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Hyperspace Messenger

ROBOTS

DWD STUDIOS

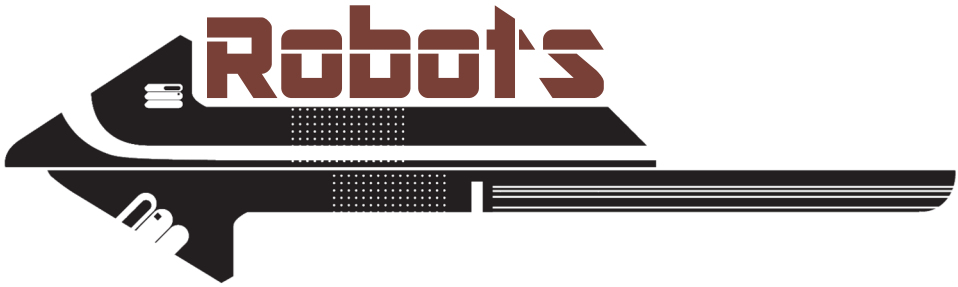
WHITE STAR COMPATIBLE

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-to-twelve 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	WAYNE PETERS
AUTHOR	BILL LOGAN



All throughout the galaxy lazy people make robots do stuff, especially the dangerous stuff. Politicians find it easier to make robots kill people and break things, because robots won't have conscientious objections when the politician wants it to do something nasty. Corporations would rather buy a robot for laborious work than deal with galactic worker treatment laws or injury compensation. Heck – a robot doesn't have to take cigarette breaks or even sleep. It's honestly a wonder why there are any jobs left for us flesh & blood types in the galaxy at all.

The White Star core rulebook provides guidelines for playing a few types of robots, and that works great for player characters, who are a cut above the more common robots found in use in the galaxy. But Referees don't want to create a full NPC every time there's a security robot to deal with. Especially this author, who tends to use robot enemies quite frequently. Additionally, there's no cost for the purchase of robots anywhere (though there are weekly rates in the Assistants section for renting a robot).

This small supplement for the White Star role-playing game provides a list of robots for use at your gaming table. Rather than provide specific models, we created representative samples such as *security bot*, *protocol bot*, and *war bot*. For each robot, an XP value is given for the defeat of it and a cost is provided if a player wants to purchase one to round out his team.

Standard Robot Immunities

All robots in this supplement have the following immunities:

AGING – Robots won't last forever. Their longevity isn't based on time alone, but on availability of parts and the natural cycle of tech obsolescence.

DEHYDRATION – Robots do not drink

DISEASE – Robots have nothing to fear from diseases which affect living beings, but technological viruses may exist and be specifically targeted towards robots.

DROWNING – Robots can function underwater normally. Their movement is quite slow, however, since they normally cannot swim unless specified otherwise.

HEALING – Robots are immune to conventional forms of healing. This isn't a good thing, really. They do not heal naturally nor do they benefit from application of first aid. Robots can be repaired like other pieces of technology, however. A robot can perform an 8-hour repair cycle once per day: 1d6+1 hit points are restored.

MIND CONTROL – Robots are immune to Meditations and Gifts that control or cloud the mind: charm person, confuse, detect thoughts, charm creature, and stupor. This does not include the silver tongue ability of an Aristocrat, which can certainly affect a robot.

POISON – Robots cannot be poisoned, as they normally have no blood stream nor organs to effect.

RADIATION – Robots can function in highly radiated areas without concerns, but extreme radiation levels might prematurely wear their circuits.

SLEEP – Robots don't have to sleep, but do have to shut down for one hour per day in order to charge and run routine diagnostics. This can be replaced by an 8-hour repair cycle if desired, see Healing, above.

STARVATION – Robots do not eat.

SUFFOCATION – Robots do not breathe.

TEMPERATURE – Robots can function in a very wide range of temperatures freely. They take half damage from any temperature-related effects.

VACUUM – Robots can function in space freely, but normally don't possess thrusters designed for space and therefore free-float awkwardly.

Standard Robot Scanners

All robots in this supplement have the following scanners:

VISION SCANNERS – Robots can see as well as humans, and are able to amplify light quite well, and provides the robot with 60 ft of dark vision.

