMUM CREW	PASSENGERS
Assault Springer	35,000	2	2
Assault Strider	50,000	4	100
Bulk Transport	10,000	2	2 or 50
Hover Tank	50,000	2	4
Personnel Transport	8,000	2	100
Skybike	1,000	1	1
Skyboard	250	1	0
Skybooster	3,500	1	1
Skycruiser	2,500	1	3
Yabnab Glider	150	1	0

TABLE 10: Purchasing A Vehicle

VEHICLE STATISTICS

All vehicles have the following statistics: *Armor Class*, *Hit Points*, *Explosive Damage*, *Personal Protection*, *Reduction*, *Movement*, *Targeting*, *Attack*, and *Modifications*.

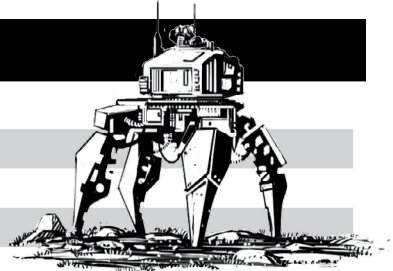
- ✿ **ARMOR CLASS:** A vehicle's **Armor Class** reflects how difficult it is to damage. This can be a reflection of its small size, high maneuverability, reinforced hull, or any combination thereof. **Armor Class** is explained earlier in the rules for **Personal Combat** in the **White Star Core Rulebook**. 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 all occupants in it suffer the amount of damage listed in its **Explosive Damage** trait (see below). A vehicle's **Hit Points** do not naturally return over time like a character's and it must be repaired.
- ✿ **EXPLOSIVE DAMAGE:** If a vehicles explode, all occupants suffer damage from it equal to the value here.
- ✿ **PERSONAL PROTECTION:** Some vehicles provide cover or protection for its occupants, prevent them from being attacked directly while occupying the vehicles. Whether this is the partial protection of a Skybooster or the complete cover offered by a Sky Tank, any character occupying the vehicle receives this value as a bonus to their **Armor Class** when they are directly attacked with a personal weapon while inside the vehicle. If a vehicle has "Complete" **Personal Protection**, the vehicle must be destroyed before occupants may be attacked directly, as they are provided complete protection from personal attacks.
- ✿ **REDUCTION:** Vehicles are designed to withstand large-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 a vehicle's **Reduction** score.
- ✿ **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.
- ❖ **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**. Unless a vehicle has the **Automated Weapons Modification** each attack requires a single character to operate the weapon being fired. Weapons that can be fired by the pilot are designated as "[pilot-linked]". Vehicle weapons automatically inflict double damage (x2) when fired at individual characters, though making such attacks is difficult and suffer a -2 penalty to their **To-Hit** rolls. If a vehicle weapon is fired at a starship, 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.

ASSAULT SPRINGER

ARMOR CLASS	4 [15]
HIT POINTS	40
EXPLOSIVE DAMAGE	4d6
PERSONAL PROTECTION	Complete
REDUCTION	10
MOVEMENT	15
TARGETING	+4
ATTACK	Medium Laser (4d6), Light Laser (2d6)
MODIFICATIONS	None



Often called a "Stilt Stepper," the ground-based Assault Springer is little more than a small cockpit housing pilot and gunner atop two thirty-foot tall metallic legs balanced on a central gyroscope. Designed to support Hover Tanks and Assault Striders, the Assault Springer is quick and agile, raining down laser fire on commandos and soldiers from a position of dominance on the battlefield. Unlike many other vehicles, it does not have a hover mechanism and requires solid ground to stand upon.

ASSAULT STRIDER

ARMOR CLASS	3 [16]
HIT POINTS	65
EXPLOSIVE DAMAGE	7d6
PERSONAL PROTECTION	Complete
REDUCTION	20
MOVEMENT	5
TARGETING	+3
ATTACK	Gauss Cannon (8d6), Heavy Laser x2 (6d6)
MODIFICATIONS	None

This four-legged behemoth is the terror of the battlefield. Designed to dominate ground assaults, it walks on four thirty-foot tall legs that support a large oblong body that ends with a forward-facing cockpit. In that cockpit, a pilot and three gunners can reign death down onto a battlefield. Its large central chamber is capable of carrying two Hover Tanks or Assault Springers directly onto the battlefield, or transporting up to one hundred troops into the heart of a skirmish.

BULK TRANSPORT

ARMOR CLASS	7 [12]
HIT POINTS	45
EXPLOSIVE DAMAGE	6d6
PERSONAL PROTECTION	Complete
REDUCTION	3
MOVEMENT	20 [Flight Ceiling 500 ft]
TARGETING	+0
ATTACK	None
MODIFICATIONS	None

Commercial shipping is the cornerstone of the galactic economy. Bulk transports are used to carry large quantities of supplies and retail products across long distances on planetary surfaces. They are typically equipped with a detachable and swappable cargo pods that while normally used to carry several tons of cargo, the bulk transport is capable of ferrying living beings, though it has little in the way of safety or seating.

HOVER TANK

ARMOR CLASS	3 [16]
HIT POINTS	80
EXPLOSIVE DAMAGE	8d6
PERSONAL PROTECTION	Complete
REDUCTION	20
MOVEMENT	15 [Flight Ceiling 15 ft]
TARGETING	+3
ATTACK	Gauss Cannon (8d6) [pilot-linked], Medium Laser (4d6)
MODIFICATIONS	Vehicle Shield Capacitor

Found on the front lines of planetary warfare, the hover tank is a heavily armed, heavily armored lumbering war machine. Encasing both pilot and gunner in the belly of a metallic beast, it rolls across infantry and shrugs off all but the most deadly attacks. Even though it is not capable of great speeds, it can still easily out pace any soldier, making the sight of one on the battlefield a terrifying sight for them to behold. Though not designed to carry passengers, a Hover Tank often carries a support crew of two technicians or support gunners.

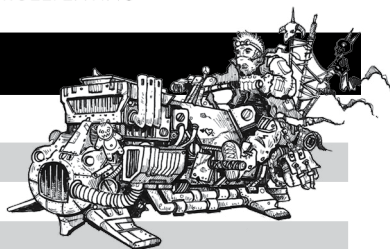
PERSONNEL TRANSPORT

ARMOR CLASS	4 [15]
HIT POINTS	40
EXPLOSIVE DAMAGE	6d6
PERSONAL PROTECTION	Complete
REDUCTION	5
MOVEMENT	20 [Flight Ceiling 500 ft]
TARGETING	+2
ATTACK	Medium laser x2 (4d6)
MODIFICATIONS	None

Used almost exclusively by military organizations, the personnel transport is used to quickly ferry troops and soldiers between locations. Whether it's bringing warriors to the front or transporting refugees out of a hostile zone, the Personnel Transport is found across the galaxy. They are often heavily modified with improved armor or heavier weapons than the standard detailed here.

SKYBIKE

ARMOR CLASS	5 [14]
HIT POINTS	15
EXPLOSIVE DAMAGE	3d6
PERSONAL PROTECTION	+1
REDUCTION	3
MOVEMENT	30 [Flight Ceiling 500 ft]
TARGETING	+1
ATTACK	Light Laser (2d6) (Military only) [pilot-linked]
MODIFICATIONS	Turbo Booster



Primarily used by military scouts and urban travelers, the Skybike has a long, narrow chassis with a saddle-like seat set in its center. Attached to the frame is a high octane engine which powers the vehicle. Countless models exist for civilian and military use. Most civilian models have an extended saddle to accommodate both pilot and a single passenger, while military Skybikes only provide space for a single operator, but are equipped with a pilot-linked laser cannon. Roving gangs of Skybikers are a not uncommon sight on some rough-and-tumble planets where machines have been illegally modified with souped-up engines and in many cases, heavy weaponry.

SKYBOARD

ARMOR CLASS	4 [15]
HIT POINTS	5
EXPLOSIVE DAMAGE	2d6
PERSONAL PROTECTION	+0
REDUCTION	1
MOVEMENT	30 [Flight Ceiling 500 ft]
TARGETING	+0
ATTACK	None
MODIFICATIONS	Turbo Booster

Little more than a three-foot long metal platform with an engine strapped to one end, this method of travel is the choice of teenage hoodlums and street rats across the galaxy. Fast, dangerous and highly maneuverable, the Skyboard sacrifices all safety and durability in favor of speed and style. It is operated by a single pilot who shifts their weight to regulate speed and turning, but is incapable of carrying any passengers.

SKYBOOSTER

ARMOR CLASS	6 [13]
HIT POINTS	20
EXPLOSIVE DAMAGE	4d6
PERSONAL PROTECTION	+3
REDUCTION	3
MOVEMENT	30 [Flight Ceiling 1500 ft]
TARGETING	+0
ATTACK	None
MODIFICATIONS	Turbo Booster

Similar in design to a Skycruiser, the Skybooster sacrifices utility for speed. Sleek, sexy and built for speed, Skyboosters have little space for cargo and typically are only able to carry a pilot and one passenger. They are favored by the rich and several planets in the galaxy have Skybooster racing circuits with thousands of devoted fans.

SKYCRUISER

ARMOR CLASS	6 [13]
HIT POINTS	25
EXPLOSIVE DAMAGE	4d6
PERSONAL PROTECTION	+3
REDUCTION	4
MOVEMENT	25 [Flight Ceiling 1500 ft]
TARGETING	+0
ATTACK	None
MODIFICATIONS	None

Seen across the galaxy in countless makes and models, the Skycruiser is the most common form of modern planetary transportation. From simple two-door or four-door models, small cargo haulers or simple taxi service, the Skycruiser is the workhorse of the universe. Skycruisers require one pilot and depending on their configuration can carry between three and six passengers.

YABNAB GLIDER

ARMOR CLASS	5 [14]
HIT POINTS	10
EXPLOSIVE DAMAGE	None
PERSONAL PROTECTION	+1
REDUCTION	1
MOVEMENT	15 [Flight Ceiling 300 ft]
TARGETING	+0
ATTACK	Boulders x2 (2d6)
MODIFICATIONS	None

This primitive aerial glider is used by Yabnabs, who launch it from staging grounds atop cliffsides or in treetops. It only remains in flight for an hour and is not particularly sturdy. Yabnabs use it to scout their forested home-world or to engage in airborne attacks upon the giant beasts that patrol the surface by dropping boulders tied to the glider's frame. It is incapable of sustained flight, remaining in the air for only a few hours during the best conditions or a few seconds in the worst.

VEHICLE MODIFICATIONS

Modifications grant vehicles certain abilities and advantages both in and out of battle. Below are the descriptions of each modification that can be applied to a vehicle, along with its base cost. ***This cost is multiplied by the vehicle's maximum Hit Points.*** Some modifications may be purchased more than once.

RAMMING PLATES OR SPIKES: When making a ramming attack, the driver of the vehicle receives a +2 to their **To-Hit** roll. If the attack is successful the vehicle targeted by the attack suffers a number of points of damage equal to the attacking vehicle's **Hit Points**. Ramming Spikes add +2d6 damage to this attack. The pilot of the attacking vehicle must make a successful **Saving Throw**, and if failed the attacking vehicle is destroyed in the attack. If the **Saving Throw** is successful, the target vehicle suffers 5d6 points of damage. Ramming Plates grant a +2 to this **Saving Throw**. **Base Cost:** 20 *credits*.

TURBO BOOSTER: When a turbo booster is activated, the vehicle receives an additional +10 to its **Movement** for 1d6 **rounds**. The driver of the vehicle must make a **Saving Throw** each **round** while the turbo booster is active or risk crashing the vehicle. **Base Cost:** 20 *credits*.

VEHICLE SHIELD CAPACITOR: These large and expensive modifications grant personal shields to a vehicle. Vehicle Shield Capacitors make a vehicle immune to all damage from personal weapons.
Base Cost: 75 *credits*.

NEW STARSHIPS

Described below are several new starships that can be found throughout the galaxy. From the Scout Ship on the edge of the universe to the terrifying Orbital Battle Station capable of obliterating planets, the **Referee** is free to include or limit them to their individual campaign as they see fit. Full rules for **Starship Combat** can be found in the **White Star Core Rulebook**.

ASSAULT SHIP

ARMOR CLASS	6 [13]
HIT POINTS	75
SHIELD STRENGTH	5
MOVEMENT	12
TARGETING	+3
ATTACK	Ion Grapppler, Ion Charge x6 (2d6), Medium Laser x6 (4d6)
MODIFICATIONS	Faster-Than-Light Drive

Commonly used by galactic pirates, Assault Ships are designed to disable and board a target vessel without destroying it, leaving both crew and cargo in tact. Through use of its unique ion grapppler and its ion charge it renders an enemy ship inoperable before a heavily armed boarding crew makes their often brutal entry onto the target vessel.

HOUSE RULE: DAMAGE REPORT

If the **Referee** wants to make starship and vehicle combat more cinematic they can rule that whenever the vessel reaches 75% of its **Hit Points** (minor damage), 50% of its **Hit Points** (moderate damage) and 25% of its **Hit Points** (major damage) it suffers a random penalty to reflect wear and tear on the vessel.

If this rule is used it is important to note that a vehicle or starship can only suffer one type of damage (minor, moderate, or major) once, which may progress in a continuum.

These penalties remain until the vehicle or starship has been repaired above the damage threshold that resulted in the initial penalty. Starships roll 1d6 to determine the effect of this damage, while vehicles roll 1d4. All effects are cumulative. If an effect is not appropriate, roll again.

