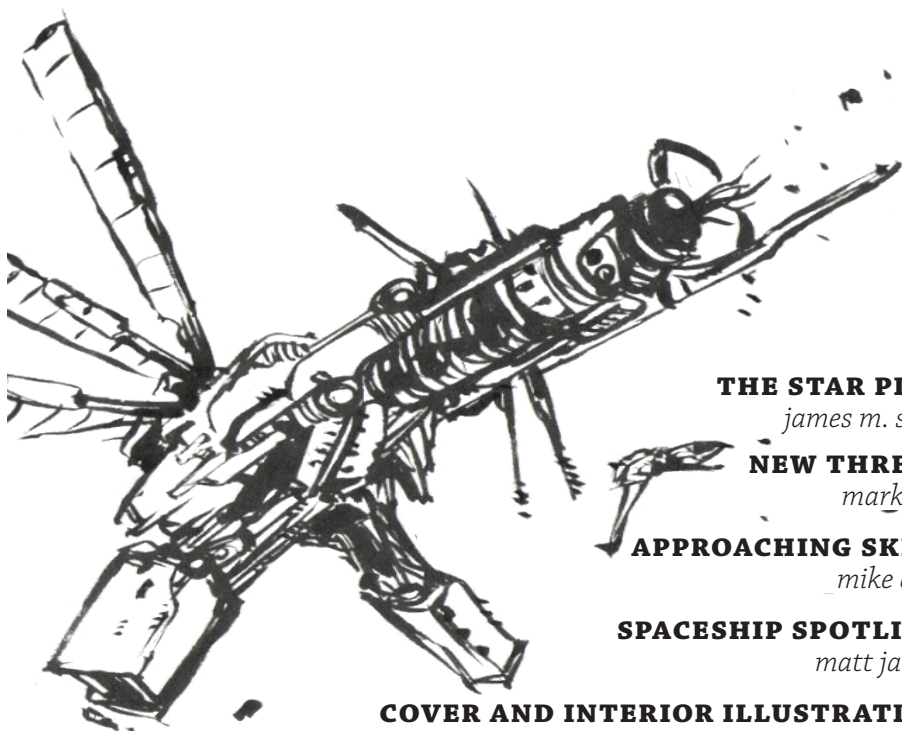


PLANETARY TRANSMISSION

WHITE BOX SCIENCE FICTION MAGAZINE

ISSUE #1



THE STAR PILOT

james m. spahn

NEW THREATS

mark hunt

APPROACHING SKILLS

mike evans

SPACESHIP SPOTLIGHT

matt jackson

COVER AND INTERIOR ILLUSTRATIONS

juan ochoa

PLUS MUCH MORE !



**FEATURING
CUT & FOLD
PAPER MINIS**

david okum





White Star 1

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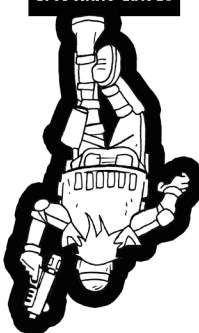
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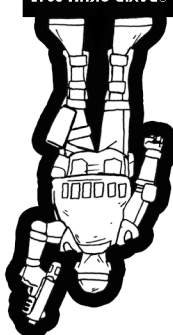
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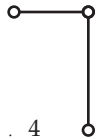


White Star 1

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Thank you for joining us on our maiden voyage! This file will continue to be updated based on your feedback. Please let us know what you would like to see and how we can make this material more usable for you and your games.

-Jeremy

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THE DREG

By: MARK HUNT

Members of this degenerate species, known simply as The Dreg, are nomadic *humanoidish* scavengers who wander the wilds of savage and frightful worlds. They have an almost instinctual knack for integrating salvaged technologies into their own primitive engineering projects. Most of their work revolves around building bigger, louder, and (surprising often) deadlier tools of destruction with which to prey on the weak and careless unfortunate enough to sojourn in their lands. It has been shown, by multiple scientific inquiries, that the Dreg have genetic markers from multiple sentient and sub-sentient species integrated into their DNA. Some claim this is why the Dreg are such capable integrators... it is literally who and what they are.

