

WHITE • STAR

WHITE BOX SCIENCE FICTION ROLEPLAYING

GALAXY EDITION



JAMES M. SPAHN

WHITE STAR

WHITE BOX SCIENCE FICTION ROLEPLAYING

GALAXY EDITION

*For Carolyn, Jayne, Ben, and Grady
All stars of light*

BASED ON

Swords & Wizardry WhiteBox
Originally Written by Matt Finch &
Marv Brieg

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INTRODUCTION

White Star: White Box Science Fiction Roleplaying was supposed to be a simple twenty-eight page add-on for *Swords & Wizardry White Box*. But, like the universe itself, *White Star* is always expanding. *White Star: Galaxy Edition* is exactly that – an expansion. It is not a second edition and all previously published material released by Barrel Rider Games and other third party publishers is still compatible without any updates or modifications.

In fact, *White Star: Galaxy Edition* is going to look very familiar to the vast number of you who were so kind to purchase any of the *White Star* products previously published by Barrel Rider Games. But you'll also find a few surprises and a few minor tweaks here and there. *White Star: Galaxy Edition* is a refinement of the original game, with a few new surprises thrown in for good measure. By combining the material in the original *White Star* and the *Companion* (along with a dash of fresh adventure), *White Star: Galaxy Edition* provides a complete game which you can use to create extended campaigns centered on thrilling heroes traveling between the stars.

So, if you've still got your Star Sword at the ready and you're eager to climb into the cockpit of a Heavy Mecha, there's adventures untold in the Sciuridae System – and beyond. It's all a part of *White Star: Galaxy Edition*.





CHAPTER

0001

CHARACTERISTICS

STARTING THE GAME

The first step in playing *White Star: Galaxy Edition* is to create a character for play; this is a simple matter of rolling a few dice to determine your character's attributes and serial, selecting a class, and using in-game currency (called credits) to purchase equipment.

If you're the Referee, you've got a bit more preparation to do, but that's covered later in a section especially for the Referee.

RULE NUMBER ONE

The most important rule is that the Referee always has the right to modify the rules. In fact, it's encouraged. There are gaps in the rules - holes that the author did not fill on purpose because much of the fun of "old school" gaming is being able to make rules up as you need them.

Sometimes this means saying something as simple as "Um, grab some dice, roll them and tell me the total," to the more complex home-brewed charts to determine the smallest details of your game. Along the way, there are suggestions and explanations given – House Rules – within text boxes. Feel free to use them or discard them as you like.

White Star is your game, after all.

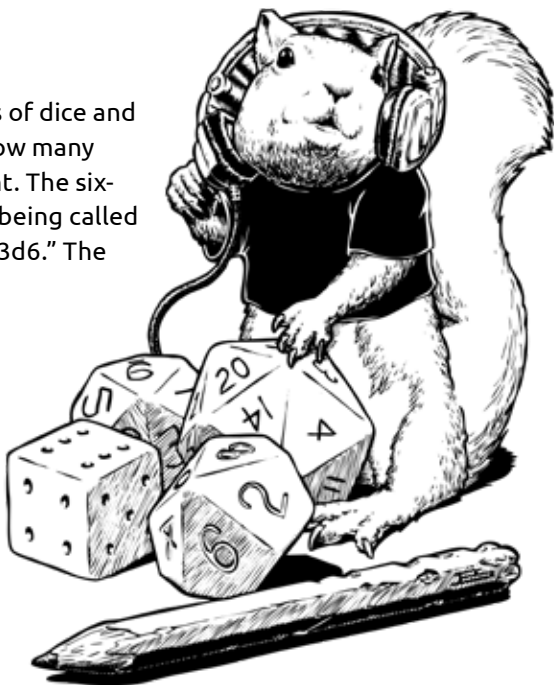
THE DICE

White Star uses a few different kinds of dice and they are abbreviated according to how many sides they have, and a “d” at the front. The six-sided die is called a d6, and if you’re being called to roll three of them, it will say “roll 3d6.” The twenty-sided die is called a d20.

ATTRIBUTES

The attributes are numbers that represent the Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma of a character.

The standard way to generate these Attributes is to roll 3d6 in order of each of them listed above. Once these rolls have been made it is often obvious which type of character best fits the numbers, but a player always has the option to play any character class desired. Some classes have a Prime Attribute. This is an attribute which may provide an additional Experience Point (XP) bonus for that class.



HOUSE RULE:

HEROIC ATTRIBUTES

Referees who want to allow other players to generate more heroic characters may allow them to roll 4d6, adding up the total of the highest three numbers rolled and then placing that number wherever the player desires.

So if a player wants to play a character with a high Dexterity and on their first roll the dice provide a 5, 6, 4, and a 1 then the total would be a 15 (5+6+4). The player would ignore both the 1 and the obligation to place the first rolled Attribute in Strength. And instead place the high number in their Dexterity.

In most cases, players will want to generate all six attributes when using the Heroic Attributes method of Attribute generation, then placing them as they see fit.

STRENGTH

A high Strength allows your character to carry more equipment and provides bonuses in melee combat. Strength is a Prime Attribute for Mercenaries.

- Mercenaries with a Strength of 15 or higher receive a +5% bonus on Experience Points (XP) earned as described in their class entry.
- Characters may use their Strength Bonus to modify the to-hit number with melee weapons.
- Characters may use their Strength Bonus to modify the damage number with melee weapons.

INTELLIGENCE

Intelligence represents I.Q., reasoning, and the ability to solve problems or understand difficult concepts. It measures how clever a character is. Intelligence is the Prime Attribute for Bounty Hunters, Cyphers and Two-Fisted Technicians.

- Bounty Hunters, Cyphers and Two-Fisted Technicians with an Intelligence of 15 or higher receive a +5% bonus on all Experience Points (XP) earned as described in their class entry.
- Characters can use their Intelligence Bonus to learn additional languages. All Characters gain one (1) extra language for every point above 10.
- Alien Mystics can use their Intelligence Bonus to gain a bonus on Gift effectiveness. Targets of Gifts used by Alien Mystics suffer a penalty on their Saving Throw to resist these abilities equal to the Alien Mystic's Intelligence Bonus. So, for example, an Alien Mystic with an Intelligence of 15 would inflict a -1 penalty on any Saving Throws made to resist their Gifts.

WISDOM

Wisdom determines a character's insight, perception, and judgment. Wisdom is the Prime Attribute for Combat Medics, Deep Space Explorers, Star Knights and Untrained Initiates.

- Any character with a Wisdom of 15 or higher gains a 5% bonus to all Experience Point (XP) awards.
- Combat Medics, Deep Space Explorers, Star Knights and Untrained Initiates with a Wisdom of 15 or higher gain a 5% bonus to all Experience Point (XP) awards (in addition to the bonus all classes receive for having a high Wisdom and Charisma).
- Certain classes can use their Wisdom Bonus to gain a bonus on Meditation effectiveness. Targets of Meditations used by Star Knights, Star Pilots, and Untrained Initiates suffer a penalty to their Saving Throws made to resist these abilities equal to that character's Wisdom Bonus. So, for example, an Untrained Initiate with a Wisdom of 15 or higher would inflict a -1 penalty on any Saving Throws made to resist their Meditations.

CONSTITUTION

Constitution represents the health and endurance of a character. A high Constitution gives a character extra Hit Points. Constitution is the Prime Attribute for Plucky Sidekicks.

- All characters add their Constitution Bonus (or subtract it, if negative) at character creation and when they gain additional Hit Points on each Hit Die – adding it to the number rolled.
- Plucky Sidekicks with a Constitution of 15 or higher gain a 5% bonus to all Experience Point (XP) awards.

DEXTERITY

Dexterity is a combination of coordination and quickness. A high Dexterity score grants a character bonuses when attacking with any ranged weapon, such as a laser pistol and makes a character more difficult to hit in combat. Dexterity is the Prime Attribute for Gunslingers, Mecha Jocks, Pilots and Star Pilots.

- Characters apply their Dexterity Bonus to modify their to-hit number with ranged (or missile) weapons.
- Characters apply their Dexterity Bonus as a beneficial modifier to their Armor Class (or Ascending Armor Class). For example, a character with a Dexterity between 15 and 17 reduces their Armor Class by -1 (or increases it by +1 if Ascending Armor Class Rules are used).
- Gunslingers, Mecha Jocks, Pilots, and Star Pilots with a Dexterity of 15 or higher receive a +5% bonus to all Experience Point awards

HOUSE RULE:

ABILITY CHECKS

At the referee's discretion if a player character is attempting a general task not covered by a skill (or if skills are not being used), the referee may call for an ability check instead. The referee selects an attribute appropriate to the task at hand (i.e. Strength for prying open a stuck door or Intelligence for noticing a hidden clue). The player then rolls 1d20. If the roll is equal to or under the attribute selected by the referee, the action is a success.

Particularly difficult tasks may impart a penalty anywhere from -1 to -15 or more, while especially easy tasks might grant a bonus of +1 or higher.

CHARISMA

A highly charismatic character has a better chance to talk their way out of trouble, and can lead more special followers called Assistants than characters with a low Charisma. Charisma is the Prime Attribute for Aristocrats, the Man of Tomorrow, and Rock Stars.

- Any character with a Charisma of 15 or higher receives a 5% bonus to all Experience Point awards.
- Aristocrats, the Man of Tomorrow, and Rock Stars with a Charisma of 15 or higher receive a 5% bonus to all Experience Point awards (in addition to the bonus all classes receive for having a high Wisdom and Charisma).
- Characters use their Charisma to modify the number of loyal non-player Assistants you can acquire. These assistants include specialists and non-human creatures, but do not usually include basic soldiers. You can use your Charisma to modify the Loyalty of those Assistants.

TABLE 1-1: CHARISMA BONUS

CHARISMA	MAX # OF ASSISTANTS	LOYALTY
3-4	1	-2
5-6	2	-2
7-8	3	-1
9-12	4	0
13-15	5	+1
16-17	6	+2
18	7	+2

The Referee may want to make a Loyalty check for a non-player character when they are put in a dangerous situation or offered a bribe to change sides in a conflict. More information on Assistants can be found on page 115. The Referee makes a Saving Throw for the Assistant, modified by the associated player character’s Charisma-based Loyalty modifier.



UNIVERSAL ATTRIBUTE BONUS

Each attribute has the potential to modify what a character can do. Table 1-2: Universal Attribute Bonus (sometimes simply called a Bonus or Modifier), shown below, explains these:

TABLE 1-2: UNIVERSAL ATTRIBUTE BONUS

ATTRIBUTE	DESCRIPTION	BONUS/MODIFIER
3	Abysmal	-2
4-6	Below Average	-1
7-14	Average	+0
15-17	Above Average	+1
18	Extraordinary	+2

HOUSE RULE:

ALIGNMENT

Campaigns which use this optional rule set up a clear “good vs. evil” paradigm. If alignment is used, White Star defaults to a three-point alignment system detailed below. Some classes may be required to adhere to a specific alignment, as noted in Chapter Two: Classes. The three alignments are:

STAR: You fight for truth and justice, seeking to make the galaxy a better place. You are likely to keep your word of honor, aid those in need or oppressed by evil, and act in what is traditionally considered to be a good and moral fashion.

NEBULA: You serve your own self-interests or personally important causes most of the time, but you’re not above performing the occasional act of charity or malice. For the most part you avoid allying too strongly with idealistic causes, whether good or evil.

VOID: You believe that might makes right and will bow to no master, save those who can serve to empower you. You have no qualms about engaging in deplorable acts to improve yourself and are willing to lie, cheat, and even murder to achieve your desired ends.

Other alignment systems (or none at all) may be used at the Referee’s discretion.

Each Referee will decide how and when this Modifier or Bonus is used, and should feel free to modify this table as desired. For example, some Referees prefer the average range for bonuses to use the more standard 9-12 and will adjust the table accordingly.

EXPERIENCE BONUS

Any character can potentially gain a bonus to their earned Experience Points that can help increase the rate at which they earn Experience Points through the course of their adventures.

Remember all character classes get to add 5% to their earned Experience Point total if they have a Wisdom or Charisma of 15 or higher. Characters with both a Wisdom and Charisma of 15 or higher earn a 10% bonus on all earned Experience Points.

Many character classes (though not all) get to add +5% to their Experience Points earned if their Prime Attribute is 15 or higher.

Alien Brutes, Alien Mystics, Brimlings, Freed Assimilants, Novomachina, Star Squirrels, Uttin, and Yabnabs have no Prime Attribute and receive no class-based Experience Point bonus.

Add all earned Experience Point bonuses together for a character. The maximum Experience Point bonus attainable is 20%, except for Untrained Initiates (see page 87). However, most characters will have less than this.

STARTING CREDITS

To determine how much currency your character starts with simply roll 3d6 and multiply the result by ten (x10). The result generated will be between 30 and 180. This determines the number of credits (cd) that a character starts the campaign with. Equipment may be purchased in Chapter Three: Equipment, which starts on page 93.



SERIALS (OPTIONAL)

Heroes don't appear out of the void of space. Every character has a past and every hero has an origin. The Serials system allows players, if the referee is using this optional rule, to determine some of the details regarding a newly created character's background. It is not a complete history – but a 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. Instead players are encouraged to work with the referee and other players to create a history that fits the style of the campaign.

After determining a character's abilities the player should roll 1d6 for the first six aspects of the character's background. This includes Homeworld, Family, Youth, First Adventure, Allies, and Adversary. The seventh aspect of a character's background, the Critical Event, is completely optional and should only be taken if the player chooses to take it. They can choose to skip this part of the character's background.

HOMEWORLD

Almost everyone in the universe was born on a planet and no two worlds are 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.

A character receives attribute modifiers based on their homeworld, though no attribute can be increased above 18 or below 3.



TABLE 1-3: HOMEWORLD

ROLL (1D6)	WORLD TYPE	DESCRIPTION	ATTRIBUTE MODIFIER
1	Low-Gravity	You come from a world with gravity lighter than most other planets in the galaxy. As a result you are quicker and more agile than most others, but the light gravity has made you physically weaker than other similar species.	+1 Dex -1 Str
2	High-Gravity	Your world have a heavier gravity than most other planets in the galaxy. You are stronger for it, able to lift heavier weights and often have more dense mass. However, you're slower than other similar creatures and not as precise.	+1 Str -1 Dex
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 tends to make spacers reckless and impulsive.	+1 Int -1 Wis
4	Cosmopolitan	You were raised on a wealthy planet where politicos and nobles rubbed shoulders. As such, you know how to turn on the charm, but easy living has made you soft.	+1 Cha -1 Con
5	Primitive	You come from a world without the advanced technology found in the rest of the galaxy. Space travel was alien to you until late in life when otherworldly visitors came to your planet. You learned to endure the wilds of the world, but had little time for academic pursuits.	+1 Con -1 Int
6	Dangerous	Your homeworld is a dangerous one dominated by natural dangers like lava flows or suffering from cataclysmic environments like radiation clouds. You had to be keen eyed to survive, but had little time for niceties or politeness.	+1 Wis -1 Cha

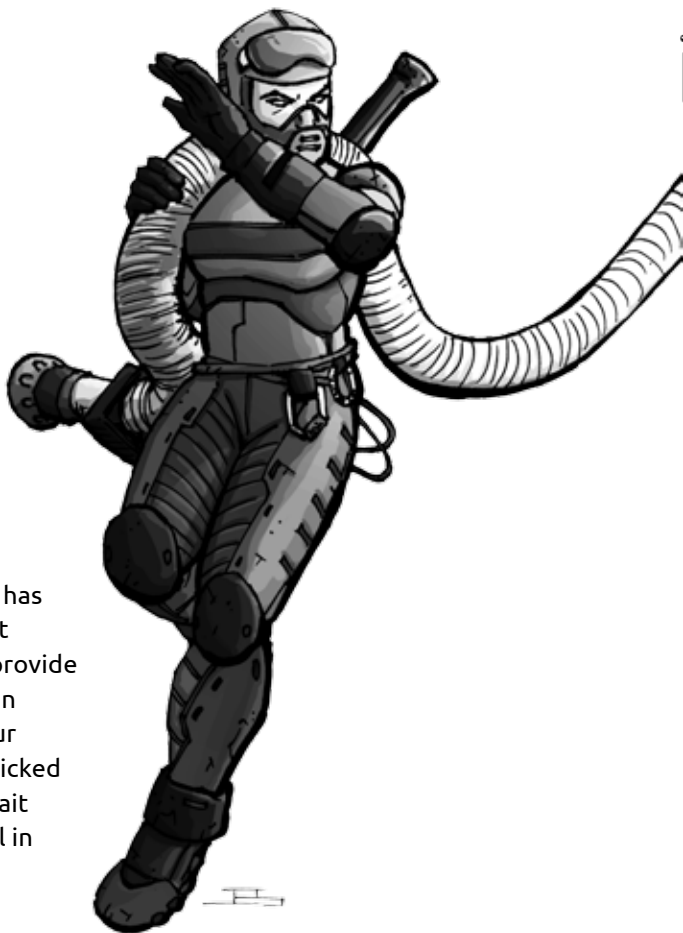
FAMILY

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

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 below. The results of the saving throw determine whether or not a player character's family member or members become involved in the adventure.

TABLE 1-4: FAMILY

ROLL (1D6)	RELATIONSHIP	SAVING THROW MODIFIER
1	You have a strong relationship with your family	A Saving Throw is rolled with a +2 bonus. If successful a family member arrives during the adventure to aid the player character.
2	You have an average relationship with your family	A Saving Throw is rolled. If successful a family member arrives during the adventure to aid the player character.
3	Most of your family is dead or missing	Cannot contact Family for aid. No saving throw is made.
4	You have an antagonistic relationship with your family	A Saving Throw is rolled. If failed a family member arrives during the adventure and complicates the situation for the player character.
5	Your family actively attempts to act against you	A Saving Throw is rolled with a -2 bonus. If failed a family member arrives during the adventure to actively thwart the player character.
6	Character knows nothing of their family and was raised as an orphan	Family may show up at referee's discretion.



YOUTH

In the years before adulthood, everyone has formative events 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.

TABLE 1-5: YOUTH

ROLL (1D6)	YOUTH EXPERIENCES	MODIFIER
1	Child-Slave	+1 hit point per level
2	Delinquent	Character can pick pockets on a roll of 1-2 on 1d6
3	Refugee	Character can find food and water in urban environments on 1-2 on 1d6
4	Hunted	Character was hunted as a criminal, can hide while remaining still on a 1-2 on 1d6
5	Swept off to Adventure	Character can select to have +1 to any one Attribute
6	Military/Boarding School	Character gains proficiency in laser rifle or firearms, if character is already proficient they can choose +1 to hit with laser rifle or firearms

FIRST ADVENTURE

Your character undoubtedly had adventures before the beginning of the campaign. 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 class selection.

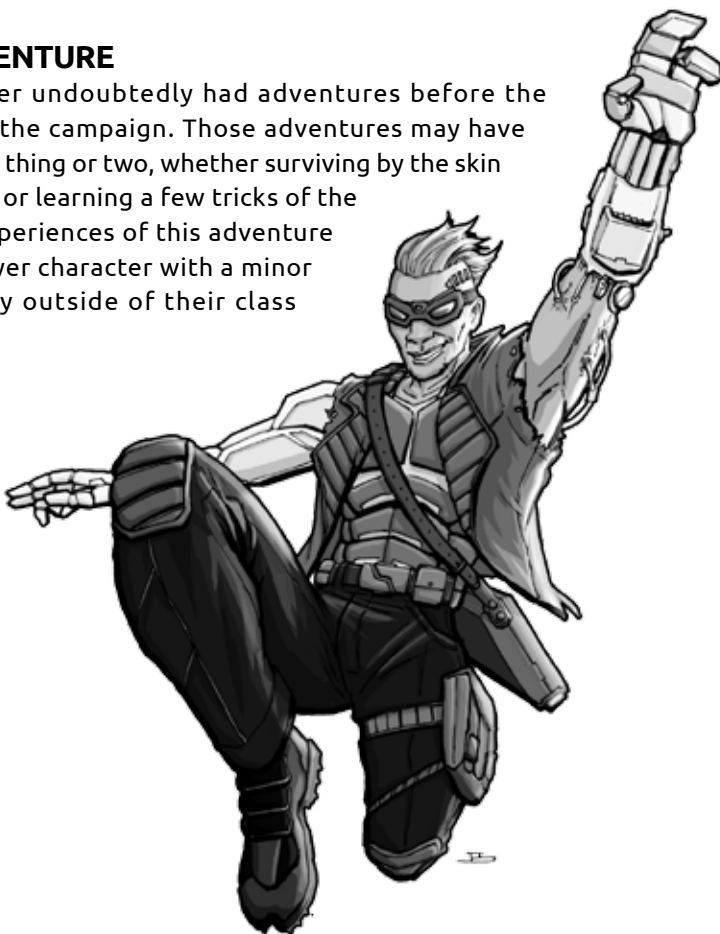


TABLE 1-6: FIRST ADVENTURE

ROLL (1D6)	EVENT	BENEFIT
1	Captured by Outlaws	Able to pick mechanical locks on 1-2 on 1d6
2	Stowed away on a Starship	Can remain silent while still on 1-2 on 1d6
3	Home Planet Destroyed	+2 to saving throws vs. fear
4	Space Battle	+1 to Targeting when using Starship Weapons
5	Saved a Planet	+2 to Reactions w/ natives of one planet
6	Hired as an Assistant	+1 to Loyalty of all Assistants

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.

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

TABLE 1-7: ADVERSARIES

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 love 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 I.A. with faulty programming that now wishes to dissect you.
6	Void Knight	A terrible Void Knight is combing the galaxy, searching for you.



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.

TABLE 1-8: ALLIES

ROLL (1D6)	ALLY	DESCRIPTION	BENEFIT
1	Hot-shot Pilot	You know a skilled pilot, both reckless and brave.	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 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) can serve as your instructor or ally, but you must keep their location a secret.
5	Disgruntled Merc	A grizzled mercenary can sometimes be called on for aid in matters of tactics and war.	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.	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.

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 comes great risk. Unlike other aspects of your character's serial, players 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.

TABLE 1-9: CRITICAL EVENT

ROLL (1D6)	CRITICAL EVENT	EFFECT
1	Won a Light Transport in a game of chance	You own a light transport spaceship.
2	Suffered a critical injury, got a cybernetic replacement	You may choose one cybernetic implant for free.
3	Located a previously undiscovered hideout, known only to you	You 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 and may choose which save you succeed in, even after the results are determined.
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.





CHAPTER

0002 CLASSES AND SKILLS

There are five standard character classes in White Star: Aristocrat, Mercenary, Pilot, Robot and Star Knight. Referees may also allow the other classes listed in this chapter, but consult with them before selecting any of those options. Your Referee may also have invented other character classes or be allowing optional character classes from other roleplaying games or White Star supplements.

READING CHARACTER CLASS TABLES

Level: Refers to the level of experience for a character class. Everything on the row relates to that level of a character.

XP: This number reflects the Experience Points (XP) needed to advance to through the various levels of experience for each class.

BHB: This is the Base Hit Bonus added to all To-Hit Rolls (or To-Hit Rolls) and is explained in more detail on page 120.

HD: This is the number of Hit Dice at that level. Characters roll their Hit Dice using d6 each time they advance a level and add the new value to their previously established Hit Point total.

ST: This is the Saving Throw number for a character to try to avoid something terrible happening to them. It is detailed on page 112.

STANDARD CHARACTER CLASSES

These classes should be considered available to any player character in a *White Star* campaign. They represent the most common heroes and villains found in the universe at large, though it is possible that a highly specialized campaign might result in the referee restricting access to one or more of them.

ARISTOCRAT

"My commands have saved worlds and sent interstellar empires to their knees."

Aristocrats are galactic senators, planetary nobles, military officers, and any other thousands of humans that make their way in the galaxy by force of personality. They can also be con men, gamblers, or grifters. Whether genuine or ignoble, the Aristocrat specializes in using their silver tongue to help them survive. They inspire allies, intimidate enemies, and talk their way into (or out of) almost anything.

Because of their unique skill set, Aristocrats often play a support role in a party of galactic explorers. They are rarely front-line combatants, although in the cases of Aristocrats with military backgrounds, they often surround themselves with armed soldiers and Assistants who they command with deadly efficiency.

WEAPON/ARMOR RESTRICTIONS:

Aristocrats are trained in a plethora of light weaponry and may use bladed gauntlets, clubs, daggers, energy slings, firearms, hold out lasers, ion pistols, ion sticks, laser pistols, mono-daggers, mono-swords, snap swords, sporting lasers, staffs, and swords. They may wear energy cloaks and light armor for protection, but do not use shields of any kind.

CLASS SKILL: Interaction.



TABLE 2-1: ARISTOCRAT ADVANCEMENT

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

POWERFUL SPEAKER: Aristocrats are master orators. They are capable of performing a rousing speech before a crowd of listeners. Often this is used before a pitched battle or to hearten fearful friends. Using this ability requires one round to activate and any allies who hear the Aristocrat's voice receive a +1 bonus to all To-Hit rolls and all Saving Throw rolls made for the next 6 turns.

SILVER TONGUE: An Aristocrat is a skilled orator, able to mimic the effects of the 1st-level Meditation Charm Person (see page 200) by speaking to a single target for one (1) round. If the target fails a Saving Throw they are considered to be under the effects of a Charm Person Meditation. Only targets who speak the same language as the Aristocrat can be targeted.

RETINUE (4TH): Beginning at 4th level, the Aristocrat draws the service of several loyal individuals. Typically this includes a 1st or 2nd level Mercenary that acts as their bodyguard as well as an entourage of 2d6 normal humans who act as servants and advisers.

PLANETARY RULER (8TH): When an Aristocrat reaches 8th level he can choose to establish rule over a planet, a large space station, a large interstellar merchant fleet, or even a fleet of military ships. He will need to raise the necessary resources to accomplish this by his own means, but if he is able to do so, followers will arrive to serve him loyally.

SAVING THROW: Aristocrats receive a +2 bonus to all Saving Throws made to resist attempts to influence them or cloud their mind.

XP BONUS FOR CHARISMA: Aristocrats with a Charisma of 15 or higher receive a 5% Experience Bonus.

MERCENARY

"I've seen battle from the Sterling System all the way to Ultimak Station, pal – and I've survived it all."

Call them grunts, bodyguards, or soldiers of fortune — they all fall into the mercenary category. These are the men and women specializing in all types of combat. Clad in heavy armor and armed with the latest technology and weapons, they live (and die) by the laser and whatever else they can use to fight with.

More than any other class, the Mercenary relies on her equipment as she explores the stars. With the latest technology, she's able to defend her companions from the deadliest threats from across the universe. Mercenaries are capable of using any piece of military technology and they don't hesitate to do so. They're an asset to any party and are often the vanguard of battle, and that's just how they like it!

WEAPON/ARMOR RESTRICTIONS:

Mercenaries are trained in all forms of combat and have no weapon or armor restrictions.

COMBAT MACHINE: Against foes of one Hit Die (1 HD) or less, Mercenaries get one extra free attack per round, up to one extra attack per experience level. Thus a 2nd level Mercenary would receive two extra attacks each combat round. These extra attacks can only be used against foes of one Hit Die or less, but the Mercenary's standard attack can still be used against any foe they choose.

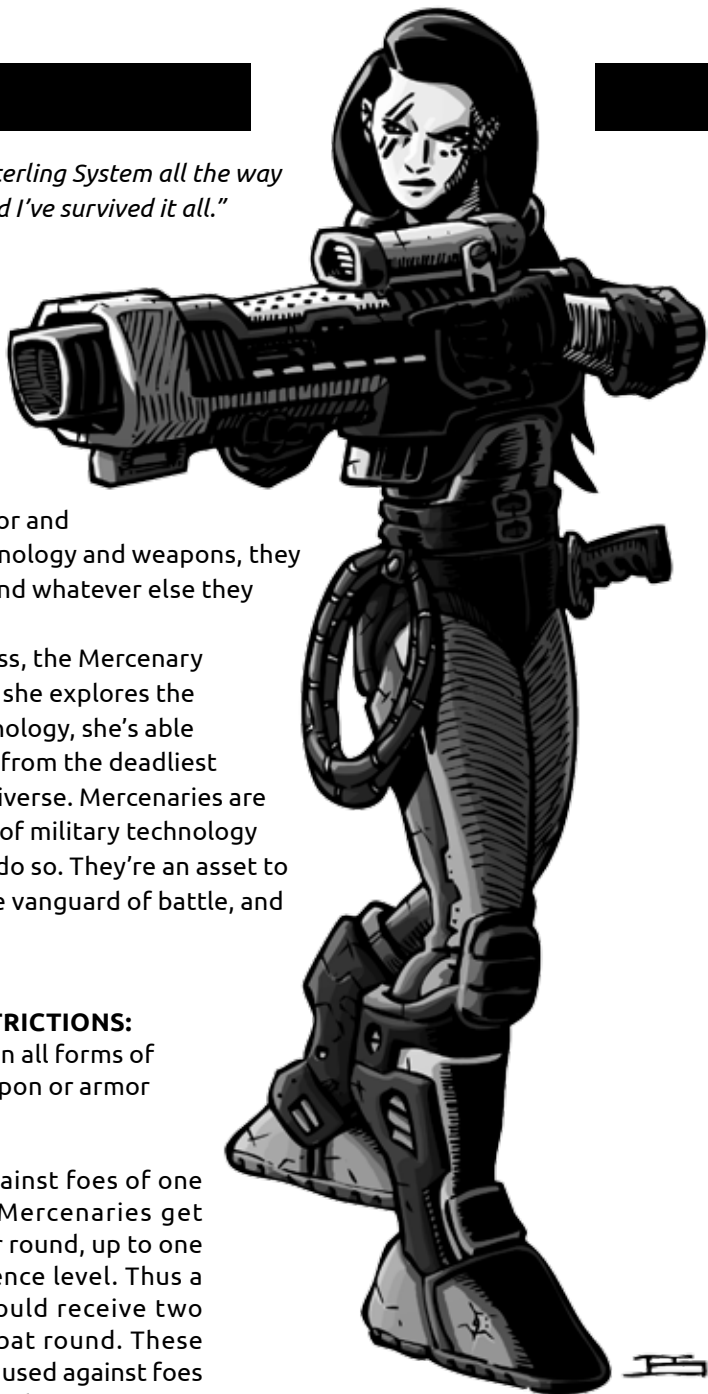


TABLE 2-2: MERCENARY ADVANCEMENT

LEVEL	XP	HD	BHB	ST
1	0	1+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
8	128,000	8	+5	7
9	256,000	9	+6	6
10	512,000	10	+6	5

WEAPON SPECIALIST: At character creation a Mercenary selects one weapon in which they are proficient – such as laser pistol, snap blade, or ion rifle. They receive +2 to all “to-hit” and damage rolls when wielding that weapon. In addition, when a Mercenary reaches 7th level they may make one additional attack each combat round, provided the second attack is made with their specialized weapon.

CLASS SKILL: Athletics.

ESTABLISH MERCENARY COMPANY (9TH): At 9th level a Mercenary character who chooses to build a planetary stronghold or space station may attract a body of loyal soldiers who will serve as their personal strike force or specialized commando team. The details and composition of this group is determined by the Referee.

SAVING THROW: Mercenaries receive a +2 bonus on Saving Throws against death or poisons.

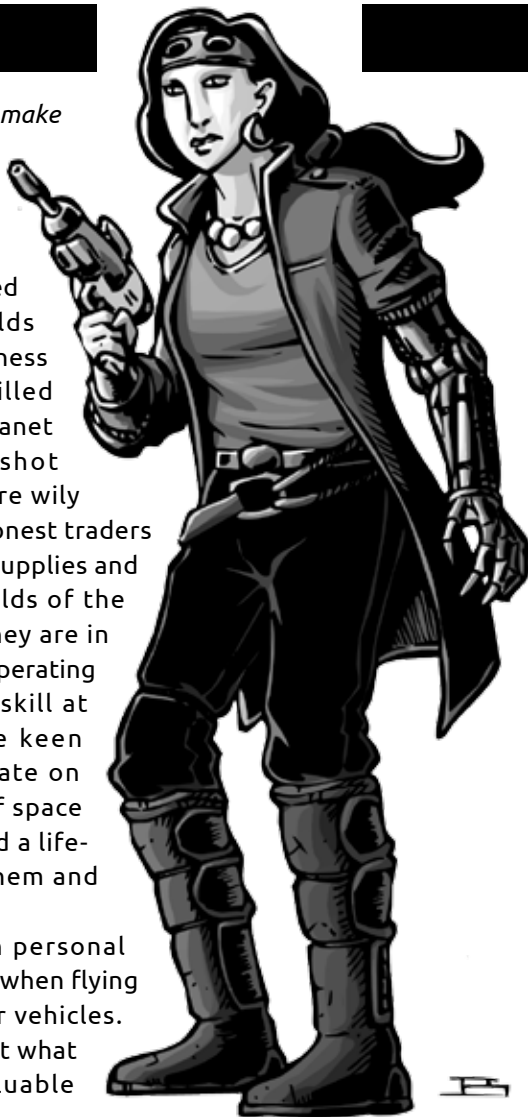
XP BONUS FOR STRENGTH: Mercenaries with a Strength of 15 or higher receive a +5% bonus on all earned Experience Points.

PILOT

"If she's got an FTL drive, I can make her sing like a Sciuridae finch!"

Between worlds are endless stretches of emptiness dotted with stars. Countless worlds offer an oasis from the vastness of space, but it takes a skilled Pilot to fly starships from planet to planet. Some are hot-shot fighter aces, while others are wily smugglers. Others yet are honest traders or laconic scouts who carry supplies and civilization to the wild worlds of the galaxy. Pilots shine when they are in the cockpit of their vessels, operating with amazing alacrity and skill at the stick. They also make keen mechanics, forced to operate on their own in the vastness of space with only a battered hull and a life-support system between them and certain death.

Pilots are serviceable in personal combat, but they truly shine when flying starships and piloting other vehicles. They are the absolute best at what they do and serve as invaluable



WEAPON/ARMOR RESTRICTIONS: Pilots may see some combat, but prefer to move light and quick. They wear energy cloaks, light armor and scout armor. Their weapons are limited to bladed gauntlets, clubs, daggers, energy sling, firearms, grenades, hold-out lasers ion pistols, ion sticks, mono-daggers, mono-swords, laser pistols, sporting lasers, and snap swords.

CLASS SKILL: Navigation.

STICK JOCKEY: When a Pilot is flying a starship in combat she receives a +2 bonus to Initiative in Starship Combat.

TABLE 2-3: PILOT ADVANCEMENT

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

SPACE ACE: At the beginning of each Starship Combat round, if a Pilot is flying the starship she may add +1 to any one of the starship's statistics temporarily: Armor Class, Movement, Shield Strength, or Targeting. She may choose which statistic to modify each round, selecting a different one each time. At 4th level a Pilot may add +1 to any two of the starship's statistics each round. At 8th level a Pilot may add +1 to any three of the starship's statistics each round.

JURY-RIG: Once per day a Pilot may attempt a quick fix on a starship, although these temporary repairs break down quickly and in some cases can lead to a starship's destruction. Jury-Rig takes 1 round and restores a number of Hit Points to the starship equal to 1d6 per Experience Level of the Pilot. After 2d6 rounds, the starship suffers damage equal to the same amount restored by Jury-Rig, minus 1d6.

At the Referee's discretion this ability can also be used to gain an understanding of other technology, such as computers or security systems, and may grant a minor bonus when attempting to manipulate such devices. When used in this fashion the Pilot typically has a 1-2 on 1d6 chance of success.

CAPTAIN (4TH): Once a Pilot reaches 4th level she may modify her starship beyond its stock Statistics. This includes weapons, armor, shields, speed etc. How long this takes and what it costs are determined by the Referee the information found in Chapter Six: Starships and Vehicles as a guideline.

SAVING THROW: Pilots receive a +2 bonus on Saving Throws against explosions and environmental hazards.

XP BONUS FOR DEXTERITY: Pilots with a Dexterity of 15 or higher receive a 5% bonus on all earned Experience Points.

ROBOT

"A preliminary evaluation of the situation confirms that there is only a 5.726% chance of survival, sir. I recommend an alternate course of action."

Robots are purely automated lifeforms. Electricity is their blood and metal is their skin. Yet, their programming is so complex that they seem to have emotions and thoughts just like a human. They can be programmed for any number of tasks from manual labor, medical assistance, technology interface, zero-g functionality, and even combat. Each Robot is designed for a single specific purpose, but their complex programming allows them to learn to adapt as much as any living and sentient being.

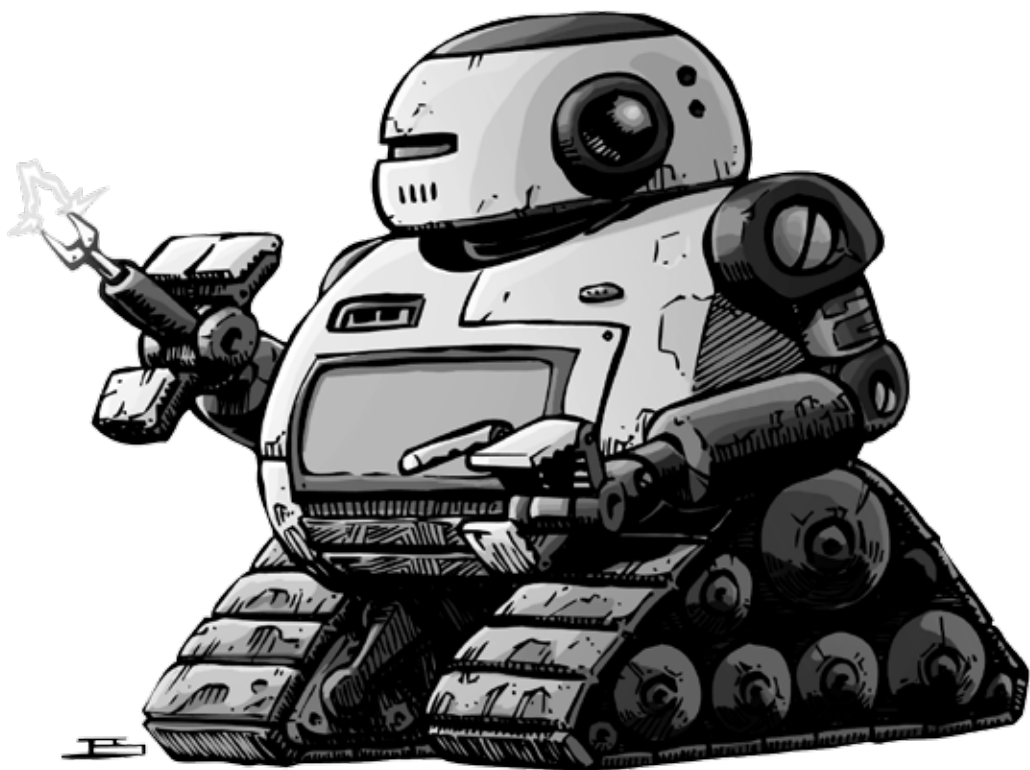


TABLE 2-4: ROBOT ADVANCEMENT

LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	12
2	2,000	2	+1	11
3	4,000	3	+2	10
4	8,000	4	+2	9

WEAPON/ARMOR RESTRICTIONS: Most Robots are not programmed for combat. In fact, most are programmed specifically not to attack sentient life forms at all. A Robot will, unless programmed otherwise, only fight in self-defense and only use clubs, daggers, and laser pistols. They cannot wear armor or use shields.

CLASS SKILL: A Robot's class skill is determined by their model. See the description of each model for the appropriate class skill.

METAL BODY: All Robots have metal bodies, which affords them some protection. All Robots have a -3 [+3] bonus to their Armor Class and are not affected by the vacuum of space. They do not need to eat or breathe, but do need to shut down for at least one hour (6 turns) every day to recharge. They cannot be poisoned and do not catch diseases. Robots cannot be healed by Heal Others and may be immune to several other Meditations and Gifts at the Referee's discretion.

SCANNERS: Robots can detect life forms at a range of up to 60 feet. Because of this they cannot be surprised by living creatures. They are also capable of seeing in total darkness at a range of 60 feet.

SELF-REPAIR: Instead of shutting down for one hour (6 turns) each day, a Robot can choose to enter an 8-hour repair cycle. While in this repair cycle their circuits reroute power, run diagnostics, and auto-repair cycles are run. This heals the Robot for 1d6+1 Hit Points per uninterrupted repair cycle, recovering up to their maximum Hit Points.

MECHANICAL UNDERSTANDING: Because Robots are themselves machines, they have a natural understanding of all things mechanical and technical and may receive bonuses or increased chances of success when interacting with modern devices or computers. This is often particularly applicable when the technology in question is related to their model. All Robots receive +1 to their Class Skill, as determined by their model.

MODEL: Each Robot is designed to serve a specific purpose and function. This is known as its model. At 1st level the player selects one model and receives all the benefits associated with that model only. Several models are listed below and the Referee should feel free to modify them or design new ones to suit the needs of their own campaign:

- **COMBAT:** These Robots are designed for warfare and battle. They receive a -2 [+2] bonus to their Armor Class in addition to the bonus already listed above. They are also able to wield any weapon and receive a +2 bonus on all to-hit rolls. They are typically equipped with an internal laser weapon chosen at character creation in addition to any other weaponry they carry. They can wear Light or Scout armor, and use any shield. Combat Robots have Athletics as a class skill.
- **DIPLOMACY:** These Robots specialize in etiquette and protocol. They are able to speak any language they come into contact with after three (3) rounds of hearing and studying it. They also receive a +2 bonus on the Loyalty of all Assistants they hire. In most cases, they avoid combat and are not often targeted in battle. They are not proficient in any additional weapons. Diplomacy Robots have Interaction as a class skill.
- **MECHANICAL:** These Robots specialize in the operation and repair of starships and vehicles. They may Jury-Rig up to three times (x3) per day and Space Ace a maximum of once per round, just like Pilots. While not specifically designed for combat, most Mechanical Robots have an internal laser pistol or ion pistol (player's choice) and are proficient with ion pistols. Mechanical Robots have Technology as a class skill.
- **MEDICAL:** These Robots are specialize in saving lives. They will not attack any living being, even in self-defense. In spite of this, they often enter active combat zones to aid those who need medical attention. At 1st-level Medical Robot gains the Med Kit Specialist ability. At 2nd level they gain the Back from the Brink ability. At 4th level they gain the Cybernetic Surgeon ability. All of these are described on pages 48 under the Combat Medic class description. Medical Robots have Medicine as a class skill.

LANGUAGES: Unless otherwise stated, Robots are able to speak the common language and the computerized language of Robots only.



STAR KNIGHT

*"I walk in the Way, guided
by the light of the stars."*

Star Knights are wandering protectors of the galaxy. They combine martial prowess with a unique religion known simply as The Way. Through their mystical beliefs they are able to achieve feats unknown to few other beings. They travel from world to world, bringing justice to the oppressed and compassion to the down-trodden.

While not as skilled in direct combat as the Mercenary, a Star Knight's unique abilities allow him to play a support role both in and out of combat. He is capable of calming aggressive foes, healing the wounded, and engaging in devastating melee combat when needed.

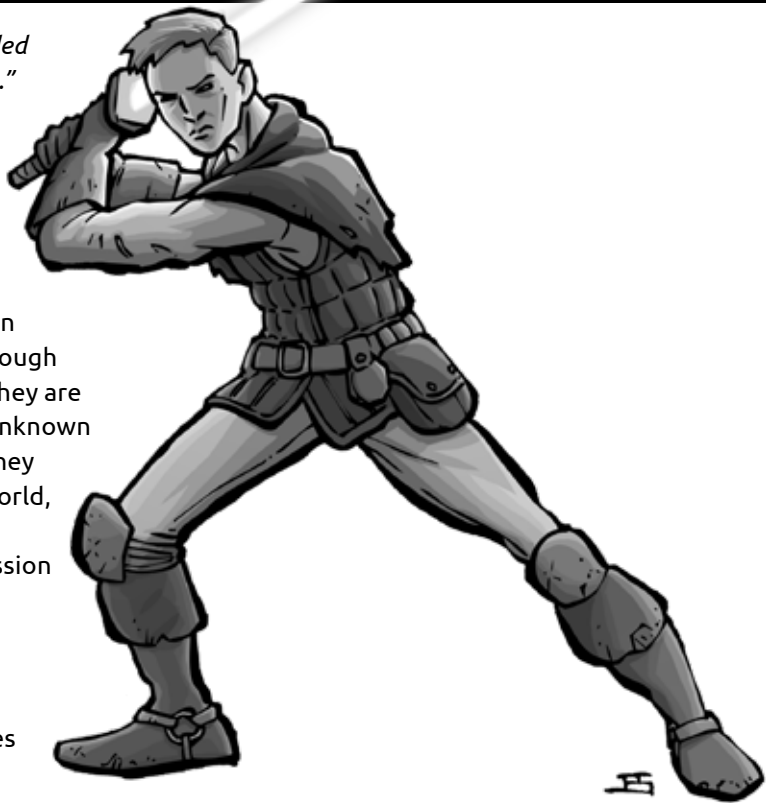


TABLE 2-5: STAR KNIGHT ADVANCEMENT

LEVEL	XP	HD	BHB	ST
1	0	1	+0	15
2	2,500	2	+0	14
3	5,000	3	+1	13
4	10,000	3+1	+1	12
5	20,000	4	+2	11
6	40,000	5	+3	10
7	80,000	6	+3	9
8	160,000	6+1	+4	8
9	320,000	7	+5	7
10	640,000	8	+5	6

TABLE 2-6: STAR KNIGHT MEDITATION ADVANCEMENT

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

CLASS SKILL: Interaction.

WEAPON/ARMOR RESTRICTIONS: Star Knights are protectors and defenders, and as such they have a limited selection of weapons to choose from. They can wield clubs, daggers, ion pistols, laser pistols, staffs, and star swords (their preferred weapon). They can wear energy cloaks, light armor, scout armor, and use any shields.

MEDITATIONS: Star Knights are able to activate Meditations as shown on TABLE 2-6: Star Knight Meditation Advancement. Each day a Star Knight spends time focusing his mind on Meditations, preparing a number of Meditations determined by his Experience Level as shown on TABLE 2-5 after fifteen (15) rounds of mind-cleansing exercises. A Star Knight requires six (6) hours of consecutive rest before cleansing his mind. He can prepare the same Meditation more than once if he so chooses, but may not prepare more Meditations than the number determined by his Experience Level, and once the energy to activate a Mediation is used the Meditation is lost.

STAR SWORD DUELIST: The star sword is the preferred weapon of the Star Knights. They receive +2 to all to-hit rolls when wielding a star sword. All Star Knights start with a star sword at no cost at 1st Level.

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

SAVING THROW: Star Knights receive +2 to all Saving Throws made to resist Meditations and Gifts.

XP BONUS FOR WISDOM: Star Knights with a Wisdom of 15 or higher receive a 5% bonus to all Experience earned.

OPTIONAL CLASSES

The classes listed below describe several exotic aliens or specialized professions. Players should consult with their Referee before selecting an Optional Class, as some (or even any) of them may not be appropriate for every campaign.

ALIEN BRUTE

"Puny human."

Alien Brutes are martially oriented and often large, strong non-humans. Whether they're eight-foot tall walking carpets, angry explosives-laden mammalian creatures, or ridge-headed, honor-bound warriors, this class reflects non-human characters from a martial society. Whether by genetic predisposition or eons of cultural influence, they are masters of combat who serve as loyal allies and fierce adversaries.



WEAPON/ARMOR RESTRICTIONS: Alien Brutes come from societies which focus on warfare and combat. They may use any weapons or armor they chose, as well as all shields.

CLASS SKILL: Athletics.

COMBAT MACHINE: Against foes of one Hit Die (1 HD) or less, Alien Brutes get one extra free attack per round, up to one extra attack per experience level. Thus a 2nd level Alien Brute would receive two extra attacks each combat round. These extra attacks can only be used against foes of one Hit Die or less, but the Alien Brute's standard attack can still be used against any foe they choose.

KEEN SENSES: Alien Brutes can see in perfect darkness at a range of up to 40 feet.

UNARMED COMBAT: Alien Brutes are skilled in unarmed combat. When fighting without a weapon they roll 1d6+1 (plus any applicable Strength modifier) for damage.

SPECIES TRAINING: At character creation, the Alien Brute should select their species. Depending on species selected, the Alien Brute receives a benefit as defined on Table 2-8: Alien Brute Species Modifier. The referee may allow other species than those listed below and should design the benefits provided by that species to suit their campaign.

SAVING THROW: Alien Brutes are hardy and difficult to kill. They receive a +2 to all saving throws made to resist poisons or death.

LANGUAGE: For campaigns that give each species their own dialect, Alien Brutes should speak the language of humans and any other languages that fit the style of the Referee's campaign.

TABLE 2-7: ALIEN BRUTE SPECIES TRAINING

SPECIES	BENEFIT
Falcon-Men	Fly Speed of 12.
Procyon	+1 to all to-hit rolls with laser weapons or grenades.
Qinlon	+1 to all melee damage rolls, +2 hit points at character creation.
Rawrarr	May enter Battle Rage for a total of number of rounds equal to their character level each day. When enraged they gain +2 on all melee damage rolls, but suffer a +1 [-1 penalty to their Armor Class.
Space Duck	May make two attacks per round when unarmed.
Wolfling	+1 to all to-hit rolls when within 30' of at least two allies.

TABLE 2-8: ALIEN BRUTE ADVANCEMENT

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

BOUNTY HUNTER

"It's just a job. Nothing personal."

Part tracker, part assassin, all danger. The bounty hunter is a warrior who is adept at finding those who wish to remain hidden. Whether their prey has run afoul of legitimate law enforcement officials or a criminal overlord – it makes no difference to the 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.

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.

CLASS SKILL: Athletics.

PREDATOR & PREY: Once a Bounty Hunter has accepted a contract on an individual they receive a +2 bonus to all To-Hit 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 or fewer hit points. That target remains unconscious for 1d6 hours and then regains consciousness and has one 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 they can pursue them across vast distances. 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 is likely their current location. 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 concealment.

XP BONUS FOR INTELLIGENCE: A Bounty Hunter with an Intelligence of 15 or higher receives a +5% bonus to all experience points they earn.

TABLE 2-9: BOUNTY HUNTER ADVANCEMENT

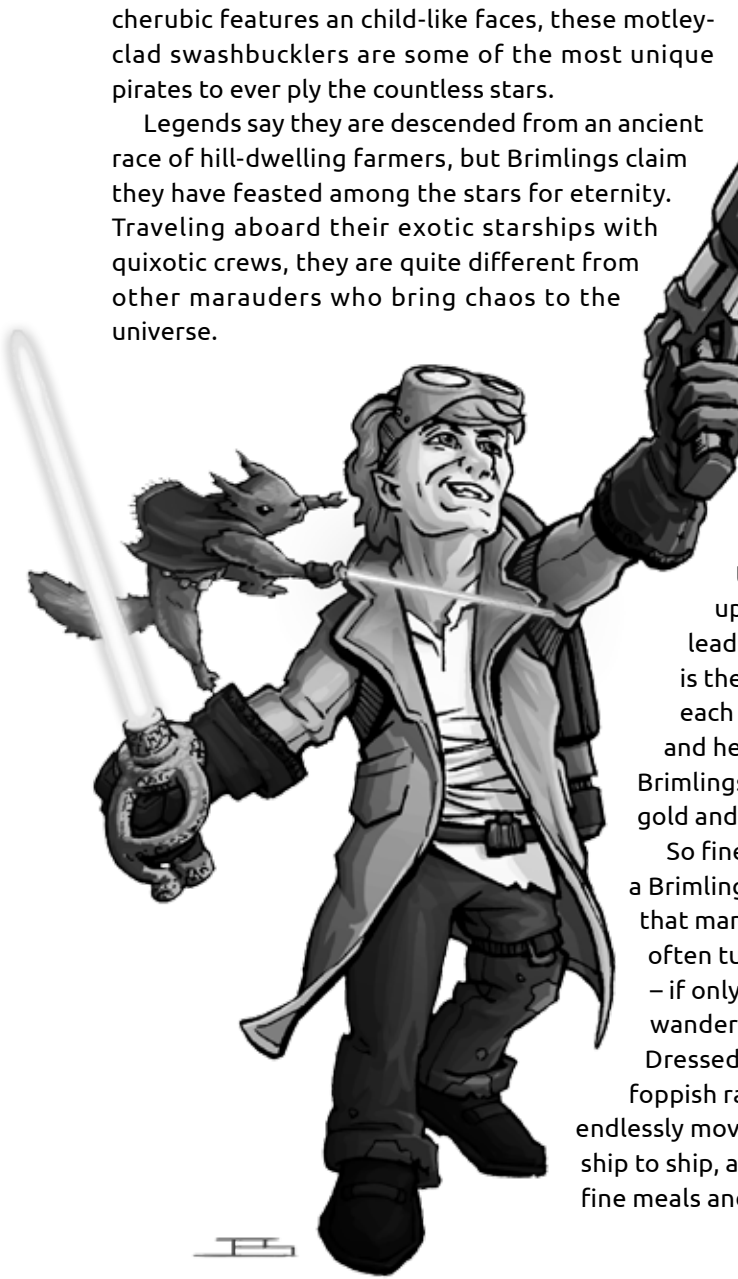
LEVEL	XP	HD	BHB	ST
1	0	1	+0	15
2	2,250	2	+1	14
3	4,500	3	+2	13
4	9,000	4	+2	12
5	18,000	5	+3	11
6	36,000	6	+4	10
7	72,000	7	+4	9
8	144,000	8	+5	8
9	288,000	9	+5	7
10	576,000	10	+6	6

BRIMLING

"He who feeds me leads me."

Drifting from star to star on great space galleons reminiscent of the seafaring vessels of old are the merry scoundrels known across the galaxy as the Brimlings. Standing half the height of a human, with cherubic features and child-like faces, these motley-clad swashbucklers are some of the most unique pirates to ever ply the countless stars.

Legends say they are descended from an ancient race of hill-dwelling farmers, but Brimlings claim they have feasted among the stars for eternity. Traveling aboard their exotic starships with quixotic crews, they are quite different from other marauders who bring chaos to the universe.



Their archaic ships are beautiful and lush, kept so by their ceaseless raiding on any vessel they can lay their ion grapples upon. But they are not lead by a captain. Instead it is the ship's cook who rules each vessel. It is fine beer and hearty food that the Brimlings seek above hoarded gold and credits.

So fine are the tables laid by a Brimling crew fresh from a raid that many captives they take often turn pirate themselves – if only for a life of endless wandering and a full belly. Dressed in floppy hats and foppish raiment, Brimlings endlessly move from star to star, ship to ship, always hungry for both fine meals and new adventure.

WEAPON/ARMOR RESTRICTIONS: Brimlings can wield bladed gauntlets, clubs, daggers, energy bows, energy slings, grenades, hold out lasers, ion pistols, ion sticks, laser pistols, light crossbows, mono-daggers, mono-swords, plasma swords, short bows, snap swords, swords, and star swords. They can wear Brimling boarding armor, energy cloaks, light armor, and scout armor, but do not use shields.

CLASS SKILL: Larceny.

FIGHT LIKE A PIRATE: Brimlings use their size and swarm tactics to gain unfair advantages in combat. When two other allies have already attacked a single target during a single combat round, the Brimling receives a +1 bonus their “to-hit” rolls if they attack the same foe.

LUCKY BUGGER: Once per day a Brimling may re-roll any failed saving throw before the results are determined by the referee.

SMALL & QUICK: Because of their small stature and quick reflexes Brimlings receive a -2 [+2] bonus to their Armor Class and a +1 to all “to-hit” rolls made with ranged weapons.

TABLE 2-10: BRIMLING ADVANCEMENT

LEVEL	XP	HD	BHB	ST
1	0	1	+0	12
2	1,800	2	+1	11
3	3,600	3	+1	10
4	7,200	3+1	+2	9
5	14,400	4	+3	8
6	28,800	5	+3	7
7	57,600	6	+4	6

SHIP’S COOK (5TH): At 5th level the Brimling attracts a crew of loyal swashbucklers to serve aboard their Star Galleon and earns the title of Cook – if the Brimling has managed to acquire one. As long as the crew is treated well and is able to engage in regular acts of culinary theft the Brimling’s crew always retains a +1 saving throw bonus as shown above. The exact composition of the Cook’s boarding party is determined by rolling on the chart below.

SAVING THROW: The morning after a Brimling has had a particularly satisfying meal and engaged in an evening of drunken revelry they receive a +1 bonus to all saving throws.

LANGUAGES: Brimlings can speak their own jaunty language as well as the most common language in universe. At the referee’s discretion they might have also picked up an additional language or two in their travels.

TABLE 2-11: BRIMLING BOARDING CREW

ROLL (2D6)	BOARDING CREW
2	Twelve 1st level Brimlings.
3	A single 3rd level Brimling and 11 1st level Brimlings.
4	A single 3rd level Brimling, 8 1st level Brimlings, and 3 1st level Yabnabs.
5	A single 3rd level Brimling, 4 1st level Brimlings, 4 Qinlons and 3 1st level Yabnabs.
6	A single 3rd level Brimling, 8 1st level Brimlings, 3 Qinlons, 3 1st level Yabnabs and a Bumble-Dog.
7	A single 3rd level Brimling, 3 2nd level Brimlings, 8 1st level Brimlings.
8	A single 4th level Brimling, 2 3rd level Brimlings, 2 2nd level Brimlings, and 7 1st level Brimlings.
9	A single 4th level Brimling, 3 3rd level Brimlings, 3 2nd level Brimlings, 3 1st level Brimlings, and 2 Qinlons.
10	A single 4th level Brimling, 3 3rd level Brimlings, 4 2nd level Brimlings, 4 Procyons.
11	A single 4th level Brimling, 3 3rd level Brimlings, 4 2nd level Brimlings, 2 Procyons, and a 1st level Star Squirrel.
12	A single 4th level Brimling, 3 3rd level Brimlings, 4 2nd level Brimlings, 2 Falcon-Men, 1 Procyon and 1 Qinlon.

COMBAT MEDIC

"Get me a trauma pack and a laser rifle if you want to live!"

Whether they're called corpsmen, whiskeys or just simply "Doc," a combat medic can mean the difference between life and death on the battlefield. Battle hardened and skilled in the art of war, the combat medic serves as a lifeline to soldiers and mercenaries when the bloodshed begins. Their skills earn them a place of honor and respect among their comrades and as their understanding of medical technology grows, they become more than armed first aid kits. Many grow into skilled field surgeons, able to perform even complex cybernetic surgery.

Combat medics fight in the front lines of battle next to their heavily armed allies, offering support and aid by patching wounds and treating laser burns. They are highly valued by anyone who chooses to face the dangers that lay hidden on the edge of the galaxy.



WEAPONS/ARMOR RESTRICTIONS: Combat medics may wield any weapon in combat as well as wear energy cloaks, light armor, scout armor, medium armor, or composite armor and make use of both physical and energy shields.

CLASS SKILL: Medicine.