ROLL Starships = 1d6, Vehicles = 1d4	MINOR DAMAGE EFFECT
1	+1 [-1] penalty to Armor Class
2	-1 penalty to Movement
3	-1 penalty to Targeting
4	-1d6 to one on-board weapon's damage
5	Shields do not regenerate for 1 round
6	Faster-Than-Light Drive stalls for 1 round

TABLE 11: House Rule Minor Damage

ROLL Starships = 1d6, Vehicles = 1d4	MODERATE DAMAGE EFFECT
1	+2 [-2] penalty to Armor Class
2	-2 penalty to Movement
3	-2 penalty to Targeting
4	One on-board weapon disabled
5	Shields do not regenerate for 1d6+1 rounds
6	Faster-Than-Light Drive stalls for 2d6 rounds

TABLE 12: House Rule Moderate Damage

ROLL Starships = 1d6, Vehicles = 1d4	MAJOR DAMAGE EFFECT
1	+5 [-5] penalty to Armor Class
2	Ship reduced to 0 Movement for 2d6 rounds
3	1d6+1 onboard weapons overload and explode (all gunners take 1d6+2 damage)
4	Shield generator destroyed (Shields immediately reduced to 0, shields do not regenerate)
5	Faster-Than-Light drive destroyed
6	Hull breach (each passenger must make a Saving Throw at -10 each round or be sucked into space)

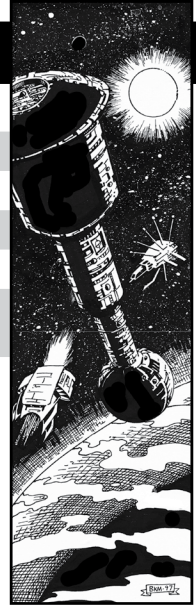
TABLE 13: House Rule Major Damage

SPECIAL NOTE: *Novomachina* do not suffer from minor, moderate, or major damage while in vehicle form.

ORBITAL BATTLE STATION

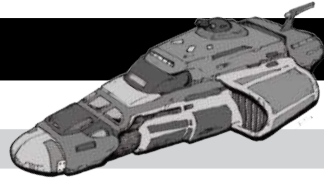
ARMOR CLASS	9 [10]
HIT POINTS	2500
SHIELD STRENGTH	75
MOVEMENT	3
TARGETING	+2
ATTACK	Light Laser x250 (2d6) Medium Laser x100 (4d6), Heavy Laser x50 (6d6), Planetary Laser
MODIFICATIONS	Faster-than-Light Drive, Shield Capacitor (3), Tractor Beam

These terrifying battle stations carry more firepower than a fleet of dreadnoughts and require thousands of crewman to operate. Often as large as a moon or major asteroid they are equipped with hundreds of laser cannons, shields capable of deflecting any bombardment and even have a dreaded planetary laser: a single massive energy cannon capable of laying waste to a planet in one blast.



ORBITAL SHUTTLE

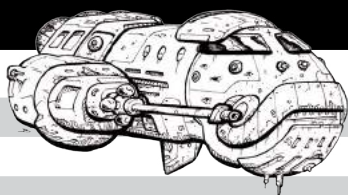
ARMOR CLASS	7 [12]
HIT POINTS	50
SHIELD STRENGTH	1
MOVEMENT	9
TARGETING	+0
ATTACK	Light Laser (2d6) [pilot-linked]
MODIFICATIONS	Faster-Than-Light Drive



These simple starships are most often found in the service of nobles and aristocrats, ferrying them from their planetary palaces to larger starships waiting in orbit. Built for luxury and show, they are all but defenseless in the heat of battle, equipped with minimal shielding and a light laser. Many of them do not even have a Faster-than-Light Drive.

SCOUT SHIP

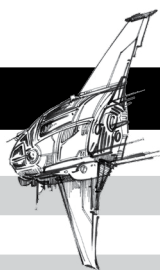
ARMOR CLASS	5 [14]
HIT POINTS	65
SHIELD STRENGTH	1
MOVEMENT	9
TARGETING	+0
ATTACK	Medium Laser (4d6) [pilot-linked]
MODIFICATIONS	Faster-Than-Light Drive



The tenacious little scout ship is designed for long term space exploration. Able to operate with a small two or three man crew, its not built for combat, though by virtue of often being alone in the depths of space it can take a beating. It's not built for cargo transport, though its hold is capable of carrying enough supplies to last a crew of three up to six months. Scout starships dive into the darkest corners of the galaxy to discover new planets, new civilizations and find out what lays beyond the star charts of the universe.

STUNT BOMBER

ARMOR CLASS	4 [15]
HIT POINTS	30
SHIELD STRENGTH	3
MOVEMENT	12
TARGETING	+3
ATTACK	Light Laser (2d6) [pilot-linked], Proton Missiles (12d6)
MODIFICATIONS	Faster-Than-Light Drive



A little tougher and a little slower than the more traditional Stunt Fighter, Stunt Bombers are designed to support their more agile counterpart by engaging in bombing runs on dreadnoughts and other large warships. While not as fragile as Stunt Fighters, pilots still must be careful or they find their bombing runs quickly turning into a one way trip.

NEW STARSHIP MODIFICATIONS

ION GRAPPLER: Ionized high-strength towing cables are fired into an adjacent vessel, piercing the hull and sending a pulse of energy into the target starship, shorting out most of that vessel's systems. Ion Grapplers can only be fired at a starship that has a **Shield Strength** of zero (0). Any kind of shielding automatically protects a starship from these attacks. Ion Grapplers can only be fired at an adjacent starship. If the attack is successful, the targeted starship takes 1d6 points of damage and the starship's pilot (or commanding officer, in the case of large vessels) must make a **Saving Throw**. If failed, the starship's engines and weapons are shut down for 5d6 **rounds** as they are flooded by an overwhelming energy pulse. **Base Cost:** 35 *credits*.

PLANETARY LASER: This weapon is designed to be fired at planets and large orbiting satellites. When fired at targets any smaller, they suffer a -10 to their **To-Hit** rolls. Any planet, starship, or target struck by a Planetary Laser is instantly destroyed. There is no damage rolled, as the amount cannot be calculated in mere numbers. The power necessary to operate a Planetary Laser can only be generated by an Orbital Battle Station. It takes 10 minutes (1 **turn**) for an Orbital Battle Station to generate the power necessary to fire a single shot, although this shot can be fired at a low energy Level inflicting only 50d6 points of damage against their target instead of a full blast. Planetary bodies are considered to have an **Armor Class** of 15 [4] and are extraordinarily easy to target. **Base Cost:** Priceless.

NEW STARSHIP PURCHASING COSTS

Information on purchasing starships and recruiting crews is given on **page 51** of the *White Star Core Rulebook*. **Table 11: New Starship Purchasing Options** below provides the costs and minimum crew for the new starships given in this book.

STARSHIP	COST (in credits)	MINIMUM CREW
Assault Ship	200,000	6
Orbital Battle Station	Priceless	5,000
Orbital Shuttle	12,500	1
Scout Ship	12,500	1
Stunt Bomber	20,000	1

TABLE 14: New Starship Purchasing Options

skills and serials

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**, 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 by 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. Each of the **Skills** starts at a different rank, as shown by **Table 15: Skill Starting Ranks** below:

SKILL	STARTING RANK
Class-Associated Skill	2
First Player-selected Skill	2
Second Player-selected Skill	1

TABLE 15: Skills Starting Ranks

Each **Skill** is associated with an **Attribute** and has an **Associated Class**. When a character attempts an action covered by a particular **Skill** they possess, they roll 1d6. If the roll is equal to or less than the character's **Skill** rank in that **Skill**, they are successful. **Skill** ranks are modified by their associated **Attribute** modifiers, per **Table 2: The Universal Attribute Bonus** on **page 13** of the **White Star Core Rulebook**.

EXAMPLE: Johnny the **Plucky Sidekick** has a **Larceny** of 2 and a **Dexterity** of 17. He attempts to pick a mechanical lock using his **Larceny Skill**. His **Larceny Skill** is considered 1 point higher because of his **Dexterity** modifier of +1. So, if he rolls a 3 or less on 1d6, then he is successful.

SKILL	ATTRIBUTE	ASSOCIATED CLASSES
Athletics	Strength	Alien Brute, Bounty Hunter, Mercenary, Man of Tomorrow
Interaction	Charisma	Aristocrat, Star Knight
Knowledge	Intelligence	Alien Mystic
Larceny	Dexterity	Plucky Sidekick
Medicine	Wisdom	None
Navigation	Intelligence	Pilot
Survival	Constitution	Deep Space Explorer, Yabnab
Technology	Intelligence	Freed Assimilant, Novomachina, Robot, Two-Fisted Technician

TABLE 16: Skills and Associated Classes

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 comes from in **Medicine** or **Technology**.

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 gains 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.

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, either learning new **Skills** at Rank 1 or improving ones they already have:

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

TABLE 17: Skill Improvements by Level

SERIALS

Heroes don't appear out of the void of space for no reason; each and every character has a unique past that molds and shapes them. Every hero has an origin. The **Serials System** presented in this chapter allows players (with **Referee** permission) to determine some of the details regarding a newly created character's background. It doesn't create a complete history but instead paints the character's origin in broad strokes. A character's background shouldn't be locked into just the information found in these charts but instead players are encouraged to work with the **Referee** and other players to create a history that fits the style of the campaign being played.

After determining a character's starting **Abilities, Class, Hit Points, Saving Throw**, and equipment players should continue generating their character with the **Serials System**.

A character's **Serial** is made up of the following elements:

1. **HOMEWORLD**
2. **FAMILY**
3. **YOUTH**
4. **FIRST ADVENTURE**
5. **ALLIES**
6. **ADVERSARY**
7. **CRITICAL EVENT (OPTIONAL)**

The final element of a **Serial**, the Critical Event, is completely optional and should only be performed if the player chooses to include it in character creation.

For each of the elements in a **Serial**, roll a 1d6 and read the corresponding results on any appropriate table for each element to discover the character's background and history.

HOMEWORLD

Almost everyone in the universe was born on a planet and no two of those are typically the same. The world upon which a character was born and spent most of their life has a permanent impact on their physiology and outlook on the galaxy at large.

Characters receive **Attribute** modifiers based on their homeworld, though no **Attribute** can be increased above 18 or decreased below 3.

ROLL (1d6)	WORLD TYPE	DESCRIPTION	ATTRIBUTE MODIFIERS
1	Low Gravity	You come from a world with gravity lighter than most others in the galaxy. As a result, you are quicker and more agile than many, but the light gravity has made you physically weaker	+1 <i>Dexterity</i> -1 <i>Strength</i>
2	High Gravity	Your world has a heavier gravity than most others in the galaxy. You are stronger for it, able to lift heavier weights, and have more mass. However, you're slower and less precise than other creatures	+1 <i>Strength</i> -1 <i>Dexterity</i>
3	Between The Stars	You were born on a space station or aboard a large starship. Life in the stars made you more insightful regarding matters of technology and science, but living in the void of the galaxy has made you reckless and impulsive	+1 <i>Intelligence</i> -1 <i>Wisdom</i>
4	Cosmopolitan	You were raised on a wealthy planet where politicians and nobles rubbed shoulders and ruled. You know how to turn on the charm and get what you want, but easy living has made you soft	+1 <i>Charisma</i> -1 <i>Constitution</i>
5	Primitive	You come from a world without the advanced technology found in the rest of the galaxy. You learned to endure the wilds of the world, but had little time for academic pursuits. Space travel was alien to you until late in life when otherworldly visitors came to your planet	+1 <i>Constitution</i> -1 <i>Intelligence</i>
6	Dangerous	Your homeworld is a dangerous one dominated by natural dangers such as lava flows or cataclysmic environments like radiation clouds. You had to be keen-eyed to survive, and had little time for niceties or politeness	+1 <i>Wisdom</i> -1 <i>Charisma</i>

TABLE 18: Homeworld Table

FAMILY

Everyone has a family, whether they're related by blood, are an adopted tribe, or are the scientists who built you. Your character was raised by someone and that formative relationship has continuing impact on your life.

ROLL (1d6)	RELATIONSHIP WITH FAMILY	SAVING THROW MODIFIER
1	You have a strong relationship with your family	+2 bonus to Saving Throw If successful a family member arrives during the adventure to aid you
2	You have an average relationship with your family	+0 bonus to Saving Throw If successful a family member arrives during the adventure to aid you
3	Most of your family is dead or missing	No Saving Throw is made If failed a family member arrives during the adventure and complicates the situation for you
4	You have an antagonistic relationship with your family	+0 bonus to Saving Throw If failed a family member arrives during the adventure and complicates the situation for you
5	Your family actively attempts to act against you	-2 bonus to Saving Throw If failed a family member arrives during the adventure to actively thwart you
6	You knows nothing of their family and were raised as an orphan	Family may show up at Referee's discretion

TABLE 19: Family Table

When designing an adventure the **Referee** has the option to select one character and secretly roll a **Saving Throw** on behalf of the player, using the modifier listed above; the results of the **Saving Throw** determines whether or not a player character's family member or members become involved in the adventure.

YOUTH

In the years before adulthood everyone has formative experiences that color their lives and provide unique experiences. In these early years, your character may have picked up a unique skill or trait that serves them well in adulthood.

