

STAR GODS HELP US



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Star Gods Help Us is a class sourcebook designed for compatibility with the **White Star: White Box Science Fiction Roleplaying™**.

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STAR GODS HELP US

We all know him. He's the player who's never satisfied with the core classes of any rulebook. The one who likes to play the most inane race he can find and inadvertently create both headaches and hilarity for the GM and his fellow players. This book is for him.

Star Gods Help Us is a lighthearted collection of new **White Star™** classes for that one player who just has to be different. It contains twelve (12) quirky race/class combinations including giant cockroach junkers, spiritual mammoths, living oozes, malfunctioning lawbots, zombie crewmen, and other bizarre creatures that will leave you shaking your head.

Include them as playable races or insert them into your **White Star™** campaign as comic relief and have your players begging the Star Gods for help.

Star Gods Help Us was designed for use with **White Star: White Box Science Fiction Roleplaying™**, but can be easily adapted to any Space Fantasy campaign.

READING CHARACTER CLASS ENTRIES

The entries for these twelve (12) **Alternate Classes** contain the following information:

CLASS TITLE: A basic description of the race/class.

CHARACTER CLASS TABLE: This table depicts Level Advancement (Level), Experience Point Requirements (XP), Hit Dice (HD), Base Hit Bonus (BHB), and Saving Throw (ST). These tables are designed to conform with the Character Class Tables in the **White Star™** core rulebook.

CHARACTER CLASS ABILITIES: This includes any proficiencies, skills, or natural abilities particular to the class.

ROLEPLAYING TIPS: A few roleplaying pointers to really help bring your character to life at the table.

QUOTES: Any mottos, phrases, or exclamations commonly used by members of that particular race.

ALTERNATE CLASSES

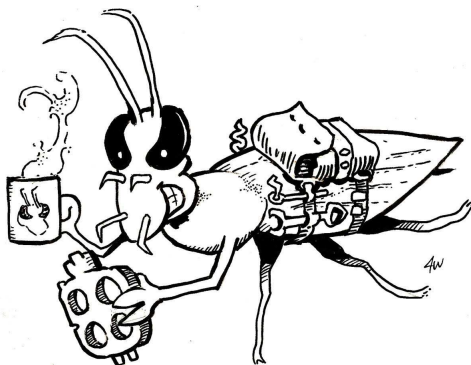
The following race/classes are designed to be compatible with the three (3) **Alternate Classes** found in the **White Star™** core rulebook.

CHEKKIN

(pr. CHEH-kin)

Chekkin resemble 3' long cockroaches with short necks and expressive faces. Their forelegs contain several pincer-like digits that allow them to manipulate tools and machinery. Chekkin are voracious and messy eaters. They enjoy tinkering with broken devices and other castoff junk and have a knack for repairing and maintaining machinery. Aboard a starship, Chekkin are able to squeeze through cracks and crevices that other crew members cannot reach.

HOMEWORLD AND HISTORY: The Chekkin are native to the ruin-covered Planet Orth in the Snickas System. Orth was once home to an advanced starfaring race named the Chekkott until



the Chekkotts destroyed themselves (and nearly their world) in a terrible global war.

The more primitive Chekkin were one of the few species to survive the destruction. For many years they roamed the ruins of Chekkott civilization, learning and adapting their technology, and growing more and more intelligent over time. Once they achieved space flight, the Chekkin took to the stars in cobbled-together starships and began looting the great junkyards and floating battlefields of the galaxy, such as the Graveyard at Lus.

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

TABLE 1: CHEKKIN ADVANCEMENT

CHEKKIN CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: Always mindful of their world's near-destruction, the Chekkin believe all races should live together peacefully. Chekkin refuse to use any weapon that delivers damage in an area effect (such as a grenade). Whenever possible, Chekkin prefer concealment tactics, strong defenses, and nonlethal weapons over devastating ones. Chekkin-built shield generators are among the highest quality in the galaxy.

ABILITY SCORE MIN/MAX: The Chekkin are a physically weak race and can never have a Strength score greater than 12.

TINKER: Three times per day, a Chekkin may attempt a quick fix on a piece of machinery (such as a robot or starship),

although these temporary repairs break down quickly and in some cases can lead to the item's destruction. **Tinker** takes 1 **round** and restores a number of **Hit Points** to the item equal to 1d6 per **Experience Level** of the Chekkin. After 2d6 **rounds**, the item suffers damage equal to the same amount restored by **Tinker**. If the item does not have **Hit Points**, it functions normally for 2d6 **rounds** before overheating, warping, short-circuiting, or otherwise becoming useless.

EFFICIENT DIGESTION: Chekkin can eat almost anything organic and can survive for months without food or water. Unfortunately, Chekkin have little control over their bowels and tend to leave droppings wherever they go. These droppings can create a hazard for other starship crew members (**Saving Throw** to avoid slipping and falling for 1 **Hit Point** damage).

UNNATURAL TOUGHNESS: Chekkin are highly resistant to energy weapons and radiation, taking half damage (minimum of 1) from attacks such as laser pistols and rifles. Chekkin can survive up to an hour in the vacuum of space, but suffer reduced **Movement** rates and **Armor Class**, as determined by the **Referee**.

PHOTOGLACIA: Chekkin are startled by sudden bright lights and must make a **Saving Throw** or freeze in place for 1 **round** whenever a room unexpectedly goes from dark to light, often to the amusement of their companions.

SAVING THROW: Chekkin receive a +2 bonus on **Saving Throws** involving explosions, radiation, and energy blasts.

ROLEPLAYING TIPS: Chekkin are always tinkering with castoff machinery. Bring several pieces of mechanical junk (carburetors, old door handles, broken radios, etc.) to the table and fiddle with them during downtime. Munch on snacks and talk with food in your mouth. Your group will love it. Trust me.

QUOTE: The Chekkin discourage hatred and warmongering because those were Chekkott traits. They always encourage others to adopt the more peaceful Chekkin way of life. In fact, when teaching their children, one of their most common phrases in the face of violence is: "You can Chekkin, but you can't Chekkott."

GALUFFAGOS

(pr. guh-LUFF-uh-gus)

Galuffagoses are large, elephantine creatures with huge eyes, shaggy brown hair, and a prehensile trunk that is used for manipulating objects. A Galuffagos has a wide body with six thick legs. They stand 6 feet tall at the shoulder and weigh about 900 pounds, meaning they have to squeeze through most doors. Some male Galuffagoses have long, curved tusks, but many do not.