They can most often be found raiding unsuspecting travelers and settlers. Those unfortunate enough to be captured alive by the Dreg are often used for sport before being thrown into the communal stew pot.

Dregs are always prepared for war, wielding their custom weapons with wild abandon. While most Dreg prefer the cut and thrust of up close killing a renegade few enjoy using ranged weapons for the sport of it. A Dreg who hangs back from his marauding cadre should be carefully watched, as it is most likely up to something of explosive consequence. They armor themselves with crude shields and slabs of metal torn off vehicles and hammered mostly flat. They consider advanced ceramic armor and personal shields beneath them and shun their use.

ARMOR CLASS: 6(13)

HIT DICE: 3+3

TO HIT BONUS: +4

ATTACK: by weapon

SAVING THROW: 16

SPECIAL: +2 melee

MOVEMENT: 12

HDE/ EXP: 3/75





THE STRAIN

BY: MARK HUNT

This is a mutated Bio weapon that has formed a vast hive mind. During the Witch Wars, some fool weaponized and evolved a combat-effective protoplasm. That quickly formed a multi celled brain and sought to carve out a niche in the local ecosystem. This Strain infects and breeds in the lungs and brains of living matter. What we know as the Strain is in fact a collected group of corrupted creatures, humanoids, and other living organisms. These creatures are mutated abominations, often with enhanced physical attributes, defensive capabilities, and unique attacks. All are part of the hive mind and work to achieve its goal of transforming and “perfecting” a niche for itself on Drongo. These vile creatures are capable of spreading the Strain with a single bite. Roll a save to resist and only take 2d6 damage, after spending the next turn being sick. Most strain creatures are horrifying to behold, with mutated appendages, grotesque bodies, extra eyes, claws, and hardened carapaces commonly develop in Strain creatures. There is often a strain version of any creature that can be encountered on Drongo To apply the strain to any creature simply roll 1d20 and give them the effects from the table below.

The Strain Mutation Effects

- 1 Immune to one kind of attack. Roll 1d6: (1) fire • (2) cold • (3) acid • (4) lightning • (5) force energy (e.g., magic missile) • (6) necromancy (e.g., chill touch).
- 2 All the better to see you with: grows d6 additional eyes gives infravision to 100'. Roll d6 (1-3) normal eyes, (4) long stalks (5) big eyes, mouth shrinks to a slit (6) free floating, may move up to 100' away from creature)
- 3 1d6 slimy horrific tentacles each d8 feet long.



- 4 Paralyzing touch. Pseudopod's or slime's touch requires target to make a save. Failure causes paralysis for 1d6 rounds.
- 5 Grows a large lobster claw d4 feet long gives +2 to hit and d6+1 damage.
- 6 Shellback: grows a hard shell, gains +1d4 AC.
- 7 Amphibious: The creature can breathe water and swim effortlessly.
- 8 Muscles enlarge and creature gains +1d6 melee damage.
- 9 Fast reflexes, an additional attack every second round.
- 10 Leggy: grows d4 extra legs +10' move.
- 11 Stretch: limbs become elastic, can stretch 1d8 feet.
- 12 Skin becomes chameleon-like.
- 13 Sucker: Skin covered in suckers (as an octopus).
- 14 Large, dead, and unblinking fish-like eyes.
- 15 Horny: (1) as a bull, (2) as a ram, (3) as a goat, (4) as a demon.
- 16 OMG!: Creatures grows spidery limbs that allow it to climb any surface as if it were a spider (per spider climb). T
- 17 Transfixing Stare: Can cause stupor once a day in 1d6 targets
- 18 Head Swells: gain the use of Telekinesis twice a day.
- 19 Blurry: gain Protection from Missiles II twice a day.
- 20 Roll Twice





STAR SEER

By: MARK HUNT

Not everyone who follows the Way is a Star Knight; some are Seers. Star Seers use the Way to empower their minds to bolster intuitive, analytical, and investigative capabilities. Through their mystical beliefs, they are able to achieve feats unknown to few other beings. They travel from world to world, bringing insight and enlightenment to the oppressed and compassion to the downtrodden.