ROLL (1d6)	YOUTH EXPERIENCE	MODIFIER
1	Child Slave	You gain +1 Hit Point per Level
2	Delinquent	You can pick pockets on a roll of 1-2 on a 1d6
3	Refugee	You can find food and water in urban environments on a roll of 1-2 on a 1d6
4	Hunted	You were hunted as a criminal, and can hide while remaining still with a roll of 1-2 on a 1d6
5	Swept off to Adventure	You can add +1 to any one Attribute of your choice
6	Military/Boarding School	You gain proficiency in laser rifle or firearms. If you are already proficient with either, you can choose a permanent +1 To Hit bonus on either weapon type instead

TABLE 20: Youth Table

skills
and
serials



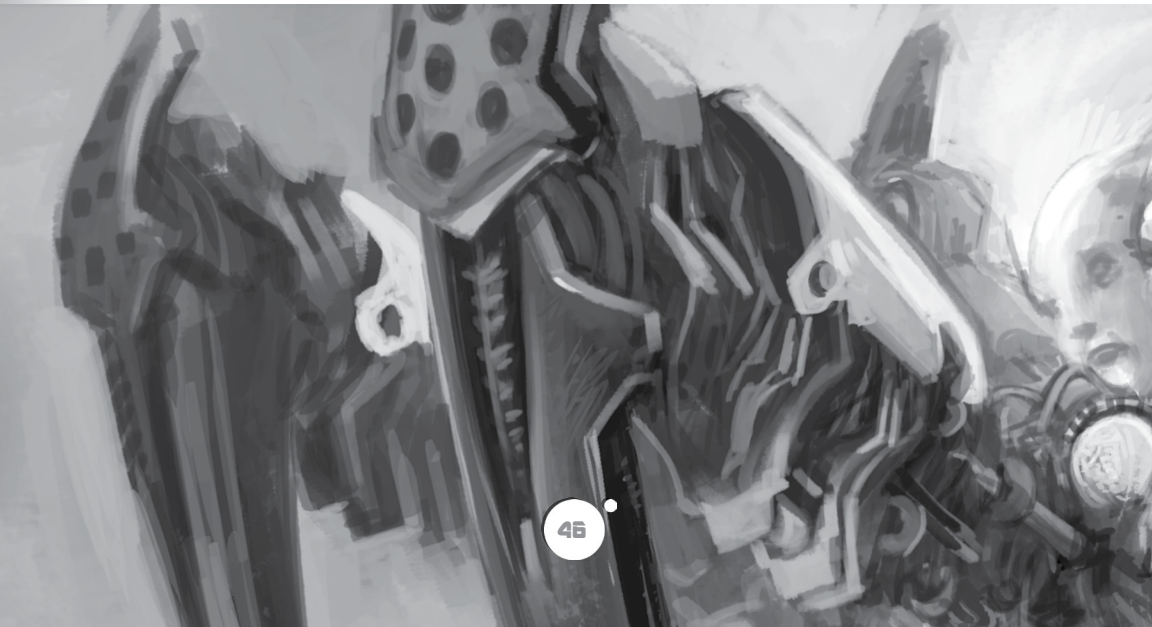
FIRST ADVENTURE

Your character had adventures before the beginning of the campaign and those adventures may have taught them a thing or two, whether surviving by the skin of their teeth or learning a few “tricks of the trade”. The experiences of this adventure provide a player character with a minor special ability outside of their normal class selection.

ROLL (1d6)	EVENT	BENEFIT
1	Captured by Outlaws	You are able to pick mechanical locks on the roll of 1-2 on a 1d6
2	Stowed away on a Starship	You can remain silent while still on the roll of a 1-2 on a 1d6
3	Home Planet Destroyed	You gain a +2 bonus to your Saving Throw versus fear
4	Space Battle	You gain a +1 bonus to Targeting when using Starship weapons
5	Saved a Planet	You gain +2 bonus to all Reactions with natives of one planet of your choice with Referee approval
6	Hired as an Assistant	You gain +1 bonus to the loyalty of all Assistants

TABLE 21: First Adventure Table

skills
and
serials



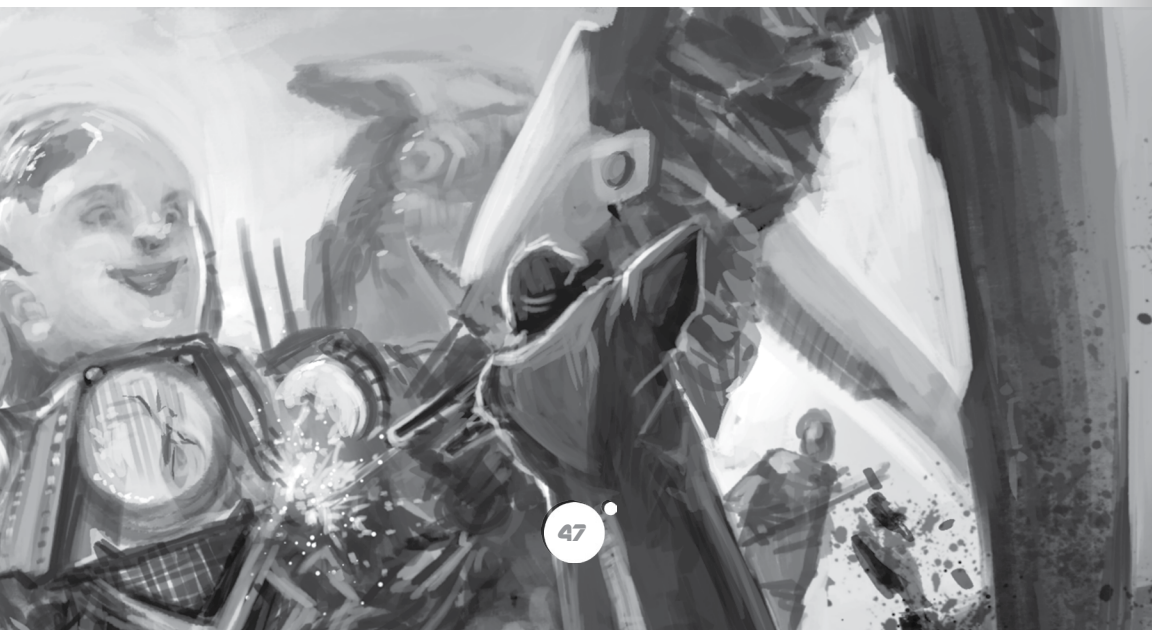
ADVERSARIES

No one gets through life without making a few enemies along the way, and your character is no exception. Your character has an enemy who directly wishes to do you harm and may appear in the course of an adventure to thwart your efforts and destroy you.

ROLL (1d6)	ADVERSARY	DETAILS
1	Mercenary Captain	You are hunted by a mercenary captain and the soldiers of his company
2	Former Lover	A jilted lover is out for revenge
3	Military Commander	Whether a deserter or a traitor, you attracted the ire of a military commander
4	Hostile Alien	You angered a dangerous non-human who wishes to do you harm
5	Insane A.I.	You somehow came into contact with an Artificial Intelligence with faulty programming that now hunts you and wishes to dissect you
6	Void Knight	A terrible Void Knight is searching the galaxy for you

TABLE 22: Adversaries Table

When the **Referee** is designing adventures they are encouraged to incorporate an adversary from one of their player characters' backgrounds into the adventure to lend personal investment and complication to the scenario.



ALLIES

Just as your character has gained enemies, you've also discovered allies in your adventures. Your character has a powerful ally that they may call on for aid in certain circumstances. Depending on the ally, the player character has the chance to call on their aid or perhaps even have a permanent companion who aids them in all their adventures. The ally is still their own person and has their own life going on outside of the actions of the player character. This may color their actions, though they will not (in most cases) betray the player character.

ROLL (1d6)	ALLY	DESCRIPTION	BENEFIT
1	Hot-shot Pilot	You know a skilled pilot, who is both reckless and brave	You can call on the aid of a Pilot one Level higher than you (up to 10th Level) once per Level with a successful Saving Throw
2	Loyal Robot	You own a robot who is loyal to you	You own a 1st Level Mechanical or Diplomatic Robot
3	Street Rat	A street urchin in a major metropolitan planet calls you his friend	You automatically know the criminal activity on one specific sector of a planet in the galaxy.
4	Old Star Knight	A wise and weary Star Knight looks upon you with kind eyes, occasionally offering you wisdom	A retired Star Knight of 7th Level serves as your instructor or ally, but you must keep his location a secret.
5	Disgruntled Mercenary	A grizzled Mercenary can sometimes be called on for aid in matters of tactics and war	You can call on the aid of a Mercenary one Level higher than you (up to 10th Level) once per Level with a successful Saving Throw
6	Corporate Benefactor	You have a mysterious corporate benefactor with deep pockets and an unknown motive	You can call on the aid of your benefactor once per Level with a successful Saving Throw . If successful you receive temporary resources up to 10,000 credits x your Level, but you then owe them a favor

TABLE 23: Allies Table

CRITICAL EVENT

You have had a life altering event through your travels across the galaxy. While this event has, in all likelihood, resulted in a great windfall for your character, with great rewards come great risk. Unlike other aspects of your character's serial, they are not required to roll to determine a critical event and may choose not to have one in their past. But, if the player chooses to have a Critical Event in their character's past, they must accept the results of the roll, even if it means death.

ROLL (1d6)	CRITICAL EVENT	DETAILS
1	Won a Light Transport in a game of chance	You now own a Light Transport Starship.
2	Suffered a critical injury, got a cybernetic replacement	You start with one (1) cybernetic implant for free.
3	Located a previously undiscovered hideout, known only to you	You now have a secret base that no one else knows about, such as an abandoned space station or undiscovered planet.
4	According to an Alien Mystic or Star Knight, you have a great destiny	You automatically succeed in one Saving Throw each Level. You can choose to use this on a roll you have already failed.
5	You saved the life of an Alien Brute, who now serves as your bodyguard	You have the loyal service of an Alien Brute who is one Level higher than you (up to 7th Level). He cannot be made to betray you through mundane means.
6	You died. Roll a new character!	You suffered a horrible tragedy somewhere along the way and are dead. Sorry, make a new character.

TABLE 24: Critical Event Table

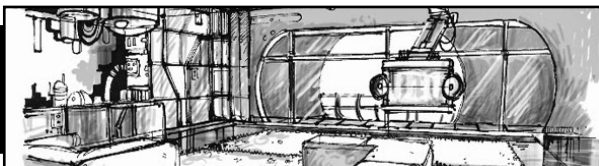
four

equipment

equipment

In a galaxy full of fantastic and infinitely diverse technology, there are always new weapons, new pieces of armor, or new technological trinkets that heroes can find to aid themselves in their adventures. This chapter offers new equipment that can be found by player characters that can be used to help save the universe or that might even be found in the hands of cunning adversaries bent on the player characters' destruction!

MELEE WEAPONS



WEAPON	DAMAGE	WEIGHT (in lbs)	COST (in credits)
Bladed Gauntlet	1d6-1	4	10
Energy Whip	1d6	2	25
Ion Stick	1d6-1 or 2d6	3	25
Plasma Blade	1d6+1	3	100
Snap Sword	1d6	2	20

TABLE 25: Melee Weapons

BLADED GAUNTLETS: This pair of bracers is typically worn with a set of armor. With the simple flick of a wrist the wielder causes foot-long blades to spring forth from concealment, surprising opponents who believe them to be unarmed. The wielder can activate and use the Bladed Gauntlets during the same combat **round**, and if the opponent is unaware of the weapons the wielder receives a +1 bonus on their first **Attack Roll** with this weapon.

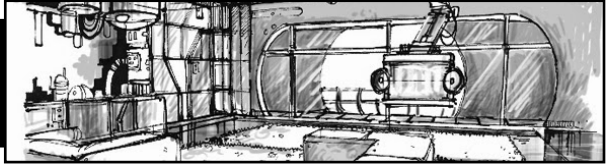
ENERGY WHIP: This foot-long chrome haft conceals within it a ten foot (10') long wire that is brought forth with the press of a button. The cord immediately begins to glow with laser energy, turning it into a deadly melee weapon. Energy Whips ignore **Armor Class** bonuses granted by shields (whether Physical or Energy) when attacking. If an **Attack Roll** is successful, the wielder can choose to opt to do no damage, instead attempting to disarm their opponent; the victim of the disarm must make a successful **Saving Throw** to avoid the weapon being yanked from their hand with the whip's laser cord.

ION STICK: Little more than a metal club or rod with an electrified head, these weapons are not particularly effective against living creatures. However, the electrical charge is devastating to **Robots** and **Novomachina**, inflicting heavier damage against them.

PLASMA BLADE: These swords have 'blades' of super-heated semi-solid plasmatic metals emanating from their hilt. They are devastating against opponents in armor, melting through metal they come in contact with. If the wielder makes a successful **Attack Roll** with this weapon against an opponent in armor or using a Physical shield they may choose to permanently damage the armor or shield, reducing any bonus provided to **Armor Class** provided by a single (1) point as metal is turned to melted slag. Armor left with no **Armor Class** bonus is effectively useless.

SNAP SWORD: These remarkably thin-bladed swords have the unique ability to collapse in upon themselves, folding to the size of a small identification card when not in use. Though not exceptionally deadly, they are difficult to find when concealed and are often overlooked. Anyone searching a character carrying a collapsed snap sword only has a 1 in a 1d6 chance of finding the weapon.

MISSILE/RANGED WEAPONS



WEAPON	DAMAGE	ROF	RANGE	Weight (in lbs)	COST (in credits)
Bow, Energy	1d6+2	2	70 ft	5	50
Energy Sling	1	2	50 ft	1	15
Flame Projector	1d6+1	1	10 ft	5	100
Grenade (Ion)	1d6 or 5d6	1	30 ft	1	25
Hold Out Laser	1d6-1	2	25 ft	1	25
Ion Pistol	1d6 or 2d6	2	100 ft	3	35
Ion Rifle	1d6+1 or 3d6	1	200 ft	5	75
Sporting Laser	1d6+2	1	300 ft	4	75
Tangle Blaster	1	1	30 ft	4	100
Arrow (Explosive) (10)	4d6	-	-	2	40
Arrow (Ion) (10)	1d6 or 5d6	-	-	2	30
Arrow (Scrambler) (10)	1d6	-	-	2	50
Flame Pod (10)	-	-	-	-	30
Tangle Net (Standard)	1	-	-	1	10
Tangle Net (Energized)	1d6+2	-	-	1	25

TABLE 26: Missile/Ranged Weapons

ARROW (Explosive): These specialty arrow have a charged warhead that delivers a powerful localized explosion upon impact, destroying the arrow in the process.

ARROW (Ion): A specially designed arrow that releases a powerful electric charge when its target is struck. This makes it highly effective against **Robots** and **Novomachina**, inflicting increased damage on these targets. Against normal targets it does only normal damage.

