

WHITE STAR

WHITE BOX SCIENCE FICTION ROLEPLAYING



JAMES M. SPAHN

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BASED ON

SWORDS & WIZARDRY WHITEBOX

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FOR WAYNE



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introduction

When I was a boy my first love was not fantasy – it was science fiction. I dreamed of flying a starship faster than light across the galaxy, wielding a Star Sword in an epic duel against an evil warlord, firing a ray gun at space pirates, and a thousand other adventures.

WHITE STAR is designed to capture those fast and free halcyon days of interstellar adventure using *Swords & Wizardry WhiteBox*. In these pages you'll find rules for heroic **Star Knights**, dashing **Pilots** and cantankerous **Robots**. You'll find vile enemies like the sinister Void Knights and the armored shock troopers of the Galactic Consortium. You'll find fast ships and exotic aliens. Most of all, you'll find adventure.

The rules of **WHITE STAR**, like *Swords & Wizardry WhiteBox*, are meant as a guideline. They're fast and loose, like space opera itself. You won't find a standard campaign setting. Instead, use these rules as a toolbox to design your own thrilling adventures in a galaxy that never was – and if you can't find a rule in these pages then just make it up!

If you're looking for inspiration, borrow concepts from old serial films of the early twentieth century like *Flash Gordon Conquers the Universe*, classic films like *Star Wars*, or the sword-and-planet heroics of *John Carter of Mars*. Take a dash from each, mix liberally, and just have fun!

WHITE STAR is based on *Swords & Wizardry WhiteBox* and uses many of the core concept in that roleplaying game in its design, but it is a stand alone game and does not require any additional material beyond what is found in these pages. Some **Referees** may even decide to take the classes, options, monsters and rules of **WHITE STAR** and incorporate them into traditional *Swords & Wizardry* games to create something entirely new!



one

attributes

STARTING THE GAME

The first step in playing this game is to create a character for play; this is a simple matter of rolling some dice to determine your character's **Strength** and other basic attributes, then picking a character class and using in-game currency to buy some equipment.

If you're the **Referee**, you've got a bit more preparation to do—that's covered later in a section especially for the **Referee**.

RULE NUMBER ONE

The most important rule is that the **Referee** always has the right to modify the rules. *In fact, it's encouraged!* There are gaps in the rule, holes that we did not fill on purpose because much of the fun of "old school" gaming is being able to make rules up as you need them.

Sometimes this means just saying something as simple as "Um, grab some dice, roll them, and tell me the total" to more complex home-brewed charts for the smallest of details. Along the way we'll be making suggestions, explanations, and giving ideas — House Rules — within text boxes; feel free to use them or discard them as you like.

This is **YOUR** game, after all.



THE DICE

WHITE STAR uses several different kinds of dice, and we abbreviate them according to how many sides they have, and place a “d” at the front. The four-sided die is called a d4, and if we’re telling you to roll 3 of them, we say to roll 3d4. The six-sided die is a d6, the eight-sided die is a d8, the ten-sided die is a d10, the twelve-sided die is a d12, and the twenty-sided die is a d20. There is no die with 100 sides— to roll this, you roll two ten-sided dice, treating the first die roll as the “tens” and the second roll as the “ones.” So, if you were to roll a 7 and then a 3, that would mean a 73. A roll of 0 and 0 means a result of “100.”

ABILITY SCORES

The basic attributes are numbers that represent the **Strength**, **Intelligence**, **Wisdom**, **Constitution**, **Dexterity**, and **Charisma** of the character.

The standard way to create these ability scores is to roll 3d6 in the order listed above. Once those rolls have been made, it is often obvious which type of character best fits the numbers rolled, but a player always has the option to play any character class desired.

STRENGTH

A high **Strength** can give your character bonuses when attacking with a Star Sword or other hand-held weapon (called a “melee weapon”), and lets him carry more weight. **Strength** is the prime attribute for **Mercenary** and **Alien Brute** characters.

✪ **Mercenaries** and **Alien Brutes** can use their **Strength Bonus** to gain a percent bonus on earned **Experience Points** (XP).

HOUSE RULE: ROLLING ATTRIBUTES

Some **Referees** prefer to allow players to have more flexibility in their choice of class. One option would be to roll 3d6 six times (3d6 x 6) and “arrange to taste.” This allows the player to put the best rolls on the attributes that best fit the character concept.

For particularly heroic campaigns, the **Referee** might allow players to roll 4d6, drop the lowest single die and add the remaining dice. They can then arrange as needed, placing results where they wish. This will lead to characters who are well above most normal individuals in the setting.

HOUSE RULE: STRENGTH FOR COMBAT

Some *Referees* may rule that *Mercenaries* and *Alien Brutes* can use their *Strength Bonus* in combat. For example:

- ✿ *Mercenaries* and *Alien Brutes* can use their *Strength Bonus* to modify your *To-Hit* number with hand-held (melee) weapons.
- ✿ *Mercenaries* and *Alien Brutes* can use their *Strength Bonus* to modify your "damage" number with hand-held (melee) weapons.

INTELLIGENCE

Intelligence represents IQ, reasoning, and the ability to solve puzzles or understand difficult concepts. *Intelligence* is the prime attribute for *Robot* characters.

- ✿ You can use your *Intelligence Bonus* to learn additional languages. You gain one extra language for every point above 10.
- ✿ Robots can use their *Intelligence Bonus* to gain a percentage bonus on *Experience Points* (XP) earned.

HOUSE RULE: INTELLIGENCE FOR ALIEN GIFTS

Some *Referees* may rule that *Alien Mystics* can use their *Intelligence Bonus* to gain a bonus on *Gift* "effectiveness" (i.e. target suffers a loss on his *Saving Throw* against the *Alien Mystic's* gifts).

WISDOM

Wisdom determines a character's insight, perception, and good judgment. *Wisdom* is the prime attribute for *Star Knight* characters, and any character with a *Wisdom* score of 13 or higher gains a 5% bonus to all *Experience Point* awards.

- ✿ You can use your *Wisdom Bonus* to gain a percentage bonus on *Experience Points* (XP) earned.
- ✿ *Star Knights* can use their *Wisdom Bonus* to gain an additional percentage bonus on *Experience Points* (XP) earned.

HOUSE RULE: WISDOM FOR MEDITATIONS

Some *Referees* may rule that *Star Knights* can use their *Wisdom Bonus* to gain a bonus on "meditation effectiveness" (i.e. target suffers a loss on his *Saving Throw* against the *Star Knight's Meditations*).

CONSTITUTION

Constitution represents the health and endurance of the character. A high **Constitution** gives your character extra *Hit Points*.

- ✿ You can use your **Constitution Bonus** to gain additional *Hit Points* on each *Hit Die*.

DEXTERITY

Dexterity is a combination of coordination and quickness. A high **Dexterity** score gives your character bonuses when attacking with a laser pistol or other ranged weapons. **Dexterity** is the prime attribute for *Pilots*.

- ✿ You can use your **Dexterity Bonus** to modify your *To-Hit* number with ranged (also called "missile") weapons.
- ✿ *Pilots* can use their **Dexterity Bonus** to gain a percentage bonus on *Experience Points* (XP) earned.

HOUSE RULE: DEXTERITY FOR ARMOR CLASS

Some *Referees* may rule that you can use your **Dexterity Bonus** to modify your *Armor Class* (AC) or *Ascending Armor Class* (AAC); use the number for AAC or change the +/- for AC.

CHARISMA

A highly charismatic character has a better chance to talk his way out of trouble, and can lead more special followers than characters with a low **Charisma**. **Charisma** is the prime attribute for *Aristocrat* characters. Any character with a **Charisma** score of 13 or higher receives a bonus of 5% to all *Experience Point* awards.

- ✿ You can use your **Charisma Bonus** to gain a percentage bonus on **Experience Points (XP)** earned.
- ✿ **Aristocrats** can use their **Charisma Bonus** to gain an extra percentage bonus on **Experience Points (XP)** earned.

You can use your **Charisma** to modify the number of loyal non-player Assistants you can acquire. These Assistants include specialists and non-human creatures, but do not usually include basic soldiers. You can use your **Charisma** to modify the loyalty of those Assistants:

CHARISMA	ASSISTANT	LOYALTY
3-4	1	-2
5-6	2	-2
7-8	3	-1
9-12	4	0
13-15	5	+1
16-17	6	+2
18	7	+2

TABLE 1: Charisma Bonus

The **Referee** may want to make a “loyalty check” for an non-player character put into a dangerous situation or one who is offered a bribe to change sides in a conflict. More information on Assistants can be found on **page 48**.

UNIVERSAL ATTRIBUTE BONUS

Each attribute has the potential to modify what you can do. **TABLE 2: The Universal Attribute Bonus** (or just **Bonus**) below explains these:

ATTRIBUTE ROLL	DESCRIPTION	BONUS
3-6	Below Average	-1 (or -5%)
7-14	Average	-
15-18	Above Average	+1 (or 5%)

TABLE 2: The Universal Attribute Bonus

Use the table above for all of the attributes to find normal bonuses and any **Experience Points Bonus** (some classes get double for high values!).

Each **Referee** can decide how and when the **Bonus** is used, and should feel free to tinker with the table if desired. For example, some **Referees** prefer for the “average” range to be 9–12 and will adjust the table accordingly.

EXPERIENCE BONUS

Each character gets a bonus percentage to **Experience Points** that can help to increase how much experience is gained during adventures.

- ✿ All characters get to add their percentage **Wisdom Bonus (%)** to their percentage **Charisma Bonus** as an **Experience Point Bonus**.
- ✿ All characters get to add their **Prime Attribute Bonus** based on their class to the above.

Those numbers are added together to get the total experience bonus for the character. The maximum attainable **XP Bonus** would be normally 15%.

STARTING CREDITS

To determine how much currency you start with, roll 3d6 and multiply by 10. This represents the number of **credits (cd)** that your character has at the start of a campaign. Equipment can be purchased in **Chapter 3**, starting on **page 28**.

ALIGNMENT

Just a quick note on alignment—games are usually set up as “us” against “them” and you can use various names for each. Usually “us” is considered to be Law (or Good), while “them” would be the monsters who are Chaos (or Evil).

The **Referee** gets the final say on which options are for the protagonists and which ones are for the antagonists.

two

character classes and races

There are four character classes in this game: *Aristocrat*, *Mercenary*, *Pilot* and *Star Knight*. *Referees* may also allow the *Alien Brute*, *Alien Mystic*, and *Robot* classes, but consult with them before selecting any of these classes. Your *Referee* may also have invented other character classes or may be allowing optional character classes and races from other roleplaying games.

READING CHARACTER CLASS TABLES

- ⊗ **Level:** Refers to the level of experience of the character.
- ⊗ **XP:** This is the number of *Experience Points* (XP) needed to advance to this level.
- ⊗ **BHB:** This is the *Base Hit Bonus* added to the *Attack Roll*, which is explained on *page 42*.
- ⊗ **HD:** This is the number of d6 *Hit Dice* at that level. Characters re-roll their *Hit Dice* each time they advance a level to obtain a number of *Hit Points*. (If you roll poorly, those *Hit Points* don't go down, however.)
- ⊗ **ST:** This is the number for the character trying to avoid something terrible from happening.



ARISTOCRAT

Aristocrats are galactic senators, planetary nobles, military officers, and any other number of humans who make their way in the galaxy through force of personality. They can also be con men, gamblers or grifters. Whether genuine or ignoble, the **Aristocrat** specializes in using their silver tongue to help them survive. They can inspire allies, intimidate enemies, and talk their way into (or out of) almost anything.

Because of their unique skill set, **Aristocrats** often play a support role in a party of galactic explorers. They are rarely front-line fighters, though in the cases of **Aristocrats** with a military background, they may often surround themselves with soldiers and assistants who they command with deadly efficiency.

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	2+1	+1	11
5	12,000	3	+2	10
6	24,000	3+1	+2	9
7	48,000	4	+3	8
8	96,000	4+1	+3	7
9	192,000	5	+4	6
10	384,400	5+1	+4	6

TABLE 3: Aristocrat Advancement

ARISTOCRAT CLASS FEATURES

WEAPON/ARMOR RESTRICTIONS: **Aristocrats** may use clubs, daggers, firearms, grenades, laser pistols, mono-daggers, mono-blades, staffs, and swords. They can wear Light Armor, but do not use shields.

POWERFUL SPEAKER: *Aristocrats* are master orators. They are capable of performing a rousing speech before a crowd of listeners. Often this is used before a pitched battle or to hearten fearful friends. Using this ability requires one **round** and any allies who hear the *Aristocrat's* voice receive a +1 bonus to all **To-Hit** rolls and all **Saving Throw** rolls made for the next hour.

SILVER TONGUE: An *Aristocrat* is a skilled deceiver. He can influence subjects exactly as the **Charm Person Meditation** if given the opportunity to speak to them for one **round** and if they fail a **Saving Throw** to resist the effect. He can only use this ability on creatures who are intelligent and who understand the language being spoken.

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

XP BONUS FOR CHARISMA: An *Aristocrat* with a high **Charisma** (15+) receives twice (x2) the normal **Bonus XP** for that attribute (10% not 5%).

RETINUE (4th): Beginning at 4th level, the *Aristocrat* draws the service of several loyal individuals. Typically this includes a 1st or 2nd level **Mercenary** to act as their bodyguard and an entourage of 2-12 normal humans who act as servants and advisers.

PLANETARY RULER (8th): When an *Aristocrat* reaches 8th level he can choose to establish rule over a planet, a large space station, a large interstellar merchant fleet, or even a fleet of military ships. He will need to raise the necessary resources to accomplish this by his own means, but if he is able to do so, followers will arrive to serve him loyally.

MERCENARY

Call them bounty hunters, bodyguards, or soldiers of fortune – they all fall into the category of **Mercenary**. These are the men and women who specialize in combat of all types. Clad in Heavy Armor and armed with the latest technology and weapons, they live (and die) by the laser.

More than any other class, the **Mercenary** relies on her equipment as she explores the stars. With



the latest technology, she's able to defend her companions from the deadliest threats from across the universe. **Mercenaries** are capable of using any piece of military technology and they don't hesitate to do so. They're an asset to any party and are often in the vanguard of battle. And that's how they like it!

LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	14
2	2,000	2	+1	13
3	4,000	3	+2	12
4	8,000	4	+2	11
5	16,000	5	+3	10
6	32,000	6	+4	9
7	64,000	7	+4	8
8	128,000	8	+5	7
9	256,000	9	+6	6
10	512,000	10	+6	6

TABLE 4: Mercenary Advancement

MERCENARY CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: **Mercenaries** are trained in all forms of combat and have no armor or weapon restrictions.

COMBAT MACHINE: Against foes of one *Hit Die* (1 *HD*) or fewer, **Mercenaries** get free extra attacks per *round* that can be used against only them, up to one extra per experience level of the **Mercenary**.

SAVING THROW: **Mercenaries** get +2 on *Saving Throws* against *death* and *poisons*.

XP BONUS FOR STRENGTH: A **Mercenary** with a high *Strength* (15+) receives twice (x2) the normal **Bonus XP** for that attribute (10% not 5%).

ESTABLISH STRONGHOLD (9th): At 9th level, a **Mercenary** character who chooses to build a planetary stronghold or space station may attract a body of loyal soldiers who will serve as his personal strike force or specialized commando team.

PILOT

Between worlds are endless stretches of emptiness dotted with stars. Countless worlds offer an oasis from the vastness of space, but it takes a skilled **Pilot** to fly starships from planet to planet. Some are hot-shot fighter aces, while others are wily smugglers. Others yet are honest traders or laconic scouts who carry supplies and civilization to the wild worlds of the galaxy. **Pilots** shine when they are in the cockpit of their vessels, operating with amazing alacrity and skill at the stick. They also make keen mechanics, forced to operate on their own in the vastness of space with only a battered hull and a life-support system between them and certain death.

Pilots are serviceable in personal combat, but they truly shine when flying starships and piloting other vehicles. They are the absolute best at what they do and serve as invaluable members to a party that travels from world to world in their adventures.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	15
2	1,250	2	+0	14
3	2,500	3	+1	13
4	5,000	3+1	+1	12
5	10,000	4	+2	11
6	20,000	5	+3	10
7	40,000	6	+3	9
8	80,000	6+1	+4	8
9	160,000	7	+4	7
10	320,000	8	+5	6

TABLE 5: Pilot Advancement

PILOT CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: **Pilots** may see some combat, but prefer to move light and quick. They may wear only Light Armor and their weapons are limited to clubs, daggers, firearms, grenades, mono-daggers, mono-swords, and laser pistols.

STICK JOCKEY: When a *Pilot* is flying a ship in combat she receives a +2 bonus to *Initiative* in Starship Combat..

REROUTE POWER: At the beginning of each *Starship Combat round*, if a *Pilot* is flying the ship she may add +1 to one of the starship's *Statistics: Armor Class, Movement, Shield Strength, or Targeting*. She may choose which statistic to modify each round, selecting a different one each time. At 4th level a *Pilot* may add +1 to any two of the ship's statistics each *round*. At 8th level a *Pilot* may add +1 to any three of the ship's statistics each *round*.

JURY-RIG: Once per day a *Pilot* may attempt a quick fix on a starship. This takes one round and restores a number of *Hit Points* to the starship equal to 1d6 per level of the *Pilot*. After 2d6 rounds, the ship suffers damage equal to amount restored by *Jury-Rig*. These temporary repairs break down quickly and in some cases can lead to a ship's destruction.

At the *Referee's* discretion this ability can also be used to gain an understanding of other technology, such as computers or security systems, and may grant a minor bonus when attempting to manipulate such devices.

SAVING THROW: *Pilots* receive a +2 bonus on *Saving Throws* against *explosions* and *environmental hazards*.

XP BONUS FOR DEXTERITY: A *Pilot* with a high *Dexterity* (15+) receives twice (x2) the normal *Bonus XP* for that attribute (10% not 5%).

CAPTAIN (4th): Once a *Pilot* reaches 4th level she may modify her starship beyond its stock *Statistics*. This includes weapons, armor, shields, and speed etc. How long this takes and what it costs are determined by the *Referee*.

STAR KNIGHT

Star Knights are wandering protectors of the galaxy. They combine martial prowess with a unique religion known simply as *The Way*. Through their mystical beliefs they are able to achieve feats unknown to few other beings. They travel from world to world, bringing justice to the oppressed and compassion to the down-trodden.

While not as skilled in direct combat as the *Mercenary*, a



Star Knight's unique abilities allow him to play a support role both in and out of combat. He is capable of calming aggressive foes, healing the wounded, and engaging in devastating melee combat when needed.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	15
2	2,500	2	+0	14
3	5,000	3	+1	13
4	10,000	3+1	+1	12
5	20,000	4	+2	11
6	40,000	5	+3	10
7	80,000	6	+3	9
8	160,000	6+1	+4	8
9	320,000	7	+5	7
10	640,000	8	+5	6

TABLE 6: Star Knight Advancement

LEVEL	1st Level	2nd Level	3rd Level	4th Level	5th Level
1	-	-	-	-	-
2	1	-	-	-	-
3	2	-	-	-	-
4	2	1	-	-	-
5	2	2	1	-	-
6	2	2	1	1	-
7	2	2	2	2	1
8	2	2	2	2	2
9	3	3	3	2	2
10	3	3	3	3	3

TABLE 7: Star Knight Meditation Advancement

STAR KNIGHT CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: *Star Knights* are protectors and defenders, not true warriors, so they have a limited selection of weapons to choose from. They can wield daggers, laser pistols, and Star Swords – their preferred weapon. They can wear Light Armor and use shields.

MEDITATIONS: *Star Knights* are able to activate *Meditations* as shown on *TABLE 7: Star Knight Meditation Advancement*. Each day a *Star Knight* 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 Knight* 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 SWORD DUELIST: The *Star Sword* is the preferred weapon of the *Star Knights*. They receive +1 to all *To-Hit* rolls when wielding a *Star Sword*. All *Star Knights* receive a *Star Sword* at no cost at 1st level.

SAVING THROW: *Star Knights* receive +2 to all *Saving Throws* made to resist *Meditations* and *Gifts*.

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

ESTABLISH MONASTERY (10th): When a *Star Knight* reaches 10th level he will often find a secluded location on an out-of-the-way planet where he will construct a small monastery. If other less-experienced *Star Knights* learn about this monastery they will often seek out the senior *Star Knight* for training. They will serve him loyally while training.

CHARACTER RACES

In some campaigns, the universe is populated by a myriad of exotic aliens from a thousand worlds, whereas some campaigns feature a universe where humanity is alone. Consult your *Referee* to determine if alien characters are available to you before selecting them. *Chapter 8* details several new alien races that can be easily be applied to either of the racial classes listed below and at the *Referee's* discretion may grant abilities in addition to those described below.



ALIEN BRUTE

Alien Brutes are large, strong species. Whether they're eight-foot tall walking carpets or ridge-headed, honor-bound warriors, this class reflects non-human characters who come from a martial culture. Whether by genetic predisposition or eons of cultural influence, they are masters of combat who serve as loyal allies and fierce adversaries.

LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	13
2	2,000	2	+1	12
3	4,000	3	+2	11
4	8,000	4	+2	10
5	16,000	5	+3	9
6	32,000	6	+4	8

TABLE 8: Alien Brute Advancement

ALIEN BRUTE CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: *Alien Brutes* come from societies which focus on warfare and combat. They do not have any restrictions on weapon or armor selection.

COMBAT MACHINE: Against foes of one *Hit Die* (1 *HD*) or fewer, *Alien Brutes* get free extra attacks per *round* that can be used against only them, up to one extra per experience level of the *Alien Brutes*.

KEEN SENSES: *Alien Brutes* can see in perfect darkness at a range of up to 40 feet.

UNARMED COMBAT: *Alien Brutes* are skilled at unarmed combat. When fighting without a weapon in melee combat they roll 1d6+1 for damage.

SAVING THROW: *Alien Brutes* are hardy and difficult to kill. They receive a +2 bonus to all *Saving Throws* made to resist *poison* or *death* effects.

LANGUAGE: For campaigns that give each race its own dialect, *Alien Brutes* should be able to speak the language of humans and any other languages that fit the style of the *Referee's* campaign.

ALIEN MYSTIC

The *Alien Mystic* is an exotic creature who has tapped into mysterious power unfathomable by most. Whether they're little green gnomes with powerful magic or near-human psychics, the *Alien Mystic* reflects a more peaceful, introspective, and thoughtful being than are usually found in the galaxy at large. That is not to say that *Alien Mystics* are pacifists. Many are trained in the ways of war, though it is not their first course of action. They would much prefer to rely on their exotic abilities than a laser pistol - but pragmatism demands adaptation.

LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	14
2	5,000	2	+0	13
3	10,000	2+1	+1	12
4	20,000	3	+1	11
5	40,000	3+1	+2	10
6	80,000	4	+3	9
7	160,000	4+1	+3	8
8	320,000	5	+4	7

TABLE 9: Alien Mystic Advancement

LEVEL	1st Level	2nd Level	3rd Level
1	-	-	-
2	1	-	-
3	2	-	-
4	2	1	-
5	3	2	-
6	4	2	-
7	4	2	1
8	4	2	2

TABLE 10: Alien Mystic Gifts Advancement

ALIEN MYSTIC CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: *Alien Mystics* prefer to avoid combat, but when forced to fight they make use of primitive weapons such as clubs, daggers, heavy crossbows, light crossbows, long bows, short bows, spears, staffs, and swords. They wear only Light Armor. At the *Referee's* discretion, *Alien Mystics* may wield other weapons depending on the cultural norms of their species.

GIFTS: Through study, secret ritual, or religious dedication, *Alien Mystics* are able to make use of powerful *Gifts*. An *Alien Mystic* begins play knowing two 1st level *Gifts*, though they are unable to use them until they reach their second level of experience. In order to learn more *Gifts*, *Alien Mystics* typically wander the universe, searching for powerful and secret places where their ancestors once dwelt so they can study ancient texts, commune with lingering spirits, or draw power from ritual sites.

Each day the **Alien Mystic** prepares a number of **Gifts** based on **TABLE 10: Alien Mystic Gifts Advancement**. They may prepare the same **Gift** more than once, if they so choose. Once they activate a **Gift**, energy to use it (as reflected by the number of **Gifts** able to be used in a single day) is lost.

For example, a 4th level **Alien Mystic** has learned the following **Gifts**: **Light**, **Hold Portal**, **Stupor**, **Invisibility**, and **Phantasmal Force**. She chooses to prepare **Light** once and **Stupor** twice. These are 1st level **Gifts** and she has three first level slots available. Because she is only 4th level, even though she knows two 2nd level **Gifts** (**Invisibility** and **Phantasmal Force**), she can only prepare one of them.

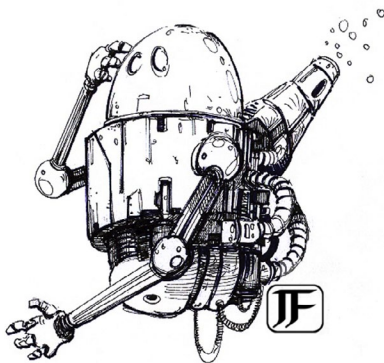
KEEN SENSES: **Alien Mystics** are often very attuned to their environment. They are able to detect hidden and secret doors with greater ease than others in the galaxy. When an **Alien Mystic** actively searches for a concealed or hidden door they are able to find it on a 1-4 on 1d6, while just walking near one grants her a 1-2 on 1d6 chance of noticing it.

SAVING THROW: **Alien Mystics** have a +2 bonus to all **Saving Throws** made to resist **Gifts** or **Meditations**.

LANGUAGES: For campaigns that give each race its own dialect, **Alien Mystics** should be able to speak the language of humans and any other languages that fit the style of the **Referee's** campaign. **Alien Mystics** are often very learned and able to speak several languages.

ROBOT

Robots are purely automated lifeforms. Electricity is their blood and metal is their skin. Yet, their programming is so complex that they seem to have emotions and thoughts just like a human. They can be programmed for any number of tasks from manual labor, technology interface, zero-g functionality, and even combat. Each **Robot** is designed for a single specific purpose, but their complex programming allows them to learn to adapt as much as any living and sentient being.



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

TABLE 11: Robot Advancement

ROBOT CLASS ABILITIES

WEAPON/ARMOR RESTRICTIONS: Most **Robots** are not programmed for combat. In fact, most are programmed specifically not to attack sentient life forms at all. A **Robot** will, unless programmed otherwise, only fight in self-defense and only use clubs, daggers, and laser pistols.

METAL BODY: All **Robots** have metal bodies, which affords them some protection. All **Robots** have a -3 [+3] bonus to their **Armor Class** and 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. **Robots** cannot be healed by **Cure Wounds** and may be immune to several other **Meditations** and **Gifts** at the **Referee's** discretion.

MECHANICAL UNDERSTANDING: Because **Robots** are themselves machines, they have a natural understanding of all things mechanical and may receive bonuses or increased chances of success when interacting with modern devices or computers. This is often particularly applicable when the technology in question is related to their model.

SCANNERS: **Robots** 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 **Robot** 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 **Robot** for 1d6+1 **Hit Points** per uninterrupted repair cycle.

MODEL: Each **Robot** is designed to serve a specific purpose and function. This is known as its model. At 1st level the player selects one model and receives all the benefits associated with that model only. Several models are

listed below and the **Referee** should feel free to modify them or design new ones to suit the needs of their own campaign:

- ⌘ **COMBAT:** These **Robots** are designed for warfare and battle. They receive a -2 [+2] bonus to their **Armor Class** in addition to the bonus already listed above. They are also able to wield any weapon and receive a +2 bonus on all **Attack Rolls**. They are typically equipped with an internal laser rifle in addition to any other weaponry they carry.
- ⌘ **DIPLOMACY:** These **Robots** specialize in etiquette and protocol. They are able to speak any language they come into contact with after three rounds of hearing and studying it. They also receive a +2 bonus on the loyalty of all retainers they hire. In most cases, they avoid combat and are not often targeted in battle. They are not proficient in any weapons.
- ⌘ **MECHANICAL:** These **Robots** specialize in the operation and repair of starships and vehicles. They may **Jury-Rig** up to three times (x3) per day and **Reroute Power** once per **round**, just like **Pilots**. While not specifically designed for combat, most **Mechanical Robots** have an internal laser pistol with which they are proficient. They are not proficient with any other weapons.

LANGUAGES: Unless otherwise stated, **Robots** are able to speak the common language and the computerized language of **Robots** only.

CHARACTER RETIREMENT

Each **Referee** has his or her own style, and a preference for a given range of character levels for their games. The **Referee** has the final say on how and when retirement works for the campaign. Some ignore retirement altogether and simply extrapolate and extend the tables to include levels beyond those shown.

three

equipment



Characters will have the opportunity to purchase any of the equipment listed below after creation. Any excess funds can be saved for future purchases.

BUYING EQUIPMENT

Each character starts with some **credits** at the beginning of the game, used to buy equipment. One **credit** (cd) is worth 10 **sub-credits** (scd) or 100 **chits** (ct). Prices for equipment are listed on the tables below, and all are given in **credits** (cd).

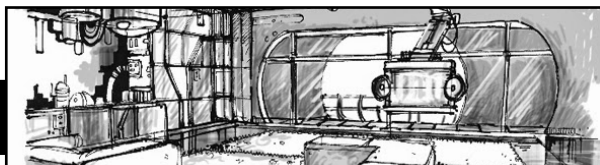
At creation, a player character may only purchase equipment from the *Standard Gear*, *Melee Weapons*, *Missile Weapons*, and *Armor & Shields* tables. All other equipment is considered to be **Advanced Technology** and must be acquired through the course of a campaign.

HOUSE RULE: STARTING WITH A STARSHIP

While starships are normally very expensive, the *Referee* may permit the party of player characters to begin play with a light transport or similar vessel. In most cases, when the player characters are provided with a ship, there is a large obligation or debt that comes along with it. Perhaps the ship is stolen, or was purchased with funds accepted from a loan shark, or is constantly breaking down. There's no such thing as a free ride...

EQUIPMENT

STANDARD GEAR



equipment

GEAR	COST (in credits)	WEIGHT (in lbs)
Ammo Bandoleer (holds 20 energy cells)	5	5
Backpack (30lbs capacity)	5	4
Belt Pouch (10 lbs capacity)	3	3
Binoculars/Dark Vision Binoculars	10/100	5
Breathing Mask	20	3
Clothing (Common)	5	5
Clothing (Fine)	25	5
Clothing (Exposure)	50	15
Clothing (Space Suit)	250	50
Communicator	25/50	1
Flares	3	1
Flashlight	5	2
Jet Pack	100	25
Med Kit	20	3
Mini-Computer	100	10
Rations	1	1
Recording Stick	15	1
Rope (50 ft)	5	5
Sleeping Bag	10	8
Tent	20	10
Timepiece	10	1
Tool Kit	25	5

TABLE 12: Standard Gear

AMMO BANDOLEER: This is a belt or sash lined with several small pouches designed to hold extra energy cells which are used in laser pistols and laser rifles.

BACKPACK: Whether a primitive leather backpack or a modern composite fiber knapsack, a backpack can hold up to thirty pounds (30 lbs) and up to one cubic foot of space.

BELT POUCH: These pouches hold up to three pounds (3 lbs) of equipment.

BINOCULARS: Binoculars enable the user to see clearly up to a distance of five times (x5) their normal vision. Dark vision binoculars, capable of seeing that distance in complete darkness, can be purchased for ten times (x10) the listed cost.

BREATHING MASK: This clear mask secures to the wearer's head via an elastic strap and seals both nose and mouth. The mask contains enough air for four hours of breathing and allows the wearer to breathe in thin and poisonous atmospheres. It does not protect from the vacuum of space or other environmental hazards.

CLOTHING (Common): Regular, everyday clothing worn by millions across the universe. Includes a solid pair of boots.

CLOTHING (Fine): These are the finer garments worn by *Aristocrats*, nobles, and other wealthy citizens of galaxy.

CLOTHING (Exposure): Exposure clothing is designed to protect against extreme environmental hazards, such as deep colds, extreme heats, or other hazards. It does not protect from the vacuum of space. It includes an internal breath mask with an air supply that lasts up to four (4) hours.

CLOTHING (Space Suit): Space suits protect from the vacuum and pressure of space. They have enough oxygen for up to one day of continuous use. They are bulky and movement can be difficult when wearing one.

COMMUNICATOR: This hand-held device allows for auditory communication with another individual who also has a communicator at a distance. A version which also feature a small hologram transmitter that allow users to and protect images of themselves to the individual they are speaking with are also available, but cost twice (x2) the listed price.

FLARES: These six-inch long rods can have a pull-tie on them that, when pulled, causes the tip of the flare to blaze with light that radiates up to a range of 120 feet.

FLASHLIGHT: A flashlight projects light in one direction to a range of 60 feet.

JET PACK: Characters wearing a jet pack gain the ability to fly at a **Movement** of 18. A jet pack can be used for up to 25 **rounds** before it must be refueled.

MED KIT: Med kits are small emergency medical packages carried by emergency personnel and military corpsman on the battlefield. It takes one **round** to use a med kit and it restores 2d4 **Hit Points**. Once a med kit is used it is expended completely.

MINI-COMPUTER: Mini-computers are small, hand-held computers with touch screens, tiny hologram projectors, and a large amount of storage capacity. They can interface with other computers and starships, store information, and allow communication across distances.

RATIONS: These rations are dried or freeze-dried and remain usable for decades if kept in their original packaging. The cost listed is for one day's supply of rations.

RECORDING STICK: This small, pencil-sized stick is capable of storing up to 300 hours of audio before needing to be erased.

ROPE: One coil of rope is able to support up to five hundred pounds (500 lbs) of weight. Most come with a magnetic grappling hook.

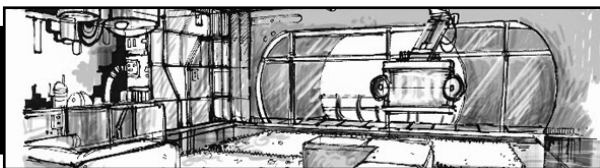
SLEEPING BAG: Modern sleeping bags are able to seal the user inside for extraordinary protection from the elements. They cannot however, filter out environmental hazards.

TENT: Like sleeping bags, modern tents can seal up to four (4) individuals within them to protect them from the elements. They cannot however, filter out environmental hazards.

TIMEPIECE: This simple chronometer is worn on the wrist and automatically sets itself to planetary time when entering a new atmosphere. It can store and keep times on any number of different planets.

TOOL KIT: Tool kits are used by *Pilots* and other starship workers for upkeep. Without a tool kit, it is very difficult to keep a starship in top shape.

MELEE WEAPONS



WEAPON	DAMAGE	COST (in credits)	WEIGHT (in lbs)
Battle Axe	1d6+1	7	15
Club	1d6	-	10
Dagger	1d6-1	3	2
Mono-Dagger	1d6	15	2
Mono-Sword	1d6+2	20	4
Mono-Axe	1d6+2	35	8
Spear	1d6	2	10
Staff	1d6	1	10
Star Sword	1d6+2	100	3
Sword	1d6	10	10

TABLE 13: Melee Weapons

BATTLE AXE: This large, double-headed weapon requires two hands to wield effectively.

CLUB: Whether stick, cudgel, or improvised weapon, a club is a simple blunt force instrument that does damage.

DAGGER: Both a tool and weapon, daggers range from 6 inches to 12 inches long. Most species in the galaxy use them.

MONO-DAGGER: This dagger has had its edge refined to the width of a single molecule.

MONO-SWORD: These meter-long two-edged blades are wielded in one hand and have their edges refined to the width of a single molecule.

MONO-AXE: A light-weight composite head with a molecule-thin blade makes this weapon both fearsome to behold and deadly in battle.

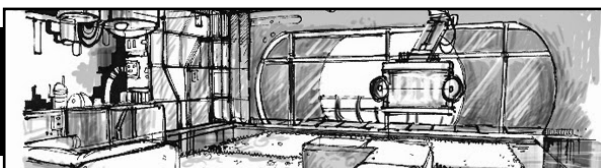
SPEAR: A six-foot pole with a sharpened end or metal point, spears are one of the oldest weapons in existence.

STAFF: A long length of wood or composite plastic to assist in travel or defend oneself in battle.

STAR SWORD: When not activated, a Star Sword looks like a chrome hilt with no blade. However, with the press of a button a meter-long beam of energy springs to life from it. This is the favored weapon of *Star Knights*, for which it is named.

SWORD: Often found as a ceremonial weapon carried by *Aristocrats* and other elite citizens of the galaxy, swords nevertheless still often find service in battle.

MISSILE/RANGED WEAPONS



WEAPON	DAMAGE	ROF	RANGE	COST (in credits)	WEIGHT (in lbs)
Bow, Long	1d6	2	70 ft	5	40
Bow, Short	1d6-1	2	50 ft	5	25
Crossbow, Heavy	1d6+1	1/2	80 ft	5	25
Crossbow, Light	1d6	1	60 ft	5	15
Firearm	1d6+1	1	70 ft	5	45
Grenade	2d6+2/ 3d6+2	1	30 ft	1	25
Laser Pistol	1d6+2	2	100 ft	3	50
Laser Rifle	2d6	2	200 ft	5	100
Arrow (20)	-	-	-	10	1
Bolt (20)	-	-	-	10	1
Bullet (20)	-	-	-	5	5
Energy Cell (20)	-	-	-	1	10

TABLE 14: Missile/Ranged Weapons

ARROW: Ammunition for long bows and short bows. Sold with a quiver in bundles of twenty (20).

BOLT: Ammunition for heavy crossbows and light crossbows. Sold with a case in bundles of twenty (20).

BOW, LONG: These primitive weapons are still effective and silent. They are most commonly found in the hands of primitive societies of the universe. It uses arrows for ammunition.

BOW, SHORT: Smaller versions of the long bow, they are more easily used from concealed or sitting positions – though less powerful and with a shorter range. It uses arrows for ammunition.

BULLET: Ammunition for firearms. Sold in magazines of ten (10) bullets.

CROSSBOW, HEAVY Bulky, two-handed, and slow to load, heavy crossbows are rare in the modern galaxy, though some are valued by collectors or still used by pre-firearm societies. They are still quite capable of punching a hole through most armor, even modern. It uses bolts for ammunition.

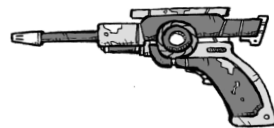
CROSSBOW, LIGHT: A smaller and more easily-used version of the heavy crossbow, it is still rare. It uses bolts for ammunition.

ENERGY CELL: Ammunition for laser pistols and laser rifles. Sold in power packs that hold twenty (20) shots.

FIREARM: Using gunpowder and a lead projectile housed in a brass casing, firearms are carried by eccentrics, collectors, and pre-stellar societies. It uses bullets for ammunition.

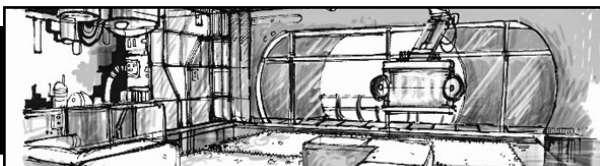
GRENADE: These explosives are most commonly used by military personnel. They can be found in concussion and fragmentation varieties. Concussion grenades do 3d6+2 damage within 5 feet radius, while fragmentation grenades do 2d6+2 damage within 50 feet radius. Each grenade must be purchased individually and is expended when thrown.

LASER PISTOL: The most common weapon in the modern galaxy, this sidearm is favored by everyone: from nobles to mercenaries to law enforcement. It requires an energy cell for ammunition.



LASER RIFLE: This long firearm has an extended barrel and requires two hands to fire. It has a longer range than a pistol and does more damage. It requires an energy cell for ammunition.

ARMOR AND SHIELDS



ARMOR	AC [AAC]	COST (in credits)	WEIGHT (in lbs)
Heavy	-6 [+6]	75	50
Light	-2 [+2]	25	15
Medium	-4 [+4]	30	50
Shield, Energy	-2 [+2]	25	5
Shield, Physical	-1 [+1]	10	10

TABLE 15: Armor and Shields

HEAVY ARMOR: Heavy composite plates, reinforced with laser reflective coating, this bulky armor provides a high level of protection against all forms of attack. More primitive versions function similarly to medieval plate mail.

LIGHT ARMOR: Armored flight suits, boiled leather, and kevlar vests are all considered to be Light Armor. They offer minimal protection against most physical attacks.

MEDIUM ARMOR: Whether modern reinforced metal alloy plates set into the lining of a padded suit or primitive chain armor, these designs offer some decent protection against a variety of attacks.

SHIELD, ENERGY: A rounded metal alloy web that when activated fills with a field of crackling energy. Effective against both physical and energy weapons.

SHIELD, PHYSICAL: A rounded plate of reinforced metal used to protect in melee combat and against projectiles. Not as effective against modern weapons as an energy shield.

EQUIPMENT WEIGHT

A normal level of miscellaneous equipment is assumed to weigh around seventy pounds (70 lbs). When treasure is added to this, each twenty (20) **credits** and gems of equivalent value weighs around one pound (1 lb).

HOUSE RULE: AC VS AAC

Your *Referee* will decide whether your game is using the standard *Armor Class* (AC) system where a lower AC is harder to hit, or the *Ascending Armor Class* system (AAC), where a higher AC is harder to hit.

Numbers for the AAC system are set off in brackets when listed, as you see in *TABLE 15: Armor and Shields* above, to distinguish the two systems when the numbers appear side by side.

CALCULATING ARMOR CLASS

In the standard and descending *Armor Class* system (AC), an unarmored human has an AC of 9. Any armor worn subtracts from this total – making him or her more difficult to hit. For example, a human (base AC 9) wearing Light Armor (-2) has an effective AC of 7 (9-2).

Using the *Ascending Armor Class* system (AAC), an unarmored human has an AAC of 10. Armor worn, instead of subtracting from this total, is added – making him more difficult to hit. Therefore, a human (base AAC 10) wearing Light Armor (+2) has an effective AAC of 12 (10+2).

Your *Referee* will tell you which system he's using for the campaign, so this isn't as complicated as it sounds. In the standard system a high AC is bad, and in the *Ascending Armor Class* system a low AAC is bad. Once you start playing using one of the systems, it will make perfect sense, no matter which is used.

COMPARING ARMOR CLASS SYSTEMS

To translate between descending and ascending *Armor Class* systems, the *Armor Class* (AC) and *Ascending Armor Class* (AAC) values should add up to 19 when added together. For example, AC 7 is the same as AAC 12, or $19 - 7 = 12$.



four

playing the game

playing
the game

Once you've got a character, the **Referee** will describe where the character is, and what he or she sees. The game might start on a backwater wasteland planet, in a vast and teeming city spiked with spires of metal and a skyline dotted with starships, in a seedy crime lord's lair, a space station, or at the crash site of an abandoned starship — that's up to the **Referee**. From that point on, you'll describe what your character does: going down stairs, attacking an enemy, talking to the people you meet (either characters being run by other players, or non-player characters controlled by the **Referee**). These decisions are all in your hands! The **Referee** then tells you what happens as a result: the spaceship door opens to reveal a long-dead pilot at the helm, the angry soldier attacks your character, etc. Together, you and the **Referee** work together, with the **Referee** handling the details of a pulp science fiction setting, and you handling what your character does in it. The epic story of your character's rise to greatness (or death in the effort) is yours to create!

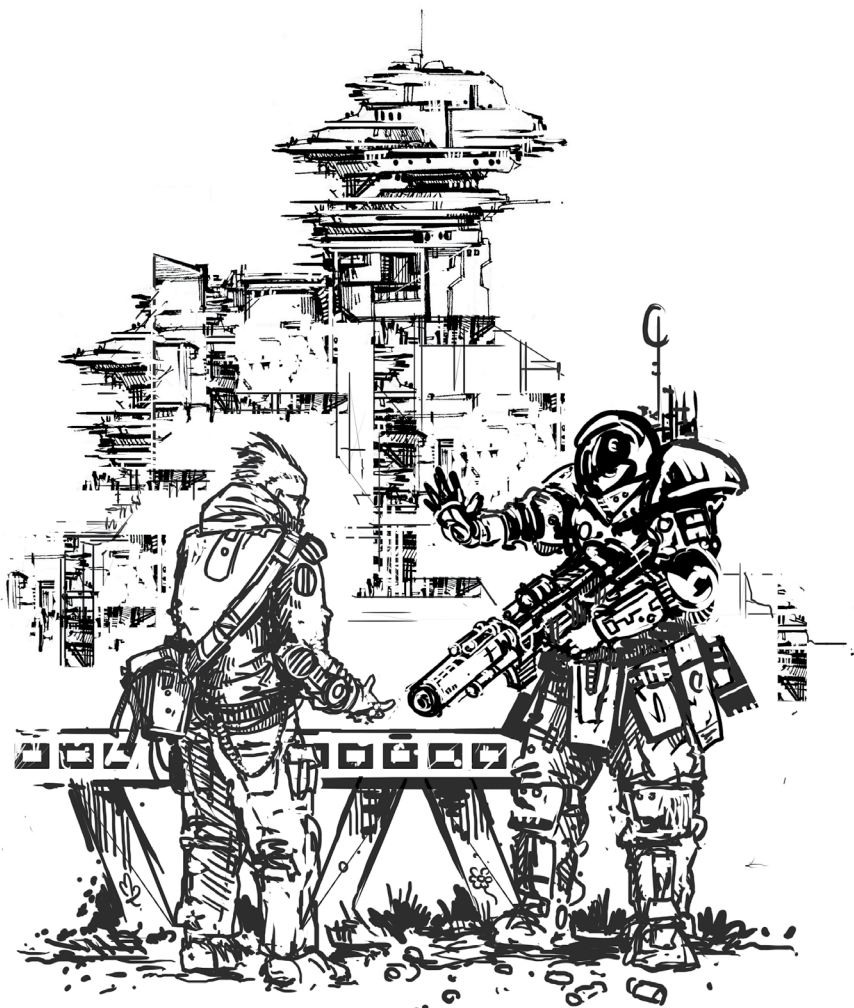
TIME

Sometimes the **Referee** will rule that "an hour passes," or even, "a month passes," in the life of the intrepid adventurers, but two important time measurements need a quick explanation. These are the **turn**, and the **round**. A **turn** represents ten (10) minutes, and a **round** lasts one (1) minute long.

