

1

Hyperspace Messenger



STUN DAMAGE, NEW WEAPONS,
AND NEW DEFENSES.

DWD
STUDIOS

**WHITE
STAR**
COMPATIBLE



Hyperspace Messenger

The Hyperspace Messenger™ is a series of very short supplements for the White Star™ role-playing game. The goal is to create quality usable content which can be completely explored within the scope of only six pages. Although this is only the first supplement in the series, we at DwD Studios hope to release additional supplements in the years to come.

Although this supplement is designed to integrate to your White Star™ game, its concepts are fairly universal and you can, with very little effort, modify it for use in other games as well.

COVER ART	SADE
INTERIOR ART	BILL LOGAN
AUTHOR	BILL LOGAN





Firearms, swords, laser pistols, grenades, and worse – all waiting to chop your character to bits. Dead. After spending so much time making your character, too. Okay, it's like 5 minutes, but in this A.D.D.-riddled gaming culture I know that's an eternity. Wouldn't it be nice if the security guard robots carried weapons that Stunned enemies? I mean – isn't killing accidental trespassers against some law somewhere? Wouldn't it be cool if the bounty hunter with your bounty in mind actually wanted to collect that big "alive" reward for you rather than that smaller "dead" one? There *has* to be a way to knock someone out, right?

Surely whatever galactic law enforcement exists would want to attack with nonlethal weapons. Sometimes you don't want to kill your enemies. Sometimes you just need them to stop attacking you and just go to sleep so you can steal their stuff and leave them naked in the star port's restroom. The technology of any sufficiently advanced interstellar society would surely develop such technology!

This White Star micro-supplement is designed to provide Referees and players a new type of mechanic that allows non-lethal options. It includes several pieces of new gear which make use of those mechanics. And why not – I'll throw in some illustrations of some kind too.

Stun Damage

A weapon designated with a damage value of "Stun" causes no hit points of damage, instead it simply requires a Saving Throw. When a victim fails his Saving Throw, he falls unconscious for 1d6 turns. That's right, you have no idea if he's going to wake up in 10 minutes or an hour. If he succeeds, he remains standing and shrugs off the effect. As an added benefit, since Stun damage mucks with a character's nervous system, nasty headache side-effects linger long after the encounter whether he succeeded in his Saving Throw or not!

Saving Throw Modifiers

Sometimes the damage value for a Stun attack includes a modifier which is to be applied to the victim's Saving Throw attempt. For instance, if your character is hit by an attack which says "Stun-2" then you have a -2 penalty to your Saving Throw. At the Referee's discretion, characters may adjust a Stun saving throw using their Constitution modifier as well.

Creatures and natural animals have nervous systems that differ from sentient beings and resist Stun attacks much easier than robots, aliens, and humans. Animals and creatures receive a bonus to their Saving Throws against all Stun attacks equal to their hit dice.

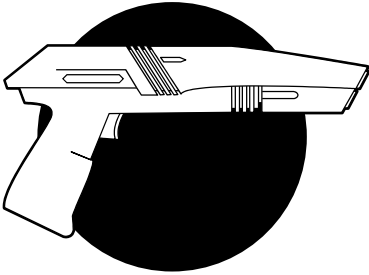
Stun Types

There are two types of Stun attacks: electrical and sonic.

ELECTRICAL STUN - These attacks affect robots too. They assault the nervous system with intense electricity, and attempt to momentarily seize the heart and lungs (and any other muscle) of the target. Electrical Stuns affect robots too because they can ionize the robots circuitry, paralyzing it in place. Any character can immunize himself against electrical Stuns by use of a special implant.

SONIC STUN - These attacks don't affect robots. Sonic Stun weapons fire a highly focused lance of invisible sonic energy and cause no physical impact but pass into the target's body and resonate internal organs in such a manner as to cause the brain to de-sync and shut down temporarily. Sonic Stun effects are more expensive but there is no way to fully immunize against them. Special Harmonic Armor can be worn which helps dampen the sonic energy, however.