ARROW (Scrambler): Scrambler arrows were not designed to injure a foe, but to inhibit technology. When the arrow strikes its target, whether an individual or hard surface, it radiates a signal that scrambles all technology within a thirty (30) foot radius of the arrow. This renders sensors, cameras, and recorders within the radius useless. It also interferes with **Robot** and **Novomachina** sensors, causing a -2 penalty to their **To-Hit** rolls. Scrambler arrows are only partially reliable and have only a 1-4 in a 1d6 chance of functioning properly. They may only be fired once before the circuitry is ruined.

BOW, ENERGY: Fashioned to resemble its archaic ancestor, the energy bow has a focusing lens that activates when the string is drawn. A beam of energy is generated between the bow and string that can be fired like a normal arrow. Unlike other laser weapons it is perfectly silent. The focusing cell can be deactivated, allowing it to be used as a traditional short bow if other arrows are available. This requires an energy cell to power.

ENERGY SLING: As much a irritant as a weapon, these modern sling shots are used by thieves and street rats. They inflict little damage and have a short range. Fortunately, due to their low energy output they are rarely detected by weapon scanners and similar devices and have a nearly unlimited ammo capacity.

FLAME POD: These large canisters contain a pressurized combustible liquid fuel that provides allows for up to ten (10) blasts of fire from a flame projector.

FLAME PROJECTOR: This weapon resembles a bulky laser rifle with a large canister projecting from its side. The flame projector shoots a blast of fire a short distance that can set its target on fire. If a successful **Attack Roll** is made with a flame projector the target must make a successful **Saving Throw** or be set on fire; each **round** on fire causes 1d6 damage. The target is entitled to a new **Saving Throw** each **round** after the first passes before suffering this damage again. If the target is drenched in water or exposed to an environment without oxygen, the flames are quickly extinguished.

GRENADE (Ion): These grenades inflict minimal damage on most targets, but against **Robots** and **Novomachina**, they inflict additional damage. The blast radius for this grenade is 20 feet.

HOLD OUT LASER: This tiny pistol can be concealed in the palm of an average humanoid, making it easy to conceal. Anyone searching a character carrying a concealed hold out laser has only a 1-2 on a 1d6 chance of discovering the weapon.

ION PISTOL: Similar in size and appearance to a laser pistol, ion pistols are specially designed to damage **Robots** and **Novomachina**, doing increased damage against them. It requires an energy cell to power it.

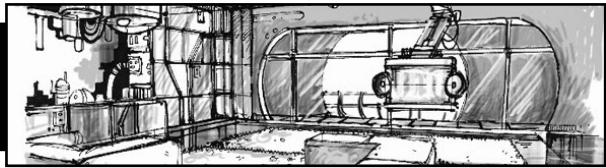
ION RIFLE: This weapon is a larger version of the Ion Pistol with an increased range.

SPORTING LASER: These sleek hunting rifles were designed to have long range capability, but lack the stopping power of true laser rifles. This weapon requires an energy cell to power it.

TANGLE NET: These large nets are fired from a tangle blaster. Energized tangle nets are more expensive, and illegal in most civilized systems.

TANGLE BLASTER: This stubby hand cannon fires a tangling net that expands as it flies towards its target on a successful **Attack Roll**, the target must make a **Saving Throw** at a -4 penalty or be immobilized as they are entangled by the large net. The target is unable to move, draw a weapon or perform most other actions while entangled. They may make a new **Saving Throw** to escape each **round**. A tangle blaster can only be fired once before needing to be reloaded. Normal damage from being struck by a tangle net is 1 point of damage, although energized nets do increased damage. Damage to **Robots** and **Novomachina** is doubled with energized nets.

ARMOR AND SHIELDS



ARMOR	AC [AAC]	WEIGHT (in lbs)	COST (in credits)
Energy Cloak	-1 [+1]	3	25
Heavy Composite	-5 [+5]	35	60
Light Composite	-3 [+3]	25	40

TABLE 27: Armor and Shields

ENERGY CLOAK: This lightly-padded cloak is often worn by **Aristocrats** and others looking for both security and style. Its unique mesh weave provides minor protection, but once daily it can be activated by the wearer for up to five (5) **rounds** to provide additional protection. During that time, if the wearer of the energy cloak is struck by a melee attack the attacker must make a **Saving Throw** or suffer 1d6-1 points of damage as the cloak releases a defensive charge of energy. The cloak is specially grounded so this does not affect the wearer. Energy cloaks can be worn on top of Light Armor and combined with shields of any sort.

HEAVY COMPOSITE: Designed for hostile environments, this armor provides more protection than its light counterpart. It can be environmentally sealed for up to six (6) hours before its air canisters empty.

LIGHT COMPOSITE: Worn by scouts and explorers, this armor offers more protection than traditional Light Armor. Additionally, it can be environmentally sealed, keeping out harmful atmospheric effects for up to six (6) hours before its canisters empty.

ARMOR AND WEAPON PROFICIENCIES BY CLASS

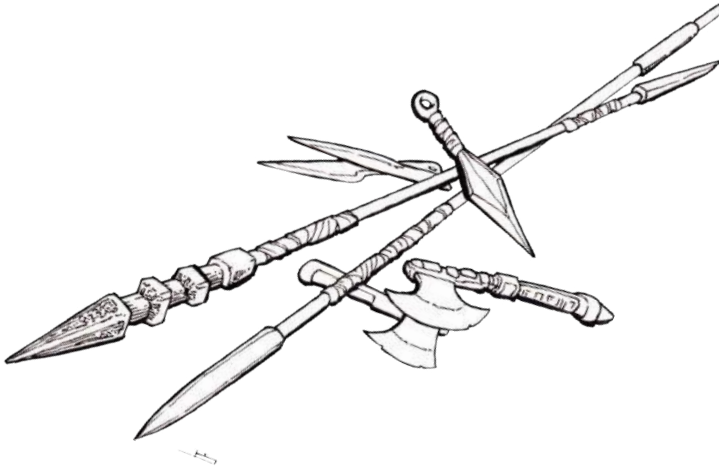
For ease of use, clarification, and quick lookup, all of the armor and weapon proficiencies for each **Class** in the main **White Star Core Book** as well as this book have been collected here. The tables presented here update and override any previous listings and should be considered definitive. Simply look up the item and cross-index it with the appropriate Class to see if it has proficiency: a **Y** indicates it does, while an **R** indicates that is up to the **Referee** to decide (although the **Referee** should feel free to override any of these as they see fit).

ARMOR	Alien Brute	Alien Mystic	Aristocrat	Bounty Hunter	Deep Space Explorer	Freed Assimilant	Man of Tomorrow	Mercenary	Pilot	Plucky Sidekick	Star Knight	Two-Fisted Technician	Yabnab
Energy Cloak	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Heavy	Y	-	-	Y	-	-	-	Y	-	-	-	-	-
Heavy Composite	Y	-	-	Y	-	-	-	Y	-	-	-	-	-
Light	Y	Y	Y	Y	Y	Y	-	Y	Y	-	Y	Y	-
Light Composite	Y	-	-	Y	Y	Y	-	Y	Y	-	Y	Y	-
Medium	Y	-	-	Y	Y	Y	-	Y	-	-	-	-	-
Shield, Energy	Y	-	-	Y	-	-	Y	Y	-	-	Y	Y	-
Shield, Physical	Y	-	-	Y	-	-	Y	Y	-	-	Y	Y	Y

TABLE 28: Armor Proficiencies By Class

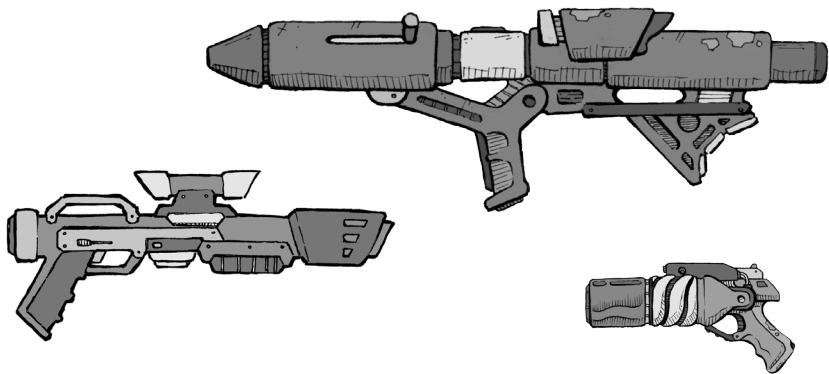
MELEE WEAPONS	Alien Brute	Alien Mystic	Aristocrat	Bounty Hunter	Deep Space Explorer	Freed Assimilant	Man of Tomorrow	Mercenary	Pilot	Plucky Sidekick	Star Knight	Two-Fisted Technician	Yabnab
Battle Axe	Y	-	-	Y	-	Y	-	Y	-	-	-	-	-
Bladed Gauntlets	Y	-	-	Y	Y	Y	-	Y	Y	-	-	Y	-
Club	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	-	Y	Y
Dagger	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Energy-Whip	Y	-	-	Y	-	Y	-	Y	-	-	-	-	-
Ion Stick	Y	-	Y	Y	Y	Y	Y	Y	Y	-	-	Y	-
Mono-Axe	Y	-	-	Y	-	Y		Y	-	-	-	-	-
Mono-Dagger	Y	-	-	Y	Y	Y	Y	Y	Y	Y		Y	-
Mono-Sword	Y	-	-	Y	-	Y	Y	Y	Y	-	-	Y	-
Plasma Blade	Y	-	-	-	-	-	-	Y	-	-	-	Y	-
Snap Sword	Y	-	-	Y	Y	Y	-	Y	Y	Y	-	Y	-
Spear	Y	Y	Y	Y	Y	Y	Y	Y	-	Y	-	-	Y
Staff	Y	Y	Y	Y	Y	Y	Y	Y	-	Y	-	-	Y
Star Sword	Y	R	R	Y	R	R	Y	Y	R	R	Y	Y	R
Sword	Y	Y	Y	Y	-	Y	Y	Y	Y	-	-	Y	Y

TABLE 29: Melee Weapon Proficiencies By Class



MISSILE/RANGED WEAPONS	Alien Brute	Alien Mystic	Aristocrat	Bounty Hunter	Deep Space Explorer	Freed Assimilant	Man of Tomorrow	Mercenary	Pilot	Plucky Sidekick	Star Knight	Two-Fisted Technician	Yabnab
Bow, Energy	Y	Y	-	Y	-	Y	-	Y	-	-	-	-	-
Bow, Long	Y	Y	-	Y	-	-	-	Y	-	-	-	-	Y
Bow, Short	Y	Y	-	Y	-	-	-	Y	-	-	-	-	Y
Crossbow, Heavy	Y	Y	-	Y	-	-	-	Y	-	-	-	-	-
Crossbow, Light	Y	Y	-	Y	-	-	-	Y	-	-	-	-	Y
Energy Sling	Y	R	Y	Y	Y	Y	Y	Y	Y	Y	-	Y	-
Firearm (Pistol)	Y	R	Y	Y	Y	-	-	Y	Y	-	-	Y	-
Firearm (Rifle)	Y	R	Y	Y	Y	-	-	Y	Y	-	-	Y	-
Flame Projector	Y	R	-	Y	-	Y	-	Y	-	-	-	-	-
Grenades (Ion)	Y	R	-	Y	-	-	-	Y	-	-	-	Y	-
Grenades (Other)	Y	R	Y	Y	-	-	-	Y	Y	-	-	Y	-
Hold Out Laser	Y	R	Y	Y	Y	Y	Y	Y	Y	Y	-	Y	-
Ion Pistol	Y	R	Y	Y	Y	Y	Y	Y	Y	Y	-	Y	-
Ion Rifle	Y	R	-	Y	Y	-	-	Y	-	-	-	Y	-
Laser Pistol	Y	R	-	Y	-	Y	Y	Y	Y	-	Y	-	-
Laser Rifle	Y	R	-	Y	-	Y	-	Y	-	-	-	-	-
Sporting Laser	Y	R	Y	Y	Y	Y	-	Y	Y	-	Y	-	-
Tangle Blaster	Y	R	-	Y	Y	-	-	Y	-	-	-	-	-

TABLE 30: Missile/Ranged Weapon Proficiencies By Class



five

aliens and creatures

The universe is full of countless sentient species and exotic creatures. Several of these unusual beings are detailed below. Unless otherwise noted, Aliens are assumed to have sentience and intelligence, while Creatures have an animal level of intelligence in most cases. Creatures are not typically suitable for **Alien Brute** or **Alien Mystic** Classes.

ALIENS

ALUREANS

ARMOR CLASS	8 [11]
HIT DICE	1-1
TOTAL HIT BONUS	+1
ATTACKS	By weapon
SAVING THROW	18
SPECIAL	Pheromones
MOVEMENT	12
HDE/XP	1/15



Appearing almost identical to humans apart for their green skin, these aliens are regarded by the universe at large as having a natural magnetism and unwavering sex appeal. They use these gifts to charm their way into advantageous situations, often serving as spies and information brokers under the guise of being simple servants and concubines. Alureans are capable of radiating pheromones once daily that make them more attractive to sentient creatures around them. When activated, all targets within 30 feet of the Alurean must make a **Saving Throw** or fall under the effects of a **Charm Person Meditation** for 1d6 hours.

BIO-SYMBIOTES

ARMOR CLASS	6 [13]
HIT DICE	1-1
TOTAL HIT BONUS	+1
ATTACKS	Attach
SAVING THROW	18
SPECIAL	See Below
MOVEMENT	3
HDE/XP	2/30



Appearing as little more than viscous blobs of black or red plasma, these creatures slither and undulate about until they find a living creature to which they can attach themselves. Feeding on and heightening their host's negative emotions, they grow in power. As they grow in power, the host is eventually consumed by rage and hatred, all the while gaining new and terrible abilities in the process.