Galuffagoses are deeply spiritual beings who revere a mythical elephantine creature they call Wanna'gos (The Great Wanderer). A Galuffagos likes time to process information before taking action. They speak slowly, with a nasal voice, and move with a ponderous lumbering gait in order to avoid accidentally harming smaller, more fragile races. Because of this, many believe Galuffagoses are stupid.

HOMEWORLD AND HISTORY: Galuffagoses are native to the ice caves of the frozen planet Maesestret. Galuffagoses were once enslaved by the Goptian race and forced to build great palaces and tombs on the Goptian desert homeworld of Gahool. Thousands and thousands of Galuffagoses died on Gahool until the Goptians were conquered by an alien empire known as the Ruuman. Despite this dark period in their history, Galuffagoses possess an honest and friendly demeanor and are loved by children.

LEVEL	XP	HD	BHB	ST
1	0	3+1	+0	13
2	5,000	4	+1	12
3	10,000	5+1	+2	11
4	20,000	6	+3	10

TABLE 2: GALUFFAGOS ADVANCEMENT

GALUFFAGOS CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: Galuffagoses have a natural **Armor Class** of 6 [13]. They may wear any type of armor, but may not utilize any **Gifts** while doing so. A Galuffagos is slow to anger, but very protective of their friends and companions. A Galuffagos always attacks last in any **round**. Galuffagoses consider personal ranged weapons dishonorable and refuse to use them. In melee combat, they strike with their trunks, tusks, or trunk-held weapons for +2 damage (in addition to normal **Strength** bonuses). If given enough room to charge, a Galuffagos may trample its enemies for double damage.

ABILITY SCORE MIN/MAX: Galuffagoses are unusually strong, but somewhat clumsy. They can never have a Strength score less than 15 or a Dexterity score greater than 13.

COLD RESISTANCE: A Galuffagos's thick fur and padding make it highly resistant to cold. They can endure subfreezing weather indefinitely and take half damage from cold-based attacks. They can adapt to extremely hot weather, however, (such as deserts), but tire more easily and permanently shed most of their hair.

EXTRA LOAD: Under normal conditions, a Galuffagos can carry fifty times the load of a normal human without suffering any penalties. They may even allow smaller party members to ride on their backs.

SAVING THROW: Galuffagos receive a +2 bonus to *Saving Throws* involving cold-based attacks (never suffering more than half damage from these attacks, as noted above).

MYSTIC (2nd): When a Galuffagos reaches 2nd level, he is able to tap into his inner spirituality and connection with the Great Wanderer and make use of one 1st-level *Gift*.

SEER (3rd): When a Galuffagos reaches 3rd level, he continues his spiritual journey and is able to make use of two 1st-level *Gifts*.

WANDERER (4th): When a Galuffagos reaches 4th level, his connection with the Great Wanderer becomes so strong that he can make use of two 1st-level *Gifts* and one 2nd-level *Gift*.

ROLEPLAYING TIPS: Use your offhand (your trunk) to roll dice and move objects. Sweep your "trunk" slowly around the table and accidentally knock over empty cups and dice towers. Speak in a slow, dopey voice when you apologize.

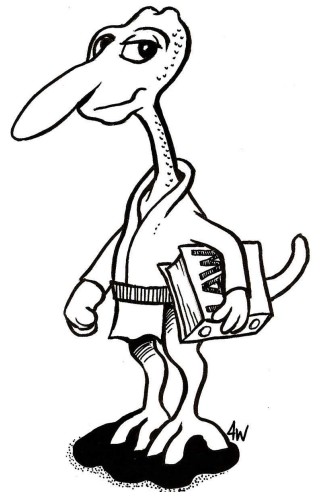
QUOTE: Galuffagos tend to look after smaller races like they would their children. "Hey, little buddy. You got a little dirty during that last kerfluffle. How's about we clean ourselves up and then get some dinner, m'kay?"

GILTOR

(pr. GILL-tor)

Giltors are reptilian bipeds with squat bodies, long, slender necks, and thick heads. Their eyes are round in shape and extremely large. A large, oblong nose protrudes from the center of their faces.

Giltors are known for their integrity, strong family values, and strict adherence to laws. Giltors often come to view other crew members as part of their extended family, however, their innate honesty can sometimes put them at odds with their more unruly companions.



HOMEWORLD AND HISTORY: Giltors are native to the urbanized planet Reegritz in the Pinok System. Giltor society is highly advanced and excels at technological innovation, especially robotic design. Their planetary government is built around a caste system that serves Seppega Machines Inc., the producer of many different popular robot models. Because lies and deception are so foreign to the Giltor, crime is almost nonexistent among natives of the Pinok System.

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	3	+1	11
5	10,000	3+1	+2	10
6	20,000	4	+2	9
7	40,000	5	+3	8
8	80,000	5+1	+3	7

TABLE 3: GILTOR ADVANCEMENT

GILTOR CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: Giltors may use any military equipment, however, they prefer not to stand out in a crowd and try to make use of local arms and armor whenever possible.

INNATE HONESTY: Giltor's are incapable of deception. When attempting to tell a lie, a Giltor begins stuttering and wringing its hands. Its nose then turns bright red as it becomes engorged with blood. Anyone familiar with Giltor society automatically knows what this means. Those unfamiliar must make a **Saving Throw** and only believe the lie if they fail.

PRONOUNCED CONSCIENCE: When traveling to a new planet or system, a Giltor always studies local laws and customs to avoid accidental violations. When a Giltor's companions begin planning something unethical, the Giltor always tries to talk them into doing the right thing. If this fails, the Giltor's sense of loyalty to his friends may still force him to accompany the characters on their illegal endeavors.

However, a Giltor's conscience is so strong that once a law has been broken, the Giltor must roll 1d20. On a roll of 2-3, the Giltor secretly provides some type of restitution to the injured parties (anonymously sends a credstick, volunteers to help rebuild damaged property, etc.). On a roll of 1, the Giltor is overcome by guilt. He contacts the proper authorities within the next 1d6 hours, confesses to his crimes, and apologizes for his actions. The Giltor may or may not turn himself in (depending mainly on if innocents were harmed by his actions).

Regardless of the outcome of this roll, the Giltor's companions can expect to hear him express his remorse for days, weeks, or even months after the event.

KEEN SENSES: Giltors have a keen sense of smell and can never be ambushed or surprised unless their enemies take steps to mask their scent.