AUDIO SCANNERS – Robots can hear as well as a human, and unless otherwise noted in the robot description can speak galactic common as well.

LIFE SCANNERS – The robot passively scans for life forms in a 60 ft radius. It cannot be surprised by living enemies.

Additional Scanners

Some robots will also have one or more of the following additional scanners:

COMMS SCANNERS – The robot has an integrated communicator and can operate it to speak to other robots privately or with human or alien characters.

ECO SCANNERS – The robot can sample any gas, solid, or liquid and scan it for chemical content. It can identify all known toxins and dangers.

ELECTROMAG SCANNERS – The robot can sense the direction and distance to the nearest power source within 1 mile.

INFRA-RED SCANNERS – The robot can see in the infra-red spectrum, which can reveal heat information that sight alone will not reveal.

MAGNIFICATION SCANNERS – The robot can apply magnification to his vision scanners to focus up to five times further or nearer than a human.

MEDICAL SCANNERS – The robot can identify symptoms and diagnose known maladies in living beings. This gives a +2 to checks to use medical kits.

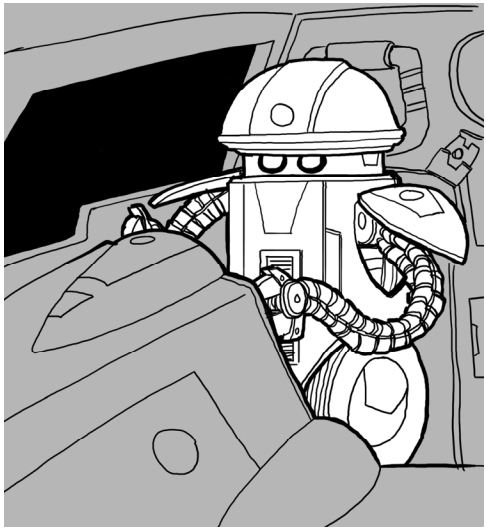
SCENT SCANNERS – Robots with scent sensors have a very capable sense of smell, able to identify specific scents (even trace ones) like many wild animals.

TACTILE SCANNERS –This robot is able to feel objects and understand very fine variation in texture, in order to relate to humans or other aliens.

TECH SCANNERS – The robot can identify symptoms and diagnose symptoms in a technological object. This gives a +2 to any check to use a tool kit.

WEAPON SCANNERS – The robot can scan for weapons or other threats within 30 ft. It identifies all known weapon types.

Astro-tech Bot



Astrogation is a complicated affair involving computations best left to scientists. To avoid paying a hefty wage to an astrogator, many captains purchase astro-tech bots. They are experts at piloting and are handy at repairing damaged systems. They have ports from which up to four arms can emerge in order to control complex systems, and have telescopic head units to adjust visibility depending on the vehicle. When not in a cockpit, astro-tech bots roll around on two wheels. They can hover short distances using repulsor jets to navigate complex terrain or lift themselves into place. These jets also function in the vacuum of space to allow external starship repairs.

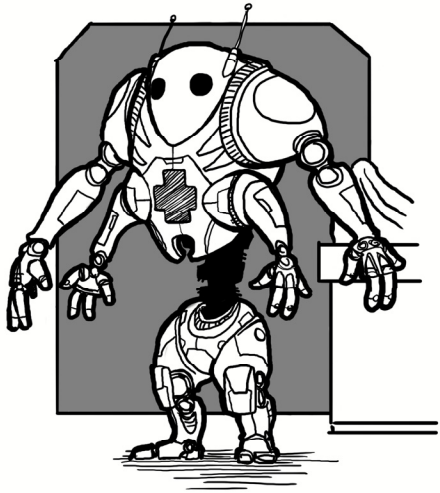
A lot of computational power exists within these small robotic marvels, and so the designers had to make use of space normally reserved for vocal algorithms. Astro-tech bots therefore cannot speak, though they understand galactic common and are able to communicate with other robots and computers using a series of beeps and whirls.