MED KIT: When a Combat Medic binds wounds or uses a med kit (see page 97) he heals a number of extra hit points equal to his level. In addition, a combat medic may bind wounds during a battle instead of after a battle due to their training, though they must still wait until combat is over if they wish to use a med kit and may only bind wounds once per character during a battle.

BACK FROM THE BRIK (3RD): Upon reaching 3rd level, the combat medic can potentially save the life of a character who has been reduced to zero hit points, if the medic can reach the slain character within 1d6-3 (minimum 1) rounds. By using a trauma pack and a med kit (both are required), the combat medic is able to restore the previously dead character to a single hit point, though they will remain unconscious for 1d6 hours, during which time no other healing will be effective. Once the target of this ability wakes up, they must make a saving throw. If successful, they suffer no permanent injury from their brush with death. If this saving throw fails, the character's brush with death results in a permanent injury. See Table 2-13: Permanent Injury Results to determine these effects. In some cases, these injuries can be compensated for with cybernetic enhancements.

CYBERNETIC SURGEON (7TH): Beginning at 7th level, the Combat Medic's knowledge of medicine is extensive enough to go beyond the battlefield. They are capable of performing cybernetic surgery on other characters, providing they have the proper resources. They may do only this once per character level and any cybernetic augmentations they apply to another character do not count against that character's normal limit to their number of implants, if the "Limiting Cybernetics" house rule is used.

SAVING THROW: Combat medics receive a +2 bonus to all saving throws to resist the effects of environmental hazards and death.

XP BONUS FOR WISDOM: A Combat Medic with a Wisdom of 15 or higher receives a +5% bonus to all experience points they earn.

TABLE 2-12: COMBAT MEDIC ADVANCEMENT

LEVEL	XP	HD	BHB	ST	SPECIAL ABILITIES
1	0	1	+0	15	Med Kit Specialist
2	2,000	2	+0	14	
3	4,000	3	+1	13	
4	8,000	3+1	+1	12	Back from the Brink
5	16,000	4	+2	11	
6	32,000	5	+3	10	
7	64,000	6	+3	9	Cybernetic Surgeon
8	128,000	6+1	+4	8	
9	256,000	7	+4	7	
10	512,000	8	+5	6	

TABLE 2-13: PERMANENT INJURY RESULTS

ROLL (1D6)	PERMANENT INJURY	INJURY EFFECT
1	Lose an Eye	-2 on all ranged "to-hit" rolls
2	Permanent Limp	-3 to Movement
3	Mangled Arm	-2 on all "to-hit" rolls made with a two-handed weapon
4	Shell Shocked	Reduce Wisdom by 1 point
5	Mangled or Lost Hand	Character cannot use two-handed weapons
6	Combat Paralysis	Character becomes paralyzed with fear when he enters battle. He must make a saving throw during the first round of combat or spend the first 1d6 rounds cowering in fear, unable to attack or act, other than moving.

HOUSE RULE:

HEALING POISONS AND DISEASE

With the referee's permission a combat medic can attempt to use a med kit to cure a character from a debilitating condition, such as being poisoned or suffering from a disease. The combat medic must spend one round and expend a med kit to do so. Using a med kit in this fashion restores no hit points, but does entitle the target of this ability a new saving throw to resist or overcome the negative condition with a +2 bonus.

CYPHER

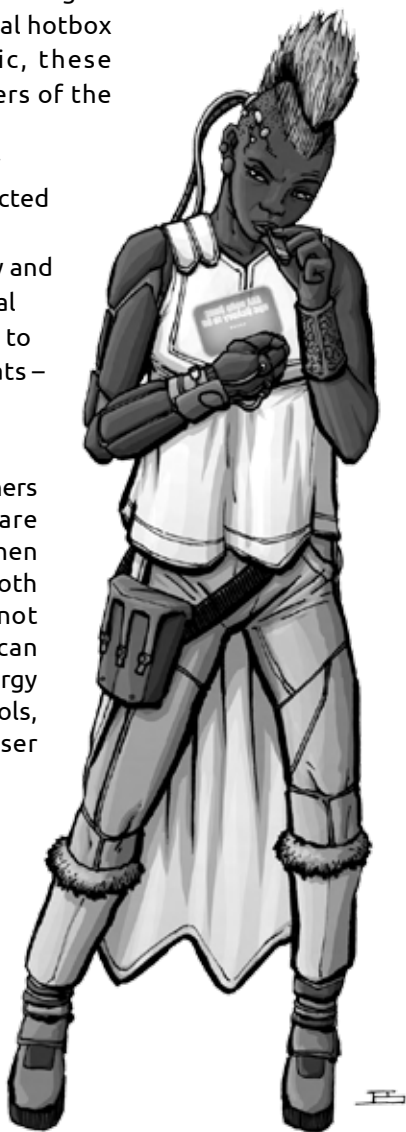
"I'm just a ghost in the code."

Galactic citizens use micro-computers and fantastic technology on a daily basis – but the Cypher embodies it. He turns bits and bytes into their toys and the flow of data into his playground. The digital information that controls everything from a simple security lock to the processor in a mercenary's cybernetic arm is where they thrive, bending all things digital to their will. With their illegal hotbox technology and flair for the dramatic, these console cowboys are unparalleled masters of the infostream.

Cyphers aid their fellow adventurers by bypassing security systems, securing protected information, and shutting down or even commandeering enemy technology. Cocky and fearless, they're the vanguard of the digital frontier. Their unique skill set allows allies to slip past all manner of computerized threats – invisible, unnoticed, and dangerous.

WEAPON/ARMOR RESTRICTIONS: Cyphers prefer to avoid physical conflict, but are still skilled at protecting themselves when a firefight breaks out. They may wear both energy cloaks and light armor, but do not use shields. When forced to fight they can use bladed gauntlets, clubs, daggers, energy slings, firearms, hold out pistols, ion pistols, ion sticks, grenades, mono-daggers, laser pistols and snap swords in combat.

CLASS SKILL: Larceny.



CODESLINGER:

As long as a Cypher has access to their specialized portable computers called a “Hotbox” the can manipulate electronic devices around them via a short range wireless signal. This can include anything from electronic door locks, security system terminals, and even robots or the cybernetics installed in a living person! They may only attempt to use this ability once per round and it is considered an action. The target must be within 30’ and the Codeslinger ability cannot be used to shut down particularly complex electronics, such as the entire security network of a building or overloading the power core of a starship. Objects which have been shut down or seized by the Cypher remain deactivated or controlled for one hour per level of the Cypher. When a Cypher attempts to use this ability they roll 1d6. If the amount is equal to or under their Codeslinger rating, the attempt is successful. The Cypher’s Codeslinger rating is modified based on the information below.

The referee should use the modifiers as a guideline. A Cypher cannot maintain control of more than one device at a time. If a Cypher fails in their attempt to use this ability against a device, lock, trap, or other target, a second attempt may be made after 1d6 rounds have passed, but the modifier on that attempt has its modifier increased by an additional -1. If the second attempt fails, the Cypher is unable to attempt again until they have gained one level of experience. If penalties associated with the attempted task reduce the Cypher’s Codeslinger ability to 0 or lower, they cannot even make the attempt.

All Cyphers begin play with a standard hotbox for free. Without a hotbox the Cypher cannot use their Codeslinging ability.

TABLE 2-15: CODESLINGER EFFECTS & MODIFIERS

CODESLINGER EFFECT	MODIFIER
Opening a Normal Security Lock	+0
Opening a Military Security Lock	-1
Shutting off a Computerized Trap	-1
Shutting off a Secure Computerized Trap	-2
Activating/Deactivating Complex Devices (Vehicles, Mecha, Robots, etc.)	-3
Activating/Deactivating Secure Complex Devices (Vehicles, Mecha, Robots, etc.)	-3
Taking Control of Complex Devices (Vehicles, Mecha, Robots, etc.)	-4
Taking Control of Secure Complex Devices (Vehicles, Mecha, Robots, etc.)	-5
Shutting Down a Cybernetic Device	-6

TABLE 2-14: CYPHER ADVANCEMENT

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

CODESLINGING AGAINST PLAYER CHARACTERS

Codeslingers can attempt to use their codeslinging ability against player character Freed Assimilants, Novomachina, and Robots – but only with Referee permission. Referees looking to provide some balance may permit player characters who are targeted by this ability to make a Saving Throw to avoid this effect.

CITY RAT: By nature, Cyphers are creatures of the urban landscape. They can blend into and hide in urban environments with a 1-4 chance of success on 1d6.

UNDERWORLD CONTACTS: Cyphers receive a +2 bonus to all reaction rolls when interacting with characters who are tied to the criminal underworld. In addition, any time they visit a new planet there is a 1-in-1d6 chance they will have a contact on that world who can provide them with basic information.

SAVING THROW: Cyphers receive a +2 bonus to all saving throws made to avoid traps.

XP BONUS FOR INTELLIGENCE: Cyphers with an Intelligence of 15 or higher receive a 5% bonus on all Experience Points they earn.



DEEP SPACE EXPLORER

"I've been to the edge of the galaxy and back – and survived it all."

They say the universe is infinite, but that doesn't stop the Deep Space Explorer from looking for the edge anyway. 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 – they thrive. Their combination of grit and experience means they're capable of doing more than surviving where others would most certainly die – they thrive. Whether it's piloting a long range scouting ship across infinity or traversing an alien landscape fraught with hostile creatures and inhospitable environments, the Deep Space Explorer will continue to push himself and the boundaries of space with each new step.

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 bladed gauntlets, clubs, daggers, energy slings, hold out lasers, ion pistols, ion rifles, ion sticks, laser pistols, laser rifles, mono-daggers, snap swords, sporting lasers, staffs, and tangle blasters in combat. They may wear energy cloaks, light armor, scout armor or medium armor but do not use shields of any kind.

CLASS SKILL: Survival.

PROVISIONER: Making sure you make frugal use of your 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 hazards of the environment. They only need to spend a few hours exploring their surroundings and make a successful saving throw. If successful, they are able to find enough food and water to themselves up to one week, in addition to basic shelter from the elements such as a natural cave or secluded clearing. They can also attempt to fashion crude weapons from their current terrestrial resources, fashioning club, staff or dagger to protect themselves by taking the same amount of time and succeeding in a saving throw.

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 are able to identify some basic features of the creature – though not a complete analysis. The exact nature of what they discern is determined by the referee.

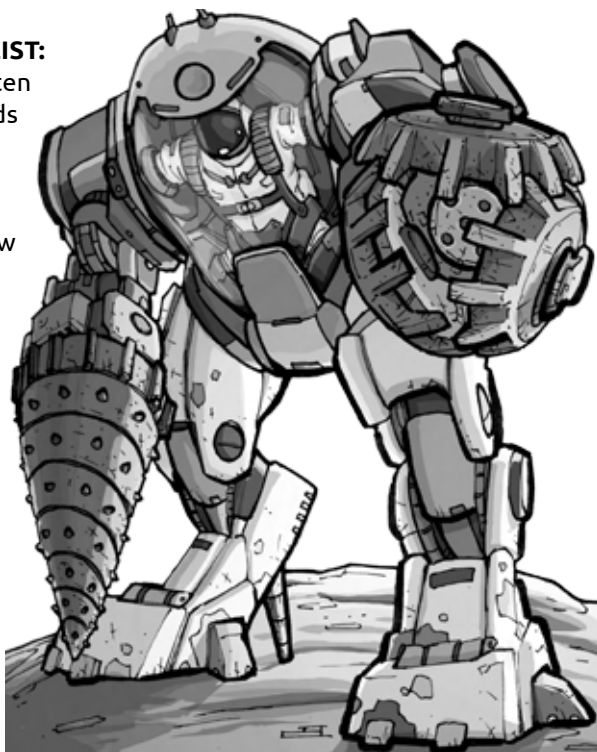
LIFE-SUPPORT SPECIALIST:

Deep Space Explorers often pilot ships for long periods of time and do so alone.

As such, they are proficient at stretching a ship's resources with a few simple modifications.

In the event that a ship's life-support systems have been damaged or the ship has run out of the consumables necessary for survival such as food or water the Deep Space Explorer may attempt to find new methods of survival.

If the Deep Space Explorer succeeds in a saving throw they can increase a ship's consumable resources and life-support system for another another 1d6+1 days.



SAVING THROW: Deep Space Explorers receive a +2 bonus to all saving throws made to resist environmental hazards.

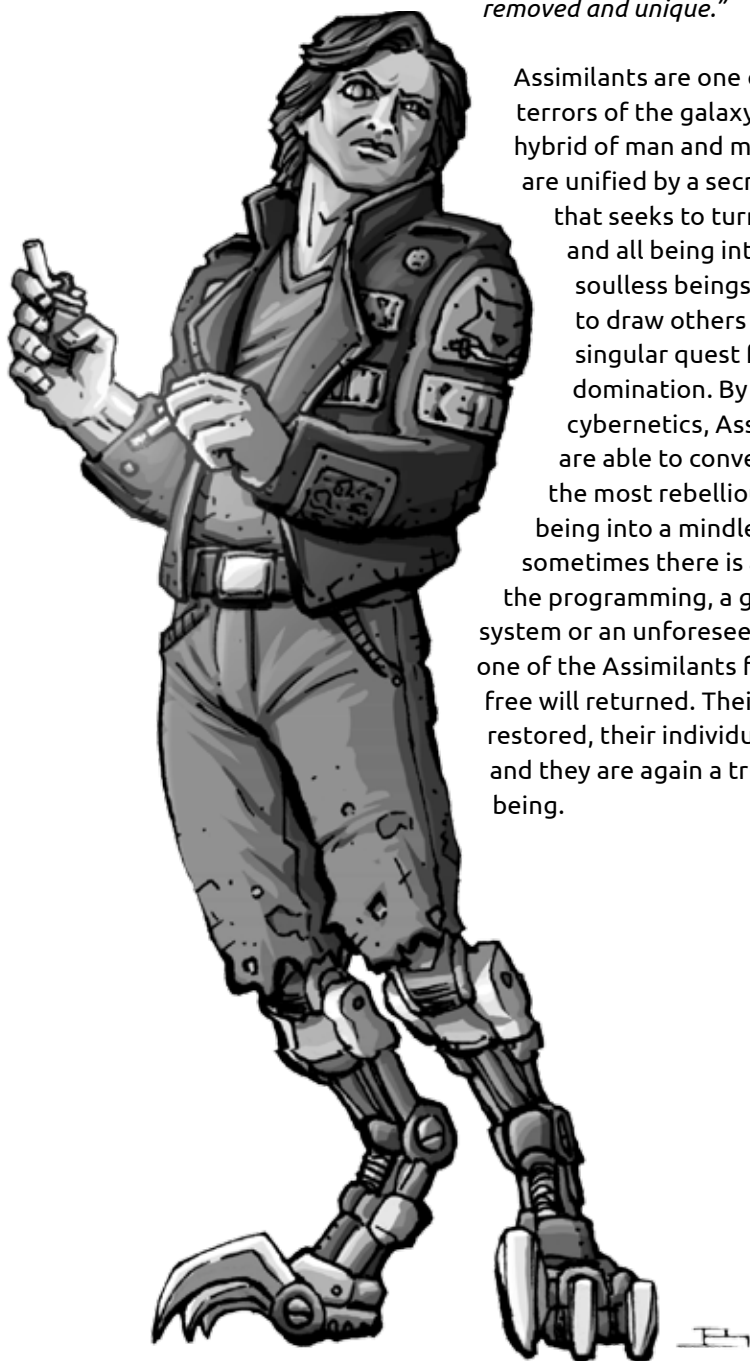
XP BONUS FOR WISDOM: A Deep Space Explorer with a Wisdom of 15 or higher receives a +5% bonus to all experience points they earn.

TABLE 2-16: DEEP SPACE EXPLORER ADVANCEMENT

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

FREED ASSIMILANT

"I was once but one of many, now I am removed and unique."



Assimilants are one of the great terrors of the galaxy. A terrible hybrid of man and machine, they are unified by a secret hive mind that seeks to turn all species and all being into mindless, soulless beings driven to draw others into their singular quest for universal domination. By using invasive cybernetics, Assimilants are able to convert even the most rebellious sentient being into a mindless slave. But sometimes there is an error in the programming, a glitch in the system or an unforeseen outlier and one of the Assimilants finds their free will returned. Their identity is restored, their individuality returns and they are again a truly living being.

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 energy cloaks, light armor, scout armor, and medium armor. They can use any shield.

CLASS SKILL: Technology.

CYBERNETIC IMPLANTS: At character creation a Freed Assimilant may select three cybernetic implants detailed in on pages 264 - 267 of this book. 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.

ENERGY MODULATOR: Whenever a Freed Assimilant is struck by an attack from any laser, ion, or energy-based weapon they may attempt a saving throw. If the saving throw is successful, their protective implants modulate, adapting to neutralize the damage and inflicting no harm on the Freed Assimilant.

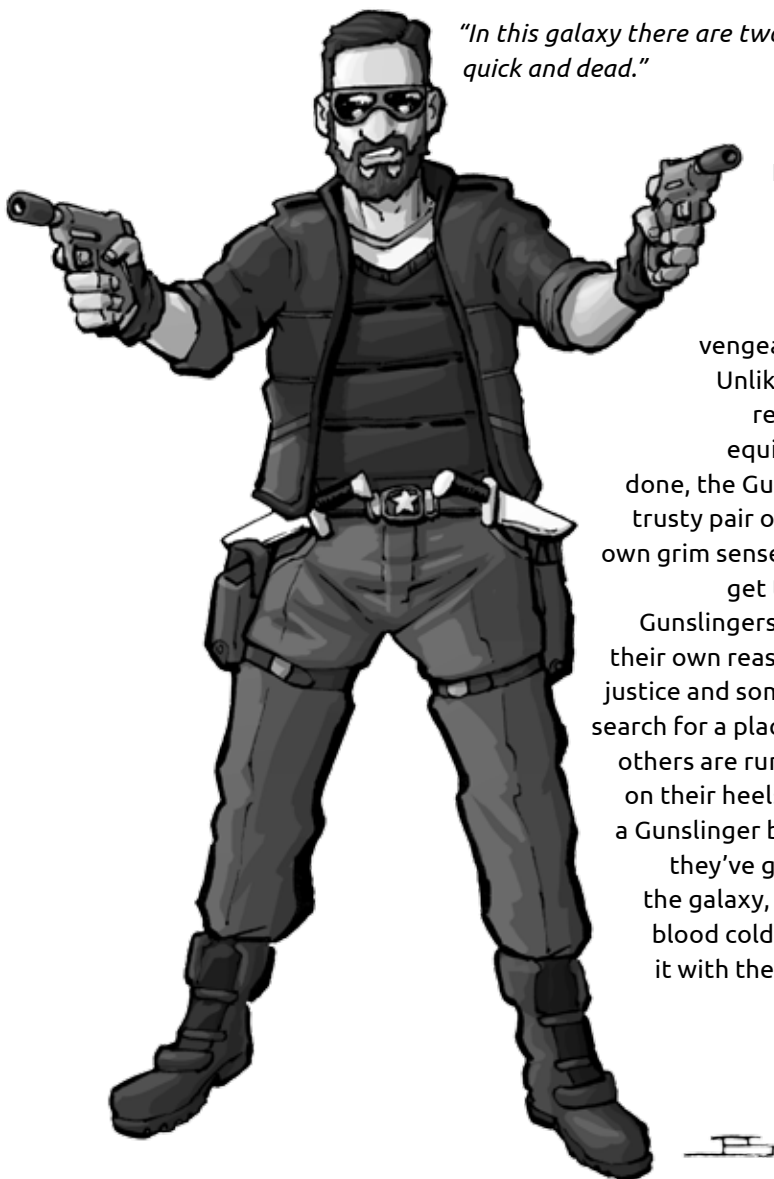
SAVING THROW: Freed Assimilants receive a +2 to all saving throws made to resist mind-influencing effects.

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

TABLE 2-17: BOUNTY HUNTER ADVANCEMENT

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

GUNSLINGER



"In this galaxy there are two kinds of people: The quick and dead."

Dead shots.

Pistoleers. Shootists.

They go by many names, but when a gunslinger comes to town, justice or vengeance comes with him.

Unlike other warriors who rely on heavy arms and equipment to get the job done, the Gunslinger needs only a trusty pair of laser pistols and his own grim sense of determination to get the hard deeds done.

Gunslingers travel the galaxy for their own reasons. Some search for justice and some for revenge. Some search for a place to call home, while others are running from a past hot on their heels. But those who find a Gunslinger by their side can trust they've got the fastest shot in the galaxy, who can turn a man's blood cold with a stare and spill it with the squeeze of a trigger.

WEAPON/ARMOR RESTRICTIONS: Because of their highly focused skill set, Gunslingers are surprisingly limited in their selection of arms and armor. They may only wear energy cloaks and light armor. They do not use shields of any kind. They can wield clubs, daggers, energy slings, energy whips, firearms, hold out lasers, ion pistols, ion sticks, mono-daggers, and laser pistols in combat.

CLASS SKILL: Survival

QUICK AND DEADLY: If gunslinger a declares before initiative is rolled at the beginning of any given combat round that they are going to be attacking with hold out laser, ion pistol, or laser pistol they receive a +1 bonus to their initiative roll and their To-Hit Roll on that combat round. This bonus increases by an additional +1 at levels 3, 5, 7, and 9 – meaning a 9th level Gunslinger would have a +5 to both initiative and their to-hit roll if they declared they were attacking with any of the above weapons before initiative is rolled.

STAREDOWN: If a Gunslinger has the highest initiative at the beginning of a combat round, they can choose give up their movement (though still attack), and select a number of targets equal to their level. Those targets must make a Saving Throw or be intimidated, suffering a -2 to all To-Hit Rolls made against the Gunslinger for remainder of that combat round.

TWO GUN MOJO (4TH LEVEL): Beginning at 4th level Gunslingers may make one additional attack per round when wielding a ion pistols or laser pistols.

SAVING THROW: Gunslingers receive a +2 bonus to all Saving Throws made to resist mind-affecting influences, such as those caused by some Meditations or Gifts. They also receive this bonus to resist environmental hazards.

XP BONUS FOR HIGH DEXTERITY: A Gunslinger with a Dexterity of 15 or higher receives a +5% bonus to all experience points they earn.

TABLE 2-18: GUNSLINGER ADVANCEMENT

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

MAN OF TOMORROW

"Have no fear, I shall save you!"

Some call them the kings of the impossible. 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.

WEAPON/ARMOR RESTRICTIONS: Unsurprisingly, Men of Tomorrow rely on their brawn and bravery over weapons. They can wield clubs, daggers, energy slings, firearms, grenades, hold out lasers, ion pistols, ion sticks, mono-daggers, mono-swords, laser pistols, plasma blade, staffs, and star swords in battle. They cannot wear only wear energy cloaks for armor (primarily because they're so dashing!) but do make use armor or physical and energy shields.

CLASS SKILL: Athletics.

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 this saving throw is successful, the attack is considered to be a normal attack.



HE'S ALIVE?! If a Man of Tomorrow is reduced to zero hit points or slain from a source of damage they may choose 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 being nearly slain. If the Man of Tomorrow is first level, he cannot use this ability.

UNCANNY LUCK: Once per adventure the Man of Tomorrow may re-roll any failed To-Hit Roll or saving throw, though they must take the results of the second roll even if they are worse than the first.

SAVE EVERY ONE OF US (4TH): When a Man of Tomorrow reaches 4th level he has reached a level of fame throughout the galaxy and has the good will of all noble creatures he meets. He receives a +1 bonus to all reaction rolls when interacting with characters who are of noble ideology or have a Star alignment.

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 HIGH CHARISMA: A Man of Tomorrow with a Charisma of 15 or higher receives a +5% bonus to all experience points they earn.

TABLE 2-19: MAN OF TOMORROW ADVANCEMENT

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

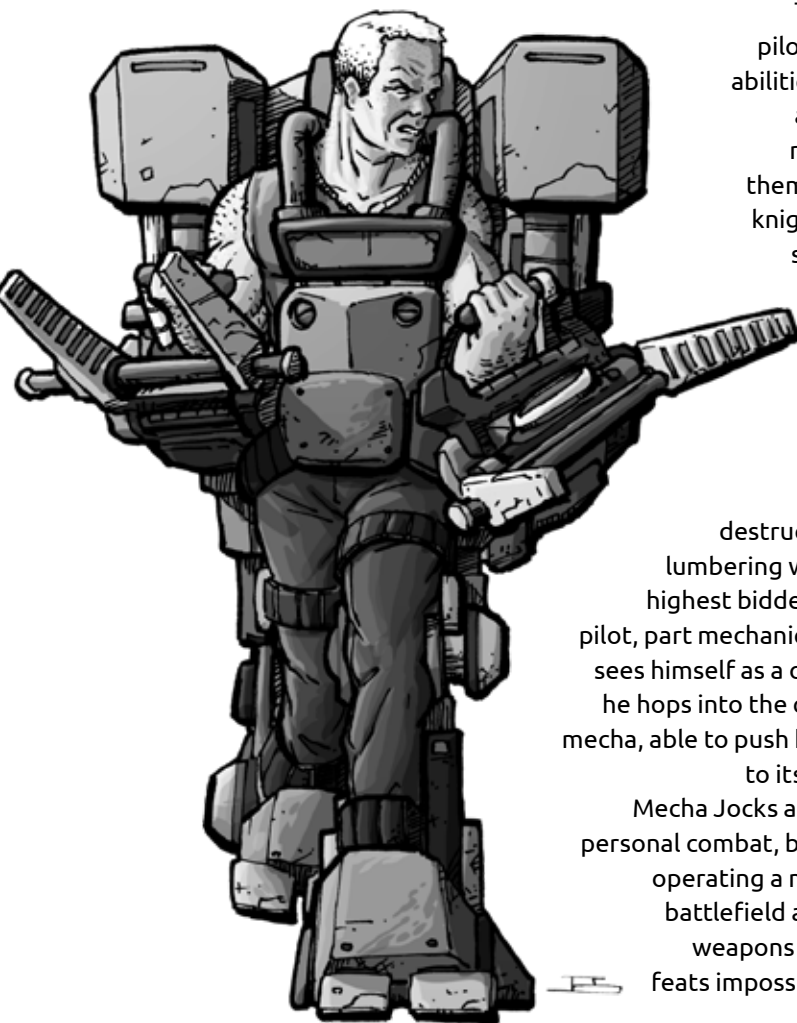
HOUSE RULE:

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 To-Hit Rolls and saving throws – with the same limitations.

MECHA JOCK

"Just get me in the cockpit and the ground assault will be over in five minutes."



The Mecha Jock is a pilot who focuses their abilities on the operation and modification of mechas. Many fancy themselves modern day knights astride massive space-age steeds or quixotic warriors roaming a land they are sworn to protect. More nefarious Mecha Jocks are willing to sell the awesome destructive power of their lumbering war machines to the highest bidder. Part warrior, part pilot, part mechanic, the Mecha Jock sees himself as a one man army when he hops into the cockpit of his trusty mecha, able to push his great behemoth to its limits and beyond. Mecha Jocks are skilled enough in personal combat, but truly shine when operating a mecha. On the open battlefield astride their chosen weapons they are capable of feats impossible to lesser pilots.

WEAPON/ARMOR RESTRICTIONS: Mecha Jocks see some personal combat, but prefer to move light and quick. They may only wear energy cloaks and light armor. Their weapons are limited to bladed gauntlets, clubs, daggers, energy slings, firearms, hold out lasers, ion pistols, ion sticks, grenades, mono-daggers, mono-swords, laser pistols and snap swords.

CLASS SKILL: Navigation.

STICK JOCKEY: When piloting a mecha in combat a Mecha Jock receives a +2 bonus to initiative.

ACE JOCK: At the beginning of each combat round, if a Mecha Jock is piloting a mecha he may add +1 to his mecha's Armor Class or Hull, or add +5 to his mecha's Movement. He may choose which statistic to modify each round, selecting a different one each time. At 4th level a Mecha Jock may add this bonus to two of the mecha's statistics each round. At 8th level a Mecha Jock may add this bonus to all three of the mecha's statistics each round.

COMBAT VETERAN (2ND): Beginning at 2nd level, the Mecha Jock receives a +1 bonus to all "to-hit" rolls made when attacking with a mecha's weapon or bare fist. This bonus increases to +2 at 5th level and again to +3 at 10th level.

MECHA MONKEY (4TH): Once a Mecha Jock reaches 4th level he may modify a mecha beyond its normal capacity for upgrades. At 4th level he may install one additional program into any mecha he owns. At 6th level he may install one additional hard point weapon and at 8th level he may add an additional chassis point modification.

SAVING THROW: Mecha Jocks receive a +2 bonus on saving throws against explosions and environmental hazards.

XP BONUS FOR DEXTERITY: A Mecha Jock with a Dexterity of 15 or higher receives a +5% bonus to all experience points they earn.

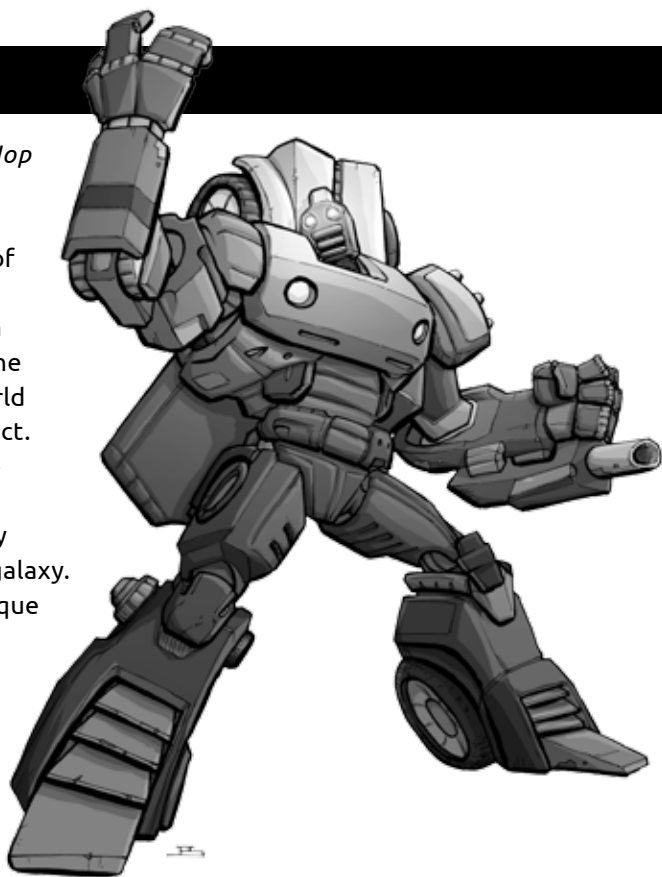
TABLE 2-20: MECHA JOCK ADVANCEMENT

LEVEL	XP	HD	BHB	ST
1	0	1	+0	15
2	1,250	2	+0	14
3	2,500	3	+1	13
4	5,000	3+1	+1	12
5	10,000	4	+2	11
6	20,000	5	+3	10
7	40,000	6	+3	19
8	80,000	6+1	+4	8
9	160,000	7	+4	7
10	320,000	8	+5	6

NOVOMACHINA

"I can get us there in time! Hop in!"

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.



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 – though 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 any shields.

CLASS SKILL: Technology.

MIGHTY HANDS OF STEEL: Novomachina are larger than most other species in the galaxy, standing between eight and fifteen feet in height and weighing several tons. This is reflected by the fact that they begin play with two hit dice at first level. Because of their large size and metal composition, they also inflict 1d6+1 (plus their Strength modifier, if applicable) when engaged in melee combat while they are 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. While configured in this vehicular form they gain the armor class (modified by the Novomachina’s Dexterity, 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 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 affected by the vacuum of space. They do not need to eat or breathe, but do need to shut down for one hour each day to recharge. They cannot be poisoned and do not catch diseases. Novomachina cannot be healed by Meditations or Gifts and may be immune to several other mystic effects at the referee’s discretion.

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

LANGUAGES: Novomachina are able to speak the common language, their own native language called Machina and the computerized language of robots.

TABLE 2-21: NOVOMACHINA ADVANCEMENT

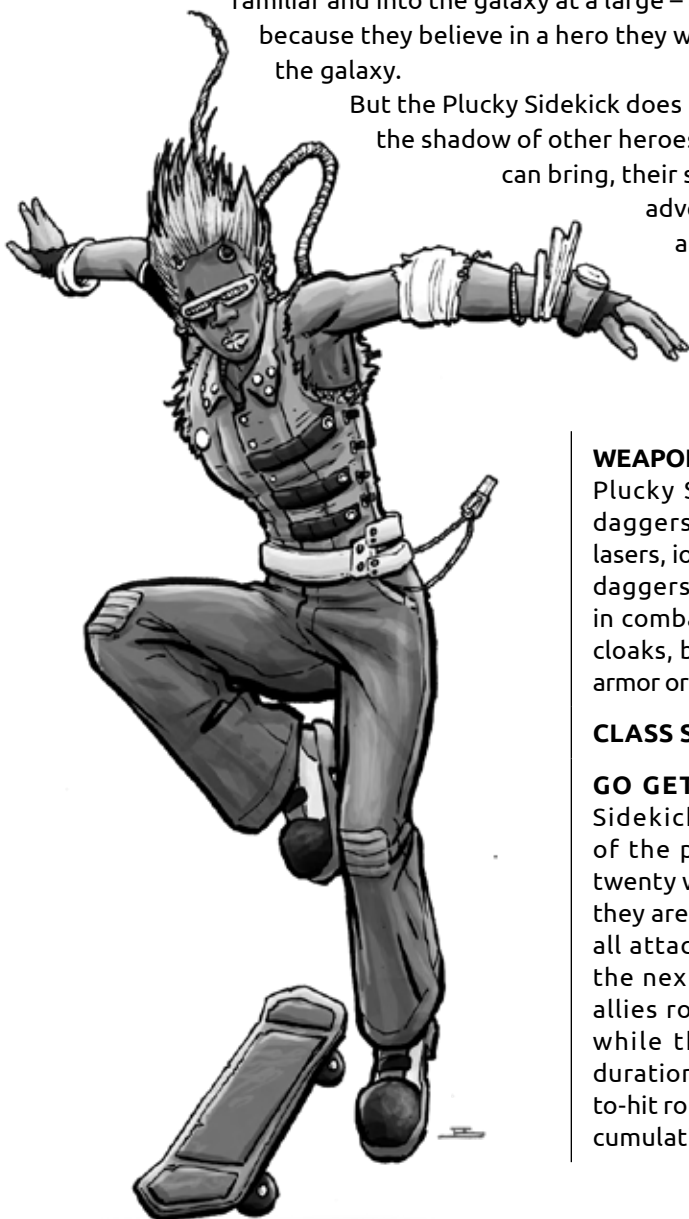
LEVEL	XP	HD	BHB	ST
1	0	2	+0	16
2	4,000	3	+1	15
3	8,000	4	+2	14
4	16,000	5	+2	13
5	32,000	6	+3	12
6	64,000	7	+3	11
7	128,000	8	+4	10
8	256,000	9	+5	9
9	521,000	10	+5	8
10	1,048,000	11	+6	7

PLUCKY SIDEKICK

"Wow, Captain! That sure was neat! Let me try..."

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 a 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 can bring, their sheer belief in the other adventures can inspire their allies to achieve the heroics that the Plucky Sidekick knew was inside them all along.



WEAPON/ARMOR RESTRICTIONS:

Plucky Sidekicks may use clubs, daggers, energy slings, hold out lasers, ion pistols, ion sticks, mono-daggers, snap swords, and staves in combat. They may wear energy cloaks, but do not otherwise wear armor or use any shields.

CLASS SKILL: Larceny.

GO GET 'EM KID: If the Plucky Sidekick sees another member of the party roll an unmodified twenty when making a "to-hit" roll they are inspired and receive +2 to all attacks and saving throws for the next five rounds. If multiple allies roll an unmodified twenty while this benefit is active its duration resets, but the bonus to to-hit rolls and saving throws is not cumulative.

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.

LEARN FROM THE BEST (2ND): When a Plucky Sidekick reaches 2nd level they may select one weapon which they are not proficient. They 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. They gain proficiency in that type of armor or shield.

I SAW THEM DO THIS ONCE (4TH): Once per day a Plucky Sidekick of 4th level or higher may attempt to mimic the 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 of 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 the party.

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 provided by that character’s class.

XP BONUS FOR CONSTITUTION: A Plucky Sidekick with a Constitution of 13 or higher receives a +5% bonus to all experience points they earn.

TABLE 2-22: PLUCKY SIDEKICK ADVANCEMENT

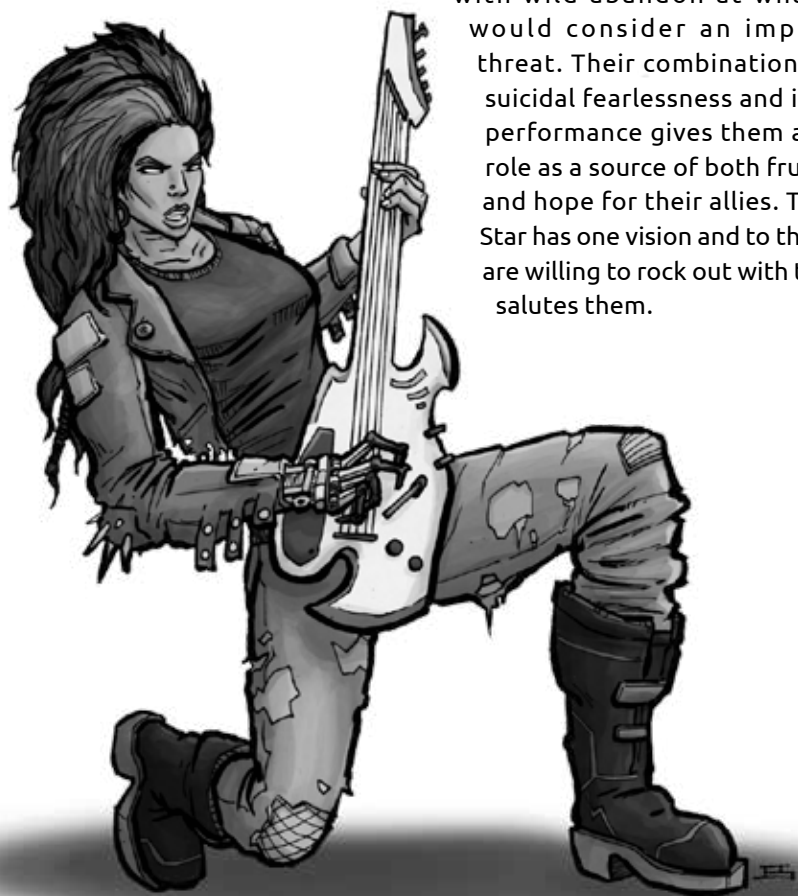
LEVEL	XP	HD	BHB	ST
1	0	1	+0	14
2	1,250	1+1	+0	13
3	2,500	2	+1	12
4	5,000	2+1	+1	11
5	10,000	3	+2	10
6	20,000	3+1	+3	9
7	40,000	4	+3	8
8	80,000	4+1	+4	7
9	160,000	5	+4	6
10	320,000	5+1	+5	5

ROCK STAR

"I came to bring the noise. Let's dance!"

There are countless musicians across the universe, but only a handful of Rock Stars. Rock Stars transcend the mere composition and performance of music. They live, breathe, and die for the music. With voices capable of almost impossible feats ranging from enthralling the masses to shattering actual steel, the Rock Star needs no other weapon; should they raise their axe all will hear its cry.

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



WEAPON/ARMOR RESTRICTIONS: Rock Stars tend to favor style over substance and while they're certainly able to defend themselves in battle they do not have extensive weapons training. They can wield bladed gauntlets, clubs, daggers, energy slings, firearms, hold out lasers, ion pistols, ion sticks, laser pistols, mono-daggers, mono-swords, staffs, snap swords, and swords. They can wear energy cloaks and light armor, but do not use shields.

CLASS SKILL: Interaction.

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

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

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

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

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

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

BELIEVE YOUR OWN LEGEND (7TH): The restriction on moving and attacking while Rocking Out is removed for the Rock Star when he reaches 7th level.

ROCK GOD (10TH): When a Rock Star reaches 10th level his fame is so great that his adoring fans become worshipers. Shrines and statues are erected to him across the galaxy, and he may even grant small miracles with the stroke of a guitar string. Three times (3) per day the Rock Star can spend one (1) round singing at a target, and may select one of the individual effects from his Rock Out ability to grant to the target. This effect does not activate immediately. Instead, the target decides when to activate it - most often in a time of need. At the time when the beneficiary of this blessing wishes to activate the provided bonus they must burst into song for an instant, and the benefit begins on the next round. A character may only be “blessed” in this manner by the Rock Star once daily, and have one effect stored at a time. An unused “blessing” will dissipate in a week if not used.

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

XP BONUS FOR CHARISMA: Rock Stars with a Charisma of 15 or higher receives a bonus on all 5% Experience Points they earn.

TABLE 2-23: ROCK STAR ADVANCEMENT

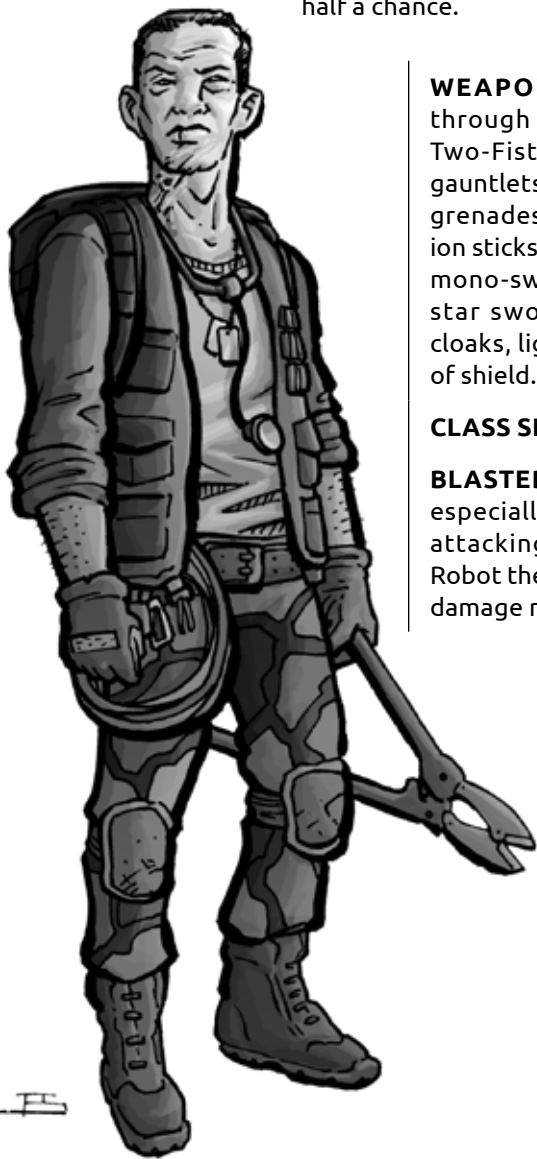
LEVEL	XP	HD	BHB	ST
1	0	1	+0	14
2	2,500	2	+0	13
3	5,000	3	+1	12
4	10,000	3+1	+1	11
5	20,000	4	+2	10
6	40,000	5	+3	9
7	80,000	6	+3	8
8	160,000	6+1	+4	7
9	320,000	7	+5	6
10	640,000	8	+5	5



TWO-FISTED TECHNICIAN

"Qinlon parts? Procyon parts? Who cares! Hit enough times with a spanner and it'll work just fine!"

It 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.



WEAPON/ARMOR RESTRICTIONS: Survival through better technology is the motto of the Two-Fisted Technician. They may wield bladed gauntlets, clubs, daggers, energy slings, firearms, grenades, hold out lasers, ion pistols, ion rifles, ion sticks, laser pistols, laser rifles, mono-daggers, mono-swords, plasma blades, snap swords, and star swords in battle. They may wear energy cloaks, light armor, scout armor, and use any type of shield.

CLASS SKILL: Technology.

BLASTED MACHINES: Two-Fisted Scientists are especially skilled at disabling technology. When attacking a Freed Assimilant, Novomachina, or 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 a round of study. The player character rolls 1d6. If the roll is equal to or above their rating in Man of Science as shown on Table 2-24: 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 increase their rating on Table 2-24: Two Fisted Technician Advancement by one point.

BANG ON IT WITH A HAMMER: If a piece of technology breaks down, the Two-Fisted Technician can attempt to make some slapshot repairs, temporarily forcing the object to work for another 1d6 rounds. After that the Two-Fisted Technician must making a saving throw. If he fails the saving throw, the item permanently breaks and cannot be repaired.

FIELD MODIFICATION: The Two-Fisted Technician can sometimes force a weapon to operate at better than normal. By spending one round modifying a laser pistol, laser rifle or star sword they can increase the damage of the weapon by two points. However, at the end of the encounter the wielder (not the Two-Fisted Technician) 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 receives a +2 bonus to all saving throws made to resist the effects of radiation and avoid traps.

XP BONUS FOR INTELLIGENCE: A Two-Fisted Technician with an Intelligence of 15 or higher receives a +5% bonus to all experience points they earn.

TABLE 2-24: TWO-FISTED TECHNICIAN ADVANCEMENT

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

UTTIN

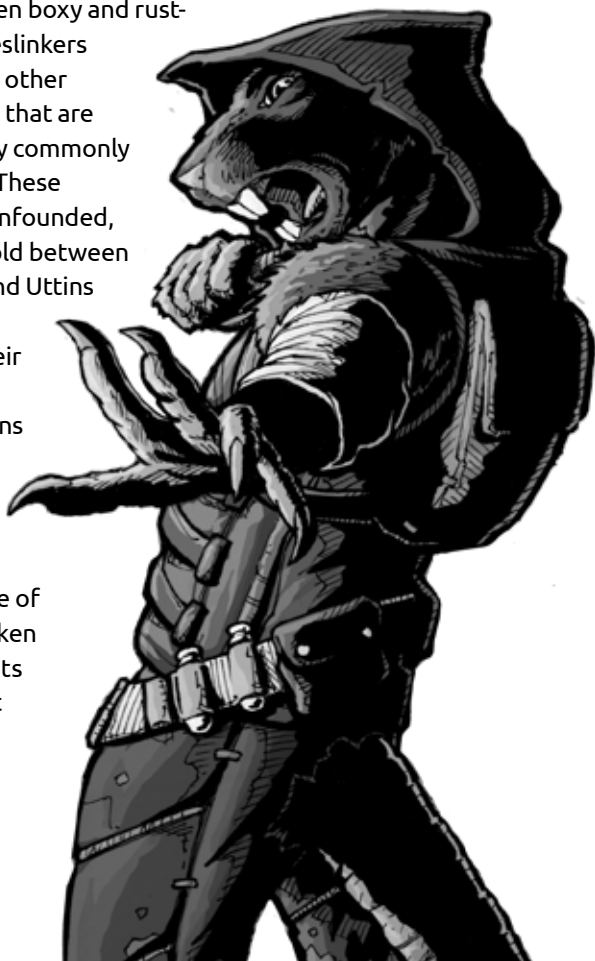
"I don't care if you think it's junk! It's my salvage! I saw it first! Mine!"

Uttins are the scavengers of space. They travel from world to world, digging through junk piles and abandoned crash sites in search of salvageable technology that they can cobble together and resell for a profit. They are half the height of a human and hide their rat-like faces and glowing eyes beneath heavy robes of varying color.

Opportunistic to the point of being predatory, they are quick to claim any discovered junk or salvage sites they discover as their own if no one is immediately present to counter their claim. Often these counters must be made both verbally and while looking down the barrel of a laser pistol. In spite of their zealotry, Uttins are reluctant to engage in combat - often to the point of cowardice. If combat is the only option, Uttins rely on ambush tactics and overwhelming numbers.

The starships of the Uttins are little more than a cobbled together collection of patchwork parts that has no business actually flying across the stars. Often boxy and rust-covered, these great Spaceslinkers are often shot at on site by other spacers - particularly those that are concerned about what they commonly call an "Uttin Infestation." These concerns are not entirely unfounded, as Uttin Starslinkers can hold between five hundred and a thousand Uttins along with all their junk technology packed into their flying deathtraps.

This does not mean Uttins are entirely useless. Their skill at repairing and modifying technology is among the best in the universe and because of this they are sometimes taken on as technicians or co-pilots by spacefarers who are not concerned with their own reputation or the pungent odor commonly associated with the Uttin.



WEAPON/ARMOR RESTRICTIONS: Uttins are able to use bladed gauntlets, clubs, daggers, energy slings, firearms, hold out lasers, , ion pistols, ion rifles, grenades, light crossbows, mono-daggers, laser pistols, plasma blades, snap swords, and star swords in combat. They can wear energy cloaks and light armor as well as make use of any type of shields.

CLASS SKILL: Technology.

JURY-RIG: Once per day a Uttin may attempt a quick fix on a starship, vehicle, mecha or robot. This takes one round and restores a number of hit points to the ship equal to 1d6 per level of the Uttin. After 2d6 rounds, the ship or robot suffers damage equal to amount restored by Jury-Rig, minus 1d6. These temporary repairs break down quickly and in some cases can lead to a object’s destruction.

MODIFY WEAPONS & ARMOR: Uttins are capable of modifying a modern hand weapon like a firearm, laser weapon, or grenade in order to increase its damage output. Such modifications require one hour to perform and are obvious to anyone who sees the modified item - large power housings attached to the side of a laser weapon or extra plating on a piece of armor. In the case of weapons this increases the weapon’s damage by +1d6. However, each time the weapon is fired the Uttin must make a saving throw - even if they are not the one firing the weapon. If that saving throw fails the weapon explodes as it malfunctions, inflicting 1d6 points of damage on the wielder and is destroyed in the process.

Armor modified in this fashion is granted a -2 [+2] bonus to its protection value. However, if the wearer of modified armor or shield is ever the subject of an “to-hit” roll where an unmodified 20 is rolled the item is permanently destroyed in an unexpectedly fiery explosion that inflicts 1d6 points of damage on the wearer.

ROBOTICS EXPERTS: Uttins receive +2 to all “to-hit” rolls made against Robots.

SAVING THROW: Uttins receive a +2 bonus to all saving throws made to resist electricity based effects and damage, and mind-influencing Gifts and Meditations such as *Charm Person*.

LANGUAGES: Uttins understand the common tongue of the universe, but rarely speak it. Instead they prefer to communicate in their high pitch, rolling language comprised of grunts and expressive body language.

TABLE 2-25: UTTIN ADVANCEMENT

LEVEL	XP	HD	BHB	ST
1	0	1-1	+0	13
2	1,500	1	+1	12
3	3,000	2	+1	11
4	6,000	3	+1	10
5	12,000	4	+2	9

YABNABS

"Oh, big flashy bang! Me look! Chip-chip!"

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 planet, which hangs on the very edge of the galaxy. 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. Some Yabnabs are known to grow small, curved horns which sprout from the sides of their heads. They typically wear leather or animal hide clothing and use primitive weapons like spears and bows.



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

CLASS SKILL: Survival.

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 allow them to mimic the effects of a *Charm Person* Meditation against that target. They must make a 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 saving throw or assume it are not a real threat in battle. If the Yabnab successfully makes a melee or ranged attack against any foe who failed their save they inflict double damage. Anyone who has witnessed the Yabnab use this ability is forever immune to its effects.

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 and the Yabnab receives +2 to their to-hit roll when attacking with the trap.

SAVING THROW: Yabnabs receive a +2 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.

TABLE 2-26: YABNABS ADVANCEMENT

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

OPTIONAL MYSTIC CLASSICS

The classes listed below all use mystical abilities that might not be appropriate to some White Star campaigns. Consult with your Referee before selecting one of these classes.

ALIEN MYSTIC

"The powers in this universe are beyond the ken of a single species."

The Alien Mystic is an exotic creature who has tapped into mysterious power unfathomable by most others. Whether they're little green gnomes with powerful magic or near-human psychics, the Alien Mystic reflects a more peaceful, introspective, and thoughtful being than is usually found in the galaxy at large.

That is not to say that Alien Mystics are pacifists. Many are trained in the ways of war, though it is not their first course of action. They would much prefer to rely on their exotic abilities than a laser pistol, but pragmatism sometimes demands adaptation.



WEAPON/ARMOR RESTRICTIONS: Alien Mystics prefer to avoid combat, but when forced to fight they can make use of primitive weapons such as clubs, daggers, heavy crossbows, light crossbows, long bows, short bows, spears, staffs, and swords. They wear only energy cloaks and light armor. At the Referee's discretion, Alien Mystics may wield other weapons according to the cultural norms of their species.

CLASS SKILL: Knowledge.

GIFTS: Through study, secret rituals, or religious dedication, Alien Mystics are able to make use of powerful Gifts. An Alien Mystic begins play knowing two 1st level Gifts. In order to learn more Gifts, Alien Mystics typically wander the universe, searching for powerful and secret places where their ancestors once dwelt so they can study ancient texts, commune with lingering spirits, or draw power from ritual sites.

Each day the Alien Mystic can prepare a number of Gifts as shown on Table 2-28: Alien Mystic Gifts Advancement, preparing the same Gift more than once if they so choose, similar to the same way that a Star Knight does for Meditations by spending fifteen minutes in quiet meditation, prayer, or holy ritual and then resting for six consecutive hours. Once they activate a Gift the energy to use it is lost and the Mystic must rest for at least six hours peacefully before preparing a new array of Gifts.

KEEN SENSES: Alien Mystics are often very attuned to their environment. They are able to detect hidden and secret doors or portals with greater ease than others in the galaxy. When an Alien Mystic actively searches for a concealed or hidden door they are able to find it on a 1-4 on a 1d6, while just walking near one grants her a 1-2 on a 1d6 chance of noticing it. So sharp are their senses that an Alien Mystic can even detect personal and immediate danger one round before it strikes on a 1 if a 1 is rolled on 1d6. This can often prevent them from being surprised or save their life.

SPECIES TRAITS: At character creation, the Alien Mystic should select their species. Depending on species selected, the Alien Mystic receives a benefit as defined on Table 2-29: Alien Mystic Species Traits. The referee may allow other species than those listed on the next page and should design the benefits provided by that species to suit their campaign.

SAVING THROW: Alien Mystics have a +2 bonus to all Saving Throws made to resist Gifts or Meditations.

LANGUAGES: For campaigns that give each race its own dialect; Alien Mystics should be able to speak the language of humans and any other languages that fit the style of the Referee's campaign. Alien Mystics are often very learned and able to speak several languages.

TABLE 2-27: ALIEN MYSTIC ADVANCEMENT

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

TABLE 2-28: ALIEN MYSTIC GIFT ADVANCEMENT

LEVEL	1ST LEVEL	2ND LEVEL	3RD LEVEL
1	—	—	—
2	1	—	—
3	2	—	—
4	2	1	—
5	3	2	—
6	4	2	—
7	4	2	1
8	4	3	2

TABLE 2-29: ALIEN MYSTIC SPECIES TRAITS

SPECIES	BENEFIT
Alurean	May use Charm Person Meditation once per day
Falcon-Men	Fly Speed of 12
Felinoid	See in the dark (90 ft), Climb speed of 12
Grey	Mental Blast (1d6 dmg, 60 ft range), three times per day
Quasi-Human	Genetically altered human, +1 to one attribute of choice
Qinlon	+1 to all melee damage rolls, +2 hit points at character creation

STAR PILOT

"Some Star Knights walk in the Way. I fly between the stars at light speed."

It is said that piloting is an instinct, not a learned skill. None personify this more than the Star Pilot. Star Pilots are specialized Star Knights who have focused their connection to the Way through heightened skills as hot shot stick-jockeys and fighter pilots.

Star Pilots sacrifice swordsmanship and more traditional uses of their Meditations to become expert pilots capable of performing dangerous maneuvers and unbelievable stunts when they're in the cockpit. They are often more independent and reckless than other Star Knights, regarded as loose canons. Unlike the majority of Star Knights they do not receive extensive training with a Star Sword and due to their preference to be among the stars and exploring the far reaches of the galaxy they do not establish or lead monasteries.



WEAPON/ARMOR RESTRICTIONS: Star Pilots receive the similar training to other Star Knights. They can wield clubs, daggers, ion pistols, laser pistols, staffs and star swords. They can wear energy cloaks and light armor, but do not use shields because of their lack of focus on melee combat.

CLASS SKILL: Navigation.

MEDITATIONS: Star Pilots are able to activate Meditations as shown on the table Star Pilot Meditation Advancement. Each day a Star Pilot spends time focusing his mind on the Meditations. He prepares a number of Meditations determined by his level as shown on the table Star Pilot Meditation Advancement after fifteen (15) rounds of mind-cleansing exercises. A Star Pilot requires six (6) hours of consecutive rest before cleansing his mind. He can prepare the same Meditation more than once if he so chooses, but may not prepare more Meditations than the number determined by his experience level, and once the energy to activate a Meditation is used, the Meditation is lost.

THE WAY OF THE PILOT: A Star Pilot can choose to expend one of their prepared Meditations in order to gain bonuses while piloting a starship. When the expend a Meditation in this way they lose the ability to activate the previously prepared Meditation and instead may grant themselves a +1 to Initiative while piloting a starship per level of the Meditation sacrificed for a duration of one round. Alternately they can grant a bonus to their ship, granting the ship a +1 to Armor Class, Movement, or Targeting for the duration of one combat round. A Star Pilot can only sacrifice one Meditation per combat round and if sacrificing a Meditation of second-level or higher may choose to divide the bonus between their personal Initiative, their starship's Armor Class, Movement, or Targeting as they see fit.

A Star Pilot must declare they are sacrificing a Meditation in this fashion before Initiative is rolled in each combat round.

EXAMPLE: A 4th level Star Pilot sacrifices a 2nd level Meditation before initiative is rolled during a space combat round. He can choose to add +2 to his Initiative, -2 [+2] to his starship's Armor Class, +2 to Movement or +2 to Targeting. Alternately, he could choose to add +1 to any two of these categories.

SAVING THROWS: Star Pilots receive a +2 bonus to all Saving Throws made to resist the effects of Meditations and Gifts.

XP BONUS FOR HIGH DEXTERITY: Star Pilots with a Dexterity of 15 or higher receives a +5% bonus to all experience points they earn.

TABLE 2-30: STAR PILOT ADVANCEMENT

LEVEL	XP	HD	BHB	ST
1	0	1	+0	15
2	2,500	2	+0	14
3	5,000	3	+1	13
4	10,000	3+1	+1	12
5	20,000	4	+2	11
6	40,000	5	+3	10
7	80,000	6	+3	9
8	160,000	6+1	+4	8
9	320,000	7	+5	7
10	640,000	8	+5	6

TABLE 2-31: STAR PILOT MEDITATION ADVANCEMENT

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

STAR SQUIRREL

"Oooh, what's that? Let's go look, guys! C'mon! C'mon!"

Star Squirrel is the common name for the alien species who call themselves the Ratatoskr. They are found across the galaxy, though often go unnoticed or remain hidden. As their name denotes, they have grey fur over most of their bodies, though some have large patches of white across their chest and stomach.