SAVING THROWS

Each character has a *Saving Throw* value. It represents their ability to avoid any number of adverse effects. Whenever the *Referee* calls for the character to make a *Saving Throw* roll 1d20. If the number rolled is equal to or higher than that character's *Saving Throw* value, they have successfully avoided, partially avoided, or endured a specified negative or dangerous effect.

Saving Throws can be made to resist the effects of some *Meditations* or *Gifts*, resist environmental effects, avoid traps, or reduce the negative results of any number of things determined by the *Referee*. Each standard class receives a bonus to certain *Saving Throws*.



MOVEMENT RATE

The Base movement rate for all races is calculated in terms of feet (ft) per *round* is shown in **TABLE 16: Movement Rates** below. Each *Referee* is advised to alter the units of measurement for this to suit their own games and situations.

Typically, a character who moves more than their normal movement rate cannot attack or activate a *Gift* or *Meditation* in the same *round*.

WEIGHT CARRIED (in lbs)	CHARACTER Movement
0 - 75	12
76 - 100	9
101 - 150	6
151+	3

TABLE 16: Movement Rates

Movement TYPE	ADJUSTMENT
Careful	Half of character movement
Normal	Normal character movement
Running	Double character movement

TABLE 17: Movement Adjustment

GAINING EXPERIENCE

Characters are awarded *Experience Points* (XP) for killing monsters and accumulating treasure. Aliens and creatures have a set *Experience Point* value (in their descriptions), and one *credit* is equal to one *XP*. It may seem odd to award *Experience Points* for items, but keep in mind that every *credit* gained by the character is an index of the player's increasing skill. Awarding *Experience Points* only for killing creatures fails to reward a party of adventurers that successfully draws a band of space pirates away from its secret cache so that the cache can be stolen without a fight, and it fails to reward characters that operate by intelligence, stealth, trickery, and misdirection.

Each character class has a prime attribute listed in the character class description, and the character creation process details how to use these attributes to determine a character's total **XP Bonus**.

HIRING ASSISTANTS

Many characters, particularly when first starting an adventuring career, are in the need of some help in carrying loot or fighting enemies. **TABLE 18** below lists Assistants that can be hired, and list prices assuming that a typical adventure lasts roughly one week. Prices are in **credits**.

ASSISTANT	COST (in credits)
Animal Trainer	125
Assassin	300
Engineer	250
General Soldier	25
Non-combatant (servant, roustabout)	5
Planetary Chaffeur/Taxi	20
Sage	300
Starship Repairman	50
Spy	125
Starship Captain	150
Translator	35
Weapon & Armor Repairman	25

TABLE 18: Assistant Hiring Costs

Characters can also hire Assistants who have levels in classes and races. However, they are very expensive. They are also hired per week.

CLASS-BASED ASSISTANT	COST (in credits)
Alien Brute	400
Alien Mystic	400
Aristocrat	200
Mercenary	200
Pilot	200
Robot (Combat)	200
Robot (Diplomacy)	100
Robot (Mechanical)	100
Star Knight	200

TABLE 19: Class Hiring Costs

personal combat

Personal combat is battle between player characters, whether hand-to-hand or at range.

COMBAT

When the party of adventurers comes into contact with enemies, the order of events is as follows:

1. Determine **Initiative**.
2. Party with **Initiative** acts first (attacking, using items, etc.) and results take effect.
3. Party that lost **Initiative** acts, and their results take effect.
4. The **round** is complete; keep turn order for the next **round** if the battle has not been resolved..

DETERMINE INITIATIVE

At the beginning of a **Personal Combat round**, each side rolls **Initiative** on 1d6. The high roll wins. The winning side acts first, moving, attacking, or taking other actions. The other side takes damage and casualties, and then gets its turn.

HOUSE RULE: STATEMENT OF INTENT

Some *Referees* prefer to have all parties make a "statement of intent" before they roll *Initiative* in order to force players to decide what they are doing before they know who goes first.

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously. The *Referee* may handle this situation in any way he chooses — with one caveat: the damage inflicted by combatants during simultaneous *Initiative* is inflicted even if one of the combatants dies during the *round*. It is possible for two combatants to kill each other during a simultaneous *Initiative* round!

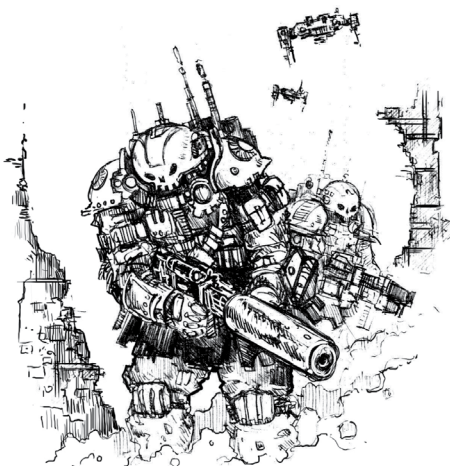
THE ATTACK ROLL

To attack with a weapon, the player rolls 1d20 and adds any bonuses to the result. These *To-Hit* bonuses include the character's *Base Hit Bonus (BHB)*, the *Strength Bonus* for attacks with hand held weapons, any bonuses for advanced technology, and any other bonus identified as a *To-Hit* bonus.

The *Attack Roll* is then compared to the target's *Armor Class* to see if the attack hits, according to whichever system the *Referee* has chosen to use. The standard system (where a lower *AC* is better) is resolved by comparing the *To-Hit* number to the number required on the standard *To-Hit* table. If the *Attack Roll* is equal to or higher than the number on the table, the attack hits. In the *Ascending Armor Class* system, if the *Attack Roll* is equal to or higher than the defender's *Armor Class*, the attack hits.

MELEE ATTACK

A melee attack is an attack with hand-held weapons such as a Star Sword, mono-axe, or a dagger. A character's *Strength Bonus To-Hit* is added to melee *Attack Rolls*. Two combatants within ten (10) feet of each other are considered to be "in combat."



MISSILE ATTACK

Missile attacks are attacks with ranged weapons such as a laser pistol, short bow, or thrown axe. A character's **Dexterity Bonus** for missile attacks is added to the **Attack Roll** roll when the character is using missile weapons. When using missiles to attack into a melee, it is not possible to choose which opponent (or friend) will receive the attack; a random target is struck.

Missile weapons have a **ROF** value. This indicates the maximum number of attacks that can be made with this weapon per round. Some allow you to attack multiple times per round. The **Referee** will determine how that happens.

AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
AAC	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
REQUIRED ROLL	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	29

TABLE 20: Attack "To-Hit" Rolls

NEGOTIATION AND DIPLOMACY

Some combats can be averted with a few well-chosen words (including lies). If the party is out-matched or the enemies don't seem likely to be need to be taken alive, the party might elect to talk their way out in an attempt to avoid combat (or at least delay it until favorable conditions arise).

GIFTS AND MEDITATIONS

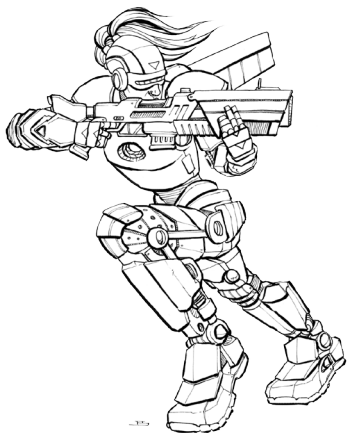
Star Knights use their **Meditations** and **Alien Mystics** use their **Gifts** at the beginning of the **round**. It is possible to activate these while within melee range of an opponent (10 feet), but if the **Star Knight** or **Alien Mystic** suffers damage while activating the ability, then it is lost. Unless the **Gift** or **Meditation** description states otherwise, it takes effect in the **Star Knight's** or **Alien Mystic's Initiative** phase.

HOUSE RULE: 20s AND 1s

Many **Referees** have rules that a "natural" roll of 20 is an automatic hit or inflicts double damage, that a natural roll of 1 is an automatic miss and may result in dropping a weapon or tripping. These are commonly called "critical hits" and "fumbles," respectively.

INVISIBLE OPPONENTS

An invisible opponent can only be attacked if the general location is known, and the attack is at -4 **To-Hit**. Note that more powerful aliens and creatures (those with sensitive smell or hearing, or more than six hit dice) may be able to detect invisible opponents; the **Referee** should determine the chance of this according to the creature concerned and the situation.



MOVEMENT

A character may move up to their normal movement rate in combat and still attack or perform another action. This is typically a **Movement** of 12. If a character moves more than their normal **Movement** they may not attack, activate a **Gift** or **Meditation**, or perform other significant action.

A character cannot move more than their running speed in a single **Personal Combat** round. This is equal to twice their **Movement**.

MORALE

Certain creatures, such as mindless creatures or those under the influence of mind-control, are fearless and will always fight to the death. The majority will not continue to fight a hopeless battle, seeking to retreat, surrender, or flee if they can. The **Referee** will decide when enemies abandon a battle and retreat, based on the situation and the enemy's intelligence.

HOUSE RULE: DEATH

Different **Referees** have a different spin on how lethal the game should be. For this reason, many **Referees** allow characters to be "unconscious" at zero (0) HP and not actually die until they reach some per-determined negative number.

For example, perhaps the **Referee** will rule that the character can survive below zero by as many points as his level; so a 4th level character might die if he falls below -4 **Hit Points**.

DAMAGE AND DEATH

When a character or creature is hit, the amount of damage is deducted from its **Hit Points**. When their **Hit Points** reach zero (0), the character dies.

HEALING

In addition to the various technological means of restoring **Hit Points**, a character will recover 1 **Hit Point** per day of uninterrupted rest. Four weeks of rest will return a character to full **Hit Points** regardless of how many **Hit Points** the character has lost.

HOUSE RULE: BINDING WOUNDS & MED KITS

The **Referee** can allow a character to bind wounds following a battle. This heals 1d4 **Hit Points**, or 2d4 if the character uses a med kit.

This is particularly useful in low-powered campaigns or in adventures where none of the players have chosen to play an **Alien Mystic** or **Star Knight**. Note that the character can only recover **Hit Points** lost during this particular battle. Recovered **Hit Points** cannot exceed the uninjured maximum amount.

personal
combat

GAMEPLAY EXAMPLE

A **Mercenary**, **Galris Redsun**, is fighting three scoundrels in a dark passage of the abandoned space station **Nebula-4**. We eavesdrop just as the encounter begins:

GALRIS' PLAYER: "I draw myself up to full height and inform them that I'm reclaiming this derelict space station in the name of the Galactic Consortium. My men are right behind me, and these vermin better disperse or I'll have them brought in for interrogation."

REFEREE: "Um, no. They're not buying it. You're covered in filth from sneaking in through that garbage pit, remember?"

GALRIS' PLAYER: "Oh, yeah. I forgot that."

REFEREE: "Roll **Initiative**." (Secretly rolls 1d6 and gets a result of 6.)

GALRIS' PLAYER: "I rolled a 2."

REFEREE: The scoundrels attack first. They're all more than ten feet from you, and they move forward with their mono-daggers at the ready."

GALRIS' PLAYER: "They don't charge?"

REFEREE: "Nope."

GALRIS' PLAYER: "They don't get an attack because they closed in. It's my turn to attack, right?"

REFEREE: "Yes."

GALRIS' PLAYER: I fire my laser pistol (Rolls 1d20.) "16 ... sweet! Adding my *BHB* and *Dexterity Bonus* gives me a total *To-Hit* roll of 18!"

REFEREE: (Notes that scoundrels have an *Armor Class* of 14, using the *Ascending Armor Class (AC)* rules, and the hit strikes.) "You fire your laser pistol at the leading scoundrel. Roll for damage."

GALRIS' PLAYER: That's 1d6+2 (Rolls 1d6 and adds 2.) "4 points."

REFEREE: (That's enough to kill it. The scoundrels only have 3 *Hit Points* each.) "Okay, so as it's moving forward, the scoundrel slips a little bit in a puddle from a leaking pipe in the ceiling above that's created a pool on the metal floor. It practically steps into your shot! The other two are still attacking, but they look nervous now – obviously starting to reconsider this whole thing. What now?"

And the adventure continues ...

six

starship combat

starship
combat

Whether it's fleets of great warships blasting away at each other or squads of one-man stunt fighters engaged in a dog-fight between the stars, starship combat is a staple of science fiction. Starship Combat is defined as two or more ships attempting to attack one another, presumably with the intent to destroy one another.

In most cases, it functions exactly as Personal Combat does (see [page 41](#)).



SHIP-TO-SHIP COMBAT

When a starship comes into contact with enemy ships, the order of events is as follows:

1. Determine **Initiative**.
2. Starship with **Initiative** acts first (attacking, using items, etc.) and results take effect.
3. Starship that lost **Initiative** acts, and their results take effect.
4. The **round** is complete; keep turn order for the next **round** if the battle has not been resolved.

DETERMINE INITIATIVE

At the beginning of a **Starship Combat round**, each pilot rolls **Initiative** on 1d6. The high roll wins. The winning side acts first, moving, attacking, or taking other actions. The other side takes damage and casualties, and then gets its turn.

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously. The **Referee** may handle this situation in any way he chooses—with one caveat. The damage inflicted by combatants during simultaneous **Initiative** is inflicted even if one of the combatants dies during the round. It is possible for two combatants to kill each other during a simultaneous **Initiative** round!

THE ATTACK ROLL

To attack with a starship weapon, the player must have access to it. Whether operating it from a ship's cockpit or gunport, depending on the ship they are operating. The gunner rolls 1d20 and adds any bonuses to the result. This includes the character's **Base Hit Bonus (BHB)**, in addition to the gunner's **Dexterity Bonus**, and the ship's **Targeting** modifier if any is applicable. **TABLE 20: To-Hit Attack Rolls** on **page 43** is used for both personal and starship combat.

The **Attack Roll** is then compared to the targeted starship's **Armor Class** to see if the attack hits, according to whichever system the **Referee** has chosen to use. The standard system (where a lower **AC** is better) is resolved by comparing the **To-Hit** number to the number required on the standard **To-Hit** table. If the **Attack Roll** is equal to or higher than the number on the table, the attack hits. In the **Ascending Armor Class** system, if the **Attack Roll** is equal to or higher than the defender's **Armor Class**, the attack hit.

MISSILE ATTACK

All attacks in starship combat are considered missile attacks. A character's **Dexterity Bonus** for missile attacks is added to the **To-Hit** roll when the character is using a starship's weapons.

Lasers, Ion Charges, and Proton Missiles all have different ranges as shown below. Ranges are measured in abstract distances, as described under the **Movement** listing of starship statistics.

STARSHIP WEAPON	RANGE
Light Laser	8
Laser Cannon	12
Heavy Laser	16
Ion Charge	18
Proton Missile	6
Tractor Beam	8

TABLE 21: Starship Weapon Range

CLOAKED STARSHIPS

A starship with the cloaking device modifier may render itself invisible. An invisible starship can only be attacked if the general location is known, and the attack is at -8 **To-Hit**. If a cloaked ship is successfully hit, but unable to move, this penalty is ignored on the next attack.

MOVEMENT

A pilot may move a ship up to its normal **Movement** in a **Starship Combat round** and still fire any weapon described as "pilot-linked", or perform any other significant action. If the pilot wishes to move the starship more than the ship's normal **Movement**, they may not perform any other action that combat round. A starship may move up to twice (x2) its normal movement rate in a single combat round.

HOUSE RULE: IMMOBILIZATION

Instead of a ship being destroyed when it reaches zero (0) **Hit Points**, the **Referee** may rule that the ship has been immobilized. It cannot move, attack, or use any of its modifications. It is running on the barest of facilities, with only basic power and life support.



DAMAGE AND DESTRUCTION

When a starship is hit, the amount of damage rolled based on the weapon used is deducted from its **Hit Points**. When it reaches zero (0) **Hit Points**, the ship explodes and everyone on board it is killed. Personal weapons cannot damage starships.



REPAIRING STARSHIPS

Starships do not heal like living beings and must be repaired. This takes time and resources. It takes one day and 20 **credits** in resources and supplies to repair 5 **Hit Points** of damage to a starship.

PURCHASING A STARSHIP & HIRING A CREW

Starships are expensive and purchasing one is beyond the means of most citizens of the galaxy; they cost several **thousand credits**. Player characters wishing to purchase a starship will need to work long and hard for the necessary **credits** or make alliances with those who have more resources than them. Many starships are not even available for purchase outside of highly illegal or military channels.

A ship is inoperable without a crew. Every ship has a minimum number of crew required, not including gunners. One gunner is required for each weapon on a starship. Each crew member can be hired for a cost of 25 **credits** per week while gunners cost 35 **credits** per week.

STARSHIP	COST (in credits)	MINIMUM CREW
Blockade Runner	175,000	6
Dreadnought	2,500,000	100
Gunship	250,000	6
Heavy Transport	30,000	6
Light Transport	10,000	1
Medium Transport	15,000	2
Space Mine	2,000	0
Space Yacht	18,000	2
Star Cruiser	100,000	10
Stunt Fighter	15,000	1

TABLE 22: Purchasing A Ship

STARSHIP STATISTICS

All vehicles and starships have the following statistics: *Armor Class*, *Hit Points*, *Shield Strength*, *Movement*, *Targeting*, *Attack*, and *Modifications*.

- ✿ **ARMOR CLASS:** A vehicle's *Armor Class* reflects how difficult it is to damage. This can be a reflection of its small size, high maneuverability, reinforced hull, or any combination thereof. *Armor Class* is explained earlier in the rules for Personal Combat. If you're using the descending *Armor Class* (AC) system (where lower AC is better) disregard the numbers in brackets. If you're using the *Ascending Armor Class* (AAC) system (where high AC is better) use the number in brackets.
- ✿ **HIT POINTS:** All vehicles have *Hit Points*, just like characters. When a vehicle reaches zero (0) *Hit Points* it is destroyed and all occupants in it are killed. A vehicle's *Hit Points* do not naturally return over time like a character's and it must be repaired.
- ✿ **SHIELD STRENGTH:** Many vehicles, especially spaceships, have a small energy field surrounding them to serve as limited protection from space and weapons. Whenever one vehicle with shields takes damage from another vehicle's weapons the damage is reduced equal to the defending vehicle's *Shield Strength*. Each time shields successfully reduce damage from an incoming attack, Shield Strength is reduced by one (1) point. As long as a vehicle's shield strength is not reduced to zero (0), it naturally regenerates at the rate of one point (1) of *Shield Strength* every five *rounds*.
- ✿ **MOVEMENT:** This represents a vehicle's speed, just like a character's. Unlike character *Movement*, a vehicle's *Movement* is not measured in feet. It is not measured at all. This number is a comparative abstraction and most often used when engaged in ship-to-ship combat or when attempting to escape from a pursuing vehicle. A ship must have a pilot to move, otherwise it sits immobile unless it has certain modifications that allow it to fly on its own. Starships may move at a cautious rate (half its *Movement*), normal (its listed *Movement*) or up to its running speed (twice or x2 its normal *Movement*) in a single combat *round*.
- ✿ **TARGETING:** This represents computerized targeting systems present in a vehicle and adds to any *Attack Roll* made using a ship's weapon.
- ✿ **ATTACK:** This represents a vehicle's weapons and the damage they do to another. Some vehicles have more than one weapon and may

engage in more than one attack per **round**. Unless a spaceship has the **Automated Weapons Modification** each attack requires a single character to operate the weapon being fired..

- ❁ **MODIFICATIONS:** Many ships have extra features that grant them bonuses or modifiers in combat. Details on those modifiers are described in detail below, after descriptions of the ships themselves.

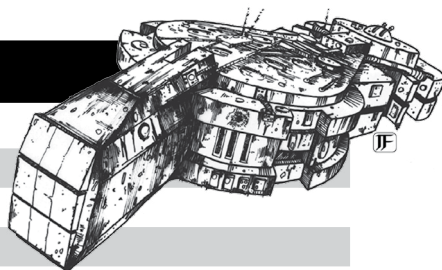
BLOCKADE RUNNER

ARMOR CLASS	2 [17]
HIT POINTS	90
SHIELD STRENGTH	8
<i>Movement</i>	9
TARGETING	+2
ATTACK	Laser Cannon x6 (4d6)
MODIFICATIONS	Faster-Than-Light Drive

These heavily armed and armored ships are favored by pirates and other galactic criminals. Heavily armored and well-armed, they are used to break planetary blockades, defeat military escorts, and support stellar combat. They typically require only a crew of half a dozen men, but are armed with an equal number of laser cannons.

DREADNOUGHT

ARMOR CLASS	5 [14]
HIT POINTS	200
SHIELD STRENGTH	20
<i>Movement</i>	3
TARGETING	+3
ATTACK	Heavy Laser x20 (6d6), Ion Charge x8 (2d6), Proton Missile x4 (12d6)
MODIFICATIONS	Advanced Shielding (3), Automated Weapons (16), Faster-Than-Light Drive, Ion Charge (8), Proton Missiles (4), Tractor Beam (2), Shield Capacitor



The most feared starship in the galaxy is the dreadnought. Crewed by over one hundred men and with enough firepower to lay siege to an entire planet, it is the symbol of military might in the galaxy. The mere sight of one is often enough to cause adversaries to surrender.