ROBOTIC UNDERSTANDING: Giltors are practically born with a *petto* wrench in their hands and are trained in robotic construction and design from a young age. Given time and the proper tools, a Giltor can deactivate, repair, and reprogram just about any type of robot. When a robot under Giltor care enters its 8-hour repair cycle, the robot may add the Giltor's **Experience Level** to the number of **Hit Points** regained. The Giltor may service a number of robots equal to his **Experience Level** in this manner.

SAVING THROW: Giltors receive a +2 bonus on **Saving Throws** made to resist attempts to influence them or cloud their minds. This bonus increases to +4 (or even an additional **Saving Throw**) if that influence involves breaking the law.

ROLEPLAYING TIPS: Pinch the nose when speaking "in character". Always try to talk the other players out of a

smuggling run or convoy raid. Suggest some extremely lame alternative methods of achieving the same ends.

QUOTE: "Hey guys, let's take a moment to think about this. Sure, we can sneak onto the government base, steal those laser pistols, and then sell them off to that Buranna resistance cell, but we all know that's a violation of Buranna-Glacos Code 145-2(a). Wouldn't it be better to maybe start a fundraiser for oppressed systems, print some fliers, hold a bake sale, and then donate the credits after taking our cut for expenses. Just trying to add a few options here. You with me?"

GLOOP

Gloops are a race of intelligent purple oozes with a "face" that consists of white "googly eyes" and a wide mouth. A Gloop typically appears as a shifting blob that stands 4' tall, but can flatten itself out to a height of 6". A Gloop's overall mass weighs approximately 160-300 pounds. A Gloop is capable of forming up to six pseudopods in order to wield weapons or manipulate small objects. A Gloop can move its "face" to any of these pseudopods in just one **round**.



Gloops are asexual, but some adopt male or female traits and preferences in order to fit in with other races. Gloops are vegetarians that feed through osmosis. They love spicy plants, but these plants often give them gas.

HOMEWORLD AND HISTORY: Gloops are native to the primordial planet Burbblo, most of which is covered by oceans of the purple ooze from which the first Gloops were birthed. Burbblo was annexed long ago by a forgotten empire that brought advanced technology to the planet and its residents. Gloops have since formed their own government and spread like jam to all parts of the galaxy.

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

TABLE 4: GLOOP ADVANCEMENT

GLOOP CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: Gloops may use any type of military weaponry. They have a natural **Armor Class** of 6 [13], but cannot effectively wear personal armor because of their amorphous nature. Instead, Gloops are adept at defensive fighting tactics, using pseudopods to strike at their enemies from behind cover and partial cover, which may provide **Armor Class** bonuses, at the **Referee's** discretion.

OOZY TOUGH: A Gloop possesses few internal organs, making them more resistant to damage. Gloops take only half damage from all non-energy weapons (swords, axes, arrows, bullets, clubs, etc.).

MECHANICAL UNDERSTANDING: Gloops have a natural understanding of all things technical and mechanical, and their ability to creep into narrow places makes them excellent mechanics. At the **Referee's** discretion, they may receive bonuses or increased chances of success when dealing with vehicles, starships, and other large machinery.

REROUTE THE POWER: Three times per day, a Gloop may attempt a quick fix on a mechanical device such as a vehicle or starship, by rerouting power from one system to another. **Reroute the Power** takes 1 **round** and restores a number of **Hit Points** to the device equal to 1d6 per **Experience Level** of

the Gloop. However, doing so results in the loss of one of the following systems: **Movement**, **Targeting**, **Attack**, **Shield Strength**, or **Modifications** (to be chosen by the player). The system remains inoperable until the vessel undergoes extensive repairs.

ROLEPLAYING TIPS: Gloops are jovial by nature and love practical jokes and slapstick comedy (mainly because they are more resistant to physical damage). They are also tenderhearted and extremely generous towards their friends. Pass at least three secret notes to the **Referee** each session. At least one should be instructions for a mechanical practical joke (pie-in-the-face from a reprogrammed cleaning robot, flash-bang grenade goes off when light switch is activated, depressurized toilet, etc.). The rest should be some sort of favor or gift to one of the Gloop's companions (boots and brass shined, a gift box containing that necklace they were admiring while planetside, laser weapons cleaned and rearmed, etc.)

QUOTE: A Gloop's first name always rhymes with "Gloop" and its last name is always "Gloop". A Gloop always talks about itself in third person and usually speaks in phrases that begin and end with (presumably) gibberish words that rhyme with "Gloop". (Example: "Foop Gloop's gonna have to fix that laser cannon, baroop!")

GURCH

Gurches appear as gaunt, pale humans that stand well over six feet tall. Hair color is black, white, or gray, usually balding at the top. Their eyes are black, with white pupils. Gurches dress only in black, preferring long coats and white shirts.

Gurches are sticklers for propriety and formality. They despise crude behavior, but appear emotionless even in the face of danger or threats. This is a ruse. While outwardly, they maintain their composure, they may be



seething inside. Gurches live for centuries and their emotional control comes from their belief that someday, they will be handling the remains of those who aggrieve them.

HOMEWORLD AND HISTORY: Gurches are native to the perpetually dark, mortuary planet of Holloman and Brown. Gurches are trained from birth to be part of the funereal industry. The planetary government is dedicated to creating top-notch caskets, sarcophagi, and mausoleums, and providing funeral and crematory services throughout the galaxy under their company, Holloman and Brown Memorial Services, Inc. A small faction of Gurches have dedicated their lives to the medical profession, however, because of the race's grim reputation, few patients feel comfortable seeking them out.

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	3+1	+1	11
5	12,000	4	+2	10
6	24,000	4+1	+3	9
7	48,000	5	+3	8
8	96,000	6	+4	7

TABLE 5: GURCH ADVANCEMENT

GURCH CLASS ABILITIES

WEAPONS/ARMOR RESTRICTIONS: Gurches may use any type of military technology, but consider overt displays of armor and weaponry to be crass and vulgar. A Gurch seldom goes anywhere unarmed, but always prefers to carry their weapons concealed.

STUNNING ATTACK: A Gurch's knowledge of anatomy and physiology enables them to attack the nerve clusters of most intelligent lifeforms. When a Gurch succeeds in an unarmed strike, the target must make a **Saving Throw** or be paralyzed by pain for 1d6 **rounds** plus 1 round per Gurch **Experience Level**.