Star seers are investigators and teachers, not true warriors, so they have a limited selection of weapons from which to choose. They can wield daggers, laser pistols, and Star Swords – their preferred weapon. They can wear Light Armor.

All Star seers receive a Star Sword at no cost at 1st level.

Insightful Planning: Star Seers are master strategists. They are capable of amazing planning and coordination. Often this will allow them to come up with tactics and maneuvers not expected by their foes that can turn the tide in a pitched battle. Using this ability requires one round and a number of allies up to the Seers level will receive a +1 bonus to all To-Hit rolls and all Saving Throw rolls made for the next hour.

YOU HAVE BEEN WARNED: Once per day the Star Seer can issue a threat (this takes 1 round) and allow the target a chance to avoid conflict. If the target does not flee or otherwise back down the Seer can then evoke a tactical awareness that allows them to, in effect, become faster in combat. In reality, this ability produces a slowing effect in a radius of 60 feet centered on the Seer. Up to 4d6 creatures, failing a Saving Throw, may only move and attack at half speed. This last for 3 rounds.

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

XP BONUS FOR WISDOM: A Star Seer with a high Wisdom (15+) receives twice (x2) the normal Bonus XP for that attribute. (10% not 5%)

MEDITATIONS: Star Seers are able to activate Meditations as shown on TABLE 7: Star Seers Meditation Advancement. Each day a Star Seer spends time focusing his mind on the Meditations. He prepares a number of Meditations determined by his level as shown on TABLE 7 after fifteen (15) rounds of mind-cleansing exercises. A Star Seer requires six 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.

Star Seers use the same XP and Meditation chart as STAR KNIGHTS.





STAR PILOT

(An Alternate Class for White Star)

By: JAMES M. SPAHN

It is said that piloting is an instinct, not a learned skill and 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 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 cannons. Unlike the majority of Star Knights, they do not receive extensive training with a Star Sword and do to their preference to be amongst the stars and exploring the far reaches of the galaxy they do not establish or lead monasteries.

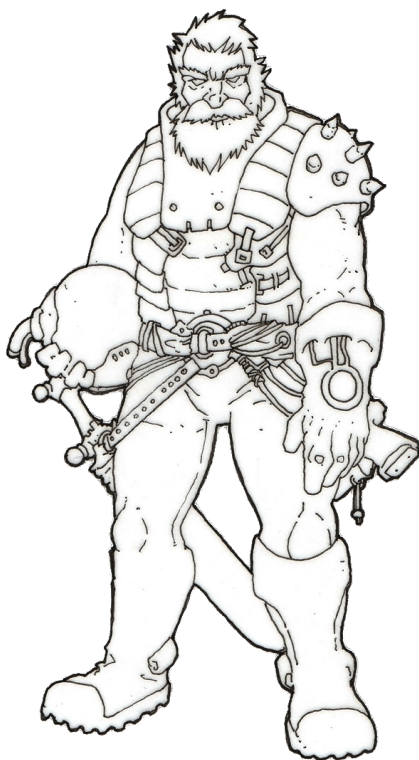
Level	XP	HD	BHB	ST	Meditations				
					1st Level	2nd Level	3rd Level	4th Level	5th Level
1	0	1	+0	15	-	-	-	-	-
2	2500	2	+0	14	1	-	-	-	-
3	5000	3	+1	13	2	-	-	-	-
4	10,000	3+1	+1	12	2	1	-	-	-
5	20,000	4	+2	11	2	2	1	-	-
6	40,000	5	+3	10	2	2	1	1	-
7	80,000	6	+3	9	2	2	2	2	1
8	160,000	6+1	+4	8	2	2	2	2	2
9	320,000	7	+5	7	3	3	3	2	2
10	640,000	8	+5	8	3	3	3	3	3

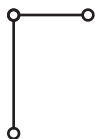
WEAPON/ARMOR RESTRICTIONS: Star Pilots receive the same training as other Star Knights. They can wield daggers, laser pistols, and Star Swords. They can wear Light Armor and use shields.