GUNSHIP

ARMOR CLASS	5 [14]
HIT POINTS	85
SHIELD STRENGTH:	8
<i>Movement</i>	6
TARGETING	+2
ATTACK	Laser Cannons x8 (4d6), Ion Charges x4 (2d6), Proton Missiles x2 (8d6), may have more.
MODIFICATIONS	Automated Weapons (6 or more), Ion Charge (4), Faster-Than-Light Drive, Proton Missiles (2), Shield Capacitor (3).

Little more than mobile artillery platforms, gunships are slow, heavily armored, heavily shielded, and armed to the teeth. Used to blockade planets and assist in military endeavors, they require a crew of only half a dozen men, but can have up to four times (x4) as many gunners manning lasers, ion charges, and proton missiles. Some even deploy space mines.

HEAVY TRANSPORT

ARMOR CLASS	9 [10]
HIT POINTS	80
SHIELD STRENGTH	0
<i>Movement</i>	3
TARGETING	+0
ATTACK	Light Laser (2d6) [pilot-linked]
MODIFICATIONS	Faster-Than-Light Drive, Tractor Beam



Little more than a flying warehouse with a Faster-Than-Light drive, heavy transports are used to haul small ships, vast supplies, and other large-scale commodities across the galaxy. They are not well armed or armored, but require only three crew members. Because they are slow and bulky, they are common targets for criminals.

HOUSE RULE: PILOT'S REPAIR

At the *Referee's* discretion, *Pilots* may add their level to the number of *Hit Points* of damage restored to a ship each day at no extra cost. No more than one *Pilot* per ship may grant this bonus.

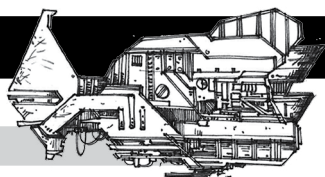
LIGHT TRANSPORT

ARMOR CLASS	6 [13]
HIT POINTS	60
SHIELD STRENGTH	0
<i>Movement</i>	9
TARGETING	+0
ATTACK	Light Laser (2d6) [pilot-linked]
MODIFICATIONS	Faster-Than-Light Drive

Transports are the workhorse of the galaxy. Light transports are small freighters ferrying cargo between star systems. Typically they do not have shields and only Light Armor and weapons. They usually require a crew of only one or two operators, though they are easily modified and often used by smugglers and pirates.

MEDIUM TRANSPORT

ARMOR CLASS	7 [12]
HIT POINTS	75
SHIELD STRENGTH	3
<i>Movement</i>	6
TARGETING	+0
ATTACK	Light Laser (2d6) [pilot-linked]
MODIFICATIONS	Faster-Than-Light Drive



A larger version of the light transport typically used to haul livestock, ground vehicles, or other bulk resources, the medium transport is a bigger, slower version of its smaller counterpart. Unlike light transports, medium transports usually have some level of shielding to protect themselves.

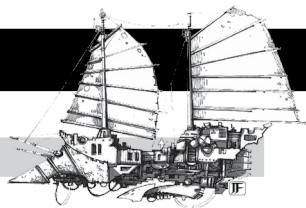
SPACE MINE

ARMOR CLASS	2 [17]
HIT POINTS	5
SHIELD STRENGTH	0
<i>Movement</i>	18
TARGETING	+5
ATTACK	8d6 (Self-Destruct)
MODIFICATIONS	Automated Weapons (Self-Destruct)

Not so much a starship, but an automated hazard used to bolster planetary blockades and waylay honest travelers. A space mine is an automated starship that activates whenever it detects another ship within 50 movement units and begins moving towards that ship at running speed. It makes an **Attack Roll** in an attempt to collide with its target and explodes on impact, destroying itself.

SPACE YACHT

ARMOR CLASS	4 [15]
HIT POINTS	40
SHIELD STRENGTH	1
<i>Movement</i>	12
TARGETING:	+0
ATTACK	Light Laser (2d6) [pilot-linked]
MODIFICATIONS	Faster-Than-Light Drive



Sleek and elegant, space yachts are used by rich diplomats and nobles to cruise the stars in style. They are not heavily armed, but they are fast. With only a meager laser and the lightest shields to defend itself, the space yacht is built with the mantra of style over substance. Because of their association with the idle rich, they are often the targets of space pirates and other criminals.

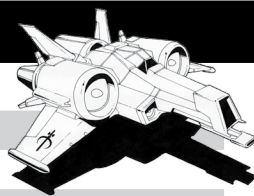
STAR CRUISER

ARMOR CLASS	5 [14]
HIT POINTS	85
SHIELD STRENGTH	2
<i>Movement</i>	7
TARGETING	+0
ATTACK	Laser Cannons (4, 4d6), may have others
MODIFICATIONS	Faster-Than-Light Drive, others determined by <i>Referee</i>

A star cruiser is a universal term for any medium-sized ship found commonly across the galaxy. It is easily modified to serve as a personnel carrier, combat vessel, cargo hauler, or any other number of jobs. It usually requires a crew of anywhere between ten and fifty individuals and can carry as many as three times (x3) that number of passengers. There is no such thing as a "stock" star cruiser, they are almost always modified.

STUNT FIGHTER

ARMOR CLASS	3 [16]
HIT POINTS	25
SHIELD STRENGTH	3
<i>Movement</i>	15
TARGETING	+2
ATTACK	4d6 (Laser Cannons) [pilot-linked]
MODIFICATIONS	Faster-Than-Light Drive (Optional), Ion Charge (Optional), Proton Missiles (Optional)



These small, agile ships are typically crewed by only one or two pilots. Light, fast and typically armed with lasers, proton missiles, and sometimes even ion charges, they typically fly in squads of between three to five ships supporting larger gunships or dreadnoughts in large battles

MODIFICATIONS

Modifications grant starships certain abilities and advantages both in and out of battle. Almost all starships have a few modifications, chief among them being a Faster-than-Light drive. Below are the descriptions of each modification that can be applied to a starship, along with its base cost. ***This cost is multiplied by the starship's maximum Hit Points*** to reflect that larger ships are more difficult to modify. Some modifications may be purchased more than once.

ADVANCED SHIELDING: This modification adds +1 to a starship's *Shield Strength*. It may be purchased up to three times (x3). **Base Cost: 30 credits.**

ADVANCED TARGETING SYSTEM: This modification adds +1 a starship's *Targeting*. It may be purchased up to three times (x3). **Base Cost: 20 credits.**

AUTOMATED WEAPONS: This modification allows one of a starship's attacks to operate without a gunner or pilot operating it. The automated weapon has a **Base Hit Bonus** of +0. This modification may be purchased once for each weapon on a starship. **Base Cost: 30 credits.**

CLOAKING DEVICE: This modification allows a starship to cloak (see **page 49**). If the starship fires a weapon or activates its shields while cloaked it immediately becomes visible. This modification may be purchased only once for a starship. **Base Cost: 100 credits.**

FASTER-THAN-LIGHT (FTL) DRIVE: This is the most common modification, allowing for a ship to travel from star system to star system, across the vastness of the galaxy. It requires five (5) rounds to activate an FTL Drive once a starship has left the atmosphere and gravity of a planet. This modification may be purchased only once for a starship (x1). **Base Cost: 10 credits.**

HIGH-YIELD THRUSTERS: This modification allows a starship to travel faster. It adds +1 to a starship's **Movement**. It may be purchased up to three times (x3). **Base Cost: 20 credits.**

ION CHARGE: This modification adds to a starship a single weapon with ion energy, causing less damage but causing the target's engines to seize up. A starship weapon with the modification inflicts only 2d6 damage, but each time an enemy starship is successfully hit with an ion charge it suffers -1 to **Movement** for the next **round**. It may be purchased once for each weapon on a starship (x1). **Base Cost: 30 credits.**

PROTON MISSILES: This modification adds to a starship weapon on a starship with physical projectiles capable of massive explosions. Once installed, proton missiles inflict 8d6 points of damage. However, it does no damage against a ship which has a **Shield Strength** of 1 or higher. This modification may be purchased once per each weapon on a starship. **Base Cost: 10 credits.**

REINFORCED HULL: This modification adds reinforced plating to a ship's hull, increasing its protection. It adds -1 [+1] to a ship's **Armor Class**. It may be purchased up to three times (x3). **Base Cost: 2 credits.**

TRACTOR BEAM: A successful **Attack Roll** made with a tractor beam requires the ship's pilot to succeed in a **Saving Throw**. If the **Saving Throw** is failed the ship immediately stops moving in its current direction and is drawn towards the attacker at a speed equal to half its normal **Movement**. A new **Saving Throw** may be made each **round**, but if the attacking ship and defending ship become adjacent, the attacker is assumed to have locked onto the ship and may send a boarding party aboard. While in the grips of a tractor beam an attacking ship has a +2 bonus to all **To-Hit** rolls. Tractor beams can only be installed on large transports and dreadnoughts. **Base Cost: 3 credits.**

SHIELD CAPACITOR: This modification reduces the rate at which a ship's **Shield Strength** regenerates by one (1) **round**. It may be purchased up to three times (x3). **Base Cost: 3 credits.**

SPACE TRAVEL

The details of how a starship moves from planet to planet should be decided by the **Referee**. It is assumed that travel is done via Faster-Than-Light Drives, but the **Referee** is free to change that. Perhaps planets are clustered close enough together that faster-than-light engines aren't used, or perhaps Warp Gates allow ships to instantly teleport from star system to star system.

If the standard Faster-Than-Light travel rules are used then the **Referee** should decide exactly how long travel takes to suit the needs and style of their campaign.

gifts and meditations

Both *Star Knights* and *Alien Mystics* are capable of channeling exotic, seemingly magical abilities – each in their own unique way.

Star Knights seem almost psychic and many practice a philosophy simply known as *The Way*. Their abilities are often personal, though powerful *Star Knights* can extend these abilities to others.

Alien Mystics are masters of manipulating perceptions. They are subtle and often elusive, making use of their abilities to confuse or confound opponents. Most come from primitive worlds where incantations and talismans are used to achieve results which surprise beings from more “civilized” parts of the galaxy.

LEVEL 1 MEDITATIONS

CHARM PERSON

RANGE 120 ft

DURATION 1 hour

This *Meditation* affects living bipeds of approximately human size, including most aliens. If the *Meditation* succeeds (*Saving Throw* allowed), the unfortunate creature falls under the caster’s influence.

STAR KNIGHT MEDITATIONS

LEVEL 1

- ✿ CHARM PERSON
- ✿ DETECT GOOD/EVIL
- ✿ HEALING MEDITATION
- ✿ PROTECTIVE MEDITATION
- ✿ READ LANGUAGES

LEVEL 2

- ✿ COMBAT COORDINATION
- ✿ DETECT THOUGHTS
- ✿ DETECT INVISIBLE
- ✿ FIND TRAPS
- ✿ LOCATE OBJECT
- ✿ SPEAK WITH ANIMALS

LEVEL 3

- ✿ ALTER REFLEXES
- ✿ DARK VISION
- ✿ DEFENSIVE COORDINATION
- ✿ PROTECTION FROM MISSILES
- ✿ WATER BREATHING

LEVEL 4

- ✿ CONFUSION
- ✿ EXPAND SENSES
- ✿ HEAL OTHER
- ✿ NEUTRALIZE POISON
- ✿ SPEAK WITH PLANTS

LEVEL 5

- ✿ CHARM CREATURE
- ✿ PROTECTION FROM MISSILES II
- ✿ TELEKINESIS
- ✿ VISION

DETECT EVIL/GOOD

RANGE 120 ft

DURATION 2 turns

The *Star Knight* detects any creatures with evil intentions or evil thoughts, as well as evil places within the *Meditation*'s range. Poison is not inherently evil, and cannot be detected by means of this *Meditation*. The reverse *Meditation*, *Detect Good*, works the same way except that it detects intentions and places that are good.

DETECT LIFE

RANGE 120 ft

DURATION 2 turns

This *Meditation* allows a *Star Knight* to detect the presence of any living creature within 120 feet and whether or not they are sentient creatures. It does not determine the specific number or location of those detected, only that they are present.

HEALING MEDITATION

RANGE 120 ft

DURATION Immediate

This *Meditation* heals the *Star Knight* of 1d6+1 *Hit Points*.

PROTECTIVE MEDITATION

RANGE 120 ft

DURATION 2 hours

The *Star Knight* centers himself and prepares to face his foes. All enemies suffer a -1 penalty on any *To-Hit* rolls made against the *Star Knight* and he receives a +1 bonus to all *Saving Throws* made to resist any abilities they have that can be resisted with a *Saving Throw*.

READ LANGUAGES

RANGE Reading distance

DURATION 1 or 2 languages

This *Meditation* allows the *Star Knight* to read directions, instructions, and similar notations that are written in unfamiliar or even unknown languages.

LEVEL 2 MEDITATIONS

COMBAT COORDINATION

RANGE Self

DURATION 1 hour

The *Star Knight* focuses his mind on the battle at hand, gaining a +1 to all *To-Hit* rolls for the duration of this *Meditation*.

DETECT THOUGHTS

RANGE 60 ft

DURATION 2 hours

The *Star Knight* can detect the thoughts of other beings within range.

DETECT INVISIBLE

RANGE Line of Sight

DURATION 1 hour

The *Star Knight* can perceive invisible creatures and objects. This includes objects or individuals concealed by obstructions, concealment, or personal cloaking devices.

FIND TRAPS

RANGE 30 ft around character

DURATION 2 turns

The *Star Knight* can perceive both mechanical and technological traps at a distance of 30 feet.

LOCATE OBJECT

RANGE 90 ft

DURATION 1 round/level

This *Meditation* gives the *Star Knight* the correct direction (from point to point in a direct line) of an object that the character specifies with a description. The object cannot be something the character has never seen, although this *Meditation* can detect an object in a general class of items known to the *Star Knight* such as stairs, a Star Sword, etc.

SPEAK WITH ANIMALS

RANGE 30 ft

DURATION 1 hour

The *Star Knight* can speak with animals within range of this *Meditation*. There is a chance that the animals will assist him and not attack him or his party (unless he's got something particularly offensive to say).

LEVEL 3 MEDITATIONS

ALTER REFLEXES

RANGE Self

DURATION 3 turns

The *Star Knight* doubles their personal *Movement* and may attack twice per *round* for the duration of this *Meditation*. He also receives +2 to *Initiative* rolls.

DARK VISION

RANGE Self

DURATION 1 day

The *Star Knight* can see in low light and even total darkness at a range of up to 60 feet without any penalty to vision.

DEFENSIVE COORDINATION

RANGE 30 ft

DURATION 2 hours

The *Star Knight* and all his allies within 30 feet receive a +1 bonus to all *Saving Throws* and all enemies who attack them suffer a -1 penalty to all *To-Hit* rolls for the duration of this *Meditation*.

PROTECTION FROM MISSILES

RANGE Self

DURATION 2 hours

The *Star Knight* is able to block missile attacks made with personal weapons. He automatically blocks these attacks, suffering no damage, but must be wielding a Star Sword while this *Meditation* is active to do this.

WATER BREATHING

RANGE Self

DURATION 2 hours

The *Star Knight* can breathe underwater with this *Meditation*.

LEVEL 4 MEDITATIONS

CONFUSION

RANGE 120 ft

DURATION 2 hours

This **Meditation** confuses sentient beings and beasts, making them act randomly. Roll 2d6 to determine the creature's behavior and consult the table below for the results:

ROLL (2d6)	REACTION
2-5	Attack the Star Knight and his allies
6-8	Stand baffled and inactive
9-12	Attack each other

TABLE 22: Confusion Reaction

The effects of the confusion may shift every **turn**, which requires re-rolling again upon the table.

The **Meditation** affects 2d6 creatures, plus an additional creature for every **Star Knight** level above 8th. Creatures of 3 **HD** or fewer are automatically affected by the **Meditation** and it takes effect immediately.

Creatures of 4 **HD** or more automatically resist the confusion effect until it builds up to its full power (which takes 1d12 **rounds**, minus the **Star Knight**'s level in **rounds**). A **Saving Throw** can be made at the beginning and must be made every **turn** to resist the effects.

EXPAND SENSES

RANGE 360 ft

DURATION 2 hours

The **Star Knight** is able to see and hear far off places, up to 360 feet away, although he must name a specific location or direction within that range. He must close his eyes and concentrate while this **Meditation** is active. Any distraction will draw him back to his normal senses, canceling the **Meditation**.

HEAL OTHER

RANGE Touch

DURATION Immediately

The *Star Knight* can touch a wounded individual and instantly restore 1d6+1 *Hit Points* to them.

NEUTRALIZE POISON

RANGE Touch

DURATION Immediately

The *Star Knight* can purge poison from either himself or another living being with a touch.

SPEAK WITH PLANTS

RANGE 30 ft

DURATION 1 hour

The *Star Knight* can speak to and understand the replies of plants. Plants will obey his commands as far as they are able to (e.g. twisting or bending aside to ease his passage, etc.).

LEVEL 5 MEDITATIONS

CHARM CREATURE

RANGE 120 ft

DURATION 1 hour

This manifestation functions similarly to *Charm Person*, but can affect large creatures or massive beasts. Alternately, the *Star Knight* may use this *Meditation* to charm up to 3d6 human-sized creatures.

PROTECTION FROM MISSILES II

RANGE Self

DURATION 2 hours

The *Star Knight* is able to block missile attacks made with personal weapons as *Protection from Missiles*.

In addition, the **Star Knight** may reflect attacks made with a laser pistol or laser rifle back upon the attacker with a successful **Saving Throw** for each attack made against them; the attacker must then make a **Saving Throw** of their own or be struck by their own reflected attack. Alternatively, the **Star Knight** can reflect the attack to a location of their choosing upon a successful **Saving Throw**. If the **Star Knight** fails the initial **Saving Throw** for the attack it is merely deflected away harmlessly into their surroundings.

Like **Protection From Missiles**, the **Star Knight** must be wielding a Star Sword while this **Meditation** is active.

TELEKINESIS

RANGE	120 ft
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DURATION	1 hour
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The **Star Knight** can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level.

VISION

RANGE	Self
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DURATION	3 questions
----------	-------------

The **Star Knight** senses their personal destiny and the player may ask the **Referee** three questions regarding the events of the current campaign. The **Referee** may answer as directly or cryptically as they wish.

This **Meditation** is very taxing to the **Star Knight** and may only be used once per week.

ALIEN MYSTIC GIFTS

LEVEL 1

- ✿ LIGHT
- ✿ HOLD PORTAL
- ✿ PURIFY FOOD & DRINK
- ✿ STUPOR

LEVEL 2

- ✿ HOLD PERSON
- ✿ INVISIBILITY
- ✿ LEVITATE
- ✿ PHANTASMAL FORCE

LEVEL 3

- ✿ ALTER TIME
- ✿ INVISIBILITY II
- ✿ DISPEL EFFECT
- ✿ FLY

LEVEL 1 GIFTS

LIGHT

RANGE 60 ft

DURATION 2 hours

The target person or object (at a range of up to 120 feet) produces light about as bright as a torch or flashlight, to a radius of 20 feet.

HOLD PORTAL

RANGE Touch

DURATION 2 hours

This **Gift** holds a door or other portal in position for the **Gift**'s duration once the **Alien Mystic** has touched it. It cannot be opened by any means, though it can still be destroyed.

PURIFY FOOD & DRINK

RANGE 30 ft

DURATION Immediate

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.

STUPOR

RANGE 240 ft

DURATION 1 hour, or until awakened

This **Gift** puts targets into an sleep-like stupor. Once affected, targets collapse into a slumber. It affects creatures based on their **Hit Dice** according to the table below:

VICTIM'S HIT DICE	NUMBER AFFECTED
<1 to 1+	2d6+3
1+ to 2	2d6
2+ to 4+1	1d6

TABLE 23: Affected by Stupor

LEVEL 2 GIFTS

HOLD PERSON

RANGE 120 ft

DURATION 1 hour

The **Alien Mystic** selects 1d4 targets (**Saving Throw** applies) or a single person (**Saving Throw** at -2). If the target(s) fail a **Saving Throw** they cannot move or speak for the duration of the **Gift's** effect.

INVISIBILITY

RANGE Self

DURATION Until dispelled or an attack is made

The **Alien Mystic** becomes invisible (to both normal vision and technological sensors). If the **Referee** is using the invisibility rules unchanged, the result is that an invisible **Alien Mystic** cannot be attacked unless its approximate

location is known, and all attacks against it are made at -4 *To-Hit*. If the invisible *Alien Mystic* makes an attack, the *Gift*'s effect ends. Otherwise, it lasts until dispelled by the *Alien Mystic*.

LEVITATE

RANGE 20 ft per level

DURATION 1 turn per level

This *Gift* allows the *Alien Mystic* to levitate himself, moving vertically up or down, but not lateral movement; a wall, cliff side or ceiling could, of course, be used to pull along hand-over-hand.

Movement is at 6 feet per *round* (60 feet per *turn*), and the *Alien Mystic* cannot levitate more than 20 feet per level from the level where the *Gift* was activated (such range being applied both to movement into the air and to downward movement into a pit or chasm).

PHANTASMAL FORCE

RANGE 240 ft

DURATION Until negated or dispelled

This *Gift* creates a realistic illusion in the sight of all who can view it. The illusion disappears when it is touched by those who recognize it for what it is or is dispelled by the *Alien Mystic*. If the viewer believes the illusion is real, he can take damage from it.

LEVEL 3 GIFTS

ALTER TIME

RANGE 240 ft

DURATION 3 turns

The *Alien Mystic* must announce which of the two options are being cast:

- ⊗ As a speeding effect, an area of radius of 60 feet around the point where the *Gift* is targeted, as many as 4d6 creatures become able to move and attack at double normal speed.
- ⊗ As a slowing effect, an area of radius of 60 feet around the point where the *Gift* is targeted, as many as 4d6 creatures failing a *Saving Throw* can only move and attack at half speed.

INVISIBILITY II

RANGE 240 ft

DURATION Until dispelled or an attack is made

Like the *Invisibility Gift*, this makes the target (which doesn't have to be the *Alien Mystic*) invisible to normal sight and technological sensors. It also creates a 10 feet radius sphere of invisibility around the recipient which moves with him. If the *Referee* uses the game's invisibility rules unchanged, the invisible creature cannot be attacked unless its approximate location is known, and all attacks against him/it are made at -4 *To-Hit*. If the invisible creature makes an attack, the *Gift* is broken. Otherwise, it lasts until dispelled or removed by the caster.