ARMOR CLASS	6 [13]
HIT DICE	2 (7 hp)
TOTAL HIT BONUS	+1
ATTACKS	Robot Arm 1d6-1, Welding Laser (ROF 2, Range 50 ft, Damage 1d6+2, Ammo: 20)
SAVING THROW	11
SPECIAL	Std. Robot Immunities, Std. Robot Scanners, Electromag Scanners, Tech Scanners, Integrated Tool Kit, **Jury-Rig Protocol**, **Reroute Protocol**
MOVEMENT	12 (2 wheels), 6 (hover)
HDE/XP	3 / 60
COST TO BUY	2,000

JURY-RIG PROTOCOL: 3 times per day, attempt a quick fix on a starship. Takes 1 round, restores 2d6 Hit Points. After 2d6 rounds, the ship suffers damage equal to amount restored. These temporary repairs break down quickly and in some cases can lead to a ship's destruction.

REROUTE PROTOCOL: Start of each Starship Combat round, if flying the ship, may add +1 to one of these statistics: Armor Class, Movement, Shield Strength, or Targeting. Choose which statistic to modify each round, selecting a different one each time.

Medical Bot



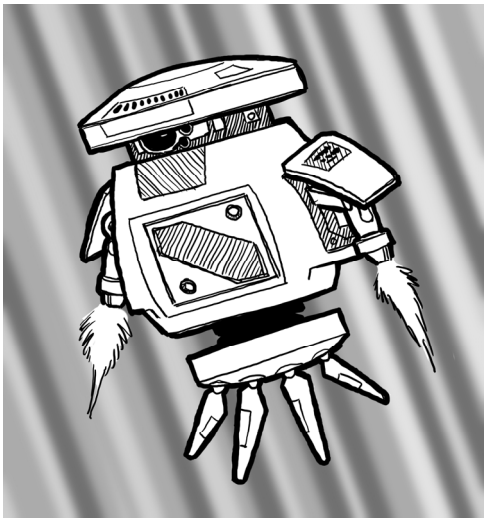
From the battlefield to the starship sick bay, medical robots are found all throughout the galaxy. Although they lack the imagination to solve the truly complex medical problems, they are very efficient at tackling the more mundane medical tasks such as treating common viruses, standardized surgical procedures, patching up injuries, and prescribing common medicines for known maladies. Medical bots have four arms so they do not need medical assistants to hand them things or hold things in place while they perform their trade. Medical bots are seldom sent as primary medical responders, but are often used as part of high risk missions to keep elite individuals in good shape. For this reason, medical bots are heavily armored and possess deployable energy shields, though their primary function includes a violence interlock preventing them from intentionally hurting other living things even in defense.

ARMOR CLASS	1 [18]
HIT DICE	3 (11 hp)
TOTAL HIT BONUS	n/a
ATTACKS	n/a
SAVING THROW	11
SPECIAL	Std. Robot Immunities, Std. Robot Scanners, Medical Scanner, Integrated Medical Kit, Deployable Energy Shield (already figured into armor class), Violence Interlock
MOVEMENT	12 (2 legs)
HDE/XP	4 / 120
COST TO BUY	2,000

VIOLENCE INTERLOCK: The violence interlock of this robot prevents it from causing harm to any living creature intentionally. This cannot be modified no matter how much a programmer tries. Players wanting to repurpose a medical bot won't be able to make it able to cause intentional harm to others.

Protocol Bot

Protocol bots were originally engineered as messengers, to ferry letters, data, or small packages around a city. Over the years they became very popular among robot enthusiasts because of their easy-to-program nature, large integration space, and vast memory capacity. Today, you can find protocol bots programmed for just about any profession. They are seldom found without a vast database of cultures and locations. Their long service time has often given them interesting personalities. They have small retractable arms often equipped with profession-specific tools. They have violence interlocks, but bypassing it is fairly routine.