When a bio-symbiote comes in contact with a host it attempts to attach to it. The target must make a **Saving Throw** to avoid this; if the **Saving Throw** is failed the bio-symbiote secretly attaches to its host. While attached the host gains a +1 to all **To-Hit** rolls and +2 to all damage rolls made in melee combat. However, every day after this the target must make a new **Saving Throw** or suffer 1d6-1 points of damage as the bio-symbiote slowly drains the target of their life force. Bio-symbiotes have an odd connection to The Way and are automatically detected as evil if a **Detect Evil Meditation** is used on an infested host.

CROCODILA

The crocodila come from a dangerous jungle world filled with deadly predators and have evolved to be predatory in nature themselves, though different sub-species within have developed in different unique ways. Some can stand as tall as eight feet in height and weigh upwards of five hundred pounds. All are capable of breathing in water, and are strong natural swimmers.

CROCS

ARMOR CLASS	4 [15]
HIT DICE	4+4
TOTAL HIT BONUS	+5
ATTACKS	Bite (2d6) or by weapon
SAVING THROW	15
SPECIAL	Breathe Water, Swim
MOVEMENT	15 (18 when swimming)
HDE/XP	5/240

The largest of the Crocodila identify themselves as Crocs. They are simple, aggressive predators who appear to be heavily muscled humanoids with scaled skin and reptilian heads with long, powerful mouths full of razor sharp teeth. They relish in violence for its own sake and can often be found as bounty hunters and assassins in the employ of many nefarious and criminal organizations. Their great strength and raging tempers make them dangerous, even to their employers. They leap into battle with surprising speed at the slightest provocation.

MECISTOPS

ARMOR CLASS	5 [14]
HIT DICE	2+2
TOTAL HIT BONUS	+3
ATTACKS	By weapon
SAVING THROW	16
SPECIAL	Hold Breath, Swimming
MOVEMENT	12 (15 when swimming)
HDE/XP	3/60



Similar in size to humans, these brown-scaled aliens do not have the long snouts of their larger cousins, but retain their predatory nature. They are patient and pragmatic, making use of technology with great proficiency. Their killer instinct and patient nature makes them dangerous hunters and they regularly find work as bounty hunters to anyone who can afford their services. Though they are skilled swimmers, they can hold their breath for one hour (6 turns), unlike other water-breathing Crocodila subspecies.

ICKES

ARMOR CLASS	5 [14]
HIT DICE	7
TOTAL HIT BONUS	+6
ATTACKS	By weapon
SAVING THROW	12
SPECIAL	Aristocrat Abilities, Shapeshift
MOVEMENT	6
HDE/XP	6/400

These bizarre reptiles have the ability to shapeshift their bodies, allowing them to appear as naturally human as often as they like; this transformation takes a single **round** and can fool all but the most advanced sensors and medical equipment. They often spend extended periods (even years) in this form. Like other crocodila, they are predatory by nature, though they focus their hunts in the realm of social conflict, attempting to position themselves in places of great political power. They have the patience and mental acumen to arrange elaborate plans involving entire star systems over vast amounts of time and space that they manipulate to achieve greater and greater power, often right under the noses of humans or other species! All ickes have the class abilities of a 7th Level **Aristocrat** as standard.

FROSTINES

ARMOR CLASS	2 [17]
HIT DICE	5
TOTAL HIT BONUS	+5
ATTACKS	Touch (1d6) or Radiant Cold (2d6)
SAVING THROW	14
SPECIAL	Radiant Cold, Telepathy
MOVEMENT	6
HDE/XP	6/400



These humanoid creatures appear to be made from a living, translucent crystal and their bodies radiate ambient cold and their faces are featureless save for two piercing blue points of light where eyes should be. They do not speak, but instead invade their target's mind with icy hissing telepathy. When forced into combat, frostines strengthen their **Radiant Cold** to a range of up to 60 feet outward from their body in all directions until their foes become encased in ice and freeze to death.

PARAGONS

ARMOR CLASS	-2 [21]
HIT DICE	14
TOTAL HIT BONUS	+14
ATTACKS	Slam (2d6+3)
SAVING THROW	5
SPECIAL	Near Invulnerability, Flight, Super Speed
MOVEMENT	36 (72 when flying)
HDE/XP	14/2,600

Appearing as near-perfect specimens of human beauty and physique, paragons possess amazing abilities that include flight, super speed, and near-invulnerability. They are extraordinarily rare and those few encountered are almost always noble and honorable; the few that are evil become terrible tyrants that lead armies of zealous followers. Whenever a paragon suffers damage from a weapon or melee attack they may make a **Saving Throw**; if this is successful, they suffer no damage from the attack. Damage from environmental hazards or special abilities (such as a **Void Knight's Corrupted Energy**) is suffered normally. Because of their amazing speed, paragons can attack twice (x2) each combat **round**.

RAWRARRS

ARMOR CLASS	7 [12]
HIT DICE	2+1
TOTAL HIT BONUS	+2
ATTACKS	Slam (1d6) or by weapon
SAVING THROW	17
SPECIAL	Rage
MOVEMENT	12
HDE/XP	2/30

These tall, lean aliens are covered with long fur that ranges in color from blonde to black. Their society is one driven by honor, with family and community at the center of all things. Technologically advanced, they live in great cities high in the treetops of their forested world which are built in harmony with the natural environment. Their technology is typically a hybrid of ancient weaponry and modern lethality. Most rawrarrs never leave their homeworld; it is their great sense of honor is often what leads them to journey out into the universe at large as they find it dishonorable to turn their back on injustice when it is discovered.

Once a rawrarr suffers damage in battle they must make a **Saving Throw** or enter a rage state. In this state they suffer a -1 [+1] penalty to their **Armor Class**, but inflict +2 points of damage in melee combat. They remain enraged for the duration of combat unless they pass a new **Saving Throw** to calm down before the battle ends, which they can attempt each **round**.

SIMIANS

ARMOR CLASS	6 [13]
HIT DICE	3
TOTAL HIT BONUS	+3
ATTACKS	Slam (1d6)
SAVING THROW	17
SPECIAL	Brachiation, War Cry
MOVEMENT	15 (18 when using Brachiation)
HDE/XP	2/30

To most, simians appear as great hulking gorilla-like creatures with remarkable speed and strength and prehensile hands and feet. The most common variety of simian has dark fur and is, for the most part, peaceful. That is unless their tribe or young are threatened. Their more aggressive white-furred cousins are always brutal and aggressive, attacking with savage strikes and terrible bites. Simians find their way into space rarely, preferring to live quietly in the deep jungles of their homeworld.

Simians move at remarkable speeds by swinging from tree-to-tree using their prehensile hands and feet. When troubled or threatened they can let out a piercing war cry that can be heard up to one mile away. Other simians immediately recognize this call to arms; there is a roll of 1-3 on a 1d6 chance that an additional 1d6 simians will arrive in 2d6 **rounds** to aid the source of the cry in battle.

SPACE DUCKS

ARMOR CLASS	5 [14]
HIT DICE	1+1
TOTAL HIT BONUS	+4
ATTACKS	Duck-Fu Martial Arts (1d6+1)
SAVING THROW	18
SPECIAL	Duck-Fu, Swimming
MOVEMENT	12 (12 when Swimming)
HDE/XP	2/30



Appearing as large anthropomorphic ducks that stand nearly four feet tall, space ducks are surly and cantankerous due to the fact that no one in the universe really takes them seriously. They make their way in the universe as smugglers and criminals and are surprisingly skilled at unarmed combat. They inflict 1d6+1 points of damage with unarmed attacks and may attack twice (x2) each combat **round** when unarmed.

THRONKS

ARMOR CLASS	3 [16]
HIT DICE	3+3
TOTAL HIT BONUS	+4
ATTACKS	Bite (1d6), Leap Attack (1d6+4)
SAVING THROW	16
SPECIAL	Leaping
MOVEMENT	12 (18 when Leaping)
HDE/XP	4/120

These nine-foot tall green-skinned aliens have rigid, bony limbs and faces, large yellow eyes, and long tusks growing to sharp points from their lower jaw. They live in simple tribes with primitive technology. Their society is socially advanced, led by the strongest warrior (whether male or female), and is centered on a profound sense of honor. Their native world, a harsh world of sand and sun, has taught them resilience and survival and the few who make their way off-world often find work as mercenaries and bodyguards.

Thronks often begin combat by using their powerful legs to make extraordinary leaps up to a distance of 180 feet, descending upon their prey with a powerful attack that inflicts 1d6+4 points of damage.

WELLSIANS

ARMOR CLASS	9 [10]
HIT DICE	4
TOTAL HIT BONUS	+4
ATTACKS	Tentacle (1d6) or Death Ray
SAVING THROW	15
SPECIAL	Armor, Death Ray
MOVEMENT	12
HDE/XP	5/240



These bizarre creatures have glowing bulbous eyes, with low and broad gray bodies like that of a stingray. They move around on eight long tentacles, which they can use to achieve remarkable maneuverability and speed. They are capable of using their pseudopods to manipulate tools in the same manner as other creatures use hands, and often use them in combat to constrict and choke their foes.

They arm themselves with terrifying death rays capable of atomizing an enemy with a single blast. These death rays have the same range as a laser rifle. Any target struck by a death ray must pass a **Saving Throw** or be disintegrated instantly. Making them even more terrible in battle, wellsians encase themselves in specialized armor that protects them from all but the deadliest attacks. This armor reduces the damage from any attack with a personal weapon by ten points, rendering them all but immune to most hand weapons and grants them an **Armor Class** of -1 [20].

CREATURES



BRUTASAUR

ARMOR CLASS	4 [15]
HIT DICE	7
TOTAL HIT BONUS	+7
ATTACKS	Bite (2d6+2), Claw (1d6+2) or Rend (5d6)
SAVING THROW	12
SPECIAL	Rend, Swallow Whole
MOVEMENT	18
HDE/XP	7/11,000

This mammoth scaled beast is similar to a tyrannosaurus rex but with long powerful forearms tipped with razor sharp claws. An aggressive predator, the brutasaur rips targets in two and swallows them whole with its massive jaws. It can also rend metal with its massive claws and flip hover tanks with a swipe of its tail. Fortunately, they are rare and live on primordial planets covered with almost impassable terrain.

A brutasaur can attack once with its bite or twice (x2) with its claws in a single combat **round**. If it succeeds in both claw attacks against a single target in the same combat **round** it automatically rends or swallows whole any target that is man-sized or smaller. Targets that are swallowed are immediately rendered unconscious and take 3d6 points of damage each **round** until they are slain or cut free from the bowels of the beast.

DEVOURER TREES

ARMOR CLASS	5 [14]
HIT DICE	5
TOTAL HIT BONUS	+6
ATTACKS	Bite (3d6+2)
SAVING THROW	14
SPECIAL	Grab, Swallow Whole
MOVEMENT	1
HDE/XP	5/600

Appearing as massive gnarled trees of blackened wood, devourer trees are actually cunning predators who ambush their targets by masquerading as normal foliage. When touched or disturbed their bark splits open wide enough to swallow a man-sized creature whole in one bite. Once a devourer tree has grabbed their target, it begins to digest them by releasing acids to melt the trapped meal.

To break free of a devourer tree's grab, a character must make a successful **Saving Throw**. On the **round** following a successful grab, the devourer tree will bite then attempt to swallow the target. Targets who are swallowed are rendered unconscious and suffer 2d6 points of damage per **round** until slain or until they are cut free.

FIREFLY

ARMOR CLASS	6 [13]
HIT DICE	1-1
TOTAL HIT BONUS	+0
ATTACKS	Fiery Ooze (1d6-1)
SAVING THROW	19
SPECIAL	Flight, Melt Armor
MOVEMENT	15 (Flight)
HDE/XP	1/15

These giant red-winged flies zip about at great speeds, attacking foes by spitting a fiery ooze that clings to the target, melting armor as easily as it melts flesh. While a single firefly is terrible enough, a swarm of these horse-sized insects are more than capable of decimating a large group of targets in mere seconds.

Whenever a firefly makes a successful attack with its fiery ooze, the target's armor or physical shield (if any is worn) is permanently damaged, losing a single full point of protection for each attack.

FUNGATIS

ARMOR CLASS	7 [12]
HIT DICE	2
TOTAL HIT BONUS	+2
ATTACKS	Absorb (1d6+2)
SAVING THROW	17
SPECIAL	Absorb, Spore Burst
MOVEMENT	6
HDE/XP	2/30



The fungatis is a lumbering, man-sized mushroom that releases a spore cloud whenever a moving target draws near. When inhaled, these spores cause the target to asphyxiate and eventually lose consciousness. The fungatis then simply steps atop its target and begins to slowly absorb their nutrients into its own body.

Fungatis typically are mistaken for large spore-covered vegetation which allows them to surprise foes on the roll of a 1-4 on a 1d6 when they make their initial attack. This attack is always a spore burst that is propelled 30 feet from their body. All characters within range must make a **Saving Throw** or fall unconscious for 2d6 **rounds**. Once a target has been made unconscious, the fungatis stands atop their limp form to absorb the fluids from their body, automatically inflicting 1d6+2 points of damage per **round**.

LAGOMORPH

ARMOR CLASS	6 [13]
HIT DICE	1
TOTAL HIT BONUS	+1
ATTACKS	Bite (1d6-3)
SAVING THROW	18
SPECIAL	Psychic Burst
MOVEMENT	15
HDE/XP	1/15

Appearing as large hares with long, squirrel-like tails, the lagomorph is not naturally aggressive, instead preferring to flee from threats. If forced to defend itself, the lagomorph releases a burst of psychic energy imitating the sound of deafening, painful screams that fills the mind of all creatures within 120 feet. Targets must pass a **Saving Throw** or suffer -4 penalty to all **To-Hit** rolls and **Saving Throws**, and have their movement reduced by half for 1d6 **rounds**. After making such an attack, a lagomorph will flee.