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 to his starship's Armor Class, Movement, or 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 13 or 14 receive a 5% Experience Bonus and those with a 15 or higher receive a 10% bonus.

ACCIPITER-CLASS STUNT FIGHTER



These stunt fighters are favored by Star Knights across the galaxy. They are lightning-fast with light armor and few weapons. While their fragility makes them dangerous craft for most operators, Star Knights combine their advanced design and maneuverability with their own skills to achieve an uncanny bond between man and machine.

ARMOR CLASS: 3 [16]

HIT POINTS: 20

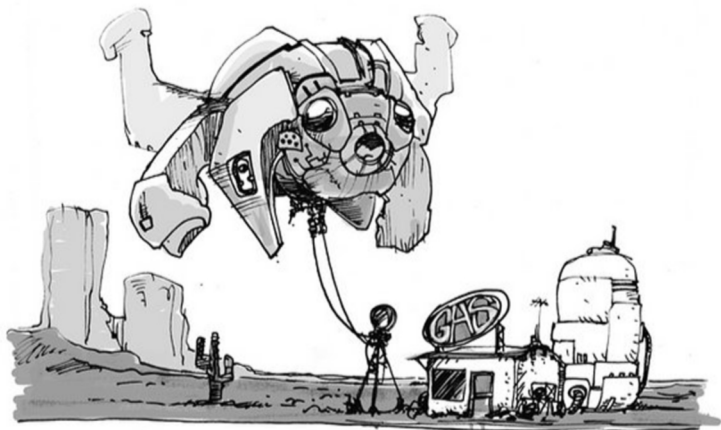
SHIELD STRENGTH: 2

MOVEMENT: 18

TARGETING: +2

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

MODIFICATIONS: Faster-Than-Light Drive (Optional), Proton Missiles (Optional)





I SWEAR ALLEGIANCE...

The allegiances system is optional.

A character may have up to three allegiances, listed in order from most important to least important. These allegiances are indications of what the character values in life, and may encompass people, organizations, or ideals. A character may have no allegiances (being either a free spirit or a lone wolf) or may change allegiances as he or she goes through life. In addition, just because the character fits into a certain category of people doesn't mean the character has to have that category as an allegiance.

If the character acts in a way that is detrimental to his or her allegiance, the GM may choose to strip the character of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions.

Pledging Allegiance

A hero's allegiance can take the form of loyalty to a person, to an organization, to a belief system, to a nation, or to an ethical or moral philosophy. In general, a character can discard an allegiance at any time, but may only gain a new allegiance after attaining a new level.

Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of 3 or higher in order to select allegiances.

Allegiances include, but are not limited to, the following examples.

PERSON OR GROUP: This includes a leader or superior, a family, a group of linked individuals (such as a band of adventurers or a cell of secret agents), or a discrete



unit within a larger organization (such as members of the character's squad or platoon, or individuals whose safety the character is responsible for).

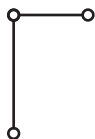
ORGANIZATION: This may be a company or corporation, a gathering of like-minded individuals, a fraternal brotherhood, a secret society, a branch of the armed forces, a local, state, or national government, a university, an employer, or an otherwise established authority.

NATION: This may or may not be the nation that the hero currently resides in. It may be where the individual was born, or where the hero resides after they emigrated from their ancestral homeland.

BELIEF SYSTEM: This is usually a particular faith or religion, but can also be a specific philosophy or school of thought. Belief systems could also include political beliefs or philosophical outlooks.