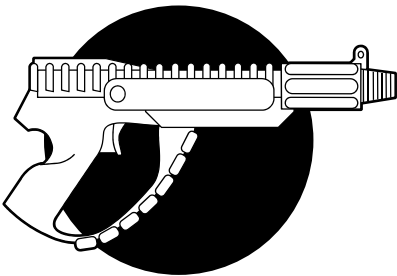
New Weapons



ELECTRO-STUNNER

Damage	Stun+2 (electric)
Ammo	Energy Cell
ROF	2
Range	20 ft
Weight	3 lbs
Cost	20 credits

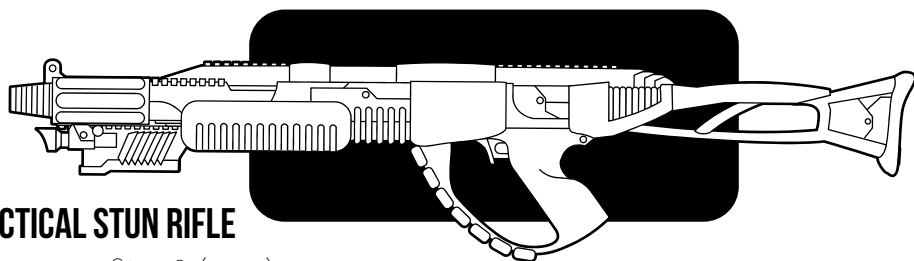
Description – Electro-Stunners fire a powerful electrical charge that resembles a fast-moving 1" diameter charged lightning ball. It makes a familiar "Zzzzt" noise when it fires. It doesn't have a great range, but it has a great rate of fire and is pretty inexpensive. An energy cell must be installed in the weapon, and 1 charge is drained from the cell each time the trigger is pulled. Electro-Stunners are commonly used by civilian and security forces. Although inexpensive, the weapon is less effective; victims of this weapon receive a +2 bonus to their Saving Throw to resist the electrical Stun effect. Any character class permitted to use a laser pistol may use an Electro-Stunner.



SONIC STUNNER

Damage	Stun (sonic)
Ammo	Energy Cell (2 charges per shot)
ROF	1
Range	30 ft
Weight	4 lbs
Cost	45 credits

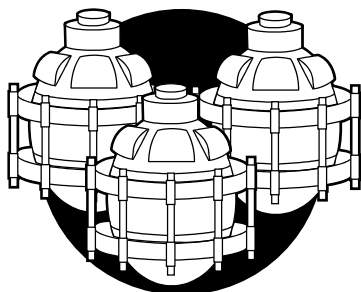
Description – Police and bounty hunters don't trust their targets not to have an ES Implant and so they carry the heavier and more effective Sonic Stunner. A standard energy cell is loaded into the weapon and each time the trigger is pressed it releases 2 charges from the cell. The released energy powers a harmonizer coil which produces a well-known and highly-feared hum. If the trigger is released the weapon fires a powerful sonic lance of invisible energy. Victims hit by the weapon have to make a Saving Throw against the sonic Stun effect. Any character class permitted to use a laser pistol may wield a Sonic Stunner.



TACTICAL STUN RIFLE

Damage	Stun-2 (sonic)
Ammo	Energy Cell (uses 4 units/shot)
ROF	1
Range	100 ft
Weight	10 lbs
Cost	120 credits

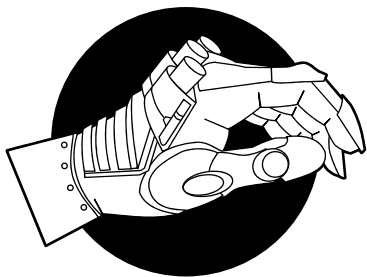
Description - When someone wants to make sure they can put a target down, they prefer to employ a Tactical Stun Rifle. It's a long and inelegant weapon, but it's frightening when it's leveled at you. It requires an energy cell but since it drains 4 charges from it every time the trigger is pulled, the weapon only gets 5 shots before it must be reloaded. When the trigger is pulled and the harmonic coils charge the hum is most fearsome. When the trigger is released, the invisible lance of focused sonic energy strikes out to a range of a hundred feet and victims hit by it suffer a -2 to their Saving Throw against the sonic Stun effect. Any character class permitted use of a laser rifle may use a Tactical Stun Rifle.