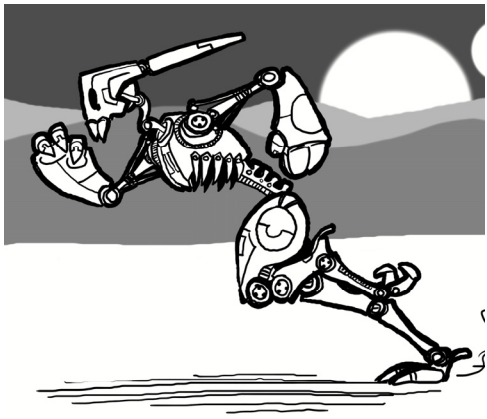
ARMOR CLASS	6 [13]
HIT DICE	1+1 (4 hp)
TOTAL HIT BONUS	+0
ATTACKS	By weapon
SAVING THROW	12
SPECIAL	Std. Robot Immunities, Std. Robot Scanners, Two other scanner types of choice, **Profession Protocol**, **Violence Interlock**
MOVEMENT	12 (hover)
HDE/XP	1 / 15
COST TO BUY	300

PROFESSION PROTOCOL: The protocol bot has a slot for a profession chip. These chips are commonly available and can be engineered from scratch by anyone with a tool kit, time, and familiarity with the profession in question. This allows the protocol bot to perform the duties required of that profession. It doesn't give it the means or tools to do it, only the knowledge of how to do it.

VIOLENCE INTERLOCK: The violence interlock of this robot prevents it from causing harm to any living creature intentionally. This can be bypassed fairly easily, since this is an older model robot with inferior interlock integration. Players wanting to repurpose a protocol bot can eliminate its violence interlock at the expense of one of the two scanner slots available.

Scout Bot

Not all missions a player is sent on take place in the urban sprawls of the galaxy. Some take place on the vast wildernesses of remote worlds or un-explored fertile moons. Players who find themselves in the wilderness will find new dangers lurking around every bend in the trail. It is during these times where having a scout bot becomes tremendously useful. Scout bots are navigators, trail blazers, trackers, trappers, and survivalists. They know how to keep people alive in the wilds.



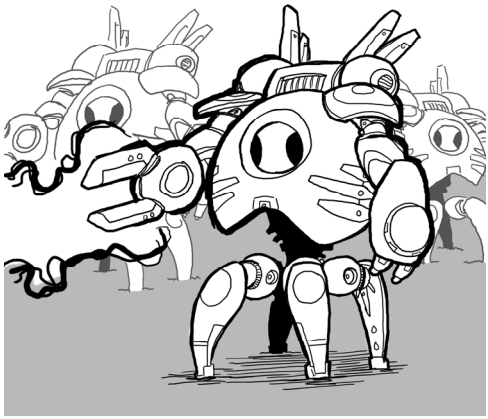
ARMOR CLASS	4 [15]
HIT DICE	2 (7 hp)
TOTAL HIT BONUS	+3
ATTACKS	Robot Arm (1d6-1), Mono Dagger (1d6), Integrated crossbow in forearms (ROF 1, Range 60 ft, Damage 1d6, Ammo 20)
SAVING THROW	11
SPECIAL	Std. Robot Immunities, Std. Robot Scanners, Scent Scanner, Eco Scanner, Electromag scanner, Infra-red Scanner, Magnification Scanner, Survival Protocol, Stealth Protocol
MOVEMENT	16 (two very fast legs)
HDE/XP	4 / 120
COST TO BUY	500

SURVIVAL PROTOCOL: A scout bot is programmed to take care of living things in its charge. It assesses threats and is programmed to be able to attack living things if doing so protects the people in its care. It can produce shelter and identify or purify food and water as needed to support up to 4 people (up to twice that if the terrain and climate permits, but only half that if in a very inhospitable environment).

STEALTH PROTOCOL: Unlike most robots, the scout bot is capable of hiding and moving quietly in natural environments and can do so on a 3 in 6 if alone (scouting ahead, etc.). While in unnatural surroundings (city, etc.) this is reduced to a 2 in 6.

Security Bot

Most security in corporate installations, industrial complexes, and security bases throughout the galaxy is bolstered by automated guards. These are very effective security robots, coordinating their scans and movement via integrated communicators. They use stunner weapons to apprehend intruders rather than kill them and are very efficient due to their ability to scan for lifeforms. Politicians and celebrities will occasionally make use of security bots for personal protection.