They are excitable and energetic. To most other species they are considered hyperactive and a bit annoying - but in spite of this irksome trait most are decent enough creatures. They appear in every way to be identical to the squirrels found on earth, save for having prehensile hands which they can use to manipulate tiny tools and miniature weapons.

Because of their extraordinarily diminutive size, they can only wield weapons crafted specifically for them. All Star Squirrels have a basic understanding of their species unique form of bio-engineering and cleverly craft these specialized items. They possess a keen sense of sight and sharp ears, making them all but impossible to surprise.



Star Squirrels live on countless planets across the galaxy, though most who take up a life of adventure and wandering do so either to slake youthful curiosity or to explore their natural affinity with the Path of the Acorn. In spite of these abilities, they are not as pious as native Star Squirrels who never left their homeworld of Drey in spite of generations of space travel, but instead regard their mystical powers as simple and natural gifts.

Though initially skittish, once a Star Squirrel has determined that someone is not a threat to them, they become very social. They inevitably pick up the common language of the universe, which they speak at an elevated pitch and at great speed – much to the annoyance of their associates and friends. While some hope to one day return to the home world of Drey that they never knew, most are content to wander freely across the galaxy and enjoy whatever adventures come their way.

WEAPON/ARMOR RESTRICTIONS: Star Squirrels are only capable of wielding tiny weapons suited to their extraordinarily diminutive size. These include the Squirrel Sword, a miniature version of the Star Sword crafted via secret bio-engineering techniques known only to Star Squirrels using an oak branch and a specially grown seed. They sometimes make use of tiny crossbow-like weapons called Casters as well, but most favor the Squirrel Sword. They do not use armor, but some carry a small shield which appears remarkably similar to the cap of an acorn that has fossilized to an exceptional hardness.

CLASS SKILL: Larceny.

SQUIRREL SWORD DUELIST: Because of their extensive training and natural agility, all Star Squirrels receive a +1 to all “to-hit” rolls made when wielding a Squirrel Sword. They begin play with a Squirrel Sword at no cost.

BLACK TAIL STAR SQUIRRELS

About one in a hundred Star Squirrels are born with black fur covering their entire body. At character creation, a player can decide to to be a Black Tail Squirrel. This grants no statistical benefit and they have all of the same abilities and limits of a normal Star Squirrel.

However, many other Star Squirrels will regard Black Tail Star Squirrels as living symbols of the fiery apocalypse to come that will be the end of the planet Drey. This is known among Star Squirrels as the Fiery Hibernation.

TABLE 2-32: STAR SQUIRREL ADVANCEMENT

LEVEL	XP	HD	BHB	ST	1ST LEVEL CHITTERINGS	2ND LEVEL CHITTERINGS
1	0	1-1	+0	10	-	-
2	1,500	1	+1	9	1	-
3	3,000	1+1	+1	8	2	-
4	6,000	2	+2	7	2	1
5	12,000	2+1	+2	6	2	2
6	24,000	3	+3	5	3	2

SWIFT & SMALL: Because they stand between a mere seven to twelve inches tall and rarely weigh more than three pounds, Star Squirrels are remarkably swift and difficult to strike in combat. They receive a natural -6 [+6] bonus to their armor class because of this. Their tiny size and natural environmental awareness also allows them to remain invisible with a 1-5 chance of success on a 1d6 when they are still while in urban or natural terrains. Finally, Star Squirrels are capable of climbing vertical surfaces at their normal movement rate without any difficulty, provided the surface is not slick or otherwise inhibiting.

ALERT & FRAGILE: Because of their tiny size, Star Squirrels cannot have a Strength ability score higher than 7. At character creation players can choose to lower their Strength to 7 if it is higher in order to play a Star Squirrel. Star Squirrels cannot carry more than five pounds of equipment without becoming encumbered. However, their keen senses mean they can only be surprised on a 1 on 1d6 - even when ambushed. They can also see perfectly in low light environments, such as during the evening or in other dim lighting – though they are still blinded by total darkness.

WAY OF THE ACORN: Star Squirrels may use Chitterings as noted on Table 2-32: Star Squirrel Advancement in a manner similar to a Star Knight. Each day a Star Squirrel spends time focusing their mind on the Chitterings. He prepares a number of Chitterings determined by his level as shown on Table: 2-32 Star Squirrel Advancement after fifteen (15) rounds of mind-cleansing exercises. A Star Squirrel requires six (6) hours of consecutive rest before cleansing his mind. He can prepare the same Chittering more than once if he so chooses, but may not prepare more Chitterings than the number determined by his experience level, and once the energy to activate a Chittering is used, the Chittering is lost. They may only make use of Chitterings and do not have access to Meditations or Gifts.

SAVING THROW: Star Squirrels receive a +2 bonus to resist or avoid the effects of any traps or area of effect attacks which allow a saving throw.

LANGUAGES: Star Squirrels can speak their native tongue of Ratatosk as well as the common language of the universe.

UNTRAINED INITIATE

"I'm still learning to control my powers. Give me time."

Many Star Knights begin their training in childhood, spending their young lives in disciplined, ordered training. They master their meditations and become both powerful and focused. Yet there are those without training or instruction that are able to call upon The Way instinctively. Even without the discipline of a traditional Star Knight mentor, these Untrained Initiates are nevertheless capable of utilizing powerful Meditations – helping their friends and allies with these impressive natural abilities.

Those Initiates who find themselves set upon the path of the Star Knight become some of the most powerful in followers of The Way in the universe – provided they have a little bit of guidance. Though not all Untrained Initiates are true and noble, and some are driven to use their powers for selfish purposes. They set themselves up as false messiahs, warlords, and dictators; this path leads inevitably to The Void.



WEAPON/ARMOR RESTRICTIONS: The Untrained Initiate has little formal training in combat, but is able to wield the club, dagger, firearms, heavy crossbow, light crossbow, longbow, short bow, spear, staff, or sword. They can wear energy cloaks and light armor as well as use physical shields.

CLASS SKILL: Survival.

TALENTED COMBATANT: Untrained Initiates can select one weapon at character creation, either melee or ranged, which they would normally be restricted from using and wield this weapon without restriction.

INSTINCTIVE MEDITATIONS: Untrained Initiates may use Meditations, but do so in a manner different from Star Knights, and are unable to tap into the more powerful Meditations. Untrained Initiates learn new Meditations as they increase in Level, instinctively gaining an understanding of their natural abilities. Once an Untrained Initiate has selected a Meditation as known, they cannot change it later. They do not prepare these Meditations daily, instead choosing to activate any known Meditation as determined by Table 2-33: Untrained Initiate Advancement. Used Meditations recover after resting peacefully for at least six hours.

EXAMPLE: Bestin, a 5th Level Untrained Initiate, knows three Meditations. He has selected Protective Meditation (a 1st Level Meditation), Combat Coordination (a 1st Level Meditation) and Speak with Animals (a 2nd Level Meditation). He can activate up to three 1st Level Meditations each day in any combination of the two he knows and may activate Speak with Animals twice per day.

FORMAL TRAINING (4TH): An Untrained Initiate who reaches 4th level can choose to enter formal training as a Star Knight if they can find a willing mentor. In doing so, they become a 2nd Level Star Knight, losing all the abilities and benefits of the Untrained Initiate Class except Talented Combatant; this includes Instinctive Meditations and the Saving Throw bonus for the Class. Hit Points and Saving Throw also reset to match those of a 2nd level Star Knight. However, the Untrained Initiate receives a +10% bonus to all Experience Points earned on their new Class going forward, representing their raw natural ability being channeled effectively. This bonus is in addition to any Experience Point Bonus received from having a high Wisdom or Charisma.

SAVING THROW: Untrained Initiates receive a +2 bonus to any Saving Throw of choice once per day.

XP BONUS FOR WISDOM: An Untrained Initiate with a Wisdom of 15 or higher receives a +5% bonus to all Experience Points earned.

TABLE 2-33: UNTRAINED INITIATIVE ADVANCEMENT

LVL	XP	BHB	ST	MEDITATIONS KNOWN	1st LEVEL MEDITATIONS	2nd LEVEL MEDITATIONS
1	0	1	12	0	-	-
2	1,250	2	11	1	1	-
3	2,500	2+1	10	1	2	-
4	5,000	3	9	2	2	1
5	10,000	4	8	2	2	2
6	20,000	4+1	7	3	3	2
7	40,000	5	6	3	3	3
8	80,000	6	5	4	4	3
9	160,000	6+1	4	4	4	4
10	320,000	7	3	5	5	4

CHARACTER RETIREMENT

Each Referee has his or her own style, and a preference for a given range of character levels for their games. The Referee has the final say on how and when retirement works for the campaign. Most classes can go to as high as 10th level, though a few reach their full potential as early as 4th level. Once a character has reached their maximum listed Level the character is not required to retire.

Instead they can either gain a one additional hit point or reduce their Saving Throw by one point for every additional 500,000 points of experience that character earns beyond the amount listed to achieve their maximum Level. There is no maximum to the number of hit points a character may have, though a character's Saving Throw can never be lower than 2.

SKILLS

Characters can be defined by more than their class. This 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 this option are available.

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

All Characters begin play with three skills. One skill (listed in each class

description as their Class Skill) is based on that character's class and the other two selected by the player. The skill that is associated with a character's class begins at a rank of 2. One of skills selected by a character also begins at rank 2, while the remaining skill begins at rank 1. Each skill has an associated attribute. When a character wishes to attempt an action associated with their skill the player rolls 1d6. If the roll is equal to or under the character's skill rank, they are successful. All skills are associated with a specific attribute and any skill roll has an attribute modifier applied to per Table 1-2: Universal Attribute Bonus.

When a character reaches 4th level they may either select a new skill which they do not have any ranks in or choose to increase an existing skill by one point. They may do this again at 8th level.

No Skill can have a rating higher than 5, even after attribute modifier. At the referee's discretion a particularly difficult task might impose a -1 or -2 penalty to the character's skill rating, while especially easy tasks might grant a +1 or +2 bonus.

TABLE 2-34: SKILLS

SKILL	ATTRIBUTE	ASSOCIATED CLASSES
Athletics	Strength	Alien Brute, Bounty Hunter, Mercenary, Man of Tomorrow
Interaction	Charisma	Aristocrat, Rock Star, Robot (Diplomacy) Star Knight
Knowledge	Intelligence	Alien Mystic
Larceny	Dexterity	Brimling, Cypher, Plucky Sidekick, Star Squirrel
Medicine	Wisdom	Combat Medic, Robot (Medical)
Navigation	Intelligence	Mecha Jock, Pilot, Star Pilot
Survival	Constitution	Deep Space Explorer, Gunslinger, Untrained Initiate, Yabnab
Technology	Intelligence	Freed Assimilant, Novomachina, Robot (Mechanical), Two-Fisted Technician, Uttin

SKILL LIST

ATHLETICS: This skill represents any feat of physical prowess. Whether it's acrobatics, feats of strength, or some other activity that depends completely on the physical performance of the character - it falls under Athletics. This skill is not used to dodge attacks. That is covered by a character's Armor Class.

INTERACTION: This skill represents a character's talent regarding social interactions. This includes 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.

LARCENY: This skill represents all manner of clandestine proficiency and the character's stealth training. It can be used to remain hidden as long as concealment is available as well as their ability 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, combat medicine, and might even have some basic understanding of cybernetic surgery if their skill is high enough. It can be used to diagnose a character's health, and if a successful Medicine check is made when using a med kit, the recipient of that is healed an additional +2 hit points.

NAVIGATION: Navigation covers the ability to determine location, surroundings and likely requirements to traverse a terrain whether it be 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.

KNOWLEDGE: This skill covers the character's general knowledge about the universe at large. This includes planetary histories, current events, local rumors, and underworld secrets. It does not give information regarding hard science, mechanical technology or other more concrete areas of expertise. A character's knowledge in those areas is based on their skill rating in Medicine and Technology.

SURVIVAL: Survival represents a character's ability to thrive in a hostile environment. This includes everything from verdant forests to exotic and alien environments. This skill can be used to find food, water and shelter in these environments as well as their knowledge regarding local flora and fauna.

TECHNOLOGY: This skill covers advanced technology, from computers to faster-than-light engines to robotics. A character can use this skill to identify, operate, and repair any of these technological devices.





CHAPTER

0003

EQUIPMENT

Characters will have the opportunity to purchase any of the equipment listed below after creation. Any excess funds can be saved for future purchases.

BUYING EQUIPMENT

Each character starts with some credits at the beginning of the game, used to buy equipment. One credit (cd) is worth 10 sub-credits (scd) or 100 chits (ct). Prices for equipment are listed on the tables throughout this chapter, and all are given in credits (cd). At creation, most players character can only purchase equipment from the Standard Gear, Melee Weapons, Missile Weapons, and Armor & Shields tables. Advanced Technology and Cybernetics must be acquired through the course of a campaign, unless otherwise determined by a character's class and noted in the item's description.

TABLE 3-1: STANDARD GEAR

GEAR	WEIGHT (lbs)	COST (in credits)
Ammo Bandoleer	1	5
Backpack (30 lbs capacity)	1	5
Belt Pouch (10 lbs capacity)	0.25	3
Binoculars/Dark Vision Binoculars	2/5	10/100
Boarding Torch	1	10
Breathing Mask	0.25	20
Clothing (Common Outfit)	3	5
Clothing (Fine Outfit)	5	25
Clothing (Exposure Outfit)	15	5
Clothing (Space Suit)	125	250
Communicator	1	25/50
Flares	0.25	3
Flashlight	0.5	5
Hot Box	1	100/500
Jet Pack	25	100/25
Med Kit	1	20
Mini-computer	1	100
Rations	1	1
Recording Stick	1	15
Rope (50 ft)	5	5
Sleeping Bag	1	10
Tent	3	20
Time Piece	0.25	10
Tool Kit	1	25
Trauma Pack	5	50

STANDARD EQUIPMENT DESCRIPTIONS

AMMO BANDOLEER: This is a belt or sash lined with several small pouches designed to hold extra energy cells which are used in laser pistols and laser rifles. It can also hold the ammo magazines used in firearms. It can hold up to twenty (20) energy cells or magazines.

BACKPACK: Whether a primitive leather backpack or a modern composite fiber knapsack, a backpack can hold up to thirty pounds (30 lbs) and up to one cubic foot of space.



BELT POUCH: These pouches hold up to three pounds (3 lbs) of equipment.

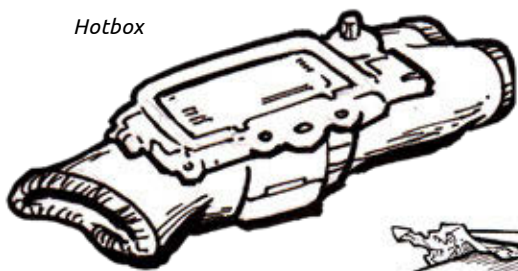
BINOCULARS: Binoculars enable the user to see clearly up to a distance of five times (x5) their normal vision. Dark vision binoculars, capable of seeing that distance in complete darkness, can be purchased for ten times (x10) the listed cost.

HOUSE RULE:

STARTING WITH MECHA, STARSHIP, OR VEHICLE

While mechas, starships, and vehicles are normally very expensive, the Referee may permit the party of player characters to begin play with a light transport or similar vessel as suits the needs of their campaign. It's also possible that the character acquired such a vehicle based on their Serial. However, in most cases, when the player characters are provided with a starship or other expensive form of transportation, there is a large obligation or debt that comes along with it. Perhaps the starship is stolen, or was purchased with funds accepted from a loan shark, or is constantly breaking down. There's no such thing as a free ride...

Hotbox



Rations



BOARDING TORCH: While not a technically a weapon, a boarding torch can serve as one in an emergency situation. Instead it is used, by pirates operating in zero-gravity environments to cut through bulkheads and hulls of targeted starships. It takes 1d6+4 rounds of work with a boarding torch to cut a hole in a ship's hull large enough for a small or man-sized creature to pass through. A boarding torch can be used in combat by any character able to wield a dagger and inflicts 1d6-4 points of damage.

BREATHING MASK: This clear mask secures to the wearer's head via an elastic strap and seals both nose and mouth. The mask contains enough air for four hours of breathing and allows the wearer to breathe in thin and poisonous atmospheres. It does not protect from the vacuum of space or other environmental hazards.

CLOTHING (COMMON): Regular, everyday clothing worn by millions across the universe. Includes a solid pair of boots.

CLOTHING (FINE): These are the finer garments worn by Aristocrats, nobles, and other wealthy citizens of galaxy. Likely to feature a flashy cape.

CLOTHING (EXPOSURE): Exposure clothing is designed to protect against extreme environmental hazards, such as deep colds, extreme heats, or other hazards. It does not protect from the vacuum of space. It includes an internal breath mask with an air supply that lasts up to four (4) hours.

CLOTHING (SPACE SUIT): Space suits protect from the vacuum and pressure of space. They have enough oxygen for up to one day (24 hours) of continuous use. They are bulky and movement is halved when wearing one.

COMMUNICATOR: This hand-held device allows for auditory communication with another individual who also has a communicator at a distance. Another version which also feature a small hologram transmitter that allow users to and project images of themselves to the individual they are speaking with are also available, but costs twice (x2) the listed price.

FLARES: These six-inch long rods can have a pull-tie on them that, when pulled, causes the tip of the flare to blaze with light that radiates up to a range of 120 feet for up to one hour (6 turns).

FLASHLIGHT: A flashlight projects light in one direction to a range of 60 feet. It has a rechargeable power cell that lasts twenty-four (24) hours.

HOTBOX: A hotbox is a specialized (and highly illegal) mini-computer designed to launch electronic counter measures against security devices and vehicles. Advanced hotboxes can be purchased, but at five times the listed cost (x5). Advanced Hotboxes grant any Cyphers using them a +1 to their Codeslinging ability and double the ability's range. In the hands of anyone other than a Cypher, a hotbox functions exactly like a mini-computer.

JET PACK: Characters wearing a jet pack gain the ability to fly at a Movement of 18. A jet pack can be used for up to 25 rounds before it must be refueled. The cost to refuel a jet pack is 25 credits.

MED KIT: Med kits are small emergency medical packages carried by emergency personnel and military corpsman on the battlefield. It takes one round to use a med kit and it restores 1d6+1 Hit Points. Once a med kit is used it is expended completely.

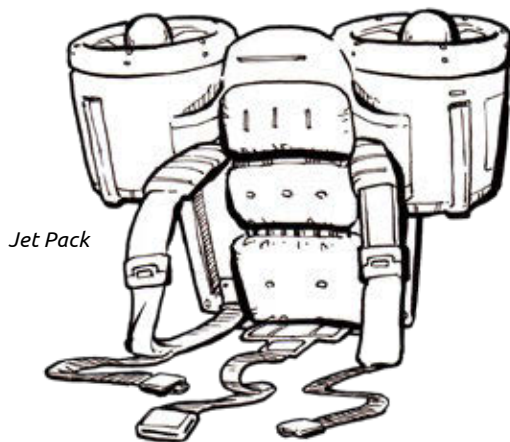
MINI-COMPUTER: Mini-computers are small, hand-held computers with touch screens, tiny hologram projectors, and a large amount of storage capacity. They interface with other computers and starships, store information, and allow communication across great distances and into low orbit.

RATIONS: These rations are dried or freeze-dried and remain usable for decades if kept in their original packaging. The cost listed is for one day's supply of rations.

RECORDING STICK: This small, pencil-sized stick is capable of storing up to 300 hours of audio before needing to be erased.

ROPE: One coil of rope is able to support up to five hundred pounds (500 lbs) of weight. Most come with a magnetic grappling hook.

SLEEPING BAG: Modern sleeping bags are able to seal the user inside for extraordinary protection from the elements. They cannot however, filter out environmental hazards.



TENT: Like sleeping bags, modern tents can seal up to four (4) individuals within them to protect them from the elements. They cannot however, filter out environmental hazards.

TIMEPIECE: This simple chronometer is worn on the wrist and automatically sets itself to planetary time when entering a new atmosphere. It can store and keep times on any number of different planetary settings.

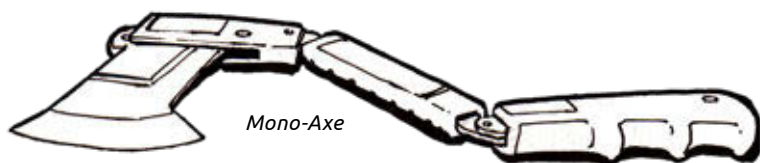
TOOL KIT: Tool kits are used by Mecha Jocks, Pilots, Star Pilots and other vehicle workers for upkeep. Without a tool kit, it is very difficult to keep a starship, mecha, or vehicle in top shape.

TRAUMA PACK: This advanced package of medical supplies includes stabilizers, stim patches, and other advanced medical technology. It can be used by Combat Medics to help save the life of a dying character. In order for a Combat Medic to make use of their Back from the Brink ability, they must have access to a trauma pack is expended whenever that ability is used, regardless of whether or not the target survives.



TABLE 3-2: MELEE WEAPONS

GEAR	DAMAGE	WEIGHT (lbs)	COST (in credits)
Battle Axe	1d6+1	6	7
Bladed Gauntlets	1d6-1	3	10
Club	1d6	3	-
Dagger	1d6-1	1	3
Energy Whip	1d6	2	25
Ion Stick	1d6-1/2d6	3	25
Mono-Dagger	1d6	1	15
Mono-Sword	1d6+1	3	20
Mono-Axe	1d6+2	6	35
Plasma Blade	1d6+1	3	100
Spear	1d6	5	2
Snap Sword	1d6	2	20
Squirrel Sword	1d6-1	0.05	100
Staff	1d6	5	1
Star Sword	1d6+4	1	100
Star Sword, Uttin	5d6-12	1	1000
Sword	1d6	3	10



MELEE WEAPON DESCRIPTIONS

BATTLE AXE: This large, double-headed weapon requires two hands to wield effectively.

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

CLUB: Whether stick, cudgel, or improvised weapon, a club is a simple blunt force instrument that does damage.

DAGGER: Both a tool and weapon, the blade of a dagger ranges from 6-12 inches long. Most species in the galaxy use them.

ENERGY WHIP: This foot-long chrome handle has concealed within it a ten foot long wire that can be brought forth with the press of a button. The cord immediately begins to glow with laser energy, making it into a deadly weapon in melee. Energy whips ignore armor class bonuses granted by shields (whether physical or energy) when attacking. Also, if a successful attack is made, the wielder can choose to do no damage and attempt to disarm their opponent. The victim of the disarm attempt must make a successful saving throw or have the weapon yanked from their hand.

ION STICK: Little more than a metal club or rod with an electrified head, they are not particularly effective against living creatures – inflicting only 1d6-1 points of damage. However, the electrical charge is devastating to Robots and Novomachina and against these creatures inflicts 2d6 points of damage.

MONO-DAGGER: This dagger has had its edge refined to the width of a single molecule.

MONO-SWORD: These meter-long two-edged blades are wielded in one hand and have their edges refined to the width of a single molecule.

MONO-AXE: A light-weight composite head with a molecule-thin blade makes this weapon both fearsome to behold and deadly in battle.

PLASMA BLADE: These swords have “blades” of semi-solid plasmatic metal that is super-heated. They are devastating when used against opponents in armor, as they can melt any metal they come in contact with. If the wielder makes a successful attack with this weapon against an opponent in armor or using a physical shield they may choose to permanently damage the armor or shield, instead of inflict damage directly on their opponent, reducing the bonus to Armor Class provided by the armor by one point as metal is turned to melted slag.

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

SPEAR: A six-foot pole with a sharpened end or metal point, spears are one of the oldest weapons in existence.

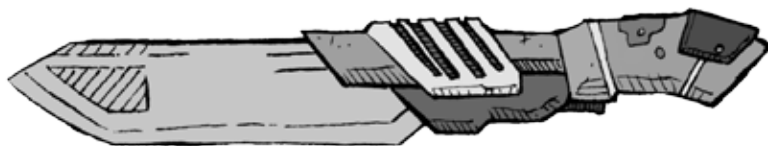
SQUIRREL SWORD: These appear as tiny, wooden handled Star Swords with blades a mere 6" long. They inflict little damage when compared to true Star Swords, and are only used by Star Squirrels. It inflicts 1d6-1 points of damage and costs 500 credits to purchase in the rare event one is available. These remarkable weapons can be crafted by Star Squirrels for one fifth of this price, but the process takes two weeks of uninterrupted work and can only be done on a planet in a densely forested environment.

STAFF: A length of wood or composite plastic ranging from six to eight feet in length, often used to assist in travel or defend oneself in battle.

STAR SWORD: When not activated, a star sword looks like a chrome sword hilt with no blade. However, with the press of a button a meter-long beam of energy springs to life from it. This is the favored weapon of Star Knights, for which it is named.

STAR SWORD, UTTIN: Uttin Star Swords are unreliable at best, though in rare instances it is capable of inflicting remarkable amounts of damage - beyond that of the already formidable star sword. By applying miniaturized versions of the energy flux systems used in Spaceslinkers, Uttins have created a weapon that has the potential to be devastating to both wielder and opponent alike. Uttin star swords inflict 5d6-12 points of damage. This means the weapon's damage ranges from -7 to 18 points of damage. If the damage rolled is between -1 and -7, the weapon actually releases a charge of flux energy into the hit and inflicts that that negative number as damage on the wielder. If the weapon's damage is zero, the Uttin Star Sword shorts out and explodes in the wielder's hand inflicting 1d6 points of damage. Uttin Star Swords are extraordinarily rare and very, very expensive.

SWORD: Often found as a ceremonial weapon carried by Aristocrats and other elite citizens of the galaxy, swords nevertheless still often find service in battle.



Mono-Dagger

TABLE 3-3: MISSILE/RANGED WEAPONS

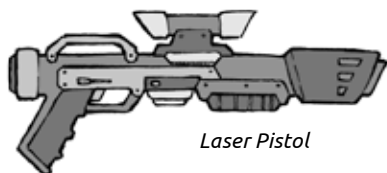
GEAR	DAMAGE	ROF	RANGE	WEIGHT (lbs)	COST (in credits)
Bow, Energy	1d6+2	2	70 ft	5	50
Bow, Long	1d6	2	300 ft	20	40
Bow, Short	1d6-1	2	200 ft	10	25
Caster	1	2	50 ft	0.25	20
Crossbow, Heavy	1d6+1	½	250 ft	18	25
Crossbow, Light	1d6	½	250 ft	9	15
Energy Sling	1	2	50 ft	1	15
Firearms (Pistol)	1d6	2	75 ft	2.5	45
Firearms (Rifle)	1d6+1	1	150 ft	7.5	75
Flame Projector	1d6+1	1	10 ft	5	100
Grenade (Concussion)	3d6+2	1	30 ft	1	25
Grenade (Fragmentation)	2d6+2	1	30 ft	1	25
Grenade (Ion)	1d6/5d6	1	30 ft	1	25
Hold Out Laser	1d6-1	2	25 ft	1	25
Ion Pistol	1d6/2d6	2	100 ft	3	35
Ion Rifle	1d6+1/3d6	1	200 ft	5	75
Laser Pistol	1d6+2	2	100 ft	2.5	50
Laser Rifle	2d6	1	200 ft	5	100
Sporting Laser	1d6+2	1	300 ft	4	75
Tangle Blaster	1	1	30 ft	4	100



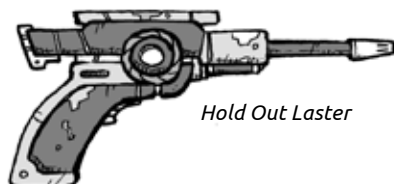
Grenade



Laser Rifle



Laser Pistol



Hold Out Laster

TABLE 3-3: MISSILE/RANGED WEAPONS

GEAR	DAMAGE	ROF	RANGE	WEIGHT (lbs)	COST (in credits)
Arrow (Standard) (20)	-	-	-	1	1
Arrow (Explosive) (10)	4d6	-	-	0.5	2
Arrow (Ion) (10)	1d6/5d6	-	-	0.5	30
Arrow (Scrambler) (10)	1d6	-	-	0.5	50
Bolt (Standard) (20)	-	-	-	1	1
Bullet (20)	-	-	-	0.5	10
Energy Cell (20)	-	-	-	0.25	10
Flame Pod (10)	-	-	-	-	30
Pick (20)	-	-	-	0.01	5
Tangle Net (Standard)	1	-	-	1	10
Tangle Net (Energized)	1d6+2	-	-	1	25

RANGED WEAPON DESCRIPTIONS

ARROW (STANDARD): Ammunition for long bows and short bows. Sold with a quiver (if needed) in bundles of twenty (20).

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 unless these targets make a successful saving throw. Scrambler Arrows 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.

BOLT: Ammunition for heavy crossbows and light crossbows. Sold with a case (if needed) in bundles of twenty (20).

BOW, LONG: These primitive weapons are effective and silent. They are most commonly found in primitive societies and use arrows for ammunition.

BOW, SHORT: Smaller versions of the long bow, these are more easily used from a concealed or sitting position, though are less powerful and have a shorter range. It uses arrows for ammunition.

BULLET: Ammunition for firearms. Sold in magazines of twenty (20) bullets.

CASTER: Casters are miniature crossbow-like weapons used exclusively by Star Squirrels. They fire tiny bolts, similar to toothpicks, which have been energized by some unknown feat of engineering unique to Star Squirrels.

CROSSBOW, HEAVY: Bulky, two-handed, and slow to load, heavy crossbows are rare in the modern galaxy, though some are valued by collectors or still used by pre-firearm societies. They are quite capable of punching a hole through most armor, even modern ones, and use bolts for ammunition.

CROSSBOW, LIGHT: A smaller and more easily-used version of the heavy crossbow, it is still rare. It uses bolts for ammunition.

ENERGY CELL: Ammunition for laser pistols and laser rifles. It is sold in power packs that hold twenty (20) shots.

ENERGY SLING: As much an 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.

FIREARMS: Using gunpowder and a lead projectile housed in a brass casing, firearms are carried by eccentrics, collectors, and pre-stellar societies. It uses bullets for ammunition, and comes as a pistol or rifle.

GRENADE: These explosives are most commonly used by military personnel. They can be found in concussion and fragmentation varieties. Concussion grenades do 3d6+2 damage within a 5 foot radius, while fragmentation grenades do 2d6+2 damage within a 50 foot radius. Ion Grenades do 1d6 points of damage within a 20 foot radius, except when used against machines such as Robots or Novomachina - in which case the damage is increased to 5d6. Each grenade must be purchased individually and is expended when thrown.

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.

LASER PISTOL: The most common weapon in the modern galaxy, this sidearm is favored by everyone from nobles to mercenaries to law enforcement. It requires an energy cell for ammunition.

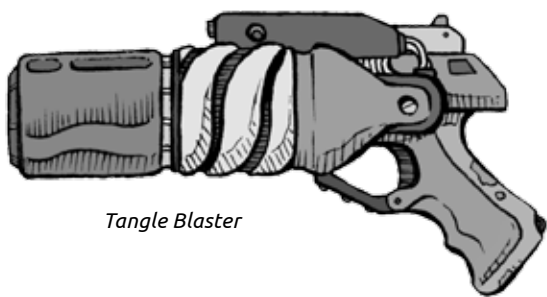
LASER RIFLE: This long firearm has an extended barrel and requires two hands to fire. It has a longer range than a pistol and does more damage. It requires an energy cell for ammunition.

PICK: Toothpick-sized ammunition used in Casters. Sold in cases of 20.

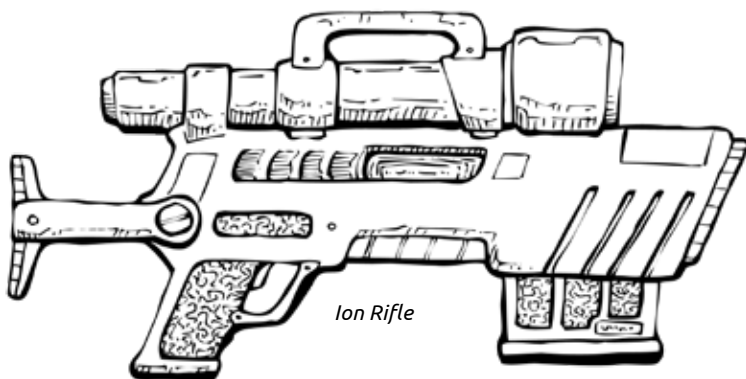
SPORTING LASER: These sleek hunting rifles were designed to have long range capability, but lack the stopping power of true laser rifles. This weapon requires an energy cell to power it.

TANGLE BLASTER: This stubby hand cannon fires a tangling net that expands as 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.

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



Ion Rifle

TABLE 3-4: ARMOR & SHIELDS

GEAR	AC [AAC]	WEIGHT (lbs)	COST (in credits)
Heavy	-6 [+6]	60	100
Composite	-5 [+5]	25	60
Medium	-4 [+4]	30	50
Scout	-3 [+3]	35	40
Boarding Armor, Brimling	-2 [+2]	10	50
Light	-2 [+2]	15	25
Shield, Energy	-2 [+2]	1	25
Shield, Physical	-1 [+1]	10	10
Shield, Cap	-1 [+1]	0.25	25
Energy Cloak	-1 [+1]	3	25

ARMOR & SHIELD DESCRIPTIONS

BOARDING ARMOR, BRIMLING: This light composite armor seals provides a small measure of protection in battle while still allowing the wearer to remain completely mobile. It is environmentally sealed and has an oxygen supply of up to six hours. Brimling Boarding Armor is sized for smaller species, such as Brimlings or Procyons and typically has design flourishes and is considered somewhere between fashionable and gaudy by many beings. Suits for man-sized species can be purchased at twice the listed price. It can be worn with an Energy Cloak.

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

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 and once this feature has been activated the cloak takes twenty four hours to recharge. Energy cloaks can be worn on top of Light Armor or Brimling Boarding Armor, and combined with shields of any sort.

ARMOR, HEAVY: Heavy composite plates, reinforced with laser reflective coating, this bulky armor provides a high level of protection against all forms of attack. More primitive versions function similarly to medieval plate mail.

ARMOR, LIGHT: Padded flight suits, boiled leather, and synthetic armor vests are all considered Light Armor. They offer minimal protection against most physical attacks, but can be combined with an Energy Cloak.

ARMOR, MEDIUM: Whether modern reinforced metal alloy plates set into the lining of a padded suit or primitive chain-based armor, these designs offer some decent protection against a variety of attacks.

SCOUT, ARMOR: 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.

SHIELD, CAP: Appearing as small acorn caps which have hardened or fossilized to an amazing density, Cap Shields serve as protection in the exact same manner as traditional shields. They provide a -1 [+1] bonus to the Armor Class of any Star Squirrel who wields one, but require one hand to use. A cap shield only can be crafted or used by a Star Squirrel. This takes three days and costs 25 credits in materials.

SHIELD, ENERGY: A rounded metal alloy web that when activated fills with a field of crackling energy. Effective against only energy weapons. Cannot be used at the same time as a physical shield, though can be combined with an Energy Cloak.

SHIELD, PHYSICAL: A rounded plate of reinforced metal used to protect in melee combat and against projectiles. Not as effective against modern weapons as an energy shield. Cannot be used at the same time as an energy shield, though can be combined with an Energy Cloak.

HOUSE RULE:

AC VS. AAC

The Referee will decide whether this game is using the standard Armor Class (AC) system where a lower AC is harder to hit, or the Ascending Armor Class system (AAC), where a higher AC is harder to hit. Numbers for the AAC system are set off in brackets when listed, as you see in Table 3-4: Armor and Shields above, to distinguish the two systems when the numbers appear side by side.

EQUIPMENT WEIGHT

A normal level of miscellaneous equipment is assumed to weigh around ten pounds (10 lbs) for most characters. This includes clothing and personal items. When gear and armor is added to this, each one hundred (100) credit chips or items of equivalent value weighs around one pound (1 lb). Credits are sometimes stored digitally on mini-computers and other devices.

CALCULATING ARMOR CLASS

In the standard and descending Armor Class system (AC), an unarmored human has an AC of 9. Any armor worn subtracts from this total, making him or her more difficult to hit. For example, a human (base AC 9) wearing Light Armor (-2) has an effective AC of 7 (9-2).

Using the Ascending Armor Class system (AAC), an unarmored human has an AAC of 10. Armor worn, instead of subtracting from this total, is added making him or her more difficult to hit. Therefore, a human (base AAC 10) wearing Light Armor (+2) has an effective AAC of 12 (10+2).

COMPARING ARMOR CLASS SYSTEMS

To translate between descending and ascending Armor Class systems, the Armor Class (AC) and Ascending Armor Class (AAC) values should add up to 19 when added together. For example, AC 7 is the same as AAC 12, or $19-7 = 12$.

In the standard system a high AC is bad, and in the Ascending Armor Class system a low AAC is bad. Once you start playing using one of the systems, it will make perfect sense, no matter which is used.







CHAPTER

0004

PLAYING THE GAME

Once you've got a character, the Referee will describe where the character is, and what he or she sees. The game might start on a backwater wasteland planet, in a vast and teeming city spiked with spires of metal and a skyline dotted with starships, in a seedy crime lord's lair, a space station, or at the crash site of an abandoned starship — that's up to the Referee. From that point on, you'll describe what your character does: going down stairs, attacking an enemy, talking to the people you meet (either characters being run by other players, or non-player characters controlled by the Referee). These decisions are all in your hands! The Referee then tells you what happens as a result: the starship door opens to reveal a long-dead pilot at the helm, the angry soldier attacks your character, etc. Together, you and the Referee work together, with the Referee handling the details of a pulp science fiction setting, and you handling what your character does in it. The epic story of your character's rise to greatness (or fall to villainy) is yours to create!

TIME

Sometimes the Referee will rule that "an hour passes," or even, "a month passes," in the life of the intrepid adventurers, but two important time measurements need a quick explanation. These are the turn, and the round. A turn represents ten (10) minutes, and a round lasts one (1) minute long.

SAVING THROWS

Each character has a Saving Throw value. It represents their ability to avoid any number of adverse effects. Whenever the Referee calls for the character to make a Saving Throw roll a 1d20. If the number rolled is equal to or higher than that character's Saving Throw value, they have successfully avoided, partially avoided, or endured a specified negative or dangerous effect.

Saving Throws can be made to resist the effects of some Meditations or Gifts, resist environmental effects, avoid traps, or reduce the negative results of any number of things determined by the Referee. Many classes receives a bonus to certain Saving Throws.

SURPRISE

During play, sometimes one character or a party will gain surprise over other characters or parties. Usually the Referee will determine this, but may often use the result of 1-2 on a roll of a 1d6 to indicate if a character is surprised unless otherwise defined by their class or the specific details of the encounter.

CONCEALED AND SECRET DOORS

Concealed and secret doors can be detected on the roll of a 1 on a 1d6 when a character specifically states they are looking for one. Some aliens or creatures may have a greater chance of success or even be able to detect them simply by near to them.

MOVEMENT RATE

The base Movement rate for all races is calculated in terms of tens of feet (ft) per round is shown in Table 4-2: Movement Rules on the opposite page. So, a character with a Movement rate of 12 can move 120 feet per combat rounds. In most campaigns that make use of a grid map for movement and combat, each 1" square represents 10 square feet - meaning that character could move 12 squares.

Characters who are attempting to be stealthy must move at a Careful rate, as shown on Table 4-1: Movement Adjustment. Characters who are Running may double their Movement rate, but can take no other actions while doing so.

TABLE 4-1: MOVEMENT ADJUSTMENT

MOVEMENT TYPE	ADJUSTMENT
Careful	Half of character Movement
Normal	Normal character Movement
Running	Double character Movement



HOUSE RULE:

ENCUMBRANCE

A character's Movement rate is reduced if they are carrying a lot of gear or carrying a heavy burden. To determine whether your character's Movement rate has been reduced by the equipment they are carrying, consult Table 4-1: Movement Rules. Referees may alter the units of measurement used to suit their own games and campaigns.

TABLE 4-2: MOVEMENT RULES

WEIGHT CARRIED (IN LBS)*	CHARACTER MOVEMENT
Up to Strength x 5	12
Strength x 5 to Strength x 10	9
Strength x 11 to Strength x 20	6
Strength x 21+	3

*Star Squirrels may not carry more than 5 lbs of equipment, regardless of their Strength.

GAINING EXPERIENCE

Characters are awarded Experience Points (XP) for defeating opponents and accomplishing heroic deeds as they adventure across the cosmos. Creatures have a set Experience Point value in their descriptions. This Experience Point amount can awarded in part if the player characters defeat a creature or threat without killing it – such as defeating it through roleplaying, outsmarting it, or beating it into submission.

The referee is also encouraged to award Experience Points to player characters who attempt heroic deeds, roleplay in a manner suited to their alignment, class, or serial background, and generally help contribute to a positive experience for everyone playing the game. Each non-combat experience point reward can be earned once per gaming session and the referee is the final authority on whether or not a player character's actions warrant an award.

Non-combat Experience Point rewards should always be for acts which contribute to the enjoyment of the game for everyone at the table. If Player A is convincing a shy Player B to get involved in the game by taking a course of action that Player A knows will result in Player B's death, this is certainly not worthy of a reward. Similarly, having a character knee jerk against a course of action which would contribute to the enjoyment of the game for everyone else at the table on a consistent basis under the argument that it is "what their character would do" or because they're a "loner" does not qualify for accurate roleplaying. White Star is a group game and the most important thing is that everyone (you, the other players, and the referee) are all having fun.

Some character classes have a Prime Attribute determined by their class that provides an additional XP Bonus that character. All characters also gain an XP Bonus from having a Charisma or Wisdom attribute of 15 or higher.

TABLE 4-3: NON-COMBAT EXPERIENCE POINT REWARDS

EVENT	REWARD
Player accurately roleplays their character's alignment, serial, and class	100 XP
Player character attempts a potentially life-threatening act of heroism	250 XP
Player character performs a surprising and clever deed that helps the party or other ally	150 XP
Player encourages other players to get involved, roleplay, and contribute to the game	100 XP
Making everyone at the table laugh out loud	75 XP



HIRING ASSISTANTS

Many characters, particularly when first starting an adventuring career, are in the need of some help in carrying loot or fighting enemies. Table 4-4: Standard Assistants and Table 4-5: Class-Based Assistants on the next page lists Assistants that can be hired. List prices are in credits assuming that a typical adventure lasts roughly one week. Assistants also cost a half share of any XP earned during adventuring and may charge additional credits depending on the services they render, as determined by the referee.

TABLE 4-4: STANDARD ASSISTANTS

ASSISTANT	COST (IN CREDITS)
Animal Trainer	125
Assassin	300 or more
Engineer	250
General Soldier	25
Non-combatant (servant, roustabout)	5
Planetary Chauffeur/Taxi	20
Sage	300
Starship Repairman	50
Spy	125
Starship Captain	150
Starship Crew Member	25
Starship Gunner	35
Translator	35
Weapon & Armor Repairman	25

Characters can also hire class-based Assistants, at the Referee's discretion, though they are much more expensive to hire. Class-based Assistants will only agree to aid a group who's actions are in line with their own. They are likely to have their own individual goals and motivations which may bring them into conflict with the player characters or prevent them from being hired in certain circumstances. At the referee's discretion, they may also accept payment in some manner other than credits.

TABLE 4-5: CLASS BASED ASSISTANTS

CLASS-BASED ASSISTANT	COST (IN CREDITS)
Alien Brute	300 x Level
Alien Mystic	500 x Level
Aristocrat	250 x Level
Bounty Hunter	400 x Level
Brimling	500 x Level
Combat Medic	500 x Level
Cypher	500 x Level
Deep Space Explorer	500 x Level
Freed Assimilant	400 x Level
Gunslinger	300 x Level
Man of Tomorrow	250 x Level
Mecha Jock	400 x Level
Mercenary	250 x Level
Novomachina	500 x Level
Pilot	250 x Level
Plucky Sidekick	200 x Level
Rock Star	400 x Level
Star Knight	500 x Level
Star Pilot	500 x Level
Star Squirrel	350 x Level
Two-Fisted Technician	400 x Level
Untrained Initiate	350 x Level
Uttin	250 x Level
Yabnab	150 x Level

ENVIRONMENTAL EFFECTS

ZERO GRAVITY

Characters caught in environments without gravity (also known as zero-g environments) suffer several effects. First and foremost being that once a character (or object) begins moving in a zero-g environment they continue moving in the direction at the rate at which they began until an opposite force stops them, or they manage to stop themselves. This means that if a character begins moving at their standard Movement of 12 in zero-g, they will continue to travel at that rate without taking an action until able to stop themselves or stopped by an outside force. Zero-g environments also allow them to move in vertically, as well as horizontally. In fact, most characters will begin to float slightly when entering a zero-g environment.

In addition, delicate and precise action is difficult in zero-g environments. All characters suffer a -2 penalty to any attacks (melee or missile) while in zero-g environments. Characters under the effects of zero-g also receive no modifier to their Armor Class due to a high or low Dexterity while in zero-g.

Any armor or space suit which is environmentally sealed includes a set of magnetized boots, which allow the character to move and act free of these modifiers while in zero-g, though the boots can be turned on or off easily enough by the wearer.

VACUUM OF SPACE

Characters caught in the cold and infinite void of space are likely to die, and quickly. On the first round a character is caught in the vacuum of space they must make a saving throw at a -5 penalty or immediately die. Each additional round of exposure requires a new saving throw at an increased difficulty. The penalty for a second round of exposure is -7, the third round is -9, and so on.

Characters wearing environmentally sealed armor or space suits who suffer five or more points of damage from a single attack are considered to have the environmental seal broken. The suit will completely decompress in 1d6 rounds and expose the character to the vacuum of space.

Novomachina and Robots are capable of surviving in the vacuum of space and do not need to make a saving throw when exposed. In addition, the vacuum of space is also a zero gravity environment and thus imposes all the associated modifiers.





CHAPTER

0005

PERSONAL COMBAT

Personal Combat is defined as any battle between two or more characters (player and/or non-player) that takes place using Melee or Missile Attacks.

THE COMBAT ROUND

When adventurers meet with potential enemies, it's possible that a fight may break out. To allow everyone to act and see what happens, do the following:

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.

DETERMINING INITIATIVE

At the beginning of a Personal Combat round, each party involved rolls Initiative on a 1d6. 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 TO-HIT ROLL

To attack with a weapon, the player rolls a 1d20 and adds any bonuses to the result. These To-Hit bonuses include the character's Base Hit Bonus (BHB), any applicable Strength Bonus for attacks with hand-held weapons, and any other bonus identified as a To-Hit or Attack bonus, such as using advanced technology. The Attack Roll is then compared to the target's Armor Class to see if the attack hits, according to whichever system the Referee has chosen to use.

The standard system (where a lower AC is better) is resolved by comparing the To-Hit number to the number required on the standard To-Hit table. If the Attack Roll is equal to or higher than the number on the table, the attack hits.

In the Ascending Armor Class system, if the Attack Roll is equal to or higher than the defender's Armor Class, the attack hits.

MELEE ATTACK

A Melee Attack is an attack with hand-held weapons such as a star sword, mono-axe, or dagger. Two combatants within ten (10) feet of each other are considered to be engaged "in combat" with each other. A character's Strength Bonus is added to melee To-Hit Rolls and melee damage if the referee allows it.

Attacking without a weapon (also called an unarmed attack) inflicts 1d6-4 points of damage – to a minimum of one point. A character's Strength Bonus is added to all unarmed To-Hit Rolls and damage rolls when fighting unarmed if the referee allows it.

HOUSE RULE:

STATEMENT OF INTENT

Some Referees prefer to have all parties make a "statement of intent" before they roll Initiative in order to force players to decide what they are doing before they know who goes first.

INDIVIDUAL INITIATIVE

Some referees prefer for each individual combatant to roll Initiative, instead of a singular roll for each side of a battle. If Individual Initiative is used, each *character* rolls 1d6 during the Determining Initiative phase of a combat round and adds their Dexterity modifier, with the highest total determining which characters act first.

ATTACKING WITH UNTRAINED WEAPONS

If the referee allows it, characters may use weapons that are not normally permitted by their class. However, because of the character's lack of formal training, they suffer a -4 penalty on their to-hit roll.

MISSILE ATTACK

Missile Attacks are attacks with ranged weapons such as a laser pistol, short bow, or energy bow. A character's Dexterity Bonus for missile attacks is added to the To-Hit Roll when using missile weapons. When firing into a melee, it is impossible to choose which opponent (or friend) will receive the attack and the Referee will determine which random target is struck.

Missile weapons have a ROF value. This indicates the Rate of Fire, or maximum number of attacks that can be made with this weapon each round. Some weapons allow you to attack multiple times per round. Regardless of a weapon's Rate of Fire, if the character makes more than missile attack with a weapon whose ROF is higher than 1, then they can only move at cautious Movement speed on that round. Even if a weapon lists an ROF higher than 1, a character is still limited to one attack per round, unless specified otherwise by their class – such as a Mercenary's Combat Machine ability or Gunslinger's Two-Gun Mojo. A character may never make more attacks per round than a missile weapon's ROF, regardless of class abilities.

Missile weapons also have a range value, which indicates a distance that can be multiplied indicating short range (x1), medium range (x2), long range (x3), and extreme range (x4) of the weapon. The weapon cannot fire beyond extreme range. Beyond short range, every additional multiple adds an incremental -2 To-Hit modifier to all To-Hit Rolls. For example, shooting at extreme range would give a -6 To-Hit modifier.

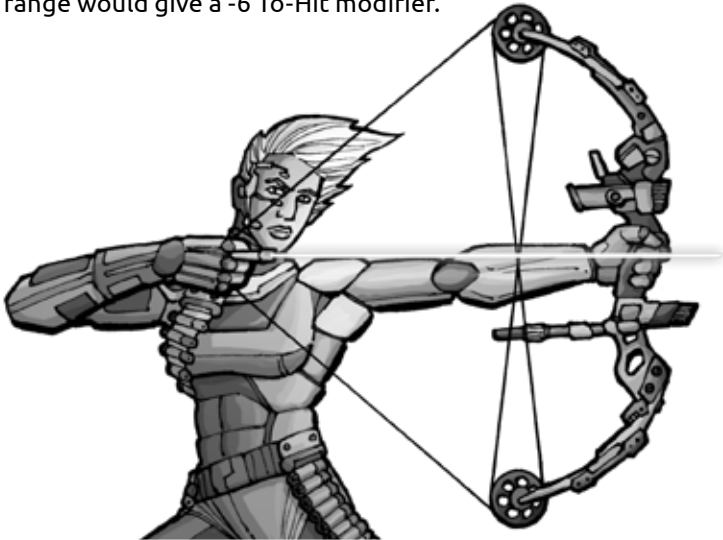


TABLE 5-1: TO-HIT ROLL CHART

AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
AA	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Required Roll	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

NEGOTIATION AND DIPLOMACY

Some combats may be averted with a few well-chosen words (including lies). If the party is out-matched or the enemies don't seem likely to be taken alive, they might elect to talk their way out in an attempt to avoid combat (or at least delay it until favorable conditions arise).

Characters can use their Interaction skill for negotiation and diplomacy, though referees are encouraged to make the players role-play exactly how their characters go about the parlay.

GIFTS, MEDITATIONS, AND CHITTERINGS

Some classes have the option to use Meditations, Gifts or Chitterings on their action during a combat round. It is possible to activate these while within melee range of an opponent (10 feet), but if the character suffers damage while activating the ability, then it is expended and lost. Unless the ability description states otherwise, it takes effect in the character's Initiative phase.

INVISIBLE OPPONENTS

An invisible opponent can only be attacked if the general location is known, and the attack is at -4 To-Hit. Note that more powerful aliens and creatures (those with sensitive smell or hearing, or more than six hit dice) may be able to detect invisible opponents; the Referee should determine the chance of this according to the creature concerned and the situation.

MOVEMENT IN COMBAT

A character may move up to their normal Movement rate in combat and still attack or perform another action. This is typically a Movement of 12, which is equal to 120 feet. If a character moves more than their normal Movement they may not attack, activate a Gift, Meditation, Chittering or perform other significant action.

A character cannot move more than their running speed in a single Personal Combat round. This is equal to twice their Movement.

HOUSE RULE:

20S AND 1S

Many Referees have rules that a "natural" roll of 20 is an automatic hit or inflicts double damage, or that a natural roll of 1 is an automatic miss and may result in dropping a weapon or tripping. These are commonly called "critical hits" and "fumbles," respectively.

MORALE

Certain creatures, such as mindless creatures or those under the influence of mind-control, are fearless and will always fight to the death. The majority will not continue to fight a hopeless battle, seeking to retreat, surrender, or flee if they can. The Referee will decide when enemies abandon a battle and retreat, based on the situation and the enemy's intelligence. In most cases the Referee may choose to use Saving Throw roll by the enemy to determine if they will stay or flee, modified by bonuses or other factors.

DAMAGE AND DEATH

When a character or creature is hit, the amount of damage taken is deducted from its current Hit Points. When their Hit Points reach zero (0), the character or creature in question dies.

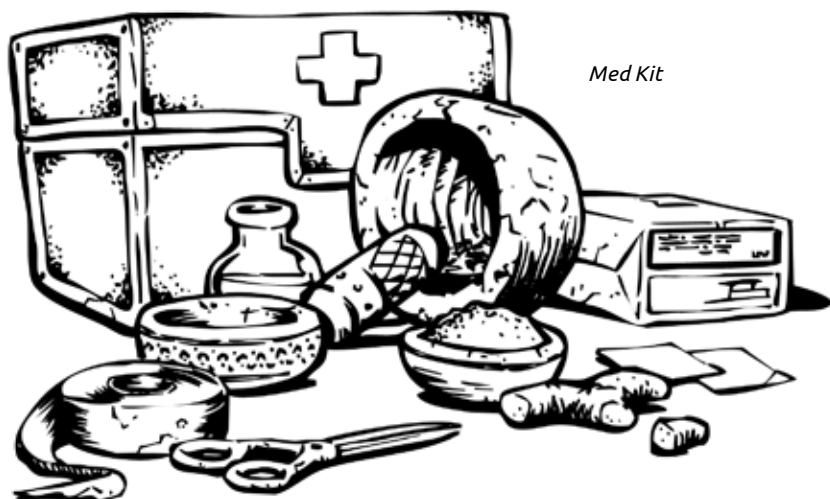


HOUSE RULE:

EDGE OF DEATH

Different Referees have a different spin on how lethal the game should be. For this reason, many Referees allow characters to be "unconscious" at zero (0) HP and not actually die until they reach a number of negative hit points equal to their level.

For example, the Referee can rule that the character can survive below zero (0) by as many points as his level; so a 4th level character might die if he falls below -4 Hit Points.



HEALING

In addition to the various technological and special power means of restoring Hit Points, a character will recover 1 Hit Point per day of uninterrupted rest. Four weeks of rest will return a character to maximum Hit Points regardless of how many Hit Points the character has lost.

BINDING WOUNDS AND MED KITS

The Referee can allow a character to bind wounds following a battle. This heals 1 Hit Point, or $1d6+1$ if the character uses a med kit.

This is particularly useful in low-powered campaigns or in adventures where none of the players have chosen to play a Combat Medic or select Medicine as a skill. Note that the character can only recover hit points lost during this particular battle. Recovered hit points cannot exceed the uninjured maximum amount.

PERSONAL COMBAT EXAMPLE OF PLAY

A Mercenary, Galris Redsun (who is played by Player 1), is fighting three scoundrels in a dark passage of the abandoned space station Nebula-4. We eavesdrop just as the encounter begins:

GALRIS: "I draw myself up to full height and inform them that I'm reclaiming this derelict space station in the name of the Galactic Consortium. My men are right behind me, and these space slugs better disperse or I'll have them brought in for interrogation."

REFEREE: "Um, no. They're not buying it. You're covered in filth from sneaking in through that garbage pit, remember?"

GALRIS: "Oh, yeah. I forgot that."

REFEREE: "Roll Initiative." (Secretly rolls a 1d6 and gets a result of 6.)

GALRIS: "I rolled a 2."

REFEREE: The scoundrels attack first. They're all more than 120 feet from you, and they move forward with their mono-daggers at the ready."

GALRIS: "They don't charge?"

REFEREE: "Nope."

GALRIS: "They don't get an attack because they closed in. It's my turn to attack, right?"

REFEREE: "Yes."

GALRIS: "I fire my laser rifle!" (Rolls a 1d20.) "16 ... sweet! Adding my BHB and Dexterity Bonus gives me a total To-Hit roll of 18!"

REFEREE: (Notes that scoundrels have an Armor Class of 14, using the Ascending Armor Class (AAC) rules, and the hit strikes.) "Pew, pew! You fire your laser rifle at the lead scoundrel. Roll for damage."

GALRIS: "That's 2d6". (Rolls two six-sided dice and adds them together. He rolls a 1 and a 3, for a total of 4.) "4 points."

REFEREE: (That's enough to kill it. The scoundrels only have 3 Hit Points each.) "Okay, so as it's moving forward, the scoundrel slips a little bit in a puddle from a leaking pipe in the ceiling above that's created a pool on the metal floor. It practically steps into your shot! The other two are still attacking, but they look nervous now, obviously starting to reconsider this whole thing. What now?"

And the adventure continues in the same vein...





CHAPTER

0006

STARSHIPS & STARSHIP COMBAT

Whether it's fleets of great warships blasting away at each other or squads of one-man stunt fighters engaged in a dogfight between the stars, starship combat is a staple of science fiction.

Starship Combat is defined as two or more ships attempting to attack one another, presumably with the intent to destroy one another. In most cases, it functions exactly as Personal Combat does.

THE STARSHIP COMBAT ROUND

When a starship meets with potential enemy starships, it's possible that a fight may break out. To allow everyone to act and see what happens, do the following:

1. Determine Initiative.
2. The party (individual or group, determined by Referee) with highest Initiative acts first (attacking, moving, 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.

DETERMINING STARSHIP INITIATIVE

At the beginning of a Starship Combat round, each party involved rolls Initiative on a 1d6. If a Pilot is flying the ship they may add their Initiative bonus to this roll. 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 TO-HIT ROLL

To attack with a starship weapon, the player must have access to it, operating it from a starship's cockpit or gunport, depending on the starship 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 starship's Targeting modifier if any is applicable. Table 5-1: To-Hit Roll Chart on page 121 is used for both Personal and Starship Combat.

The To-Hit Roll is then compared to the targeted starship'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 To-Hit Roll is equal to or higher than the number on the table, the attack hits. In the Ascending Armor Class system, if the To-Hit Roll is equal to or higher than the defender's Armor Class, the attack hit.

MISSILE ATTACK

All attacks in Starship 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 starship's weapons. Lasers, Ion Charges, Proton Missiles and other starship weapons all have different ranges as shown below. Ranges are measured in abstract distances, as described under the Movement listing of starship statistics.

The range indicates a distance that can be multiplied indicating short range (x1), medium range (x2), long range (x3), and extreme range (x4) of the indicated starship weapon. The starship weapon cannot fire beyond extreme range. Beyond short range, every additional multiple adds an incremental -2 To-Hit modifier to all To-Hit Rolls. For example, shooting at extreme range would give a -6 To-Hit modifier.