STUNNADES

Damage	Stun, 15 ft radius (electric)
Ammo	1
ROF	1
Range	30 ft
Weight	1 lb
Cost	15 credits

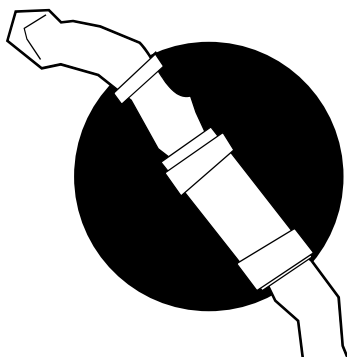
Description - These relatively inexpensive grenades come embedded with a factory reject and quite unstable energy cell. When the grenade is activated and thrown, it charges while in the air and when it strikes a solid surface (a wall, the ground, someone's ugly face, etc.) electricity discharges in a 15 ft radius and a thunder-clap is generated. Everyone caught in the area must make a Saving Throw against the electrical Stun effect. Any character class permitted to use a grenade can use a Stunnade.



STUN GAUNTLET

Damage	1d6-1 + Stun+2 (electric)
Ammo	Energy Cell
ROF	Melee
Range	Melee
Weight	2 lbs
Cost	25 credits

Description – The Stun Gauntlet has an insulated layer covered by a series of interlocking duraplastic plates. On the back of the fist is a series of electrodes. The glove is fitted with an energy cell and each time the wearer punches someone the pressure-sensitive electrodes drain 1 charge from the cell and release a powerful arc of electricity. The victim receives 1d6-1 damage from the gauntleted punch and must make a Saving Throw with a +2 bonus to avoid the electric Stun effect. When the energy cell is depleted the gauntlet still causes the listed damage. Any character can use a Stun Gauntlet, regardless of weapon restrictions due to class.



STUN STAFF

Damage	1d6 + Stun+2 (electric)
Ammo	Energy Cell
ROF	Melee
Range	Melee
Weight	10 lbs
Cost	15 credits

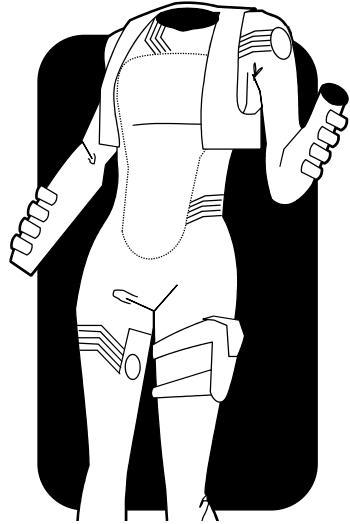
Description – This unusual staff is long and made of durable material. It has electric coil bands on one end, where the staff has a slight curve to be used as a heavy cudgel. The wielder of the weapon can strike with it as if it were a normal staff. When desired, he can press a button on the shaft when he strikes to release an electric charge. This forces the victim to make a Saving Throw with a +2 bonus to resist the electric Stun effect (in addition to the normal damage). The weapon takes an energy cell and each time the Stun effect is used 1 charge is drained. The staff is also capable of performing a retributive strike when at least 10 charges remain in its energy cell. The wielder slams the butt of the staff on the ground and ducks low while activating it. The energy discharges in a flat 10 ft radius pattern. Everyone caught in the arc must make a Saving Throw (without the +2 bonus) against the electrical Stun effect. The energy cell loses 10 charges. Any character class who may wield both a laser pistol and a staff may wield a Stun Staff.