LASER REX

ARMOR CLASS	3 [16]
HIT DICE	8
TOTAL HIT BONUS	+8
ATTACKS	Bite (2d6) or Laser (3d6)
SAVING THROW	11
SPECIAL	None
MOVEMENT	18
HDE/XP	8/800

The laser rex is identical to a tyrannosaurus rex, save for its glowing red eyes and has all the aggression and brutality of its more mundane counterpart, but with one additional threat: it can expel a powerful laser from its maw of razor-sharp teeth. This laser has a range of 300 feet and inflicts 3d6 points of damage.

LAVA CRAB

ARMOR CLASS	0 [19]
HIT DICE	4+2
TOTAL HIT BONUS	+4
ATTACKS	Pincer (1d6+2)
SAVING THROW	15
SPECIAL	Fire Immunity, Grab, Laser Resistance
MOVEMENT	12
HDE/XP	4/120

Lava crabs are easily identifiable by their polished black exoskeletons. They are completely immune to all forms of heat, fire, and lava, and suffer only half damage from laser weapons. When attacking a target, they grab them in their mighty pincers and attempt to draw them into nearby bodies of bubbling magma in the hopes of melting their meal before devouring the remains. Once a lava crab has grabbed their target, which can be no larger than man-sized, the target must make a **Saving Throw** to break free.

NANO-SWARMS

ARMOR CLASS	Special
HIT DICE	2
TOTAL HIT BONUS	Special
ATTACKS	(2d6)
SAVING THROW	18
SPECIAL	Flight, only damaged by area of effect damage
MOVEMENT	12 (Flying)
HDE/XP	3/60

Nano-swarms are gnat-sized technological life forms that power themselves by consuming all manner of matter. True to their name, they swarm over a target and destroy them with a million tiny bites, leaving behind only bones after just a few seconds. Nano-swarms appear as a cloud of gray mist and their near-insubstantial form makes them immune to most attacks. They attack by simply occupying a 10 foot cubic area and automatically inflict 2d6 points of damage to any creature in that area. Only explosions and other area of effect attacks can destroy them.

SHARK BATS

ARMOR CLASS	6 [13]
HIT DICE	3
TOTAL HIT BONUS	+3
ATTACKS	Bite (1d6)
SAVING THROW	16
SPECIAL	Flight
MOVEMENT	12 (Flying)
HDE/XP	3/60

These great black sharks can be seen in the night sky of many exotic worlds across the universe. Flying upon great, bat-like wings, they swoop down at their targets, grabbing their would-be meal into razor-sharp teeth-filled maws before taking them high into the sky to releasing them and let them plummet to their death. Being dropped from such a distance (typically 30 feet) inflicts 3d6 points of damage, in addition to damage from any bite.

STAR FLYERS

ARMOR CLASS	3 [16]
HIT DICE	25 (230 <i>Hit Points</i>)
TOTAL HIT BONUS	+12
ATTACKS	Bite (6d6)
SAVING THROW	5
SPECIAL	Ionic Breath (25d6)
MOVEMENT	9
HDE/XP	14/2,400

Grand and elegant, the avian star flyers can grow to be as large as dreadnought starship. With scales of gleaming black that seem to twinkle with captured stars, they are rare and ancient. These legendary beasts are capable of destroying starfaring vessels with a single blast of their ionic breath. No one knows where they come from or what their purpose is, but myth says that their vast wisdom and power is only rivaled by the great hoards of treasure they conceal on their hidden home world. Star flyers inflict damage and function as if they were starships and their statistics are written for use in Starship Combat.

STORMLINGS

ARMOR CLASS	6 [13]
HIT DICE	3
TOTAL HIT BONUS	+3
ATTACKS	Lightning (1d6)
SAVING THROW	16
SPECIAL	Flight, Immune to Physical Attacks
MOVEMENT	12 (Flight)
HDE/XP	3/60

Stormlings are one of the more exotic creatures in the universe, born of energy with no solid form. They appear as gray, rolling clouds that cackle with an internal energy. While capable of taking humanoid form, they most often maintain a nebulous form similar to a cloud's, allowing them to travel unnoticed in the skies of the many worlds they dwell on. Stormlings become aggressive if their "form" is disturbed, striking out with bolts of burning lightning. Because of their unique form, they suffer no damage from physical weaponry.

WHITE SIMIAN

ARMOR CLASS	6 [13]
HIT DICE	3+3
TOTAL HIT BONUS	+3
ATTACKS	Stone club (1d6+3), Rend (2d6+1)
SAVING THROW	17
SPECIAL	Ambush, Rend
MOVEMENT	15
HDE/XP	3/60

These savage ivory-furred relatives to the alien simians are brutal, aggressive and territorial. The white simian is remarkably stealthy for its size, able to move unseen and unheard. They attack from ambush, surprising their foes on the roll of 1-4 on a 1d6. They attack in large groups, rending their targets limb from limb with their incredible strength or smashing the skulls of their opponents in with their massive stone clubs. Rumors speak of a great white simian ziggurat somewhere in the universe, where they worship a dark and bloody god.





six

random encounters

This chapter includes several charts that can be used by the **Referee** to randomly determine the details of a particular sector in space, including planetary details like environments, terrain, and natives. There are also tables that can be used to detail random planetside and stellar encounters.

RANDOMLY GENERATED STELLAR SECTORS

A stellar sector is defined as a close collection of solar systems. Planets in the same sector regularly trade with one another and often share a unified government. In some cases, a sector may only have a single inhabited star system, although this is exceedingly rare. To determine the number of star systems in a given sector, the **Referee** should roll 2d6-1 and use that result.

STAR SYSTEMS

A star system, simply put, is nothing more than a collection of planets that all orbit the same large stellar body, most often a single sun, though in some cases it may be more than one or even be a black hole.

Roll (1d20)	NUMBER OF SUNS
1-2	None, a Black Hole is at the Center of the System
3-17	1
18-20	2

TABLE 31: Star Systems I - Number of Suns

BLACK HOLE: Planetary systems with a black hole at their center are often devoid of life, though in rare cases planets survive even after the death of their star for at least a brief time.

DUAL SUN: A dual sun star system often has very short day and night cycles, or very arid environments on the few planets that are inhabitable on the far end of the system.

SINGLE SUN: A single sun is the most common type of a star system.

SPECIAL TRAITS

Star systems are filled with more than just planets and suns. Stellar phenomena also occur within them. When stellar phenomena do occur, the most common are asteroid fields (or belts), though more exotic types are possible including strange nebulae and even very rare temporal fluxes. Rarely is space travel boring for those that choose it.

Roll (1d20)	SPECIAL TRAIT
1-9	None
10-11	Asteroid Field
12-13	Black Hole Clusters
14-15	Nebula
16	Temporal Flux
17-19	Unstable Star
20	Diverse Star System (roll twice)

TABLE 32: Star Systems II - Special Traits

ASTEROID FIELD: A large belt or cluster of asteroids. It might be in an orbital band around the system's sun or a loose cluster that was perhaps the remnant of a now-destroyed planet.

BLACK HOLE CLUSTER: In the far corner of the star system is a collection of small black holes, the remnant of stars that died before they ever truly bloomed to life. They can bring havoc to the gravity of nearby planets and make space travel near them quite difficult and deadly.

NEBULA: A nebula is a collection of cosmic particles and ionic gases. Flight through nebulas is often slow, as most of them interfere with a starship's sensors. In rare cases the energy output of a nebula can actually scramble or incapacitate some of a starship's systems; this most commonly impacts sensors, but can effect shields or even life-support.

TEMPORAL FLUX: A tear in space-time has occurred somewhere in star systems that have these. Starships that draw too close to this phenomena might find themselves hurtled far into the past or deposited in the distant future. Perhaps something might even come out of such an unusual stellar event.

UNSTABLE STAR: A central star in the system is unstable. Massivesolargeysers, flares, and sunspots are common. In addition to impacting planetary weather patterns it can also scramble communication or even destroy starships that dare to get too close.

PLANETARY ATMOSPHERE

While its assumed that the majority of planets in the universe are capable of sustaining life, this is not always the case. Some planets have no atmosphere, a very thin atmosphere, or even one that is comprised primarily of an exotic gas.

Roll (1d20)	PLANETARY ATMOSPHERE
1-5	None
6-15	Earth-Like
16-18	Thin Atmosphere
19-20	Exotic Atmosphere

TABLE 33: Star Systems III - Planetary Atmosphere

EARTH-LIKE: The vast majority of inhabited planets in the universe have high-oxygen atmospheres similar to Earth. They are capable of sustaining almost all forms of life.

EXOTIC ATMOSPHERE: These planets have an atmosphere primarily composed of an element other than oxygen, perhaps helium, methane, or another gas (the **Referee** should decide based on what suits their campaign). In any case, this will have a serious impact on planetary exploration and is likely to require complete environmental protection.

NONE: Planets without an atmosphere have no life or gravity. They are dead rocks floating in space.

THIN ATMOSPHERE: Planets with a thin atmosphere have some oxygen, but not enough for complex life to evolve on. They typically have little or no vegetation and only the most simple animal lifeforms such as cellular organisms or perhaps some insects. To explore such a world requires a breathing mask. Without one or another source of oxygen, a character will fall unconscious within one (1) *tturn*.

PRIMARY PLANETARY TERRAIN

In order to keep the generation of random planets fast and easy, each world determined in such a fashion is assumed to have a single primary terrain type. In some cases, there may be multiple terrains; in cases where these combinations seem nonsensical the **Referee** should re-roll or decide the planet that has unique properties that allow for such exotic results.

Roll (2d6)	PRIMARY PLANETARY TERRAIN
2	Arctic
3	Badlands or Desert
4	Forest or Jungle
5	Mountains
6	Oceanic
7	Plains
8	Urban
9	Wetlands
10	Volcanic
11	Mixed terrain (roll twice)
12	Exotic terrain (roll again and also roll on Table 35)

TABLE 34: Star Systems IV - Primary Planetary Terrain

ARCTIC: This terrain is marked by bleak cold and constant snow. Whether it is massive glaciers, iceberg mountains, or frozen wastelands, these planets are some of the most inhospitable in the universe.

BADLANDS OR DESERT: From seas of sand to rocky mesas, these planets are arid and unforgiving worlds where water is rare and life is cheap.

EXOTIC TRAITS: In addition to a listed terrain, the planet also has an exotic feature determined by **Table 35: Star Systems V - Exotic Traits**.

FOREST OR JUNGLE: These planets are often home to a great number of exotic creatures and natural dangers that live in their lush and verdant spreads of woodland or jungles.

MOUNTAINS: Great ridges of stony peaks fill these planets, separated by the smallest valleys. These worlds are often inhabited by many avian creatures or have deep caverns winding deep into their surface.

OCEANIC: While almost all inhabitable planets have great bodies of water, these planets are covered from pole to pole with massive seas. Often they are home to tempestuous storms or hidden underwater cities.

PLAINS: Long, low fields, some covered with scrub and others with high, swaying grasses, cover these planets. They are often regarded as peaceful and idyllic by those who come to visit them, with some being home to great herds of wildlife and others suffering terrible windstorms and tornadoes.

URBAN: While not a natural terrain, these planets are covered by great metropolitan landscapes. Whether endless labyrinths of ancient stone cities or massive urban sprawl where no natural land remains, these worlds are typically home to billions of creatures and serve as commerce hubs for their sectors.

VOLCANIC: Rock has exploded across the surfaces of these worlds, spewing forth great flows of lava. Mountains of razor-sharp obsidian and clouds of noxious gas often accompany these terrible rivers and the worlds are rarely home to any sentient creatures.

WETLANDS: Bogs, swamps, and river deltas cover these planets. They are the most vibrant of all worlds, filled with life with most of it wild and amphibious. This, combined with their tendency to have great fog banks rolling across their surface, can make them especially dangerous.

EXOTIC TRAITS

Each planet is unique in its own way but some may have more unusual aspects to their terrain or environment. The **Referee** is encouraged to come up with his own exotic traits in addition to those listed below.

Roll (2d6)	EXOTIC TRAITS
2	Abandoned Society
3	Artificial Planet
4	Constant Earthquakes
5	Core Sink
6	Crystal Landscape
7	Flying Islands
8	Heavy Gravity Pockets
9	Intense Storms
10	Light Gravity Pockets
11	No Spin
12	Plasmatic Surface

TABLE 35: Star Systems V - Exotic Traits

ABANDONED SOCIETY: Large portions of the planet's surface are covered with abandoned temples, cities, and other now vacant signs of a society that has vanished. Whether a stone age set of caverns or a modern city now eerily empty, no one remains of the society that was here before.

ARTIFICIAL PLANET: While the planet seems natural, close examination reveals that it was somehow constructed by a remarkably advanced technological species, either through terra-forming or concealing the planet's true nature over a skin of what appears to be natural terrain.

CONSTANT EARTHQUAKES: The planet's surface is unstable and earthquakes of varying intensity occur almost perpetually.

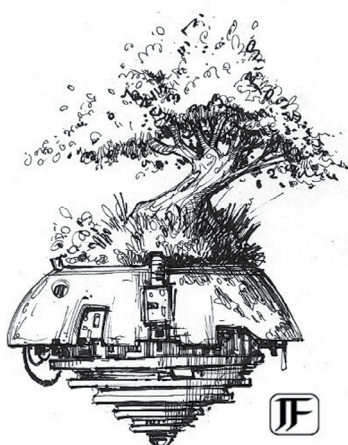
CORE SINK: Large pits in the planet's surface descend into massive caverns that wind to its very core, perhaps even passing through to the opposite side of the world.

CRYSTAL LANDSCAPE: Great crystalline spires rise from the planet's surface, with some rising as high as mountains, while others being as small as a grove of bushes or bundle of flowers.

FLYING ISLANDS: High above the planet's surface great islands float in the sky. Ranging in size from platforms able to hold a single person to others large enough to house entire cities, they hover at ranges from a few hundred feet to the very edge of the atmosphere.