STARSHIPS STATISTICS

All vehicles and starships have the following statistics: Initiative, Armor Class, Hit Points, Shield Strength, Movement, Targeting, Attack, and Special Abilities.

ARMOR CLASS: A starship'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. If you're using the Descending AC system (where lower AC is better), disregard the numbers in brackets. If you're using the Ascending AC system (where high AC is better) use the number in brackets.

HIT POINTS: All starships have hit points, just like characters. When a starship reaches zero hit points it is destroyed and all occupants in it are killed. A starship's hit points do not naturally return over time like a character's and it must be repaired.

SHIELD STRENGTH: Many spaceships have a small energy field surrounding them to serve as a limited protection. Whenever one starship takes damage from another starship's weapons that damage is reduced by a number equal to the defending ship's shield strength. However, each time shield strength successfully reduces damage from an incoming attack, it is reduced by one point, to a minimum of zero. As long as a starship's shield strength is not reduced to zero, it naturally regenerates at the rate of one point of shield strength every round.

MOVEMENT: This represents a starship's speed, just like a character. Unlike character movement, a ship'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 in ship-to-ship combat or when attempting to escape from a pursuing ship. A ship must have a pilot to move, otherwise it sits immobile unless it has certain modifications. Starships may move at a cautious (half its normal movement), normal (its listed movement) or up to its running speed (twice its normal movement) in a single combat round – just like a character.

TARGETING: This represents a computerized targeting systems present on a starship and adds to any "to-hit" roll made using a ship's weapon.

ATTACK: This represents a starship's weapons and the damage they do to another starship. Some starships have more than one weapon and may engage in more than one attack per round. Unless a spaceship has the Automated Weapons modification each attack requires a single character to operate the weapon being fired. Weapons with [pilot-linked] next to them can be fired by the ship's pilot.

MODIFICATIONS: Many ships have extra features that grant them bonuses or modifiers in combat. Details on those modifiers are described in detail below. Some of these modifiers are listed as optional, and may not always be standard on that particular type of ship, at the referee's discretion.



TABLE 6-1: STARSHIP WEAPON RANGE & DAMAGE

STARSHIP WEAPON	RANGE	DAMAGE
Micro-Laser	6	1d6-4
Light Laser	8	2d6
Laser Cannon	12	4d6
Heavy Laser	16	6d6
Ion Charge	18	2d6
Proton Missile	6	8d6
Tractor Beam	8	N/A

HOUSE RULE:

DAMAGE REPORT

If the Referee wants to make mecha, 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 mecha, starship or vehicle has been repaired above the damage threshold that resulted in the initial penalty. Starships roll 1d6, while mecha and vehicles roll 1d6-2. All effects are cumulative. If an effect is not appropriate, roll again.

Special Note: Novomachina do not suffer from minor, moderate, or major damage while in vehicle form.

ROLL	MINOR DAMAGE EFFECT	ROLL	MODERATE DAMAGE EFFECT
1	+1 [-1] penalty to Armor Class	1	+2 [-2] penalty to Armor Class
2	-1 penalty to Movement	2	-2 penalty to Movement
3	-1 penalty to Targeting	3	-2 penalty to Targeting
4	-1d6 to one on-board weapon's damage	4	One on-board weapon is disabled
5	Shields do not regenerate for 1 round	5	Shields do not regenerate for 1d6+1 rounds
6	Faster-than-Light Drive stalls for 1 round	6	Faster-than-Light Drive stalls for 2d6 rounds

ROLL	MAJOR DAMAGE EFFECT
1	+5 [-5] penalty to Armor Class
2	Reduced to 0 Movement for 2d6 rounds
3	1d6+1 on-board weapons overload and explode (gunners take 1d6+2 damage)
4	Temporary shutdown of all movement, shields and weapons for 1d6+1 rounds. Movement 0. Cannot attack.
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)

CLOAKED STARSHIPS

A starship with the cloaking device modifier may render itself invisible. An invisible starship can only be attacked if the general location is known, and the attack is at -8 to-hit, in addition to any ranged modifiers. If a cloaked starship is successfully hit, but unable to move, this penalty is ignored on the next attack.

MOVEMENT

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

A starship’s Movement is doubled when interacting with and pursuing vehicles in atmosphere. All starships can easily pursue and maintain speeds when interacting with mecha. This means that a Stunt Insurgent would have a Movement of 30 when attempting to pursue or interact with a Hover Tank or Skybike in atmosphere.

DAMAGE AND DESTRUCTION

When a starship 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 starship explodes and everyone on board it is killed. Personal weapons cannot damage starships.

REPAIRING STARSHIPS

Starships do not heal like living beings and must be repaired. This takes time and resources. It takes one day and 20 credits in resources and supplies to repair 1 Hit Point of damage to a starship.

HOUSE RULE:

SKILLED REPAIR

At the Referee’s discretion, Pilots and Mechanical Robots may add their level to the number of Hit Points of damage restored to a starship each day at no extra cost. No more than one Pilot or Mechanical Robot per starship may grant this bonus.

PURCHASING A STARSHIP & HIRING A CREW

Starships are expensive and purchasing one is beyond the means of most citizens of the galaxy; they cost several thousand credits. Player characters wishing to purchase a starship will need to work long and hard for the necessary credits or make alliances with those who have more resources than them. Many starships are not even available for purchase outside of highly illegal or military channels.

A starship is inoperable without a crew. Every starship has a minimum number of crew required, not including gunners. One gunner is required for each weapon on a starship. These can either be player characters or hired as Assistants, as explained on page 115.

TABLE 6-2: STARSHIP COST & CREW

STARSHIP	COST (IN CREDITS)	MINIMUM CREW
ACORN Fighter	2000	1
Assault Ship	200,000	6
Blockade Runner	175,000	6
Brimling Star Galleon	25,000	6
Dreadnought	2,500,000	100
Emergency Medical Transport	12,000	2
Gunship	250,000	6
Heavy Transport	30,000	6
Light Transport	10,000	1
Medium Transport	15,000	2
Orbital Battle Station	Priceless	5,000
Orbital Shuttle	12,500	1
Scout Ship	12,500	1
Space Mine	2,000	0
Space Yacht	18,000	2
Spaceslinker	20,000	50-100
Star Cruiser	100,000	10
Stunt Bomber	20,000	1
Stunt Fighter	15,000	1
Stunt Insurgent	16,500	1
Stunt Interceptor	17,500	1

STARSHIP DESCRIPTIONS AND STATISTICS

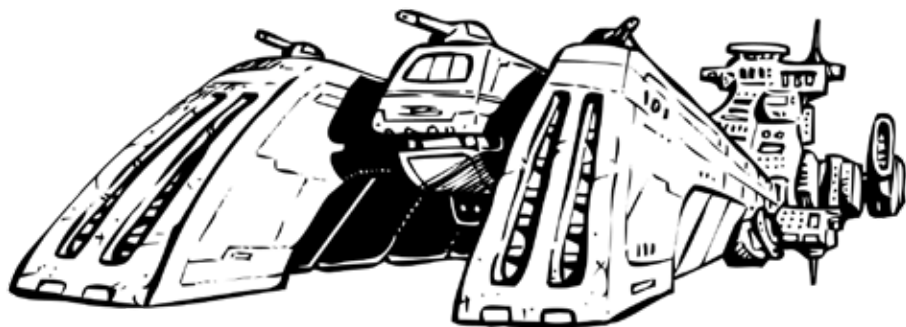
Described below are several different types of starships found across the universe. The referee is encouraged to modify these ships to suit their campaigns or to develop new ones.

ACORN FIGHTER

ARMOR CLASS:	-5 [24]	HIT POINTS:	5
SHIELD	0	MOVEMENT:	24
STRENGTH:			
TARGETING:	+5		
ATTACK:	Micro-Laser (1d6-4) [Pilot-linked]		
MODIFICATION:	Cloaking Device (Optional), Faster-than-Light Drive (Optional)		

These absolutely minuscule starships are no larger than a sports ball and resemble metallic acorns or seeds to the uninformed onlooker. They are extraordinarily light, weighing less than twenty pounds – and are packed with the unique fauna tech of the Star Squirrel people. The ACORN (Accelerated Carbonite Ore Reconnaissance Navigator) Stunt Fighter is designed for reconnaissance and short interstellar travel, they lack all but the weakest weapons and have no shields. But, because of their Accelerated Carbonite Ore propulsion system and tiny size they are more maneuverable than almost any other starship in the galaxy.

The ACORN Stunt Fighter is capable of carrying only a single Star Squirrel pilot. Star Squirrels are able to build these ships, though such designs take months to implement, require around 2000 credits in components, and can only be built by spending six weeks foraging and building in a heavily forested environment. The secret engineering techniques used to build these tiny starships are known only to Star Squirrels, and rumors even speak of master builders able to construct versions with a fully function cloaking device – though such ships cost ten times as much in credits and require three months to construct.



ASSAULT SHIP

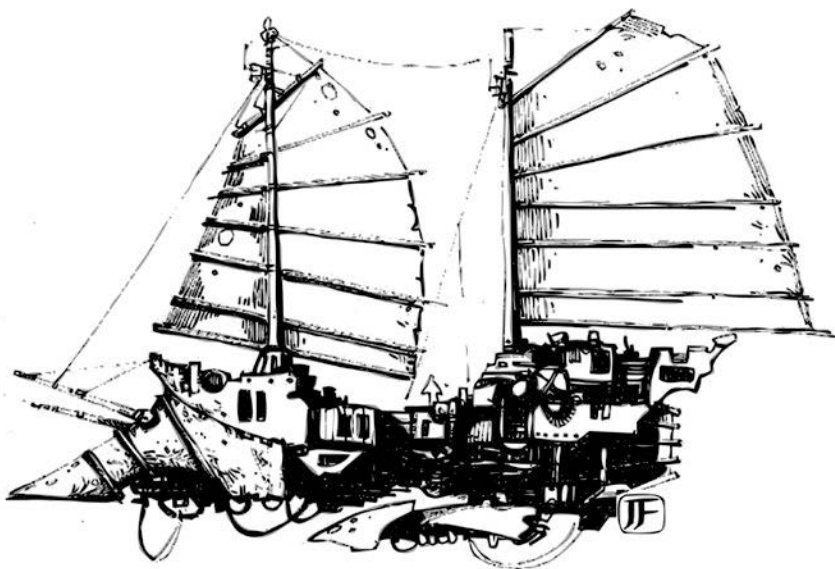
ARMOR CLASS:	6 [13]	HIT POINTS:	75
SHIELD STRENGTH:	5	MOVEMENT:	12
TARGETING:	+3		
ATTACK:	Ion Grappler, Ion Charge x6 (2d6), Medium Laser x6 (4d6)		
MODIFICATION:	Faster-Than-Light Drive		

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

BLOCKADE RUNNER

ARMOR CLASS:	2 [17]	HIT POINTS:	90
SHIELD STRENGTH:	8	MOVEMENT:	9
TARGETING:	+2		
ATTACK:	Laser Cannon x6 (4d6)		
MODIFICATION:	Faster-Than-Light Drive		

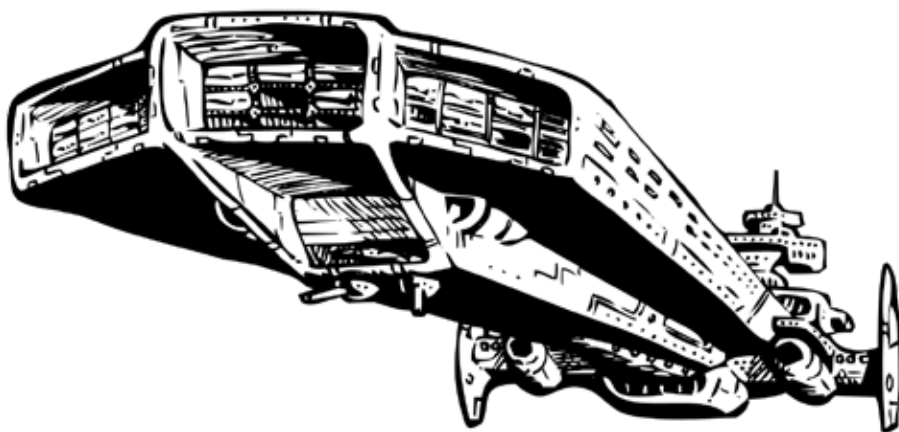
These heavily armed and armored ships are favored by paramilitary groups and galactic criminals. Heavily armored and well-armed, they are used to break planetary blockades, defeat military escorts, and support stellar combat. They typically require only a crew of half a dozen men, but are armed with an equal number of laser cannons.



BRIMLING STAR GALLEON

ARMOR CLASS:	5 [14]	HIT POINTS:	60
SHIELD STRENGTH:	5	MOVEMENT:	15
TARGETING:	+2		
ATTACK:	Ion Charge x4 (2d6)		
MODIFICATION:	Brimling Galley, Brimling Shield Generator, Faster-Than-Light Drive, Ion Charge, Ion Grappler		

Brimling Star Galleons are fashioned to resemble seafaring vessels from the golden age of piracy in the legendary time before space travel. Though still forged of metal and powered by standard engines and a faster-than-light drive, they do possess a unique shield generator which is powered by their massive golden solar sails. Unlike standard shield generators, the Brimling Shield Generator forms an atmospherically sealed energy bubble around the ship. This allows the ship's crew to walk around in "open" space, similar to ancient sailors. Unfortunately, if the shield generator is destroyed and the shields fail, any crew caught out on deck is exposed to the vacuum of space. One of the benefits of these shields, however, is that the crew can easily (and recklessly) leap from the deck of their ship and if properly protected from the elements, land on the hull of enemy vessels and enter quickly by using high-powered hull splitting laser torches.



DREADNOUGHT

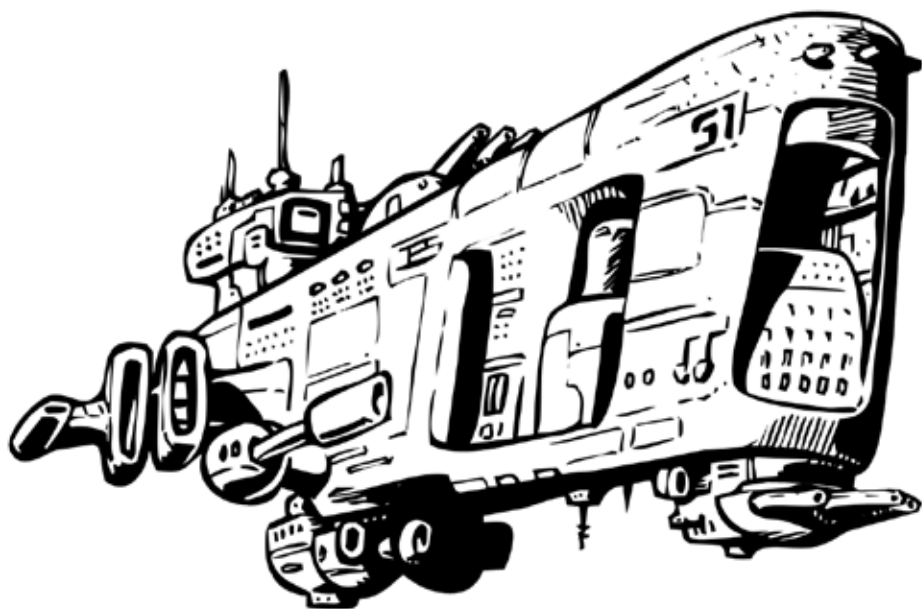
ARMOR CLASS:	5 [14]	HIT POINTS:	200
SHIELD STRENGTH:	20	MOVEMENT:	3
TARGETING:	+3		
ATTACK:	Heavy Laser x20 (6d6), Ion Charge x8 (2d6), Proton Missile x4 (8d6)		
MODIFICATION:	Advanced Shielding (3), Automated Weapons (16), Faster-Than-Light Drive, Ion Charge (8), Proton Missiles (4), Tractor Beam (2), Shield Capacitor		

The most feared starship in the galaxy is the dreadnought. Crewed by over one hundred men and with enough firepower to lay siege to an entire planet, it is the symbol of military might in the galaxy. The mere sight of one is often enough to cause adversaries to surrender.

EMERGENCY MEDICAL TRANSPORT

ARMOR CLASS:	6 [13]	HIT POINTS:	60
SHIELD STRENGTH:	0	MOVEMENT:	9
TARGETING:	+0		
ATTACK:	Light Laser Cannon (2d6) [pilot-linked]		
MODIFICATION:	Faster-than-Light Drive, Medical Bay		

Built on the frame of a light freighter, the emergency medical transport is designed to bring medical assistance to the far reaches of the stars. Lightly armed and armored, it is not designed for combat and has little cargo space. Instead, these resources are allocated to establishing a medical bay which save lives when seconds count. More heavily armed and armored variations on these types of vessels are often used for combat missions, equipped with shields, stronger laser cannons and reinforced hull plating.



GUNSHIP

ARMOR CLASS:	5 [14]	HIT POINTS:	85
SHIELD	8	MOVEMENT:	6
STRENGTH:			
TARGETING:	+2		
ATTACK:	Laser Cannons x8 (4d6), Ion Charges x4 (2d6), Proton Missiles x2 (8d6), may have others.		
MODIFICATION:	Automated Weapons (6 or more), Ion Charge (4), Faster-Than-Light Drive, Proton Missiles (2), Shield Capacitor (3).		

Little more than mobile artillery platforms, gunships are slow, heavily armored, heavily shielded, and armed to the teeth. Used to blockade planets and assist in military endeavors, they require a crew of only half a dozen men, but can have up to four times (x4) as many gunners manning lasers.

HEAVY TRANSPORT

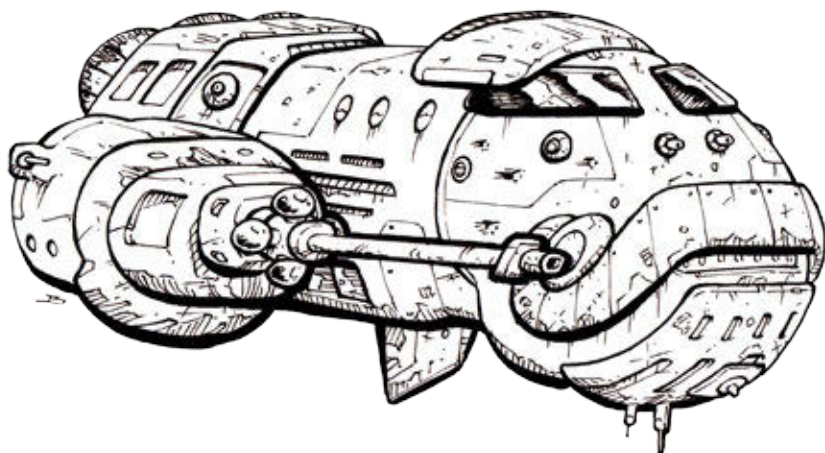
ARMOR CLASS:	9 [10]	HIT POINTS:	80
SHIELD	0	MOVEMENT:	3
STRENGTH:			
TARGETING:	+0		
ATTACK:	Light Laser (2d6) [pilot-linked]		
MODIFICATION:	Faster-Than-Light Drive, Tractor Beam		

Little more than a flying warehouse with a Faster-Than-Light drive, heavy transports are used to haul small ships, vast supplies, and other large-scale commodities across the galaxy. They are not well armed or armored, but require only three crew members. Because they are slow and bulky, they are common targets for criminals.

LIGHT TRANSPORT

ARMOR CLASS:	6 [13]	HIT POINTS:	60
SHIELD	0	MOVEMENT:	9
STRENGTH:			
TARGETING:	+0		
ATTACK:	Laser (2d6) [pilot-linked]		
MODIFICATION:	Faster-Than-Light Drive		

Transports are the workhorse of the galaxy. Light transports are small freighters ferrying cargo between star systems. Typically they do not have shields and only Light Armor and weapons. They usually require a crew of only one or two operators, though they are easily modified and often used by smugglers and pirates.



MEDIUM TRANSPORT

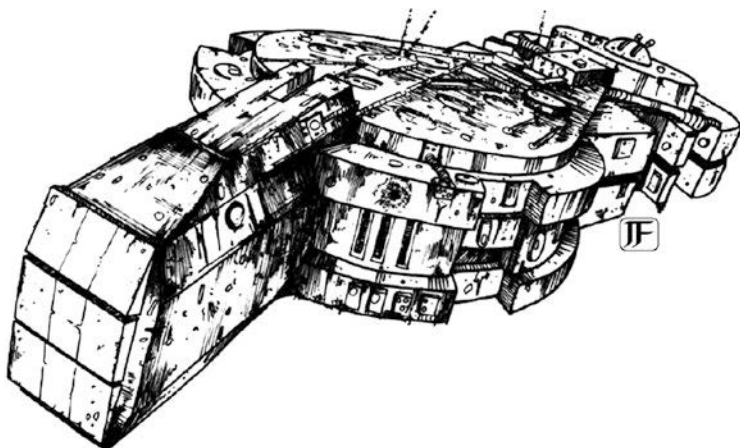
ARMOR CLASS:	7 [12]	HIT POINTS:	75
SHIELD STRENGTH:	3	MOVEMENT:	6
TARGETING:	+0		
ATTACK:	Light Laser (2d6) [pilot-linked]		
MODIFICATION:	Faster-Than-Light Drive		

A larger version of the light transport typically used to haul livestock, ground vehicles, or other bulk resources. The medium transport is a bigger, slower version of its smaller counterpart. Unlike light transports, medium transports usually have some level of shielding to protect themselves.

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		
MODIFICATION:	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 crewmen 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]		
MODIFICATION:	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]		
MODIFICATION:	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, it's 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.

SPACE MINE

ARMOR CLASS:	2 [17]	HIT POINTS:	5
SHIELD STRENGTH:	0	MOVEMENT:	18
TARGETING:	+5		
ATTACK:	8d6 (Self-Destruct)		
MODIFICATION:	Automated Weapons (Self-Destruct)		

Not so much a starship, but an automated hazard used to bolster planetary blockades and waylay honest travelers, a space mine is an automated space vessel that activates whenever it detects another starship within 50 Movement units. It then begins moving towards that starship at running speed, making an To-Hit Roll as it continually attempts to collide with its target. When it does so it explodes on impact, destroying itself.

SPACE YACHT

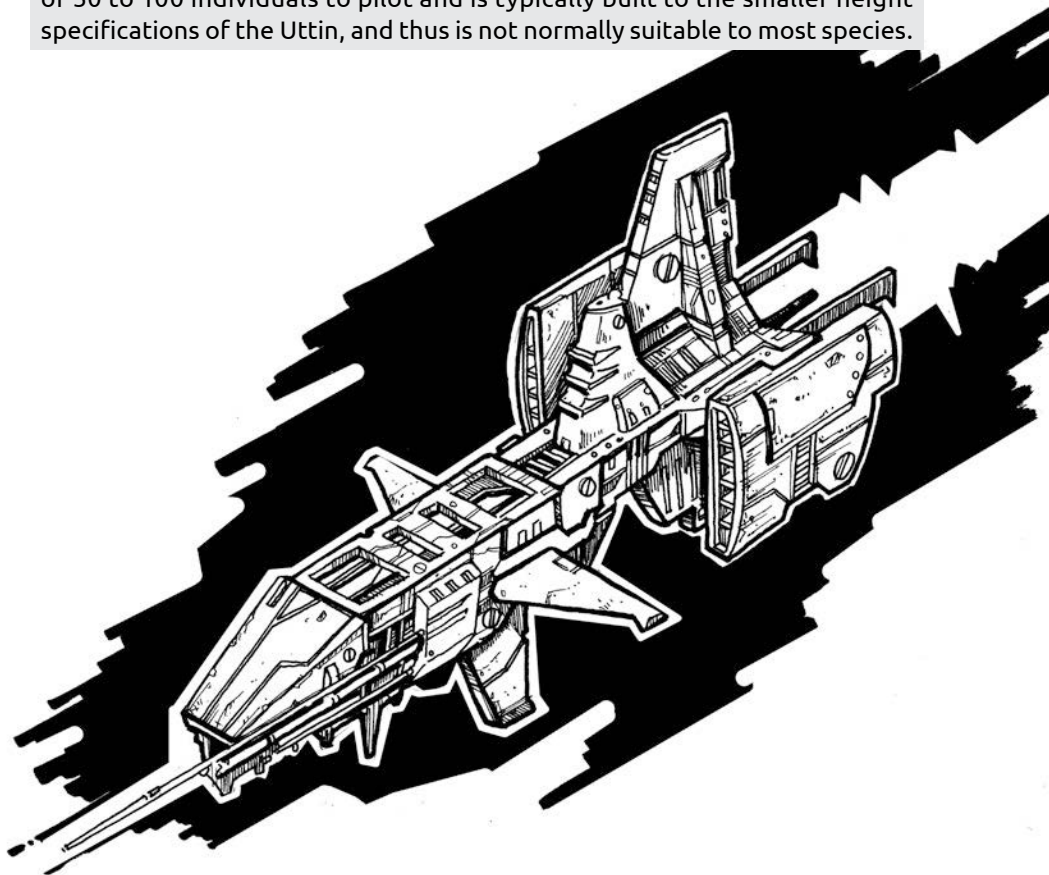
ARMOR CLASS:	4 [15]	HIT POINTS:	40
SHIELD STRENGTH:	1	MOVEMENT:	12
TARGETING:	+0		
ATTACK:	Light Laser (2d6) [pilot-linked]		
MODIFICATION:	Enhanced Accommodations, Faster-Than-Light Drive		

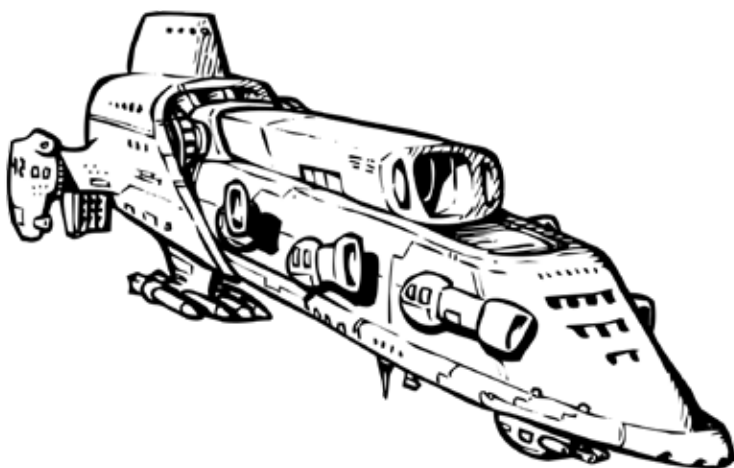
Sleek and elegant, space yachts are used by rich diplomats and nobles to cruise the stars in style. They are not heavily armed, but they are fast. With only a meager laser and the lightest shields to defend itself, the space yacht is built with the mantra of style over substance. Because of their association with the idle rich, they are often the targets of space pirates and other criminals.

SPACESLINKER

ARMOR CLASS:	9 [10]	HIT POINTS:	125
SHIELD	1D6-1	MOVEMENT:	1D6-3
STRENGTH:			
TARGETING:	1D6-4		
ATTACK:	Heavy Laser Cannon (x3) (6d6), Ion Charges (x8) (2d6)		
MODIFICATION:	Faster-Than-Light Drive, Uttin Shield Capacitor, Uttin Targeting System, Uttin Thrust Drive		

Uttin Spaceslinkers are little more than flying boxes built from galactic junk that sputter through the galaxy in search of derelict ships, abandoned asteroid mines, and other sites where they might make use of cast off technology. They are typically populated by between five-hundred to a thousand Uttins. Due to unreliable Uttin modifications, these ships are can go from nonthreatening hunks of junks to combat powerhouses in an instant. If someone were insane enough to want to purchase a Spaceslinker once might be had for a mere 20,000 credits. It would require at least a crew of 50 to 100 individuals to pilot and is typically built to the smaller height specifications of the Uttin, and thus is not normally suitable to most species.





STAR CRUISER

ARMOR CLASS:	5 [14]	HIT POINTS:	85
SHIELD STRENGTH:	2	MOVEMENT:	9
TARGETING:	+0		
ATTACK:	Laser Cannons x4 (4d6), may have others		
MODIFICATION:	Faster-Than-Light Drive, others determined by Referee		

A star cruiser is a universal term for any medium-sized starship found commonly across the galaxy. It is easily modified to serve as a personnel carrier, combat vessel, cargo hauler, or any other number of jobs. It usually requires a crew of anywhere between ten and fifty (10-50) individuals and can carry as many as three times (x3) that number of passengers. There is no such thing as a "stock" star cruiser, they are almost always modified.

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)		
MODIFICATION:	Faster-Than-Light Drive, Robot Socket (Optional)		

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.

STUNT FIGHTER

ARMOR CLASS:	3 [16]	HIT POINTS:	25
SHIELD STRENGTH:	3	MOVEMENT:	15
TARGETING:	+2		
ATTACK:	Laser Cannon (4d6) [pilot-linked]		
MODIFICATION:	Faster-Than-Light Drive (Optional), Ion Charge(Optional), Proton Missiles (Optional), Robot Socket (Optional)		

These small, agile ships are typically crewed by only one or two pilots. Light, fast, and typically armed with lasers, proton missiles, and sometimes even ion charges, they typically fly in squads of between three to five (3-5) ships supporting larger gunships or dreadnoughts in large battles.

STUNT INSURGENT

ARMOR CLASS:	5 [14]	HIT POINTS:	30
SHIELD STRENGTH:	1	MOVEMENT:	15
TARGETING:	+3		
ATTACK:	Cannon (4d6) [pilot-linked], Rayblaster (x2, 4d6 [vehicle])		
MODIFICATION:	Faster-Than-Light Drive		

This specialized Stunt ship barely qualifies for such a classification. It is not designed for ship-to-ship combat like others of its design type. Instead the Stunt Insurgent specializes in rapid deployment of ground troops into the heart of combat. It typically carries twelve such soldiers. The Stunt Insurgent is also outfitted with a pair of vehicle-scale heavy rayblasters, which can be fired by gunners without the normal penalties associated with starships making attacks against vehicles – all while receiving the benefit of the Insurgent's targeting system.





STUNT INTERCEPTOR

ARMOR CLASS: 3 [16]

HIT POINTS: 20

SHIELD 2

MOVEMENT: 18

STRENGTH:

TARGETING: +2

ATTACK: 4d6 (Laser Cannons) [pilot-linked]

MODIFICATION: Faster-Than-Light Drive (Optional), Proton Missiles (Optional), Robot Socket

Lightning fast and very fragile, the Stunt Interceptor is favored by pilots that are either very reckless or very skilled. Faster than almost any other space craft among the stars, they are designed for surgical military strikes and hit-and-run operations. They typically offer support to larger, bulky ships such as Dreadnoughts and Gunships.

STARSHIP MODIFICATIONS

Modifications grant starships certain abilities and advantages both in and out of battle. Almost all starships have a few modifications, chief among them being a Faster-than-Light drive. Below are the descriptions of each modification that can be applied to a starship, along with its base cost. This cost is multiplied by the starship's maximum Hit Points to reflect that larger ships are more difficult to modify. Some modifications may be purchased more than once.

TABLE 6-3: STARSHIP MODIFICATIONS

MODIFICATION	BASE COST
Advanced Shielding	300 credits
Advanced Targeting System	200 credits
Automated Weapons	300 credits
Brimling Galley	20 credits
Brimling Shield Generator	250 credits
Cloaking Device	1000 credits
Enhanced Accommodations	50 credits
Faster-Than-Light Drive	100 credits
Heavy Laser	100 credits
High Yield Thrusters	200 credits
Ion Charge	300 credits
Ion Grappler	350 credits
Light Laser	25 credits
Laser Cannon	50 credits
Medical Bay	500 credits
Micro-Laser	10 credits
Performance Cargo Bay	30 credits
Planetary Laser	Priceless
Proton Missiles	100 credits
Reinforced Hull	25 credits
Robot Socket	50 credits
Shield Capacitor	25 credits
Starfire Burst	750 credits
Tractor Beam	50 credits
Uttin Shield Capacitor	300 credits
Uttin Targeting System	100 credits
Uttin Thrust Drive	50 credits

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

Base Cost: 300 credits.

ADVANCED TARGETING SYSTEM: This modification adds +1 a starship's Targeting. It may be purchased up to three times (x3).

Base Cost: 200 credits.

AUTOMATED WEAPONS: This modification allows one of a starship's attacks to operate without a gunner or pilot operating it. The automated weapon has a Base Hit Bonus of +0. This modification may be purchased once for each weapon on a starship.

Base Cost: 300 credits.

BRIMLING GALLEY: Unlike most ships' galleys, a Brimling Galley includes a massive kitchen capable of providing high quality meals to a large crew – provided a skilled chef is tending the cook fires. These meals take time always include alcoholic beverages, but are of the finest quality. This modification can only be installed on Brimling Star Galleons, Heavy Transports, Medium Transports, and Star Cruisers.

Base Cost: 20 credits.

BRIMLING SHIELD GENERATOR: This unique shield generator can only be installed on Brimling Star Galleons due to the large solar sails required to power it. The Brimling Shield Generator is extraordinarily powerful in both its protective capacity and the fact that it creates an environmentally sealed bubble around the ship, allowing those walking on the deck of a Brimling Star Galleon to have the benefits of both gravity and atmosphere.

Base Cost: 250 credits.

CLOAKING DEVICE: This modification allows a starship to cloak (see page 132). If the starship fires a weapon or activates its shields while cloaked it immediately becomes visible. This modification may be purchased only once for a starship (x1).

Base Cost: 1000 credits.

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

Base Cost: 50 credits.

FASTER-THAN-LIGHT (FTL) DRIVE: This is the most common modification, allowing for a starship to travel across star system and the vastness of the galaxy. It requires five (5) rounds to activate an FTL Drive once a starship has left the atmosphere and gravity of a planet. This modification may be purchased only once for a starship (x1).

Base Cost: 100 credits.

HEAVY LASER: These large laser cannon batteries are most often installed on battle cruisers and military ships. They require vast amounts of power to operate and cannot be installed on Stunt ships and other small vessels.

Base Cost: 100 credits.

HIGH-YIELD THRUSTERS: This modification allows a starship to travel faster. It adds +1 to a starship's Movement. It may be purchased up to three times (x3).

Base Cost: 200 credits.

ION CHARGE: This modification allows a single starship weapon to fire ion blasts instead of standard laser beams, causing less damage but causing the target's engines to seize up. It can only be added to a light laser, laser cannon, or a heavy laser - though the pilot can change between lasers and ion charges for free up to once per round. A starship weapon with the modification inflicts only 2d6 damage, but each time an enemy starship is successfully hit with an ion charge it suffers -1 to Movement for the next round. It may be purchased once for each weapon on a starship (x1).

Base Cost: 300 credits.

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: 350 credits.

LASER CANNON: The most common means of starship defense, laser cannons come in a near infinite variety and can be installed on any ship larger than an ACORN.

Base Cost: 50 credits.

LIGHT LASER: Requiring less power than other laser weapons, these are commonly found on starships that favor speed over firepower. Like the standard Laser Cannon, they can be installed on any ship larger than an ACORN.

Base Cost: 25 credits.

MEDICAL BAY: This modification takes up a large portion of a ship's cargo area and cannot be installed on small vessels, such as scout ships, stunt bombers, stunt fighters, stunt interceptors. It includes several medical vats, observation chambers and even surgery facilities. Starships with a medical bay are considered to have the resources equivalent any number of med kits, trauma packs and even an operating room for installing cybernetics.

Base Cost: 500 credits.

MICRO-LASER: Little more than an oversized laser rifle, this pitifully weak weapon is found almost exclusively on ACORN Stunt Fighters.

Base Cost: 10 credits.

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

Base Cost: 30 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 30 minutes (3 turns) 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.

PROTON MISSILES: This modification adds to a starship weapon on a starship with physical projectiles capable of massive explosions. Once installed, proton missiles inflict 8d6 points of damage. However, it does no damage against a starship which has a Shield Strength of 1 or higher. This modification may be purchased once (x1) for every 25 hit points a starship is capable of having, to a minimum of one installment per starship.

Base Cost: 100 credits.

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

Base Cost: 25 credits.

ROBOT SOCKET: Typically installed on Stunt Fighters and other small vessels, is allow a Mechanical Robot to plug in directly to a starship's central computer and act as a pilot without taking up additional space aboard the vessel. Being directly interfaced in this fashion grants the Mechanical Robot a +1 bonus to Initiative during Starship Combat. It can only be installed on Light Transports, Orbital Shuttles, Scout Ships, Stunt Bombers, Stunt Fighters, Stunt Insurgents, and Stunt Interceptors.

Base Cost: 50 credits.

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

Base Cost: 25 credits.

STARFIRE BURST: This modification can only be installed on a Stunt Fighter or Stunt Interceptor and is only applied to a laser weapon. It is a last resort for desperate pilots and is likely to result in their death - but if it works, it has devastating effects. When activated, the Starfire Burst allows the starship operator to make a single attack at EVERY TARGET within range of the weapon which has the Starfire Burst modification. These attacks are made without penalty. After the Starfire Burst has been activated, the ship can only move at cautious speed and none of its weapons can be fired for 2d6+3 rounds and the starship suffers 10d6 damage as ship's reactor core is pushed beyond its limits.

Base Cost: 750 credits.

TRACTOR BEAM: A successful To-Hit Roll made with a tractor beam requires the starship's pilot to succeed in a Saving Throw. If the Saving Throw is failed the starship immediately stops moving in its current direction and is drawn towards the attacker at a Movement rate of 3. A new Saving Throw may be made each round, but if the attacking starship and defending starship become adjacent, the attacker is assumed to have locked onto the starship and may send a boarding party aboard. While in the grips of a tractor beam an attacking starship has a +2 bonus to all To-Hit rolls. Tractor beams can only be installed on dreadnoughts, large transports, and starslinkers.

Base Cost: 50 credits.

UTTIN SHIELD CAPACITOR: This modification can creates an energy flux in a ship's shield capacitor. At the beginning of each round the referee rolls 1d6-1, allowing for a result between 0 and 5. This determines the ship's Shield Strength for that round. Due to their fluctuating power supply ships with Uttin Shield Capacitors do not regenerate the normal single point of Shield Strength each round. Instead a new value is determined from round to round. This modification can only be taken once.

Base Cost: 300 Credits.



UTTIN TARGETING SYSTEM: Like other Uttin starfaring technology, Uttin Targeting Systems run on a system of energy fluxes. At the beginning of each round the referee rolls 1d6-4, allowing for a result between -3 and +2 to determine the ship's Targeting value. This modification can only be taken once.

Base Cost: 100 credits.

HOUSE RULE:

STARSHIP IMMOBILIZATION

Instead of a starship being destroyed when it reaches zero (0) Hit Points, the Referee may rule that the starship has been immobilized. It cannot move, attack, or use any of its modifications. It is running on the barest of facilities, with only basic power and life support.

ESCAPE PODS

At the referee's discretion, some starships may have escape pods which can be used in an emergency to escape an exploding vessel. When a starship reaches zero (0) hit points, each character aboard may attempt a saving throw. If this saving throw is successful, they have rushed to a nearby escape pod and blasted free of the dying ship. Deep Space Explorers, Pilots, and Star Pilots receive +2 to this saving throw. discretion.

EXPERIENCE FOR STARSHIP COMBAT

Earning XP for Starship Combat is a little different than Personal Combat. Because starships are highly customizable, instead of assigning a standard amount of XP to each ship, there's a simple formula that's used to calculate how much a single starship is worth in XP:

$$\text{Starship (Hit Points} \times 10) + (\text{Number of weapons} \times 50) = \text{XP}$$

This XP is then split amongst all player characters that are on board the ship; player characters get a full share of XP, while Assistants get a half share. For example, if a starship was defeated and the XP award for it was 1800 XP and there were four (4) player characters and four (4) Assistant crew members on the victorious ship, each player character would get 300 XP, and each Assistant would get 150 XP.

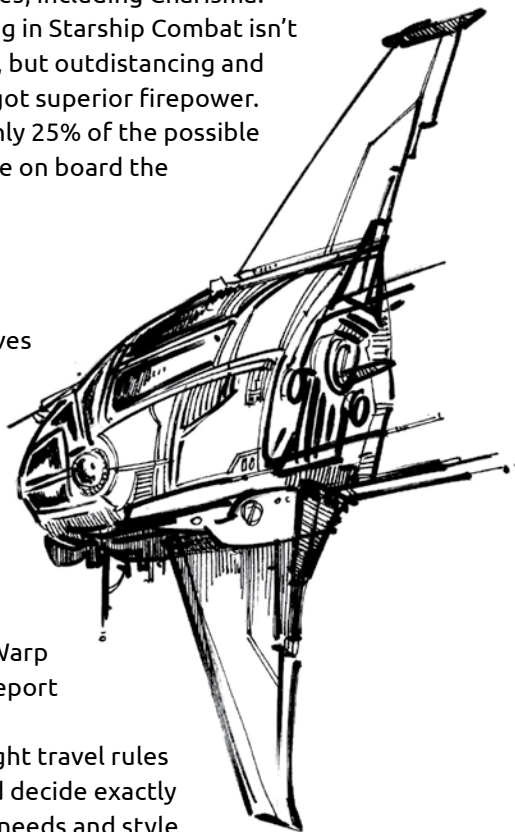
Remember that individual characters may gain additional Bonus XP because of their class or Attributes, including Charisma!

Sometimes the important thing in Starship Combat isn't about destroying your opponent, but outdistancing and escaping it, especially if they've got superior firepower. Whenever this option is taken, only 25% of the possible XP earned is awarded to everyone on board the party's ship.

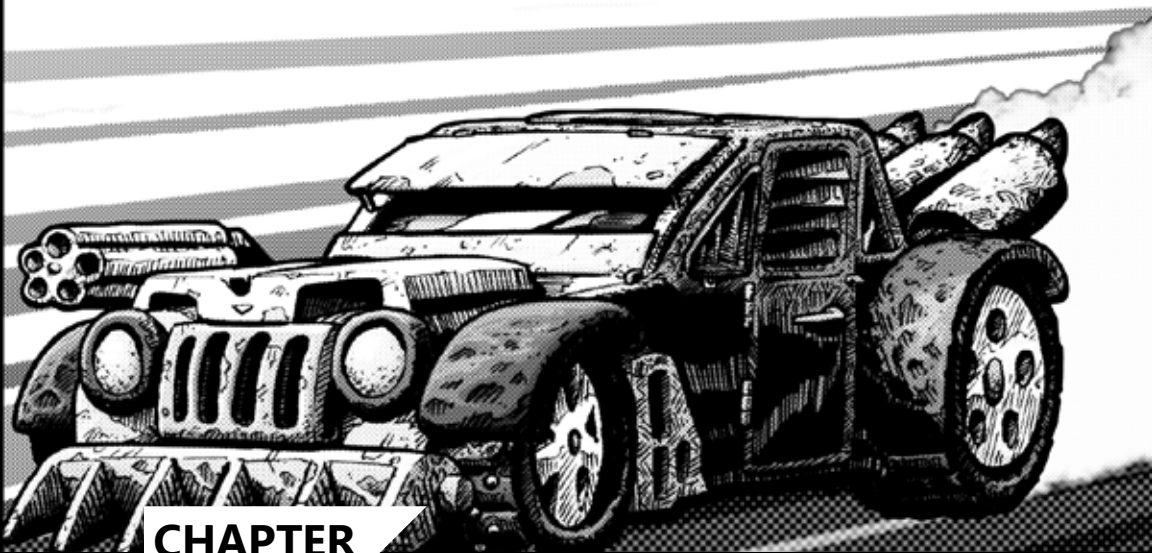
SPACE TRAVEL

The details of how a starship moves from planet to planet should be decided by the Referee. It is assumed that travel is done via Faster-Than-Light Drives, but the Referee is free to change that. Perhaps planets are clustered close enough together that faster-than-light engines aren't used, or perhaps Warp Gates allow ships to instantly teleport from star system to star system.

If the standard Faster-Than-Light travel rules are used then the Referee should decide exactly how long travel takes to suit the needs and style of their campaign.







CHAPTER

0007

VEHICLES & VEHICLE COMBAT

While space opera is a genre filled with faster-than-light starships and galactic transports, characters often need to know exactly how they're getting around planetside. This chapter includes complete rules for vehicles and vehicle combat.

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 Vehicle Combat round, each party involved rolls Initiative on a 1d6 (with any Pilots adding their Initiative bonus if they are operating the vehicle). 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 TO-HIT 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 5-1: To-Hit Roll Chart on page 121 is used for Vehicle Combat.

The To-Hit 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 To-Hit Roll is equal to or higher than the number on the table, the attack hits. In the Ascending Armor Class system, if the To-Hit 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, Rayblasters, 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.

The range indicates a distance that can be multiplied indicating short range (x1), medium range (x2), long range (x3), and extreme range (x4) of the indicated vehicle weapon. The vehicle weapon cannot fire beyond extreme range. Beyond short range, every additional multiple adds an incremental -2 To-Hit modifier to all To-Hit Rolls. For example, shooting at extreme range would give a -6 To-Hit modifier.

TABLE 7-1: VEHICLE RANGES AND DAMAGE

VEHICLE WEAPON	RANGE	DAMAGE
Light Rayblaster	8	2d6
Rayblaster	12	4d6
Heavy Rayblaster	16	6d6
Gauss Rifle	6	8d6
Light Rocket Launcher	10	8d6
Heavy Rocket Launcher	14	9d6

RAMMING ATTACKS

A Ramming Attack is when the pilot of a vehicle attempts to crash into another vehicle in an effort to destroy the defender. This often leads to the destruction of both vehicles.

When making a ramming attack, the driver of the attacking vehicle receives a +2 to their To-Hit roll, but does not gain any benefit from their vehicle’s Targeting rating or their own Dexterity modifier. 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.

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.

The referee is encouraged to modify these rules when the size difference between the vehicles engaged in the ramming attack is particularly vast.

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 1 Hit Point of damage to vehicles.

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 for a cost of 20 credits per week. Gunners cost 25 credits per week.

TABLE 7-2: PURCHASING A VEHICLE

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

HOUSE RULE:

VEHICLE 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.

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. 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 vehicle explodes, 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.

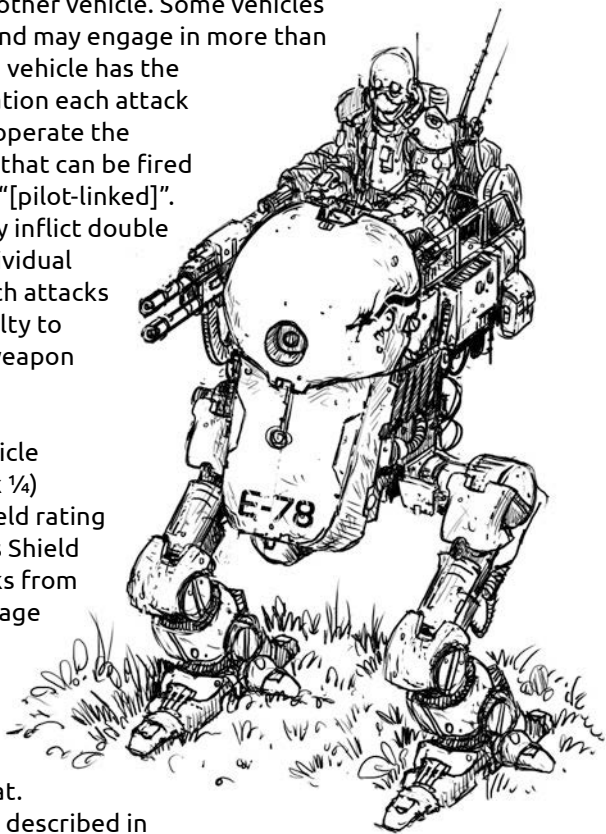
MOVEMENT: This represents a vehicle's speed, just like a character's. Unlike character Movement, a vehicle's Movement is not measured in feet. It is not measured at all. This number is a comparative abstraction and most often used when engaged Vehicle Combat or when attempting to escape from a pursuing 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 or keep up with even the fastest mecha.

TARGETING: This represents computerized targeting systems present in a vehicle and adds to any To-Hit 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 mecha, it inflicts half damage (x 1/2) damage. When fired at a starship, a vehicle weapon inflicts one-quarter (x 1/4) damage and the starship's Shield rating is quadrupled (x4). A starship's Shield rating is not reduced by attacks from a vehicle weapon. These damage values are rounded down.

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.



VEHICLE DESCRIPTION AND STATISTICS

ASSAULT SPRINGER

ARMOR CLASS:	4 [15]	HIT POINTS:	40
EXPLOSIVE DAMAGE:	4d6	MOVEMENT:	15
TARGETING:	+4	REDUCTION:	10
PERSONAL PROTECTION:	Complete		
ATTACK:	Rayblaster (4d6), Light Rayblaster (2d6)		
MODIFICATION:	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	MOVEMENT:	5
TARGETING:	+3	REDUCTION:	20
PERSONAL PROTECTION:	Complete		
ATTACK:	gauss rifle (8d6), Heavy Rayblaster x2 (6d6)		
MODIFICATION:	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 rain 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:	5d6	MOVEMENT:	20 [Flight Ceiling 500 ft]
TARGETING:	+0	REDUCTION:	3
PERSONAL PROTECTION:	Complete		
ATTACK:	None		
MODIFICATION:	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	MOVEMENT:	15 [Flight Ceiling 15 ft]
TARGETING:	+3	REDUCTION:	20
PERSONAL PROTECTION:	Complete		
ATTACK:	gauss rifle (8d6) [pilot-linked], Rayblaster (4d6)		
MODIFICATION:	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.

PERSONAL TRANSPORT

ARMOR CLASS:	4 [15]	HIT POINTS:	40
EXPLOSIVE DAMAGE:	4d6	MOVEMENT:	20 [Flight Ceiling 500 ft]
TARGETING:	+2	REDUCTION:	5
PERSONAL PROTECTION:	Complete		
ATTACK:	Rayblaster x2 (4d6)		
MODIFICATION:	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:	2d6	MOVEMENT:	30 [Flight Ceiling 500 ft]
TARGETING:	+1	REDUCTION:	3
PERSONAL PROTECTION:	+1		
ATTACK:	Light Rayblaster (2d6) (Military only) [pilot-linked]		
MODIFICATION:	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:	1d6	MOVEMENT:	30 [Flight Ceiling 500 ft]
TARGETING:	+0	REDUCTION:	1
PERSONAL PROTECTION:	+0		
ATTACK:	None		
MODIFICATION:	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

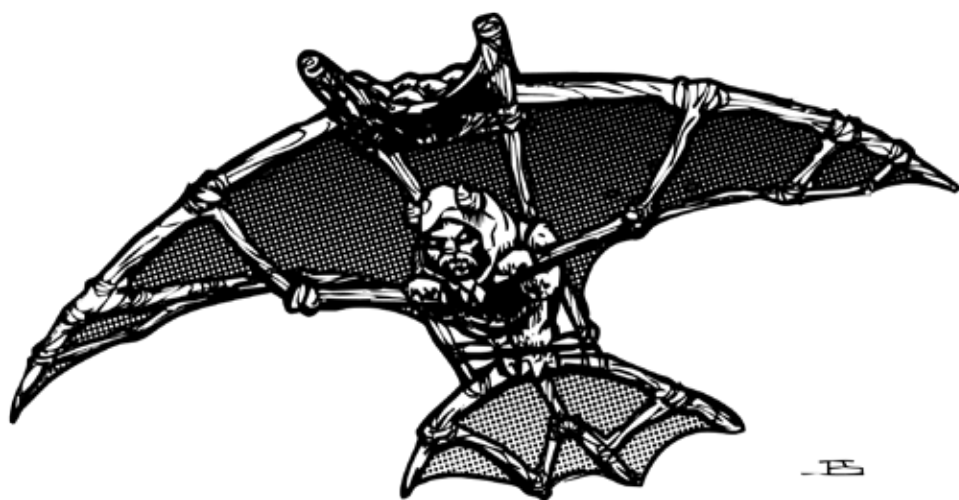
ARMOR CLASS:	6 [13]	HIT POINTS:	20
EXPLOSIVE DAMAGE:	2d6	MOVEMENT:	30 [Flight Ceiling 1500 ft]
TARGETING:	+0	REDUCTION:	3
PERSONAL PROTECTION:	+3		
ATTACK:	None		
MODIFICATION:	Turbo Booster		

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:	3d6	MOVEMENT:	25 [Flight Ceiling 1500 ft]
TARGETING:	+0	REDUCTION:	4
PERSONAL PROTECTION:	+3		
ATTACK:	None		
MODIFICATION:	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	MOVEMENT:	15 [Flight Ceiling 300 ft]
TARGETING:	+0	REDUCTION:	1
PERSONAL PROTECTION:	+1		
ATTACK:	Boulders x2 (2d6)		
MODIFICATION:	None		

This primitive aerial glider is used by Yabnabs, who launch it from staging grounds atop cliff sides or in treetops. It only remains in flight for an hour and is not particularly sturdy. Yabnabs use it to scout their forested homeworld 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.

Certain vehicular weapons require ammunition, which has a listed cost per magazine. This is not multiplied by the vehicles maximum Hit Points.

TABLE 7-3: VEHICLE MODIFICATIONS

VEHICLE MODIFICATIONS	BASE COST
Gauss Rifle	150 credits
Heavy Rayblaster	100 credits
Heavy Rocket Launcher	250 credits
Light Rayblaster	25 credits
Light Rocket Launcher	200 credits
Ramming Plates or Spikes	25 credits
Rayblaster	50 credits
Turbo Booster	25 credits
Vehicle Shield Capacitor	750 credits
Yabnab Glider	150

GAUSS RIFLE: This large cannon uses magnetic induction to fire a single massive slug at its target over a short range. Gauss Rifles have a magazine of twelve slugs before they must be reloaded. Reloading takes ten rounds.

Base Cost: 150 credits.

Ammo Cost: 500 credits.

HEAVY RAYBLASTER: A large-scale vehicle mounted laser weapon capable of damaging mecha and sometimes even more fragile types of starships. They have an unlimited ammo capacity because they draw upon the small reactor which powers the vehicle.

Base Cost: 100 credits.

HEAVY ROCKET LAUNCHER: With advanced internal guidance systems and powerful warheads, vehicles armed with heavy rocket launchers are truly a power to behold. Because of their internal guidance systems, attacks made using this weapon receive a +2 bonus to-hit. Heavy Rocket Launchers have a magazine of six rockets before they must be reloaded. Reloading takes ten rounds.

Base Cost: 250 credits.

Ammo Cost: 600 credits.

LIGHT RAYBLASTER: A large-scale, but lightly-energized vehicle mounted laser weapon that is most commonly used by civil law enforcement or planetary explorers. They have an unlimited ammo capacity because they draw upon the small reactor which powers the vehicle.

Base Cost: 25 credits.

LIGHT ROCKET LAUNCHER: Like their larger counterparts, albeit with smaller warheads, the light rocket launcher is still very deadly and highly accurate due to its internal guidance system. Because of this guidance system, attacks made using this weapon receive a +2 bonus to hit. Light Rocket Launchers have a magazine of eight rockets before they must be reloaded. Reloading takes ten rounds.

Base Cost: 200 credits.

Ammo Cost: 300 credits.

RAMMING PLATES OR SPIKES: Ramming Spikes add +2d6 to the damage of a ramming attack. Ramming Plates grant a +2 to the saving throw made by the attacker during a ramming attack.

Base Cost: 25 credits.

RAYBLASTER: The most common means of vehicular defense in the universe, they can be found on most modern planets – particularly among military vehicles. They have an unlimited ammo capacity because they draw upon the small reactor which powers the vehicle.

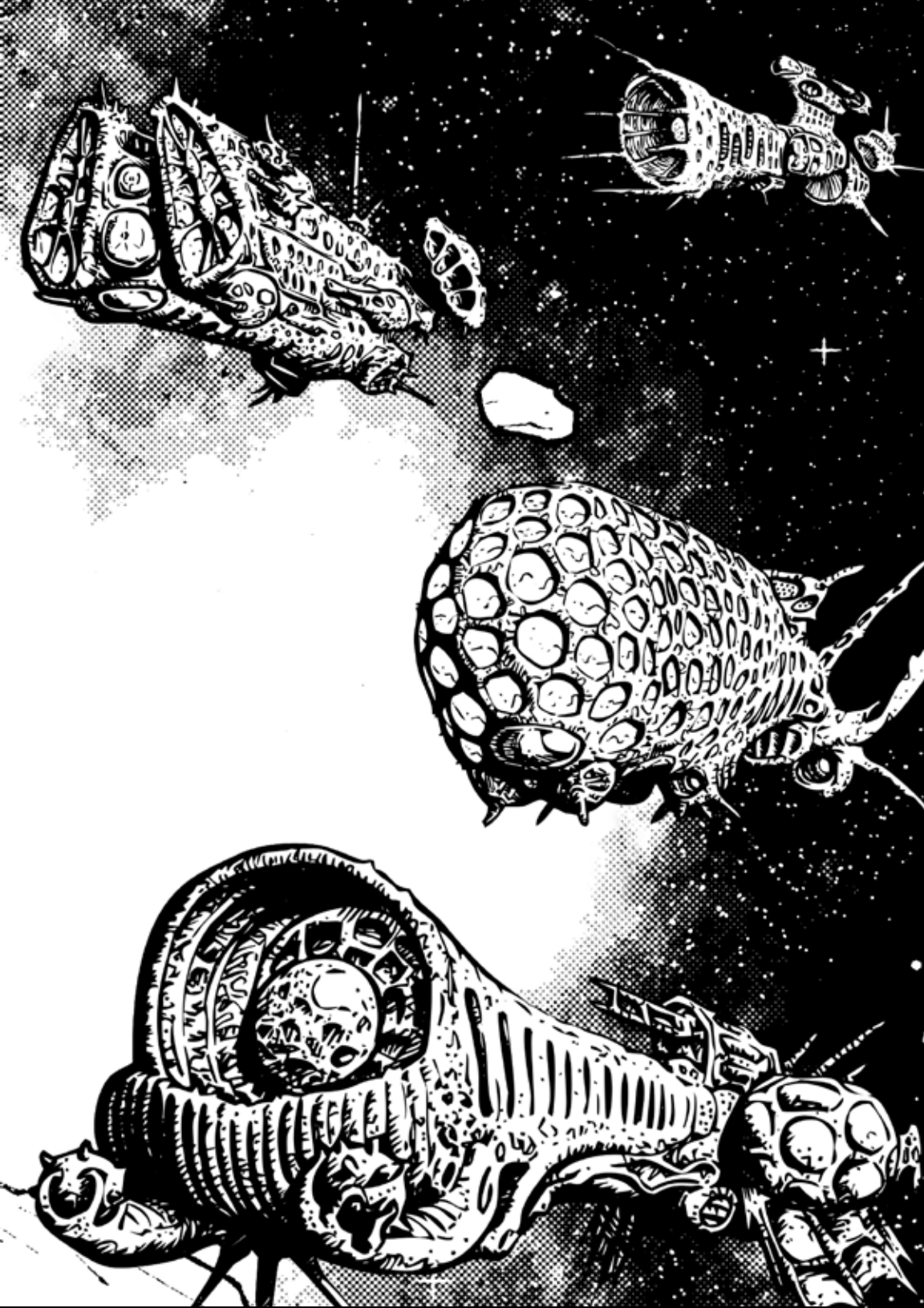
Base Cost: 50 credits.