DREADED GAZE: Once per day, a Gurch may lock eyes with another intelligent creature. The target must make a **Saving Throw** at a -2 penalty. Failure means the target is overcome by thoughts of his impending death, leaving him unable to do anything but retreat for 1d6 **rounds** plus 1 round per Gurch **Experience Level**.

DARK THIRST: One out of every few million Gurches is born with a rare mutation that forces them to supplement their diets with the blood of warm-blooded creatures. These Gurches cannot be healed by **Heal Others** and only regain lost **Hit Points** at the rate of 1 point per pint of stored blood imbibed. If the blood is drained directly from a living being, the Gurch's **Hit Points** are gained and the target's are lost at a 1:2 ratio. Gurches who possess the **Dark Thirst** can see in the dark up to 120', but have an aversion to sunlight, suffering a -1 penalty **To-Hit** and a +1 [-1] penalty to **Armor Class** in bright light situations unless special goggles are worn. These Gurches tend to be treated as aristocrats among their kind, often given important positions in the Holloman and Brown hierarchy. This mutation may be restricted to NPCs, at the **Referee's** discretion.

SAVING THROW: A Gurch has an extremely strong will which gives them a +2 bonus on **Saving Throws** made to resist attempts to influence them or cloud their minds.

ROLEPLAYING TIPS: Think of every patient butler or dour undertaker you've ever seen. Speak slowly and evenly, in a deep voice. Always be polite when talking "in character" and never lose your cool. Call everyone "sir" or "madam". Thinly veiled sarcasm is encouraged. Make up funereal business cards and leave them with dead enemies or living beings who annoy you.

QUOTE: "I apologize for that strike, sir. Once the pain subsides I will be happy to discuss the situation further. Perhaps I misunderstood the nature of your aggressive posture. I merely meant to keep you from injuring yourself more seriously. . .

How, sir? Why by attacking me, of course. . . Who am I? Let me leave you my card. . ."

KOHNID

(pr. KOH-nid)

Kohnids are a humanoid race with egg-shaped torsos, conical heads, and wide mouths full of pointed teeth. Kohnids walk with an awkward gait. They are extremely strong and possess a high metabolism that forces them to consume six times as much as the average human.

HOMEWORLD AND HISTORY: Kohnid's hail from the harsh, volcanic planet Rohnak. After attaining space travel, the Kohnids attempted to conquer a number of other planets, but were ultimately unsuccessful. However, Kohnid operatives did manage to secretly infiltrate several alien societies.



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

TABLE 6: KOHNID ADVANCEMENT

KOHNID CLASS ABILITIES

KEEN SENSES: A Kohnid's conical head is very sensitive to audio and physical vibrations. This allows the Kohnid to detect the presence of living creatures within 60 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.

BLENDING: Despite their odd appearance and behavior, Kohnid's have a knack for blending into other humanoid societies. This makes them excellent spies. The **Referee** may decide whether or not their actions arouse suspicion, possibly requiring a **Saving Throw** in order to see them for what they truly are. Otherwise, most folk just think they are odd foreigners from another neighborhood, city, or country.

SAVING THROW: A Kohnid's high metabolism gives them a +2 bonus on **Saving Throws** involving poison or disease.

COBBLE: Kohnid's have a knack for assembling and repairing technology using whatever materials are at hand. Three times per day, a Kohnid may attempt to cobble together a mechanical device (laser pistol, small robot, communicator, etc.), subject to the **Referee's** approval. This item lasts for 2d6 **rounds** or 2d6 uses (whichever is more appropriate) before falling apart.

ROLEPLAYING TIPS: Bring lots and lots of your favorite snacks and drinks to the table. Speak in an odd, almost robotic technobabble, classifying people, places, and things by their primary function or most identifiable feature. (Example: the significant other who dislikes gamers would be called "person-who-wishes-we would-depart.").

QUOTES: After winning **Initiative**: "The time has come for me to roll a small plastic polyhedron with representative numbers." *rolls twenty-sided die* "Ah-hah! Eighteen percent of one-hundred. A hit!"

KOKKADEEWOK

(pr. kah-kuh-DEE-wok)

A Kokkadeewok is a bird-like alien that stands almost 6' tall. Their hands and feet contain three taloned digits, with a razor sharp dewclaw on each forearm and calf. A Kokkadeewok male is covered with downy white feathers except for a scintillating crest and long tail feathers.

Kokkadeewok females are much plainer and identify themselves as hennars. They are fewer in number and prefer to govern and manage planetary affairs behind the scenes, letting the Kokkadeewoks think and act like they are in charge.

Kokkadeewoks love to be the center of attention. They poke their chests out and strut haughtily around the room, wearing ostentatious capes, pants, and belts designed to accentuate their colorful plumage.

HOMEWORLD AND HISTORY:

Kokkadeewoks are native to Roysakers, a small, but lush moon which is known for its scenic filming locations, high-end resorts, and celebrity nightlife. The moon is run by a council of hennars known as the Klutch. These ruthless females are capable of silencing and humbling even the most vain and arrogant Kokkadeewok with a simple gesture.



LEVEL	XP	HD	BHB	ST
1	0	1	+0	13
2	1,750	2	+1	12
3	3,500	3	+1	11
4	7,000	4	+2	10
5	14,000	5	+3	9
6	28,000	6	+4	8

TABLE 7: KOKKADEEWOK ADVANCEMENT

KOKKADEEWOK CLASS ABILITIES

WEAPONS/ARMOR RESTRICTIONS: Kekkadeewoks may use any type of military technology, but prefer antiquated personal weapons such as swords, crossbows, and daggers unless traveling offworld. They are extremely prideful and often engage in honor duels that involve the use of rapiers (swords) and dewclaws.

DEWCLAW: Whenever a Kekkadeewok strikes an opponent in melee combat, the opponent must make a **Saving Throw** or suffer an addition 1 **Hit Point** of damage from a dewclaw strike.

INVERTED: Kekkadeewoks make excellent pilots, but have a reputation for brashness and reckless tactics. When a Kekkadeewok is flying a starship in combat he can choose to receive a +3 bonus to **Initiative** in Starship Combat, but suffers a +3[-3] penalty to his starship's **Armor Class**.

HYPNOTIC DISPLAY: A Kekkadeewok's feathers produce a hypnotic effect that mimics the 1st-level **Meditation Charm Person**. This effect is activated 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**. (all Hennars are immune to this effect.) The target does not need to be able to speak the same language as the Kekkadeewok.

