



2016

SCUM AND VILLAINY

Criminals of the Star Lanes

By Omer Golan-Joel



Scum and Villainy

Criminals of the Star Lanes

By Stellagama Publishing

Credits

Cover Art

Luigi Castellani

Interior Art

Luigi Castellani

Author

Omer Golan-Joel

Editor

Richard Hazlewood

Interior Design & Layout

Kathy Hazlewood



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Introduction

Proud aristocrats, brave mercenaries, dashing pilots and loyal star knights populate the spacelanes of the White Star galaxy. However, they are not alone. Beside the brave heroes with shining star-swords, other people ply the ocean of stars in search of profit and glory. Among these are the less savory of spacefarers. In the bowels of interstellar society, one may find them – the scum of the galaxy: namely, lethal assassins and stealthy rogues. They might live in whatever wretched hive in the far colonies or in the stinking underbelly of a great arcology in the core. But regardless of their habitat, their stories are also stuff of legends, parallel to those of their more scrupulous brethren: stories of cunning heists, daring escapes, cleverly executed plans to bring down a tyrant – and, indeed, outsmarting the Consortium and all other stuffed-shirt, dour-faced authority-figures who think they can tell the free-spirited scoundrel what he can and cannot do.

This humble booklet offers the **White Star™** player and *referee* two new classes. First is the **Assassin** – a man (or woman!) trained in the art of precise killing and stealth. Second is the **Rogue**, a thief or spy skilled in getting into places people do not wish him to enter. Together with them, we present you with clarified and expanded stealth rules, two new ship modifications, five new weapons and two new pieces of gear. All together, we hope that this will open a secret door for you into the world of interstellar crime!

Required Materials

To get the most from this book you will need at least two dice of various sides and some pens/pencils and paper or a computer.

Access to a copy of the *White Star: White Box Science Fiction Roleplaying* by Barrel Rider Games may be useful.

References to Other Books

In this book, references to specific pages in other books and products are shown as the code for the relevant book followed by the page number, both in italics, thus: *WS x* or *(WS x)*.

- *White Star: White Box Science Fiction Roleplaying* by Barrel Rider Games: *WS*

Die Throw & Notation Conventions

The die throw and notation conventions used in this book are the same as those described on *WS 10*.

Tasks and Saving Throws

The rules for tasks and saving throws in this book are the same as those on *WS 38*.

Combat

Wherever this book refers to combat, you can use the Combat chapter on *WS 41*.

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About the Author

Omer Golan-Joel is a 34 years old freelance English-Hebrew-English translator and an avid sci-fi and fantasy gamer from the town of Yavne, Israel. He lives with his beloved spouse and two cats Saki and Chicha – the real masters of the house – as well as an entourage of lizards, from the gang of house geckos to the large Star Agama who graces the wall of his home in the warm and hot months. Omer is a fan of science-fiction, fantasy and history, an amateur cook, and a hobbyist herpetologist. He also writes role-playing gaming material, including **Outer Veil**, a full-scale campaign setting for **Traveller™** published by **Spica Publishing®**.

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NEW AND EXPANDED RULES

Sneaking around – clarified and expanded rules

The core **White Star™** rules do not deal with stealth and sneaking, apart from the Surprise rules (**White Star**, p. 38). This booklet, however, deals with interstellar criminals and other sneaky characters – and thus warrants a closer look at stealth. The core rules state that a party will gain **surprise** – if circumstances allow for this – over others at a roll of 1-2 on 1d6. The target – or victim if you will – of the **surprise** (or ambush) attempt makes the roll and will have to roll 3+ on 1d6 to avoid being surprised. However, here we will clarify a few things about stealth and further expand this field of rules.

Under these expanded rules stealth depends on the person, droid or creature being sneaked upon. If a creature is **actively watching** an area, it will detect anyone trying to sneak around it unless special abilities or gear render the sneaker invisible. In this case, no surprise roll or even save vs. detection will allow the sneaky character to avoid detection. Humans and most alien beasts, however, get tired of such vigilance and will let down his guard within one **turn**, becoming passive watchers. Generally speaking, such organics cannot watch an area in full alert more than one out of three turns. Droids, on the other hand, are constantly on alert.