	CIVILIAN-GRADE	SECURITY-GRADE	MILITARY-GRADE
ARMOR CLASS	5 [14]	4 [15]	3 [16]
HIT DICE	1+1 (4 hp)	2 (7 hp)	3 (11 hp)
TOTAL HIT BONUS	+2	+3	+4
ATTACKS	Robot Arm 1d6-1 Electro-Stunner	Robot Arm 1d6, Sonic Stunner	Robot Arm 1d6+1, Tactical Stun Rifle, 2xStunnades
SAVING THROW	12	11	10
SPECIAL	Std. Robot Immunities, Std. Robot Scanners,	Std. Robot Immunities, Std. Robot Scanners, Comms Scanners	Std. Robot Immunities, Std. Robot Scanners, Comms Scanners, Weapon Scanners
MOVEMENT	12 (4 legs)	12 (4 legs)	12 (4 legs)
HDE/XP	3 / 60	4 / 120	5 / 240
COST TO BUY	500	1,000	2,500

For those who have not purchased Hyperspace Messenger #1, the following is a summary of stun weapons from that supplement necessary for understanding the above table:

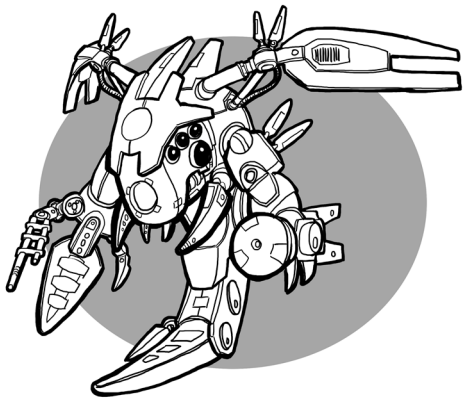
Electro-stunner: Rate-of-fire: 2, Range: 20 ft, Damage: Save vs. electric stun with a +2 bonus, failure means victim is stunned 1d6 turns. Uses Energy Cell, each shot drains 1 energy.

Sonic stunner: Rate-of-fire: 1, Range: 30 ft, Damage: save vs. sonic stun, failure means victim is stunned 1d6 turns. Uses Energy Cell, each shot drains 2 energy.

Tactical stun rifle: Rate-of-fire: 1, Range: 100 ft, Damage: save vs. sonic stun with -2 penalty, failure means victim is stunned 1d6 turns. Uses Energy Cell, each shot drains 4 energy.

Stunnade: Rate-of-fire: 1, Range: 30 ft, Damage: save vs. electric stun in 15 ft radius, failure means victim is stunned 1d6 turns.

Seeker Bot



When players are searching for someone they cannot find, they turn to bounty hunters. When bounty hunters are searching for someone they cannot find, they turn to seeker bots. These amazing robots are small and intimidating. They move about by hovering, can fly at incredible speeds, and have such an array of scanners available that they can find anyone who is able to be found. Seeker bots have an integrated laser but will usually only use it in self-defense.

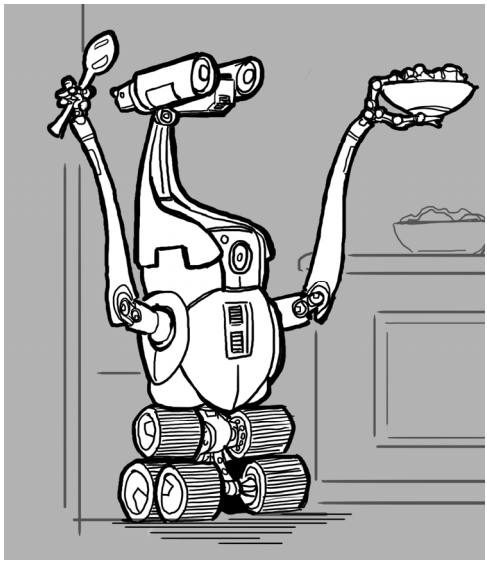
Seeker bots, due to their vast array of sensors and processing power, cannot operate for long periods of time without recharging. Unlike normal robots which must recharge for one hour per day, seeker bots must recharge for two hours each day (repair cycles are still only 8 hours, however).