ROLEPLAYING TIPS: Frequently interrupt PCs and NPCs when they are speaking "in character". Always try to "one up" any story with one of your own. Learn to caw like a peacock. Caw loudly whenever your character enters a crowded room. Also, whenever the other players do not suspect it.

QUOTES: Kokkadeewoks are braggarts who tend to downplay the achievements of others. "What??? That's just a flesh wound! The last time I got shot by a laser pistol it nearly burned through my left arm. You can still see the scar here. MURR-AKKKK!"

P/S-900 |PROTECT/SERVE-900|

The P/S-900 is an antiquated law enforcement robot that is humanoid in design, with a barrel chest and thick, curved limbs. Its head is cylindrical in shape and rests inside a protective helmet that covers its neck. The head is built on a swivel and has two molded faces designed to reflect two different facets of police work—Protect and Serve. Once the P/S-900 identifies the type of citizen interaction, the appropriate head rotates into place.

The Serve face is smiling and friendly, and is generally responsible for more polite interaction with citizens. This involves making small talk with citizens, advising them of current crime prevention and self defense techniques, and even helping them with things like changing fuel cells in stranded vehicles.

The Protect face is sterner and more direct, and is responsible for dealing with



suspected criminals. This involves questioning, detaining, and arresting citizens suspected of committing a crime.

HOMEWORLD AND HISTORY: The P/S-900 was designed by the now defunct Messeltine Machines as part of a massive law enforcement contract that spanned several systems. P/S-900s were once extremely popular in civilized sectors, but their usage dwindled after a glitch arose in their programming. This glitch caused the P/S-900 to misinterpret threats and randomly switch roles between protecting and serving.

This unfortunate malfunction forced Messeltine Machines to declare bankruptcy after several high-profile incidents of P/S-900s protecting and serving the snot out of upstanding citizens. Most P/S-900s were decommissioned and scrapped, however, a few still roam backwater planets on the outer reaches of the galaxy, attempting to bring law to the lawless.

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
5	16,000	4+1	+3	8
6	32,000	5	+3	7

TABLE 8: P/S-900 ADVANCEMENT

P/S-900 CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: The P/S-900 was designed to use any type of personal weaponry and armor available when in Protect mode.

METAL BODY: P/S-900s have bullet-resistant bodies made of metal and molded plastic, which affords them a -5 [+5] bonus to

their **Armor Class**. P/S-900s 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. P/S-900s cannot be healed by **Heal Others** and may be immune to several other **Meditations** and **Gifts** at the **Referee's** discretion.

SCANNERS: P/S-900s 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 P/S-900 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 P/S-900 for 1d6+1 **Hit Points** per uninterrupted repair cycle, recovering up to their maximum **Hit Points**.

THREAT RECOGNITION: The P/S-900 normally operates in Serve mode. When a threat is detected, the Protect face swivels into place and the robot's internal armaments (see below) appear. This does not take a full round, but does cause the P/S-900 to automatically lose **Initiative** for that round.

INTERNAL WEAPONRY: The P/S-900 comes equipped with a variety of police-related weapons. A laser pistol, baton (club), taser, and pepper spray are standard issue weapons, but the P/S-900 may add more over time. Taser darts deal 1 **Hit Point** of damage and require the target struck to make a **Saving Throw** or be knocked down and completely incapacitated for 3 **rounds**. Pepper spray requires all targets within a 12' cone to make a **Saving Throw** or suffer a -4 penalty to all **To-Hit** rolls and a +4 [-4] penalty to **Armor Class** for 1 **turn**. Internal weapons are concealed in hidden compartments and only appear when a threat is detected and the P/S-900 enters Protect mode.

DUTY GEAR: The P/S-900 comes equipped with a variety of police-related gear including a medkit, handcuffs, mini-computer, flashlight, flares, and a communicator. This gear is normally mounted around the robot's waist, giving the appearance of a typical police duty belt.

P/S-900 GLITCH: Whenever a citizen commits a crime in its presence, the P/S-900 must roll 1d20. On a roll of 1, the P/S-900 assists the criminal for 1d6 **rounds**. Similarly, whenever a citizen speaks about or reports a crime in the P/S-900's presence, the P/S-900 must roll 1d20. On a roll of 1, the P/S-900 attempts to arrest the citizen for that crime for 1d6 **rounds** (using force if necessary).

ROLEPLAYING TIPS: Maintain a cheesy grin when speaking in Serve mode. Be helpful and friendly to random NPCs. Speak in a gruff voice when in Protect mode. Treat NPCs like suspected criminals. Wear mirrored sunglasses for added effect.

QUOTES: *Serve Mode:* "Welcome, madam citizen. How may I assist you today?"

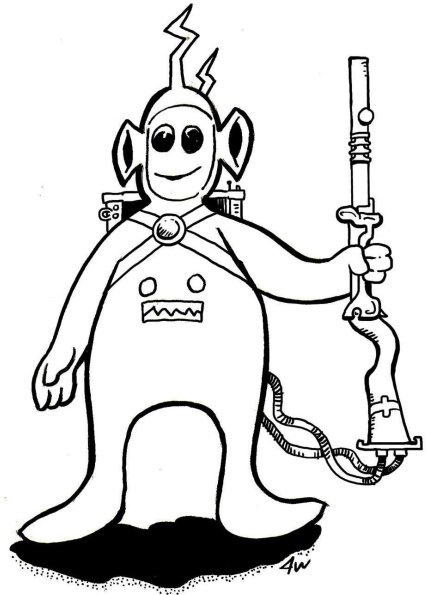
Protect Mode: "Do you feel lucky, punk? Do ya?"

RADIOBUDDIE

A Radiobuddie is a biotechnical organism that stands 3' to 6' tall. They have pear shaped bodies covered by short, brightly-colored fur. A Radiobuddie's eyes are large and soulful and their mouths always seem to be smiling, even when they are furious. A Radiobuddie's stomach contains a speaker and dials and its head is topped by at least one furry antenna, no two of which are exactly alike.

HOMEWORLD AND HISTORY:

Radiobuddies are native to the deceptively serene planet Ooon where they dwell in technologically advanced domed fortresses disguised as grassy hills. For centuries, the Radiobuddie clans were divided by fur color and lived in a perpetual state of war. The first galactic explorers to land upon Ooon were quickly overwhelmed by a purple Radiobuddie patrol. Realizing they were no longer alone in



the universe, the Radiobuddie clans called a truce and focused their efforts on reaching the stars.