ETHICAL PHILOSOPHY: This describes how one feels about order, as represented by law and chaos. An individual with a lawful outlook tends to tell the truth, keep his or her word, respect authority, and honor tradition, and he or she expects others to do likewise. An individual with a chaotic outlook tends to follow his or her instincts and whims, favor new ideas and experiences, and behave in a subjective and open manner in dealings with others.

MORAL PHILOSOPHY: This describes one's attitude toward others, as represented by good and evil. An individual with a good allegiance tends to protect innocent life. This belief implies altruism, respect for life, and a concern for the dignity of other creatures. An evil allegiance shows a willingness to hurt, oppress, and kill others, and to debase or destroy innocent life.



SKILLS IN WHITE*STAR

MIKE EVANS

White Star is an amazing OSR Sci-fi toolkit, but doesn't have its own skill system. Many genres of science fiction spin epic tales of characters surviving on their wits and skills. Here is a skill system mechanic that keeps in line with the simple elegance of White Star.

Skills: Each class, unless stated in their description, starts with two skills of their choice. Rather than creating an extensive list of skills, let the player come up with their own skills. These can be things like piloting, hacking, security, technology, alien cultures, trade, persuasion, intimidation, astronavigation, gambling, art, music, etc.

By-and-large a player character is able to attempt anything (however, a GM is free to decide that certain things do require a skill, especially highly specialized things like hacking computer or locks, disarming a bomb, etc.). To do this the GM decides which attribute is appropriate and the player rolls a d20 and must roll equal to or under their attribute. If the character rolls over the attribute, the attempt fails. When a player character has an appropriate skill, they receive a +2 bonus. A player may take a skill twice, giving them a +4 bonus.

Example: Big Eye James is attempting to pull a card from out of his cuff in a game of poker. The GM asks if he has an appropriate skill. James has sleight of hand, which the GM feels is more than appropriate for this situation. Big Eye James has a Dexterity of 13- adding +2 to that for the Sleight of Hand skill. Big Eye James rolls 11 on his d20, thus succeeding on placing a card in his hand.

ARMOR OPTIONS

By: MARK HUNT



When it comes to Armor, most players want to jazz up the stuff they wear. Who doesn't want to be like the great bounty hunters of that famous space saga! What can be added and to which armor types is up to the GM. The options significantly increase the cost of your armor by multiplying it, so have a calculator handy. Start at x1.0 and add on each option you choose. Then work out what the final suit costs.

ACTIVE CAMOUFLAGE: Your armor can change its appearance in real-time in order to blend better into the characters current location regardless of movement. You are, in effect, under the Invisibility spell. Multiplier: 6.0

BATTLE COMPUTER: Your armor comes with a state-of-the-art battle computer and heads-up-display. You are constantly bombarded with computerized information, targeting vectors and tactical suggestions. This gives you a bonus to Initiative. You can take this up to three times each time adding +1 Initiative when in the armor. Multiplier: 3.0

BRAWLER/GUNNER: This armor is built with close combat in mind or with sensors that can detect the trajectory of incoming fire. Increase your AC by +1 for each time you take this bonus. Multiplier: 4.0

BUILT-IN WEAPONRY: Your armour has built in weapons that can pop-out, fire, and then retract when no longer needed. One-handed weapons add the cost of the weapon and x0.3. Two-handed weapons add the cost of the weapon and x0.5. (Multiply after total).

CAMOUFLAGE: Your suit has special patterning and colors that help you conceal yourself in appropriate terrain. +1 to your Stealth Skill where appropriate. x0.1