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. Turbo Boosters cannot be installed on large and ungainly vehicles, like Springers or Hover Tanks.

Base Cost: 75 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: 750 credits.







CHAPTER

0008

MECHA & MECHA COMBAT

Mecha are a subcategory of vehicle specifically designed for large scale ground assault and warfare. A single mecha is capable of decimating entire squads of soldiers and even small squads of armored vehicles. All Mecha share several universal traits. They are all vehicles which require a single pilot and with the exception of Air Mecha, their only form of locomotion is walking. Their humanoids frame consists of at least two arms and two legs covered in armored plating and powered by a central core found in the mecha's torso. The vast majority of mecha are equipped with ranged weapons capable of inflicting massive amounts of damage to other war machines of their kind and laying waste to large groups of infantry or humanoid creatures. Some are even equipped with melee weapons.

Mecha are broken up into four broad categories: Light, Standard, Heavy, and Air. Light Mecha are fast and agile with light armaments and minimal armor. They are designed for scouting and reconnaissance. Standard Mecha are the most common, striking a balance between agility and endurance. Heavy Mecha are battlefield behemoths designed to lay waste on a massive scale – slow and lumbering death machines. Air Mecha are built for battlefield mobility, sacrificing heavy armor and weapons in favor of powerful thrusters which allow them to make massive leaps or even fly outright.

MECHA COMBAT

Mecha combat is used when a mecha operated by an individual pilot is being used to attack another mecha or character, presumably to destroy its target.

When a mecha first comes into contact with an enemy mecha or person, the order of events is as follows:

1. Determine Initiative.
2. The mecha with Initiative acts first (attacking, using items, etc.) and results take effect.
3. The mecha that lost Initiative acts and their results take effect.
4. The round is complete; keep turn order for the next round if the battle has not been resolved.

DETERMINE INITIATIVE

At the beginning of a combat round, each pilot rolls Initiative on a d6 and adds their Dexterity modifier - high roll wins. The winning side acts first, moving, attacking, or taking other actions. The other side takes damage and casualties, and then gets its turn. Initiative is sometimes affected by the type of mecha being piloted and some specific modifications.

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 TO-HIT ROLL

To attack with a weapon, the mecha pilot must have access to it. Only the mecha pilot may make an attack and in most cases, the mecha pilot can only make one attack each combat round, unless the mecha being piloted has a modification that allows for multiple attacks. The pilot rolls a d20 and adds any bonuses to the result, including the vehicle weapon's Targeting modifier - if any is applicable. These "to-hit" bonuses include the character's Base Hit Bonus (BHB). Unlike most attacks, this roll is not modified by the pilot's ability scores.

The To-Hit 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 To-Hit Roll is equal to or higher than the number on the table, the attack hits. In the "Ascending" AAC system, if the To-Hit Roll is equal to or higher than the defender's armor class, the attack hit.

Table 5-1: To-Hit Roll Chart on page 121 is used in mecha combat against both mecha and humans.

Most attacks in mecha combat are considered missile attacks. Unlike personal combat, a character's Dexterity bonus for missile attacks is not added to the to-hit roll when the character is using a mecha's weapons. Only attacks with a mecha's bare fists or a zweihander are considered melee attacks and require the attacking mecha to be adjacent to its target.

Gauss Cannons, Lasers, and Rocket Racks and other ranged weapons all have different ranges as shown below. Ranges are measured in abstract distances, as described under the movement listing of Mecha Statistics.

The range indicates a distance that can be multiplied indicating short range (x1), medium range (x2), long range (x3), and extreme range (x4) of the indicated vehicle weapon. The vehicle weapon cannot fire beyond extreme range. Beyond short range, every additional multiple adds an incremental -2 To-Hit modifier to all To-Hit Rolls. For example, shooting at extreme range would give a -6 To-Hit modifier.

MOVEMENT

A pilot may move a mecha up to its normal movement rate in a combat round and still fire any single weapon or perform other significant action. If the pilot wishes to move the mecha more than it's normal movement, they may not perform any other action that combat round.

In most cases a mecha may move up to twice its normal movement rate in a single combat round.

HOUSE RULE:

MECHA AND STAR SWORDS

Some referees may allow star swords to inflict extra damage against mecha due to the fact that their blades are made of pure energy. If this house rule is used, a star sword inflicts its normal damage (1d6+4) against a mecha. This damage is not modified by the wielder's Strength. The damage inflicted is still reduced by the mecha's Reduction.

MECHA IMMOBILIZATION

Instead of a mecha being destroyed when it reaches zero hit points, the Referee may rule that the mecha has been immobilized. It cannot move, attack, or use any of its modifications. It is completely totaled and cannot be repaired.

DAMAGE AND DESTRUCTION

When a mecha is hit, the amount of damage rolled based on the weapon used is deducted from its hit points. When hit points reach 0, the mecha explodes the pilot suffers damage equip to the destroyed mecha's Explosive Damage as the war machine bursts into flames..

Most personal weapons inflict far less damage on mecha than weapons designed to for mecha-to-mecha combat. Personal weapons inflict a single point of damage for each d6 of damage normally rolled when used against a mecha. But even this amount is further reduced by the mecha's Reduction. So a Laser Rifle (which normally does 2d6 damage) inflicts only 2 damage on a mecha, which is further reduced by the mecha's Reduction. See Reduction on the opposite page for more information.

Mecha inflict one-half ($\times \frac{1}{2}$) damage when attacking a starship, but double damage ($\times 2$) when firing at individual targets. Mecha suffer no penalty to hit or change to damage when attacking vehicles.

REPAIR

Mecha do not heal like living beings. They must be repaired. This takes time and resources. It takes one day to repair a one hit point of damage to a mecha and costs ten credits in resources and supplies.

PURCHASING A MECHA

Mecha are expensive. Purchasing one can drain the resources of starting characters if they can afford one at all. They cost thousands of credits. Player characters wishing to purchase a mecha will need to pool their resources and work hard for the necessary credits to purchase a mecha. Most mecha are not even available for purchase outside of highly illegal or military channels.

Most mecha are inoperable without a pilot. Every mecha requires a single pilot who also serves as its gunner, unless it has a modification which states otherwise.

HOUSE RULE:

MECHA JOCK'S REPAIR

At the Referee's discretion, Mecha Jocks may add their level to the number of hit points of damage restored to a mecha each day at no extra cost. No more than one Mecha Jock per mecha may grant this bonus.

MECHA STATISTICS

All mecha have the following statistics: Initiative, Armor Class, Hit Points, Explosive Damage, Reduction, Movement, Targeting, Attack, and Modification. Unlike vehicles, Mecha do not have a listed Personal Protection. All Mecha are assumed to have a Personal Protection of Complete.

ARMOR CLASS: A mecha's armor class reflects how difficult it is to damage. This is typically a reflection of its small size, high maneuverability, structural integrity, or any combination thereof. Armor Class is explained earlier in the personal combat rules on pages 120 and 121. If you're using the Descending AC system (where lower AC is better), disregard the numbers in brackets. If you're using the Ascending AC system (where high AC is better) use the number in brackets.

HIT POINTS: All mecha have hit points, just like characters. When a mecha reaches zero hit points it is destroyed and all occupants in it suffer the amount of damage listed in brackets next to the vehicle's hit point value. A mecha's hit points do not naturally return over time like a character's and it must be repaired.

EXPLOSIVE DAMAGE: If a vehicle explodes, all occupants suffer damage from it equal to the value here.

REDUCTION: Like Vehicles, Mecha are outfitted with protection against small-scale weapons – though their armor is far stronger than that of ordinary vehicles. Most personal weapons inflict far less damage on mecha than weapons designed to for mecha-to-mecha combat. Personal weapons inflict a single point of damage for each d6 of damage normally rolled when used against a mecha. But even this amount is further reduced by the mecha's Reduction. So a Laser Rifle (which normally does 2d6 damage) inflicts only 2 damage on a mecha, which is further reduced by the mecha's Reduction.

Vehicle weapons reduce their damage by one-half when inflicting damage on a mecha. This halved damage is then further reduced by a mecha's reduction value. So a Light Rayblaster (which normally inflicts 2d6 damage) would only inflict 1d6 points of damage on a mecha. That amount is then subtracted from a mecha's Reduction.

Mecha weapon attacks made against other mecha are reduced by the defender's Reduction on a one-for-one basis.

Starship weapons inflict double damage on a mecha and ignore a mecha's Reduction. So a Light Laser inflicts 4d6 damage against a Mecha.

MOVEMENT: This represents a mecha's speed, just like a character. Unlike character movement, a mecha'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 in mecha-to-mecha combat or when attempting to escape from a pursuing mecha. A mecha must have a pilot to move, otherwise it sits immobile unless it has certain modifications. Mecha may move at a cautious (half its normal movement), normal (its listed movement) or up to its running speed (twice its normal movement) in a single combat round – just like a character. If the mecha moves at running speed, it may not also attack unless it has specific modifications. Some modifications may permit even faster movement.

Unless the referee says otherwise a mecha, even moving at cautious speed, can easily outrun a character on foot. If an exact conversion between a mecha's movement and personal movement is necessary, multiply the mecha's movement by three to determine how fast they move when compared to personal movement. This means that a mecha with a movement listed at 30 would move 90 when compared to a normal character.

In combat consisting solely of mecha-vs-mecha, referees should consider one square to be 30 feet. In combat involving both mecha and individual characters, the referee should either reduce the square size to the standard ten feet and triple mecha movement rates or reduce character movement rates by one-third.

All vehicles and starships can keep pace or outrun mecha, even when the pursuing vehicles and starships are moving at Cautious speed.

TARGETING: This represents a computerized targeting systems present on a mecha and adds to any "to-hit" roll made using a mecha's on-board weapon. Mecha can be installed with modifications called "programs" to determine how accurate their attacks are and grant certain bonuses. Each mecha lists the maximum number of programs that can be installed.

ATTACK: This represents a mecha's weapons and the damage they do to another mecha. Mecha can be installed with a number of weapons equal to the listed number of hard points. Some mecha have more than one weapon and may engage in more than one attack per round if certain modifications are present. Unless a mecha has these modifications installed i each attack requires an action to be fired. All mecha may attack with their bare fist with a +0 to their "to-hit" roll.

Mecha weapons automatically inflict double damage when fired at individual characters, though making such attacks is difficult and suffer a -4 penalty to their "to-hit" rolls. Weapons designated as "personal" weapons equipped on a mecha do not have this penalty and inflict their listed damage on human-sized targets. If a mecha weapon is fired at a starship, it receives a +2 to its "to hit" roll, but only inflicts half damage. Mecha suffer no penalty to hit or modification to damage when attacking vehicles.

MODIFICATIONS: Many mecha have extra features that grant them bonuses or modifiers in combat. Details on those modifiers are described below. In addition to the base modifications listed in this section a mecha may have a number of additional modifications equal to its listed chassis points.

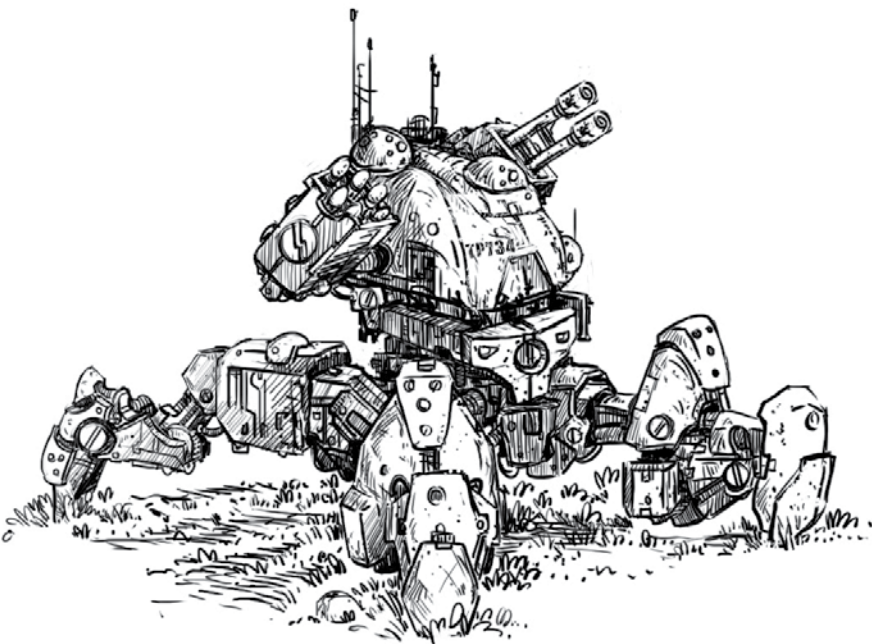
MECHA MODELS

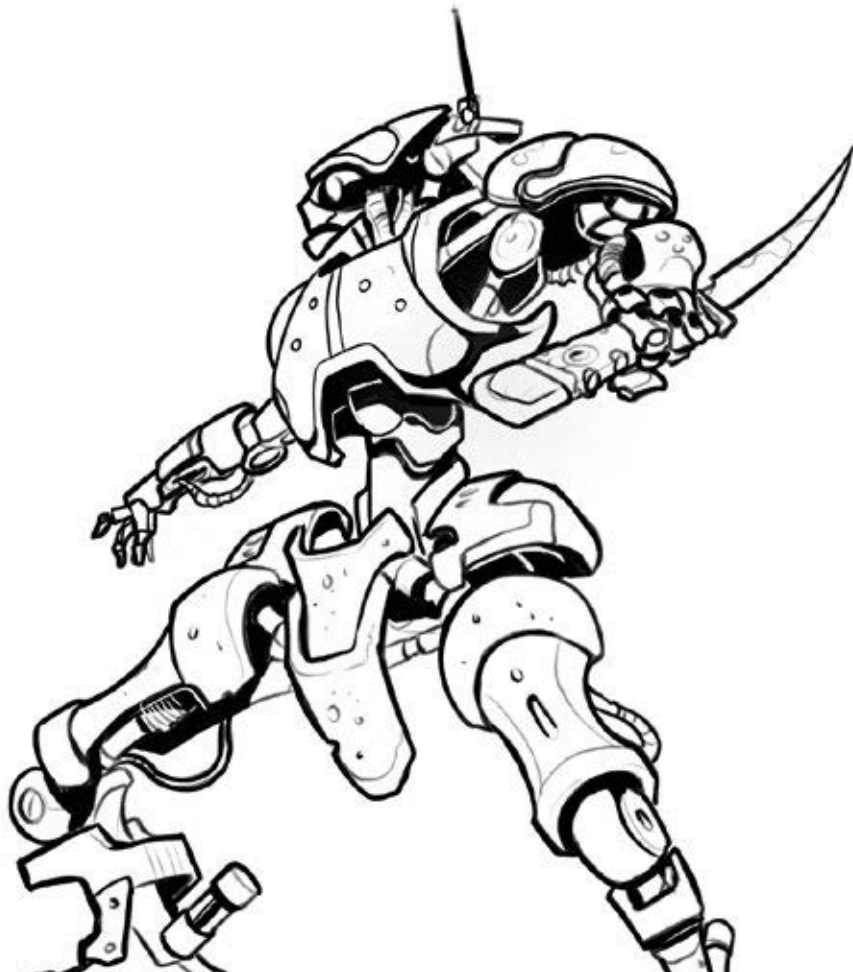
Mecha are divided into four broad categories, detailed on the next few pages. These are each base-line designs. In most campaigns, player characters can purchase any of the default mecha described below, presuming they have the credits to spend. These types of unmodified mecha are used for industrial labor or construction in many star systems.

Preparing a mecha for combat requires extensive upgrades. This includes the installation of targeting computers, weapons and protective measures. On many civilized systems, these modifications are restricted or even illegal given their enormous destructive capabilities.

TABLE 8-1: MECHA COST

MECHA	COST (IN CREDITS)
Light	10,000
Standard	25,000
Heavy	50,000
Air	50,000





LIGHT MECHA

ARMOR CLASS:	5 [14]	HIT POINTS:	30
EXPLOSIVE DAMAGE:	3d6	MOVEMENT:	45
TARGETING:	1 Program	REDUCTION:	1
ATTACK:	2 Hard Points		
MODIFICATION:	Basic Cockpit, 5 Chassis Points		
BASE COST:	10,000 Credits		

Light Mecha are designed for scouting and recon missions. While they are not typically used in direct planetary assault or heavy combat, light mechas do occasionally operate in squads of three to five and when operating in tandem they are capable of easily taking down a single, more powerful target. The light mecha has a modular chassis and can be outfitted for any number of missions with a diverse array of modifications.

A light mecha attacking with its fists inflicts 1d6+2 points of damage.

STANDARD MECHA

ARMOR CLASS:	7 [12]	HIT POINTS:	50
EXPLOSIVE DAMAGE:	5d6	MOVEMENT:	30
TARGETING:	2 Program	REDUCTION:	3
ATTACK:	3 Hard Points		
MODIFICATION:	Basic Cockpit, 3 Chassis Points		
BASE COST:	25,000 Credits		

Standard Mecha are both combat capable and mobile. Not as agile as a light mecha or as durable as a heavy mecha, the standard design strikes a balance between speed and power that makes it the most versatile and common mecha in the galaxy. The often serve as sentries or support in heavy combat.

A standard mecha attacking with its fists inflicts 1d6+4 points of damage.

HEAVY MECHA

ARMOR CLASS:	9 [10]	HIT POINTS:	100
EXPLOSIVE DAMAGE:	10d6	MOVEMENT:	15
TARGETING:	3 Programs	REDUCTION:	5
ATTACK:	4 Hard Points		
MODIFICATION:	Basic Cockpit, 2 Chassis Points		
BASE COST:	50,000 Credits		

These lumbering war machines shake the very ground as they walk. With enough firepower to lay waste to an entire city and armor capable of resist an onslaught of enemy fire, the heavy mecha is a one-man army on legs. The heavy mecha does not have the same broad applications as its smaller counterparts, but it does one thing and it does it well: destroy the enemy.

A heavy mecha attacking with its fists inflicts 1d6+6

AIR MECHA

ARMOR CLASS:	6 [13]	HIT POINTS:	40
EXPLOSIVE DAMAGE:	4d6	MOVEMENT:	20 (Flight: 40)
TARGETING:	2 Programs	REDUCTION:	2
ATTACK:	2 Hard Points		
MODIFICATION:	Basic Cockpit, Basic Thrusters, 3 Chassis Points		
BASE COST:	50,000 Credits		

These expensive mecha are equipped with thrusters giving them the unique ability to fly over short distances at great speed. This means they are capable of devastating hit-and-run strikes and long distance reconnaissance. Unfortunately, air mecha are more fragile than even standard mecha and do not stand up in a toe-to-toe fight.

An air mecha attacking with its fists inflicts 1d6+3 points of damage.

HOUSE RULE:

TRANSFORMING MECHA

One of the classic tropes of space opera is that of the mecha which has the capability to transform into a vehicle. If the referee permits it, players may purchase an air mecha with this capability at a cost of 65,000 credits. Only air mecha have this ability. They may only transform into one-man Skyboosters.

Transforming mecha may reconfigure from vehicle to mecha or vice versa once per round, but may take no other actions on that round. Vehicle weapons cannot be fired while in mecha configuration, nor can mecha features (including weapons) be accessed while in vehicle configuration.

The transforming mecha's configuration determines all of its features and traits. While in vehicle configuration it abides by all the rules of vehicle combat and while in mecha configuration it abides by all the rules of mecha combat. This means that Mecha Jocks would only receive several of their class abilities while in mecha configuration and pilots would only receive several of their class features while in vehicle formation.

A transforming mecha has 30 hit points (unlike the standard air mecha HP of 40 or the Skybooster HP of 20) regardless of configuration. Transforming does not heal any damage.

UPGRADING A MECHA

Mecha can be upgraded with a combination of Programs, Hard Point Weapons and Chassis Modifications. Regardless of what type of upgrade is being installed in a mecha, the installation process takes one day per upgrade being installed whether it be Program, Hard Point or Chassis Modification. In addition, installation will require access to the necessary tools and equipment to perform these upgrades. This typically means the mechanics doing the installation will need a full hanger or mecha chop shop from which to work.

PROGRAMS

Programs are software installed in a mecha’s CPU, most often affecting targeting and scanners. Each of the listed programs uses up one Program “slot” on a mecha in which it is installed. It is important to note that while Targeting Programs do make a mecha more effective in combat, they are not required for a mecha to fire a weapon. Mecha without a Targeting Program are capable of making one attack per combat round.

TABLE 8-2: PROGRAMS

PROGRAMS	COST (IN CREDITS)
Targeting (Basic)	250
Targeting (Advanced)	500
Targeting (Automatic)	750
Dual Targeting	1000
Bombardment Targeting	1500
Personal Targeting	500
Long Range Scanners	500
AI Interface	1000

BASIC TARGETING: This is a standard targeting system. It grants a +2 bonus to all “to-hit” rolls made using a weapon installed on the mecha’s hard points. This bonus is not granted when making attacks with a mecha’s fists. A Basic Targeting Program allows one attack per combat round, though it can be made with any weapon installed in a hard point.

ADVANCED TARGETING: This is a more precise upgrade on the standard targeting system. It grants a +4 bonus to all “to-hit” rolls made using a weapon installed on the mecha’s hard points. This bonus is not granted when making attacks with a mecha’s fists. An Advanced Targeting Program allows one attack per combat round, though it can be made with any weapon installed in a hard point. It cannot be combined with a Basic Targeting Program.

AUTOMATIC TARGETING: The Automatic Targeting Program causes the mecha to automatically fire one weapon of the pilot's choice with a +2 bonus "to-hit" when a hostile target comes in range of one of the mecha's weapons. An Automatic Targeting Program can only make one such attack per round, though this attack does not count against the number of attacks a pilot can make each combat round. However, the Automatic Targeting Program can only fire once every five combat rounds and cannot be used to make an attack with the mecha's fists or a zweihander.

DUAL TARGETING: A more advanced version of the Basic Targeting Program, the Dual Targeting Program allows for the pilot of a mecha to fire two weapons each combat round with a +2 bonus "to-hit" on their To-Hit Rolls. It cannot be combined with a Basic Targeting Program, but if an Advanced Targeting Program is also installed on the mecha, the pilot's bonus "to-hit" increases to +4.

BOMBARDMENT TARGETING: This highly advanced version of the Dual Targeting Program allows the pilot to fire all the weapons installed on the hard points of his Mecha in a single action with a +4 bonus "to-hit." on all of these attacks. These attack may be targeted any enemy within range, as determined by the weapons being fired. After being activated, the Bombardment Targeting Program takes 5 rounds to calibrate and be reactivated. Bombardment Targeting Programs cannot be combined with other Targeting Programs when activated, though others may be installed for more standard combat.

PERSONAL TARGETING: This focused targeting system allows the pilot to make attacks against individuals or personal sized targets without penalty. It can be installed alongside Basic, Advanced, Automatic or Dual Targeting Programs – but cannot be used to make attacks using a Bombardment Targeting System.

LONG RANGE SCANNERS: Normally, mecha pilots can only detect targets at a visual range. Long Range Scanners allow the mecha and its pilot to detect targets at a distance of up to five miles and determine whether or not they are personal, vehicle, mecha or starships.

AI INTERFACE: The AI Interface Program allows a robot to have its CPU installed in a mecha, meaning the robot can operate the mecha as if it were a pilot. Because of the advanced interface, when a robot has its CPU installed in a mecha in this fashion, it receives a +2 bonus to all "to-hit" rolls and a +1 bonus to initiative.

HARD POINTS

Hard points represent areas of a mecha’s frame or design that have been specifically built to facilitate the attachment of heavy weaponry. A mecha may have a number of weapons installed equal to its hard points, though unless specified by other modifications is limited to a single attack per combat round. Some hard point weapons have a listing of [personal] next to their name – this denotes an anti-infantry weapon and when fired at infantry targets the pilot does not suffer a penalty to their “to-hit” roll. However, these weapons only inflict one point of damage per damage die rolled when used to attack other mecha.

All ranges are listed on a personal scale. In combat consisting solely of mecha-vs-mecha, referees should consider one square to be 30 feet. In combat involving both mecha and individual characters, the referee should either reduce the square size to the standard ten feet and triple mecha movement rates or reduce character movement rates by one-third.

TABLE 8-3: HARD POINT WEAPONS

HARD POINT WEAPONS	COST (IN CREDITS)	DAMAGE	RANGE
Light Laser [Personal]	100	2d6	200 ft
Medium Laser	500	2d6	600 ft
Heavy Laser	1000	3d6	600 ft
Light Chain Gun [Personal]	200	2d6	100 ft
Heavy Chain Gun	500	4d6	300 ft
Gauss Cannon	1000	5d6	750 ft
Light Missile Launcher	1000	4d6	1500 ft
Heavy Missile Launcher	2000	5d6	1500 ft
Rocket Rack [Personal]	500	3d6	300 ft
Grenade Launcher [Personal]	100	By Grenade	200 ft
Flame Thrower [Personal]	250	3d6+2	30 ft
Zweihandler	1000	6d6+4	–

HARD POINT WEAPON RANGES

All ranges are listed on a personal scale. In combat consisting solely of mecha-vs-mecha, referees should consider one square to be 30 feet. In combat involving both mecha and individual characters, the referee should either reduce the square size to the standard ten feet and triple mecha movement rates or reduce character movement rates by one-third.

LIGHT LASER [PERSONAL]: This is barely more than a standard laser rifle, though it packs a little more punch.

MEDIUM LASER: This is the standard weapon equipped on most mecha with a serviceable range and damage output.

HEAVY LASER: A large-barreled, short-range laser cannon with a heavy damage output.

LIGHT CHAIN GUN [PERSONAL]: This anti-infantry weapons is able to inflict damage on a group of up to five adjacent targets, but is especially weak against other mecha and inflicts only 1 point of damage against them.

HEAVY CHAIN GUN: Firing swarms of large-caliber bullets, the Heavy Chain Gun inflicts less damage than other weapons – but can be used to hit two adjacent mecha in a single attack.

GAUSS CANNON: This long range cannon fires a single gigantic slug with each shot.

FLAME THROWER [PERSONAL]: This short range flame emitter consumes the area in front of a mecha with super-hot flame. It fill an area of 30 square feet in front of the mecha with each blast.

HEAVY MISSILE LAUNCHER: This long range weapon inflicts extraordinary damage, can only be fired five times before the attacking mecha must be returned to a hanger and be reloaded.

LIGHT MISSILE LAUNCHER: Similar to a Heavy Missile Launcher, the light version has an exceptional range, but is can be fired ten times before the mecha must be returned to a hanger and be reloaded.

ROCKET RACK [PERSONAL]: These shoulder-mounted rocket packs fire a barrage of small rockets over a long distance, inflicting massive damage over a wide area. They do not target individuals, but instead blanket a 20' x 20' area with tiny explosions. Those caught in the blast area automatically suffer the listed damage, though they may make a saving throw to take only half damage.

GRENADE LAUNCHER [PERSONAL]: This long range grenade launcher and can be loaded with up to 20 of any type of hand grenade.

ZWEIHANDER: Whether appearing as a giant sword, massive hammer or other gargantuan melee weapon, attacking with a zweihander requires the mecha to be adjacent to its target, but inflicts an amazing amount of damage.

CHASSIS MODIFICATIONS

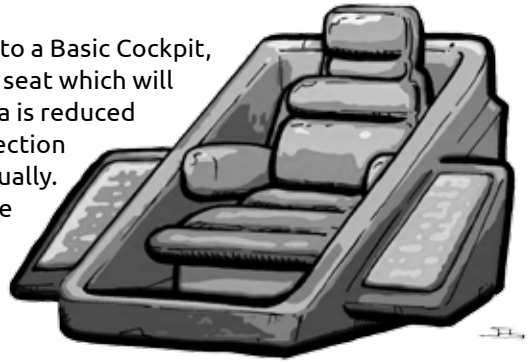
All mecha have a number of Chassis Points which represent areas in the mecha's structure where a primarily physical modification can be made. Typically the lighter the mecha, the more Chassis Modifications that can be applied. Unless stated otherwise in the individual Chassis Modification's descriptor, each modification expends one Chassis Point. If that modification is removed at a later date, the Chassis Point is regained.

TABLE 8-4: CHASSIS MODIFICATIONS

CHASSIS MODIFICATION	COST (IN CREDITS)
Cockpit (Basic)	100
Cockpit (Advanced)	500
Cockpit (Neural)	750
Cockpit (Wayfinder)	1000
Thrusters (Basic)	500
Thrusters (Advanced)	1000
Hellfire Thrusters	750
Hellfire Thrusters (Advanced)	1500
Leg Gyroscopes (Improved)	500
Leg Gyroscopes (Advanced)	1000
Hull Plating (Light)	250
Hull Plating (Medium)	500
Hull Plating (Heavy)	1000
Kite	250
Kite (Ion)	500
Self-Repairing Nano-Bots	1500
Energy Shield	1500
Active Camouflage	2000
Target Scrambler	2000

BASIC COCKPIT: Installed on all mecha, the Basic Cockpit allows the pilot to operate their mecha normally. It has an ejection seat, but this must be activated manually by the pilot. A mecha can only have one type of cockpit installed in it, and these do not count against the expenditure of a mecha's chassis points.

ADVANCED COCKPIT: Similar to a Basic Cockpit, but with an automatic ejection seat which will activate when the pilot's mecha is reduced to 5 or fewer hit points. The ejection seat can also be activated manually. A mecha can only have one type of cockpit installed in it, and these do not count against the expenditure of a mecha's hard points.



NEURAL COCKPIT: This highly advanced cockpit interfaces directly with the pilot's brainwaves, granting all the advantages of an Advanced Cockpit as well as a +1 to all "to-hit" rolls and +1 to initiative. A mecha can only have one type of cockpit installed in it, and these do not count against the expenditure of a mecha's chassis points.

WAYFINDER COCKPIT: Designed by Star Knights and Star Pilots who operate mecha, this allows a Star Pilot, Star Knight, or Untrained Initiate piloting a mecha to use the *Combat Coordination* and *Alter Reflexes* Meditations while piloting a mecha and grant those benefits to the mecha in combat. In addition, if the pilot's mecha is equipped with a zweihander can use *Protection from Missiles* and *Protection from Missiles II* against ranged attacks made against them by other mecha. A mecha can only have one type of cockpit installed in it, and these do not count against the expenditure of a mecha's chassis points.

BASIC THRUSTERS: These high-powered jets are installed in the back or on the legs of an air mecha (only), allowing them the ability to make leaps of great distance, though they must begin and end their movement on the ground. Basic Thrusters allow an air mecha to leap with a movement of 40. This is considered a normal movement action and the pilot can opt to leap up to twice that distance – though doing so prevents them from taking other actions during a combat round. An air mecha can only have one type of thruster installed in it, though these do not count against the expenditure of a mecha's chassis points.

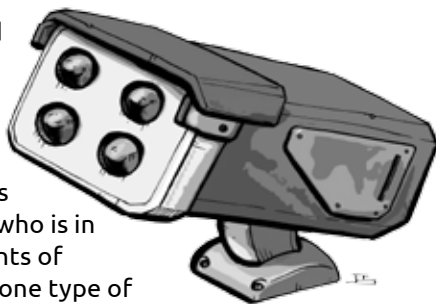


ADVANCED THRUSTERS: Advanced Thrusters allow an air mecha (only) to make leaps that border on short-range flight. They must begin and end their movement on the ground. Basic Thrusters allow an air mecha to leap with a movement of 60. This is considered a normal movement action and the pilot can opt to leap up to twice that distance – though doing so prevents them from taking other actions during a combat round. An air mecha can only have one type of thruster installed in it, though these do not count against the expenditure of a mecha's chassis points.

HELLFIRE THRUSTERS: These are a specialized form of Basic Thrusters that actually shoot massive jets of fire down upon everything the air mecha passes under during their flight. They function in all respects as Basic Thrusters, but any mecha who is in the air mecha's path suffers 2d6 points of damage. An air mecha can only have one type of thruster installed in it, though these do not count against the expenditure of a mecha's chassis points. This modification increases an air mecha's Explosive Damage by +2d6.

ADVANCED HELLFIRE

THRUSTERS: These are a specialized form of Advanced Thrusters that actually shoot massive jets of fire down upon everything the air mecha passes under during their flight. They function in all respects as Advanced Thrusters, but any mecha who is in the air mecha's path suffers 2d6 points of damage. An air mecha can only have one type of thruster installed in it, though these do not count against the expenditure of a mecha's chassis points.



IMPROVED LEG GYROSCOPES: By using lighter alloys and advanced gyroscopes, a mecha with this modification may increase its movement by +5. A mecha cannot have both Improved and Advanced Gyroscopes.

ADVANCED LEG GYROSCOPES: With the installation of zero-resistance gyroscopes and refined metal alloys, a mecha with this modification may increase its movement by +10. A mecha cannot have both Improved and Advanced Gyroscopes.

LIGHT HULL PLATING: Reinforced plates are installed at key points on a mecha's outer frame, granting a small measure of protection: This modification gives the mecha a +1 bonus to its Reduction A mecha can only have one form of hull plating at a time.

MEDIUM HULL PLATING: Heavier plating than standard Light Hull Plating is installed, giving the mecha a significant measure of additional protection. This modification gives the mecha a +3 bonus to its Reduction, but reduces its Movement by -5 due to the weight of the plating. A mecha can only have one form of hull plating at a time.

HEAVY HULL PLATING: The heaviest form of plating, this armor turns a Mecha into a lumbering tank of a machine. This modification gives a mecha a +5 bonus to its Reduction, but turns it into a near-stationary machine. Its Movement is reduced by -10 and its Armor Class suffers a two-point penalty. A mecha can only have one form of hull plating at a time.

KITE: Little more than a mecha-sized shield, this sheet of iron is mounted to a mecha's arm and grants a -1 [+1] bonus to its Armor Class.

ION KITE: Similar to its mundane counterpart, the Ion Kite generates a massive shield of energy to help protect it from incoming attacks more effectively than a traditional kite. It grants the mecha a -2 [+2] bonus to the mecha's armor class.



SELF-REPAIRING NANO-BOTS: These tiny robots are installed into a mecha and can be activated at the command of the pilot. Once activated, they begin repairing the mecha in which they are installed, restoring 1d6 hit points each round for five rounds. Once activated, they cannot be deactivated and will not restore a mecha to more than its maximum hit points. After this time, they must be reprogrammed before being able to be activated again. This requires one hour of uninterrupted time.

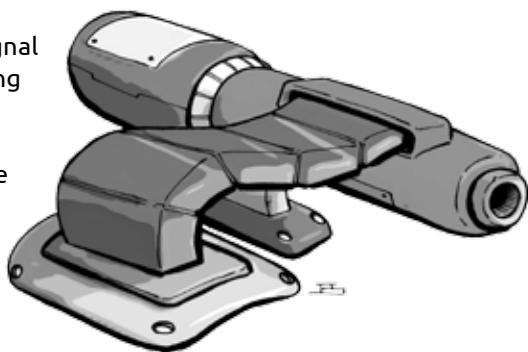
ENERGY SHIELD: Once installed, this modification allows the mecha to activate an energy field which disperses energy attacks and dampens kinetic damage. The energy shield remains active for 1d6 rounds, during which time the mecha takes half damage from all attacks. After being activated, the energy shield takes twenty-four hours to recharge.



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

TARGET SCRAMBLER:

This program sends out a signal designed to jam the Targeting Programs of other mecha. Once activated, any attacks made by a mecha against the mecha with this program installed suffer a -2 penalty to their "to-hit" roll. This lasts for 2d6 rounds before the scrambler needs one hour to recalibrate.



MECHA MODELS AND STATISTICS

Listed below are several mecha designs most often found across the universe.

ECLIPSE CLASS LIGHT MECHA

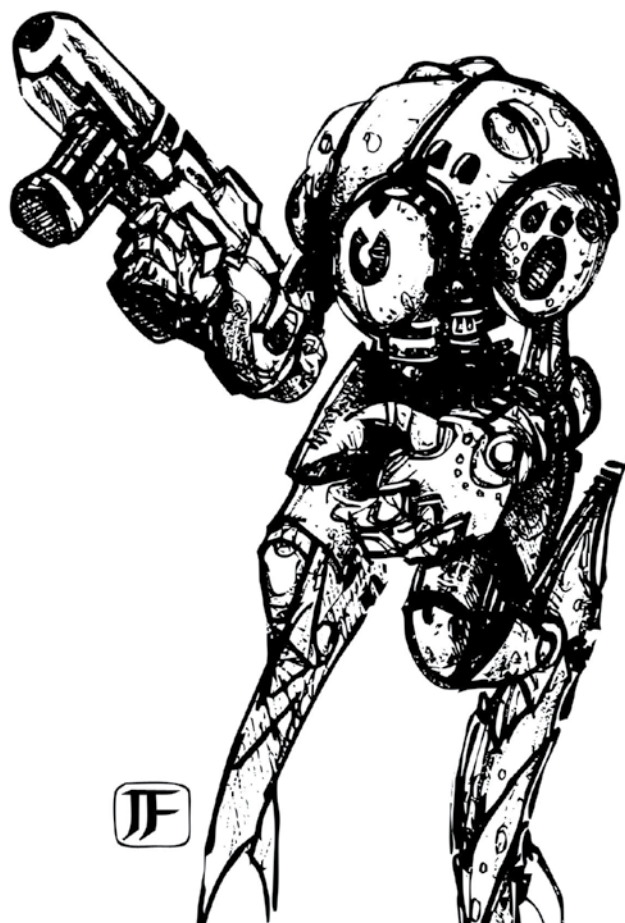
ARMOR CLASS:	3 [16]	HIT POINTS:	30
EXPLOSIVE DAMAGE:	3d6	MOVEMENT:	55
		REDUCTION:	1
TARGETING:	Long Range Scanners		
ATTACK:	Medium Laser, Light Chain Gun		
MODIFICATION:	Basic Cockpit, Advanced Leg Gyroscopes, Ion Kite, Self-Repairing Nanobots, Active Camouflage, 1 Chassis Point		
BASE COST:	16,300 Credits		

The Eclipse is not designed for heavy combat. Built for speed and stealth, it is designed to slip behind enemy lines to gather intelligence before fading away without a trace. If an Eclipse is unfortunate enough to fall under the guns of a heavily armed mecha it is unlikely to survive the encounter.

SUNSPOT CLASS LIGHT MECHA

ARMOR CLASS:	4 [15]	HIT POINTS:	30
EXPLOSIVE DAMAGE:	3d6	MOVEMENT:	50
		REDUCTION:	2
TARGETING:	Basic Targeting Program		
ATTACK:	Rocket Rack, Zweihander		
MODIFICATION:	Advanced Cockpit, Improved Leg Gyroscopes, Kite, Light Hull Plating, Energy Shield, 1 Chassis Point		
BASE COST:	14,500 Credits		

Sunspot Light Mecha were designed primarily for anti-infantry purposes and they do this well enough. They come equipped with a zweihander and energy shield in the event that they are forced into combat, but can easily be overtaken by a heavy bombardment from ranged weapons.



THUNDERSTRIKE CLASS STANDARD MECHA

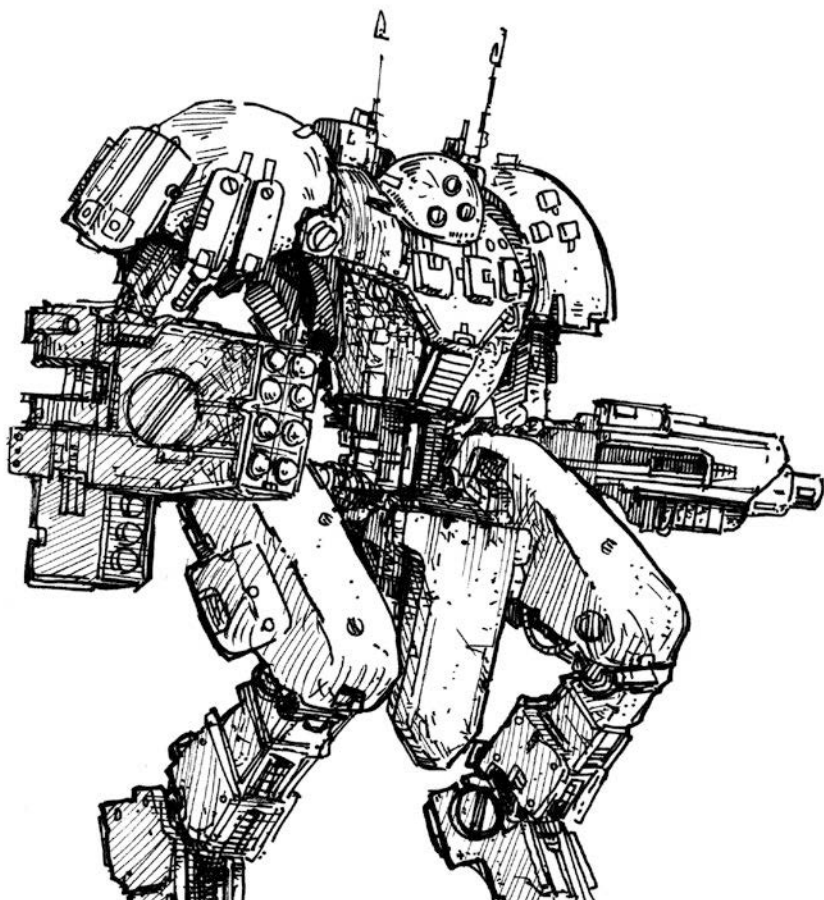
ARMOR CLASS:	7 [12]	HIT POINTS:	50
EXPLOSIVE DAMAGE:	5d6	MOVEMENT:	35
		REDUCTION:	4
TARGETING:	Basic Targeting Program, Dual Targeting Program		
ATTACK:	Gauss Cannon, Gauss Cannon, Medium Laser		
MODIFICATION:	Advanced Cockpit, Light Hull Plating, Improved Leg Gyroscopes, 1 Chassis Point		
BASE COST:	29,750 Credits		

The Thunderstrike was built primarily to engage in long-range attacks against enemy strongholds. Equipped with a pair of dual gauss cannons, it is quite capable of laying waste to an enemy base as well as dishing out its fair share of damage in mecha-to-mecha battle.

WILDFIRE CLASS STANDARD MECHA

ARMOR CLASS:	6 [13]	HIT POINTS:	50
EXPLOSIVE DAMAGE:	5d6	MOVEMENT:	30
		REDUCTION:	3
TARGETING:	Basic Targeting Program, Bombardment Targeting Program		
ATTACK:	Flame Thrower, Heavy Chain Gun, Light Missile Launcher		
MODIFICATION:	Basic Cockpit, Ion Kite, Target Scrambler, 1 Chassis Point		
BASE COST:	31,500 Credits		

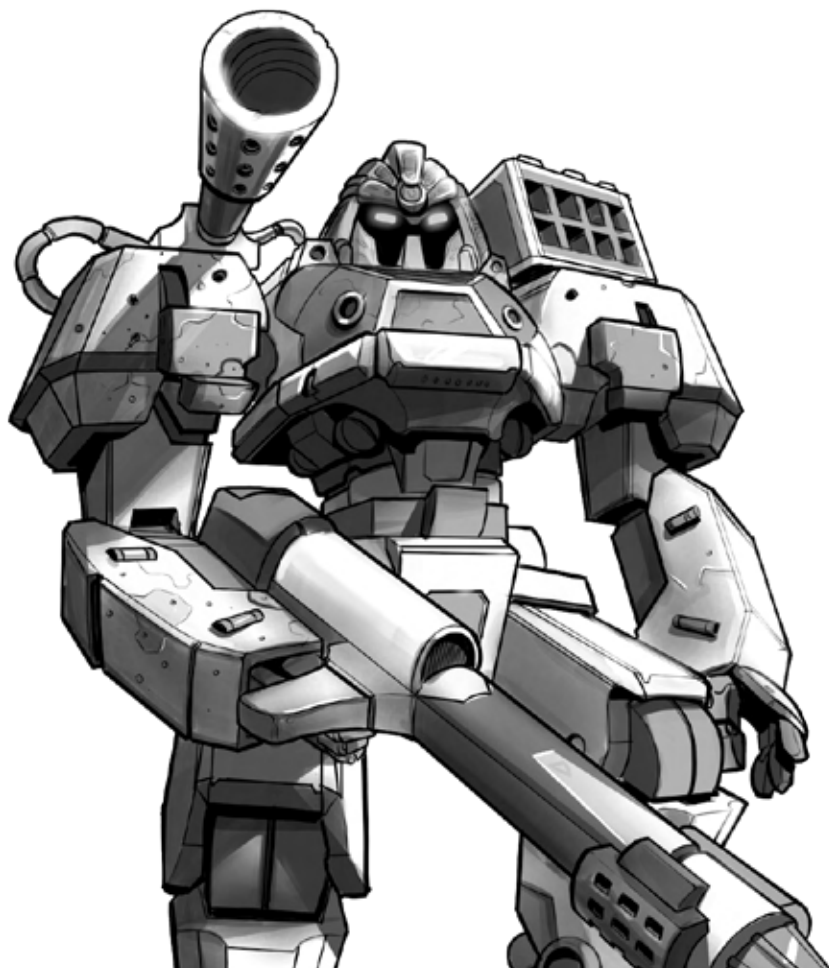
The Wildfire Light Mecha was designed specifically to combat infantry and light mecha. Its armament was designed to deal with smaller, faster mecha from a long distance while able to rain fire down upon infantry units. Its lack of speed or heavy armor is compensated for by a target scrambler to help protect it from enemy attacks.

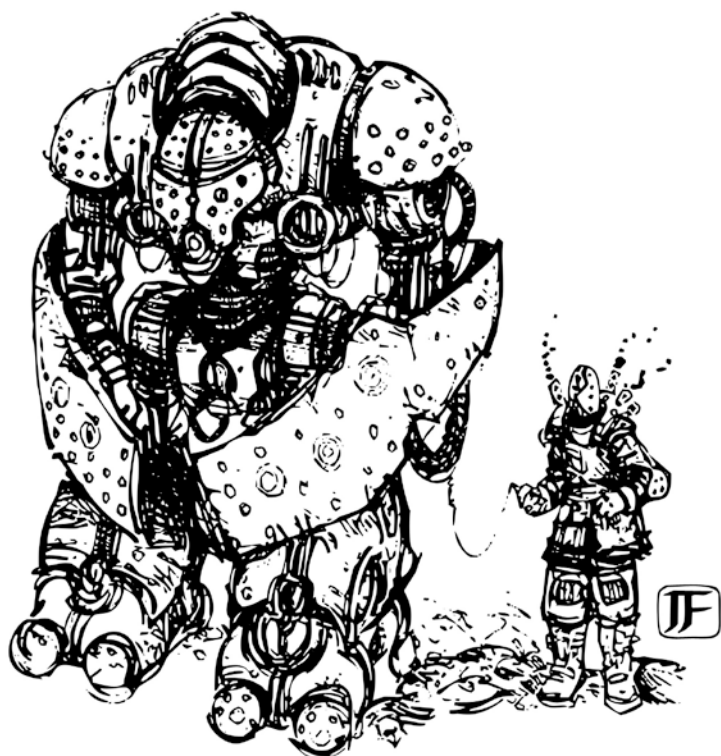


HAILSTORM CLASS STANDARD MECHA

ARMOR CLASS:	8 [11]	HIT POINTS:	50
EXPLOSIVE DAMAGE:	5d6	MOVEMENT:	20
		REDUCTION:	8
TARGETING:	Advanced Targeting Program, Dual Targeting Program		
ATTACK:	Heavy Chain Gun, Medium Laser, Zweihander		
MODIFICATION:	Basic Cockpit, Kite, Heavy Hull Plating, 1 Chassis Point		
BASE COST:	29,850 Credits		

The Hailstorm barely qualifies as a standard-class Mecha. Equipped with heavy weapons, a zweihander and heavy hull plating, the Hailstorm was designed specifically to take down larger heavy mechas by operating in teams of three that would swarm a larger, slower mecha.





EARTHQUAKE CLASS HEAVY MECHA

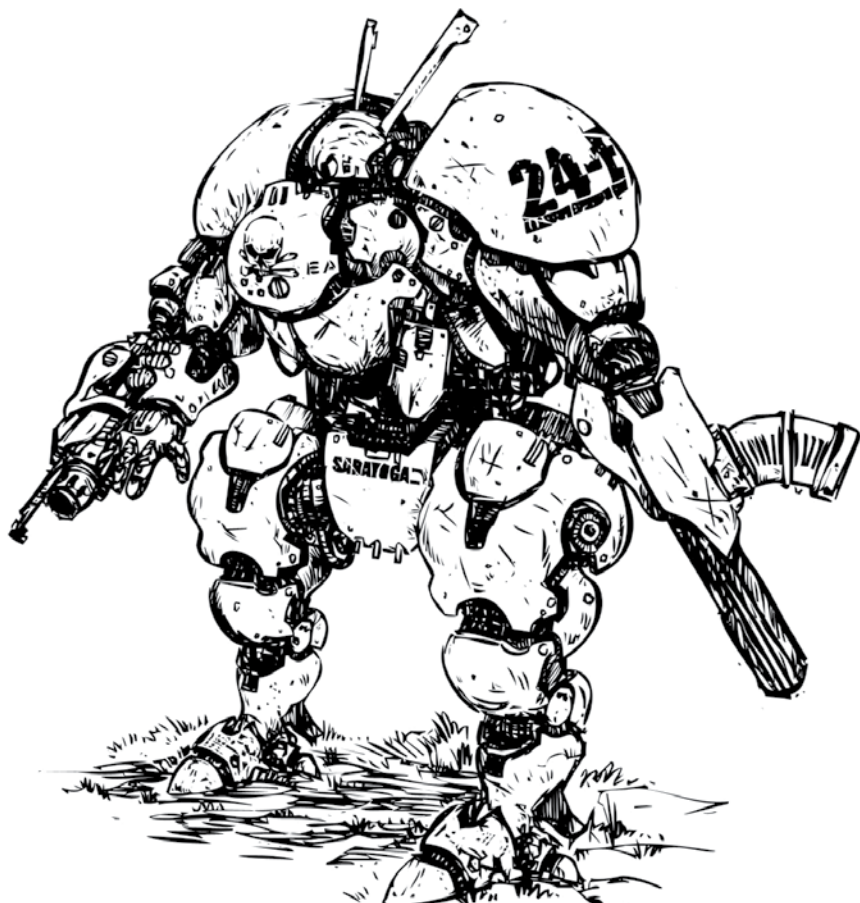
ARMOR CLASS:	10 [9]	HIT POINTS:	100
EXPLOSIVE DAMAGE:	10d6	MOVEMENT:	5
		REDUCTION:	10
TARGETING:	Advanced Targeting Program, Dual Targeting Program, Bombardment Targeting Program		
ATTACK:	Zweihander, Heavy Missile Launcher, Heavy Laser, Gauss Cannon		
MODIFICATION:	Basic Cockpit, Heavy Hull Plating, Energy Shields		
BASE COST:	60,600 Credits		

These lumbering death machines mean doom to any who stand in its way. Heavily armed and equipped with protective shields, the Earthquake carries more firepower than most military bases and is willing to bring it against anything that gets in its way.

HURRICANE CLASS HEAVY MECHA

ARMOR CLASS:	9 [10]	HIT POINTS:	100
EXPLOSIVE DAMAGE:	10d6	MOVEMENT:	25
		HULL:	5
TARGETING:	Basic Targeting Program, Automatic Targeting Program, Bombardment Targeting Program		
ATTACK:	Heavy Chain Gun, Heavy Missile Launcher (x2), Heavy Laser		
MODIFICATION:	Basic Cockpit, Advanced Leg Gyroscopes, Target Scrambler		
BASE COST:	61,000 Credits		

The Hurricane has surprising mobility for a Heavy Mecha and is able to use its dual heavy missile launchers to perform hit-and-run attacks almost as quickly as a standard mecha while having the firepower common to its design class.



ZEPHYR CLASS AIR MECHA

ARMOR CLASS:	6 [13]	HIT POINTS:	40
EXPLOSIVE DAMAGE:	4d6	MOVEMENT:	30 (Flight: 40)

REDUCTION:	2
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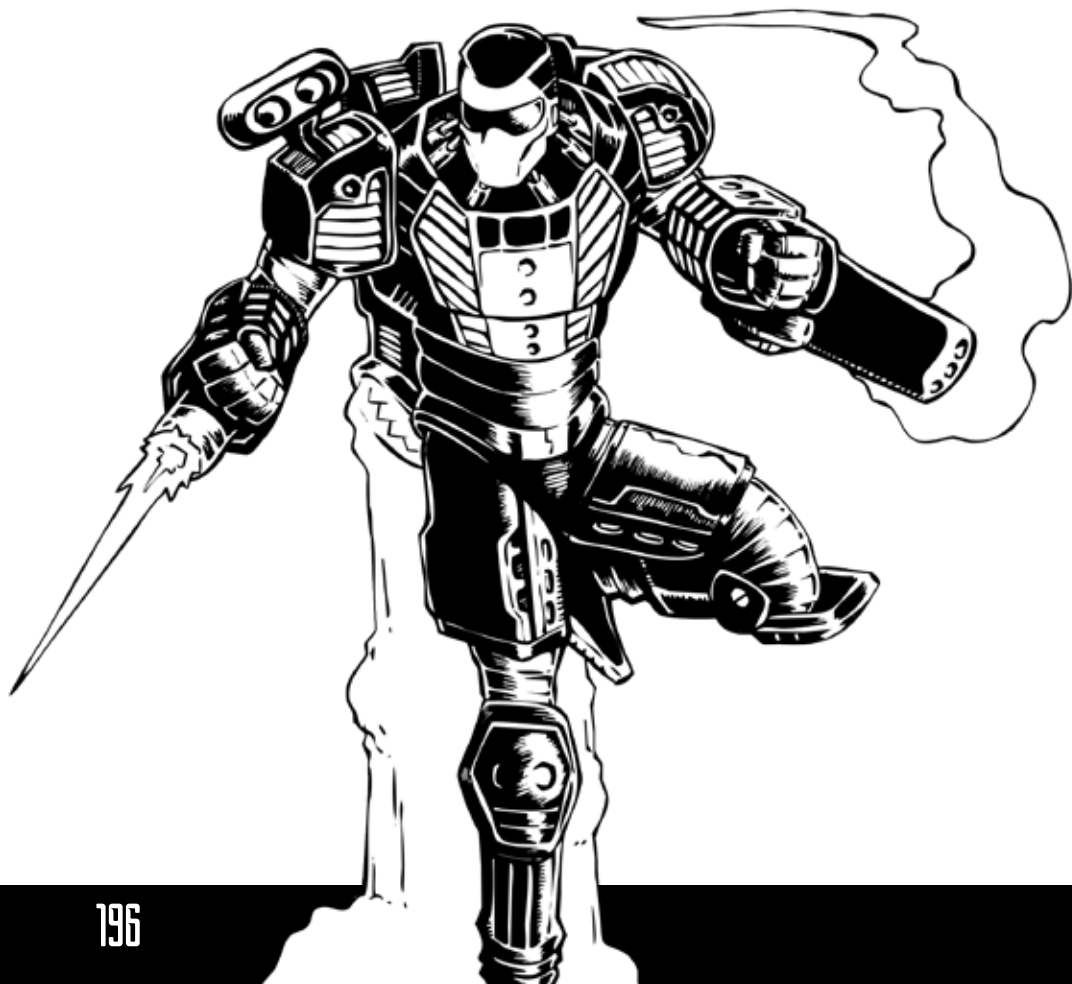
TARGETING: Advanced Targeting Program, Automatic Targeting Program

ATTACK: Heavy Chain Gun, Zweihander

MODIFICATION: Basic Cockpit, Basic Thrusters, Advanced Leg Gyroscopes, Ion Shields, Target Scrambler

BASE COST: 56,850 Credits

The Zephyr Air Mecha is built to zip into the center of the battlefield and deal surgical strikes with its zweihander and then flee battle before they can be targeted by more heavily armed mecha. While it is capable of brief flights and amazing ground speed, many of its model have been reduced to slag beneath an onslaught they could not escape.



TORNADO CLASS AIR MECHA

ARMOR CLASS:	6 [13]	HIT POINTS:	40
EXPLOSIVE DAMAGE:	6d6	MOVEMENT:	20 (Flight: 60)
		REDUCTION:	2
TARGETING:	Basic Targeting Program, Bombardment Targeting Program		
ATTACK:	Heavy Missile Launcher, Heavy Laser		
MODIFICATION:	Basic Cockpit, Advanced Hellfire Thrusters, Active Camouflage, Energy Shield, Self-Repairing Nanobots.		
BASE COST:	61,850 Credits		

A Tornado Class Air Mecha is best described as a “self-motivated ambush.” Its combination of active camouflage, heavy weapons and amazing speeds mean that the Tornado can seem to appear from thin air, lay waste to its target and fade away before an enemy even knows what hit them.







CHAPTER

0009

MYSTICISM

Alien Mystics, Star Knights, Star Pilots, Star Squirrels, and Untrained Initiates are capable of channeling exotic, seemingly magical abilities – each in their own unique way.

Star Knights, Star Pilots, and Untrained Initiates seem almost psychic and many practice a philosophy simply known as The Way. Their abilities are often personal, though powerful Star Knights can sometimes extend some effects to others. These abilities are called Meditations.

Star Squirrels tap into similar energies as Star Knights, though their powers come from establishing a mystical harmony between their own bodies and the world around them. These abilities are called Chitterings.

Alien Mystics are masters of manipulating perceptions. They are subtle and often elusive, making use of their abilities to confuse or confound opponents. Most come from primitive worlds where incantations and talismans are used to achieve results which surprise beings from more “civilized” parts of the galaxy. These abilities are called Gifts.

TABLE 9-1: MEDITATIONS

FIRST LEVEL	SECOND LEVEL	THIRD LEVEL	FOURTH LEVEL	FIFTH LEVEL
Acrobatics	Combat Coordination	Alter Reflexes	Confusion	Charm Creature
Charm Person	Detect Invisible	Dark Vision	Danger Sense	Missile Redirection
Detect Void/Star	Detect Thoughts	Defensive Coordination	Expand Senses	Share Senses
Detect Life	Find Traps	Protection from Missiles	Heal Other	Telekinesis
Healing Meditation	Locate Object	Psychometry	Neutralize Toxin	Vision
Protective Meditation	Manipulate Object	Regulate Breathing	Speak with Plants	–
Read Languages	Speak with Animals	–	–	–

FIRST LEVEL MEDITATIONS

ACROBATICS

Range: Self

Duration: 1 hour

By tapping into their physical reserves, the Star Pilot, Star Knight, or Untrained Initiate can heighten their physical abilities in order to jump higher and run faster. While Acrobatics is active, the character can leap horizontally or vertically at a distance of up to 10' per level. Also, they may move at Running Movement rate and still attack or take another action, functioning in all other respects as if they had only made a standard Movement action.