Any character may sneak up to a **passive watcher** or around him on a regular **surprise** roll – normally 1-2 on 1d6; such a roll will allow the character to move one round without being detected. A failed surprise roll means that the watcher detects the character. A creature may, however, become **distracted**, making stealth even easier. Distraction can come from engaging in a conversation, playing cards with other guards – or hearing a loud noise in another direction. When distracted, the watcher will not notice the character by sight, but may still hear him on 1 on 1d6. When the watcher hears something, however, he has not detected the character yet; he may still be **surprised** as above on a roll of 1-2 on 1d6. So a distracted character has, cumulatively, only approximately 11% of detecting a sneaking character. A droid can also be distracted by attracting its attention away from the sneaking character – as even its positronic brain may focus only on so many things at once. This is the only way to sneak past a droid; as long as it is actively watching, it will automatically detect any sneaking character in its line of sight.

The above applies to all characters of all classes. **Assassins** and **Rogues**, however, have another ace up their hole. If a **passively watching** or a **distracted** character is about to detect them as per the above rules – they may make a **Saving Throw** vs. **detection**; if successful, they avoid notice. This means that if such a character manages to distract a guard – say, by triggering an alarm on the other side of the room – he may sneak around him virtually undetected.

Avoiding Notice in Space

Generally speaking, space is big and empty. A fully-powered starship with its engines roaring has an enormous heat signature easy to detect by any sensor system. Furthermore, a cloaking device works well in the vacuum of space, but once a ship enters an atmosphere, it will create turbulences powerful enough to be easily detected by any half-decent sensor system. Thus, unless landing on airless moons or docking in abandoned space stations, a cloaking device – as expensive it is and as useful in space combat as it is – is not the end-all solution for

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smugglers and other people wishing to land on planets unnoticed. However, being detected is not synonymous with being intercepted and boarded, or even suspected.

Elaborate customs systems usually exist where there is significant space traffic. After all, on colonies seeing only one small or medium transport a month, there is little reason to invest large amounts of credits in cutters, complex radar systems and other expensive equipment. However, with traffic also comes the big enemy of any policeman – information overload. A system operator can only pay attention to so many of the coming ships, and customs inspections will typically be cursory in nature. Only the most totalitarian planets have the budgets allowing thorough searches of any ship arriving at their ports – or, indeed, leaving them.

In most cases, to avoid trouble with customs and other bothersome authority figures, roll 3-6 on 1d6. This becomes 2-6 in systems with large amounts of debris such as asteroids or planetary rings playing tricks on sensors, or only a roll of 6 of 1d6 in systems with particularly stringent regulations.