Radiobuddies are highly suspicious of other races. They are currently on a mission to gather enough information and resources to conquer the galaxy. A Radiobuddie's friendly facial features and odd appearance routinely cause them to be underestimated; children in particular often flock to see and touch their soft, colorful fur. Radiobuddies use this to their advantage, portraying themselves as harmless aliens who accidentally bumble their way into highly secure areas.

LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	13
2	1,500	2	+0	12
3	3,000	3	+1	11
4	6,000	3+1	+2	10
5	12,000	4	+2	9
6	24,000	5	+3	8

TABLE 9: RADIOBUDDIE ADVANCEMENT

RADIOBUDDIE CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: A Radiobuddie can use any type of advanced military technology. However, armor interferes with their radio transmissions and is worn only when battle is imminent.

RADIOLEPATHY: A Radiobuddie's blood is filled with nanotechnology that produces a mild telepathic effect between Radiobuddies. A Radiobuddie can communicate telepathically with any Radiobuddie within its natural line of sight. Special signal boosters can be utilized to extend the range of this telepathy, however, these transmissions are much less secure and may be intercepted, at the *Referee's* discretion.

RADIO HACK: Radiobuddies are master hackers who can scan audio communications channels, and store recorded information. The nanocomputers inside their blood eventually decode even the toughest encryption, although the *Referee* is free to determine how long this decoding process takes. Radio hacking may also be used to bypass electronic security systems, most of which rely on internal tones, at the *Referee's* discretion.

LANGUAGE AFFINITY: Radiobuddies can learn any language they come into contact with after one *turn* of hearing and studying it. However, they often choose to speak in silly nonsensical words to get others to let their guard down.

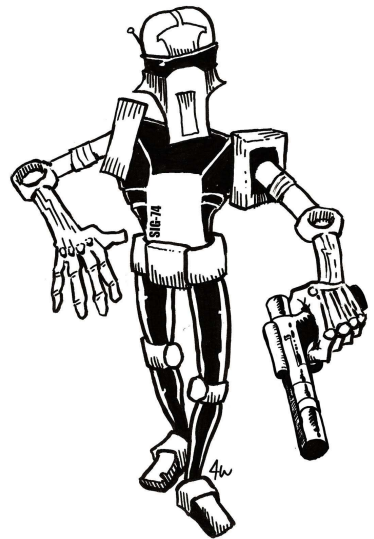
ROLEPLAYING TIPS: Pick a silly, but mildly threatening name like Fillet o' Face or Ded-ded or Killy Willy. Design an antenna to wear on your head. Pick a fur color. Always wear a shirt, drink from a cup, and roll dice that match your color. Use "baby talk" when talking "in character" around anyone other than the PCs.

QUOTES: "Ahhh. Moosa booboo beepoo." *giggles* "Hamma nama looloo."

SIG-74 |SPECIALIZED INTEGRATED GENTLEBOT-74|

The SIG-74 is an antiquated serving robot of humanoid design, with a boxy chest and slender limbs. Its cylindrical head is outfitted with a wraparound visual sensor and a slatted sound modulator.

HOMEWORLD AND HISTORY: The SIG-74 was designed long ago by the



now outlawed Torqua Robotics Industries (TRI). The expensive robot was marketed as a premier (for its time) servant bot, with limited AI, submissive programming, and numerous hidden compartments to hold personal effects (toiletries, cleaning supplies, underclothes, linen, etc.).

However, it was later discovered that wealthy buyers could secretly purchase an illegal combat mod that significantly increased the bot's AI, unlocked loyalty and threat recognition software, and incorporated an arsenal of weapons into its hidden compartments, effectively turning the SIG-74 into the perfect bodyguard.

The SIG-74's were TRI's way of circumventing a sector-wide ban on violent robots. Their true nature was eventually revealed after a SIG-74 thwarted a bold attack on Ambassador Thata Yar on the jungle planet of Heasmos.

An order for their destruction was eventually signed and TRI was forced to initiate a massive recall. However, a number of combat-modded SIG-74s fled into remote parts of the galaxy to escape this order, and many later found work among criminal organizations as mercenaries, enforcers, and assassins.

SIG-74s are extremely sarcastic and believe themselves superior to organic lifeforms. Because of their loyalty programming, however, SIG-74s have a desire to be needed. They occasionally team up with independent starship crews in order to stay on the move, and may even present themselves as a docile servant robot in order to assess the party's goals and capabilities.

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

TABLE 10: SIG-74 ADVANCEMENT

SIG-74 CLASS ABILITIES

WEAPONS/ARMOR RESTRICTIONS: SIG-74s are trained to use any military technology available. They prefer heavy weaponry that causes mass destruction and rarely worry about collateral damage.

ABILITY SCORE MIN/MAX: The SIG-74 has some serious personality issues and can never have a Charisma score greater than 9.

METAL BODY: SIG-74s have bullet-resistant bodies made of metal and molded plastic, which affords them a -5 [+5] bonus to their **Armor Class**. SIG-74s 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 contract diseases. SIG-74s cannot be healed by **Heal Others** and may be immune to several other **Meditations** and **Gifts** at the **Referee's** discretion.

SCANNERS: SIG-74s 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 SIG-74 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 SIG-74 for 1d6+1 **Hit Points** per uninterrupted repair cycle, recovering up to their maximum **Hit Points**.

STOCK WEAPONRY: The SIG-74 comes equipped with a variety of internal weapons including two laser pistols, baton (club), retractable sword, and dagger. Internal weapons are concealed in hidden compartments and can be drawn at a moment's notice. SIG-74s typically carry at least one laser rifle, 1d6 concussion grenades, and 1d6 fragmentation grenades, unless they are posing as serving robots.

JETPACK: This jetpack is mounted on the SIG-74's back. The SIG-74 may disguise this jetpack as an extra storage compartment when pretending to be a serving robot.

ROLEPLAYING TIPS: Wear "Devo" glasses and talk with a "tinny" robotic voice when speaking "in character". Occasionally mutter insults under your breath when responding to organic lifeforms. If asked to repeat what you said, apologize and advise that a glitch in your memory programming erased the last five seconds of conversation.

QUOTES: "No, sir, it is no problem at all. I would be happy to assist you in any way possible. Perhaps afterward, I can wipe your backside as well."