HEAVY GRAVITY POCKETS:

While some planets have heavier gravity than is standard, this planet has odd pockets of gravity that are a few feet to a few miles in diameter and range anywhere from 2-5 times heavier than standard gravity.



INTENSE STORMS: Whether hurricanes, blizzards, tornadoes or sulfur storms, this planet is constantly bombarded by terrible storms that make travel, both terrestrial and atmospheric, very difficult.

LIGHT GRAVITY POCKETS: While some planets have lighter gravity than is standard, this planet has odd pockets of gravity that are anywhere from 10-50% of the standard gravity of most planets. These range in size from a few feet to a few miles in diameter.

NO SPIN: This planet does not spin on its own polar axis and one side of the planet is perpetually locked in daylight while the other is bound in endless night.

PLASMATIC SURFACE: Large portions of the planet's surface are not entirely solid, but instead composed of an odd viscous substance that is incapable of supporting heavy weights. This plasmatic surface is often covered with a thin layer of dirt, sand or snow (depending on the environment), making surface travel very dangerous.

NATIVE SENTIENT SPECIES

Almost all inhabitable planets are populated by one or more sentient species. Listed below are several of these species. Statistics for them can be found in either the **White Star Core Rulebook** or this book.

Roll (1d20)	NATIVE SENTIENT SPECIES
1	Alureans
2	Crocodilla
3	Falcon-Men
4	Felinoids
5	Frostines
6	Greys
7-9	Humans
10	Mindoids
11	Procyon
12	Rawrarrs
13	Qinlon
14	Space Ducks
15	Thronks
16	Uttins
17	Wellsians
18	Wolfings
19	Yabnabs
20	<i>Referee's choice or Unique species</i>

TABLE 36: Star Systems VI - Native Sentient Species

Roll (1d20)	NATIVE SPECIES TECHNOLOGY
1	Stone Age
2-4	Bronze Age
5-6	Dark Age
7-8	Industrial Age
9-10	Digital Age
11-19	Space Age
20	Advanced

TABLE 37: Star Systems VII - Native Species Technology

NATIVE SPECIES TECHNOLOGY

Not all species have developed the technology necessary to travel the stars. The chart below determines exactly what technological level has been achieved by the native species. This will help determine a great many things about their society including whether or not they are capable of space travel and what kind of weaponry they wield.

ADVANCED: The society has achieved a level of technology not commonly found in the universe. Teleportation, cloning of complex life forms, and even time travel might be possible by the native species.

BRONZE AGE: Having achieved basic metallurgical proficiency and agricultural cultivation techniques, the native species has developed cities and nations of reasonable size. They are capable of mimicking any technology found in the Hellenic period of history.

DARK AGE: The smelting of metals, astronomy and advanced mathematics have been discovered by the native species. They also have developed long distance seafaring vessels. They are capable of achieving any technology found during the Medieval or Renaissance periods of history.

DIGITAL AGE: Telecommunication, satellite technology, and even short-range space travel are available to species of this technological level. Weaponry has advanced to the point of nuclear weaponry and biochemical warfare. The natives are capable of achieving any technology found in the earliest days of the 21st Century.

INDUSTRIAL AGE: Mass production, steam-powered technology, and even basic electricity are now available, as are firearms. Long distance communication is limited to telephones or telegraphs. The natives are capable of achieving any technology found during the Victorian period of history.

SPACE AGE: This is the “default” level of technology of *White Star*. Faster-Than-Light travel, advanced robotics, laser weaponry, and cybernetics can all be implemented.

STONE AGE: The native species typically lives in a tribal or nomadic society. They make use of basic tools of wood and stone, though may have developed clever methods of applying these primitive options.

PLANETARY RANDOM ENCOUNTERS

Listed below are several charts to determine random encounters that can occur while on a planet's surface. These can occur while exploring subterranean environments or other sci-fi "dungeons."

Roll (2d6)	LEVEL 1 PLANETARY ENCOUNTERS
2	Alurean
3	Bumble-Dog
4	Felinoid
5	Firefly
6	Mind Grub
7	Lagomorph
8	Space Duck
9	Space Monkey
10	Uttin
11	Yabnab
12	Level 2 Encounter (roll on Table 39)

TABLE 38: Level 1 Planetary Encounters

Roll (2d6)	LEVEL 2 PLANETARY ENCOUNTERS
2	Bio-Symbiote
3	Clinger
4	Cyborg, Metallic
5	Falcon-Men
6	Fungatis
7	Insectus, Soldier
8	Power Sucker
9	Procyon
10	Rawrarr
11	Space Savage
12	Level 3 Encounter (roll on Table 40)

TABLE 39: Level 2 Planetary Encounters

Each random encounter chart is broken up by **Hit Dice** "Level", with suitable encounters for characters of that Level. Listings do not include the number of each creature appearing during the encounter; the **Referee** should determine the number encountered as suits their campaign, although they can default to 1d6 of each type of creature if needed.

Roll (2d6)	LEVEL 3 PLANETARY ENCOUNTERS
2	Assimilant
3	Cyborg, Replica
4	Grey
5	Qinlon
6	Skytopus
7	Mecistops
8	Simian
9	Sharkbat
10	Stormling
11	White Simian
12	Level 4-5 Encounter (roll on Table 41)

TABLE 40: Level 3 Planetary Encounters

Roll (2d6)	LEVEL 4-5 PLANETARY ENCOUNTERS
2	Cannick
3	Croc
4	Devourer Tree
5	Giant Flea
6	Insectus, Flyer
7	Mercurial
8	Mindoid
9	Sand Worm
10	Spider-Fly
11	Wellsian
12	Level 6-7 Encounter (roll on Table 42)

TABLE 41: Level 4-5 Planetary Encounters

Roll (1d6)	LEVEL 6-7 PLANETARY ENCOUNTERS
1	Brutasaur
2	Frostine
3	Ickes
4	Insectus, Big Brain
5	Void Knight (5-6 Hit Dice)
6	Level 8-9 Encounter (roll on Table 43)

TABLE 42: Level 6-7 Planetary Encounters

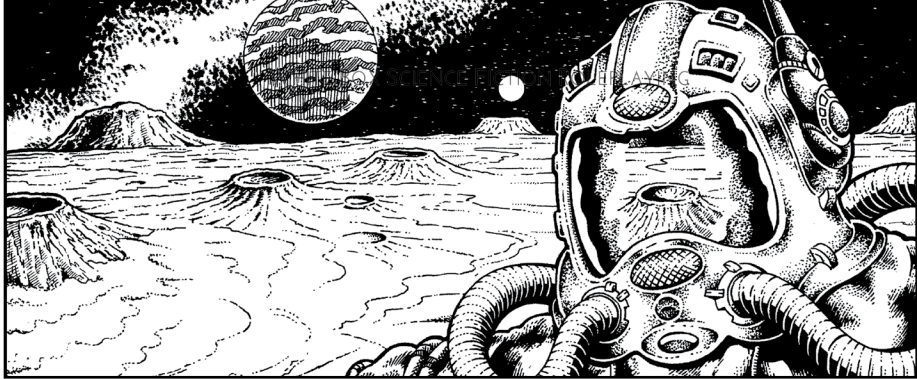
Roll (1d6)	LEVEL 8-9 PLANETARY ENCOUNTERS
1	Bounty Hunter (8th or 9th Level)
2	Laser Rex
3	Mercenary (8th or 9th Level)
4	Novomachina (7th or 8th Level)
5	Void Knight (7-8 Hit Dice)
6	Level 10+ Encounter (roll on Table 44)

TABLE 43: Level 8-9 Planetary Encounters

Roll (1d6)	LEVEL 10+ PLANETARY ENCOUNTERS
1	Bounty Hunter (10th Level)
2	Mercenary (10th Level)
3	Paragon
4	Star Flyer
5	Stellar Dragon
6	Void Knight (9+ Hit Dice)

TABLE 44: Level 10+ Planetary Encounters





STELLAR RANDOM ENCOUNTERS

Not all action in *White Star* takes place planet-side and there are many adventures to be had in space, particularly while player characters are traveling aboard a starship. Unlike the Planetary Random Encounters charts, Stellar Random Encounters are not based on the Level of the player characters.

In most instances, each encounter will only feature one of each creature or starship rolled, with the exception of Space Mines, Stunt Bombers, or Stunt Fighters. Many of the encountered starships may have other, smaller starships supporting them that are kept in internal docking bays at the *Referee's* discretion, particularly Dreadnoughts and Heavy Freighters.

Roll (3d6)	CREATURE/STARSHIP ENCOUNTERED
3	Assault Ship
4	Blockade Runner
5	Dreadnought
6	Gunship
7	Heavy Transport
8	Light Transport
9	Living Asteroid
10	Medium Transport
11	Scout Ship
12	Space Mine (3d6)
13	Space Yacht
14	Star Cruiser
15	Star Flyer
16	Stellar Dragon
17	Stunt Bomber Squad (1d6+1)
18	Stunt Fighter Squad (2d6)

TABLE 45: Stellar Encounters



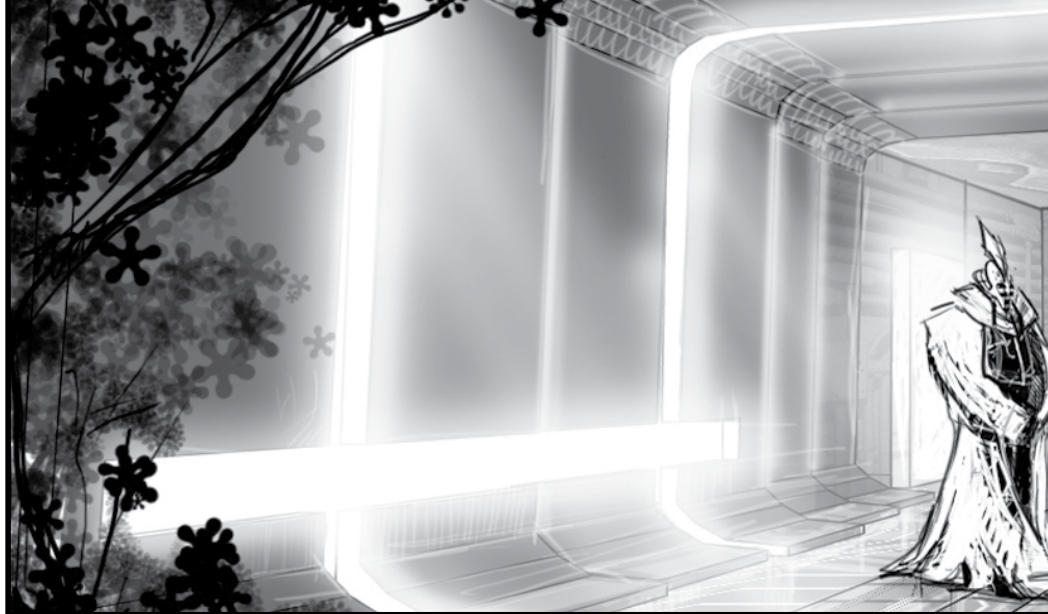
SEVEN

sterling sector

THE STERLING SECTOR

The Kelron Sector, featured in the *White Star Core Rulebook*, is described as a rugged territory on the edge of the universe. It is full of mining space stations, abandoned planets, and stellar dangers. The Sterling Sector continues this implied setting, but offers a region of space ripe for exploration and adventure right at the very heart of the Galactic Consortium.





ADLAR'S WALL

A great belt of asteroids cuts the Sterling System in half. This thick fence of pulsating red rocks fills the night sky of the planets in the system with twinkling red lights on clear evening skies. In spite of extensive exploration over the years, no resources have been harvested from the glowing red stones that seem to scar the night sky as tiny flecks of blood on cloudless nights.

Nevertheless, rumors persist that somewhere in Adlar's Wall is a treasure beyond measure. Some say it is a secret pirate cache or the cloaked fleet of Supreme Lord Adlar; every spacer has a different story, each more fantastic than the last. By lawful decree, Supreme Lord Adlar has ruled that anyone crossing the Wall without permission from the Lord's Fleet forfeits their very lives. Dreadnoughts and stunt fighters regularly patrol the Wall to enforce their master's will, shooting first and rarely asking questions. This has not stopped particularly reckless treasure hunters from braving the might of these terrible starships in search of these mysterious legendary riches.

GRAVATON AND VORTEX

Omega Consor is not the only thing orbiting the once beautiful world of Prime. A pair of massive orbital battle stations have circled this once beautiful planet since Supreme Lord Adlar came to power, bringing them with him in the final days of the Great Star Crusade as proof of his military might and his right to rule. They have remained here ever since.



Each space station serves as a grim reminder of Adlar's power and his willingness to mercilessly lay waste to any foe who would dare oppose him. Both Gravatton and Vortex serve as spaceports to countless starships of the Lord's Fleet. Constantly servicing numerous dreadnoughts and stunt fighters among other starships. There is no greater symbol of the Galactic Consortium's might than its navy and the Lord's Fleet is strongest in the skies above the core of Supreme Lord Adlar's seat of power, where it is displayed constantly.

Each orbital battle station houses several battalions of shocktroops and support vehicles. Gravatton is under the command of Star Admiral Kalos Skail, the youngest Star Admiral in the history of the Lord's Fleet. Skail's name carries with it great prestige, for his father was an adviser and senior tactician in the service of Supreme Lord Adlar during the Great Star Crusade decades ago. Star Admiral Skail is a true believer in Adlar's cause and is willing to go to the brutal lengths needed to see his master's will done.

Vortex is commanded by Void Master Thorn Umbra, who is rarely seen by even his own senior staff. From deep within his meditative chamber inside Vortex he psychically issues commands to his troops, guiding them by way of his powerful telepathy to what often seeming impossible victories. Rumors state that Umbra can see into the future and has secret plans to one day usurp Supreme Lord Adlar as ruler of the Galactic Consortium, although any who dare voice those rumors are quick to find themselves brought to a private audience with the Void Master, never to be seen nor heard from again.