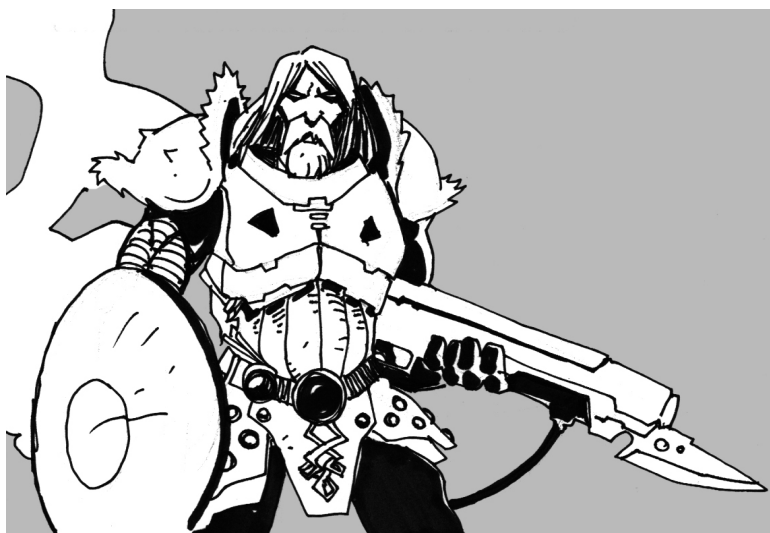
FASHION STATEMENT: Your armor makes a bold statement, beyond its ability to stop bullets and laser beams. Multiplier: street fashion x5, designer fashion x10, haute couture x100.

FLIGHT SYSTEMS: Your armor has the limited ability to fly, or at least hover, twice as fast as your normal ground speed. Multiplier: 5.0.

HIGH SPEED: Your armor has movement systems of some kind that let it move much more rapidly. This might be skates, limited anti-gravity, or transformation into some sort of motorbike! double speed x2.0 triple speed x4.0 quadruple speed x6.0.

JUMP JETS: Your armor has small jets, which under standard gravity can allow a jump of twenty-five feet long or thirty feet straight up with ease. x1.5.

LIFE SUPPORT: Your armor may be sealed and can maintain a breathable atmosphere for 24 hours. Multiplier: 1.0.



DEATH AS A BEGINNING...

By: MARK HUNT



In many adventures, someone has died and the adventures are hired to investigate the incident. Below are a few possible causes of death you can use to add depth to the story.

Cause of death (roll a d12)

- 1 Victim died accidentally (falling from a ladder, run over by a car, falling from a horse, etc.). No one is to blame
- 2 Victim was the target of a premeditated and violent murder. Someone wanted the victim dead and took personal, violent action to ensure that death occurred.
- 3 Victim was killed in a fit of blind passion. It's still murder, but the killing may be defensible.
- 4 Victim was assassinated. Professionals were hired to perform the act. Again, a motive will be necessary.
- 5 Victim died while dueling. A reason for a duel needs to be constructed (be creative!).
- 6 Victim poisoned. This is not necessarily murder. Roll a d10. On a result of 5 or more, it occurred accidentally
- 7 Victim killed during the commission of a crime. Roll a d10. If the roll is less than 5, the victim was committing a crime when killed. If 5 or greater, someone killed the victim while committing a crime.
- 8 Victim was killed in self-defense.
- 9 Victim was driven to suicide by someone's actions.
- 10 Victim was driven insane by someone's actions, and then died of disease and maltreatment while in the madhouse.
- 11 Victim dies of starvation. Roll a d6. On a result of 1-2, the victim dies due to circumstances initiated by someone (e.g., someone causes a wheat crop to fail, which beggars the family, which causes them to have no money for food, so they starve to death). On a result of 3-6, someone deliberately withheld food from the victim.
- 12 Victim was tortured to death by someone.



CONTACTS

BY MARK HUNT

This is your Character's ability to work their contacts, trading favors, and keeping their finger on the pulse of a particular faction or cultural grouping. This ability makes use of a character's mental adaptability, social intuition, and proficiency in etiquette in particular social circles. It also includes social awareness and manipulation of those in that stratum. Sometimes it's all about whom you know but as those who are above the status quo are fond of pointing out it's also about building a reputation through hard work and dedication.

CONTACT TYPES

CRIMINALS: Underworld, street, corporate, etc.