ARMOR CLASS	6 [13]
HIT DICE	2 (7 hp)
TOTAL HIT BONUS	+1
ATTACKS	Laser (ROF 2, Range 100 ft, Damage 1d6+2, Ammo 20)
SAVING THROW	11
SPECIAL	Std. Robot Immunities, Std. Robot Scanners, Comms Scanner, Infra-red Scanner, Magnification Scanner, Scent Scanner, Weapon Scanner, **Seeker Protocol**
MOVEMENT	16 (hover)
HDE/XP	3 / 60
COST TO BUY	1,500

SEEKER PROTOCOL: The seeker bot is programmed with a specific person's identity. It uses various techniques, including tapping into communications networks, triangulation of signals, accessing various directories, and even flying around scanning individuals for various biometric measurements. It knows to land in an obscure out-of-the-way location in order to shut down for two hours to recharge, and will often spend days in the field searching for someone. It will check in with its owner daily via communicator, but otherwise continues until it is confident it has either found his target or that the target cannot be found.

Service Bot

There are many types of service bots, sold to businesses and homes alike. They provide domestic and professional services, from food preparation to house cleaning and many things in between. Service bots are probably the most commonly sold type of robot in the galaxy.



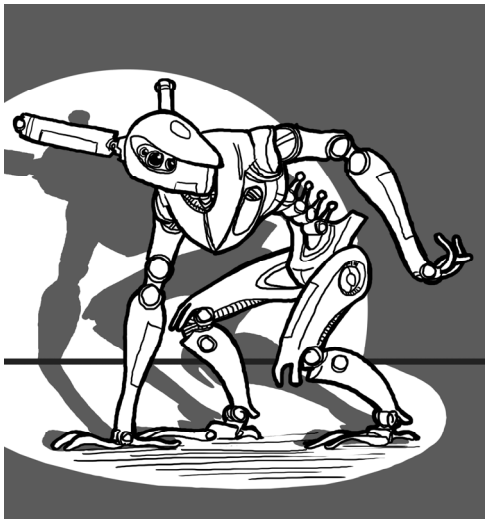
Service bots are unable to cause harm to anyone. They won't even try. If they discover they did harm someone, they report themselves to the authorities. They will allow themselves great injury or destruction to keep the people they serve safe and healthy.

ARMOR CLASS	6 [13]
HIT DICE	1+1 (4 hp)
TOTAL HIT BONUS	n/a
ATTACKS	n/a
SAVING THROW	12
SPECIAL	Std. Robot Immunities, Std. Robot Scanners, Scent Scanner, Tactile Scanner, Violence Interlock
MOVEMENT	12 (wheels or legs, depending on model)
HDE/XP	1 / 15
COST TO BUY	500

VIOLENCE INTERLOCK: The violence interlock prevents this robot from causing harm to any living creature intentionally, and forces it to submit itself to authorities if it causes even unintentional harm. This violence interlock cannot be modified no matter how much a programmer tries. Players wanting to repurpose a service bot won't be able to make it able to cause intentional harm to others.

Spy Bot

These robots are completely illegal. They are master sneaks, infiltrators, burglars, thieves, and assassins. They were built during an older age and were all but decommissioned when the wars were ended. Of course, like all secrets of bygone days, some persist. Players should fear when they cross paths with a spy bot. It is given a mission and will stop at nothing to make sure it completes that mission, even if it means killing everyone and anyone who gets in its way using its star sword. It is fast, stealthy, and an efficient killer with no morals.