Fencing Stolen and Looted Goods

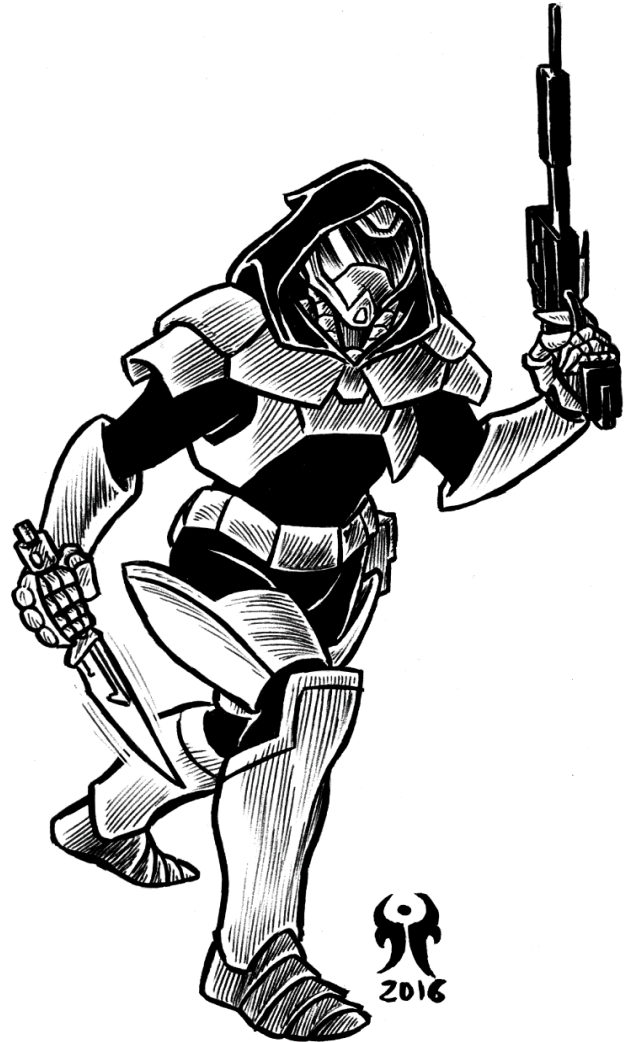
Role-playing game characters are notorious for looting anything not nailed down in the dungeon, enemy starship or strange alien planet they just visited. However, selling these spoils on the open market can be a challenge. Most scrupulous merchants – or those afraid of the long arm of the law – will usually avoid purchasing questionable goods from the hands of shady characters such as the typical PC; after all, if a general shop's keeper on some colony just buys 8 laser rifles clearly marked as former property of the Consortium Shock Troopers, he is likely to get into big trouble if discovered by authorities, and possibly executed as a rebel. So when regular player characters attempt to resell looted goods to merchants, they will usually only get half of their listed price. If the item at hand is particularly risky to deal with, such as the above-mentioned Consortium laser rifles, they will be able to find a buyer only on a roll of 5-6 on 1d6, and even then will get paid 10% of the list price. **Rogues**, however, have a special ability allowing them to fence stolen swag more efficiently and profitably.

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ASSASSIN

Some people in the galaxy deserve to be killed. Others need to be killed. Yet others have people wishing to kill them. While people wishing to do such acts of murder may hire characters of any class to do so, the most efficient choice would be an **Assassin**. From the murderous hired killer to the Resistance sniper to mystic assassin-cults focused on killing the wicked, Assassins are men and women trained in the art of killing.

The **Assassin** fights relatively well, though not as well as a skilled **Mercenary**. He shines, however, in stealth. Where the **Mercenary** has abilities allowing him to mow down large numbers of low-level enemies at once, the **Assassin** excels in taking down one target with lethal precision and sometimes from a long distant preventing reprisals. Some **Assassins** work alone, though many others are valuable members of teams, providing long-range accurate fire support and eliminating dangerous foes before they can react. They are, however, not built for sustained face-to-face combat, preferring instead to strike from the shadows and then move away before the enemy can react.



Level	XP	HD	BHB	ST	Assassinate
1	0	1	+0	15	X2
2	1,500	2	+1	14	X2
3	3,000	2+1	+2	13	X2
4	6,000	3	+2	12	X2
5	12,000	4	+3	11	X3
6	24,000	4+1	+4	10	X3
7	48,000	5	+4	9	X3
8	96,000	6	+5	8	X3
9	192,000	6+1	+6	7	X4
10	384,400	7	+6	6	X4
TABLE 1: Assassin Advancement					

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Assassin Class Features

Weapon/Armor Restrictions: Assassins may use any weapon but may only wear Light Armor and cannot use Shields.

Saving Throw: *Assassins* get +2 on the *Saving Throws* vs. *death* and *poisons*.

XP Bonus from Dexterity: *Assassins* with a *Dexterity* of 13 or 14 receive a 5% *Experience Bonus*, and those with 15 or higher get 10%.

Stealth: *Assassins* know how to blend into shadows and avoid notice, especially when preparing for a kill, or when fleeing the crime scene afterwards. When at risk of being detected, as per the stealth rules on p. 5 of this booklet, the *Assassin* may make a *Saving Throw* vs. *detection* to avoid being detected and stay hidden. This cannot defeat fully alert active watchers, of course, but will fool passive watchers and distracted characters.

Assassinate: *Assassins* know how to kill. Both in close combat and at any range, when shooting at an unaware target, *Assassins* receive a +4 bonus to hit, and multiply their damage as given in the *Assassin Advancement Table*.

Establish Hit Squad (9th): At 9th level, an *Assassin* who chooses to organize a safe-house on a major world may attract a small group of partners in crime who will serve as his assistants in assassinations or as a separate kill-team under his command.