CHARM PERSON

Range: 120 ft

Duration: 1 hour

This Meditation affects living bipeds of approximately human size, including most aliens. If the Meditation succeeds (Saving Throw allowed to resist), the unfortunate creature falls under the character's influence.

DETECT VOID/STAR

Range: 120 ft

Duration: 2 turns

The user detects any creatures with evil intent or evil thoughts, as well people, places, and objected tainted by Void within the Meditation's range. Poison is not inherently evil and cannot be detected by means of this Meditation. The reverse Meditation, Detect Star, works in the same way although that it detects intentions and places that are strongly aligned with the hallmarks of the Star alignment.

DETECT LIFE

Range: 120 ft

Duration: 2 turns

This Meditation allows a character to detect the presence of living creatures within 120 feet, and to tell whether or not they are sentient. It does not determine the specific number or location of those detected, only that they are present. This means the character cannot be surprised by living assailants. Even if they are waiting in ambush or otherwise hidden.

HEALING MEDITATION

Range: Self

Duration: Immediate

This Meditation heals the user (only) of 1d6+1 Hit Points.

PROTECTIVE MEDITATION

Range: Self

Duration: 2 hours

The character centers himself and prepares to face his foes. All enemies suffer a -1 penalty on any To-Hit rolls made against the user. He receives a +1 bonus to all Saving Throws made to resist any abilities they have that can be resisted with a Saving Throw.

READ LANGUAGES

Range: Reading distance

Duration: 1 hour

This Meditation allows the user to read directions, instructions, and similar notations written in unfamiliar or even unknown languages.

SECOND LEVEL MEDITATIONS

COMBAT COORDINATION

Range: Self

Duration: 1 hour

The character focuses his mind on the battle at hand, gaining a +1 to all To-Hit and -1 [+1] to Armor Class rolls for the duration of this Meditation.

DETECT INVISIBLE

Range: Line of Sight

Duration: 1 hour

The user can perceive invisible individuals, creatures, or objects. This includes those concealed by obstruction, concealment, or cloaking devices.

DETECT THOUGHTS

Range: 60 ft

Duration: 2 hours

A character using this Meditation can read the surface thoughts and emotional state of other living beings within range. A sentient target may attempt a saving throw to resist. If this saving throw is successful, the target knows someone has attempted to read their thoughts.

FIND TRAPS

Range: 30 ft around character

Duration: 2 turns

The character can perceive both mechanical and technological traps from a distance of 30 feet.

LOCATE OBJECT

Range: 180 ft

Duration: 1 round/level

This Meditation gives the character the correct direction (from point to point in a direct line) of an object that the character specifies with a description. The object cannot be something the character has never seen, although this Meditation can detect an object in a general class of items known to the Star Knight, Star Pilot, or Untrained Initiate such as stairs, a Star Sword, etc.

MANIPULATE OBJECT

Range: 120 ft

Duration: Instantaneous

This Meditation allows the character to telekinetically manipulate a small object weighing no more than five pounds within range. This can include flipping a switch, pressing a button, or calling a small object (such as a star sword hilt or laser pistol) to their hand. It cannot be used to open large or secured doors or as a form of attack.

If the character using this Meditation wishes to call an object to their hand that is held by someone else, the person holding that object may make a saving throw to resist.

SPEAK WITH ANIMALS

Range: 30 ft

Duration: 1 hour

The character can speak with animals within range of this Meditation. There is a chance (determined by the Referee, though typically a successful Negotiation skill check will suffice) that the animals will assist him and not attack him or his party, unless he fails in his interaction with the animals in some way or shows signs of aggression.

THIRD LEVEL MEDITATIONS

ALTER REFLEXES

Range: Self

Duration: 3 turns

The Star Knight or Star Pilot doubles his personal Movement and may attack twice (x2) per round for the duration of this Meditation. He also receives +2 to Initiative rolls and a -2 [+2] bonus to their Armor Class.

DARK VISION

Range: Self

Duration: 1 day

The Star Knight or Star Pilot can see in low light and total darkness up to a range of 120 feet without any penalty to vision.

DEFENSIVE COORDINATION

Range: 30 ft

Duration: 2 hours

The character and all his allies within 30 feet receive a +2 bonus to all Saving Throws. All enemies who attack them also suffer a -2 penalty to all To-Hit rolls for the duration of this Meditation.

PROTECTION FROM MISSILES

Range: Self

Duration: 2 hours

The character is able to block missile attacks made with personal and vehicle weapons. He automatically blocks these attacks, suffering no damage. While this Meditation is active, he must be wielding a Star Sword.

PSYCHOMETRY

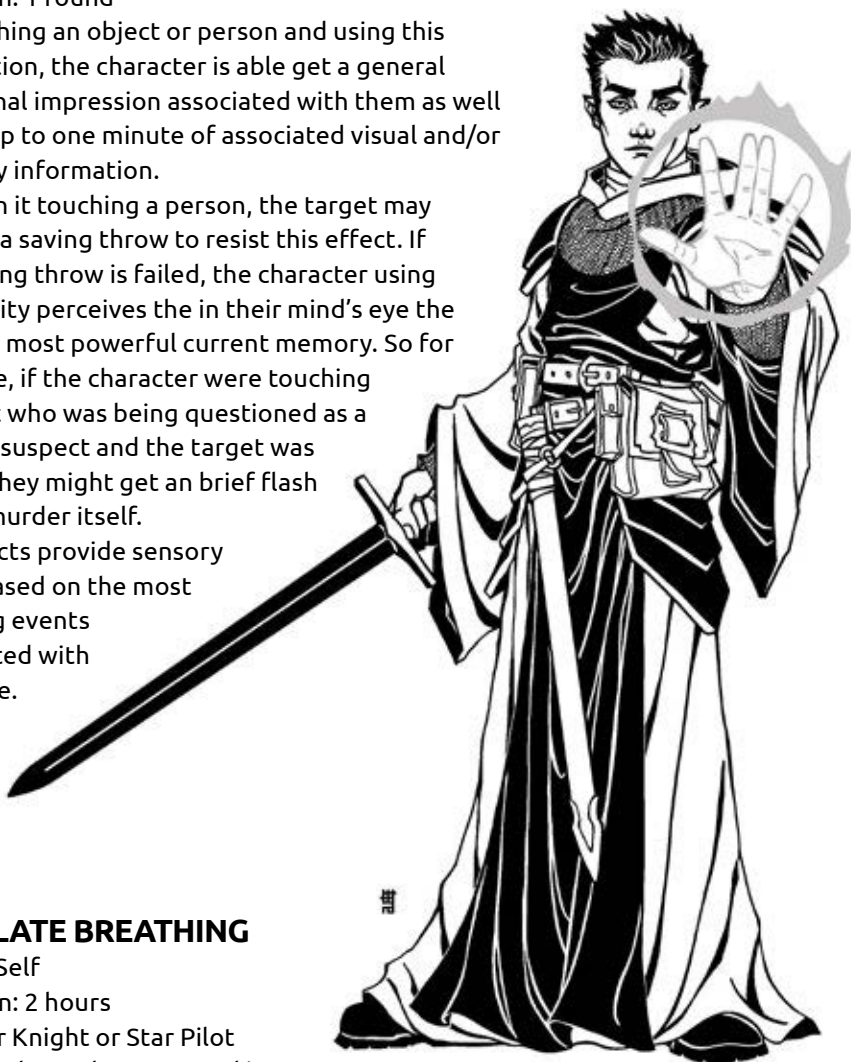
Range: Touch

Duration: 1 round

By touching an object or person and using this Meditation, the character is able get a general emotional impression associated with them as well as see up to one minute of associated visual and/or auditory information.

When it touching a person, the target may making a saving throw to resist this effect. If the saving throw is failed, the character using this ability perceives the in their mind's eye the target's most powerful current memory. So for example, if the character were touching a target who was being questioned as a murder suspect and the target was guilty, they might get an brief flash of the murder itself.

Objects provide sensory input based on the most defining events associated with their use.



REGULATE BREATHING

Range: Self

Duration: 2 hours

The Star Knight or Star Pilot can breathe underwater and is immune to all airborne poisons and toxins for the duration of this Meditation.

FOURTH LEVEL MEDITATIONS

CONFUSION

Range: 120 ft

Duration: 2 hours

This Meditation confuses sentient beings and beasts, making them act in a random fashion. Roll 2d6 to determine the creatures' behavior and consult the table below to find out what happens:

TABLE 9-2: CONFUSION EFFECTS

ROLL (2D6)	REACTION
2-5	Attack the player character and his allies
6-8	Stand baffled and inactive (cannot attack, +4 [-4] to AC)
9-12	Attack an ally

The effects of the Confusion shifts every turn, which requires re-rolling upon the above table again to find out how the Confusion continues to affect the targets. The Meditation affects 2d6 creatures, plus an additional creature for every Star Knight or Star Pilot level above 8th.

Creatures of 3 HD or fewer are automatically affected by the Meditation and it takes effect immediately.

Creatures of 4 HD or more automatically resist the Confusion effect until it builds to its full power, which takes 2d6 rounds, minus the character's level in rounds. A Saving Throw may be made when the Meditation is first used and must be made every turn to resist the effects.

DANGER SENSE

Range: Self

Duration: 2 hours

For the duration of the Meditation, the character cannot be surprised. Even if they are unconscious or incapacitated, they will awaken. They become aware that they are in danger and the general direction of the source, but no further details are revealed. This awareness activates itself one round before the danger is present.

EXPAND SENSES

Range: Special

Duration: Up to 2 hours

The user is able to see and hear far-off, although it must be a specifically-named location or direction within that range. The exact limits and range are determined by the referee. He must close his eyes and concentrate while this Meditation is active. Any distraction will draw him back to his normal senses, canceling the Meditation.

HEAL OTHERS

Range: Touch

Duration: Immediately

The character can touch a wounded individual or creature and instantly restore 1d6+1 Hit Points to them, up to their maximum Hit Point value.

NEUTRALIZE TOXIN

Range: Touch

Duration: Immediately

The character can purge poison, toxin, or disease from either himself or another living being with a single touch.

SPEAK WITH PLANTS

Range: 30 ft

Duration: 1 hour

The character can communicate with plants and plant-based life. They will obey his commands as far as they are able to (e.g. twisting or bending aside to ease his passage, etc.).

FIFTH LEVEL MEDITATIONS

CHARM CREATURE

Range: 120 ft

Duration: 1 hour

This meditation functions similarly to Charm Person, but can affect large creatures or even massive beasts. Alternatively, the character may use this Meditation to charm up to 3d6 human-sized creatures instead.

MISSILE REDIRECTION

Range: Self

Duration: 2 hours

The character is able to block missile attacks made with personal and vehicle weapons as Protection from Missiles. Additionally, the Star Knight or Star Pilot may now reflect attacks made with energy-based personal and vehicle weapons (such as laser pistols, energy bows, ion rifles, and rayblasters) back upon the attacker with a successful Saving Throw for each attack made against them; if successful, the attacker must make a Saving Throw of their own or be struck by their own reflected attack. If they choose, the character can instead redirect the attack to a location of their choosing. If the character fails the initial Saving Throw for the attack, it is deflected away harmlessly into their surroundings in a random direction. Like Protection From Missiles, the user must be wielding a Star Sword while this Meditation is active.



SHARE SENSES

Range: 120 ft

Duration: 2 hour

For the duration of this Meditation, the character is able to perceive through the sense of another willing target. The target must be within this Meditation's range when activated, but may move beyond it after that. The two characters share all their physical senses as well as telepathic communication for the duration of this Meditation.

If either the character or the target is slain while this Meditation is active, the surviving party must making a Saving Throw or immediately die.

TELEKINESIS

Range: 120 ft

Duration: 1 hour

The Star Knight or Star Pilot can move objects using mental power alone. The amount of weight he can lift and move is twenty pounds (20 lbs) per level.

VISION

Range: Self

Duration: 3 questions

The character senses his own personal destiny, allowing the player to ask the Referee three questions regarding events in the current campaign that involve the Star Knight. The Referee may answer as directly or cryptically

as they wish to. This Meditation is very taxing and may only be used once per week.

HOUSE RULE:

DRAWING DOWN THE VOID

Star Knights, Star Pilots, and Untrained Initiates are followers of The Way, and the virtues of their philosophy adhere with those of the optional Star alignment. However, lust for power can cause them to draw upon the infinite emptiness of the Void to bring down their enemies by drawing upon the negative emotions and powers that exist in the darkness between the stars.

A Star Knight, Star Pilot, or Untrained Initiate can expend one of their Meditation slots to achieve this effect. When the character expends a Meditation slot they may choose one of the three options described below:

- Inflict 1d6 points of damage on a single target within 120 ft per level of the Meditation slot expended. Thus a 1st level Meditation slot would cause 1d6 points of damage, but a 3rd level slot would inflict 3d6 points of damage. The target may make a saving throw to reduce this damage by one-half.
- Reduce one attribute of the character's choosing against a single target by one point per level of the Meditation slot expended. Thus a 1st level Meditation slot would reduce any single attribute of the character's choosing by a single point, while expending a 4th level slot would reduce the attribute by 4 points. This reduction is temporary and lasts twenty-four hours. The target may make a saving throw to reduce the attribute loss by one half, rounded up. So if the target of this ability made their saving throw to resist a 3rd level Meditation slot expended in this fashion, they'd suffer a -2 to one attribute of the attacker's choosing. A victim may be targeted multiple times by this effect, and if any attribute is reduced to zero the target dies.
- Reduce a single target's saving throw value by one point per level of the Meditation slot expended. Thus a 1st level Meditation slot would reduce the target's saving throw value by a single point, but a fifth level slot expended in this fashion would reduce the target's saving throw value by -5. The target of this ability may make a saving throw (though with the penalty applied for this roll) to ignore this effect. The saving throw penalty lasts for 24 hours. A victim may be targeted multiple times by this effect and if their saving throw penalty ever equals or exceeds their base saving throw value they automatically fail all saving throws.

Each time a Star Knight, Star Pilot or Untrained Initiate Draws Down the Void they must make a saving throw. If this saving throw fails three times, their alignment temporarily shifts by one degree, moving from Star to Nebula, or Nebula to Void. If the character reaches Void alignment, they are now known as Void Knights and become NPCs under the control of the referee.

Characters wishing to recover from these failed saving throws will need to strictly adhere to the tenants of the Star alignment and, at the referee's discretion and with extensive atonement, may eventually reverse being drawn down into the Void.

CHITTERINGS

These unique manifestations are used by Star Squirrels to aid them in both stealth and defense. They bare some similarities to the meditations of Star Knights, Star Pilots, and Untrained Initiates, but are unique to the Ratatatoskr people.

TABLE 9-3: CHITTERINGS

FIRST LEVEL	SECOND LEVEL
Fearless Charge	Gnaw
Hibernation	Malfunction
Ride Upon the Wind	Whispers of the Meek

FIRST LEVEL CHITTERINGS

FEARLESS CHARGE

Range: Self

Duration: 5 rounds

By letting out a screeching war cry and charging directly at their foe, the Star Squirrel radiates an unexpected ferocity. During the first round that this chittering is active, the Star Squirrel must move at least 6 (60 feet), but for the duration of this chittering receives a +1 bonus to all melee “to-hit” rolls and +2 to all melee damage rolls.

HIBERNATION

Range: Self

Duration: Up to three months

Entering a deep meditation, the Star Squirrel slips into a state of akin to suspended animation. When activating this chittering, the Star Squirrel decides exactly how long it will slumber, ranging from a single round to up to three months. During this time it is completely unaware of its surroundings, akin to being in a coma. If violently physically disturbed or if it suffers damage, the Star Squirrel awakens. While in this state the Star Squirrel does not require food or water, but still needs to breathe.

RIDE UPON THE WIND

Range: Self

Duration: 10 rounds

By concentrating and harmonizing itself with the winds and the natural ebb and flow of their surroundings, the Star Squirrel is able to spread its arms and tail to gain brief, slow flight. It can fly at a movement rate of 3 for the duration of this chittering.

SECOND LEVEL CHITTERINGS

GNAW

Range: Self

Duration: 10 rounds

For the duration of this chittering, the Star Squirrel is able to use its powerful jaws and sharp teeth to chew through hard surfaces ranging in strength from wood to the hull of a starship – presuming it has the time. The harder the surface, the longer it will take for the Star Squirrel to chew a hole through the material. The hole is typically large enough for the Star Squirrel or a human-sized arm to fit through.

TABLE 9-4: GNAW SURFACE

NUMBER OF ROUNDS	SURFACE
1 – 2	Thick Wood or Thin Plastic (wood panels or armor)
3 – 4	Thin Metal or Thick Plastic (sheet metal or composite plastics)
5 – 6	Thick Metal (metal doors or walls)
7+	Reinforced Metal (vehicle or starship bulkheads)

MALFUNCTION

Range: Touch

Duration: 1 round

By concentrating for a moment, the Star Squirrel senses the weakest point in a technological object and can bite into it, damaging or disabling it. This ability can be used on hand-held weapons, robots, and even vehicles or starships.

When used against a hand weapon like a laser pistol, the weapon is broken until repaired. This repair takes 2d6 rounds of uninterrupted attention. Robots targeted by this chittering may make a saving throw to resist the effects, but if they fail the robot suffers a -2 to all “to-hit,” and saving throw rolls and a two-point penalty to their armor class for 1d6 rounds

When a starship is affected by this ability the Star Squirrel may choose to reduce its Movement, Armor Class or Targeting by -2 for 1d6 rounds.

WHISPERS OF THE MEEK

Range: Self

Duration: 1 hour

For the duration of this chittering, the Star Squirrel can speak with rodents and other small mammals. The level of communication is deep and intuitive, allowing both the Star Squirrel and the mammal to convey complex ideas. These creatures will regard the character as friendly unless the character proves otherwise, though they are not magically compelled to risk themselves in suicidal endeavors.

GIFTS

Gifts are truly unique manifestations of cosmic ability completely beyond the ken of most species in the universe. They allow Alien Mystics access to unusual and exotic powers unavailable to less enlightened and disciplined beings.

TABLE 9-3: CHITTERINGS

FIRST LEVEL	SECOND LEVEL	THIRD LEVEL
Hold Portal	Beastly Kinship	Alter Time
Light	Hold Person	Dispel Effect
Mystic Wards	Invisibility	Environmental Harmony
Purify Food & Drink	Levitate	Fly
Stupor	Phantasmal Force	Invisibility II

FIRST LEVEL GIFTS

HOLD PORTAL

Range: Touch

Duration: 2 hours

This Gift holds a door or other portal in position after the Alien Mystic has physically touched it. It cannot be opened by any means unless the Gift is dispelled or the door/portal is destroyed.

LIGHT

Range: 60 ft

Duration: 2 hours

The target person or object (at a range of up to 120 feet) produces light about as bright as a torch or flashlight with a radius of 20 feet.

MYSTIC WARDS

Range: Touch

Duration: Special

By drawing strange sigils on either themselves or an individual, the Alien Mystic can provide a level of protection to the target. The target of this Gift receives a +2 bonus to the next Saving Throw they make. Whether or not this Saving Throw succeeds, the Gift's effects end after that Saving Throw is attempted.

PURIFY FOOD & DRINK

Range: 30 ft

Duration: Immediate

This Gift allows enough food and water for up to a dozen people to be made pure, removing spoilage, poisons and impurities from it.

STUPOR

Range: 240 ft

Duration: 1 hour, or until awakened

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

TABLE 9-6: STUPOR EFFECTS

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

SECOND LEVEL GIFTS

BEASTLY KINSHIP

Range: Self

Duration: 1 hour

While under the effects of this Gift, the Alien Mystic is regarded as a non-threatening, natural animal by all other animals they encounter. They will not be attacked unless they act aggressive, though they are not necessarily regarded as friendly. In addition, the Alien Mystic gets a general sense of an animal's emotional state while Beastly Kinship is active.

HOLD PERSON

Range: 120 ft

Duration: 1 hour

The Alien Mystic selects 1d4 targets (who may make a Saving Throw to resist its effects) or a single person (who may make a Saving Throw at a -2 penalty). If the target(s) fail the Saving Throw they cannot move or speak for the duration of the Gift's effect.

INVISIBILITY

Range: Self

Duration: Until dispelled or an attack is made

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

LEVITATE

Range: 20 ft per level

Duration: 1 turn per level

This Gift allows the Alien Mystic to levitate, moving vertically up or down, but not laterally; a wall, cliff side, or ceiling could be used to help this type of movement.

Movement is at 6 feet per round (60 feet per turn), and the Alien

Mystic cannot levitate more than 20 feet per level from where the Gift was activated (such range being applied both to movement into the air and to downward movement into a pit or chasm).

PHANTASMAL FORCE

Range: 240 ft

Duration: Until negated or dispelled

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

THIRD LEVEL GIFTS

ALTER TIME

Range: 240 ft

Duration: 3 turns

The Alien Mystic must announce which of the two options are being used:

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

DISPEL EFFECT

Range: 120 ft

Duration: Immediately

This Gift can be used to immediately end any single Gift, Chittering, or Meditation that is currently active by another Alien Mystic, Star Knight, Star Pilot, Star Squirrel, or Untrained Initiate.

ENVIRONMENTAL HARMONY

Range: Self

Duration: 2 hours per level

This Gift allows the Alien Mystic to function in hostile environments with no life-threatening or dangerous effects. Extreme temperatures, radiation, even lack of oxygen will cause them no harm. They are still suffer damage from fire, but will not die from the effects of the vacuum of space while this Gift is active.

FLY

Range: Self

Duration: 1d6 turns, plus 1 turn level

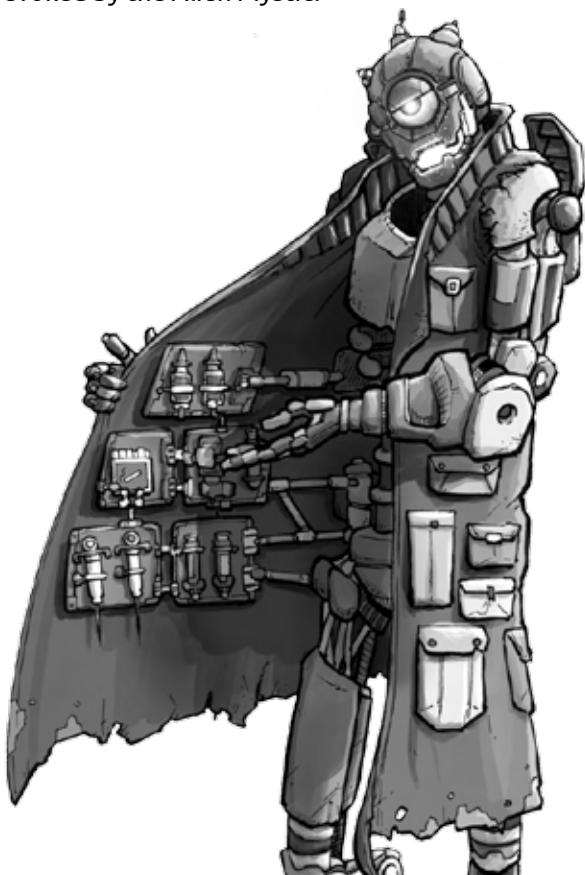
This Gift grants the power of flight, with a Movement of 120 feet per round (Movement rate 12). The Referee secretly rolls for the duration; the player does not know exactly how long the power of flight will last.

INVISIBILITY II

Range: 240 ft

Duration: Until dispelled or an attack is made

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



WARNING!

This ends the player's section of White Star: Galaxy Edition. That's everything you need to know in order to be a player. Referees should read the entire rulebook so they understand other aspects of the game that are necessary to run a campaign.





CHAPTER

0010

ALIENS AND CREATURES

The galaxy is filled with countless sentient beings and exotic beasts. This chapter describes just a handful of those and Referees are encouraged to use non-player characters and monsters from other Swords & Wizardry White Box supplements or any other product they feel has material that may be useful for their campaign.

There's not a lot of detail given about the aliens and creatures because the more detail given the more your own mental image of the science fiction world is going to be locked into a single track. We're not going to say that bumble-dogs have red fur, are nocturnal, three feet long, and fond of eating space monkeys. Because in your mind, they might be blue, diurnal, five feet long, and eat only plants unless they're attacked. Specific details like this about aliens and creatures toss roadblocks in front of your imagination. Yes, details can also inspire the imagination, but we're making the assumption that if you're interested in science fiction gaming in the first place, you've got a good imagination that doesn't need all of the details about a bumble-dog — you want to add your own!

ALIEN AND CREATURE TO-HIT ROLLS

If you're using the standard descending Armor Class (AC) system, creatures and aliens roll a 1d20 to attack, add their Hit Dice to the number (maximum bonus of +15), and the die roll is compared to the table on page 219. If the To-Hit Roll is equal to or higher than the number on the table, the attack hits and does damage. See Table 5-1: To-Hit Roll Chart on page 121.

If you're using the Ascending Armor Class (AAC), creatures and aliens roll a 1d20 to attack, add their Hit Dice to the number (maximum bonus of +15), and if the result is equal to or higher than the defender's AC, the attack hits and does damage.

READING ALIEN AND CREATURE ENTRIES

ARMOR CLASS: Armor Class is explained earlier in the rules for personal combat. 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 DICE: This is the number of dice (d6) rolled to determine an individual alien or creature's Hit Points. If there is a plus or minus next to the number, you add or subtract that number from the total only once. For a creature with 4+1 Hit Dice, you'd roll 4d6, and then add one more to the Hit Points.

TOTAL HIT BONUS: This is the number the creature adds to its To-Hit Roll to see if it scores a hit. It is exactly the same as the creature's hit dice. The To-Hit Roll (on a 1d20) required for an alien or creature to hit an opponent's Armor Class is shown on Table 5-1: To-Hit Roll Chart on page 121.

ATTACKS: This entry shows you the number of attacks an alien or creature has and the damage they inflict. Most aliens and creatures have one attack and inflict 1d6 damage — but there are exceptions!

SAVING THROW: This shows the target number on a 1d20 that is needed to exceed or beat in order to make a successful Saving Throw. This number is calculated by starting at 19 and subtracting the Hit Dice of the alien or creature to get the nominal value. Rules for Saving Throws are found on page 112.

SPECIAL: This is a "flag" for the Referee to remind him that the alien or creature may have one or more special abilities.

MOVEMENT: This number is the alien or creature's Movement rate, and is handled just as Movement rates are for characters.

HIT DICE EQUIVALENT (HDE): This is used to separate aliens and creatures into individual "difficulty levels" so that when a Referee creates an adventure there are some guidelines for challenges for player character encounters. Some aliens and creatures have multiple HDEs listed – this is because certain aliens or creatures have a range of Hit Dice. The order is always from lowest Hit Dice to highest Hit Dice.

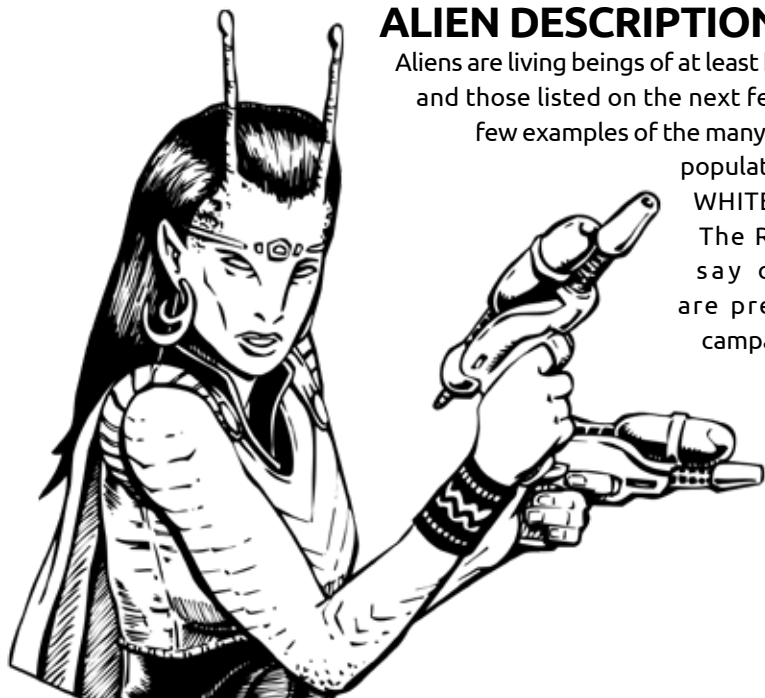
EXPERIENCE POINTS (XP): Experience Points are presented after an alien or creature's Hit Dice Equivalent (HDE) rating, and list the amount of XP an adventuring party gains as a result of overcoming it. In some cases the Referee may choose to award the Experience Point reward for capturing or subduing foes. Some aliens and creatures have multiple Experience Points listed — this is because the entry has a range of Hit Dice that can be selected from. The order is always from lowest HD to highest HD.



TABLE 10-1: TARGET ARMOR CLASS
OR [TARGET’S ASCENDING ARMOR CLASS]

HIT DICE	9	8	7	6	5	4	3	2	1	0	-1	-2
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]
<1	10	11	12	13	14	15	16	17	18	19	20	21
1	9	10	11	12	13	14	15	16	17	18	19	20
2	8	9	10	11	12	13	14	15	16	17	18	19
3	7	8	9	10	11	12	13	14	15	16	17	18
4	6	7	8	9	10	11	12	13	14	15	16	17
5	5	6	7	8	9	10	11	12	13	14	15	16
6	4	5	6	7	8	9	10	11	12	13	14	15
7	3	4	5	6	7	8	9	10	11	12	13	14
8	2	3	4	5	6	7	8	9	10	11	12	13
9	1	2	3	4	5	6	7	8	9	10	11	12
10	1	1	2	3	4	5	6	7	8	9	10	11
11	1	1	1	2	3	4	5	6	7	8	9	10
12	1	1	1	1	2	3	4	5	6	7	8	9
13	1	1	1	1	1	2	3	4	5	6	7	8
14	1	1	1	1	1	1	2	3	4	5	6	7
15+	1	1	1	1	1	1	1	2	3	4	5	6

If you wish to use the quick formula approach to calculate attacks using the Ascending Armor Class (AAC) system, the alien or creature’s To-Hit bonus is equal to its Hit Dice (capped at +15). For example an alien with 3 Hit Dice attacks with a +3 To-Hit bonus.



ALIEN DESCRIPTIONS

Aliens are living beings of at least human intelligence and those listed on the next few pages are but a few examples of the many species which may populate the universe in a WHITE STAR campaign. The Referee has final say of what aliens are present in a given campaign.

ALUREANS

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

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.

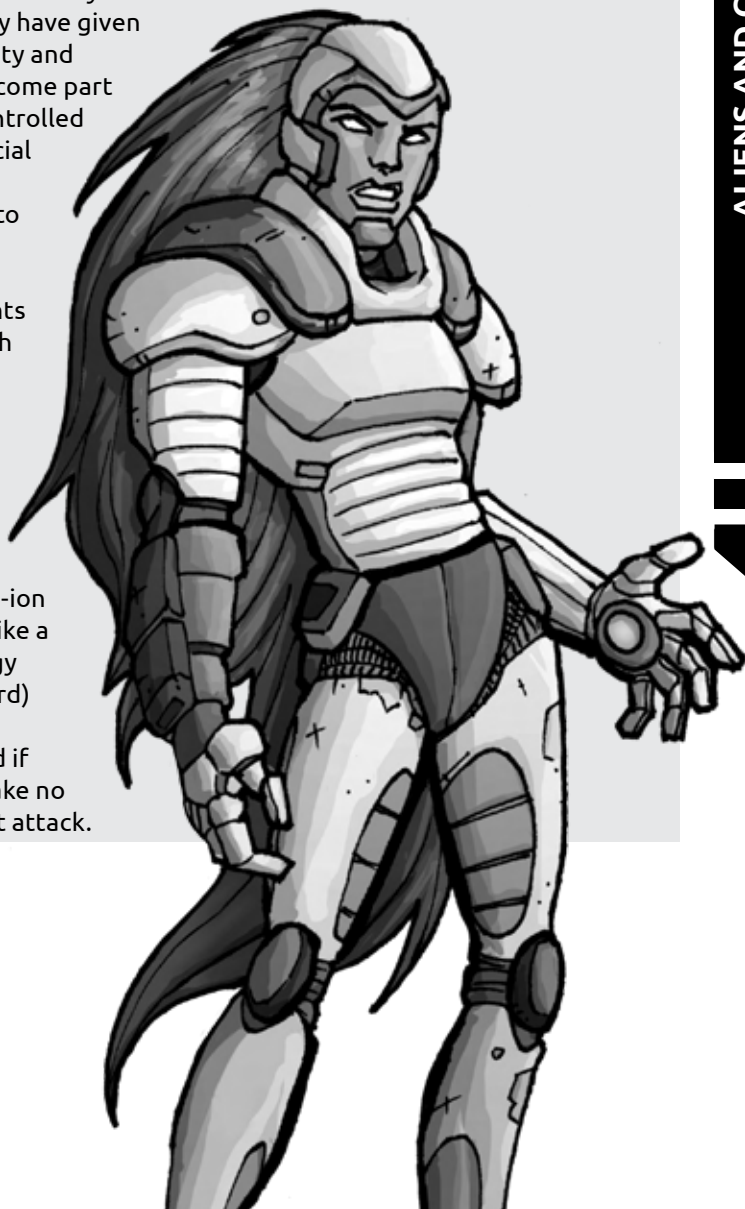
When activated, all targets within 30 feet of the Alurean must make a Saving Throw or fall under the effects of a Charm Person Meditation for 1d6 hours.

ASSIMILANTS

ARMOR CLASS:	5 [14]	HIT DICE:	3
HDE/XP:	3/75	SAVING THROW:	16
TOTAL HIT BONUS:	+3		
MOVEMENT:	9		
SPECIAL:	Laster Modulator		
ATTACK:	Internal laser pistol (1d6+2) or Slam (1d6)		

Assimilants are terrible hybrids of man and machine. They have given over their humanity and uniqueness to become part of a hive mind controlled by a master artificial intelligence.

Assimilants seek to draw all sentient beings into their fold. All Assimilants are equipped with an internal laser pistol and a laser modulator, which works as a type of shielding. Whenever an Assimilant is attacked by a non-ion energy weapon (like a laser pistol, energy whip, or Star Sword) they may make a Saving Throw, and if successful they take no damage from that attack.



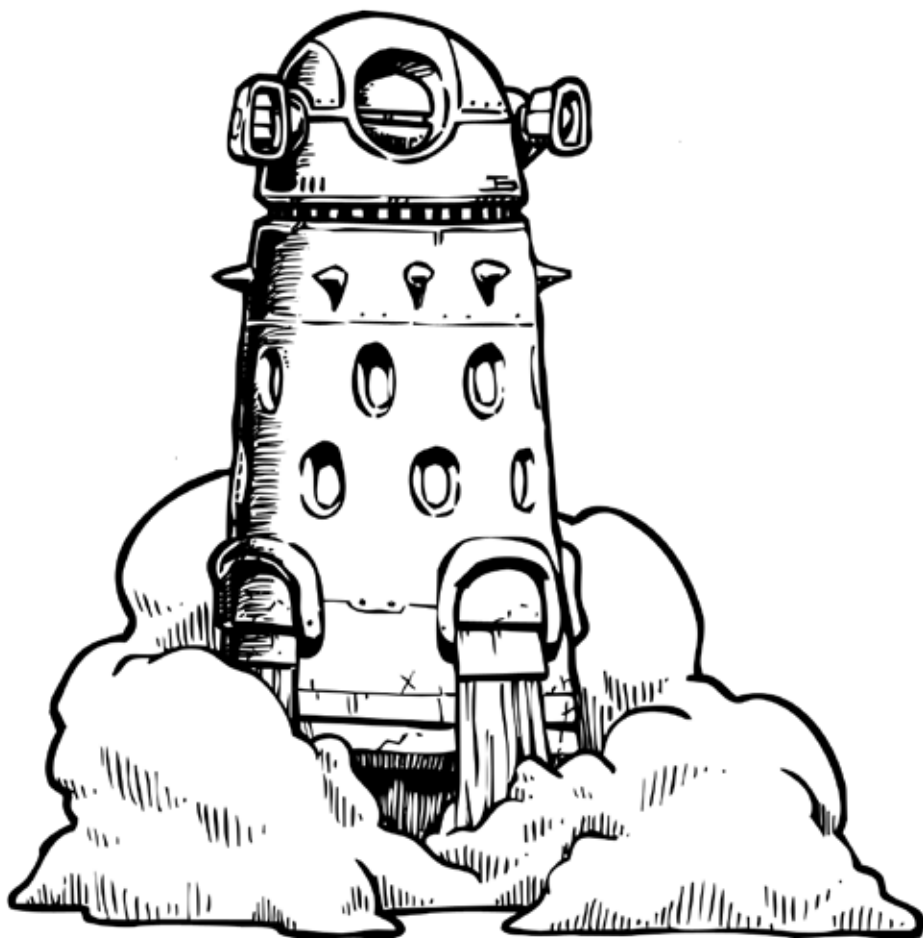


BIO-SYMBIOTES

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

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 part of the Void if a Detect Void/Star Meditation is used on an infested host.



CANNICKS

ARMOR CLASS:	0 [19]	HIT DICE:	5
HDE/XP:	5/240	SAVING THROW:	14
TOTAL HIT BONUS:	+5		
MOVEMENT:	6 (12 while flying)		
SPECIAL:	None		
ATTACK:	Laser rifle (2d6)		

Cannicks appear as cylindrical robotic beings who stand about five (5) feet in height and move around by hovering on a large magnetic energy field. They believe only their species should exist in the universe and destroy any other they encounter, often repeating the phrase "OBLITERATE!" continually over and over again in a harsh, metallic voice.

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
HDE/XP:	5/240	SAVING THROW:	15
TOTAL HIT BONUS:	+5		
MOVEMENT:	15 (18 when swimming)		
SPECIAL:	Bite (2d6) or by weapon		
ATTACK:	Laser rifle (2d6)		

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
HDE/XP:	3/60	SAVING THROW:	16
TOTAL HIT BONUS:	+3		
MOVEMENT:	12 (15 when swimming)		
SPECIAL:	Hold Breath, Swimming		
ATTACK:	By weapon		

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.

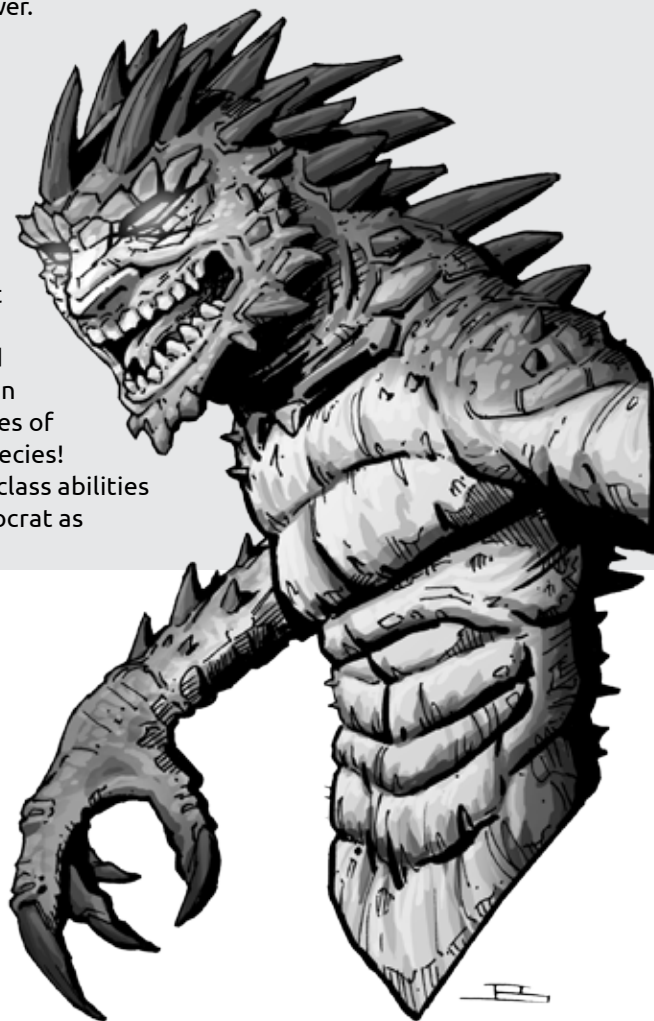
ICKES

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

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.

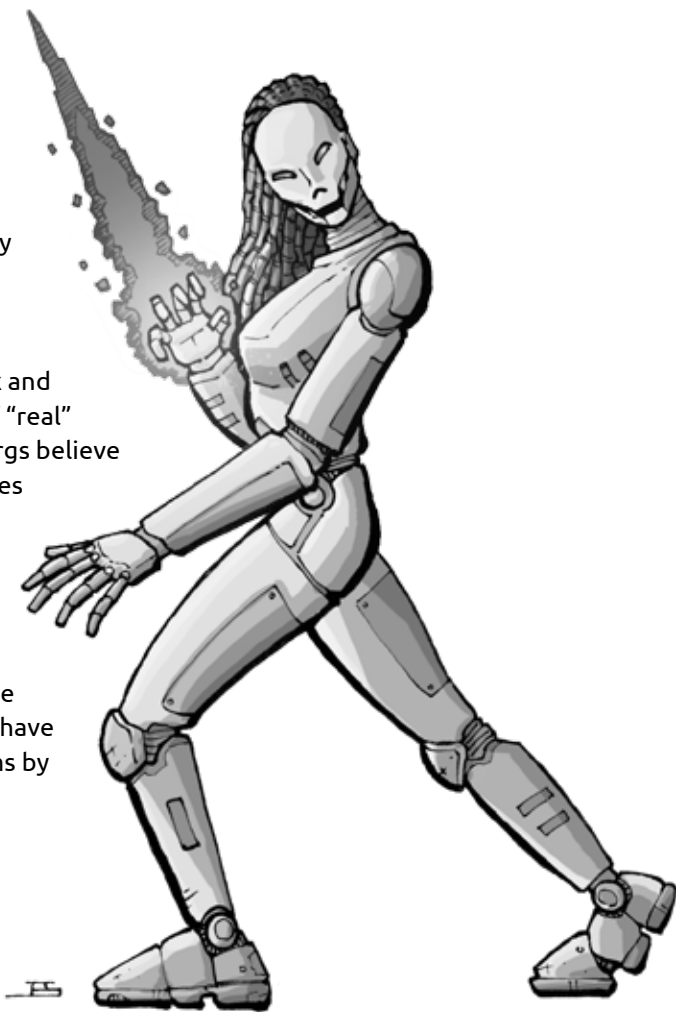
They have the patience and mental acumen to arrange elaborate plans involving entire star systems over vast amounts of time and space that they manipulate to achieve greater and greater power, often right under the noses of humans or other species!

All Ickes have the class abilities of a 7th Level Aristocrat as standard.



CYBORGS

Cyborgs are unique technological lifeforms. Unlike traditional Robots, they are not bound by their programming and are capable of thoughts and actions as complex and independent as that of “real” sentient species. Cyborgs believe that they are themselves sentient and though they are born, and not created, they are entitled to the same freedoms as other species across the universe – even if they have to claim these freedoms by force or treachery.



CYBORG, METALLIC

ARMOR CLASS:	6 [13]	HIT DICE:	2
HDE/XP:	2/30	SAVING THROW:	17
TOTAL HIT BONUS:	+2		
MOVEMENT:	12		
SPECIAL:	Aristocrat Abilities, Shapeshift		
ATTACK:	Laser pistol (1d6+1) or laser rifle (2d6)		

Metallic Cyborgs are a race of former slaves who escaped their human oppressors and have since been roaming the galaxy in search of revenge. A typical metallic Cyborg stands nearly seven feet tall, with a shining chrome body and glowing red eyes. They are aggressive, but intelligent and very tactical in combat.

CYBORG, REPLICA

ARMOR CLASS:	7 [12]	HIT DICE:	3
HDE/XP:	3/75	SAVING THROW:	16
TOTAL HIT BONUS:	+3		
MOVEMENT:	12		
SPECIAL:	See below		
ATTACK:	1d6-1 (slam)		

Replica Cyborgs appear in all respects to be normal humans, at least on the outside. They are the rulers of Cyborg society. Skilled at deception and infiltration, many replica Cyborgs are planted in key positions of human society. They are able to pass as human through all but the most invasive forms of scrutiny and detection.

FALCON-MEN

ARMOR CLASS:	9 [10]	HIT DICE:	1+1
HDE/XP:	2/20	SAVING THROW:	18
TOTAL HIT BONUS:	+1		
MOVEMENT:	12 (on land or in flight)		
SPECIAL:	Flight		
ATTACK:	Wing buffet (1d6-1) or by weapon		

Falcon-Men look almost exactly like humans, save for the massive pair of feathered avian-like wings growing from their backs. They typically wear long robes and often make boisterous exclamations of surprise.



FELINOIDS

ARMOR	7 [12]	HIT	1+1
CLASS:		DICE:	
HDE/XP:	1/15	SAVING	18
		THROW:	
TOTAL HIT	+1		
BONUS:			
MOVEMENT:	12 (12 when climbing)		
SPECIAL:	Dark vision 90 ft, Climb		
ATTACK:	Claws (1d6-1) or by weapon		

Felinoids are tall anthropomorphic cat-like beings. They have keen night vision and are able to see in total darkness at a distance of up to 90 feet. Their claws can serve as both climbing aids and weapons.



FROSTINES

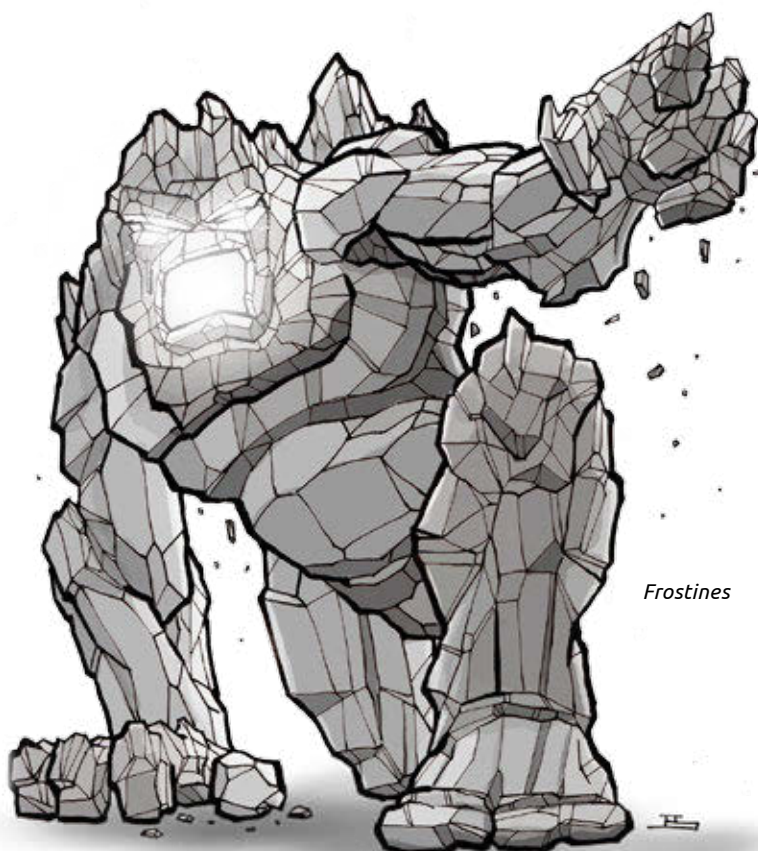
ARMOR CLASS:	2 [17]	HIT DICE:	5
HDE/XP:	6/400	SAVING THROW:	14
TOTAL HIT BONUS:	+5		
MOVEMENT:	6		
SPECIAL:	Radiant Cold, Telepathy		
ATTACK:	Touch (1d6) or Radiant Cold (2d6)		

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.

GREYS

ARMOR CLASS:	6 [13]	HIT DICE:	3
HDE/XP:	3/175	SAVING THROW:	16
TOTAL HIT BONUS:	+3		
MOVEMENT:	8		
SPECIAL:	Psychic Blast, Detect Thoughts		
ATTACK:	Psychic Blast (1d6)		

These enigmatic creatures have large round heads and bulbous black eyes. They are covered in a slick grey skin for which they are named. They rarely speak and have powerful psychic abilities. They may use the Detect Thoughts Meditation at will and are capable of unleashing a Psychic Blast that inflicts 1d6 points of energy damage against any single target within 60 feet.



MINDOIDS

ARMOR CLASS:	5 [14]	HIT DICE:	5
HDE/XP:	5/600	SAVING THROW:	14
TOTAL HIT BONUS:	+5		
MOVEMENT:	12		
SPECIAL:	Detect Invisible, Detect Thoughts, Expand Senses, Initiative bonus		
ATTACK:	Psychic Energy (2d6)		

Mindoids appear almost human, save for their massive craniums and large, unblinking eyes. They have amazing mental powers due to their extraordinarily large and over-developed brains. They are capable of using the Detect Thoughts, Detect Invisible, and Expand Senses Meditations at will. They also may unleash a burst of Psychic Energy which inflicts 2d6 points of damage to every target within a 30 feet radius of them once per round. In addition, their remarkable precognition gives them a +2 bonus when rolling for Initiative.



ODAYS

ARMOR CLASS:	7 [12]	HIT DICE:	1+1
HDE/XP:	5/240	SAVING THROW:	18
TOTAL HIT BONUS:	+1		
MOVEMENT:	6		
SPECIAL:	Meditations as 7th level Star Knight		
ATTACK:	By weapon		

Odays are a diminutive race of gnome-like creatures with pointed ears and oddly-colored skin. They speak in riddles and jests which hides remarkable wisdom. Odays use Meditations as a 7th level Star Knight. Many Star Knights seek out Odays to serve as mentors.

PARAGON

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

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.



PROCYON

ARMOR CLASS:	4 [15]	HIT DICE:	2
HDE/XP:	2/45	SAVING THROW:	17
TOTAL HIT BONUS:	+2		
MOVEMENT:	9		
SPECIAL:	+1 to all To-Hit rolls with laser weapons and grenades		
ATTACK:	Laser rifle (2d6) or other weapon		

Procyons are anthropomorphic raccoons that stand about half the height of a human. They are aggressive and territorial and have a remarkable knowledge of advanced weaponry. Procyons receive a +1 to all To-Hit rolls with laser weapons and grenades. They are typically well-armed and react to intruders with excessive violence

QINLONS

ARMOR CLASS:	6 [13]	HIT DICE:	3+3
HDE/XP:	3/75	SAVING THROW:	16
TOTAL HIT BONUS:	+4		
MOVEMENT:	12		
SPECIAL:	+1 to melee damage		
ATTACK:	By weapon		

Qinlons are tall, swarthy humanoids who travel across the galaxy with the hopes of finding glory in battle, and an honorable death. They look remarkably like humans, save for the odd boned ridges in their forehead. They use advanced weaponry and are skilled mercenaries and pilots. Due to their great strength, all melee weapons they wield inflict an additional +1 point of damage.

RAWRARRS

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

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
HDE/XP:	2/30	SAVING THROW:	17
TOTAL HIT BONUS:	+3		
MOVEMENT:	15 (18 when using Brachiation)		
SPECIAL:	Brachiation, War Cry		
ATTACK:	Slam (1d6)		

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 are, for the most part, peaceful 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 Duck



SOLDIER

ARMOR CLASS:	5 [16]	HIT DICE:	1+1 or higher
HDE/XP:	1/15	SAVING THROW:	18 or lower
TOTAL HIT BONUS:	+1		
MOVEMENT:	12		
SPECIAL:	Brachiation, War Cry		
ATTACK:	By weapon		

Soldiers can be of any species. These represent military troops, space pirates, and interstellar mercenaries, and aliens. They are typically armed with laser pistols (1d6+2) and a melee weapon, and wear Medium Armor.

Referees are encouraged to add or remove equipment to suit the individual details of the soldier type, as well as modifying their Hit Dice, To-Hit bonus, and Saving Throws for more experienced combatants.

SPACE DUCKS

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

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.



SPACE SAVAGES

ARMOR CLASS:	7 [12]	HIT DICE:	2
HDE/XP:	2/45	SAVING THROW:	17
TOTAL HIT BONUS:	+2		
MOVEMENT:	15		
SPECIAL:	Immune to mind-influencing effects		
ATTACK:	Slam (1d6) or by weapon		

Old space traders tell stories of humans who went insane in the infinite void of space. These Space Savages now travel in radiation-laden ships, attacking and destroying all they encounter. Space Savages are predatory, violent, savage, and bloodthirsty. They are immune to any effect which influences their mind. They never negotiate and never talk - they only scream and kill.

THRONKS

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

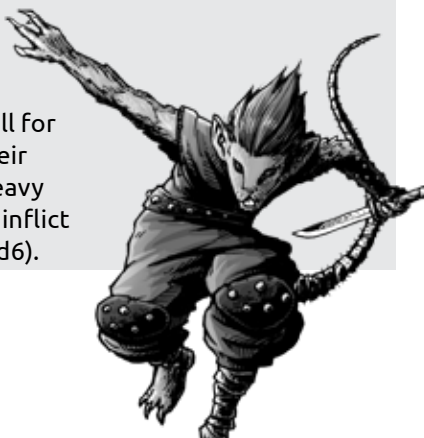
These nine-foot tall green-skinned aliens have rigid, bony limbs and faces, large yellow eyes, and long tusks growing to sharp points from their lower jaw. They live in simple tribes with primitive technology. Their society is socially advanced, led by the strongest warrior (whether male or female), 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 devastating attack that inflicts 1d6+4 points of damage.

UTTINS

ARMOR CLASS:	8 [11]	HIT DICE:	1
HDE/XP:	1/15	SAVING THROW:	18
TOTAL HIT BONUS:	+1		
MOVEMENT:	6		
SPECIAL:	Ion Pistol		
ATTACK:	Ion pistol (1d6/2d6 against robots)		

Uttins are known as the universe's space scavengers. They travel from world to world, digging through junk piles and abandoned crash sites, in search of salvageable technology that they can resell for profit. They are three feet tall and hide their rat-like faces and glowing eyes beneath heavy cowls. They typically carry ion pistols that inflict double damage on robots (2d6 instead of 1d6).





VOID KNIGHT

ARMOR CLASS:	3 [16]	HIT DICE:	5-10
HDE/XP:	7/1,100 (5 HD), 8/1,400 (6 HD), 9/1,700 (7 HD), 10/2,000 (8 HD), 11/2,300 (9 HD), 12/2,600 (10 HD)	SAVING THROW:	14 (5 HD), 13 (6 HD), 12 (7 HD), 11 (8 HD), 10 (9 HD), 9 (10 HD)
TOTAL HIT BONUS:	+3 (5-6 HD), +4 (7-8 HD), +5 (9-10 HD)		
MOVEMENT:	12		
SPECIAL:	Star Knight abilities, Corrupted Energy, Force of Will		
ATTACK:	Star Sword (1d6+4) or Corrupted Energy (5d6)		

The dark mirror of the Star Knight is the Void Knight. Most Void Knights were once noble Star Knights who began to lust for greater power, which corrupted their Meditations into new and terrible powers.

All Void Knights are able to use Star Knight Meditations at a level equal to their own Hit Dice. In addition, Void Knights may launch a bolt of Corrupted Energy from their hands that inflicts 5d6 points of damage up to three times (x3) per day. They can also attempt to psychically kill their opponent through Force of Will once (x1) per day; characters who fail a Saving Throw for this psychic attack are slain instantly.

WELLSIANS

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

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].

WOLFLINGS

ARMOR CLASS:	7 [12]	HIT DICE:	2+2
HDE/XP:	2/45	SAVING THROW:	17
TOTAL HIT BONUS:	+2		
MOVEMENT:	12		
SPECIAL:	Group Tactics, Keen Senses		
ATTACK:	By weapon		

Wolflings are anthropomorphic canines that stand between six and eight feet tall. They travel the galaxy in packs, often serving as mercenaries, trackers, and scouts. They regularly make use of advanced technology and are instinctively skilled in group tactics. When a Wolfling is fighting with at least two other Wolflings, each of them receives a +1 bonus to their To-Hit rolls. Wolflings also have a keen sense of smell and are rarely surprised.

YABNABS

ARMOR CLASS:	8 [11]	HIT DICE:	1
HDE/XP:	1/15	SAVING THROW:	18
TOTAL HIT BONUS:	+1		
MOVEMENT:	6		
SPECIAL:	Group Tactics, Keen Senses		
ATTACK:	Primitive Weapon (1d6)		

Yabnabs are three feet tall, short-furred bipeds that resemble bears. They are primitive, favor spears and bows, and are curious about the universe at large.

CREATURE DESCRIPTIONS

Creatures are living beings of approximately animal intelligence, though there are exceptions. Those listed on the next couple pages are but a few examples of the many that may populate the universe in a *White Star* campaign. The Referee has final say of what creatures are present in a given campaign.

BRUTASAU

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

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 unless they make a successful saving throw and take 3d6 points of damage each round until they are slain or cut free from the bowels of the beast.



BLOOD PIKES

ARMOR CLASS:	5 [14]	HIT DICE:	3+3
HDE/XP:	4/120	SAVING THROW:	15
TOTAL HIT BONUS:	+4		
MOVEMENT:	18 (swim)		
SPECIAL:	Leap, Swarm		
ATTACK:	1d6+1 (bite)		

These massive fish can grow to the size of an adult human. Their color changing scales and three rows of razor sharp teeth make them dangerous to any who brave the lakes and seas of Drey and other worlds. The fact that they travel in schools of up to one-hundred fish and are capable of breaking the water and leaping over thirty feet in order to nab nearby prey designates them as one of the galaxy's deadliest predators.

When Blood Pikes attack in groups of three or more, all attacking Blood Pikes receive a +2 bonus on all "to-hit" rolls. Instead of taking a standard move action, Blood Pikes can "leap" from the water at a distance of up to thirty feet.

BUMBLE-DOG

ARMOR CLASS:	6 [13]	HIT DICE:	1+2
HDE/XP:	1/15	SAVING THROW:	18
TOTAL HIT BONUS:	+1		
MOVEMENT:	12		
SPECIAL:	Mimicry		
ATTACK:	Bite (1d6-2)		

Bumble-Dogs look like a cross between a fox and a hare with a pair of large segmented antennae rising from the top of their heads. They are curious, intelligent, and very friendly. They will sometimes “adopt” humans or other beings they encounter and follow them around. Bumble-Dogs can mimic human speech, repeating small words they hear, and they use this ability to distract potential prey. When found in the wild, they hunt in mated pairs or packs (roll 2d6 to determine).

CLINGER

ARMOR CLASS:	7 [12]	HIT DICE:	2
HDE/XP:	2/45	SAVING THROW:	17
TOTAL HIT BONUS:	+4		
MOVEMENT:	6		
SPECIAL:	Clinging Bite, Surprise Attack		
ATTACK:	Clinging bite (1d6)		

Clingers are bizarre creatures that look like abandoned crustacean husks.