DISPEL EFFECT

RANGE 120 ft

DURATION Immediately

This *Gift* can be used to immediately end any single *Gift* or *Meditation* that is currently active by another *Alien Mystic* or *Star Knight*.

FLY

RANGE Self

DURATION 1d6 turns, plus 1 turn/level

This *Gift* grants the power of flight, with a movement rate of 120 feet per round. The *Referee* secretly rolls for the duration; the player does not know exactly how long the power of flight will last.

WARNING!

This ends the player's section of *WHITE STAR*. That's everything you need to know in order to be a player.

Referees should read the entire rulebook so they understand other aspects of the game that are necessary to run a campaign.

aliens and creatures

The galaxy is filled with countless sentient beings and exotic beasts. This chapter describes just a handful of those and *Referees* are encouraged to use non-player characters and monsters from other *Swords & Wizardry WhiteBox* supplements or any other product they feel has material that may be useful for their campaign.

There's not a lot of detail given about the aliens and creature because the more detail given the more your own mental image of the science fiction world is going to be locked into a single track. We're not going to say that bumble-dogs have red fur, are nocturnal, three feet long, and fond of eating space monkeys. Because in your mind, they might be blue, diurnal, five feet long, and eat only plants unless they're attacked. Specific details like this about aliens and creatures toss roadblocks in front of your imagination. Yes, details can also inspire the imagination, but we're making the assumption that if you're interested in science fiction gaming in the first place, you've got a good imagination that doesn't need all of the details about a bumble-dog — you want to add your own!

ALIEN AND CREATURE TO-HIT ROLLS

If you're using the standard descending *Armor Class* (AC) system, creatures and aliens roll a 1d20 to attack, add their hit dice to the number (maximum bonus of +15), and the die roll is compared to the table below. If the *Attack Roll* is equal to or higher than the number on the table, the attack hits and does damage. See *TABLE 20: Attack "To-Hit" Rolls* on page 43.

If you're using the **Ascending Armor Class (AAC)**, creatures and aliens roll a 1d20 to attack, add their **Hit Dice** to the number (maximum bonus of +15), and if the result is equal to or higher than the defender's **AC**, the attack hits and does damage.

READING ALIEN AND CREATURE ENTRIES

- ✿ **Armor Class:** *Armor Class* is explained earlier in the rules for personal combat. If you're using the descending **Armor Class (AC)** system (where lower **AC** is better), disregard the numbers in brackets. If you're using the **Ascending Armor Class (AAC)** system (where high **AC** is better) use the number in brackets.
- ✿ **HIT DICE:** This is the number of dice (d6) rolled to determine an individual alien or creature's **Hit Points**. If there is a plus or minus next to the number, you add or subtract that number from the total only once. For a creature with 4+1 **Hit Dice**, you'd roll 4d6, and then add one more to the **Hit Points**.
- ✿ **TOTAL HIT BONUS:** This is the number the creature adds to its **Attack Roll** to see if it scores a hit. It is exactly the same as the creature's hit dice. The **Attack Roll** (on a 1d20) required for an alien or creature to hit an opponent's **Armor Class** is shown on **TABLE 24: To-Hit Attack Rolls** on **page 74**.
- ✿ **ATTACKS:** This entry shows you the number of attacks an alien or creature has and the damage they inflict. Most aliens and creatures have one attack and inflict 1d6 damage — but there are exceptions.
- ✿ **SAVING THROW:** This shows the target number on a 1d20 that is needed to exceed or beat in order to make a successful **Saving Throw**. This number is found by taking 19 minus the **Hit Dice** of the monster. Rules for **Saving Throws** are found on **page 38**.
- ✿ **SPECIAL:** This is a "flag" for the **Referee** to remind him that the alien or creature may have one or more special abilities.
- ✿ **MOVEMENT:** This number is the alien or creature's **Movement** rate, and is handled just as **Movement** rates are for characters
- ✿ **HIT DICE EQUIVALENT (HDE):** This is used to separate monsters into individual "difficulty levels" so that when a **Referee** creates an adventure there are some guidelines for challenges for player character encounters. Some aliens and creatures have multiple

HDEs listed – this is because certain aliens or creatures have a range of *Hit Dice*. Order is always from lowest *Hit Dice* to highest *Hit Dice*.

- ✿ **EXPERIENCE POINTS (XP):** *Experience Points* are presented after an alien or creature's *Hit Dice Equivalent (HDE)* rating, and list the number of *XP* an adventuring party gains as a result of overcoming it. In some cases the *Referee* may choose to award the *Experience Point* reward for simply capturing or subduing the alien or creature. Some aliens and creatures have multiple *Experience Points* listed – this is because the entry has a range of *Hit Dice* that can be selected from. Order is always from lowest *HD* to highest *HD*.

HIT DICE	9 [10]	8 [11]	7 [12]	6 [13]	5 [14]	4 [15]	3 [16]	2 [17]	1 [18]	0 [19]	-1 [20]	-2 [21]
<1	10	11	12	13	14	15	16	17	18	19	20	21
1	9	10	11	12	13	14	15	16	17	18	19	20
2	8	9	10	11	12	13	14	15	16	17	18	19
3	7	8	9	10	11	12	13	14	15	16	17	18
4	6	7	8	9	10	11	12	13	14	15	16	17
5	5	6	7	8	9	10	11	12	13	14	15	16
6	4	5	6	7	8	9	10	11	12	13	14	15
7	3	4	5	6	7	8	9	10	11	12	13	14
8	2	3	4	5	6	7	8	9	10	11	12	13
9	1	2	3	4	5	6	7	8	9	10	11	12
10	1	1	2	3	4	5	6	7	8	9	10	11
11	1	1	1	2	3	4	5	6	7	8	9	10
12	1	1	1	1	2	3	4	5	6	7	8	9
13	1	1	1	1	1	2	3	4	5	6	7	8
14	1	1	1	1	1	1	2	3	4	5	6	7
15+	1	1	1	1	1	1	1	2	3	4	5	6

TABLE 24: Target *Armor Class* or [Target's *Ascending Armor Class*]

If you are using the quick formula for calculating attacks using the *Ascending Armor Class (AAC)* system, the alien or creature's *To-Hit* bonus is equal to its *Hit Dice* (capped at +15). For example an alien with 3 *Hit Dice* attacks with a +3 *To-Hit* bonus.

ALIEN DESCRIPTIONS

Aliens are living beings of at least human intelligence and those listed below are but a few examples of the many species which may populate the universe in a **WHITE STAR** campaign. The **Referee** has final say of what aliens are present in a given campaign.

ASSIMILANTS

ARMOR CLASS	5 [14]
HIT DICE	3
TOTAL HIT BONUS	+3
ATTACKS	Internal laser pistol (1d6+2) or Slam (1d6)
SAVING THROW	16
SPECIAL	Laser Modulator
<i>Movement</i>	9
HDE/XP	3/75

Assimilants are terrible hybrids of man and machine. They have given over their humanity and uniqueness to become part of a hive mind controlled by a master artificial intelligence. Assimilants seek to draw all sentient beings into their fold. All assimilants are equipped with an internal laser pistol and a laser modulator, which works as a type of shielding. Whenever an assimilant is attacked by a laser pistol, laser rifle, or Star Sword they may make a **Saving Throw**; if successful they take no damage from that attack.

CANNICKS

ARMOR CLASS	0 [19]
HIT DICE	5
TOTAL HIT BONUS	+5
ATTACKS	Laser rifle (2d6)
SAVING THROW	14
SPECIAL	None
<i>Movement</i>	6 (12 while flying)
HDE/XP	5/240

Cannicks appear as cylindrical robotic beings who stand about five feet in height and move around by hovering on a large magnetic energy field. They believe only their species should exist in the universe and destroy any other they encounter, often repeating the phrase "OBLITERATE!" over and over and over again in a harsh, metallic voice.

CYBORGS

CYBORG, METALLIC

ARMOR CLASS	6 [13]
HIT DICE	2
TOTAL HIT BONUS	+2
ATTACKS	Laser pistol (1d6+1) or laser rifle (2d6)
SAVING THROW	17
SPECIAL	None
<i>Movement</i>	12
HDE/XP	2/30

Metallic cyborgs are a race of former slaves who escaped their human oppressors and have since been roaming the galaxy in search of revenge. A typical metallic cyborg stands nearly seven feet tall, with a shining chrome body and glowing red eyes. They are aggressive, but intelligent and very tactical in combat.

CYBORG, REPLICA

ARMOR CLASS	7 [12]
HIT DICE	3
TOTAL HIT BONUS	+3
ATTACKS	1d6-1 (slam)
SAVING THROW	16
SPECIAL	See below
<i>Movement</i>	12
HDE/XP	3/75

Replica cyborgs appear in all respects to be human. They are the rulers of cyborg society. Skilled at deception and infiltration, many replica cyborgs are planted in key positions of human society. They are able to pass as human through all but the most invasive forms of scrutiny and detection.

FALCON-MEN

ARMOR CLASS	9 [10]
HIT DICE	1+1
TOTAL HIT BONUS	+1
ATTACKS	Wing buffet (1d6-1) or by weapon
SAVING THROW	18
SPECIAL	Flight
<i>Movement</i>	12 (on land or in flight)
HDE/XP	2/20

Falcon-Men look almost exactly like humans, save for the massive pair of feathered avian-like wings growing from their backs. They typically wear long robes and often make boisterous exclamations of surprise.

FELINIDS

ARMOR CLASS	7 [12]
HIT DICE	1+1
TOTAL HIT BONUS	+1
ATTACKS	Claws (1d6-1) or by weapon
SAVING THROW	18
SPECIAL	Dark vision 90 ft, Climb
<i>Movement</i>	12 (12 when climbing)
HDE/XP	1/15



Felinoids are tall anthropomorphic cat-like beings. They have keen night vision and are able to see in total darkness at a distance of up to 90 feet. Their claws can serve as both climbing aids and weapons.

FLUFFS

ARMOR CLASS	8 [11]
HIT DICE	1
TOTAL HIT BONUS	+1
ATTACKS	Primitive Weapon (1d6)
SAVING THROW	18
SPECIAL	None
<i>Movement</i>	6
HDE/XP	1/15

Fluffs are three feet tall, short-furred bipeds that resemble bears. They are primitive, favor spears and bows, and are curious about the universe at large.

GREYS

ARMOR CLASS	6 [13]
HIT DICE	3
TOTAL HIT BONUS	+3
ATTACKS	Psychic Blast (1d6)
SAVING THROW	16
SPECIAL	Psychic Blast, <i>Detect Thoughts</i>
<i>Movement</i>	8
HDE/XP	3/175

These enigmatic creatures have large round heads and bulbous black eyes. They are covered in a slick grey skin for which they are named. They rarely speak and have powerful psychic abilities. They may cast *Detect Thoughts* at will and are capable of unleashing a *Psychic Blast* that inflicts 1d6 points of energy damage of energy against any target within 60 feet.

MINDOIDS

ARMOR CLASS	5 [14]
HIT DICE	5
TOTAL HIT BONUS	+5
ATTACKS	Psychic Energy (2d6)
SAVING THROW	14
SPECIAL	<i>Detect Invisible, Detect Thoughts, Expand Senses, Initiative</i> bonus
<i>Movement</i>	12
HDE/XP	5/600

Mindoids appear almost human, save for their massive craniums and large, unblinking eyes. They have amazing mental powers due to their extraordinarily large and over-developed brains. They are capable of using *Detect Thoughts*, *Detect Invisible*, and *Expand Senses* at will. They also may unleash a burst of *Psychic Energy* which inflicts 2d6 points of damage to every target within a 30 feet radius of them. In addition, their remarkable precognition gives them a +2 bonus when rolling for *Initiative*.

ODAYS

ARMOR CLASS	7 [12]
HIT DICE	1+1
TOTAL HIT BONUS	+1
ATTACKS	By weapon (1d6)
SAVING THROW	18
SPECIAL	<i>Meditations</i> as 7th level <i>Star Knight</i>
<i>Movement</i>	6
HDE/XP	5/240

Odays are a diminutive race of gnome-like creatures with pointed ears and oddly-colored skin. They speak in riddles and jests which hides remarkable wisdom. Odays use *Meditations* as a 7th level *Star Knight*. Many *Star Knights* seek out Odays to serve as mentors.

PROCYON

ARMOR CLASS	4 [15]
HIT DICE	2
TOTAL HIT BONUS	+2
ATTACKS	Laser rifle (2d6) or other weapon
SAVING THROW	17
SPECIAL	+1 to all To-Hit rolls with laser weapons and grenades
<i>Movement</i>	9
HDE/XP	2/45

Procyons are anthropomorphic raccoons that stand about half the height of a human. They are aggressive and territorial and have a remarkable knowledge of advanced weaponry. Procyons receive a +1 to all **To-Hit** rolls with laser weapons and grenades. They are typically well-armed and react to intruders with excessive violence.

QINLONS

ARMOR CLASS	6 [13]
HIT DICE	3+3
TOTAL HIT BONUS	+4
ATTACKS	By weapon
SAVING THROW	16
SPECIAL	+1 to melee damage
<i>Movement</i>	12
HDE/XP	3/75

Qinlons are tall, swarthy humanoids who travel across the galaxy with the hopes of finding glory in battle, and an honorable death. They look remarkably like humans, save for the odd boned ridges in their forehead. They use advanced weaponry and are skilled mercenaries and pilots. Due to their great strength, all melee weapons they wield inflict an additional +1 point of damage.

SOLDIER

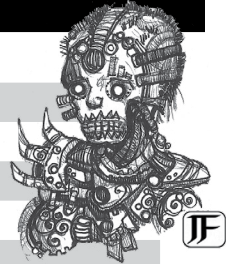
ARMOR CLASS	5 [16]
HIT DICE	1+1 or higher
TOTAL HIT BONUS	+1
ATTACKS	By weapon
SAVING THROW	18 or lower
SPECIAL	None
<i>Movement</i>	12
HDE/XP	1/15



Soldiers can be of any race. These represent military troops, space pirates, and interstellar mercenaries, and aliens. They are typically armed with laser pistols (1d6+1) and a melee weapon, and wear Medium Armor. **Referees** are encouraged to add or remove equipment to suit the individual details of the soldier type, as well as modifying their *Hit Dice*, *To-Hit* bonus, and *Saving Throws* for more experienced combatants.

SPACE SAVAGE

ARMOR CLASS	7 [12]
HIT DICE	2
TOTAL HIT BONUS	+2
ATTACKS	Slam (1d6) or by weapon
SAVING THROW	17
SPECIAL	Immune to mind-influencing effects
<i>Movement</i>	15
HDE/XP	2/45



Old space traders tell stories of humans who went insane in the infinite void of space. These space savages now travel in radiation-laden ships, attacking and destroying all they encounter. Space savages are predatory, violent, savage, and bloodthirsty. They are immune to any effect which influences their mind. They never negotiate and never talk. They only kill.

UTTINS

ARMOR CLASS	8 [11]
HIT DICE	1
TOTAL HIT BONUS	+1
ATTACKS	Ion pistol (1d6/2d6 against robots)
SAVING THROW	18
SPECIAL	Ion Pistol
<i>Movement</i>	6
HDE/XP	1/15

Uttins are known as the scavengers of space. They travel from world to world, digging through junk piles and abandoned crash sites in search of salvageable technology that they can cobble together and resell for a profit. They are three feet tall and hide their rat-like faces and glowing eyes beneath heavy robes. They carry specialized ion pistols that inflict double damage on robots (2d6 instead of 1d6).

VOID KNIGHT

ARMOR CLASS	3 [16]
HIT DICE	5-10
TOTAL HIT BONUS	+3 (5-6 HD) +4 (7-8 HD) +5 (9+ HD)
ATTACKS	Star Sword (1d6+2) or Corrupted Energy (5d6)
SAVING THROW	14 (5 HD) 13 (6 HD) 12 (7 HD) 11 (8 HD) 10 (9 HD) 9 (10 HD)
SPECIAL	Star Knight abilities, Corrupted Energy, Force of Will
<i>Movement</i>	12
HDE/XP	7/1,100 (5 HD) 8/1,400 (6 HD) 9/1,700 (7 HD) 10/2,000 (8 HD) 11/2,300 (9 HD) 12/2,600 (10 HD)



The dark mirror of the **Star Knight** is the Void Knight. Most Void Knights were once noble **Star Knights** who began to lust for greater power, which corrupted their **Meditations** into new and terrible powers. All Void Knights are able to use **Star Knight Meditations** at a level equal to their own **Hit Dice**. In addition, Void Knights may launch a bolt of **Corrupted Energy** from their hands that inflicts 5d6 points of damage up to three times (x3) per day. They can also attempt to psychically kill their opponent through **Force of Will** once (x1) per day; characters who fail a **Saving Throw** for this psychic attack are slain instantly.

WOLFLINGS

ARMOR CLASS	7 [12]
HIT DICE	2+2
TOTAL HIT BONUS	+2
ATTACKS	By weapon
SAVING THROW	17
SPECIAL	Group Tactics, Keen Senses
<i>Movement</i>	12
HDE/XP	2/45

Wolflings are anthropomorphic canines that stand between six and eight feet tall. They travel the galaxy in packs, often serving as mercenaries, trackers, and scouts. They regularly make use of advanced technology and are instinctively skilled in group tactics. When a wolfling is fighting with at least two other wolflings, each of them receives a +1 bonus to their **To-Hit** rolls. Wolflings also have a keen sense of smell and are rarely surprised.

CREATURE DESCRIPTIONS

Creatures are living beings of approximately animal intelligence, though there are exceptions. Those listed below are but a few examples of the many that may populate the universe in a **WHITE STAR** campaign. The **Referee** has final say of what creatures are present in a given campaign.

BUMBLE-DOG

ARMOR CLASS	6 [13]
HIT DICE	1+2
TOTAL HIT BONUS	+1
ATTACKS	Bite (1d6-2)
SAVING THROW	18
SPECIAL	Mimicry
<i>Movement</i>	12
HDE/XP	1/15

Bumble-Dogs look like a cross between a fox and a hare with a pair of large segmented antennae rising from the top of their heads. They are curious, intelligent, and very friendly. They will sometimes “adopt” humans or other beings they encounter and follow them around. Bumble-Dogs can learn to mimic human speech, repeating small words. They use this ability to distract potential prey and hunt in packs when found in the wild.

CLINGER

ARMOR CLASS	7 [12]
HIT DICE	2
TOTAL HIT BONUS	+4
ATTACKS	Clinging bite (1d6)
SAVING THROW	17
SPECIAL	Clinging bite, surprise attack
<i>Movement</i>	6
HDE/XP	2/45

Clingers are bizarre creatures that appear to the untrained as abandoned husks of some large crustacean. They remain still until their prey draws near, then spring forward in a swift and vicious attack. The clinger attaches itself to a target’s face and does not let go until slain. When a clinger first makes this attack it is able to surprise its foe on a 1-4 on 1d6. If the attack is successful, the clinger attaches to the target’s face, blinding them, and automatically inflicting 1d6 points of damage each round until slain.

It can leap a distance equal to its *Movement* in addition to making an attack each round.

FLEA, GIANT

ARMOR CLASS	4 [15]
HIT DICE	5
TOTAL HIT BONUS	+5
ATTACKS	Bite (1d6) or blood drain (1d6)
SAVING THROW	13
SPECIAL	Leap, Surprise
<i>Movement</i>	15
HDE/XP	5/325

Giant fleas look like bloated grotesque versions of their microscopic counterpart, ranging in size from a horse to an elephant. They burrow into loose sand and may surprise targets by making an extraordinary leap from their ambush position. A concealed giant flea surprises its foe on a 1-4 on 1d6 and can leap up to 100 feet in a single bound. Once a giant flea makes a successful attack it can bite for an automatic 1d6 points of damage each round.

INSECTUS

The Insectus are a race of large, aggressive insect-like creatures. They plague planets across the galaxy, seeking to destroy and colonize as many worlds as possible. They communicate via a combination of telepathy and audible clicks and hisses. All subspecies of Insectus are aggressive and territorial, using swarm tactics to subdue and devour their foes.

INSECTUS, BRAIN BUG

ARMOR CLASS	4 [15]
HIT DICE	7
TOTAL HIT BONUS	+7
ATTACKS	Slam (1d6)
SAVING THROW	12
SPECIAL	Psychic Static
<i>Movement</i>	3
HDE/XP	7/800



These massive, slug-like insects are about 60 feet in size or larger. Though capable of lashing out with large pseudopods or biting with their massive

maws full of teeth, the true danger in them lies in their remarkable psychic abilities. They are capable of radiating a “psychic static” that scrambles the minds of sentient creatures that it touches. Anyone within 60 feet of a brain bug must make a **Saving Throw** or be rendered unconscious. Those who succeed still suffer a -2 penalty to all **Attack Rolls** due to extreme headaches and distraction for 1 **turn**.

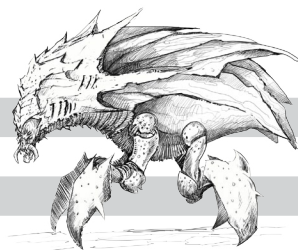
INSECTUS, FLIERS

ARMOR CLASS	5 [14]
HIT DICE	3+3
TOTAL HIT BONUS	+3
ATTACKS	Bite (1d6)
SAVING THROW	16
SPECIAL	Drop Attack (3d6)
<i>Movement</i>	15 (flying)
HDE/XP	4/175

Fliers are the Insectus mobile strike force, swooping down on unsuspecting targets and biting them with razor-sharp mandibles. Creatures who are human-sized or smaller can actually be grabbed by a flier if a successful attack is made against the target. The prey is then drawn high into the air and dropped for 3d6 points of damage.

INSECTUS, SOLDIER

ARMOR CLASS	4 [15]
HIT DICE	2+2
TOTAL HIT BONUS	+2
ATTACKS	Bite (1d6)
SAVING THROW	17
SPECIAL	None
<i>Movement</i>	15
HDE/XP	2/30



The soldier is the rank and file troop of the Insectus army. They have powerful mandibles with which they bite. They attack in swarms.

LIVING ASTEROID

ARMOR CLASS	1 [18]
HIT POINTS	80
TOTAL HIT BONUS	+5
ATTACKS	Bite (5d6)
SAVING THROW	10
SPECIAL	Starship Combat Creature, Surprise
<i>Movement</i>	6
HDE/XP	14/2,600

Living asteroids are strange creatures that live in the void of space and look unsurprisingly like asteroids. They attack passing starships by opening their rocky mouths and swallowing passing vessels. Living asteroids use the rules for **Starship Combat** detailed on [page 47](#). They have a set number of **Hit Points** instead of randomized **Hit Dice**, but act as having a **Shield Strength** statistic of 0. Because they are mistaken for asteroids, they surprise on a 1-4 on 1d6.