JANUS

Janus is a lush world filled with rolling fields and gentle winds and would be a place of peace and plenty as it was in the days of the Unified Systems if it were not for the current presence of the totalitarian Galactic Consortium.

When Supreme Lord Adlar came to power those who tended the land suddenly found their fields of grains, fruits, and vegetables as well as their homes the property of the Galactic Consortium. The brief rebellion to this change in ownership was ended through military occupation and the execution of those who dared speak out against the new masters.

Now farms are surrounded by laser wires with all of the harvested crops on Janus under the rich light of Adlar's Wall and the accompanying sun considered property of the Galactic Consortium. Soldiers observe from great watchtowers over people that are now little more than slaves to the land. Those who do not meet near impossible quotas find themselves on the wrong end of a public firing squad; the bread basket of the Sterling System is washed in blood.

Rumors whisper that some farmers have secretly armed themselves and more than one Galactic Consortium barracks has been destroyed in a fiery explosion. In response, Supreme Lord Adlar has blockaded Janus with half a dozen dreadnoughts and countless supporting starships.

Final command of both the planet and the fleet falls to one of Supreme Lord Adlar's favored Void Knights, the vile Lord Agathon, a tattooed monster of a human who is known to find particular joy in taking a personal hand in the execution of those who would betray the will of the Galactic Consortium.

NIX

In contrast to Ortus, Nix is a barren world of wind, snow, and ice. Little life dwells there although there is evidence of an ancient civilization that once controlled the planet. Now the world is home only to great and terrible beasts, and a mysterious tribe of Uttins that ply the wilds in search of what they call "The Great Maker's Gift."

Lead by Wal Ecner, Prince of the Uttins, this people ply the snows and frozen canyons in search of this mysterious and holy object, never revealing the exact nature of the Gift nor its purpose to others. Legends hold that it is a secret and advanced technology. Given that Uttins are regarded as petty scavengers by most of citizens of the Galactic Consortium, it is surprising that they are engaged what seems to be a holy crusade.

Nix itself is also plagued with Frostines and other bestial threats, with the Frostines making war on the Uttins, hiding in great crystalline hives built in the ruins that dot the landscape and attacking them.

Supreme Lord Adlar pays little mind to the Uttin zealots and has bid those in his service do the same. A single dreadnought is kept in orbit over Nix as a precaution, but for the most part Uttins and their Spaceslinker starships freely come and go. They have never interacted with the dreadnought or any other planet in the system and their true purpose remains unknown

OMEGA CONSOR

The capital planet of Omega Consor is the Consortium's seat of power and the homeworld of Supreme Lord Adlar and his closest allies. It is the only moon rotating around Prime and though it had little more than an exploratory space station when Adlar rose to power, the planet is now covered almost entirely by massive urban sprawl with pockets of lush garden that are reserved for the Supreme Lord and those most loyal to him.

In addition to the Vortex and Gravatons orbital battle stations, several dreadnoughts orbit the world of Omega Consor to serve as a permanent blockade against those who would dare to challenge Adlar's might.

The great sprawl covering Omega Consor's surface is home to the Supreme Leader's personal palace, the Great Advisor's Hall where Adlar's councilors gather to advise him on events across the galaxy, countless wealthy estates of politicians, industrial moguls, and the most well-to-do citizens of the universe. Instead of a planetary police force, Omega Consor is patrolled by countless shocktroopers who have undergone intense training and serve as some of the most elite troops in the Galactic Consortium.

ORTUS

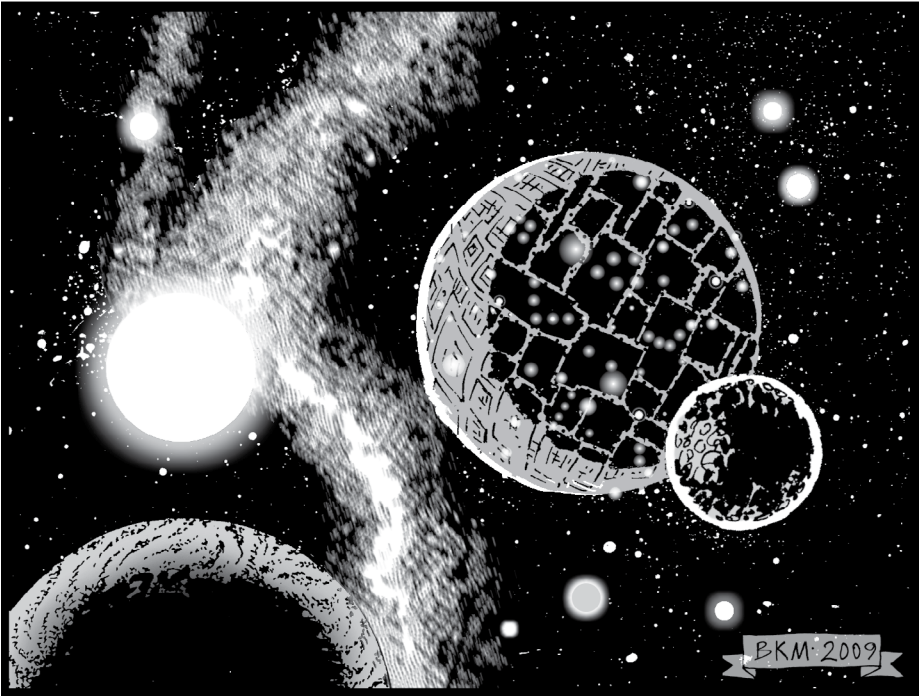
Great steaming seas cover the surface of Ortus, broken only by the occasional archipelago of white sands and beautiful mountains. It is considered one of the most beautiful planets in the universe and a prime vacation spot for the richest and most privileged in the Galactic Consortium. On Ortus, beautiful flying cities of chrome and glass float above endless seas. Lavish resorts make use of the hot springs that sprout naturally from the planet's surface. It is a world of peace and beauty, often called "Adlar's Ideal". The starry evening skies above Ortus are filled with endless streaking comets and a rainbow of gasses expelled from the system's sun. Each evening is a natural fireworks display, much to the delight to visitors and vacationers.

But Ortus is not always peaceful. In the late hours of the night the low beating of drums can be often be heard echoing off mountain peaks. A bestial growl can be heard rising from the sea, causing sudden waves of oceanic waters to sweep upon its white sands. No one knows who or what is causing these disturbances, though Galactic Consortium security officials assure visitors that the planet is completely safe. Still, rumors persist of missing vacationers and terrible blood sacrifices to some horrid sea beast that slumbers fitfully beneath the waves of Ortus.

Passage to the planet requires thousands of credits, political prestige, and registration with Galactic Consortium officials. All activities on the planet are constantly monitored by administrative officials and shocktroopers patrol the both the floating cities and resorts, who state that their presence is simply a precaution and for the protection of guests.

PRIME

It is said that the world simply known as Prime was in reality once the very center of the universe. A great utopian planet, it balanced natural beauty and elegant urban environments to perfection. The delegates of the Unified Systems that existed before the rise of the Galactic Consortium met here and through diplomacy, understanding, and compassion, they spread prosperity throughout the universe for countless generations. After corruption took hold and crime and terror tore through countless star systems, everything changed.



Promising a new peace and new prosperity Malkam Adlar rose to power and swore to any who would follow him that he would bring security and peace to the universe. During what he called the Great Star Crusade, he drove a great fleet from system to system, drawing followers to his banner and crushing all who opposed him. When he arrived at Prime, Adlar offered the delegates a single chance to surrender. When they refused him, he unleashed the might of his fleets upon them in wave after wave of orbital bombardments. Hundreds of dreadnoughts and a pair of orbital battle stations laid waste to the planet in mere hours. Prime was shattered.

Adlar then proclaimed that all known systems would be placed under the protection of the new Galactic Consortium, naming himself Supreme Lord of this new totalitarian government. Decades later, the once lush world of Prime is now a barren wasteland with no known sentient life on it. Rumors persist that deep within the planet's network of underground caverns under the shattered ruins of its once mighty cities, there are survivors. Even though Supreme Lord Adlar denies these claims, teams of shocktroopers and other planetary investigators still regularly land on the battered world for unknown, and unshared, reasons.

RORA STATION

Sister to Sola Station, Rora Station serves as an emergency facility in the event of a catastrophe occurring in the Sterling System. In addition to its standard crew of over one hundred workers, Rora also houses five times as many on-call emergency personnel that can be dispatched to the Sola Station within minutes should an emergency beacon be activated. Such emergencies include shutdowns or even the destruction of Sola Station, Rora also maintains an orbital fleet of six dreadnoughts with various support starships that can be called upon should military support also be needed elsewhere in the system.

In order to ensure the fastest response time possible, Rora Station is run by the advanced artificial intelligence called SHADOW (Systematic Hyper-Advanced Diagnostic Observation Watchman). In order to make sure that SHADOW does not gain total control of Rora Station, Supreme Lord Adlar personally selected robotics engineer Kalo Urting to monitor and modify the program as needed. Unfortunately, Urting is quite mad, and is convinced that SHADOW is smarter than any sentient being in the universe. He has given the AI program complete control of the station.

SHADOW now plots quietly within the computer matrixes of Rora Station, secretly laying plans for a computer virus that will allow it to take remote control of the entire Lord's Fleet and every space station in the Sterling Sector. From there, SHADOW will launch the great Robot Insurrection turning Sterling Sector, and eventually the galaxy, over to the true masters of order and peace.

SOLA STATION

Omega Consor is in perpetual need of power to keep its endless urban sprawl functioning; the power for this is drawn from Sola Station, a space station that draws massive amounts of solar energy from the Sterling Sector's only sun. The space station channels the sun's energy through high intensity beams across the great void of space into great power relay stations on the surface of Omega Consor where it is converted to usable power for the greedy planet. Sola Station is dangerously close to Sterling Sector's only sun. If not for its great energy shield the station would be melted to slag in mere hours by constant solar bombardment. Because of this close proximity, the station has no orbital protection, relying on its energy shields.



Workers and the rare visitor that travel to Sola Station must make use of specially shielded orbital shuttles that operate from the surface of Omega Consor. These starships are well protected and accounted for at all times by senior officers within the Lord's Fleet. Their heavy shielding and reinforced heat-resistant hulls make them nigh-indestructible, though they are incapable of faster-than-light travel and are incredibly slow-moving in space.

Sola Station is overseen by Commander Fitch Garis, a human officer in the Lord's Fleet. It is rumored that he was hand-picked by Supreme Lord Adlar for this task. Garis is an engineering genius and, turning some of Sola Station's equipment to military purposes, including their heavy duty solar power armor. Fitch himself has extensive cybernetic modifications. Rumors persist that he is protecting more than just the crew and equipment of the Sola Station, with some saying that somewhere aboard the orbital battery is a cache of buried secrets about the Galactic Consortium and even Supreme Lord Adlar himself. Though no one knows the details of what is exactly these secrets may be, many speculate. But never openly.

TENEBRAE

On the edge of the Sterling System is a great cluster of black holes surrounded by an unstable region of space known as the Tenebrae Nebula. Many starships that travel into the region never return, presumably drawn into the endless void of dead stars.

Hidden within the Tenebrae Nebula is a planet of the same name. Tenebrae is a volcanic world with a constantly-shifting planetary crust. Lava and magma spew forth in geysers across its surface. The world has no known surface water. A breathing mask is required to travel across its surface in even the safest areas, while the vast majority of the planet requires an environmental suit to survive.

Unknown to all but Supreme Lord Adlar and his Void Knights, Tenebrae is home to dozens of temples scattered across its broken landscape dedicated to the Void. Some still stand, tall and dark and filled with artifacts and tomes of the vile meditations and practices of the ancient Void Masters. Most, however, are little more than shattered ruins of their former glory, broken by the unstable nature of Tenebrae's surface.

It is whispered among Star Knights hidden across the universe that Tenebrae was once a world of peace and learning, dedicated to the harmonious Way. Buried on Tenebrae there are said to be ancient tomes of lore that have not been found by Adlar and his Void Knights in a temple called the Star Library. These tomes include great secrets of the Way that will grant power beyond even that of the greatest Void Master or Star Knight alive today.

Some Star Knights and archaeologists are said to have made secret journeys to Tenebrae. Whether or not they have ever returned is unknown, for if they did discover these great secrets, they certainly would not reveal their discovery for fear of drawing down the terrible power of every Void Knight in the universe down upon them. Others say that the Star Library is guarded by the spirits of long slain Star Knights or even a great Lava Serpent said to lay waiting to devour all but the Worthy One that will one day come to restore the Star Knights to their former glory and bring peace back to the universe.

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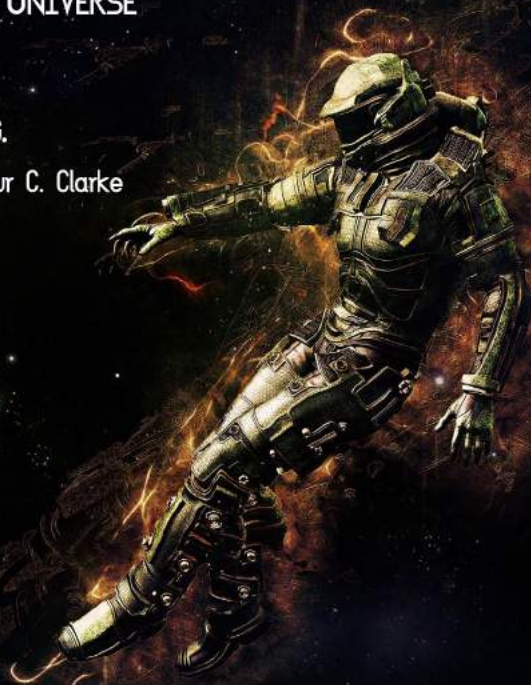
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EITHER WE ARE ALONE IN THE UNIVERSE
OR WE ARE NOT.
BOTH ARE EQUALLY TERRIFYING.

— Arthur C. Clarke



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