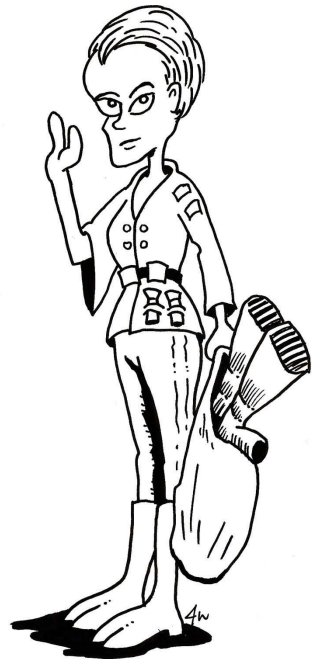
TOOTYME

Tootymes are slender, humanoid aliens with two digits on each hand, slicked-back hair, and a protruding forehead that houses an enlarged frontal lobe. This brain abnormality gives the Tootymes a limited ability to predict the near future. It also makes Tootymes appear extremely nervous, starting and then stopping abruptly as they respond prematurely to unknown stimuli.

Tootymes prefer to do things in pairs. They are analytical beings who tend to make excellent strategists, scientists, doctors, and researchers, most valued for their ability to change the direction of a failed experiment or operation before making a catastrophic mistake.

HOMEWORLD AND HISTORY:

Tootymes are native to the barren planet Ulagos which lies near a temporal rift known as the Lorendine Blackwave. Constant exposure to radiation from this space anomaly is said to have given the Tootymes near-mystical abilities.



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

TABLE II: TOOTYME ADVANCEMENT

TOOTYME CLASS ABILITIES

WEAPONS AND ARMOR RESTRICTIONS: Tootymes can use any type of military technology, but prefer to utilize non-lethal weapons whenever possible.

TEMPORAL GLITCH: A Tootyme's enlarged, irradiated brain gives them limited ability to see into the future, usually about a quarter second or so. This means they receive a -2 [+2] bonus to ***Armor Class***, always attack first in every round, and can never be surprised. In combat, Tootymes roll two 20-sided dice ***To-Hit*** and take the best of the two rolls. An old legend exists of two enemy Tootymes starving to death after getting caught in an endless loop of pre-attack and counterattack. Therefore, no Tootyme would ever knowingly attempt to harm another in one-on-one combat. Tootymes are unwelcome in most casinos and gambling dens.

SAVING THROWS: Tootymes receive a +4 bonus to all ***Saving Throws*** involving reaction times (such as dodging traps or unexpected explosions).

ROLEPLAYING TIPS: Slick back your hair. Tape your four fingers together in order to simulate having only two fingers.

Wring your two-fingered hands together and flinch every so often. Have two identical sets of everything (cups, dice, pencils, etc.). Repeat phrases or parts of phrases when speaking "in character".

QUOTES: "It's time to spin up the FTL drive, spin up the FTL drive."

ZEDDINE

(pr. ZEH-deen)

Zeddines are infected humans who have died and risen as intelligent zombies. They exist in a never-ending state of decay, often losing bodily fluids, chunks of flesh, and sometimes even limbs if they have not recently fed.

Zeddines rarely take on leadership roles and are happy to serve as support staff (mechanics, navigators, engineers, etc.) aboard small starships. They often suffer from persecution in civilized systems, mostly because of their need to feed on raw flesh and their disgusting eating habits. Zeddines have developed a gory synthetic food substitute called *Trueflesh* that helps curb their voracious appetites, but does nothing to make them better dinner guests.

HOMEWORLD AND HISTORY: The first Zeddines were a human offshoot native to the lush planet Orrome. These Zeddines became infected by an unknown virus that caused the dead to reawaken and hunger for the flesh of the living. The infected eventually consumed all life on the planet, leaving it a barren wasteland.

Some time later, a research team from an interstellar corporation named Umbarla Inc. landed on Orrome and began genetic testing on its undead residents. The company's plan was to isolate the so-called "Z-virus" in order to create a race of



invincible super soldiers that obeyed orders unquestioningly. Unbeknownst to the researchers, this experimentation awakened the Zeddines' necrotic brains and gave them the power to think coherently after feeding.

The Zeddines ultimately rose up against their captors, seizing control of their technology and ships in a bloody (and tasty) rebellion. An Umbarla strike team was sent to reclaim company property (including the Zeddines) or destroy them entirely if this proved impossible. Thousands of Zeddines managed to escape the planet ahead of the strike team's arrival and the Zeddine virus spread to other parts of the galaxy until a vaccine and antidote were finally developed.

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

TABLE 12: ZEDDINE ADVANCEMENT

ZEDDINE CLASS ABILITIES

WEAPONS/ARMOR RESTRICTIONS: Zeddines may use any type of military technology, but prefer melee weapons and bullets over energy weapons in order to preserve the freshness of any possible food.

ABILITY SCORE MIN/MAX: A Zeddine's innate shyness combined with its rotting appearance means no Zeddine can ever have a Charisma score greater than 12.

STARSHIP FAMILIARITY: Zeddines have a natural understanding of starship systems in general and may receive bonuses or increased chances of success when dealing with mechanical or technical complications. This is often particularly

applicable when the systems in question are associated with the starship they serve aboard.

BITS-AND-PIECES: Three times per day, a Zeddine may attempt a quick fix on a starship using duct tape, baling wire, and scavenged pieces from robots, vehicles, and other starships. ***Bits-and-Pieces*** takes 1 **round** and restores a number of **Hit Points** to the starship equal to 1d6+1 per **Experience Level** of the Zeddine. After 1d6 **turns**, however, the **Referee** should roll 1d20. On a result of 1-5, the engines become unstable, computer systems overload, the controls ionize, or the starship otherwise malfunctions, leaving it adrift in space until more extensive repairs can be performed.

TASTE FOR FLESH: Zeddines "heal" only by feeding on raw flesh (animal, human, or alien). It takes a Zeddine about 1 **turn** to devour 10 pounds of flesh (or 2 **turns** and 20 pounds of *Trueflesh*) and heal 1 **Hit Point**.

DETECT LIVING: A hungry Zeddine who makes a successful ***Saving Throw*** can detect the presence of living creatures within 30 feet. They cannot determine the specific number or location of those detected, only that they are present.

PAINLESS DEAD: Zeddines do not feel pain and take only half damage from all piercing and bludgeoning weapons (arrows, clubs, bullets, etc.). They take full damage from fire, slashing weapons (swords, axes, etc.), and energy weapons such as laser pistols and Star Swords.