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ROGUE

The nimble street-urchin thief of the arcology, the expert burglar, the resourceful spy – all of these, and many more, are **Rogues**. Where there are riches to be stolen and secret information to be exposed, there will always be people who seek to put their grubby hands on them. Not all **Rogues** are criminals – many are lawful private investigators or heroic spies in service of a just cause (or snitches for the insidious Consortium). But all of them know how to get their hands on what they want, when they want it, despite the wishes of others.

The **Rogue** is a master of stealth and breaking and entering, but is not very skilled in honorable combat. Years of lazy thievery, or secret agency stealth and information-gathering training at the expense of combat training have rendered the **Rogue** relatively weak physically, and not highly skilled with a laser or a sword. She is, however, experienced in underhanded combat and backstabbing.



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Level	XP	HD	BHB	ST	Sneak Attack	Security	Sleight of Hand	Climbing
1	0	1	+0	14	X2	6	5+	4+
2	1,250	1+1	+0	13	X2	5+	5+	4+
3	2,500	2	+1	12	X2	5+	4+	4+
4	5,000	2+1	+1	11	X2	4+	4+	3+
5	10,000	3	+2	10	X3	4+	3+	3+
6	20,000	3+1	+3	9	X3	3+	3+	3+
7	40,000	4	+3	8	X3	3+	2+	2+
8	60,000	4+1	+4	7	X3	2+	2+	2+
9	90,000	5	+4	6	X4	2+	*	*
10	120,000	5+1	+5	6	X4	*	*	*
* The roll will only fail on a roll of 11+ on 2d6.								
TABLE 2: Rogue Advancement								

Rogue Class Features

Weapon/Armor Restrictions: *Rogues* may use clubs, daggers, firearms, grenades, laser pistols, mono-daggers, mono-swords, and laser pistols. They may only wear Light Armor and may not use Shields.

Saving Throw: *Rogues* get +2 on the *Saving Throws* vs. *death* and *poisons*.

XP Bonus from Dexterity: *Rogues* with a *Dexterity* of 13 or 14 receive a 5% *Experience Bonus*, and those with 15 or higher get 10%.

Stealth: *Rogues* know how to blend into shadows and avoid notice, especially when preparing for a heist, or when fleeing the crime scene afterwards. When at risk of being detected, as per the stealth rules on p. 5 of this booklet, the *Rogue* may make a *Saving Throw* vs. *detection* to avoid being detected and stay hidden. This cannot defeat fully alert active watchers, of course, but will fool passive watchers and distracted characters.

Sneak Attack: Sneaky types that they are, *Rogues* are underhanded in combat and know how to land an unexpected blow on an unsuspecting victim. Both in close combat and in up to a range of 30', when shooting at an unaware target, *Rogues* receive a +4 bonus to hit, and multiply their damage as given in the *Rogue Advancement Table*. Note that unlike the *Assassinate* ability of *Assassins*, this ability is limited in range.

Security: Locks are no match for the skilled *Rogue*; the same goes to most security systems whether mechanical or electronic. We encourage the *Referee* to simply let a *Rogue* pick most routine locks and disable simple, civilian-grade security systems without needing to roll. However, when faced with serious security of complex locks, roll the number given on this column, or higher, on 1d6 to pick the lock or disable the security

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system. **Rogues** usually require a **Security Kit** (see p. 14) to use this ability, but may use improvised or scavenged tools in its absence, suffering a -1 penalty to this roll, though a roll of 6 on 1d6 is always a success regardless.

Sleight of Hand: Picking pocket is a time-honored tradition among thieves. The Rogue may attempt to pick a pocket, palm a small object, or hide a small item from search on a roll of the number given on this column, or higher on 1d6.

Climb: While any character may climb regular surfaces with ladders, ropes or other easily-grabbed handholds, a Rogue is skilled in "second-story jobs" – that is, climbing walls without obvious handholds. On a roll of the number given on the column, or higher, on 1d6, the rogue has succeeded in scaling that wall.

Fencing: As discussed on p. 6, stolen goods are hard to sell. The **Rogue**, however, knows whom to contact and how to sell them on the black market, and thus sell regular loot and stolen items at 100% the market price and sell particularly risky items at 50% the market price without needing to roll for a seller.