They remain still until their prey draws near then spring forward in a swift and vicious attack, attaching to a target's face. They will not let go until slain. When a clinger first makes this attack it gains surprise on a 1-4 on a 1d6. If the attack is successful, the clinger attaches to the target's face and blinds them, automatically inflicting 1d6 points of damage each round until slain. It can leap a distance equal to its Movement in addition to making an attack each round.





DEVOURER TREES

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

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 grasp, 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 that are swallowed are rendered unconscious and suffer 2d6 points of damage per round until slain or until they are cut free.

FIREFLY

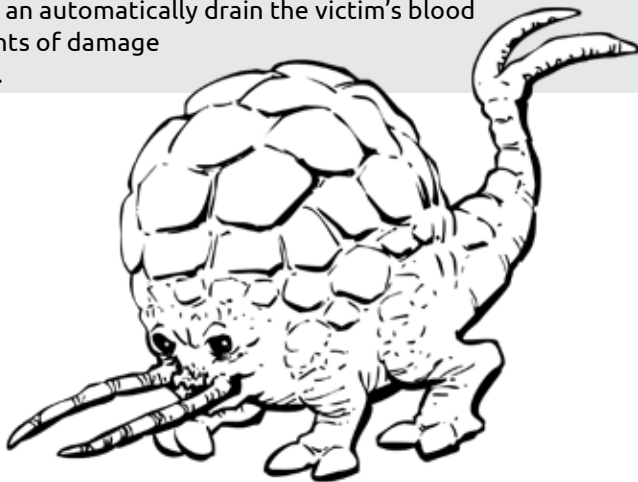
ARMOR CLASS:	6 [13]	HIT DICE:	1-1
HDE/XP:	1/15	SAVING THROW:	19
TOTAL HIT BONUS:	+0		
MOVEMENT:	15 (Flight)		
SPECIAL:	Flight, Melt Armor		
ATTACK:	Fiery Ooze (1d6-1)		

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.

FLEA, GIANT

ARMOR CLASS:	4 [15]	HIT DICE:	5
HDE/XP:	5/325	SAVING THROW:	13
TOTAL HIT BONUS:	+5		
MOVEMENT:	15		
SPECIAL:	Leap, Surprise Attack		
ATTACK:	Bite (1d6) or blood drain (1d6)		

Giant Fleas look like bloated grotesque versions of their microscopic counterpart, ranging in size from a horse to an elephant. They burrow into loose sand and may surprise targets by leaping from their ambush position. A concealed giant flea surprises its foe on a 1-4 on a 1d6 and can leap up to 100 feet in a single bound. Once a Giant Flea makes a successful attack it can bite for an automatically drain the victim's blood for 1d6 points of damage each round.



FUNGATIS

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

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.



GOLDEN MONARCHS

ARMOR CLASS:	7 [12]	HIT DICE:	1+1
HDE/XP:	1/15	SAVING THROW:	18
TOTAL HIT BONUS:	+0		
MOVEMENT:	18 (flight)		
SPECIAL:	Psychic Empathy		
ATTACK:	None		

These beautiful, broad-winged insectoid creatures have a near human intelligence and can be seen cresting the trees of Drey in great kaleidoscopes and sometimes make their home on other worlds as well. They are peaceful by nature and communicate among themselves and with other species via a unique form of psychic empathy. Some even form psychic bonds with native Ratatoskr, and act as both boon companions and aerial mounts.

INSECTUS

The Insectus are a race of large, aggressive insect-like creatures. They plague planets across the galaxy, seeking to destroy and colonize as many worlds as possible. They communicate via a combination of telepathy and audible clicks and hisses. All subspecies of Insectus are aggressive and territorial, using swarm tactics to subdue and devour their foes.

INSECTUS, BRAIN BUG

ARMOR CLASS:	4 [15]	HIT DICE:	7
HDE/XP:	7/800	SAVING THROW:	12
TOTAL HIT BONUS:	+7		
MOVEMENT:	3		
SPECIAL:	Psychic Static		
ATTACK:	Slam (1d6)		

These massive, slug-like insects are about 60 feet in size or larger. Though capable of lashing out with large pseudopods or biting with their massive maws full of teeth, the true danger in them lies in their remarkable psychic abilities. They are capable of radiating a Psychic Static that scrambles the minds of sentient creatures that it touches. Anyone within 60 feet of a brain bug must make a Saving Throw or be rendered unconscious. Those who succeed still suffer a -2 penalty to all To-Hit due to extreme headaches and confusion for 1 turn.

INSECTUS, FLIERS

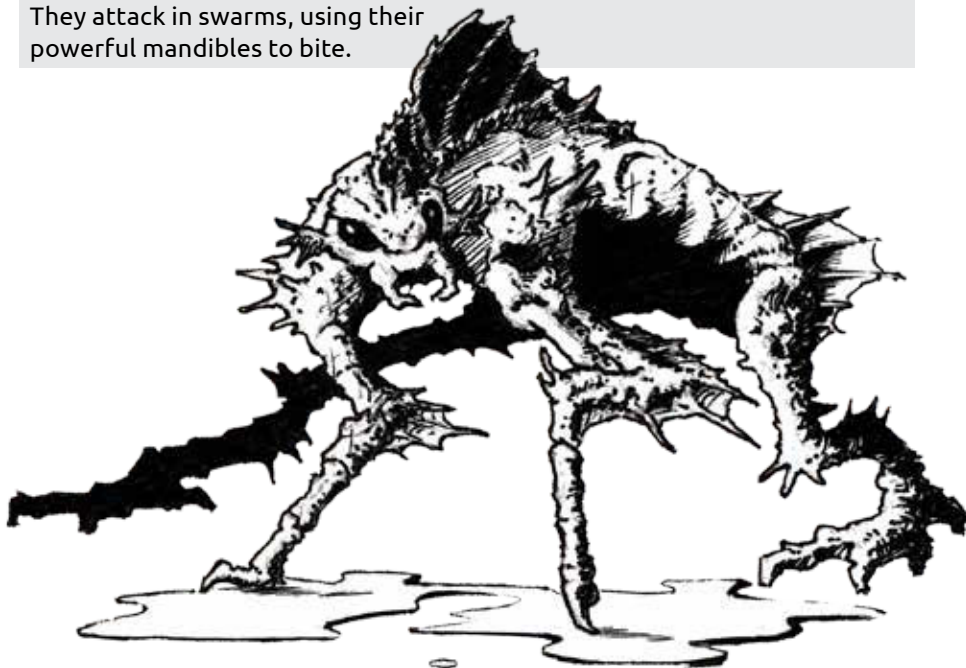
ARMOR CLASS:	5 [14]	HIT DICE:	3+3
HDE/XP:	4/175	SAVING THROW:	16
TOTAL HIT BONUS:	+3		
MOVEMENT:	15 (Flying)		
SPECIAL:	Drop Attack (3d6)		
ATTACK:	Bite (1d6)		

Fliers are the Insectus mobile strike force, swooping down on unsuspecting targets and biting them with their razor-sharp mandibles. Creatures that are human-sized or smaller can actually be grabbed by a flier if a successful attack is made against them; the prey is then drawn high into the air and dropped for 3d6 points of damage.

INSECTUS, SOLDIER

ARMOR CLASS:	4 [15]	HIT DICE:	2+2
HDE/XP:	2/30	SAVING THROW:	17
TOTAL HIT BONUS:	+2		
MOVEMENT:	15		
SPECIAL:	None		
ATTACK:	Bite (1d6)		

The soldier is the rank and file troop of the Insectus army. They attack in swarms, using their powerful mandibles to bite.



JAS'PAR

ARMOR CLASS:	6 [13]	HIT DICE:	2+1
HDE/XP:	2/35	SAVING THROW:	15
TOTAL HIT BONUS:	+2		
MOVEMENT:	15		
SPECIAL:	Pack Bond		
ATTACK:	Bite (1d6)		

These large hounds are covered in mottled black and brown fur, and though their broad shoulders and large frame give them a predatory aura, they are quite friendly. Jas'pars can instinctively sense the presence of any Alien Mystic Star Knight, Star Pilot, Star Squirrel, or Untrained Initiate within 360 feet and due to their curious, gregarious nature are often drawn to such characters.

If the Jas'par is treated kindly by the character it senses through such acts as providing food, kindness, and general affection, then the Jas'par may elect to form a Pack-Bond with that person. This bond remains between the Jas'par and the character for the rest of the Jas'par's life. As long as both the Jas'par and the character are within 360' of one another they can sense each other's general emotional state and know the direction and distance they are from the one another.

In addition, the Jas'par will fight in defense of its Bondmate, attacking with a +2 bonus "to hit" in such circumstance.

A character can only be bonded to one Jas'par in their lifetime.



LAGOMORPH

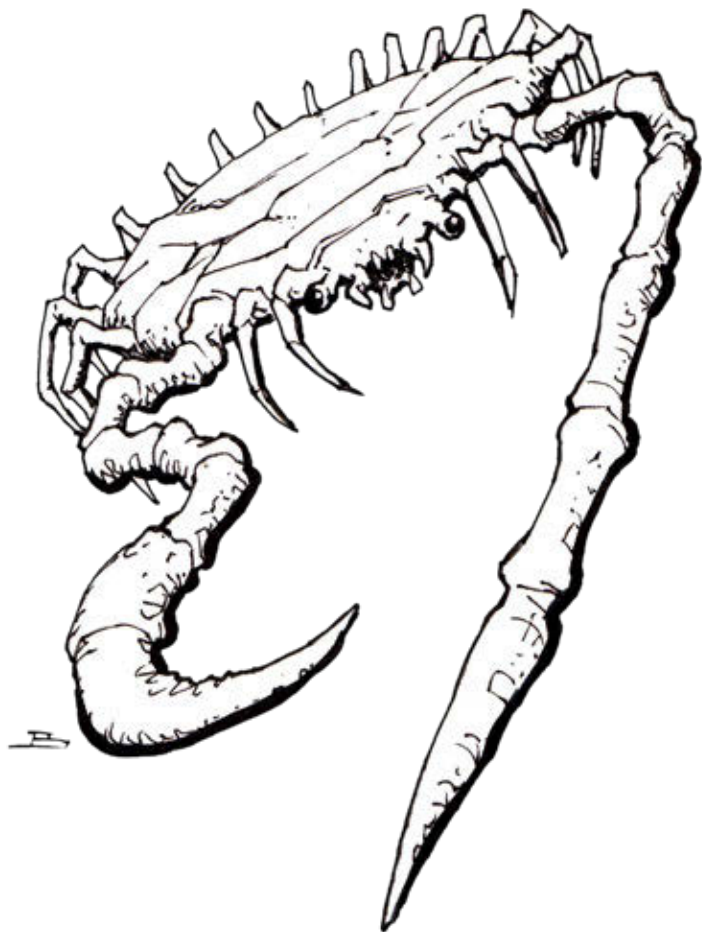
ARMOR CLASS:	6 [13]	HIT DICE:	1
HDE/XP:	1/15	SAVING THROW:	18
TOTAL HIT BONUS:	+1		
MOVEMENT:	15		
SPECIAL:	Psychic Burst		
ATTACK:	Bite (1d6-3)		

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:	6 [13]	HIT DICE:	8
HDE/XP:	8/800	SAVING THROW:	11
TOTAL HIT BONUS:	+8		
MOVEMENT:	18		
SPECIAL:	None		
ATTACK:	Bite (2d6) or Laser (3d6)		

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
HDE/XP:	4/120	SAVING THROW:	15
TOTAL HIT BONUS:	+4		
MOVEMENT:	12		
SPECIAL:	Fire Immunity, Grab, Laser Resistance		
ATTACK:	Pincer (1d6+2)		

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.

LIVING ASTEROID

ARMOR CLASS:	1 [18]	HIT POINTS:	80
HDE/XP:	14/2,600	SAVING THROW:	10
TOTAL HIT BONUS:	+5		
MOVEMENT:	6		
SPECIAL:	Starship Combat Creature, Surprise Attack		
ATTACK:	Bite (5d6)		

Living Asteroids are strange creatures that live in the void of space and look unsurprisingly like asteroids. They attack passing starships by opening their rocky mouths and swallowing passing vessels. Living Asteroids use the rules for Starship Combat detailed on page 47. They have a set number of Hit Points instead of randomized Hit Dice, but act as having a Shield Strength statistic of 0. Because they are often mistaken for asteroids, they surprise on a 1-4 on a 1d6.

MERCURIAL

ARMOR CLASS:	8 [11]	HIT DICE:	3
HDE/XP:	4/185	SAVING THROW:	16
TOTAL HIT BONUS:	+3		
MOVEMENT:	3		
SPECIAL:	Destroy Technology, Engulf		
ATTACK:	Slam (1d6)		

Appearing as an odd chrome-like ooze, Mercurials slither along the floor and walls of abandoned space stations and outposts, feasting on metal and energy. When a mercurial attacks it attempts to wrap itself around the target. Each round after a mercurial has made a successful attack against its target, the target automatically takes 1d6 points of damage and must make a Saving Throw or one piece of modern or advanced technology touched by the ooze is destroyed.

MIND GRUB

ARMOR CLASS:	6 [13]	HIT DICE:	1-1
HDE/XP:	<1/15	SAVING THROW:	19
TOTAL HIT BONUS:	+0		
MOVEMENT:	3		
SPECIAL:	Devour Brain, surprise attack		
ATTACK:	1d6-3		

These small parasites are no larger than a human finger and are hard to notice, surprising targets on a 1-5 on a 1d6. If their attack is successful, they attempt to slip inside a target's ear and take control of the brain, devouring it from within their prey's skull. The target will wither in agony for 1d6+1 rounds, unable to take any action until it and the Mind Grub dies.

NANO-SWARMS

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

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.

**POLARIS**

ARMOR CLASS:	3 [16]	HIT DICE:	6
HDE/XP:	6/525	SAVING THROW:	13
TOTAL HIT BONUS:	+6		
MOVEMENT:	12		
SPECIAL:	Combustible Touch, Immune to explosions and energy damage		
ATTACK:	Fiery Touch (1d6)		

The Polaris is an animalistic fire that seeks to consume everything it touches. Whenever it touches flammable objects, the object immediately combusts and is destroyed. Because the Polaris enjoys explosions, it is drawn to targets that carry or use explosives. If it strikes a target carrying explosives, the explosive is detonated but inflicts no damage on the Polaris, while inflicting damage on anyone else within the blast radius of the explosion. Because of their unique nature, the Polaris is immune to damage from energy and ion weapons.

POWER SUCKER

ARMOR CLASS:	7 [12]	HIT DICE:	2
HDE/XP:	2/30	SAVING THROW:	17
TOTAL HIT BONUS:	+2		
MOVEMENT:	12 (flying)		
SPECIAL:	Leech Energy		
ATTACK:	Bite (1d6)		

Power Suckers are galactic pests that attach themselves to the power cables and energy cores of mecha, vehicles, and starships. If one successfully attaches to a starship, the starship's Movement is reduced by -1. Vehicles and mecha have their Movement reduced by -5 for each attached Power Sucker. A mecha, vehicle, or starship can have a maximum number of power suckers required to reduce its Movement to zero rate before it is unable to move at all, needing them to be removed before it can move again. Power Suckers can survive in the vacuum of space.

RADFISH

ARMOR CLASS:	5 [14]	HIT DICE:	4+2
HDE/XP:	4/120	SAVING THROW:	15
TOTAL HIT BONUS:	+4		
MOVEMENT:	12 (swimming)		
SPECIAL:	Radiation Poisoning		
ATTACK:	Bite (1d6+2)		

These bulbous fish can grow to the size of a large beast of burden. They swim the depths of waters across the universe, radiating dangerous levels of atomic energy that poison the water. They are aggressive carnivores but do more damage with their radiation. Anyone that wades into water where Radfish are without protection suffers 1d6 points of damage every round from radiation poisoning.

SAND WORM

ARMOR CLASS:	5 [14]	HIT DICE:	5
HDE/XP:	5/240	SAVING THROW:	14
TOTAL HIT BONUS:	+5		
MOVEMENT:	12		
SPECIAL:	Burrow		
ATTACK:	Bite (1d6+1)		

These large, burrowing worms dwell on sandy planets where they slither beneath the surface at their listed Movement rate, leaving ruts and rises in their wake. They rise up from their burrowing holes in an attempt to consume unsuspecting prey. The smallest are fifteen (15) feet in length and many legends say they can grow to lengths of several hundred feet long.

SHARK BATS

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

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.

SKYTOPUS

ARMOR CLASS:	6 [13]	HIT DICE:	3+3
HDE/XP:	3/60	SAVING THROW:	16
TOTAL HIT BONUS:	+3		
MOVEMENT:	12 (flying)		
SPECIAL:	None		
ATTACK:	Bite (1d6)		

The Skytopus is an alien beast that appears almost exactly like the aquatic octopus. Pods of Skytopi fly through the air, typically at low altitudes, by waving their tentacles around in seemingly random fashion. Each has a large beak that is used to tear away at carrion meat and they become very aggressive when hungry, often attacking non-carrion. When floating through the sky they echo a low, humming song like that of an aquatic whale.

SPACE MONKEY

ARMOR CLASS:	7 [12]	HIT DICE:	1+1
HDE/XP:	1/15	SAVING THROW:	18
TOTAL HIT BONUS:	+1		
MOVEMENT:	12		
SPECIAL:	Scream		
ATTACK:	Bite (1d6) or Scream (1d6)		

Space Monkeys look like chimpanzees except for they have bright blue fur and a pair of coiled antennae rising from the crowns of their heads. They are highly intelligent and social creatures who only become aggressive when cornered or attacked. When forced into combat they emit an ear-splitting scream that is very painful to others within 60 feet. In addition to suffering 1d6 points of damage, those hearing the scream must make a Saving Throw or become deaf for one hour (6 turns).



SPIDER-FLY

ARMOR CLASS:	4 [15]	HIT DICE:	4+4
HDE/XP:	5/325	SAVING THROW:	15
TOTAL HIT BONUS:	+4		
MOVEMENT:	12 (15 flying)		
SPECIAL:	Paralysis		
ATTACK:	Bite (1d6)		

Spider-Flies are commonly mistaken for Flying Insectus. They are most often found on planets with towering trees, steep cliff faces, and other large-scale vertical surfaces. They build webs in these areas and then patrol for food. Their bite is paralytic inflicting 1d6 points of damage, and characters who fail their Saving Throw after being bitten are unable to move for 2d6 rounds. A Spider-Fly carries paralyzed prey up into a nearby web to wrap in a cocoon for later consumption, and although usually small they can grow to up to twenty feet in size, with larger members of the species easily capable of carrying humans up into their webs.

STAR FLYERS

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

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. They have a set number of Hit Point instead of randomized Hit Dice, but act as having a Shield Strength of 0.

STELLAR DRAGON

ARMOR CLASS:	-2 [21]	HIT DICE:	15 (90 Hit Points)
HDE/XP:	15/3,200	SAVING THROW:	5
TOTAL HIT BONUS:	+15		
MOVEMENT:	24		
SPECIAL:	Breath Weapon, Starship Combat Creature		
ATTACK:	Bite (3d6)		

Stellar Dragons are legendary among old spacers: great, majestic serpents who lazily fly through space on some unknown task. They are very intelligent and capable of surviving the hazards of space. Legends say they can grow to the size of a dreadnought starship. Whether they're friendly, hostile, or indifferent is unknown, as is the location of their homeworld. They can see in perfect darkness and have keen hearing. A Stellar Dragon is never surprised. Stellar Dragons are capable of unleashing a breath weapon of solar radiation that does damage equal to their maximum Hit Point total. Stellar Dragons always have the full maximum 6 Hit Points gained Hit Dice. They are immune to all Meditations and Gifts. Some Stellar Dragons are so large that the damage they inflict is able to damage starships inflict damage and function as if they were starships. Their statistics are written for use in Starship Combat. They have a set number of Hit Point instead of randomized Hit Dice, but act as having a Shield Strength of 0.

STORMLINGS

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

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.

THUNDER LIZARD

ARMOR CLASS:	0 [19]	HIT DICE:	13
HDE/XP:	14/2,600	SAVING THROW:	6
TOTAL HIT BONUS:	+13		
MOVEMENT:	15		
SPECIAL:	None		
ATTACK:	Bite (4d6), Claw (3d6) or Breath Weapon (4d6)		

Thunder Lizards spend most of their time slumbering in the depths of the ocean, only awakening when disturbed. Once awakened, their wrath is terrible and they storm from the ocean, breathing burning magma from their great mouths up to 120 feet, rending metal with their teeth, and swatting buildings aside with a single smash of their claws.

WHITE SIMIAN

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

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.

XERUSIAN LAVA SERPENT

ARMOR CLASS:	5 [14]	HIT DICE:	100
HDE/XP:	15/2900	SAVING THROW:	7
TOTAL HIT BONUS:	+7		
MOVEMENT:	9		
SPECIAL:	Starship Combat Creature		
ATTACK:	8d6 (bite)		

Deep in the dense gases of Xerus, these massive wingless serpents fly as if weightless. Their speed and agility is uncanny, especially given that they can grow to the size of a dreadnought starship. They are territorial by nature, though not actively aggressive. Any who dare dive towards the core of Xerus will find themselves facing a beast of unimaginable size and power, capable of ripping starships apart with their massive jaws or swallowing stunt fighters in a single gulp.

Xerusian Lava Serpents use the rules for Starship Combat detailed on page 127. They have a set number of Hit Point instead of randomized Hit Dice, but act as having a Shield Strength of 0.

BETTER ALIENS AND CREATURES

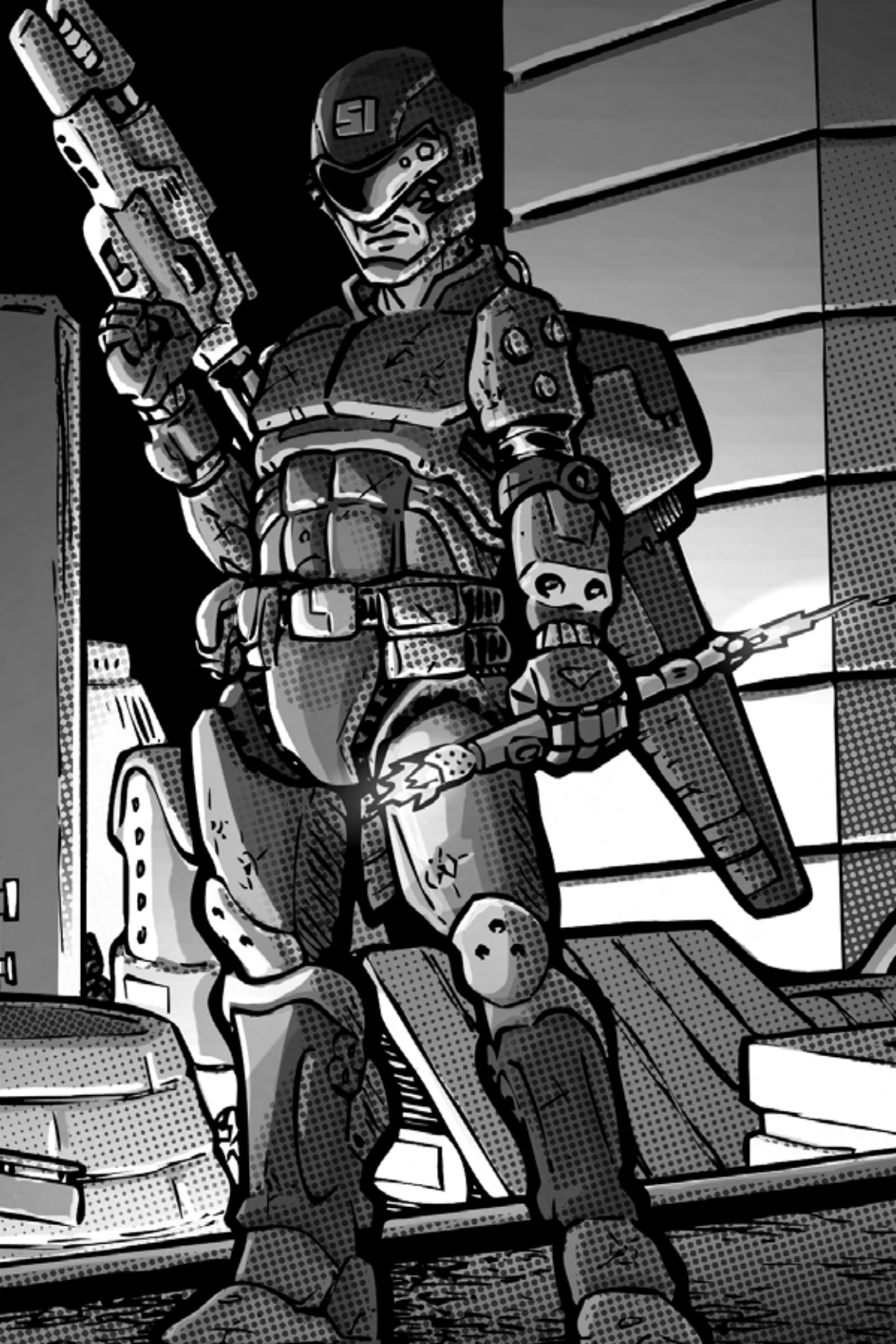
There is really no limit to the types of aliens and creatures that can be included in the game, and often it’s fun to surprise the players by throwing unexpectedly powerful adversaries at them when they least expect it. The Referee should feel free to adjust AC, HD, or other factors for opponents to make encounters more challenging and fun for players, including changing those given for aliens and creatures, which are based upon the “normal” for their species. Also, feel free to try new options like a super strain of Space Savages, fluffs who ride Thunder Lizards, a Skytopus who is immune to laser weapons – just to keep players on their toes.

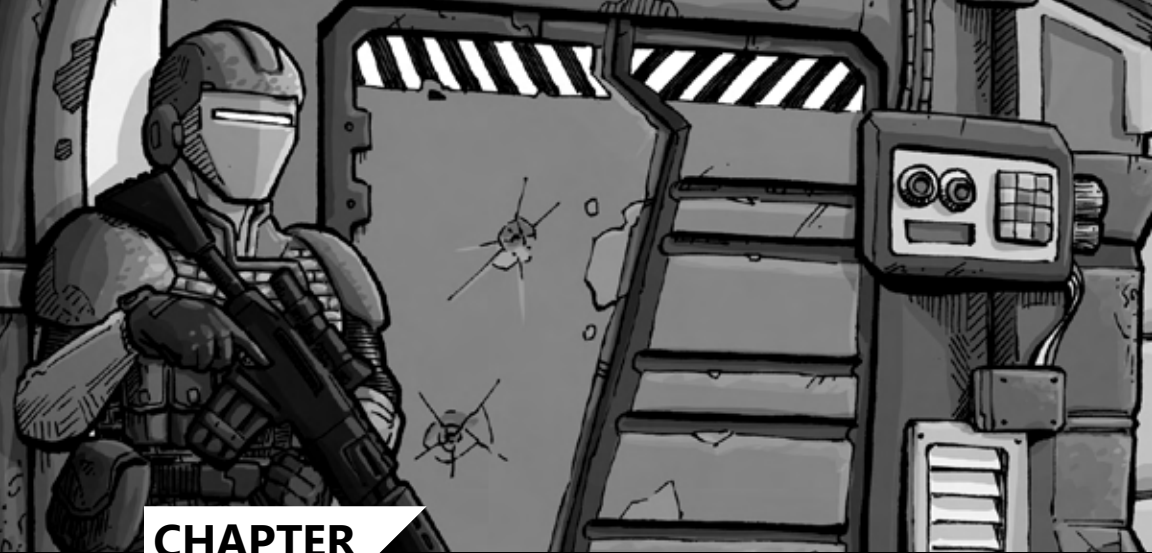
- Players run in packs and big aliens and creatures need additional levels to overcome a disadvantage in numbers.
- Players tend to be creative while many Referees allow creatures to “play stupid” or be less creative in their responses.

If the referee wants to create their own aliens and creatures, they can use the following table as the starting point for assigning basic Attributes, adding in additional bonus XP for extra special abilities as they see fit:

TABLE 10-2: BETTER MONSTERS

HDE	BHB	SAVING THROW	XP
<1	+0	19	10
1	+1	18	15
2	+2	17	30
3	+3	16	60
4	+4	15	120
5	+5	14	240
6	+6	13	400
7	+7	12	600
8	+8	11	800
9	+9	10	1,100
10	+10	9	1,400
11	+11	8	1,700
12	+12	7	2,000
13	+13	6	2,300
14	+14	5	2,600
15	+15	5	2,900





CHAPTER

0011 CYBERNETICS, ETCHINGS, AND ADVANCED EQUIPMENT

The universe of *White Star* is filled with technological wonders and ancient mysteries. Described on the next few pages are several rare and exotic items the Referee can use in their campaigns as rewards or discovered plunder as the player characters progress in the campaign. These items are optional and players should not assume they are available in all campaigns.

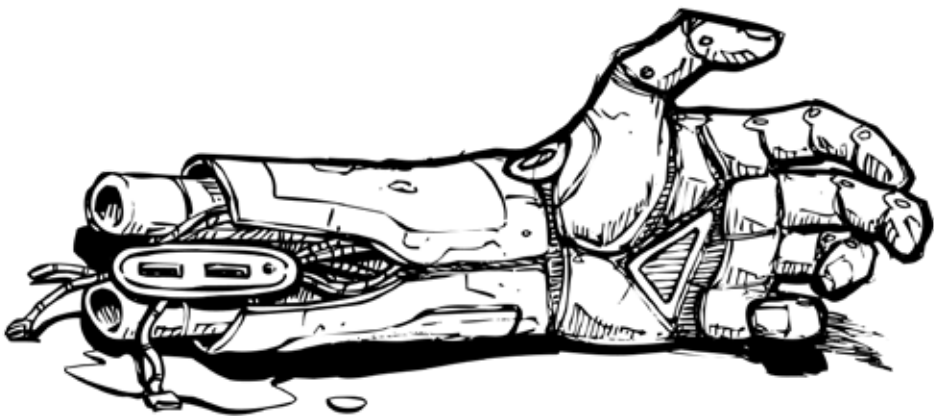
CYBERNETICS

Cybernetics are machine replacements or augmentations installed into a living host or integrated into an advanced machine. Limbs, organs and even bone can be replaced to make a being faster, stronger, more perceptive, or even equip them with permanent weapons. Unlike most advanced equipment, cybernetics can be purchased - however they are expensive and rare, typically only found on technologically advanced planets with dense populations. Many cybernetic enhancements are illegal.

BRAIN BOOSTER: Digital memory is installed in the character, allowing them to access specialized skills. When the character first has a Brain Boost installed, they may select any one of five skills: Knowledge, Medicine, Navigation, Technology, or Survival. They gain a rating of 2 in the selected skill, but this rating cannot be increased nor does it add to the rating of an existing skill. Advanced Brain Boosters can be installed, allowing the character to select one of the above skills at a rating of 4. Cost: 2500 credits (basic), 5000 credits (advanced)

CYBERNETIC ARMS: Cybernetic arms can be locked in place and hold up to 500 lbs of weight. If both arms are replaced with cybernetics, the character receives a -1 [+1] bonus to their armor class. Cybernetic arms also automatically include cybernetic hands (see below). Once a cybernetic arm has been installed, it can be enhanced with several additional modifications listed below - though only a single modification can be applied to each arm. All cybernetic arms include a cybernetic hand. Cost: 5000 credits per arm.

- *CYBERNETIC HOT BOX:* This cybernetic enhancement is installed in a cybernetic arm. A miniaturized hotbox is then integrated into the circuitry of the arm, allowing a cypher instant access to their favorite piece of technology. Advanced versions can be installed at exceptional cost. Cost: 1000 (basic), 5000 (advanced).
- *CYBERNETIC MISSILE WEAPONS:* A small ranged weapon, such as an ion pistol or laser pistol, can be concealed in a cybernetic arm. It is concealed until the character gives a mental command to release it, after which it springs from the top of the forearm. Damage inflicted by this weapon is determined by the weapon installed. Alternatively, a laser rifle may be mounted atop a cybernetic arm, but is clearly visible. Cybernetic missile weapons use energy cells that hold 20 shots that need to be replaced when depleted. Cost: Base Weapon Cost x 3.



CYBERNETIC HANDS: Cybernetic hands can have their grip locked around an object, allowing the character to hold onto an object or surface indefinitely. Cost: 500 per hand.

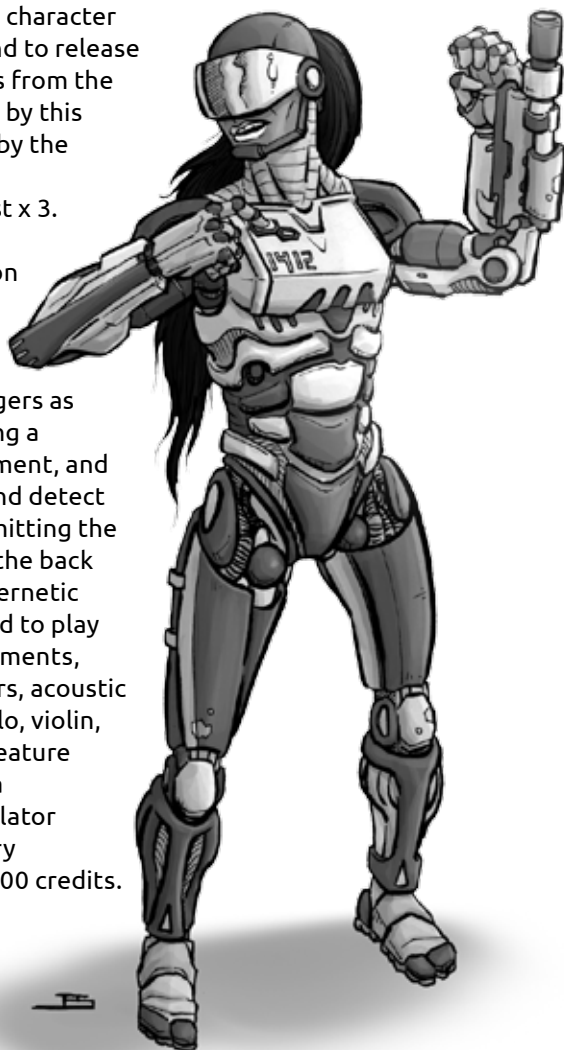
- **CYBERNETIC HAND WEAPON:** A specially constructed small ranged weapon such as an energy sling or hold out laser can be installed in a cybernetic hand. It is concealed until the character gives the mental command to fire it, after which the origins of the attack are quite visible. Damage inflicted by this weapon is determined by the weapon installed. Base: Base Weapon Cost x 3.

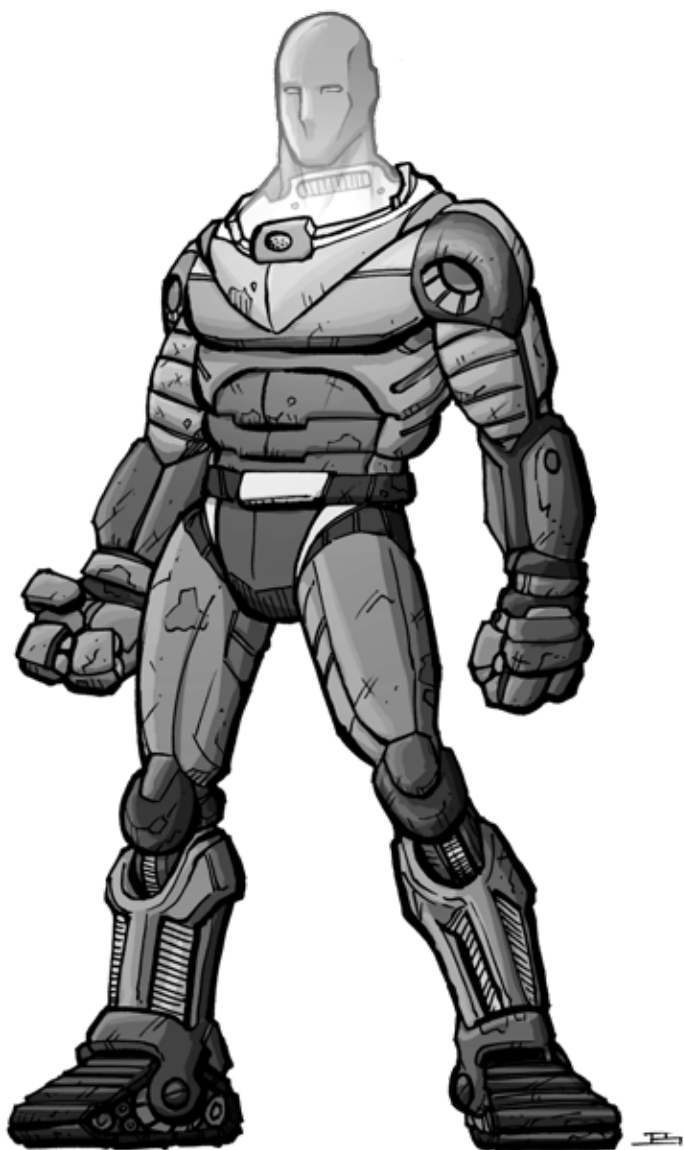
- **SMALL CYBERNETIC MELEE WEAPONS:** A specially constructed small melee weapon such as Star Sword, a mono-dagger, or a collapsing snap-sword can be installed in a cybernetic hand.

It is concealed until the character gives a mental command to release it, after which it springs from the palm. Damage inflicted by this weapon is determined by the weapon installed.

Cost: Base Weapon Cost x 3.

- **CYBERNETIC STRINGS:** This special modification can be added to an existing Cybernetic Hand. To activate, the wearer moves their fingers as they would when playing a normal stringed instrument, and small sensors in the hand detect the movements, transmitting the sounds to a speaker in the back of the hand. Often Cybernetic Strings are programmed to play several different instruments, including electric guitars, acoustic guitars, bass guitar, cello, violin, and even pianos. This feature can be combined with a Cybernetic Vocal Modulator to achieve extraordinary sound volume. Cost: 1000 credits.





HOUSE RULE:

LIMITING CYBERNETICS

The Referee can choose to limit the number of cybernetic implants or replacements a character can have. Normally a character can have a number of cybernetic enhancements equal to 3, plus their Constitution modifier. So a character with a Constitution of 15 (+1 modifier), can have 4 such enhancements.

CYBERNETIC EYES: Cybernetic eyes replace normal eyes. They often have night vision, which grants the ability to see in total darkness at a range of up to 120 feet. Binoculars or Dark Vision Binoculars can also be installed. Cybernetic Eyes can be also be fitted with a targeting computer which grants a +1 to all To-Hit rolls when wielding a missile weapon. Cost: 1000 credits (basic), 1500 credits (binoculars), 2500 credits (night vision), 3000 credits (dark vision binoculars), 5000 credits (targeting computer).

CYBERNETIC LEGS: Cybernetic legs increase a character's speed by up to +3 Movement and assist in leaps and jumps, allowing the character to leap up to twice the distance of a normal human - though only if both legs are replaced. A character who gets both legs replaced also receives a -1 [+1] bonus to their Armor Class. Cybernetic legs can be fitted with a concealable holster which will fit a small weapon such as a mono-dagger or laser pistol at an additional cost. Cost: 5000 per leg, plus 500 for a concealed holster.

CYBERNETIC LUNGS: These replace a subject's physical lungs. They automatically filter out airborne poisons and have reserve oxygen of up to six (6) hours. Cost: 2500 credits.

CYBERNETIC VOCAL MODULATOR: The vocal modulator amplifies a character's voice up to 10× its normal volume. It is also used to automatically tune a singing voice so that the vocals never go out of pitch. Advanced vocal modulators which mimic another individual voice or sounds are sometimes made available to military personnel, but the costs of such modifications and finding a cybernetic surgeon able to perform the procedure are typically cost prohibitive. Cost: 2500 (basic), 7500 (advanced).

DIGITAL REFLEXES: Microscopic wires are run through the character's entire body, enhancing their reflexes and nervous system. The character gains a +2 bonus to Initiative and +1 bonus to all missile to-hit rolls. Cost: 7500 credits.

METALLIC BONE COATING: Using an advanced liquid metal which clings to the host's bones or skeletal structure before hardening, the host gains both durability and a deadly unarmed attack. The character gains a -3 [+3] bonus to their Armor Class and a +2 bonus to all unarmed melee attacks. Unfortunately, they become very heavy and their Movement rate is reduced by -3. Cost: 7500 credits.

SUB-SKIN ARMOR: These are hard, armored plates placed below the surface of the skin. They grant the character a -2 [+2] bonus to their Armor Class. Cost: 4000 credits.

TRANSLATOR CHIP: This small chip is installed in the brain and automatically detects and translates any written or spoken language that the character hears or reads. Cost: 1000 credits.

ADVANCED TECHNOLOGY

Advanced technology does not have a listed cost and should not be available for purchase at character creation. If the Referee does permit the purchase of advanced technology the items below should be both ridiculously expensive and extraordinarily rare. Some particularly powerful pieces of Advanced Technology are labeled as Relics and are unique with only one of such an item existing in a campaign setting. There are no random charts to determine the presence or placement of advanced technology. The Referee is encouraged to place these items as needed for their campaigns or to develop charts on their own.

ARMOR AND PROTECTION

LASER ATTRACTION GAUNTLET: This large black gauntlet radiates an energy field that causes any energy, ion, or laser weapon fired at the wearer to be drawn into the glove and absorbed harmlessly. It can absorb up to 20 points of damage per day before needing to recharge for eight (8) hours.

PERSONAL SHIELD: This small collar (often sewn into a cloak or cape) makes the wearer immune to up to 50 total points of damage from energy weapons such as laser pistols, ion rifles, or Star Swords. After it has absorbed 50 points of damage from these sources it is unable to absorb more, becoming useless.

PHASE SUIT: This lightly plated armor can destabilize the wearer's molecules, allowing them to walk through solid surfaces three times (x3) per day before needing to recharge it. It grants the same protection as Light Armor.

PSYCHIC INHIBITOR: This small circlet protects the wearer from the psychic abilities of Star Knights, Star Pilots, Brain Bug Insectus, Greys, Mindoids, and other psionic beings when it is worn.

POWERED ARMOR: This full body frame of plates and pistons grants the wearer a +4 bonus to all melee damage rolls when worn and grants protection as Heavy Armor, but is slow and bulky, reducing Movement by -3 points.

STEALTH ARMOR: By bending light around the wearer, it makes them much more difficult to see, and almost invisible when standing still. It is almost always found in Light Armor only. It grants wearer the ability to surprise a foe on the roll of 1-4 on a 1d6.

WEAPONS

ADVANCED WEAPONRY: Some planets have more advanced weapons than others. Certain weapons may be particularly well designed and have a +1, +2, or +3 bonus to both To-Hit and damage.

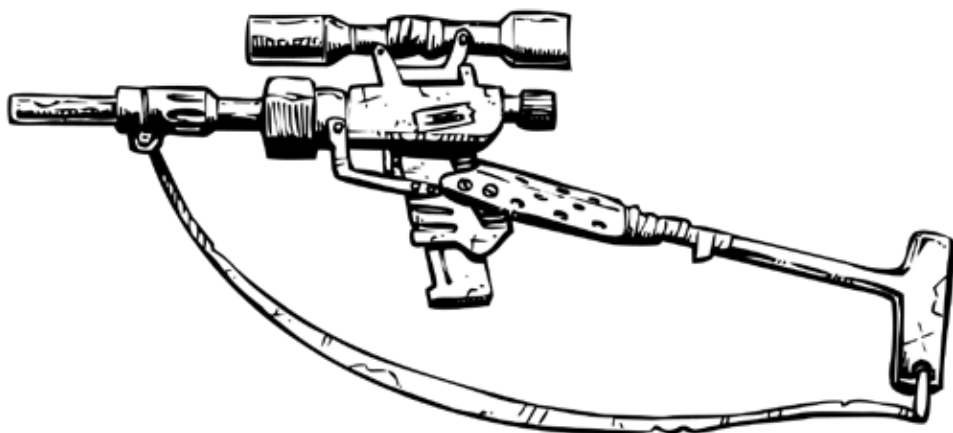
ATOMIZER: Looking like a tiny laser pistol, any creature struck by a bolt from an atomizer must make a Saving Throw or be instantly reduced to a pile of smoldering ash. Those who succeed in their Saving Throw suffer 3d6 points of damage instead. An atomizer can be fired ten (10) times before becoming useless.

PLASMA PROJECTOR: Resembling a bulky laser rifle, this powerful weapon is capable of firing cones of super-hot plasma of up to 60 feet. Anyone caught in its blast suffers 5d6 points of damage. A plasma projector can be fired up to ten (10) times before becoming useless.

FREEZE RAY: This hand-held laser pistol fires a blue beam of paralyzing energy. Anyone struck by it must make a Saving Throw or be unable to move for one hour (6 turns). It can only be fired once every three (3) combat rounds.

INFINITE POWER CELL: This power cell can be used in any energy, ion, or laser weapon. It allows the weapon to be fired indefinitely without needing to be reloaded.

STAR SWORD GEM: These rare gems may be installed in the hilt of a Star Sword. Once installed, they provide a +1 bonus to any To-Hit rolls made when wielding the weapon.

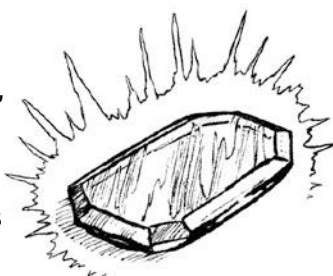


MISCELLANEOUS ITEMS

ADRENALINE BOOSTER: These small patches can be applied to the skin for a quick boost of energy. They last for 10 rounds. During that time the user's Movement is doubled and they make two attacks each round. They are expended with each use.

A.I. PROCESSOR: These rare chips can be installed into a vehicle, mecha, or starship no larger than a light transport, giving the vehicle a basic artificial intelligence. The vehicle will respond to the owner's voice commands. The vehicle, mecha, or starship which an A.I. processor is installed can pilot itself and even fire its own weapons with a +1 bonus to all to-hit rolls.

CHANNELING STONE: These mysterious artifacts enhance the Chitterings, Meditations, and Gifts of Star Knights, Star Pilots, Star Squirrels, Alien Mystics and Untrained Initiates. Each channeling stone has a level associated with it. When a suitable character is carrying one, they may memorize one extra Meditation or Gift of that level each day.



CLOAKING DEVICE (PERSONAL): A small ring of metal worn on the finger that, when activated, renders the target completely invisible to both human senses and technological scanners. It operates for up to 1 hour (6 turns) per day before needing 24 hours to recharge.

ENERGY DISRUPTOR: These small boxes radiate a field that prevents any energy weapon, ion weapon, laser weapon, Squirrel Sword, or Star Sword from functioning within 60 feet of the disruptor. It also renders Energy Cloaks and Energy Shields inert at the same range.

INTERROGATION COLLAR: Any individual wearing an interrogation collar is compelled to tell the truth. They must succeed in a Saving Throw in order to knowingly lie while wearing it.

JET BOOTS: These function as a standard jet pack, but are worn on the feet and can operate indefinitely.

MEDICAL VAT: This giant cylindrical tube is capable of holding a living creature and is filled with a viscous liquid. Any creature lowered into a medical vat regains 10 Hit Points per hour (6 turns), up to their maximum Hit Points.

PHEROMONE SPRAY: This body spray causes subtle changes to the wearer's pheromones, making them seem more likable to other sentient beings. After being used, pheromone spray grants a +2 bonus to the user's Charisma attribute (to a maximum Charisma of 18) and Negotiation skill for the next two hours (12 turns). If the character does not have the Negotiation skill, they gain that skill at a rank of 2 for the duration of this effect.

PARTICLE BEAM PISTOL: This laser pistol fires a focused beam of energy that destroys almost any armor it comes into contact with. It ignores all protection provided by personal armor and shields.

WARP GATE: These massive circular gates float in the middle of space and are easily large enough to pilot a dreadnought through. They always come in linked pairs. Passing through one of them immediately transports the vehicle and all its occupants to the location of the other warp gate.

RELICS

EDGES OF SINGULARITY: No one knows the origin of the Star Knights and their sworn enemies, the Void Knights. Some say the first to discover the way were siblings, a brother and sister; one walked in darkness, the other in light. Still others say the first to Walk in the Way were lovers torn apart by passion until they destroyed one another. The only common thread in these legends are two Star Swords, the Nova Sword and the Zero Blade. Each is bound forever to the Star and the Void, empowered beyond imagining by the legacy each weapon carries. Together they are called the Edges of Singularity. Both are Star Swords, but each has unique properties, detailed below. The exact location and history of these ancient weapons are determined by the referee to suit the needs of their campaign.

- *Nova Sword:* Set into an archaic and elegant hilt, the blade of the Nova Sword shines with the blazing and pure starlight. The Nova Sword instantly cuts through any physical object the blade touches, so long as the object is not thicker than the blade is long. Armor is cut to ribbons, starship hulls are sliced open, mecha legs are severed. Objects too large to be severed by the Nova Blade begin to superheat and slowly melt to molten metal or rock. The weapon itself inflicts 2d6+8 points of damage.
- *Zero Blade:* Lethal and elegant, everything about the hilt of the Zero Blade whispers of cold, hard murder. When activated, the Zero Blade makes no noise and the blade itself is an eerie, unnatural black beam of energy. Any living being struck by the Zero Blade must make a saving throw or immediately wink from existence as their entire essence is sucked into a tiny, collapsing black hole that appears where the blow was struck and vanishes in an instant. This ability cannot be used on non-living matter, though the Zero Blade can still function like a normal Star Sword in all other respects. Those who succeed in the saving throw still suffer 1d6+4 points of damage, as per normal Star Swords.

KEY OF THE COSMOS: This legendary artifact was created by a civilization advanced beyond imagining. Across all time and space, one thing remains a constant: Music. All societies, from the most primitive Yabnabs to mechanized Novomachina weave tones and notes together to create songs. It is universal. The Key of the Cosmos allows a skilled wielder to tap into that universal power to transcend both time and space.

Attempting to use the Key of the Cosmos is a dangerous thing, even for those few who are familiar with its nature. But, by tapping into its power, the user can cross vast distances and travel through time in an instant.

When a character attempts to use the Key of the Cosmos, they must first program in either a physical or temporal location - possibly both. This takes 1d6 rounds of uninterrupted work. The character then makes a saving throw at a -10 penalty. If the saving throw fails, the character and everyone within a 30' radius of that character immediately teleports to a random location or time period of the referee's choosing. They could be launched 10,000 years into the future or dropped into the vacuum of space - or both!

If the saving throw succeeds, the character and everyone within a 30' radius instantly teleport to a time and place of the wielder's choosing.

The penalty to this saving throw can be reduced by one point (to a minimum of 0) for each year the character spends studying the Key in a laboratory or other secluded environment.

Rock Stars and Two-Fisted Technicians receive a +2 bonus to any saving throw made to use the Key of the Cosmos.

ETCHINGS

By carving mystic symbols and patterns flesh or fur, many primitive cultures can gain special benefits. Known as Etchings, these began as sanctified, swirling runes are found by many primitive societies across the galaxy. Over generations they were divided into two categories: Etchings of the Oak and Etchings of the Leaf.

Etchings of the Oak are known only to Yabnabs, focusing on their sworn duty to protect and defend nature. Etchings of the Leaf are related to, but less powerful than their Oak counterpart, but are can be learned by Star Squirrels. Etchings of the Leaf focus on survival, stealth, and deception – perfect for the cunning Star Squirrel trying to survive in an urban environment.

Any character who has received an Etching is known to be Etched, regardless of their species. The fact that both Yabnabs and Star Squirrels are able to draw upon the power of Etchings hints that a common heritage may have existed between the two species countless generations ago.

BECOMING ETCHED

When a Star Squirrel gains a level of experience, they can choose to permanently sacrifice a single Chittering slot available to them in order to permanently gain the benefit of an Etching of the Leaf of an equal level to the level of the Chittering sacrificed.

So, for example, a Star Squirrel who has advanced from first level to second level could choose to permanently sacrifice the first-level Chittering slot that would now be available to them in order to gain a first-level Etching of the Leaf. Star Squirrels may only select an Etching of the Leaf and unless otherwise stated in its description, each Etching may only be taken once.

Yabnabs become Etched only after long years of study and experience. After reaching 4th level, a Yabnab may continue to earn Experience Points. It may then spend 5000 of those earned Experience Points to learn a 1st level Etching of the Oak, 10,000 to learn a 2nd level Etching of the Oak, or 15,000 to learn a 3rd level Etching of the Oak. Unless otherwise stated in its description, each Etching may only be taken once.

ETCHINGS OF THE OAK (YABNABS ONLY)

FIRST LEVEL

AUTUMN'S DESCENT: The Yabnab never suffers damage from falling. Instead they drift to the ground as if they are a simple leaf on the wind. This ability can be activated and deactivated at will.

EYES OF THE PREDATOR: A Yabnab with this Etching can see perfectly in total darkness.

SWIFT MARKSMAN: Yabnabs with this Etching receive one additional attack each round when wielding a missile or ranged weapon.

SECOND LEVEL

UNERRING SENSES: This ability allows the character to automatically see through anyone under the benefit of an Invisibility gift or similar effect. In addition, they are immune to the effects of the Phantasmal Force gift.

FUR OF BARK: The Yabnab reduces the damage suffered from all sources by a single point.

TRILLING CALL: Yabnabs with this ability can let out a trilling chatter in their native language (only) and understood by anyone else who speaks the native tongue of Yabnabs within one mile.

THIRD LEVEL

HARDENED SINEW: The Yabnab increases their maximum hit points by +5. This Etching may be taken more than once.

LIGHT AS THE WIND: The Yabnab is able to climb on vertical surfaces at their normal Movement rate without the need of aid from ropes or harnesses.

DEFY FATE: Yabnabs with this ability may re-roll one failed saving throw each day. They must declare they are doing so after the roll has failed, but before results of that failure have been described by the referee.

ETCHINGS OF THE LEAF (STAR SQUIRRELS ONLY)

FIRST LEVEL

LINGERING LEAF: In addition to being able to climb vertical surfaces at their normal Movement rate, a Star Squirrel with this Etching can cling tenaciously to the surfaces of high-speed vehicles, such as skycruisers or even starships. Short of traveling at faster-than-light speeds, the Star Squirrel can maintain their grip. This does not protect them from environmental affects (such as flying debris or the vacuum of space) when doing so.

SPARK-TOOTH: When attacking robots, Assimilants, or other technological lifeforms, the Star Squirrel receives a +4 bonus to their damage roll.

DUELING SPECIALIST: You are true master of the Squirrel Sword! You receive an additional +1 bonus on all "to-hit" rolls in addition to the bonus already granted by being a Star Squirrel, and +2 to all damage rolls made when wielding a Squirrel Sword.

SECOND LEVEL

SCURRYING SPEED: The Star Squirrel's Movement rate is permanently increased by +3.

UNCANNY AGILITY: The Star Squirrel's Dexterity attribute bonus is increased permanently by +2. This Etching may be taking more than once, though it can never be increased a character's Dexterity above 18.





CHAPTER

0012

THE WHITESTAR CAMPAIGN

White Star has no default setting. It is a sandbox, designed to facilitate pulp science fiction roleplaying that suits each individual group. Both players and referees are encouraged to sit down and discuss the exactly the kind of campaign they wish to play and what kind of universe their characters will inhabit.

Whether it's Earthlings who have been flung across the stars into alien worlds, heroic rebels fighting against a evil galaxy-spanning regime, or rugged war-torn soldiers with only their laser rifles and each other to count on – it doesn't matter. *White Star* can fit all of those campaign styles and a million more.

Every single rule in this book is optional and the Referee should review them to make sure it suits his individual campaign. Listed on the following pages are a few campaign ideas to get you started. Mix and match, come up with something entirely your own, or play them straight – it's your galaxy!

REBELS AGAINST THE REGIME

In this campaign, the players are all part of a group of rag-tag rebels who are trying to save the galaxy from an oppressive military government that holds the galaxy at gunpoint. Characters are heroes in the truest sense of the word, trying to fight injustice whenever possible and destroy the latest super weapon being constructed to keep the universe bound in fear.

All of the character classes in *White Star* fit this type of campaign, with Star Knights playing the role of noble protectors, Mercenaries being rugged guerrillas, Pilots as cocky blockade runners and Aristocrats fighting against a corrupt system from within. Alien Brutes and Alien Mystics are, most often,

part of an oppressed minority trying to bring peace and equality to the galaxy. Cyphers and Gunslingers are seedy anti-heroes with a heart of gold, fighting for justice in spite of themselves. Villains are equally larger than life, often lead by some powerful lord-dictator who has an army of shock troops at his command and a cadre of Void Knights bent to his service.

Adventures focus on daring rescues, heroic escapes and reckless acts of bravery. Heroes are always heroic and villains are always rotten to the core. The stories are melodramatic with love, destiny, and fate often taking a hand in the events of the campaign.

EXPLORERS AMONG THE STARS

In this type of campaign, the player characters are either deep space scouts searching for new planets or agents of a benevolent government patrolling the depths of the galaxy to bring peace and hope to the far flung corners of reality. Diplomacy and negotiation are the stock and trade of most characters, with Aristocrats taking a chief role in the party. Star Knights are noble advisers. Mercenaries act as security chiefs and bodyguards, while Pilots are engineers and helmsmen aboard great star cruisers that slowly drift across infinity. Deep Space Explorers are obviously natural fits for this type of campaign.

Antagonists in this style of campaign are not so two-dimensional as mustache-twirling villains. They are nuanced with complex motives and often have a tragic background that has lead them down the dark road they travel. Noble characters can be corrupted and villains can be saved with time and understanding.

INVASION!

In this type of campaign the player characters are defending their home from off-world invaders. Perhaps there's been a space-to-surface bombardment or nuclear attack on their homeworld. Maybe they're the only survivors of a terrible attack who are hiding out from a vastly superior force and trying to scratch out a living among the ruins of the world. Or it could be that they're secretly organizing a resistance, hoping one day to throw off the shackles of their alien oppressors.

Mercenaries serve as grizzled survivors while Aristocrats are spies. Pilots be smugglers or saboteurs. Star Knights are rare and exotic in this type of campaign - as are other Mystic classes. Technology, even the most basic kind, is at a premium and most characters will work hard just to keep a simple laser pistol from running empty.

The invaders in these types of campaigns are often faceless villains with no sense of remorse or humanity. They believe that what they're doing is right and just by virtue of their innate supposed superiority over mankind. For a unique twist on this idea, perhaps most or all of the player characters are

Alien Brutes, Alien Mystics, or other alien classes and the invaders are humans hoping to colonize their world!

BROTHERS IN ARMS

The player characters are part of a military unit that engages in combat operations at various locations across the universe. Whether stationed on board a dreadnought that travels to the latest war-torn hot spot or combat veterans that are trapped behind enemy lines, the key here is the ever-present war that rages all around them.

Mercenaries and Gunslingers obviously shine in this style of campaign, but other classes certain fit in well. An Aristocrat officer or Pilot transportation specialist is a strong addition, while Cyphers make great information specialists and Mecha Jocks serve as excellent cavalry. Star Knights can be part of an elite strike force.

Combat will obviously play a large part in this type of campaign, though the politics of war and the choices made by commanders who are apathetic or unaware of the terrors of war can make this type of game rich in both battle and in roleplaying.