MERCURIAL

ARMOR CLASS	8 [11]
HIT DICE	3
TOTAL HIT BONUS	+3
ATTACKS	Slam (1d6)
SAVING THROW	16
SPECIAL	Destroy Technology, Engulf
<i>Movement</i>	3
HDE/XP	4/185

Appearing as an odd chrome-like ooze, mercurials slither along the floor and walls of abandoned space stations and outposts, feasting on metal and energy. When a mercurial attacks it attempts to wrap itself around the target. Each **round** after a mercurial has made a successful attack against its target, the target automatically takes 1d6 points of damage and must make a **Saving Throw** or find one piece of modern or advanced technology touched by the ooze destroyed.

MIND GRUB

ARMOR CLASS	6 [13]
HIT DICE	1-1
TOTAL HIT BONUS	+0
ATTACKS	1d6-3
SAVING THROW	19
SPECIAL	Devour Brain, Surprise
<i>Movement</i>	3
HDE/XP	<1/15

These small parasites are no larger than a human finger and are hard to notice, surprising targets on a 1-5 on 1d6. If their attack is successful, they attempt to slip inside a target's ear and take control of the brain, devouring it from within their prey's skull. The target will wither in agony for 1d6+1 *rounds*, unable to take any action until it and the mind grub dies.

POLARIS

ARMOR CLASS	3 [16]
HIT DICE	6
TOTAL HIT BONUS	+6
ATTACKS	Fiery Touch (1d6)
SAVING THROW	13
SPECIAL	Combustible Touch, Immune to explosions and energy damage
<i>Movement</i>	12
HDE/XP	6/525

The polaris is an animalistic fire that seeks to consume everything it touches. Whenever it touches flammable objects, the object is immediately destroyed. Because the polaris enjoys explosions, it is drawn to targets who carry or use explosives. If it strikes a target carrying explosives, the explosive is detonated but inflicts no damage on the polaris while inflicting damage on anyone else in the blast radius.

POWER SUCKER

ARMOR CLASS	7 [12]
HIT DICE	2
TOTAL HIT BONUS	+2
ATTACKS	Bite (1d6)
SAVING THROW	17
SPECIAL	Leech Energy
<i>Movement</i>	12 (flying)
HDE/XP	2/30

Power suckers are galactic pests that attach themselves to the power cables and energy cores of starships. If one successfully attaches to a starship, the starship's **Movement** is reduced by -1. A starship may have a maximum number of power suckers attached to it equal to its total **Movement** rate before it is unable to move at all. They need to be removed before it can continue moving again.

RADFISH

ARMOR CLASS	5 [14]
HIT DICE	4+2
TOTAL HIT BONUS	+4
ATTACKS	Bite (1d6+2)
SAVING THROW	15
SPECIAL	Radiation Poisoning
<i>Movement</i>	12 (swimming)
HDE/XP	4/120

These bulbous fish can grow to the size of a large beast of burden. They swim the depths of waters across the universe, radiating dangerous levels of atomic energy that poisons the water. They are aggressive carnivores but do more damage with their radiation. Anyone that wades into waters without protection where radfish dwell suffers 1d6 points of damage every **round** from radiation poisoning.

SAND WORM

ARMOR CLASS	5 [14]
HIT DICE	5
TOTAL HIT BONUS	+5
ATTACKS	Bite (1d6+1)
SAVING THROW	14
SPECIAL	Burrow
<i>Movement</i>	12
HDE/XP	5/240

These large, burrowing worms dwell on sandy planets where they slither beneath the surface, leaving ruts and rises in their wake. They rise up from their burrowing holes in an attempt to consume unsuspecting prey. The smallest are fifteen feet in length and legends say they can grow to lengths of several hundred feet long.

SKYTOPUS

ARMOR CLASS	6 [13]
HIT DICE	3+3
TOTAL HIT BONUS	+3
ATTACKS	Bite (1d6)
SAVING THROW	16
SPECIAL	None
<i>Movement</i>	12 (flying)
HDE/XP	3/60

The Skytopus is an alien beast that appears almost exactly like the aquatic octopus. Pods of skytopi fly through the air, typically at low altitudes, by waving their tentacles around in seemingly random fashion. Each have a large beak that is used to tear away at carrion meat, and they become very aggressive when hungry, attacking non-carrion. When floating through the sky they echo a low, humming song like that of an aquatic whale.

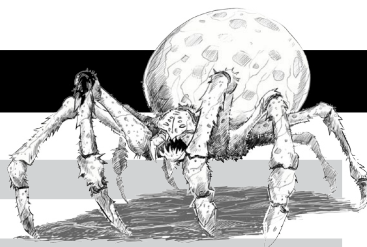
SPACE MONKEY

ARMOR CLASS	7 [12]
HIT DICE	1+1
TOTAL HIT BONUS	+1
ATTACKS	Bite (1d6) or Scream (1d6)
SAVING THROW	18
SPECIAL	Scream
<i>Movement</i>	12
HDE/XP	1/15

Space monkeys look like chimpanzees except bright blue fur and the pair of coiled antennae rising from the crowns of their heads. They are highly intelligent and social creatures who only become aggressive when cornered or attacked. When forced into combat they emit an ear-splitting scream that is very painful to others within 60 feet. In addition to suffering 1d6 points of damage, those hearing the scream must make a **Saving Throw** or become deaf for 1 hour.

SPIDER-FLY

ARMOR CLASS	4 [15]
HIT DICE	4+4
TOTAL HIT BONUS	+4
ATTACKS	Bite (1d6)
SAVING THROW	15
SPECIAL	Paralysis
<i>Movement</i>	12 (15 flying)
HDE/XP	5/325



Spider-Flies are often mistaken for Flying Insectus. They are most often found on planets with tower trees, steep cliff faces, and other large-scale vertical surfaces. They build webs in these areas and then patrol for food. Their bite is paralytic and inflicts 1d6 points of damage. Characters who fail their **Saving Throw** are unable to move for 2d6 **rounds**. During that time, the Spider-Fly grabs its prey and carries them up into the nearby web, to wrap them in a cocoon for later consumption. Although usually small, they can grow to up to 20 feet in size, with larger members of the species being easily capable of carrying humans into their webs.

STELLAR DRAGON

ARMOR CLASS	-2 [21]
HIT DICE	15
TOTAL HIT BONUS	+15
ATTACKS	Bite (3d6)
SAVING THROW	5
SPECIAL	Breath Weapon, Survive in Space
<i>Movement</i>	12 (24 flying)
HDE/XP	15/3,200

Stellar dragons are legendary among old spacers: great, majestic serpents who lazily fly through space on some unknown task. They are very intelligent and capable of surviving the hazards of space. Legends say they can grow to the size of a dreadnought starship. Whether they're friendly, hostile, or indifferent is unknown, as is the location of their homeworld. They can see in perfect darkness and have keen hearing. A stellar dragon is never surprised.

Stellar dragons are capable of unleashing a breath weapon of solar radiation that does damage equal to their maximum **Hit Point** total. Stellar dragons always have 6 **Hit Points** per **Hit Dice**. They are immune to all **Meditations** and **Gifts**. Some stellar dragons are so large that the damage they inflict is able to damage starships.

THUNDER LIZARD

ARMOR CLASS	0 [19]
HIT DICE	13
TOTAL HIT BONUS	+13
ATTACKS	Bite (4d6), Claw (3d6) or Breath Weapon (4d6)
SAVING THROW	6
SPECIAL	None
<i>Movement</i>	15
HDE/XP	14/2,600

Thunder lizards spend most of their time slumbering in the depths of the ocean, only awakening when disturbed. Once awakened, their wrath is terrible and they storm from the ocean, breathing burning magma from their great mouths up to 120 feet, rending metal with their teeth, and swatting buildings aside with a single smash of their claws.

BETTER ALIENS AND CREATURES

There is really no limit to the types of aliens and creatures that can be included in the game, and often it's fun to surprise the players by throwing surprisingly powerful adversaries at them when they least expect it. The **Referee** should feel free to adjust **AC**, **HD**, or other factors for opponents to make encounters more challenging and fun for players.

Also, feel free to try new options like a super strain of space savages, fluffs who ride thunder lizards, a skytopus who is immune to laser weapons – just to keep players on their toes.

ALIEN AND CREATURE LEVELS

Alien and creature levels presented are the normal for their species, but are uncapped and **Referees** should feel free to change these as needed. Unlike character levels, which are capped, alien and creature levels aren't because:

- ❁ Players run in packs and big creatures and aliens need additional levels to overcome a disadvantage in numbers.
- ❁ Players tend to be creative while many **Referees** allow creatures to “play stupid” or be less creative in their responses.

advanced equipment

The universe of *WHITE STAR* is filled with technological wonders and ancient mysteries. Described below are several rare and exotic items the *Referee* can use in their campaigns as rewards or discovered plunder as the player characters progress in the campaign. These items are optional and players should not assume they are available in all campaigns.

Advanced equipment does not have a listed cost and should not be available for purchase at character creation. If the *Referee* does permit the purchase of advanced equipment the items below should be both expensive and rare.

There are no random charts to determine the presence or placement of advanced technology. The *Referee* is encouraged to place these items as needed for their campaigns or to develop charts on their own.

ARMOR AND PROTECTION

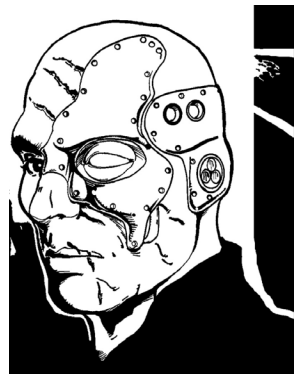
- ❖ **LASER ATTRACTION GAUNTLET:** This large black gauntlet radiates an energy field that causes any laser weapon fired at the wearer to be drawn into the glove and absorbed harmlessly. It can absorb up to 20 points of damage per day before needing to recharge for 8 hours.

- ✿ **PERSONAL SHIELD:** This small collar (often sewn into a cloak or cape) makes the wearer immune to up to 50 total points of damage from energy weapons such as laser pistols, laser rifles, or Star Swords. After it has absorbed 50 points of damage from these sources it is full and unable to absorb more, becoming useless.
- ✿ **PHASE SUIT:** This lightly plated armor can destabilize the wearer's molecules, allowing them to walk through solid surfaces three times (x3) per day before needing to recharge it. It grants the same protection as Light Armor.
- ✿ **PSYCHIC INHIBITOR:** This small circlet protects the wearer from the psychic abilities of *Star Knights*, Brain Bug Insectus, Greys, Mindoids, and other psionic beings when it is worn.
- ✿ **POWERED ARMOR:** This full body frame of plates and pistons grants the wearer a +4 bonus to all melee damage rolls when worn and grants protection as Heavy Armor, but is slow and bulky, reducing **Movement** by -3 points.
- ✿ **STEALTH ARMOR:** By bending light around the wearer, it makes them much more difficult to see, and almost invisible when standing still. It is almost always found in Light Armor only. It grants wearer the ability to surprise a foe on 1-4 on 1d6.

CYBERNETICS

Cybernetics are machine replacements or augmentations to living creatures. Limbs, organs and even bone can be replaced to make a being faster, stronger, more perceptive, or even equip them with permanent weapons.

- ✿ **CYBERNETIC ARMS:** Cybernetic arms can be locked in place and hold up to 500 lbs of weight.
- ✿ **CYBERNETIC EYES:** Cybernetic eyes replace normal eyes. They often have night vision, which grants the ability to see in total darkness at a range of up to 60 feet. Alternatively they can be installed with a targeting computer which grants a +1 to all *To-Hit* rolls when wielding a missile weapon.



- ✿ **CYBERNETIC HANDS:** Cybernetic hands can have their grip locked around an object, allowing the character to hold onto an object or surface indefinitely.
- ✿ **CYBERNETIC MELEE WEAPONS:** A small mono-dagger can be installed in a cybernetic hand. It is concealed until the character gives a mental command to release it, after which it springs from the palm. It does 1d6 points of damage.
- ✿ **CYBERNETIC MISSILE WEAPONS:** A small ranged weapon, such as a laser pistol, can be concealed in a cybernetic arm. It is concealed until the character gives a mental command to release it, after which it springs from the top of the forearm. It does 1d6+1 points of damage. Alternatively, a laser rifle may be mounted atop a cybernetic arm. It remains visible to all, and does 2d6 points of damage. Cybernetic missile weapons use energy cells that hold 20 shots that need to be replaced when depleted.
- ✿ **CYBERNETIC LEGS:** Cybernetic legs increase a character's speed by up to +3 **Movement** at the **Referee's** discretion. They might also assist in leaps and jumps, allowing the character to leap up to twice the distance of a normal human.
- ✿ **CYBERNETIC LUNGS:** These replace a subject's physical lungs. They automatically filter out airborne poisons and have reserve oxygen of up to six (6) hours.
- ✿ **SUB-SKIN ARMOR:** These are hard, armored plates placed below the surface of the skin. They grant the character a -2 [+2] bonus to their **Armor Class**.
- ✿ **TRANSLATOR CHIP:** This small chip is installed in the brain and automatically detects and translates any written or spoken language that the character hears or reads.

HOUSE RULE: LIMITING CYBERNETICS

The **Referee** can choose to limit the number of cybernetic implants or replacements a character can have. Normally this is anywhere from three to five, though it should be based on the style of the campaign.

WEAPONS

- ✿ **ADVANCED WEAPONRY:** Some planets have more advanced weapons than others. Certain weapons may be particularly well designed and have a +1, +2, or +3 bonus to both **To-Hit** and damage.
- ✿ **ATOMIZER:** Looking like a tiny laser pistol, any creature struck by a bolt from an atomizer must make a **Saving Throw** or be instantly reduced to a pile of smoldering ash. Those who succeed in their **Saving Throw** suffer 3d6 points of damage instead. An atomizer can be fired ten (10) times before becoming useless.
- ✿ **PLASMA PROJECTOR:** Resembling a bulky laser rifle, this powerful weapon is capable of firing cones of super hot plasma of up to 60 feet. Anyone caught in its blast suffers 5d6 points of damage. A plasma projector can be fired up to ten (10) times before becoming useless.
- ✿ **FREEZE RAY:** This hand-held laser pistol fires a blue beam of paralyzing energy. Anyone struck by it must make a **Saving Throw** or be unable to move for one hour (6 **turns**).
- ✿ **INFINITE POWER CELL:** This power cell can be used in any laser pistol or rifle. It allows the weapon to be fired indefinitely without needing to be reloaded.
- ✿ **STAR SWORD GEM:** These rare gems may be installed in the hilt of a Star Sword. Once installed, they provide a +1 bonus to any **To-Hit** rolls made when wielding the weapon.

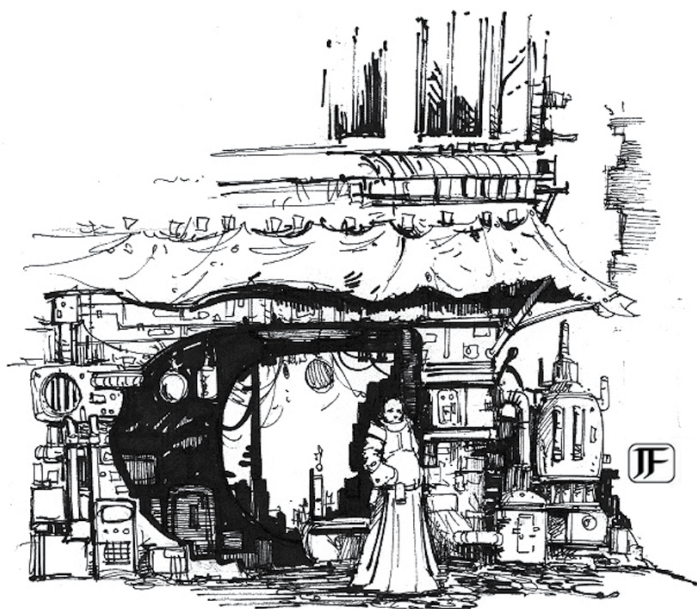
MISCELLANEOUS ITEMS

- ✿ **ADRENALINE BOOSTER:** These small patches can be applied to the skin for a quick boost of energy. They last for 10 **rounds**. During that time the user's movement is doubled and they make two attacks each round. They are expended with each use.
- ✿ **A.I. PROCESSOR:** These rare chips can be installed into a stunt fighter or light transport, giving the vehicle a basic artificial intelligence. The vehicle will respond to the owner's voice commands. The ship in which an A.I. processor is installed can pilot itself and even fire its own weapons with a **Targeting** of +1.

- ✿ **CHANNELING STONE:** These mysterious artifacts enhance the *Meditations* and *Gifts* of *Star Knights* and *Alien Mystics*. Each channeling stone has a level associated with it. When a *Star Knight* or *Alien Mystic* is carrying one they may memorize one extra *Meditation* or *Gift* of that level each day.
- ✿ **CLOAKING DEVICE (Personal):** A small ring of metal worn on the finger that, when activated, renders the target completely invisible to both human senses and technological scanners. It operates for up to 1 hour (6 *turns*) per day before needing 24 hours to recharge.
- ✿ **ENERGY DISRUPTOR:** These small boxes radiate a field that prevents any laser pistol, laser rifle, or Star Sword from functioning within 60 feet of the disruptor.
- ✿ **INTERROGATION COLLAR:** Any individual wearing an interrogation collar is compelled to tell the truth. They must succeed in a *Saving Throw* in order to knowingly lie while wearing it.
- ✿ **JET BOOTS:** These function as a standard jet pack, but are worn on the feet and can operate indefinitely.
- ✿ **MEDICAL VAT:** This giant cylindrical tube is capable of holding a living creature and is filled with a viscous liquid. Any creature lowered into a medical vat regains 10 *Hit Points* per hour (6 *turns*), up to their maximum *Hit Points*.
- ✿ **PEROMONE SPRAY:** This body spray causes subtle changes to the wearer's pheromones, making them seem more likeable to other sentient beings. After being used, pheromone spray grants a +1 bonus to the user's *Charisma* attribute for the next two hours (12 *turns*).
- ✿ **PARTICLE BEAM PISTOL:** This laser pistol fires a focused beam of energy that destroys almost any armor it comes into contact with. It ignores all protection provided by personal armor and shields.
- ✿ **WARP GATE:** These massive circular gates float in the middle of space and are easily large enough to pilot a dreadnought through. They always come in linked pairs. Passing through one of them immediately transports the vehicle and all its occupants to the location of the other warp gate.

ten

the WHITE STAR campaign



WHITE STAR has no default setting. It is a sandbox, designed to facilitate pulp science fiction roleplaying that suits each individual group. Both players and **Referees** are encouraged to sit down and discuss the exactly the kind of campaign they wish to play and what kind of world their characters will inhabit.

Whether it's Earthlings who have been flung across the stars into alien worlds, heroic rebels fighting against a evil galaxy-spanning regime, or rugged war-torn soldiers with only their laser rifles and each other to count on – it doesn't matter. **WHITE STAR** can fit all of those campaign styles and a million more.

Every single rule in this book is optional and the **Referee** should review them to make sure it suits his individual campaign. Listed below are a few campaign ideas to get you started. Mix and match, come up with something entirely your own, or play them straight – it's YOUR galaxy!

REBELS AGAINST THE REGIME

In this campaign, the players are all part of a group of rag-tag rebels who are trying to save the galaxy from an oppressive military government that holds the galaxy at gunpoint. Characters are heroes in the truest sense of the word, trying to fight injustice whenever possible and destroy the latest super weapon being constructed to keep the universe bound in fear.

All of the character classes in **WHITE STAR** fit this type of campaign, with **Star Knights** playing the role of noble protectors, **Mercenaries** being rugged guerillas, **Pilots** as gun-slinging blockade runners and **Aristocrats** fighting against a corrupt system from within. **Alien Brutes** and **Alien Mystics** are, most often, part of an oppressed minority trying to bring peace and equality to the galaxy.

Villains are equally larger than life, often lead by some powerful lord-dictator who has an army of shock troops at his command and a cadre of Void Knights bent to his service.

Adventures focus on daring rescues, heroic escapes and reckless acts of bravery. Heroes are always heroic and villains are always rotten to the core. The stories are melodramatic with love, destiny, and fate often taking a hand in the events of the campaign.

EXPLORERS AMONGST THE STARS

In this type of campaign, the player characters are either deep space scouts searching for new planets or agents of a benevolent government patrolling the depths of the galaxy to bring peace and hope to the far flung corners of reality. Diplomacy and negotiation are the stock and trade of most characters, with **Aristocrats** taking a chief role in the party. **Star Knights** are noble advisors. **Mercenaries** act as security chiefs and bodyguards, while **Pilots** are engineers and helmsmen aboard great star cruisers that slowly drift across infinity.

Antagonists in this style of campaign are not so two-dimensional as moustache-twirling villains. They are nuanced with complex motives and often have a tragic background that has lead them down the dark road they travel. Noble characters can be corrupted and villains can be saved with time and understanding.

INVASION!

In this type of campaign the player characters are defending their home from off-world invaders. Perhaps there's been a space-to-surface bombardment or nuclear attack on their homeworld. Maybe they're the only survivors of a terrible attack who are hiding out from a vastly superior force and trying to scratch out a living amongst the ruins of the world. Or it could be that they're secretly organizing a resistance, hoping one day to throw off the shackles of their alien oppressors.

Mercenaries serve as grizzled survivors while **Aristocrats** are spies. **Pilots** be smugglers or saboteurs. **Star Knights** are rare and exotic in this type of campaign. Technology, even the most basic kind, is at a premium and most characters will work hard just to keep a simple laser pistol from running empty.

The invaders in these types of campaigns are often faceless villains with no sense of remorse or humanity. They believe that what they're doing is right and just by virtue of their innate supposed superiority over mankind.

For a unique twist on this idea, perhaps most or all of the player characters are **Alien Brutes** or **Alien Mystics** and the invaders are humans hoping to colonize their world!

BROTHERS IN ARMS

The player characters are part of a military unit that engages in combat operations at various locations across the universe. Whether stationed on board a dreadnought that travels to the latest war-torn hotspot or combat veterans that are trapped behind enemy lines, the key here is the ever-present war that rages all around them.

Mercenaries obviously shine in this style of campaign, but other classes certain fit in well. An **Aristocrat** officer or **Pilot** transportation specialist is a strong addition. **Star Knights** can be part of an elite strike force.

Combat will obviously play a large part in this type of campaign, though the politics of war and the choices made by commanders who are apathetic or unaware of the terrors of war can make this type of game rich in both battle and in roleplaying.