MEDIA: Journalists, reporters, network anchors

SCIENTIST: Researchers, professors, corporate, mad

MILITARY: Leadership, pilots, grunts, MP

BUSINESS: Executives, management, wage slaves

HIGH SOCIETY: Débutantes, models, old-money

The standard way to create these ability scores is to roll 3d6 in the order listed above. A character's Charisma score will modify the total rolled for each score for good or bad.

HOUSE RULE: The player picks two at the start of play to act as the character's contacts, thus limiting the assets they can call upon during play.

This is the number for the character trying to avoid something terrible from happening. Do you know someone who may be able to help? Can you get entrance to

a certain event? Calling on NPC's to help. The GM has approval over the creation of helpful NPC's or access to vital assets; the GM might stipulate complications or strings attached to them, or even outright refuse assets if they feel the player is abusing the system or that the creation of that specific asset might provide too much of an "easy out" to a situation.

A character can call on a NPC or asset once per session for favors, supplies, aid, or information. If the player succeeds at the roll, the character simply has to make the request and the contact will attempt the specified mission. Note, the requested is not a guaranteed success

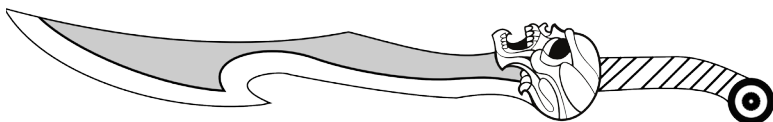


NECRO SWORD

BY MARK HUNT

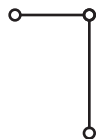
Outlawed in seven sectors, these feared weapons were a favorite during the great Witch wars.

A necro-sword is a one-handed blade that looks something like a mix between a sabre and a meat cleaver. All necro swords were crafted over 1,000 years ago and have been scattered across all of Shadespace since then. Each of these swords has a bio pneumatic nanofactory in the hilt that draws power from the warmth of living creatures. When the blade meets living flesh it transfers nanites via the inflicted wounds and rapidly try to take control of their nervous system, turning the enemy—temporarily—into an ally. The target must make a save roll or become your combat ally until they can make the roll. The target can attempt a roll once every 3 rounds. D6+2 damage.



MERCHANTS

BY MARK HUNT



Space is big, so some merchants have specialized into certain task as to better serve the people they meet.

d20 Merchant Type

- 1 **TRANSPORT CAPTAIN:** Transports goods between destinations. May be a trader (*d6 1-4 = no 5-6 = yes*).
- 2 **TRADER:** Everything is for sale. There is a little bit of everything in his packs, but the more one needs what he has, the greater the price.
- 3 **TAVERNKEEPER:** Sells alcoholic beverages, a cheerful atmosphere, and a limited meal menu.
- 4 **INNKEEPER:** Provides a bed, a meal and often the atmosphere of a tavern.
- 5 **DRY-GOODS SELLER:** A hardware shop, a feed store, a fabric merchant, a little bit of everything and at a reasonable price.
- 6 **CURIO MERCHANT:** Shop contains marvels from across shadespace--knick-knacks, curiosities and collectibles, rare herbs, incenses, and spices. Occasionally buys and sells strange and mystical items.
- 7 **SNAKE OIL SALESMAN:** Sells wonder tonics and elixirs to a needy world. Travels a lot.
- 8 **BOOK SELLER:** Purveyor of rare and unusual books and occasionally highly useful information.
- 9 **CLOTHING SELLER:** Sells clothes made by others.
- 10 **WEAPON SHOP:** Buys and sells weapons. Typically specializing in one variety such as blades or firearms