New Defenses

HARMONIC ARMOR

Armor Light
AC [AAC] -2 [+2]
Notes +2 Saving Throws vs. Sonic Stun
Weight 15 lbs
Cost 50 credits

Armor Medium
AC [AAC] -4 [+4]
Notes +4 Saving Throws vs. Sonic Stun
Weight 30 lbs
Cost 100 credits



Description – Harmonic Armor is a special type of defensive suit. It works just like light or medium armor but is designed with rows of special harmonic gel material that dampen sonic Stun effects. Light Harmonic Armor provides a +2 bonus to Saving Throws against sonic Stun effects. Medium Harmonic Armor provides a +4 bonus. Any character class permitted to wear light armor may also wear a suit of Light Harmonic Armor. Similarly, any character class permitted medium armor may wear a suit of Medium Harmonic Armor.

ELECTRO-SHUNT IMPLANT

Characters can have an ES Implant installed. It is an invasive medical procedure which implants a special device in the character's brain. Undesirable impulses detected in the nervous system are harmlessly diverted to the implant and discharged safely. The character need not make Saving Throws against electrical Stun attacks; he is immune. He still has to worry about sonic-based Stun attacks, however! Robots may also receive these implants, integrated into their robot electrical circuits. **Cost 400 credits.**



DESIGNATION OF PRODUCT IDENTITY

"White Star™" and the "White Star™" logo are copyright and the Product Identity of James Spahn, 2012-2015. The "Hyperspace Messenger™" logo is copyright and the product identity of Bill Logan, 2015.

DESIGNATION OF OPEN CONTENT

All other content not designated Product Identity is open content.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License. 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royaltyfree, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If you are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation

and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch
Swords & Wizardry WhiteBox Rules by Marv Breig, copyright 2008- 2011 Matthew J. Finch.

White Star: White Box Science Fiction Roleplaying, Copyright 2015 Barrel Rider Games; Author James M. Spahn.

Issues of the Hyperspace Messenger are copyright 2015 DWDSudios; Author Bill Logan.

FIREARMS, SWORDS, LASER PISTOLS, GRENADES, AND WORSE — ALL WAITING TO CHOP YOUR CHARACTER TO BITS. DEAD. AFTER SPENDING SO MUCH TIME MAKING YOUR CHARACTER, TOO. OKAY, IT'S LIKE 5 MINUTES, BUT IN THIS A.D.D.-RIDDLED GAMING CULTURE I KNOW THAT'S AN ETERNITY. WOULDN'T IT BE NICE IF THE SECURITY GUARD ROBOTS CARRIED WEAPONS THAT STUNNED ENEMIES? I MEAN — ISN'T KILLING ACCIDENTAL TRESPASSERS AGAINST SOME LAW SOMEWHERE? WOULDN'T IT BE COOL IF THE BOUNTY HUNTER WITH YOUR BOUNTY IN MIND ACTUALLY WANTED TO COLLECT THAT BIG "ALIVE" REWARD FOR YOU RATHER THAN THAT SMALLER "DEAD" ONE? THERE *HAS* TO BE A WAY TO KNOCK SOMEONE OUT, RIGHT?

THIS SUPPLEMENT EXPLORES STUN DAMAGE AND THE WEAPONS AND DEFENSES WHICH RELATE TO IT.

THE HYPERSPACE MESSENGER IS A SERIES OF SHORT SUPPLEMENTS DESIGNED FOR USE WITH THE WHITE STAR ROLE-PLAYING GAME, THOUGH IT USES SIMPLE CONCEPTS WHICH CAN EASILY BE INTEGRATED INTO ANY OSR-STYLE SCIENCE FICTION GAME. THE GOAL IS TO DELIVER QUALITY SUPPLEMENTS EXPLORING A SINGLE NEW CONCEPT ALL WITHIN THE SPAN OF ONLY SIX PAGES.