JUST KEEP FLYING

The player characters are all crew member aboard a small ship such as a light transport. They take jobs as they come, moving from place to place and job to job, try to “keep flying”. Of course, things never go smoothly. In-fighting is inevitable and sometimes the jobs they have to take to keep their ship running are less than reputable.

Pilots are the stand-out class in this setting. Given that this type of campaign is centered around the ship upon which everyone lives, the *Pilot* taking the lead is natural. But that doesn’t leave the other classes out. *Aristocrats* might be keen negotiators helping the player characters get the most money out of each job. *Mercenaries* serve as hired muscle, while a *Star Knight* might be on the run and looking to hide from the law, and what better place on a ship that doesn’t stop moving.



This type of campaign proves a good mix of play options. Combat, negotiation, and ship repairs are all part and parcel of regular play. The limiting factor is the jobs that players choose to take and the folks they choose to associate with.

A THOUSAND THOUSAND WORLDS

The galaxy is a huge place filled with an infinite number of worlds. The *Referee* should let their imagination run wild when designing planetary locations for this type of campaign. Whether the worlds in your **WHITE STAR** campaign share a single terrain, are rarely hospitable, or are very Earth-like is totally up to the *Referee*. Be creative!

Planets might feature unusual features such as gravity which is different from Earth and makes movement easier (in low-gravity worlds) or more difficult (in high-gravity worlds). Perhaps a planet has an atmosphere composed primarily of carbon dioxide, methane, or some gas other than oxygen. It could be that many planets are black rocks, with no atmosphere at all, requiring space suits or other protection, and its citizens might live in domed cities on the surface or in caves deep underground where pockets of life hide from the harsh surface world. The possibilities are infinite for this type of setting.

WHITE STAR AND SWORDS & WIZARDRY WHITEBOX

WHITE STAR is 100% compatible with *Swords & Wizardry WhiteBox* and requires no conversion. A *Halfling* or *Fighter* from *WhiteBox* can be dropped into a campaign as desired (with the *Referee's* permission, of course!) Enterprising *Referees* may want to take their *WhiteBox* game to the stars by introducing a dungeon crawl set in a wrecked spaceship that suddenly activates its autopilot and flies off into space. Perhaps planetary raiders arrive from a distant world to conquer the player characters' homeworld and they must adapt to these advanced invaders.

Referees can also use material from *Swords & Wizardry WhiteBox* to populate their galaxy. Who is to say that orcs can't use laser rifles or that gnolls don't have a fleet of warships attacking nearby star systems? What about a long abandoned mining colony on a far away asteroid belt, populated by basilisks or rabid blink dogs? Surprise your players!

Referees should also take into consideration the impact of magic and magic items in their campaign. Are these new and exotic forces at work in the universe at large, or do magic-users and clerics exist on several worlds? Are magic items highly sought after relics, prized by galactic treasure hunters, or are they intermingled with advanced technology? The answers are up to you...

interstellar civil war and kelron sector

The **Interstellar Civil War** is a campaign setting and overview for **WHITE STAR**. In this chapter you'll find the Kelron Sector, a small slice of the galaxy tucked away behind great asteroid fields. There, the terrible Galactic Consortium holds the galaxy under its boot and fights against the Resistance, a rag-tag team of freedom fighters trying to restore justice to the universe.

The Galactic Consortium is a military powerhouse, lead by the mysterious Supreme Lord Adlar, who commands fleets of dreadnoughts, a legion of armed and armored shock troopers, and a cabal of dark and vile Void Knights. His regime has held countless worlds in its grip through terror and violence. Until recently the Resistance has been little more than a thorn in his side, but they have been growing bold in recent months and a team of dedicated heroes has come to the Kelron Sector in hopes of finding the key to bringing the Galactic Consortium to its knees.

khan nebula

X-287

DORMEN

SALOS

TANNOA

RYLA

JANARISI

BRINN BETA

BRINN ALPHA

ANDALA

TELLIAN

JANARISII

the keli-on sector

THE KELRON SECTOR

The Kelron Sector is located in a secluded part of the galaxy, and might have gone unnoticed were it not for the great asteroid field that rings several star systems there. These asteroids are rich in ores and metals necessary to fuel the Consortium's ever-expanding war machine. The Void Knight Talamacus drove the pirates and smugglers operating within the Kelron Sector away years ago, and the space stations and planetary governments there are now under Consortium control.

ANDALA

The Andala Spacestation is little more than a testament to the decadence of the Tellian nobles. It is a palace in the stars with floor upon floor of zero-G ballroom dancing, hologram pleasure palaces, gambling, and all other manner of physical pleasures. It is currently under the administration of Count Webb, a jovial man with a welcoming demeanor. His financial acumen and irrepressible charm have made Andala the wealthiest place in the Kelron Sector. While Count Webb pays his taxes and is said to be loyal to the Consortium, rumors persist that he secretly funnels money to the Resistance; if the rumors are true Count Webb has used his charms to keep Consortium suspicion at bay.

BRINN ALPHA

Brinn Alpha is an orbital processing facility named after the great gas giant of the same name – the only remaining of the twin Brinn facilities. Valuable ore and resources are mined from the asteroid ring surrounding Brinn. Normally expensive and precise robots perform the required dangerous mining operations, but in an effort to save money the Consortium often sentences criminals to years or decades of hard labor in the Brinn Asteroid Ring instead, making Brinn Alpha little more than a prison in space, where criminals are forced live in near-inhuman conditions after long hours of dangerous mining on the these unstable and winding rocks.

Brutal and terrible wardens keep a tyrannical peace on Brinn Alpha, especially after the recent riots that destroyed Brinn Beta. The mere hint of rebellion or riot is met with deadly force. Warden Chalthan does not hesitate to contact Talamacus himself if he hears such hints. In the rare instance that Talamacus comes to Brinn Alpha, he brings only death with him.

BRINN BETA

Brinn Beta is now abandoned husk after its great riot. Prisoners took control of the spacestation prison some months ago. After an unsuccessful attempt by the Consortium to retake the station using soldiers and specialized strike teams, Talamacus himself brought every dreadnought in the Kelron Sector to Brinn Beta and turned it into a burnt husk of blackened metal through bombardment.

Now Brinn Beta floats empty and silent, still locked in orbit. Whether or not anything survived Talamacus' attack is unknown. No one will brave the remains for fear of drawing the ire of the Consortium and its terrible Void Knight enforcer.

DORMER

Known as the "Gateway to the Kelron Sector", the Dormer Spacestation is the Consortium's hub in this region of space. Heavily armed and armored, it is perpetually surrounded by half a dozen Consortium dreadnoughts, each carrying a wing of a dozen stunt fighters. All ships entering the system are expected to register with Dormer and verify their business in the sector.

It is also the home of Talamacus, the Void Knight who acts as the senior commander of the sector for the Consortium. His rule is harsh and failure is forgiven with swift death at his hands. However, those in his service who prove themselves to be resourceful find swift promotion and are soon in command of their own dreadnought.

Dormer is also where important prisoners and members of the Resistance are brought for interrogation and "re-education." Those few that survive the terrible ordeal in the bowels of Dormer return as conditioned and completely loyal citizens of the Consortium, often inserted back into society to ferret out other traitors.

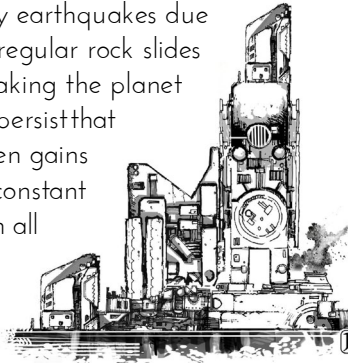
JANARIS I

Janaris I forms one half of the Twin Planets, and is covered in high, rocky canyons from which spring great forests of stonewood trees. There are no known sentient species living on Janaris I but the planet is teeming with animal life. Skytopi fly over the great forests of the southern hemisphere while pools of putrid water are filled with countless schools of radfish. In

spite of its endless forests, Janaris is ignored by the citizens of the Kelron Sector. It has a nominal Consortium outpost, but being station on Janaris I is viewed more as a punishment than an true assignment.

Previous attempts have been made to harvest the stonewood trees that grow here but even the most modern weapons are unable to cut through their dense trunks. Early loggers quickly abandoned the world after a few generations of failure.

Janaris I and its twin Janaris II are plagued by earthquakes due to irregular but connected orbits. This causes regular rock slides and tectonic shifting on Janaris I's surface, making the planet almost useless to the rest of the galaxy. Legends persist that a space pirate once buried decades of ill-gotten gains in a cavern in the Halrad Canyon, but the constant shifting of the land has made its exact location all but impossible to find.



JANARIS II

Known as the World of Wind, Janaris II is covered by giant spires of crystal that rise in great deposits from its surface. Indeed there is little water on the planet's surface, with most being found in underground reservoirs. The endless howling of wind carries around its great crystal spires, playing an endless song that is eerie and enchanting at the same time.

Like its sister world, Janaris II suffers from regular earthquakes and tectonic shifting, but when the crust of this world begins to shift, new spires of clear crystal rise from the fissures. This, coupled with regular snow and an evening sky painted with pastel colors, make it one of the most beautiful worlds in the galaxy.

Unfortunately it is also inhabited by terrible beasts known only as crystal serpents. They rise from the earth with each new earthquake and hunt for prey in the snow and wind. The smallest of these creatures are easily fifty feet in length, with the largest growing to ten times that size. Like Janaris I, it has no known sentient life, though some speculate that the crystal serpents are highly intelligent in spite of never having communicated with others.

Raymar Resorts, a galactic tourism company, has carved exclusive resorts into the tops of the greatest crystal towers of Janaris II and offers visitors with enough **credits** the chance to ski on planet's snowy slopes if they're feeling particularly brave.

KOHN NEBULA

The richest ore in the Kelron Sector lies within the Kohn Nebula, but even the Consortium refuses to go there. It is separated from the rest of the sector by a dense field of rocks and stone riddled with living asteroids. If that terrifying region is crossed safely and brave (or foolish) explorers enter the nebula they will find themselves flying blind through an endless field of ionic energy that renders a starship's sensors completely useless. Pilots must rely only on their senses to avoid the terrible energy storms that can cripple even a mighty dreadnought with a single arc of stellar energy, leaving only the charred remains of steel and flesh behind.

RYLA

The Ryla Spacestation is where the Consortium maintains its supplies and munitions for the Kelron System. Over ten thousand troops are stationed aboard Ryla, to either serve as support for military operation or being trained for planetary occupation and service on the surface of planets in the Kelron System.

In addition to serving as a staging ground for the Consortium's ground forces within the system, Ryla also houses the majority of the military's necessary supplies. Food stuffs, medical supplies, arms, and even vehicles are kept on Ryla before being transported to their assigned locations.

Ryla is defended by two Consortium dreadnoughts that protect the Spacestation at all times, each with a complimenting pair of gunships and wings of stunt fighters as added support.

SALOS

The Salos Spacestation is considered the gateway to the Kohn Nebula. Advanced sensors and highly trained technical specialists watch both the Kohn Asteroid Belt and the Nebula for any signs of disturbance or activity.

It is even said that secret Consortium experiments of a sinister nature are conducted on Salos, though no official record exist showing such facilities in the spacestation's plans.

The station is overseen by Commander Taxis, a senior scientist of the Consortium. He is a new arrival, having come to Salos after the original commander was removed from service by Talamacus for "poor performance". No one quite knows the circumstances regarding the installation of Taxis, but the scientist is known for his cold dedication for the improvement of the Consortium through any means necessary.

TANNOA

Tannoa would remain ignored by the galaxy at large were it not for the fertile mines that run deep underneath the planet's surface. A black and blasted rock covered in volcanic mountainsides of razor-sharp obsidian, it is under the perpetual gaze of twin suns that rotate in a synchronized orbit around the planet. There is no night on Tannoa and the only shade it gets is when the band of volcanic ash in low orbit around the world blocks out these suns. Ash rains down almost perpetually on Tannoa and its inhabitants live in cities bubbled by a polarized glass shield that protects them from both the harsh sun and noxious fumes generated by the constant eruptions and earthquakes on the planet.

Tannoa is valued by the Consortium for its rich mines, and its major cities are ruled with an iron fist by the thousands of military troops who occupy and control the cities and the mines. A blockade of dreadnoughts stands just beyond the planet's ring of ash.

The capital city of Tann is ruled by Consortium Admiral Naros Moor, who answers only to Talamacus. Admiral Moor's laws have divided Tann into a district of wealthy nobles and mining lords, and destitute miners and indentured servants. There is no hope of life improving for those without money or military status. The few who have been brave or foolish enough to stand against Moor's rule have been made into examples in the most brutal fashion.

TELLIAN

This is an beautiful planet known for its white sands and calm seas. It serves as a vacation world for many rich aristocrats across the galaxy, many of whom have earned their riches from the mining operation taking place across the Kelron Sector. The wealthy and idle live in great island mansions built from glass and steel that float above the ocean on custom-built hover platforms, enjoying a magnificent view of the untouched white sands from afar.

Some of these aristocrats are foolish enough to travel to the jungle islands that dot Tellian's surface, often speaking of the great beasts that dwell beneath the mile-high canopy of trees on the planet's surface. Skilled game hunters return with carcass trophies that they display proudly on their majestic estates. Rumors of savage and bloodthirsty natives that live in the darkest parts of the wilderness are rampant, as are those about the savages reclaiming the seas and their world from the invaders.

X-287

This secret spacestation was constructed by explorers before the Consortium took over the Kelron system. For decades it has laid abandoned, or so it was thought. Unknown to both agents of the Consortium and the citizens of the Kelron Sector, a small fleet of space pirates has taken up residence in the spacestation recorded in logs as designation X-287.

Whether by some technology hidden away on X-287, by their own wits, or by the protection of the asteroid belt, Captain Muszk and his followers, the Ice Pirates, have remained safe and hidden from the Consortium. Named for the frozen world from which their captain was born, the Ice Pirates maintain their base of operations from within the Kohn Nebula, where X-287 acts as both a hideout and a clandestine trading post.

Captain Muszk commands a blockade runner and three heavily modified and well armed star cruisers at his command. He is shrewd and patient, with spies across the Kelron Sector and beyond. Rumor has it that he even makes use of a cloaking device to shield his personal ship from the prying eyes of the Consortium.



twelve

the second battle of brinn

AN ADVENTURE FOR 6-8 CHARACTERS OF 1st TO 3rd LEVEL

When the prisoner uprising of Brinn Beta was put down by Talamacus and his fleet, it was believed that the matter was settled. Thousands were left dead, and by Consortium Law rightfully so. Such was the price paid for rebellion. But a few prisoners survived. Hiding in a hanger aboard one of the asteroids in Brinn's planetary belt, they avoided slaughter at the hands of the Void Knight and his agents.

But they have been discovered and the asteroid upon which they have been hiding is no mere mining station. This secret outpost of the Resistance is said to have a computerized data center which houses secret communications regarding all the Consortium's activity in the Kelron Sector since Brinn Beta's destruction.

The player characters have been hired to sneak onto the asteroid and recover that data by a mysterious client who is offering to pay handsomely for them. But their client isn't the only one who has learned the secret of this asteroid. Both the Consortium and the Ice Pirates have discovered this data exists, and now all three groups are racing against one another to be the first to capture one of the greatest secrets of the Kelron Sector.

PREPARING FOR THE ADVENTURE

The **Referee** is encouraged to read over the material found in this book before running the adventure. It draws heavily on information featured in **CHAPTER 11: Interstellar Civil War & The Kelron Sector**. Players should have their characters prepared, including purchased equipment. **The Second Battle of Brinn** is a deadly adventure and the **Referee** should encourage players to be cautious and think about their actions before charging into any situation blindly.

It is assumed that the player characters have access to or own a Light Transport at the opening of the adventure. If they do not, they will need transportation.

WHO HIRED THE PLAYER CHARACTERS?

The **Referee** is free to decide who exactly hired the player characters to recover the data. It could be an agent of the Resistance hoping to recover long hidden Consortium secrets, Count Webb of Andala hoping to parlay this information into some kind of immunity against Talamacus' regime, or any number of other individuals or organizations in the Kelron Sector. The **Referee** is free to customize who it is to suit their individual campaigns. This adventure makes no assumptions about who specifically hired the player characters.

AGENTS OF THE CONSORTIUM

The Consortium has learned of the asteroid's location and is en-route to the asteroid base when the adventure begins. The **Referee** should keep track of time as the adventure progresses. After three hours of in-game time has passed a Consortium dreadnought arrives just outside the Brinn asteroid belt and sends several squads of troops to the base to investigate. They have been ordered by Talamacus himself (who is aboard the dreadnought) to take no prisoners.

After three hours has passed there is a 1-2 in 1d6 chance that the player characters will encounter a squad of 1d6+2 Consortium Soldiers. The soldiers will open fire on the player characters if they do not surrender immediately.

If they do surrender, they will be placed in wrist and ankle bindings and relieved of any weapons or equipment they carry. After being transported to the dreadnought, they will be brutally interrogated by Talamacus, who is searching for the secret data. If the player characters have them and provide them to him, he rewards them with a lenient sentence of thirty years hard labor on Brinn Alpha. If they do not, he kills them. Time to roll up new characters!

If the player characters are captured, the **Referee** is encouraged to develop the events that are to occur into an original adventure where the player characters can thwart Talamacus and stage a daring escape for their lives!

THE ICE PIRATES

Unknown to the player characters or the Consortium, Muzsk's Ice Pirates are already aboard the asteroid base. Muzsk's blockade runner is on the edge of Brinn's asteroid ring, cloaked and waiting the return of his men. When encountered the Ice Pirates fight with intelligence and tactics. The Ice Pirates have not yet discovered the location of the data and if they are approached without hostility, the pirates will attempt to ally with the player characters, eventually betraying them and turning on them as soon as the tapes are discovered.

THE ASTEROID BASE

Unless otherwise specified, all rooms in the asteroid base have standard gravity and oxygen. The walls are resistant to laser fire and do not reflect energy weapons; at worst a small black burn mark will be left from laser fire. The asteroid is well lit by overhead lamps built into the ceiling, which in most rooms rises to a height of ten (10) feet.

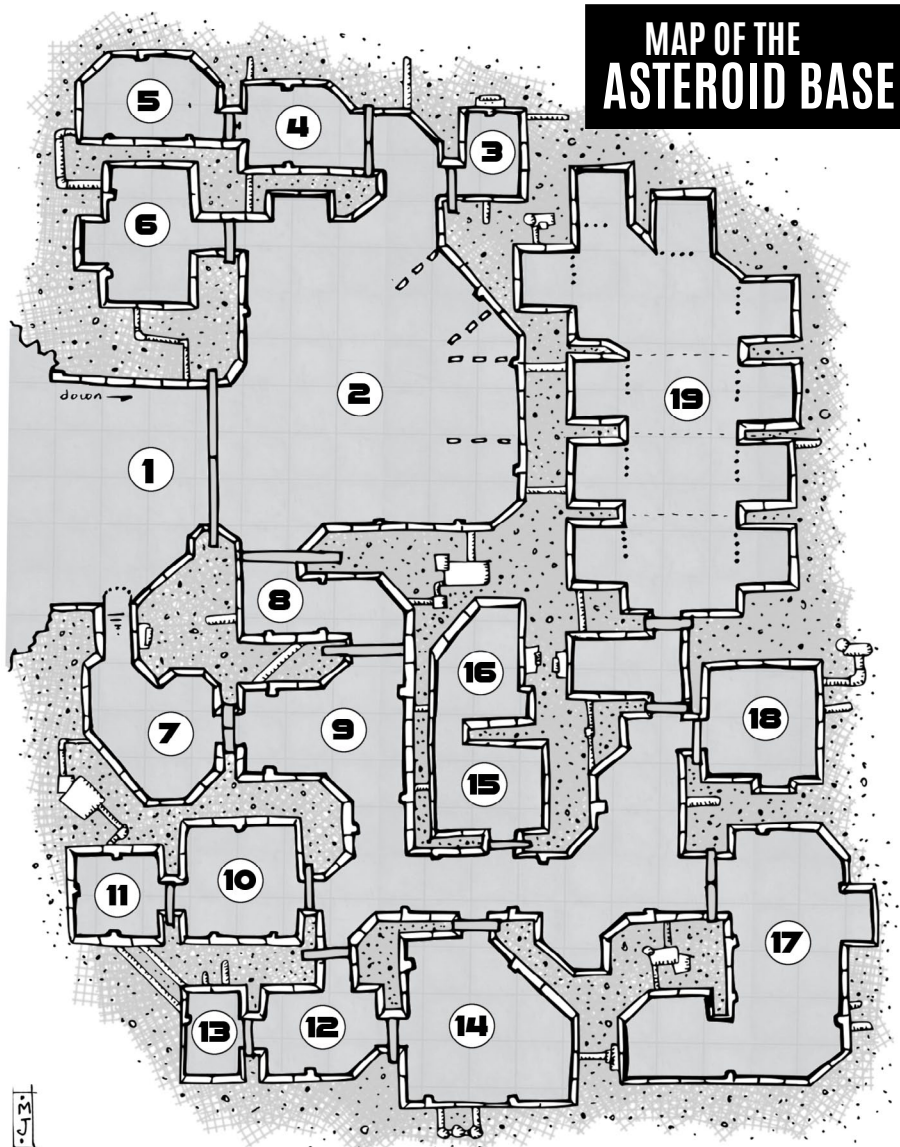
Most of the doors of the asteroid base are unlocked but can be sealed if the players discover the security codes on the terminal at **LOCATION 12: Administrator's Office**. These codes can be entered into a small panel at each door to seal them individually. All the doors to the facility can be sealed at once from that main terminal with a single control.

LOCATION 0: LANDING PLATFORM (NOT SHOWN)

The **Referee** is encouraged to read or paraphrase the following text at the opening of the adventure.

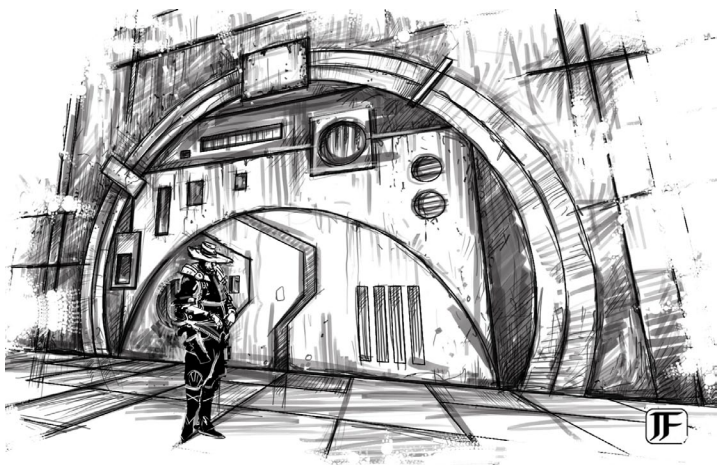
After carefully guiding your ship down through massive crack in the asteroid's surface, you are surprised to see that sensors indicate there is environmental shielding still active surrounding the facility and that it still has power. Bringing your ship to a soft landing on the massive landing pad, you see a pair of great double doors large enough to drive a hover cargo through. You slowly make your way down the gangplank of your ship.