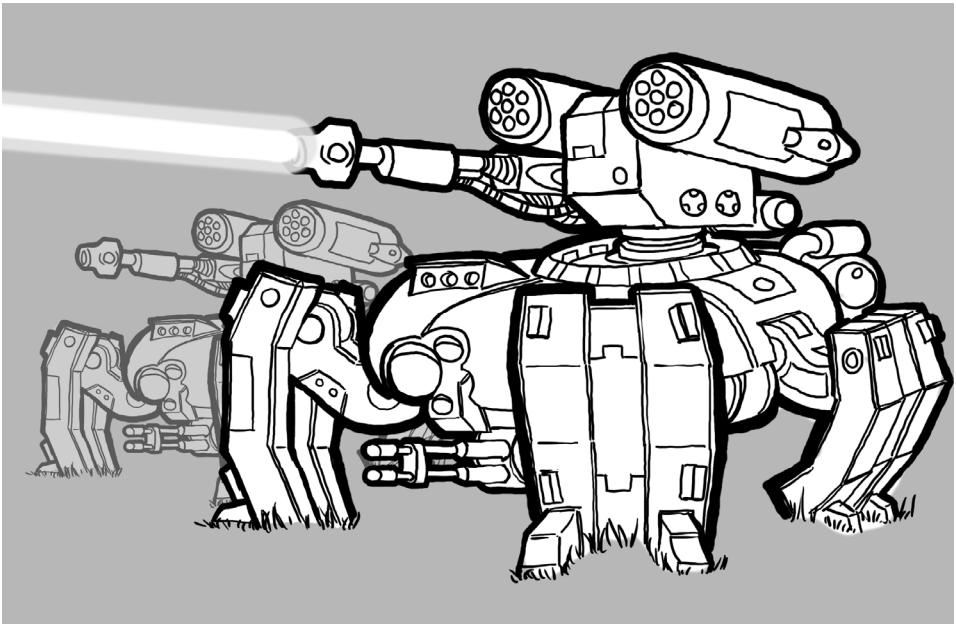
ARMOR CLASS	3 [16]
HIT DICE	4 (14 hp)
TOTAL HIT BONUS	+5
ATTACKS	Robot Arm 1d6-1, Star Sword 1d6+2
SAVING THROW	9
SPECIAL	Std. Robot Immunities, Std. Robot Scanners, Infra-red Scanner, Magnification Scanner, Weapon Scanner, Climbing Protocol, Security Protocol, Stealth Protocol
MOVEMENT	12 (2 legs)
HDE/XP	6 / 400
COST TO BUY	5,000 (black market only)

CLIMBING PROTOCOL: Spy bots are not impeded by vertical surfaces. They have setae pads on their knees, elbows, hands, and feet and can scale surfaces as easily as a gecko or spider. If they pounce from such a position and gain surprise, they do maximum damage for their method of attack.

SECURITY PROTOCOL: Spy bots have a 3 in 6 chance of bypassing a security system of any type using various hacking and lock picking devices integrated into its body.

STEALTH PROTOCOL: Unlike most robots, the spy bot is capable of hiding and moving quietly in all environments and can do so on a 3 in 6 if alone.

War Bot



War bots are powerful four-legged tanks with robot brains. They communicate and coordinate tactics and can deal out a tremendous amount of damage to armies, vehicles, and structures. They are heavily armored and armed, and deployed to a battlefield in small groups to deal with vastly overwhelming odds. Ownership of war bots might require special licensing or registration.

ARMOR CLASS	0 [19]
HIT DICE	6 (21 hp)
TOTAL HIT BONUS	+6
ATTACKS	Laser Cannon (ROF 1, Range 400 ft, Damage 3d6, Ammo 20), 2xLaser Rifles (ROF 2, Range 200 ft, Damage 2d6, Ammo 20), Missile Racks (ROF 2, Range 300 ft, Damage 3d6+2, Ammo 8)
SAVING THROW	7
SPECIAL	Std. Robot Immunities, Std. Robot Scanners, Comms Scanners, Infra-red Scanners, Magnification Scanners
MOVEMENT	12 (4 legs)
HDE/XP	9 / 1,100
COST TO BUY	10,000

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WITHIN THESE PAGES ARE ELEVEN DETAILED ROBOT "CREATURES." EACH REPRESENTS A MODEL OF ROBOT YOUR CHARACTERS MIGHT COME INTO CONTACT WITH DURING THEIR ADVENTURES. FROM SECURITY ROBOTS TO WAR BOTS AND JUST ABOUT EVERYTHING IN BETWEEN, THESE STAT BLOCKS COME COMPLETE WITH XP AWARD VALUES AND EVEN HOW MUCH IT COSTS TO BUY THE ROBOT YOURSELF.

THESE ROBOT MODELS ARE NOT INTENDED TO REPLACE THE ROBOT CHARACTER CLASS. INDEED, PLAYERS SHOULD CERTAINLY USE THAT CLASS IF THEY WANT THE CHALLENGE OF ROLE-PLAYING A ROBOT. BUT FOR THOSE TIMES WHEN YOU JUST NEED A QUICK STAT BLOCK FOR AN ASTRO-TECH BOT OR SERVICE BOT, THIS SUPPLEMENT IS FOR YOU.

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-TO-TWELVE PAGES.

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