JUST KEEP FLYING

The player characters are all crew member aboard a small starship such as a light transport. They take jobs as they come, moving from place to place and job to job, try to “keep flying”. Of course, things never go smoothly. In-fighting is inevitable and sometimes the jobs they have to take to keep their starship running are less than reputable.

Pilots, Deep Space Explorers, and Two-Fisted Technicians are the stand-out classes in this setting. Given that this type of campaign is centered around the starship upon which everyone lives, the Pilot taking the lead is natural. But that doesn’t leave the other classes out. Aristocrats might be keen negotiators helping the player characters get the most money out of each job. Mercenaries and Gunslingers serve as hired muscle, while a Star Knight might be on the run and looking to hide from the law, and what better place on a starship that doesn’t stop moving.

This type of campaign proves a good mix of play options. Combat, negotiation, and starship repairs are all part and parcel of regular play. The limiting factor is the jobs that players choose to take and the folks they choose to associate with.

A THOUSAND, THOUSAND WORLD

The galaxy is a huge place filled with an infinite number of worlds. The Referee should let their imagination run wild when designing planetary locations for this type of campaign. Whether the worlds in your White Star campaign share a single terrain, are rarely hospitable, or are very Earth-like is totally up to the Referee. Be creative!

Planets might feature unusual features such as gravity which is different from Earth and makes movement easier (in low-gravity worlds) or more difficult (in high-gravity worlds). Perhaps a planet has an atmosphere composed primarily of carbon dioxide, methane, or some gas other than oxygen. It could be that many planets are black rocks, with no atmosphere at all, requiring space suits or other protection, and its citizens might live in domed cities on the surface or in caves deep underground where pockets of life hide from the harsh surface world. The possibilities are infinite for this type of setting. Chapter 13: Random Encounters provides several random charts to help you develop new and unique worlds for your campaign.

WHITE STAR AND SWORDS & WIZARDRY WHITE BOX

White Star is compatible with *Swords & Wizardry WhiteBox* and requires no conversion. A Halfling or Fighter from *WhiteBox* can be dropped into a campaign as desired (with the Referee's permission, of course!) Enterprising Referees may want to take their *WhiteBox* game to the stars by introducing a dungeon crawl set in a wrecked starship that suddenly activates its autopilot and flies off into space. Perhaps planetary raiders arrive from a distant world to conquer the player characters' homeworld and they must adapt to these advanced invaders.

Referees can also use material from *Swords & Wizardry WhiteBox* to populate their galaxy. Who is to say that orcs can't use laser rifles or that gnolls don't have a fleet of warships attacking nearby star systems? What about a long abandoned mining colony on a faraway asteroid belt, populated by basilisks or rabid blink dogs? Surprise your players!

Referees should also take into consideration the impact of magic and magic items in their campaign. Are these new and exotic forces at work in the universe at large, or do magic-users and clerics exist on several worlds? Are magic items highly sought after relics, prized by galactic treasure hunters, or are they intermingled with advanced technology? The answers are up to you...



HOUSE RULE:

DEEDS DARK AND DARING

White Star is inspired by space operas and sci-fi pulp serials. Referees looking to create a more cinematic experience for their players can, at the beginning of each session, provide a pool of points known as Daring Deeds.

At the beginning of each session (not adventure), the players begin the game with a number of Daring Deeds equal to the total Charisma modifier of every player character at the table. Thus, if the party consists of an Aristocrat with a Charisma of 18 (+2 bonus), a Freed Assimilant with a Charisma of 9 (no modifier), and a Star Knight with a Charisma of 15 (+1 bonus), then each session would begin with three available Daring Deeds.

During game play, any of the player character can choose to spend one of these Daring Deeds to accomplish the following:

- Automatically succeed at a single saving throw, attribute check, skill roll, or to-hit roll.
- If the character suffers enough damage they would be reduced to zero or fewer hit points, they are instead reduced to a single hit point.
- Cause the timely arrival of an ally sympathetic to the player characters to provide aid - though not necessarily aid in combat.
- The referee may allow the player characters to spend Daring Deeds to do other things, depending on the nature of their campaign.

Each time a player character uses a Daring Deed, the referee rolls 1d6. If a 1 is rolled, then the referee gets a Dark Deed. The referee can use these Dark Deeds to aid their own villainous NPCs in the exact same fashion as a player character using a Daring Deed.

Any unspent Daring Deeds or Dark Deeds are lost at the end of a gaming session, with a new total being determined at the beginning of each session of play.



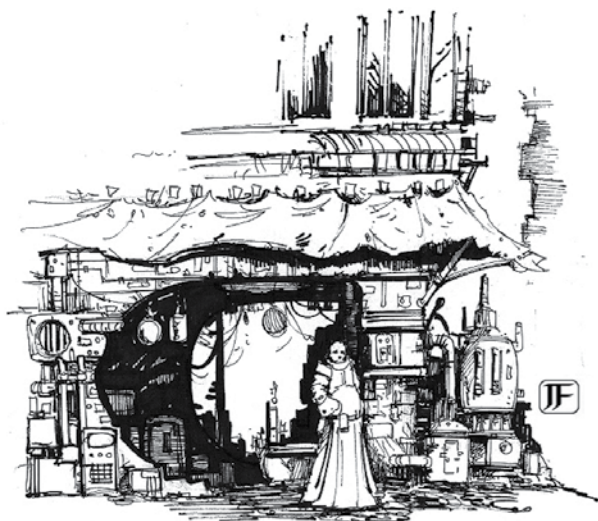


CHAPTER

0013

RANDOM ENCOUNTERS

This chapter includes several charts that can be used by the Referee to randomly determine the details of any particular sector of 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 ENCOUNTERS

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.

TABLE 13-1: NUMBER OF SUNS

ROLL (D20)	NUMBER OF SUNS
1-2	None, a Black Hole is at the Center of the System
3-17	Single Sun
18-20	Dual Sun

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.

TABLE 13-2: SPECIAL TRAITS

ROLL (D20)	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)

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 affect 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. Massive solar geysers, flares, and sun spots are common. In addition to impacting planetary weather patterns it can also scramble communications or even destroy starships that dare to get too close.

PLANETARY ATMOSPHERE

While it’s 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.

TABLE 13-3: PLANETARY ATMOSPHERE

ROLL (D20)	PLANETARY ATMOSPHERE
1-5	None
6-15	Earth-Like
16-18	Thin Atmosphere
19-20	Exotic 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) turn.

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.

TABLE 13-4: PRIMARY PLANETARY TERRAIN

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 Traits (roll again and also roll on Table 13-5)

- 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 13-5: Exotic Planetary 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 TERRAIN

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.

TABLE 13-5: EXOTIC PLANETARY TERRAIN

ROLL (2D6)	EXOTIC PLANETARY TERRAIN
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

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.

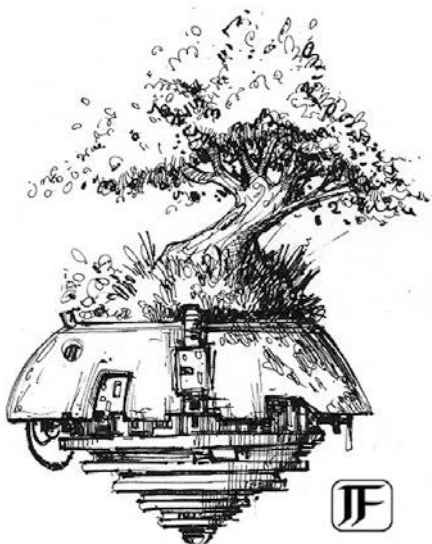
HEAVY GRAVITY POCKETS: While some planets have heavier gravity than is standard, this planet has odd pockets of gravity that are a few feet to a few miles in diameter and range anywhere from 2-5 times heavier than standard gravity.

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 Chapter 10 of this book.

TABLE 13-6: NATIVE SENTIENT SPECIES

ROLL (1D20)	NATIVE SENTIENT SPECIES
1	Alureans
2	Crocodila
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	Wolflings
19	Yabnabs
20	Referee's Choice or Unique Species

TABLE 13-7: NATIVE SPECIES TECHNOLOGY

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

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.” 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.

TABLE 13-8: LEVEL 1 PLANETARY ENCOUNTERS

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 13-9)

TABLE 13-9: LEVEL 2 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 13-10)

TABLE 13-10: LEVEL 3 PLANETARY ENCOUNTERS

ROLL (2D6)	LEVEL 3 PLANETARY ENCOUNTERS
2	Assimilant
3	Cyborg, Replica
4	Grey
5	Qinlon
6	Skytopus
7	Mecistops
8	Simian
9	Shark Bat
10	Stormling
11	White Simian
12	Level 4-5 Encounter (roll on Table 13-11)

TABLE 13-11: LEVEL 4-5 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 13-12)

TABLE 13-12: LEVEL 6-7 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 13-13)

TABLE 13-13: LEVEL 8-9 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 13-14)

TABLE 13-14: LEVEL 10+ 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)

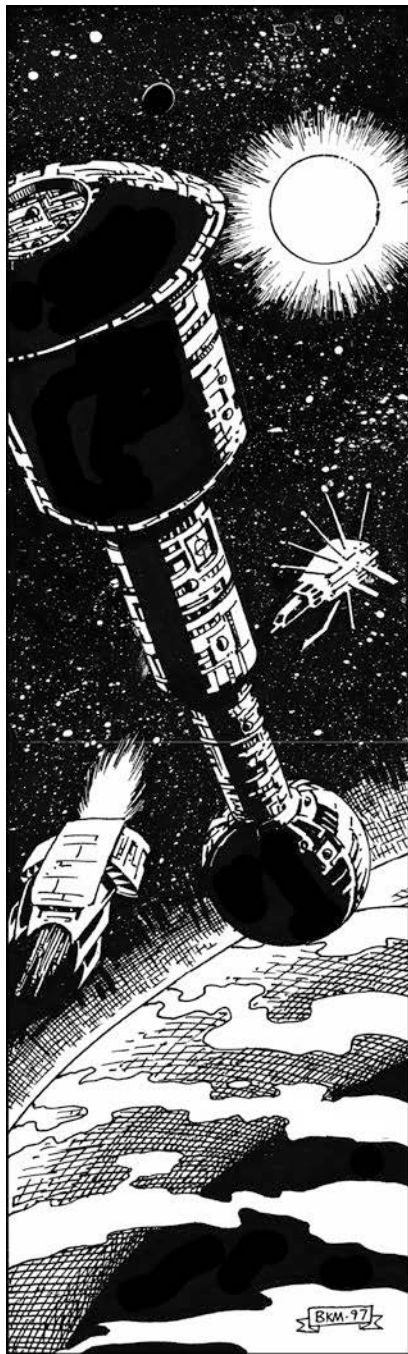
STELLAR RANDOM ENCOUNTERS

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.

It is also possible that the player characters will encounter a Stellar Phenomena, or in rare cases – both.

STELLAR PHENOMENA

Space is a vast, mostly empty, void. On occasion, however, space travelers may encounter nebulae, asteroid belts, or even black holes - all of which can pose new and interesting challenges as they travel from world to world on their adventures. Stellar Phenomena are encountered as the referee deems appropriate to suit their campaign.





ASTEROID BELTS AND FIELDS

Asteroids belts and fields are large collections of physical objects, most often tiny planetoids, densely packed together and held in either a stationary position or constant orbit in space.

Flying through an asteroid belt or field is a dangerous prospect for even the most skilled pilots. They risk having their ship smashed to pieces by massive rocks, tiny planetoids, or even small pieces of wrecked left over from dense and dangerous space debris. Asteroid belts are either Light, Moderate, or Dense.

Each round that a starship flies through an Asteroid Belt, the pilot must make a saving throw. If that saving throw fails, the starship collides with an asteroid and suffers 10d6 points of damage. Flying through a Light asteroid belt grants a +2 bonus to that saving throw, while flying through a Dense saving throw inflicts a -2 penalty. Pilots and Star Pilots receive a +2 bonus to this saving throw.

Combat is also hampered in an asteroid belt. Attacks suffer a -2 penalty when made in a Light asteroid belt, -4 in a Moderate asteroid belt, and -6 in a Dense asteroid belt.

BLACK HOLES

When stars collapse, they leave behind great gaping voids in space with massive gravitational pull. When a starship draws close to a black hole, the ship's pilot must make a saving throw at a -10 penalty or risk being sucked into it and destroyed forever. Rumors persist that ships lost to black holes are not destroyed, but sucked into alternate dimensions or flung either forward or backwards in time.

The exact nature of what happens when a ship is sucked into a black hole is determined by the referee.

NEBULAE

Nebulae are massive clouds of gas, dust, and other particles scattered across vastness of space. They range from harmless displays of bright lights to a potentially deadly threat to interstellar travelers. When the player characters encounter a nebula (as determined by the referee), the referee can either choose an effect, or roll 1d6 and consult the table below.

TABLE 13-15: NEBULA TYPE

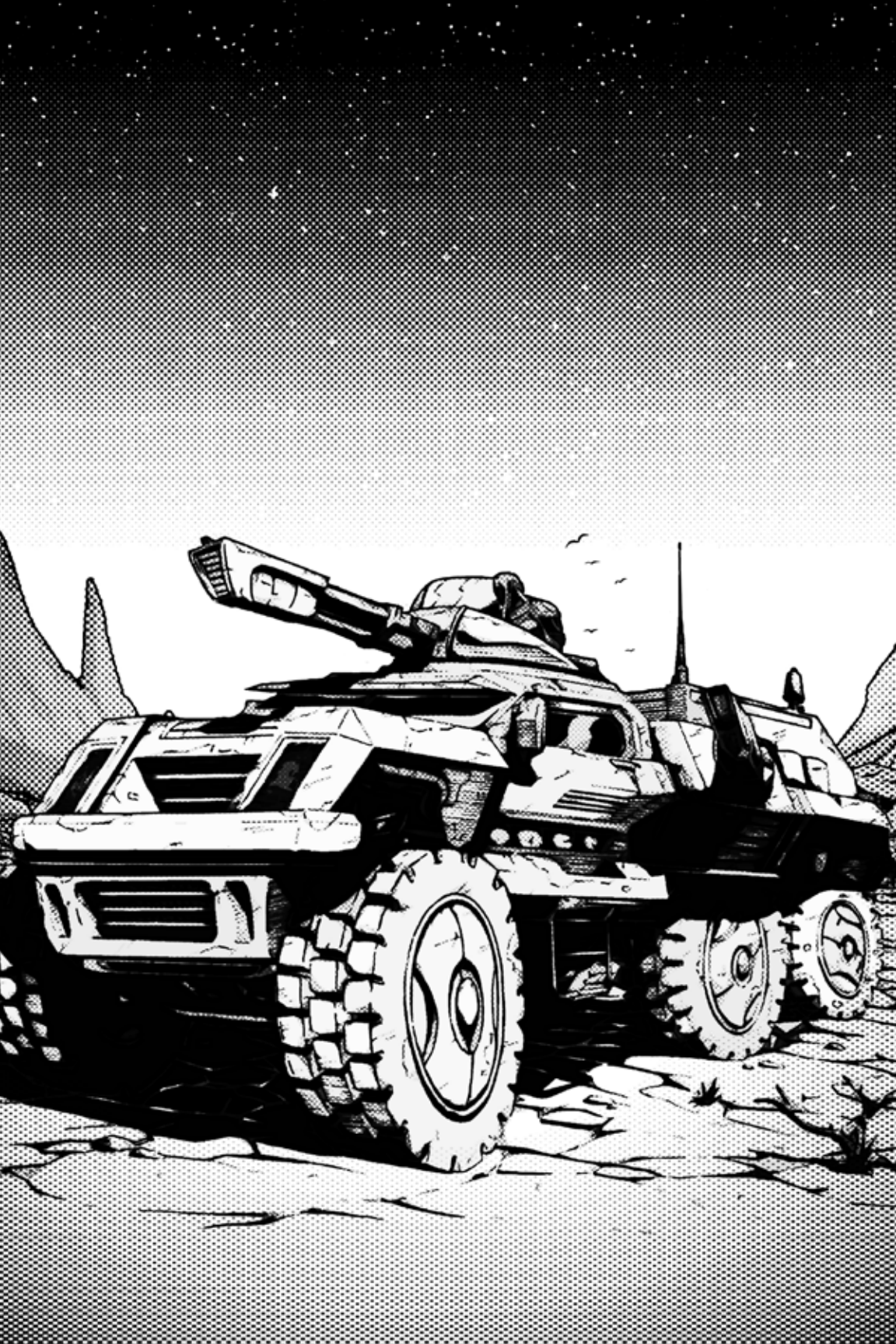
ROLL (D6)	NEBULA ENCOUNTERED
1	GRAVITY NEBULA: The particles of this nebula create a field of inconsistent gravity across the void of space. Each round in the nebula alters the ship's movement. Roll 1d6-3. The number rolled (between -2 and 3) is added to the starship's movement for one round.
2	ION NEBULA: Ion particles in this nebula cause the ship's shields to overload. They do not function while in the nebula.
3	NOVA NEBULA: Flares of solar energy explode randomly in this nebula. Each round there is a 1 in 1d6 chance of being caught in such a flare. The flare inflicts 3d6 points of damage to the ship, though the ship's pilot can make a saving throw for half damage.
4	SHADOW NEBULA: A Shadow Nebula distort a starship's sensors, effectively forcing pilots and gunners to fly blind. All ships have their Targeting reduced to +0 and suffer an additional -4 penalty to all To-Hit Rolls made during starship combat.
5	STARDUST NEBULA: Tiny fragments of crystalized stars fill nebulas of this type, cutting into the ship's hull. Each round a ship is stuck in the nebula it suffers 1d6 points of damage.
6	TEMPORAL NEBULA: Time itself is distorted in this nebula, fluxing between past and present. Roll 1d6-3. When rolling initiative for starship combat the number rolled (between -2 and +3) is added to the initiative roll for that round.

ENCOUNTERING OTHER INTERSTELLAR TRAVELERS

In addition to the exotic and dangerous anomalies that fill the void between planets, characters may also encounter other creatures or travelers. The referee should determine what is encountered based on the needs of their campaign, or can roll randomly on the chart below.

TABLE 13-16: INTERSTELLAR TRAVELERS

ROLL (1D20)	CREATURE/STARSHIP ENCOUNTERED
1	Assault Ship
2	Asteroid Belt
3	Brimling Star Galleon
4	Black Hole
5	Blockade Runner
6	Dreadnought
7	Gunship
8	Heavy Transport
9	Light Transport
10	Living Asteroid
11	Medium Transport
12	Scout Ship
13	Space Mine (3d6)
14	Space Yacht
15	Star Cruiser
16	Star Flyer
17	Stellar Dragon
18	Stunt Squad (1d6+1 Bombers, or 3d6 Fighters, or 3d6 Interceptors)
19	Uttin Spaceslinker
20	Roll Twice





CHAPTER

0014

THE INTERSTELLAR UPHEAVAL

The Interstellar Upheaval is a campaign setting and overview for *White Star*. In this chapter you'll find gazetteers on several sectors of the galaxy suitable for countless adventures. The terrible Galactic Consortium holds the galaxy under its boot and fights against the Restoration - a rag-tag team of freedom fighters trying to restore justice to the universe. The Galactic Consortium is a military powerhouse, lead by the mysterious Supreme Lord Adlar, who commands fleets of dreadnoughts, a legion of armed and armored shock troopers, and a cabal of dark and vile Void Knights. His regime has held countless worlds in its grip through terror and violence. Until recently the Restoration has been little more than a thorn in his side, but they have been growing bold in past few months. Disparate heroes scattered across the cosmos hold the only hope of bringing the Galactic Consortium to its knees.

THE STERLING SECTOR

THE STERLING SECTOR

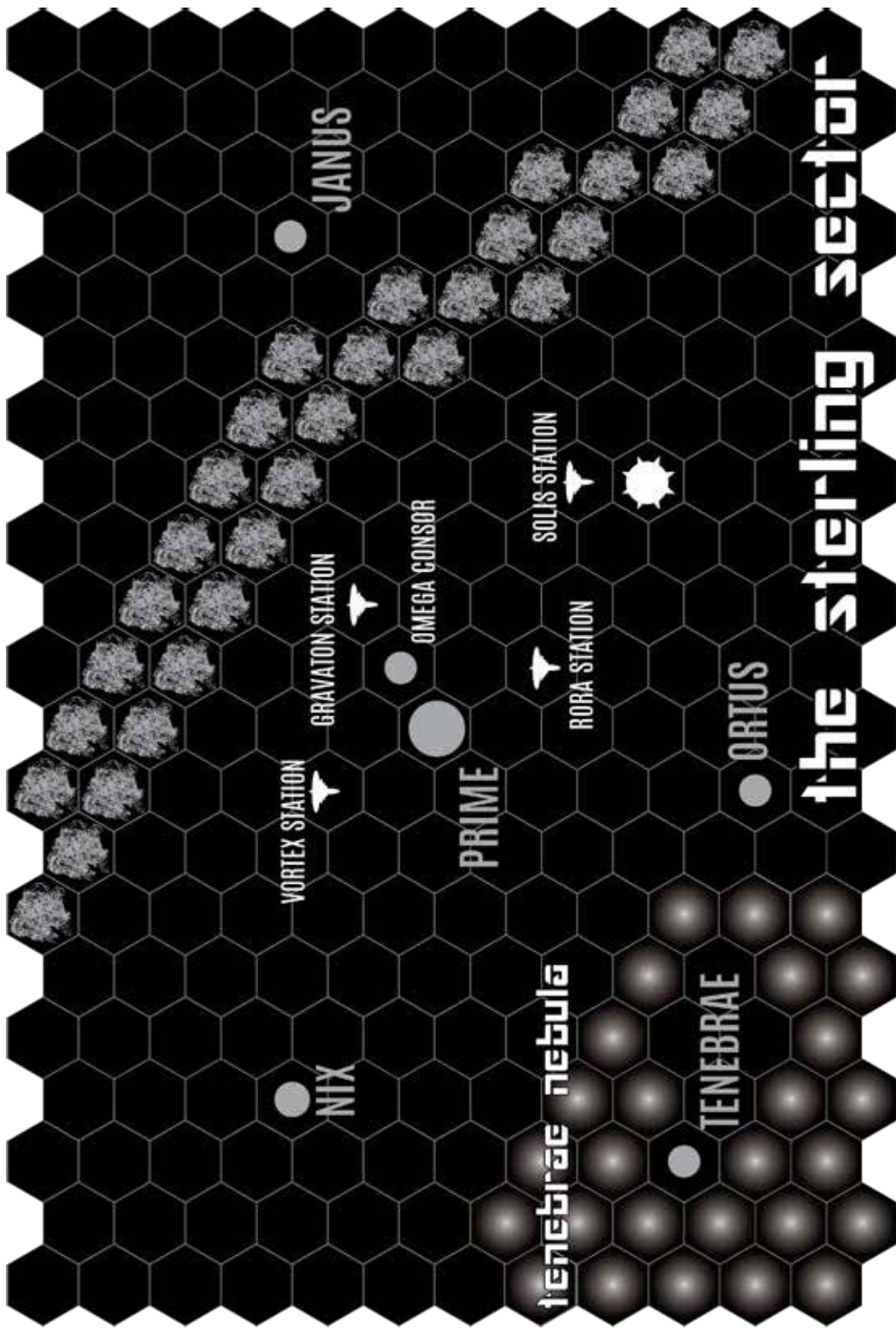
- Galactic Location: Galactic Center
- Suns: 1
- Terrestrial Planets: 7 (Janus, Nix, Omega Consor, Ortis, Prime, Tenebrae)
- Gaseous Planets: 0
- Satellites: Gravaton (Orbital Battle Station), Vortex (Orbital Battle Station)
- Stellar Features: Adlar's Wall, Rora Station, Sola Station, Tenebrae Nebula

If the Galactic Consortium had a heart, it would be the Sterling Sector. Surrounded by countless warships who serve the brutal will of Supreme Lord Adlar, millions of wealthy citizens live in the black center of their master's empire. The Sterling Sector is one of the most technologically advanced in the galaxy. From the Consortium capital world of Omega Consor, vast fleets of dreadnoughts sweep across the galaxy. Under the command of power-hungry officers and zealous Void Knights, Adlar's will is felt across the galaxy - but is here in the Sterling Sector that his iron fist is clenched at its tightest.

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 imagining. 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.

Both orbital battle stations 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

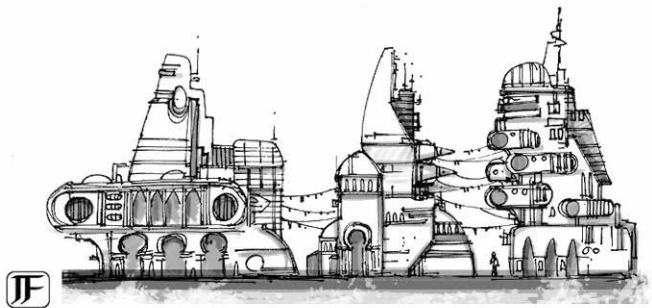
Omega Consor is in perpetual need of power to keep its endless urban sprawl functioning; the power for this is drawn from Sola Station, a space station that draws massive amounts of solar energy from the Sterling Sector's only sun. The space station channels the sun's energy through high intensity beams 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 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, a shadow 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.

THE KELRON SECTOR

THE KELRON SECTOR

- Galactic Location: Galactic Edge
- Suns: 1
- Terrestrial Planets: 4 (Janaris I, Janaris II, Tannoa, Tellian)
- Gaseous Planets: 1 (Brinn)
- Satellites: Andala (Space Station), Brinn Alpha (Space Station), Brinn Beta (Space Station), Dormer (Space Station), Ryla (Space Station), Salos (Space Station), X-287 (Space Station)
- Stellar Features: Kohn Nebula

The Kelron Sector is located in a wild part of the galaxy, and might have gone unnoticed were it not for the great asteroid field that rings several star systems there. These asteroids are rich in ores and metals necessary to fuel the Consortium's ever-expanding war machine. The Void Knight Talamacus drove the pirates and smugglers operating within the Kelron Sector away years ago, and the space stations and planetary governments there are now under Consortium control.

ANDALA

The Andala space station is little more than a testament to the decadence of the Tellian nobles. It is a palace in the stars with floor upon floor of zero-G ballroom dancing, hologram pleasure palaces, gambling, and all other manner of physical pleasures. It is currently under the administration of Count Webb, a jovial man with a welcoming demeanor. His financial acumen and irrepressible charm have made Andala the wealthiest place in the Kelron Sector. While Count Webb pays his taxes and is said to be loyal to the Consortium, rumors persist that he secretly funnels money to the Restoration; if the rumors are true Count Webb has used his charms to keep Consortium suspicion at bay.

the kelron sector

khan nebula

X-287

DORMEN

SALOS

TANNOA



RYLA

BRINN BETA

BRINN ALPHA

JANARIS I



ANDALA

TELIHAN



JANARIS II



BRINN ALPHA

Brinn Alpha is an orbital processing facility named after the great gas giant of the same name — the only remaining of the twin Brinn facilities. Valuable ore and resources are mined from the asteroid ring surrounding Brinn. Normally expensive and precise robots perform the required dangerous mining operations, but in an effort to save money the Consortium often sentences criminals to years or decades of hard labor in the Brinn Asteroid Ring instead, making Brinn Alpha little more than a prison in space, where criminals are forced live in near-inhuman conditions after long hours of dangerous mining on the these unstable and winding rocks.

Brutal and terrible wardens keep a tyrannical peace on Brinn Alpha, especially after the recent riots that destroyed Brinn Beta. The mere hint of rebellion or riot is met with deadly force. Warden Chalthan does not hesitate to contact Talamacus himself if he hears such hints. In the rare instance that Talamacus comes to Brinn Alpha, he brings only death with him.

BRINN BETA

Brinn Beta is now abandoned husk after its great riot. Prisoners took control of the spacestation prison some months ago. After an unsuccessful attempt by the Consortium to retake the station using soldiers and specialized strike teams, Talamacus himself brought every dreadnought in the Kelron Sector to Brinn Beta and turned it into a burnt husk of blackened metal through bombardment.

Now Brinn Beta floats empty and silent, still locked in orbit. Whether or not anything survived Talamacus' attack is unknown. No one will brave the remains for fear of drawing the ire of the Consortium and its terrible Void Knight enforcer.

DORMER

Known as the “Gateway to the Kelron Sector”, the Dormer Spacestation is the Consortium’s hub in this region of space. Heavily armed and armored, it is perpetually surrounded by half a dozen Consortium dreadnoughts, each carrying a wing of a dozen stunt fighters. All ships entering the system are expected to register with Dormer and verify their business in the sector. It is also the home of Talamacus, the Void Knight who acts as the senior commander of the sector for the Consortium. His rule is harsh and failure is forgiven with swift death at his hands. However, those in his service who prove themselves to be resourceful find swift promotion and are soon in command of their own dreadnought.

Dormer is also where important prisoners and members of the Restoration are brought for interrogation and “re-education.” Those few that survive the terrible ordeal in the bowels of Dormer return as conditioned and completely loyal citizens of the Consortium, often inserted back into society to ferret out other traitors.

JANARIS I

Janaris I forms one half of the Twin Planets, and is covered in high, rocky canyons from which spring great forests of stonewood trees. There are no known sentient species living on Janaris I but the planet is teeming with animal life. Skytopi fly over the great forests of the southern hemisphere while pools of putrid water are filled with countless schools of radfish.

In spite of its endless forests, Janaris is ignored by the citizens of the Kelron Sector. It has a nominal Consortium outpost, but being station on Janaris I is viewed more as a punishment than an true assignment.

Previous attempts have been made to harvest the stonewood trees that grow here but even the most modern weapons are unable to cut through their dense trunks. Early loggers quickly abandoned the world after a few generations of failure.

Janaris I and its twin Janaris II are plagued by earthquakes due to irregular but connected orbits. This causes regular rock slides and tectonic shifting on Janaris I’s surface, making the planet almost useless to the rest of the galaxy. Legends persist that a space pirate once buried decades of ill-gotten gains in a cavern in the Halrad Canyon, but the constant shifting of the land has made its exact location all but impossible to find.

JANARIS II

Known as the World of Wind, Janaris II is covered by giant spires of crystal that rise in great deposits from its surface. Indeed there is little water on the planet's surface, with most being found in underground reservoirs. The endless howling of wind carries around its great crystal spires, playing an endless song that is eerie and enchanting at the same time.

Like its sister world, Janaris II suffers from regular earthquakes and tectonic shifting, but when the crust of this world begins to shift, new spires of clear crystal rise from the fissures. This, coupled with regular snow and an evening sky painted with pastel colors, make it one of the most beautiful worlds in the galaxy.

Unfortunately it is also inhabited by terrible beasts known only as crystal serpents. They rise from the earth with each new earthquake and hunt for prey in the snow and wind. The smallest of these creatures are easily fifty (50) feet in length, with the largest growing to ten times (x10) that size. Like Janaris I, it is has no known sentient life, though some speculate that the crystal serpents are highly intelligent in spite of never having communicated with others.

Raymar Resorts, a galactic tourism company, has carved exclusive resorts into the tops of the greatest crystal towers of Janaris II and offers visitors with enough credits the chance to ski on planet's snowy slopes if they're feeling particularly brave.

KOHN NEBULA

The richest ore in the Kelron Sector lies within the Kohn Nebula, but even the Consortium refuses to go there. It is separated from the rest of the sector by a dense field of rocks and stone riddled with living asteroids. If that terrifying region is crossed safely and brave (or foolish) explorers enter the nebula they will find themselves flying blind through an endless field of ionic energy that renders a starship's sensors completely useless and acts as a Shadow Nebula (see Chapter 13) in addition to randomly launching massive bolts of energy across the void of space. Pilots must rely only on their senses to avoid the terrible energy storms that can cripple even a mighty dreadnought with a single arc of stellar energy, leaving only the charred remains of steel and flesh behind.

RYLA

The Ryla Spacestation is where the Consortium maintains its supplies and munitions for the Kelron System. Over ten thousand troops are stationed aboard Ryla, to either serve as support for military operation or being trained for planetary occupation and service on the surface of planets in the Kelron System.

In addition to serving as a staging ground for the Consortium's ground forces within the system, Ryla also houses the majority of the military's necessary supplies. Food stuffs, medical supplies, arms, and even vehicles are kept on Ryla before being transported to their assigned locations.

Ryla is defended by two Consortium dreadnoughts that protect the Spacestation at all times, each with a complimenting pair of gunships and wings of stunt fighters as added support.

SALOS

The Salos Spacestation is considered the gateway to the Kohn Nebula. Advanced sensors and highly trained technical specialists watch both the Kohn Asteroid Belt and the Nebula for any signs of disturbance or activity.

It is even said that secret Consortium experiments of a sinister nature are conducted on Salos, though no official record exist showing such facilities in the spacestation's plans.

The station is overseen by Commander Taxis, a senior scientist of the Consortium. He is a new arrival, having come to Salos after the original commander was removed from service by Talamacus for "poor performance". No one quite knows the circumstances regarding the installation of Taxis, but the scientist is known for his cold dedication for the improvement of the Consortium through any means necessary.

TANNOA

Tannoa would remain ignored by the galaxy at large were it not for the fertile mines that run deep underneath the planet's surface. A black and blasted rock covered in volcanic mountainsides of razor-sharp obsidian, it is under the perpetual gaze of twin suns that rotate in a synchronized orbit around the planet. There is no night on Tannoa and the only shade it gets is when the band of volcanic ash in low orbit around the world blocks out these suns. Ash rains down almost perpetually on Tannoa and its inhabitants live in cities bubbled by a polarized glass shield that protects them from both the harsh sun and noxious fumes generated by the constant eruptions and earthquakes on the planet.

Tannoa is valued by the Consortium for its rich mines, and its major cites are ruled with an iron fist by the thousands of military troops who occupy and control the cities and the mines. A blockade of dreadnoughts stands just beyond the planet's ring of ash.

The capital city of Tann is ruled by Consortium Admiral Naros Moor, who answers only to Talamacus. Admiral Moor's laws have divided Tann into a district of wealthy nobles and mining lords, and destitute miners and indentured servants. There is no hope of life improving for those without money or military status. The few who have been brave or foolish enough to stand against Moor's rule have been made into examples in the most brutal fashion.

TELLIAN

This is a beautiful planet known for its white sands and calm seas. It serves as a vacation world for many rich aristocrats across the galaxy, many of whom have earned their riches from the mining operation taking place across the Kelron Sector. The wealthy and idle live in great island mansions built from glass and steel that float above the ocean on custom-built hover platforms, enjoying a magnificent view of the untouched white sands from afar.

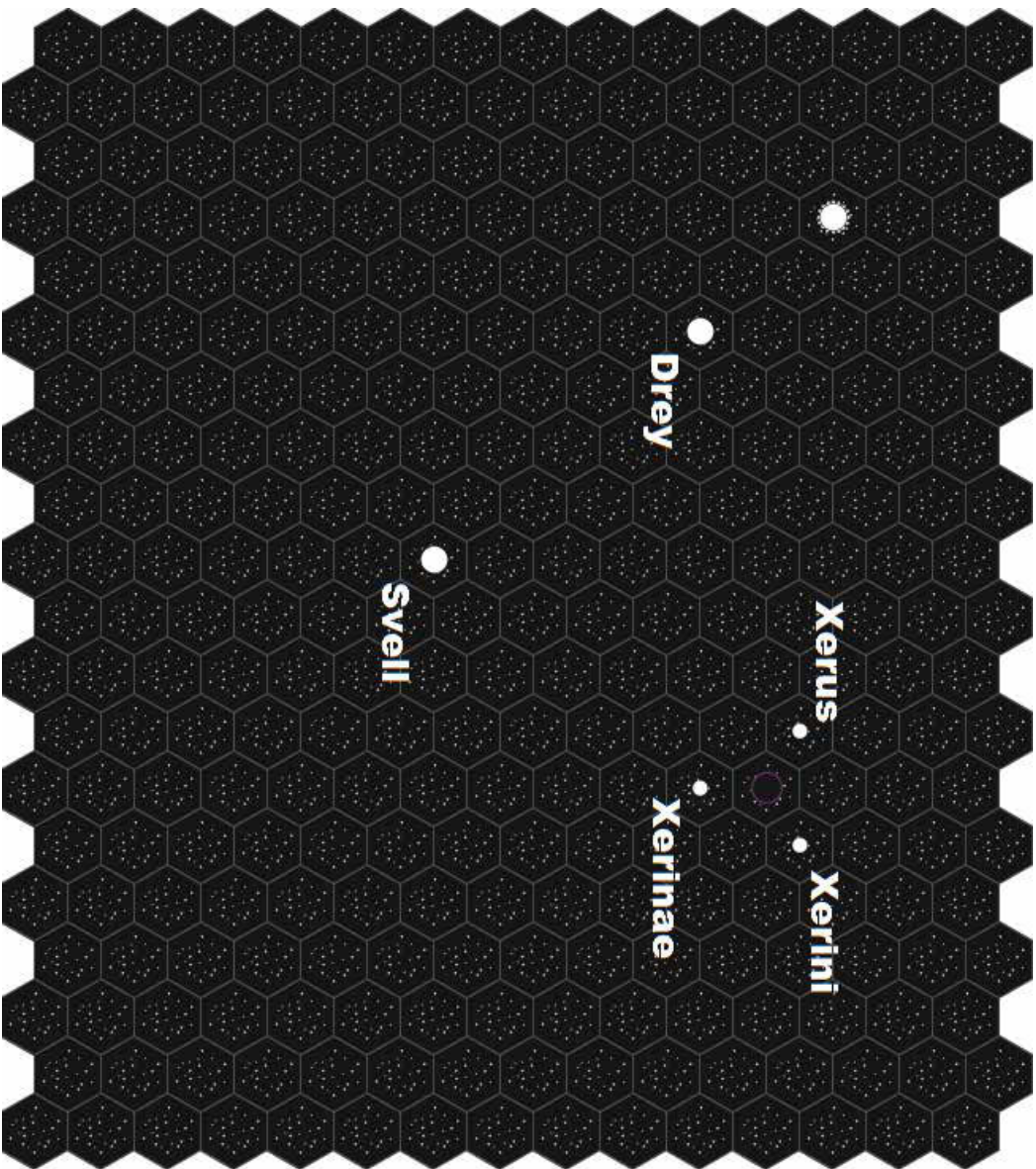
Some of these aristocrats are foolish enough to travel to the jungle islands that dot Tellian's surface, often speaking of the great beasts that dwell beneath the mile-high canopy of trees on the planet's surface. Skilled game hunters return with carcass trophies that they display proudly on their majestic estates. Rumors of savage and bloodthirsty natives that live in the darkest parts of the wilderness are rampant, as are those about the savages reclaiming the seas and their world from the invaders.

X-287

This secret space station was constructed by explorers before the Consortium took over the Kelron system. For decades it has laid abandoned, or so it was thought. Unknown to both agents of the Consortium and the citizens of the Kelron Sector, a small fleet of space pirates has taken up residence in the space station recorded in logs as designation X-287.

Whether by some technology hidden away on X-287, by their own wits, or by the protection of the asteroid belt, Captain Muszk and his followers, the Ice Pirates, have remained safe and hidden from the Consortium. Named for the frozen world from which their captain was born, the Ice Pirates maintain their base of operations from within the Kohn Nebula, where X-287 acts as both a hideout and a clandestine trading post.

Captain Muszk commands a blockade runner and three heavily modified and well-armed star cruisers at his command. He is shrewd and patient, with spies across the Kelron Sector and beyond. Rumor has it that he even makes use of a cloaking device to shield his personal starship from the prying eyes of the Consortium.



THE SCIURIDAE SYSTEM

THE SCIURIDAE SECTOR

- Galactic Location: Galactic Beyond
- Suns: 1
- Terrestrial Planets: 2 (Drey and Svell)
- Gaseous Planets: 3 (Xerinae, Xerini, and Xerus)
- Stellar Features: Black Hole

The Sciuridae System is located on the edge of the known universe in an unnamed sector, ignored and unnoticed by all but the most intrepid galactic explorers. A single yellow sun burns at its center, giving life to verdant world of Drey. Because of the system's distance from the rest of galactic society, the Sciuridae System is rarely visited in spite of its vast natural resources. In addition to the Ratatoskr home world of Drey, it is also host to the icy planet of Svell and several gas giants.

Like many other systems on the edge of explored space, the Sciuridae System has a stellar anomaly. Its three gaseous planets, Xerinae, Xerini, and Xerus, linger on the edge of the system and do not actually orbit Sciuridae's sun – instead they are held in a synchronized orbit around the system's only black hole.

DREY

The Ratatoskr home world of Drey is the incarnation of untouched, temperate, natural beauty. Long spines of snow-capped peaks could easily be mined for valuable ore. Endless fields of green fields and dense forests offer lumber and farmland waiting to be cultivated. Vast oceans and long sparkling lakes are filled with aquatic life. But years continue to pass and Drey remains unblemished.

But more than distance protect this natural paradise. The dominant species of Drey, the Ratatoskr, protect it with an unbelievable ferocity. They seamlessly meld their own unique brand of technology with the natural world in perfect harmony. This, combined with their exotic powers granted by the Path of the Leaf and their overwhelming numbers, keeps both the world of Drey and the Sciuridae System as a whole protected from notice or off-world influence.

Most native Ratatoskr live in large nests high in the Tallwood trees which cover Drey's surface, leaping from branch to branch and scurrying up and down these trees to the planet's surface. There they hunt for seeds and nuts to nourish themselves. The closest approximation to cities or urban environments that the Ratatoskr have are known as Oakhearts. These are winding caverns, gnawed into the very heart of Tallwood trees over decades to form winding passages and warm burrows to protect them from particularly fierce winter storms or some of Drey's larger predators. A few of the greatest Oakhearts actually house

small squads of ACORN Stunt Fighters that Star Squirrel pilots use to make swift journeys above the treeline to the farthest corners of the planet.

The wilderness of Drey is filled with a plethora of diverse flora and fauna. On spring mornings great kaleidoscope of massive Golden Monarchs can be seen flapping their majestic wings as they drift on the day's first breeze. Traditional beasts also dwell here, from wolves, bears, and other predators. The lakes and seas of Drey are filled with similar diversity, but are most well known for the schools of deadly Blood Pikes who break the water's surface in great leaps. Their size and ferocity allows Blood Pikes to snatch birds from the sky or even devour unwary Rataoskr who linger too close to the shoreline.

There are no known technological settlements on Drey, though the ruins of modern encampments and outposts can be found dotting the planet's forests – though they are little more than burnt husks slowly being reclaimed by the inevitability of nature.

Drey is orbited by twin moons, Tamias and Inauris, whose pale light bathes the planet in a luminescent glow on clear evenings. On particularly bright nights, the twinkling lights of several DARU Battle Transports can be seen orbiting Drey, occasionally passing between the moons and the planet itself. These massive dreadnoughts are constructed using secret Star Squirrel engineering techniques and capable of housing thousands of ACORN Stunt Fighters. Native Rataoskr even maintain a small bio-dome on Tamias where their DARU Battle Transports can be repaired, upgraded, and modified without being forced to land on Drey's surface and disturb its wild beauty.

SVELL

This tiny, barren world is barely close enough to Sciuridae's yellow sun to maintain life, and even then Svell is only half a habitable world. It does not rotate on its axis, leaving one side locked in perpetual night. This eternally dark half is frozen beyond imagining, capable of killing anyone so foolish as to venture into the endless night without sealed environmental protection in a matter of minutes. Svell's "warm" side is still buffeted by endless blinding snowstorms and constant winds.

It is unknown whether Svell has any native animal or vegetable life, as no explorers have been dedicated enough to engage in a long term investigation of the planet's surface, but some theorize that great thermal oceans beneath its surface might host yet undiscovered species.

XERINAE, XERINI, AND XERUS

While not large enough to be true “giants,” these three gaseous planets exist on the far edge of the Sciuridae System and are held in a synchronized orbit by the massive black hole which they circle.

The green world of Xerinae is composed primarily of methane and highly concentrated ammonia, making it difficult to explore. The combination of these gases also has a high risk of explosive reaction when exposed to flammable substances and the exhaust put out by most modern starships. A few brave deep space explorers have attempted to investigate Xerinae, with disastrous results. It is the largest of Sciuridae’s three gaseous planets.

Xerini, often called the White Fire, is the smallest of the three planets. Its atmosphere is composed of a dangerous combination of charged ions and phosphine. This creates sudden and explosive chain reactions across the planet, which appears to the naked eye to be a massive white orbit pock-marked with constant explosions. Like Xerinae, it is largely unexplored. However, legends persist that the charge ions which make up part of Xerinae’s atmosphere are generated by a massive space station which is powered by advanced technology located somewhere near the planet’s core. Whether or not these legends are true is unknown, as no one has survived any attempt to plum the depths of Xerini.

Finally, there is Xerus – often called the Red Dream. It is composed primarily of water vapor and neon gas, giving it a luminescent red appearance and surprisingly stable environment when compared to its cousin planets. Most ships can fly freely through the planet’s upper atmosphere with little trouble. However, as these ships draw closer to the core of Xerus the neon grows more dense and forms pockets of super-heated plasma capable of burning through a starship’s hull. Rumors even speak of the great Xerusian Lava Serpents that dwell deep in the planet’s neon clouds. It is said they spew plasma from their massive jaws and are capable of devouring entire Dreadnoughts in a single gulp.

At the center of the three gas planets is a large black hole. Beyond the standard traits and dangers associated with this stellar anomaly and the fact that its gravity keeps Xerinae, Xerini, and Xerus locked in their unusual orbit, it has no unusual qualities. However a myth persists among particularly superstitious Ratatoskr that one day it will begin to grow and devour the Drey, its yellow sun, and the entire Sciuridae System.

THE MARNASH SYSTEM

THE MARNASH SYSTEM

- Galactic Location: Galactic Edge
- Suns: 1
- Terrestrial Planets: 4 (Talamar, Castor, Pollux, and Q'Nall)
- Gaseous Planets: 1 (K7584, aka "Hansen's Folly")
- Stellar Features: Star Quarry (Asteroid Field)

The Marnash System is on the edge of known space, just beyond the borders of the the Consortium. Because of its distance from galactic civilization and the fact that there are no major trade routes within light years of the Marnash System it remains all but ignored by interstellar society – for the most part. Until the coming of Lord Iscar and his Dark Armada, it was nothing more than a numbered system on a few particularly thorough star charts.

A single yellow sun anchors the Marnash System and five major planets maintain their orbit around it, Talamar being the most populous. It is believed that the Star Quarry, a great cluster of asteroids in close orbit to the sun, was once a planet that was somehow destroyed eons ago. The Tyron Nebula does not inhibit travel to the Marnash System, but does prevent both long range scanners from gathering detailed information on the system's composition. It also tends to scramble long range communications, further isolating the five planets of Marnash.

No one knows when it settlers came to the Marnash System, though it is known that it was before the time of the Galactic Consortium and highly likely that it happened even before the long reign of the Unified Systems that existed before the rise of Supreme Lord Adlar. It is likely that these early settlers stumbled upon the system via a blind light speed jump or mishap in stellar navigation. Whatever the reason might have been, all evidence suggests that Talamar was the first planet to be colonized.

Presently, the Marnash System remains all but ignored by the universe at large. The rocky badlands, windswept sands and dense jungles of Talamar hosts a small collection of scavengers, survivors and those who wish to be forgotten by the galaxy at large along with former servants (willing and unwilling) to Lord Iscar. Gravity binds the twin worlds of Castor and Pollux in constant rotation with one another – with Castor ravaged by endless seismic shifts and volcanic eruptions while Pollux has terrible pockets of unstable gravity causing its vast seas to ebb and flow in epic proportions while massive steam geysers and great glaciers rightfully earn these two worlds the collective title of "The Twin Deaths." The thin atmosphere of Q'Nall leaves little room for life, save for a single domed city ruled by a war clan of vicious Quinlon warriors and Hansen's Folly is a great orb of perpetually exploding gasses radiating a dense gravity capable of pulling starships into its core who dare draw into a low orbit.

Tyron Nebula

Q'Nall

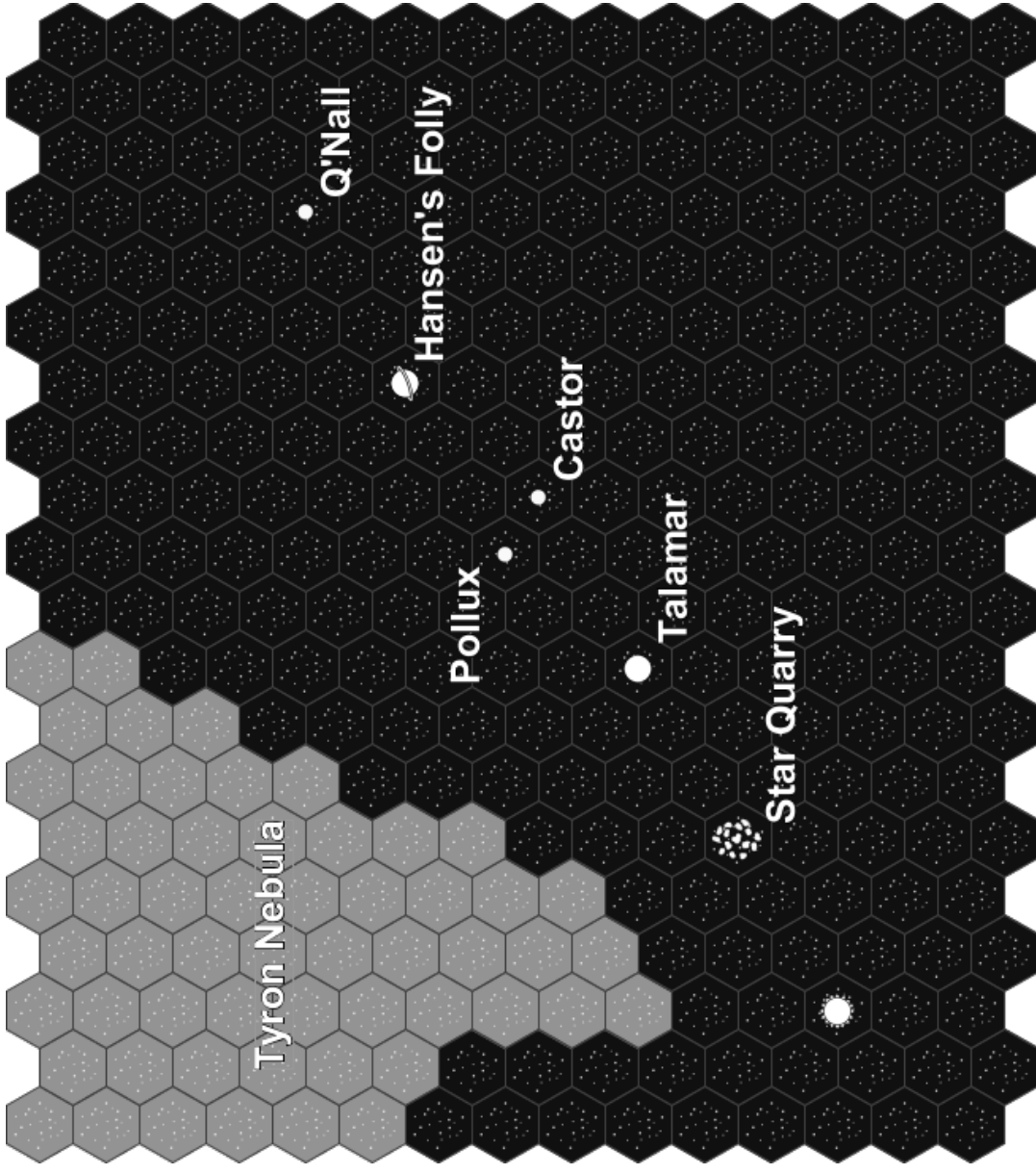
Hansen's Folly

Pollux

Castor

Talamar

Star Quarry



THE STAR QUARRY

On clear nights the people of Talamar can see the floating stones of the Star Quarry against the darkness of the night. Not even the eldest of Talamar's people can recall a time when the planet was whole, nor how it was destroyed. But a greater mystery still lingers: How is this planet-sized cluster of asteroids still held in a contained orbit around the sun?

It is called the Star Quarry because legends persist of explorers and space miners hoping to strike it rich are said to have traveled to the rocky bones of this former planet in hopes of striking it rich by discovering the ancient remnants of a mythic lost society that once dwelt there.

Most ships that attempt to brave the dangerous asteroid cluster never return, and those that do tell stories of great floating stones mingled with interstellar wreckage of unknown origin alongside starships from across the eras of history that hang endlessly in space.

But still the legends persist and on occasion some reckless treasure hunter will try to "mine the quarry," never to return. But across the Marnash System there are sometimes found pieces of exotic technology far more advanced than the galactic standard. While rumors persist that these bizarre items have their origin in the Star Quarry, no one can say for certain.

Even darker rumors speak of a species that is perhaps native to whatever the Star Quarry was before it was destroyed. Some say they are beings of pure energy who grew so powerful they destroyed their own world, while others say there are massive hives of insectoid creatures capable of surviving in the vacuum of space, breeding exponentially before they fly forth to the stars wielding strange new weapons to reclaim a galaxy that once belonged to them in a time before memory. Wild tales range from a lost society of Paragons dwelling in the ruined rocks to a mysterious race of deathless aliens and the tales grow more and more wild with each passing year.



TALAMAR

Vast deserts and rocky badlands dominate the surface of this world, broken only by the occasional well-spring of flora and fauna that takes the form of dense and deadly jungles. In spite of its inhospitable terrain, seemingly random sand and wind storms, and the horrors of its past, Talamar is home to a countless number of disparate species – though none seem to be native. Humans, Qinclons, Procyons, Uttins, and other aliens make their homes in small villages of prefabricated huts, tents, crude structures and cobbled together technology. Talamar has no real starport to speak of, only a few crude landing strips flanked by some of the planet's only permanent buildings. Broken communication towers and atmospheric vaporators hint that there may have once been modern people who called the world home – but only rusted and pitting ruins remain of that lost era.

Talamar's largest "city," is Mar Tella. Adobe huts and structures, none larger than two stories, mingle with the tents of hovels of traders, scavengers, and survivors. There is little law in Mar Tella, save for that enforced by street gangs, corrupt merchants, and local crime lords. At the center of the city is a great pyramid of reflective black metal towering over the entire city. There are no signs of entrances or life within, but on some nights, the pyramid radiates an aura of cold blue light. Legend has it that the Void Master Icar came in ages past and colonized Talamar as a slave world before being destroyed and leaving his slaves to survive. Still darker tales tell of a slumbering master who only bides his time. On some unknown day, Icar will awaken, as will his dreaded Death Commandos, and reclaim "his people."

Still more dangerous than the deserts are the badlands and jungles of Talamar. The badlands are ruled by tribes of roaming space savages who devour any wayward travelers who dare intrude on their tribal lands. They strike silently and swiftly, leaving only blood and stone in the rocky labyrinths. The jungles of Talamar are no better, densely populated but carnivorous Thunder Lizards and Laser Rexes. In spite of these dangers, rumors persist of a great holy temple dedicated to the Way that was once held by a band of Star Knights hoping to depose Lord Icar. It is said they were slain to a man and their spirits now haunt the temple, guarding forever the lost treasures of some of the most powerful Star Knights in the galaxy.

CASTOR

Also known as “The Burning Death,” Castor is an ever-shifting planet. The surface is composed of thousands of seismic plates which cover the planet’s surface, shifting and moving ceaselessly. From the fissures between these plates sprout mile-high blasts of magma and billowing plumes of sulfuric gas.

Though technically the atmosphere is breathable, it is noxious in a matter of hours due to the heat and the volcanic dust which permeates the air. There is no known vegetation on Castor, though rumors persist of a mysterious tribe of nomadic wanderers who move from cloud to cloud, remaining invisible to prying eyes. They strike without warning and leave nothing behind, save for stripped skeletons quickly consumed in Castor’s ever-shifting lava flows and starships stripped to the frame that eventually melt under the radiant heat of the planet’s surface.

POLLUX

Sister planet to Castor, Pollux is sometimes called “The Boiling Death.” It may have once been an idyllic world of endless oceanic vistas, but is not a writhing, churning monster. Its seas alternately boil and freeze due to pockets of unstable gravity that shift and change across the planet’s atmosphere. This can lead to flash freezes as well as sudden extraordinary heat speaks that can raise the temperature by a thousand degrees in mere seconds. Geysers of instantly boiled water spring into the sky from massive glaciers that were frozen solid mere seconds ago. The few starships that have attempted to land on one of these icebergs run the risk of having the ground melted out from under them in an instant, causing their vessel to plunge into the endless seas only to be frozen solid again seconds later.

Amazingly, there is life on Pollux. Massive schools of flesh eating Rad Fish fill the waters of this world, devouring any food they can find and rumors speak of greater and more terrible beasts that dwell at the bottom of Pollux’s oceans, waiting to thaw and bring forth their terror to any victims they can find.

HANSEN'S FOLLY

Planet K7584 – more commonly known as Hansen's Folly – is a swirling gas giant of a planet. Its solid core is one of priceless ore and minerals that could likely fund the entire Galactic Consortium for a thousand years – if it were ever possible to recover. Unfortunately the density of the planet and its extraordinary gravitational pull prevent such endeavors.

Countless space miners have attempted to plunge into the orange swirling gasses of Hanen's Folly, only to have their ships torn to atoms in a matter of seconds. K7584 has even ensnared some passing ships who drew too close to its gravitational pull and were sucked into the core. Particularly reckless pilots have even organized "Folly Races," where foolish hotshots race against one another near the Folly's powerful gravity in an effort to see which pilot can achieve the fastest time by skimming this powerful gravity in hopes of shaving a few seconds off their time in a predetermined course.

K7584 is called Hansen's Folly for Hansen Nermahn – the deep space explorer who both discovered the planet and made the first failed attempt to investigate its depths.

Q'NALL

Because of its thin atmosphere and light gravity, the grey and barren rock of Q'Nall is of little interest to most of galactic society. It has no resources to speak of and no native life. That did not stop a tribe of Qinlons known as Clan Nall from putting a small battle fleet in orbit over the lifeless rock and proceeding to construct a massive domed metropolis.

Beneath this dome over a million Qinlons live, work, fight, and die. A landscape of massive stone citadels fill the landscape, broken only by broad streets paved in black and large atmospheric generators which allow the settlement of Q'Nall to thrive. Factors burrowed into the surface of Q'Nall, churning out war machines, combat robots, and starships in endless supply. They remain flush with resources due to regular Qinlon transports that arrive almost daily to the planet.

Ruled over by the Blood Prince H'ish'am, the Qinlon of Q'Nall have little use for outsiders and those who arrive uninvited or without trade goods are unceremoniously blasted out of the sky by the fleet of Gunships and Dreadnoughts that orbit the planet. Though H'ish'am and those loyal to him seem to be endlessly preparing for war, they have made no aggressive moves towards Talamar or any other nearby planet. Clan Nall seems to ignore the affairs of others in the system – zealously dedicated to whatever the end goal of their martial pursuits may be.

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