MAP OF THE ASTEROID BASE



Above you, held at bay by the environmental shielding, you see the stars and asteroids of the great Ring of Brinn. Stark light pouring across the landing field from two massive flood lights, one on each side of the entrance to the secret facility, light the area brightly.

There are no traps, creatures or aliens in the main landing. Characters who take time to investigate the area have a 1-2 on 1d6 chance of noticing scuff marks on the metal floors which indicate that booted humanoids recently passed through the area.



LOCATION 1: MAIN ENTRANCE

A massive pair of closed and sealed chrome metal doors mark the entrance to the asteroid base, barring your entry to the base's interior. The control panel on the northern wall next to the door appears to have been ripped away from its housing, and hangs from its wires. Clearly someone else has been here, and they didn't want others to follow in their path.

Characters have several options to get the door open. Any character can attempt to open it with a 1 on 1d6 chance of success, though *Pilots* succeed on a 1-2 on 1d6. *Mechanical Robots* can automatically open the door. If all else fails the door can be blasted open with a grenade or other explosive.

LOCATION 2: INTERIOR HANGER

Large docking bays line the far wall of this room. Great mining robots rest idle nearby, while racks of hand tools hang from pegs. Several space suits sit in a long plexiglass alcove on the northern wall. A large door is set into the southern wall, wide enough for two men to walk abreast each other. There is smaller door on the same wall as the entrance to this chamber, and a hallway leads to the north.

Three (3) *rounds* after the player characters enter the room one of the mining robot springs to life, rewired by the pirates to attack any intruder. It fights until destroyed. In addition to the six space suits in the closet, the player characters can also take any number of the half a dozen tool kits still sitting in their belts. One of them even has a laser pistol tucked away in a hidden pocket, which is discoverable on a 1-3 on 1d6.

NPC	REPROGRAMMED MINING ROBOT (hp 13): AC: 6 [13], HD: 2+2, Atk: 1d6+1 (Mining Laser), Sp: None, Mv: 9, HDE/XP: 2/30.
ITEMS	Laser pistol, space suit (6), tool kit (6)

LOCATION 3: DECONTAMINATION CHAMBER

The sliding door leading into this room is a large sheet of thick, transparent metal. Beyond it you see a stark white room with spray nozzles mounted on the floor, walls, and ceiling. A small toilet sits in the corner. There is a small panel beside the door, and a single red-brown streak running down part of the door, of some dried and crusting liquid.

The decontamination room was used by miners when they returned from their mining work. It also serves as a restroom for the workers. It can be activated by panels located on either sides of the entrance.

It is indeed blood that stains the outside of the door. The space savages who took over the base and managed to run down a miner and devoured him here. The decontamination sequence washed away the evidence.

There are no dangers in this room and the decontamination chamber is still functional. Any character currently suffering from the effects of a poison or disease who makes use of a decontamination chamber is entitled to a new **Saving Throw** against it and receives a +2 bonus to the roll.

LOCATION 4: MESS HALL

The door to this room opens to reveal a room in ruin. Long metal tables with attached benches have been turned over and blasted to slag. Food and beverage dispensers have been torn from their wall mounts and thrown across the room. Most terrifying of all are the blood stains that paint the room in rabid, angry strokes. What appear to be human remains are scattered throughout the room. Three men, or what were possibly once men turn and look at you with feral malice in their eyes. Covered in fresh human skin laid haphazardly over bloody jumpsuits, they raise their weapons and charge at you with blood-curdling screams.

These space savages were some of the original mining crew on the asteroid who have turned mad. They have been feeding off their coworkers. They fight mercilessly with hand weapons, laser pistols, and even resort to biting, and tearing with their bare hands. They cannot be reasoned with or calmed and will fight to the death.

Among the ruin and remains player characters will have a 1-2 on 1d6 chance of finding a few pieces of gear that were unnoticed by the Space Savages. These include a mono-dagger, two med kits, and 234 **credits**.



The door to **LOCATION 5: Kitchen** is locked and its panel is destroyed. The only way to open the door is to either blast it open or force it with a pry bar or other tools.

NPCs	SPACE SAVAGES x3 (hp 8, 4, 4): AC: 7 [12], HD: 2, Atk: 1d6 (improvised weapon), Sp: Immune to mind-influencing effects, Mv: 15, HDE/XP: 2/45.
ITEMS	Mono-dagger, med kits (2), 234 credits

LOCATION 5: KITCHEN

Once you get the door open you see a barricade of furniture, supplies, and whatever could be cobbled to block entrance into the room. Through the detritus you can see what was once a kitchen in ruin. The the unmoving forms of several men lie against the far wall. One of them clutches a communicator in his hand.

These are some of the miners who managed to survive the initial attack of their insane coworkers who turned savage. Closer examination, after clearing a path, reveals that two of them died from wounds suffered in battle.

The third is unconscious but alive. He can be revived with a med kit. Unfortunately he has turned half-mad with terror. It will take quite some time to calm him. His name is Nolth. When calm he explains that a few days ago he and the other miners returned to the base after a job. Several of the crew began to develop some kind of madness. Within hours they'd gone savage and began attacking the other miners. He and the other two men barricaded themselves in the kitchen during the chaos and have since been hiding out there. The others died and he fell unconscious with fatigue.

If the characters offer to lead him away, Nolth reluctantly agrees, but requests that the party provide him with a weapon. He can tell the characters general information about the base, including the location of the database. Nolth will not betray the party, but at the first sign of a Savage, he will cower in fear and begin blithering insanely.

NPC

NOLTH (hp 5): AC: 9 [10], HD: 1, Atk: By weapon, Sp: None, Mv: 12, HDE/XP: 1/15.

LOCATION 6: AIR FILTRATION SYSTEM

The pulsating hum and metallic rumble of industrial equipment can be heard before you open the door to this room. Inside, you see there is barely enough space for two men to stand side-by-side down the narrow passage filled with heavy machinery, large blinking readouts, hand cranks, dials, buttons, and computer screens.

Robots, Pilots, and other characters with some knowledge or training in large scale technology will immediately recognize this room as the asteroid's air filtration system. These characters have a 1-2 on 1d6 chance of recognizing that the system has been damaged and is currently running on its emergency setting. *Mechanical Robots* will recognize this automatically. The system cannot be repaired but it can be deactivated or vented to shut it down.

If the air filtration system is deactivated the base will run out of air in the next six hours. If the system is vented the base will vent all its air into space over the course of two *rounds*. Both processes require a security code which can be found in *LOCATION 18: Database*. Actually destroying the air filtration system requires that 100 points of damage be done to it.

The damage already present to the air filtration system appears to have been from blows with large blunt objects. Someone else already had the idea to shut it down already, but failed to do so.

LOCATION 7: EMERGENCY EXIT

Inside this room are several space suits hanging from hooks on the northern wall along. Environmentally sealed backpacks sit on the floor beneath them.

To your shock and surprise half a dozen men dressed in hodgepodge armor, wielding battered laser weapons stand ready as you step into the room. One of them, a diminutive Grey with a cybernetic eye set into one massive socket smirks at you

"Greetings," he says. "Now, if you'd kindly lay down your weapons..."

These armed men are Ice Pirates in the service of Captain Muzsk. They arrived at the station a few hours before the player characters, and watched

their arrival from here from this room. They are ready to fight, but not necessarily eager to do so and can be negotiated with. If the player characters do not draw their weapons or act hostile the pirates keep their weapons trained on the party, but will talk, although they will not reveal that they're searching for the same data tapes as the player characters.

If told about the data, they will agree to work with the party, offering to split any profits from the data sale later. Once the tapes are discovered however, the pirates will betray the party and attempt to kill them and take the data for themselves and Muzsk. Garak, the leader, is shrewd and will use his Grey abilities to determine if the player characters will try to double-cross them at first. He stays on his guard, ready to strike at any given moment. He has a calm, but slightly cocky demeanor.

The heavy doors into this room are sealed with a massive magnetic lock that can be opened with the press of a button.

NPCs	SOLDIERS [Pirates] x5 (hp 7, 5, 5, 4, 4): AC: 5 [15], HD: 1+1, Atk: 1d6+2 (laser pistol) or melee weapon (1d6), Sp: None, Sv: 18, Mv: 12, HDE/XP: 1/15
NPC	GARAK, THE GREY (hp 12): AC: 6 [13], HD: 3, Atk: 1d6+2 (laser pistol) or 1d6 (psychic blast), Sp: Psychic Blast, Detect Thoughts, Sv: 16, Mv: 9, HDE/XP: 3/175
ITEMS	Communicators (6), jet packs (6), space suits (6), tool kits (6)

LOCATION 8: SECURITY ROOM

As the door opens into this broad room you are greeted by immediate laser fire from several ceiling-mounted laser cannons. It seems as though someone has triggered some kind of automated security system!

Three (3) automated laser cannons are mounted to the ceiling of this room and were activated by the miners in a failed effort to defend themselves from their savage coworkers. The laser cannons are considered to have the same statistics as first-level Combat Robots. They fight until destroyed. Clever characters may be able to disable the cannons before entering the room if they take the time to carefully examine the control panel at the door. Characters can deactivate the cannons on a 1 on 1d6, with **Pilots** having a 1-2 on 1d6 chance of deactivating them. **Robots** can automatically deactivate the cannons.

NPCs	AUTOMATED LASER CANNONS x3 (hp 6, 5, 4): AC: 9 [13], HD: 1+1, Atk: 2d6 (laser rifle), Sp: Scanners, Sv: 12, Mv: 0, HDE/XP: 1/15
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LOCATION 9: READY ROOM

Workmen's jumpsuits and bags of tools are scattered around this room haphazardly. Blood and body parts are cast about in chaos. This room was clearly the scene of a bloodbath.

This is where the miner's suited up each day before heading off to mine ore from the Brinn Asteroid Ring. Their lightly-plated work suits and tools are all that remains after the Space Savages passed through this room. The door to **LOCATION 7: Emergency Exit** is locked but can easily be opened by Nolth or by a keycard found in any of the jump suits.

ITEMS	Armored Jumpsuits (considered Light Armor) (2), tool kits (3), 87 credits
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LOCATION 10: MEDICAL BAY

Four white-sheeted beds are set against opposite walls here. Medical monitoring equipment flickers beside them. A large cabinet stands against the southern wall, open, med kits and other medical supplies can be seen inside. Entering the room, the door on the western end of the chamber opens and a pristine and sleek humanoid robot rolls into the room.

It speaks in a soothing voice, saying "Greetings. What treatment can I offer you today?"

This is **Medical Robot MD-2015**, AKA "Dee Twenty." It informs the player characters that it was informed by the administrator of the facility to wait in the vat chamber until someone returned. Dee knows nothing about the Space Savages or data, but because of his programming he will offer to heal any injured player characters. He can use his medical training to apply med kits or use his own internal supply of medicine to heal 1d6 points of damage up to three times (x3). If he is attacked he will automatically shut down as a precaution. He will not reactivate for twenty-four hours.

NPC	MEDICAL DROID, MD-2015 (hp 7): AC: 6 [13], HD: 1+1, Atk: None, Sp: Healing, Scanners, Sv: 12, Mv: 12, HDE/XP: 1/15
ITEMS	Med kits (3)

LOCATION 11: VAT CHAMBER

This dimly lit room is dominated by a massive glass tank sitting in its center that is filled with a translucent blue liquid lit from above. The tank has with countless cables, wires, and tubes springing from it that lead to a plethora of computerized equipment around the room.

This is a fully functional medical vat. While the characters don't have time to make use of its services, they might have the idea of disassembling it and loading it onto their transport. While this is certainly an option, such a task would take at least a few hours and by the time they completed such a momentous task, the Consortium dreadnought would certainly be waiting for them in orbit. That is, if they don't encounter Consortium Soldiers before then.

ITEMS

Medical vat

LOCATION 12: ADMINISTRATOR'S OFFICE

Unlike the rest of the asteroid base, this room is built for more than utility. A large wooden desk sits on the far end of the room with a comfortable chair behind it. The holographic image of the crystal spires of Janaris II is set into a frame upon one wall and several expensive trinkets decorate the desk, along with a computer. Large metal doors are set into both western and eastern walls.

The administrator's office is empty, though the decorations are worth quite a bit of money if they can be recovered. His desk contains a cache of valuables, but is trapped. A DNA lock is set into the top of the desk. Anyone attempting to operate the computer or open the desk who does have the same DNA as the DNA lock sets off a burst of energy from the desk that does 2d6 points of damage to every character in the room. A **Saving Throw** reduces this damage by half. The desk is shielded from damage via energy weapons and blasts, and physical attacks on the desk trigger the DNA lock trap. The trap immediately resets itself each round. Once the desk is opened the characters will find inside a laser pistol, a Channeling Stone (1st level), a rare bottle of wine, and 2,000 **credits**.

The computer has different security in the form of voice lock protection. It will accept three failures before becoming completely inaccessible. Unfortunately, because the administrator is dead, his voice is unavailable. The computer security can be bypassed by a **Mechanical Robot** with a 1-2

chance of success on 1d6. All other characters have only a 1 in 1d6 chance of success. If it is successfully bypassed, characters can get the codes to enter **LOCATION 18: Database** if they do not discover the keycard carried by the Space Savage at **LOCATION 19: Workers' Quarters**.

If the characters successfully unlock the computer they will find the Administrator's log that explains that a group of miners returned to the base and begin to act strangely before becoming bloodthirsty and violent. The Administrator thinks they've caught some kind of space madness, but was unable to send a distress signal out because the addled miners had damaged the communications array. The Administrator notes that he is glad the database is under specialized lockdown to protect it. The Administrator's logs are careful never to detail the information stored in the database, although they reference a fear that "T" may acquire it.

ITEMS

Channeling Crystal (1st level), bottle of wine (worth 300 *credits*), laser pistol, 2000 *credits*

LOCATION 13: ADMINISTRATOR'S DECONTAMINATION ROOM

More than a simple decontamination room, this is almost a luxury spa. Unfortunately, the beauty of the administrator's personal relaxation chamber is ruined by the bloated human body floating face down in a large sunken pool on the far end of the room filled with stagnant water.

The Administrator went into here to take his own life when he believed that there was no hope of survival against the Space Savages. He is nude and the only wound visible is a burn mark on his left temple. There are cosmetic items and several sets of nice clothing in this room, but nothing else of value, except for the laser pistol at the bottom of the pool that still has 19 charges left in its energy cell.

ITEMS

Laser pistol, Clothing (Fine) (3)

LOCATION 14: ADMINISTRATOR'S QUARTERS

This once finely-decorated bedroom has been almost obliterated. The large bed with fine sheets has been torn to shreds, the dresser is hacked to pieces and fine art left in tatters. Entering the room three feral looking men in miner's jumpsuits look up at you, snarl and charge.

The Administrator's quarters were quite possibly the finest room on the base at one point. The three Space Savages attack immediately.

Characters who search the room have a 1-2 in 1d6 chance of discovering a hidden safe behind a false panel on one wall. It can be opened by a **Mechanical Robot** with a 1-2 in 1d6 chance of success, or by placing the administrator's thumb on the thumb lock on the keypad. Inside the safe are 750 **credits**, a holographic picture of the administrator's family, and his wedding ring (worth 1000 **credits**).

NPCs	SPACE SAVAGES x3 (hp 8, 6, 5): AC: 7 [12], HD: 2, Atk: 1d6 (improvised weapon), Sp: Immune to mind-influencing effects, Mv: 15, HDE/XP: 2/45.
ITEMS	Wedding ring (1000 credits), 750 credits

LOCATION 15: ROBOT REPAIR BAY

Tools hang from pegs, wires dangle from machines still blinking with life, and robots are in various states of repair in this room. The vast majority of them are mechanical robots of different makes and models. To your surprise, several of them turn to face you when you enter the room, obviously still functional! They raise laser rifles built into their frames and call out in metallic voices, "UNREGISTERED PERSONNEL! CODE RED STATUS!" And they start shooting.

After the combat droids here are defeated, several tool kits and laser rifles can be recovered from the room, scavenged from the disassembled or destroyed robots. Spare parts can be used on any robot character and function in the same way that a med kit is used on a living character to restore **Hit Points**.

NPCs	COMBAT DROIDS x3 (hp 7, 6, 5): AC: 4 [15], HD: 1+1, Atk: 2d6 (laser rifle), Sp: +2 to all To-Hit rolls, armor plating, internal laser rifle, Sv: 12, Mv: 12, HDE/XP: 2/30
ITEMS	Laser rifles (2), spare parts (2)

LOCATION 16: ROBOT PARTS STORAGE

Narrow rows of parts, tools, broken down machines and other mechanical detritus fill this room. It looks to be fully stocked.

The storage room contains a plethora of spare parts and tools which can be used to repair any robot character in the same way that med kits are used to heal the **Hit Points** of living characters. Characters who take the time to investigate the room carefully have a 1 in 1d6 chance of discovering an advanced laser pistol long forgotten and stashed in the corner.

ITEMS

Advanced Laser Pistol (+1)

LOCATION 17: INDUSTRIAL PROCESSING CHAMBER

The rumble of deafening machinery sounds from this room as overwhelming heat blasts from it. Even with conveyors and processing robots shut down, the machinery in this room is nearly deafening. Several crates sit on the floor, filled with raw rock, their tops covered by energy containment fields which seal them in.

This is where the miners processed ore. The machinery can be activated, but it is unlikely anyone will ever refine this ore again. The electronic static generated by the refinery causes all robots to suffer a -1 penalty to all **To-Hit** rolls and jams their scanners if the machines are brought back online. Turning on the machinery can be easily done by any character who takes the time to give the machinery a brief study.

LOCATION 18: DATABASE

The door slides open to reveal a single computer terminal with a comfortable chair. Six laser turrets are mounted in the ceiling and sensor pods scan you with beam of light a moment after the doors open. The laser turrets swivel in your direction.

The door cannot be forced open, although can be destroyed if it takes 30 points of damage. This can be accomplished by rigging several grenades together or various other creative means. Unfortunately, breaching the doors like this immediately sets off the security protocols for the room, making the laser turrets will attack anyone who enters the room immediately after that, firing in unison. The laser cannons' accuracy is increased by the sensor pods, granting them +2 **To-Hit**. Characters who use the foreman's key found in **LOCATION 19: Workers' Quarters** to open the door automatically deactivate the security system.

If characters manage to blast their way through the doors and security system the computer automatically shut down, otherwise it is running. The

computer is easy to log on to when running, but the data on it is encrypted. It can be decrypted by clever characters, though such a task would take hours of work. It is more likely that the characters will want to download information onto a datatape or micro-computer and depart, and there are several datatapes here that can be used to copy data onto if the player characters did not bring their own. Alternatively, the hard drive mounted to the rear wall can be removed, but it weighs 50lbs and is very bulky.

NPCs	AUTOMATED LASER CANNONS x6 (hp 7, 6, 5, 5, 4, 4): AC: 9 [13], HD: 1+1, Atk: 2d6 (laser rifle), Sp: +2 to all To-Hit rolls, Scanners, Sv: 12, Mv: O, HDE/XP: 1/15
ITEMS	Central computer hard drive

LOCATION 19: WORKERS' QUARTERS

This long room, full of barracks with deep-set sleeping quarters lining the wall, is a site of total carnage. Mattresses are torn to shreds, metal footlockers have been mangled and bashed to junk, and blood stains cover all.

A dozen snarling beasts that were once men are in the room, their jumpsuits torn and covered in dried blood, some of them with human skin over them. In their hands are metal bars, tools, and laser pistols. They rush towards you, shrieking and calling out for your blood.

These are the last of the mine's workers, who have returned to their former living space, hungry and insane. They attack on sight, looking to feed on the player characters.

One of them (determined by the **Referee**) is carrying the keycard that will allow access to **LOCATION 18: Database** and the computer stored inside.

NPCs	Space Savages x12 (hp 11, 9, 8, 8, 7, 7, 6, 6, 5, 4, 4, 3): AC: 7 [12], HD: 2, Atk: 1d6 (improvised weapon) or 1d6+1 (laser pistol), Sp: Immune to mind-influencing effects, Mv: 15, HDE/XP: 2/45
ITEMS	Armored jumpsuits (6) (considered Light Armor), laser pistols (3), mono-dagger, keycard, 342 credits

ESCAPING THE ASTEROID BASE

Once the player characters have recovered the data from the computer and fled the station they will not find escape easy. If they allied themselves with the Ice Pirates, once the information has been recovered the pirates turn on the player characters to take the data from them.

Once they escape the asteroid, they will need to fly their starship through a blockade set up by Captain Muzsk, who has been waiting in his cloaked blockade runner to retrieve his crew. He will open fire as soon as the players are within range of his laser cannons. Additionally, Talamacus' dreadnought will arrive (if it has not done so already) as soon as the players get away from the asteroid, launching stunt fighters to attack both the Ice Pirates and player characters' starship. Things could get messy very quickly.

The **Referee** should run the space combat fast and loose, with both ships at a range of about 20 units of distance when the battle begins. The player characters will need to get past both the dreadnoughts and the pirate ship to escape, pulling out of range of both ships' weapons before they are able to activate their Faster-Than-Light drive and make a clean escape.

SELLING THE DATA

The player characters can meet up with their buyer at a hidden location determined by the **Referee**. The **Referee** should have taken some time to detail who exactly is interested in the data, as well as what information is contained. **Referees** are encouraged to customize both of these aspects of the adventure to suit their campaigns and perhaps draw the characters into a larger story. They might not only save the Kelron System, but the galaxy at large!

HINTS FOR RUNNING THE ADVENTURE

- ✿ The Space Savages on the asteroid base are the members of the Resistance. The **Referee** should play up the mystery of the origin of the savages, making players think there's a new group of foes they have to deal with.
- ✿ Nolth is on the edge of sanity. Anything may tip him over the edge and turn him into a Space Savage. Change his statistics accordingly.
- ✿ Players may want to look for the administrator's body among those that remain. This will waste precious time. Let them do it. Perhaps the body in **LOCATION 13** isn't even him.

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