Underworld Contacts: **Rogues** know the criminal underworld well, and know whom to talk with to get sensitive information not available otherwise on the planetary networks. Generally speaking, the **Rogue** will know whom to ask for various rumors and pieces of information, and once per gaming session, will be able to get her hands with no roll necessary on one important piece of information, such as the plans for a villain's lair or the password for the back entrance into an enemy compound. Such information costs money, however – typically a steep sum of 50 credits, or more than that for particularly valuable secrets.

Establish Gang (9th): At 9th level, a **Rogue** who chooses to set up a planetary hideout may enlist the help of several other like-minded criminals to start a gang, typically engaged in larceny – or, alternatively, a spy network stealing secrets to sell to the highest bidder – or to send back to the Resistance (or, indeed, the Consortium!).

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NEW SHIP MODIFICATIONS

False Transponder: This modification replaces the ship's identifying transponder with an illegal unit transmitting a fake signal, adjustable by the pilot from a library of several possible signals. In case authorities take interest in the ship, such as per p. 6, the pilot may roll a ***Saving Throw*** vs. ***detection*** to avoid the unwanted attention.

Base Cost: 20 credits.

Smuggling Compartment: This modification installs hidden compartments behind bulkheads and under floors. These could hold a moderate amount of cargo or even carry passengers, as they are pressurized as part of the ship. Treat the secret compartment as having a ***Secret Door*** (***White Star***, p. 38) for the sake of detection by anyone searching the ship.

Base Cost: 30 credits.

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NEW WEAPONS

Weapon	Damage	ROF	Range	Weight (in lbs)	Cost (in credits)
Dartgun	Special	1	100ft	5	75
Firearm (Sniper Rifle)	2d6+1	1/2	500ft	12	150
Garrote	1d6	-	-	-	5
Grenade (Stun Gas)	Special	1	30ft	1	50
Railgun	3d6+2	1/2	500ft	20	300
Dart, Poison (10)	-	-	-	0.5	25
Dart, Sedative (10)	-	-	-	0.5	10
Rail Spike (1)	-	-	-	0.5	30
TABLE 3: New Weapons					

Dart: Ammunition for a Dartgun. Sold in a pre-fabricated magazine holding ten darts. Both types of darts – poison and sedative – weigh the same.

Dartgun: A rifle-like weapon using pressurized gas to silently propel a dart towards a target. There are two types of darts – legal sedative darts and illegal poison darts. An organic creature struck by a sedative dart must make a **Saving Throw** vs. **poison** or immediately fall unconscious for 2d6 rounds. An organic creature struck by a poison dart must make a **Saving Throw** vs. **poison** or die within 1d6 rounds.

Firearm (Sniper Rifle): A heavy, long-ranged rifle using a magnification/night vision scope to strike remote targets.

Garrote: A composite wire used to strangle unsuspecting and unaware opponents from behind. The person using the garrote must get right behind the victim without being detected to use the garrote, but if he does so, he silently does 1d6 damage, subject to **Assassinate** and **Sneak Attack** multipliers. The garrote does not work on an opponent aware of the attacker.

Grenade (Stun Gas): Upon impact, this grenade releases a cloud of sedative gas; anyone within 15' of the point of impact must make a **Saving Throw** vs. **poison** or fall unconscious for 1d6 rounds.

Railgun: A massive weapon using magnetic acceleration to strike a remote target with great force. The railgun is so powerful that its dart can penetrate up to 1" of solid cover unless made of a particularly hard material, in which case it may penetrate up to 0.5". The Railgun comes equipped with a deep-penetrating IR scope capable of showing heat signatures behind cover or walls of up to 1' in thickness.

Rail Spike: The heavy composite-alloy spike propelled by a railgun.

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NEW EQUIPMENT

Gear	Weight (in lbs)	Cost (in credits)
Grapple Launcher	6	10
Security Kit	1	30
TABLE 4: New Equipment		

Grapple Launcher: A mechanical or gas-operated "gun" used to propel a rope with a magnetic grapple up to 50' in any direction, including straight up.

Security Kit: A specialized toolkit for handling locks, alarms and other security systems, both mechanical and electronic.

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