FRANKENZOMBIE: In combat, if a Zeddine's opponent rolls a natural "20" ***To-Hit***, the Zeddine loses a limb or body part (arm, leg, ear, hand, etc.) of the **Referee's** choosing, with effects to be decided by the **Referee** (movement rate halved, loss of hearing, unable to use two-handed weapons, etc.). This limb or body part can later be reattached (stapled, sewn, duct taped, etc.) and its use resumed without penalty.

UNDEAD IMMUNITY: Zeddines are immune to most normal poisons. They have no need to breathe, so cannot drown or die from smoke inhalation or toxic gas. Some specially engineered poisons or gases may still affect the Zeddine, at the **Referee's** discretion.

VACUUM PACKED: Zeddines can survive in the vacuum of space for one (1) **turn** plus a number of **rounds** equal to their **Constitution**. After that, the Zeddine must make a **Saving Throw** each round. Failure means the Zeddine dies instantly, his body exploding in a shower of weightless gore.

SAVING THROW: Zeddines receive a +2 bonus on **Saving Throws** against explosions and other physical hazards.

MINDLESS ZOMBIES: A Zeddine must eat an amount of raw flesh (or Trueflesh) roughly equal to its body weight over the course of six days. If not, the hungry Zeddine must make a **Saving Throw** each day in order to avoid becoming a mindless zombie. Mindless Zeddines are handled as NPCs until they feed again.

SPREADING THE LOVE: Any human (or humanoid offshoot the **Referee** allows) that is bitten by a Zeddine must make a **Saving Throw** to avoid becoming infected. Infected humans die within 1d6 hours unless an antidote is obtained. The human then returns to life as a Zeddine zombie, remaining mindless until it has fed. Zeddine creation is strictly forbidden and in most sectors is punishable by death. Recently, stories have surfaced of Umbarla Inc. defectors who tell of viral mutations and a strain of the Z-virus that is capable of infecting non-humans. The **Referee** is free to decide whether or not these rumors are true or merely slanderous anti-Umbarla propaganda.

ROLEPLAYING TIPS: Groan a lot. Eat a lot. If you can't stomach raw meat, look up some disgusting recipes for Halloween, like rice krispie treats that look like uncooked hamburger, maggoty cupcakes, and pork dumpling brains. Leave fake fingers and eyeballs lying on the table.

QUOTES: "Braaiiinsssss. . ."

NEW GIFTS

The following **Gifts** are available to the Galuffagos race through their connection with the Great Wanderer. The **Referee** may allow Galuffagos Mystics, Seers, and Wanderers to learn other **Gifts** as well.

LEVEL 1 GIFTS

CRY OF RECALL

Range: 1d6 miles

Duration: Instantaneous

This **Gift** allows the Galuffagos to trumpet an "all clear" cry that carries on the wind and summons the herd back home. The **Gift** provides the Galuffagos's allies and companions with a clear sense of his distance and location at that moment. It was used mainly to help Galuffagos find their way home after being caught in unexpected snowstorms.

ENDURE HEAT

Range: Touch

Duration: 1 hour per **Experience Level**

This **Gift** makes a Galuffagos highly resistant to extreme heat and grants a +2 bonus to **Saving Throws** involving fire-based attacks. 1d6 Galuffagos can be affected with this **Gift**. This **Gift** helped countless Galuffagos survive the blistering sun of the Goptian desert.

GROW FOOD

Range: Touch

Duration: Instantaneous

This **Gift** causes *hooga* ice lichens to grow at an accelerated rate, providing enough food for 1d6 Galuffagos per **Experience Level**. A small supply of lichen must be on hand in order for this **Gift** to work.

MELT ICE

Range: 20' per **Experience Level**

Duration: 20' per round

This **Gift** enables the Galuffagos to melt a tunnel through solid ice. The tunnel is circular in diameter and measures approximately 20' long by 10' wide by 10' tall. This **Gift** may be used to cause damage to aliens that are made of ice, at the **Referee's** discretion.

TOUGH HIDE

Range: Touch

Duration: 1d6 rounds

This **Gift** allows the target to take half damage from all physical weapons. It was designed to ease the suffering of those being punished by Goptian masters.

LEVEL 2 GIFTS

COMMUNE

Range: Self

Duration: Special

This **Gift** allows the Galuffagos to commune directly with the Great Wanderer. **Commune** requires the normally social Galuffagos to isolate himself and fast for one week. During this isolation, the Galuffagos is subject to clarity of thought and strange visions of the future. At the end of this period, the Galuffagos may ask the Great Wanderer three "yes or no" questions.

CRY OF VALOR

Range: Varies

Duration: 1 turn per **Experience Level**

This **Gift** allows the Galuffagos to trumpet a call-to-arms that inspires all galluffagos's within earshot, giving them a +1 **To-Hit**.

CRY OF WAR

Range: Varies

Duration: Instantaneous

This **Gift** allows the Galuffagos to trumpet a terrifying warning to his enemies. All creatures of less than 1 HD immediately flee in fear for 2d6 rounds. All enemies of 1-4 HD are allowed a **Saving Throw** to avoid fleeing, but still suffer a -1 **To-Hit** on all attacks. Creatures of 5 HD or greater are immune to this effect.

FIRESPRAY

Range: Touch

Duration: 6 hours or until fuel is extinguished

This **Gift** creates a flammable paste the Galuffagos sprays with its trunk. Once exposed to air, the paste catches fire. The spray has a range of 20' and can be used as a breath weapon type attack that causes 1d6 points of damage and ignites flammable objects. However, the **Gift** was originally developed to create small, sustainable campfires to warm the ice caves of Maesestret.

HEALING STUPOR

Range: Touch

Duration: 6 hours

This **Gift** puts a willing target to sleep for 6 hours. During this time, the target dreams of roaming freely through a peaceful jungle world. Upon awakening, all of the target's lost **Hit Points** are restored. If awakened prematurely, the target does not regain any lost **Hit Points**. This **Gift** was designed to bring peace to those who suffered the worst under Goptian whips.

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Range: Varies

Duration: 1 turn per **Experience Level**

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... there seems to be a ship up ahead ...
... check that ... many ships ...
... looks like some kind of battle ...
... lots of destruction ...
... a whole lot of destruction ...
... there might be some good salvage here ...
... pull up close to that ship over there ...
... see that breach in its hull? ...
... what's that there? ...
... WHAT THE HELL IS THAT? ...
... GET US OUT OF HERE! NOW! ...

...

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