- 11 **REAL ESTATE BROKER:** Locates potential properties for clients and arranges the sale.
- 12 **GREEN GROCER:** Fresh vegetables, fruits, and other healthy foods.
- 13 **WINE MERCHANT:** Sells the finest vintages along with cheap tavern wines.
- 14 **IMPORTER:** A general importer of trade goods, including spices, raw materials, crafts, grain, curios, and wild animals.
- 15 **FURNITURE DEALER:** Sells finely made furniture to people with taste and money.
- 16 **SLAVER:** Buys and sells people. Often hires adventurers to collect trade goods.
- 17 **CARPETS & TAPESTRIES:** Antique and exotic wall hangings and floor coverings.
- 18 **LIVESTOCK TRADER:** Buys and sells cows, pigs, sheep, horses, chickens, etc.
- 19 **SHIPPING AGENT:** Arranges the transportation of goods to many destinations. May run caravans or own ships, but more usually uses others.
- 20 **PAWNSHOP:** Valuables are used to secure loans from this merchant. If items are not reclaimed within a specified time-period, the pawnshop sells the item.



STARSHIP SPOTLIGHT

By: MATT JACKSON



EURYPHAESSA CLASS: [DSRV]

ARMOR CLASS: 7 [12]

HIT POINTS: 65

SHIELD STRENGTH: 0

CREW: 6

MOVEMENT: 7

TARGETING: +0

ATTACK LIGHT LASER: (2d6) [pilot-linked]

MODIFICATIONS: Faster-Than-Light Drive, Helium Collector Panels

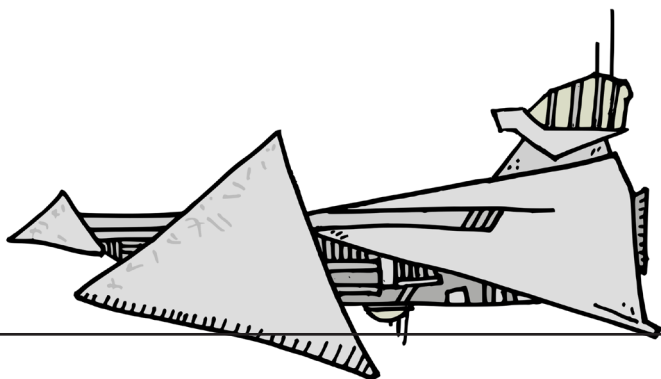
Deep Space Reconnaissance Vehicles are often found operating in regions of space with infrequent traffic.

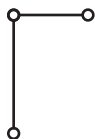
Though a relatively small craft, the small crew size offers more personal space than is commonly seen.

The large sensor pods above and below deck are used to perform deep wave scans of the immediate sector and some carry the capability to reach even further into adjacent sectors.

These ships are rarely fitted with defensive measures instead relying on early warning systems and speed to allow them to recognize dangers and speed away before a fight becomes necessary.

Massive panels on the craft collect Helium-3 atoms to replenish spent fuel; this allows the craft and crew to operate independently in deep space for months at a time.





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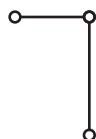
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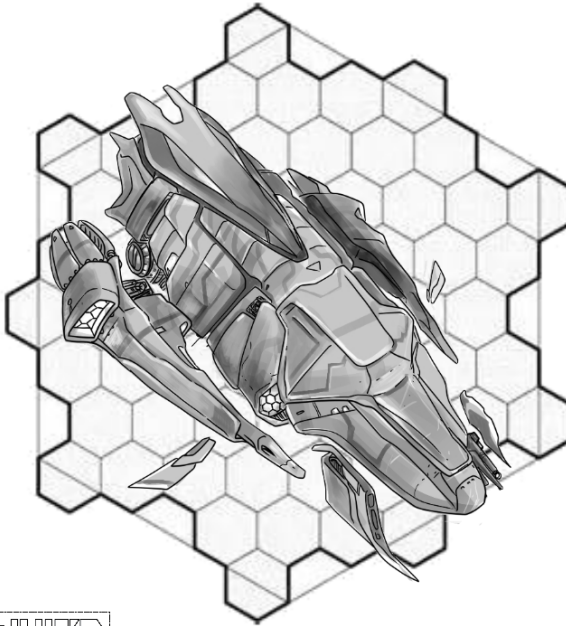
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