

WALKING THE WAY

BY JAMES M. SPAHN



A MYSTICISM SOURCEBOOK
FOR

WHITE STAR

WHITE BOX SCIENCE FICTION ROLEPLAYING

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Introduction

Science fiction. It is, right down to its name, rooted in science. Cold, hard science. Yet so much of the great sci-fi I fell in love with as a child and continue to love to this day has a strong element of fantasy. Whether it's mystical monks who know the mind-killing power of fear, farm boys that discover they have a strange destiny as part of the essence that binds the galaxy together, or cigar-smoking hot-shot pilots who return from the dead as angelic vessels of the divine - magic, for lack of a better term, permeates pulp science fiction.

Walking the Way is a source book for *White Star* that provides players and Referees with new options to help expand and further define those aspects of their own campaign world. All of the rules in this book are optional and should only be used with Referee approval. It is the author's hope that the options in this book will help expand your game-play and use the metaphor of science fantasy to further explore what it means to be a finite being in an infinite universe, and have a helluva lot of fun along the way.

So draw your custom Star Sword, grab your medi-detector, and make sure your trusty gorp sidekick isn't too scared of the adventures ahead! You're Walking the Way and the crossroads between adventure and self-discovery full of unimaginable things.

James M. Spahn
February 24th, 2019

Chapter One

Those Who Walk

This chapter contains several new classes detailing practitioners of the Way. Only a few of these classes recognize the Way in the same manner as Star Knights and Star Pilots, with the others following their own unique path as they tap into strange powers that permeate the universe.

ALTHAR

“There are no Stars. There is no Void. There is only All. As it is so named, so are we All.”

The Althar are an alien species that claims their home world has been lost to time and distance. In spite of the fact that they live for centuries, knowledge of where they came from or what their native planet was like has been lost to the past. They sometimes live in insular communes on planets dominated by other species, but more often Althar can be found traveling across the universe in massive, long-range starships. They are forever seeking, consumed by wanderlust -- though even they know not what for.



Unlike Star Knights, Althar do not believe in the duality of Star and Void. Nor do they believe in the Nebula between. They believe in the All, a single unifying aspect to reality that spans worlds, galaxies, and even time itself. All permeates the living, the dead, the past and the future. Althar believe that only by spending a lifetime studying, contemplating, and experiencing All, can they find true peace.

Althar appear human-like in most respects. They are thinner than most humans, with pointed ears and graceful features. Their almond-shaped eyes can range in color from kohl to sparkling azure. Their women are petite in frame and their men have thinly muscled bodies akin to that of a dancer. In spite of their desire to experience All, Althar regard most other beings with a kind of cool detachment. It is almost as if they are somehow removed from or above the everyday struggles that plague the universe.

In fact, nothing could be further from the truth. Althar experience emotions as deeply and passionately as any other living beings. However, they examine their own emotions with a precise objectivity in hopes of understanding themselves and their place in All. This perceived aloofness

can frustrate other species, who think that Althar care nothing for the troubles of other beings.

Table 1-1: Althar Class Advancement

Level	XP	HD	BHB	ST	1 st Level Insights	2 nd Level Insights	3 rd Level Insights
1	0	1	+0	15	1 (3)	-	-
2	3000	2	+0	14	2 (4)	-	-
3	6000	3	+1	13	2 (4)	1 (2)	-
4	12,000	3+1	+1	12	2 (4)	2 (3)	-
5	24,000	4	+2	11	2 (4)	2 (4)	1 (2)
6	48,000	5	+3	10	3 (5)	2 (4)	1 (3)
7	96,000	6	+3	9	3 (5)	3 (4)	1 (4)
8	192,000	6+1	+4	8	3 (5)	3 (5)	2 (4)
9	384,000	7	+5	7	3 (5)	3 (5)	3 (5)
10	768,000	8	+5	6	4 (6)	4 (6)	4 (6)

Weapon/Armor Restrictions: Althar, in their efforts to understand all aspects of life and death, can wield any weapon in combat. They can only wear Energy Cloaks, Light Armor, or Scout Armor for protection and can use any kind of shield.

Class Skill: Knowledge.

Insights: Through deep contemplative study and observation of All, Althar are able to prepare and use both Meditations and Gifts. They recognize no distinction between the two, instead simply calling them Insights. Unlike Star Knights or Alien Mystics, Althar simply activate whatever Insights they have learned, though they are limited by their level. Table 1-1: Althar Class Advancement shows the level and number of Insights an Althar can activate each day. A second number (shown in parentheses) lists how many Insights an Althar knows. So for example, a second-level Althar can activate two 1st level Meditations or Gifts per day from the four they know (since this is the number listed in parentheses).

At character creation, an Althar selects three 1st level Meditations or Gifts they know (in any combination) and learns new Insights as they

advance in level as shown above. An Althar requires six consecutive hours of rest each day in order to activate any Insights. They can prepare the same Insight more than once if they so choose, but may not prepare more Insights than the number determined by their Experience Level.

Keen Senses: Althar are very attuned to their environment. They are able to detect hidden and secret doors or portals with greater ease than others in the galaxy. When an Althar actively searches for a concealed or hidden door, they are able to find it on a 1-4 on a 1d6, while just walking near one grants her a 1-2 on a 1d6 chance of noticing it. They also have sharp reflexes, and are only surprised on a 1 on 1d6. Finally, they can see in perfect darkness at a range of up to 60 feet.

Saving Throw: Althar receive a +2 bonus to all saving throws made to resist the effects of Gifts, Meditations, and other mystical abilities.

Languages: For campaigns that give each species their own dialect, Althar should speak their native tongue, Althari, plus the language of humans and any other languages that fit the style of the Referee's campaign.

AUGMENTED WAYBREAKER



"Walking the Way? Just because it's real doesn't make it any less a load of garbage."

Augmented Waybreakers are practitioners of Mysticism who have turned their back on that path. Whether broken by the burden of their powers, driven to the edge of madness by strange insights, or for any other number of reasons Augmented Waybreakers have refused to embrace their inherent powers. Instead they live in the grit and grime, the blood and chrome, of the day-to-day world. Augmented Waybreakers almost universally enhance themselves through cybernetics, both to metaphorically show that they've abandoned their "natural" powers and to psychologically replace the proverbial phantom limb they can still feel. Most become soldiers of fortune, selling their unique mixture of half-abandoned mystical abilities and new cybernetic enhancements to the highest bidder. But no matter how much steel replaces skin, no matter how many microchips are integrated into molecules, the mystical forces of the universe

find a way to assert themselves -- even sometimes at the expense of one who has abandoned it.

Because they are trapped in one world and trying to force themselves into another, Augmented Waybreakers have a diverse set of skills that makes them adaptable to a myriad of situations. They are valued as able-bodied combatants, in spite of having a reputation for being weak-willed and sometimes unstable.

Table 1-2: Augmented Waybreaker Advancement

Level	XP	HD	BHB	ST	Meditations Known	1st Level Meditations	2nd Level Meditations
1	0	1	+0	15	0	-	--
2	2000	2	+0	14	1	1	--
3	4000	3	+1	13	1	2	--
4	8000	3+1	+1	12	2	2	1
5	16000	4	+2	11	2	2	2
6	32000	5	+3	10	3	3	2
7	64000	6	+3	9	3	3	3
8	128000	6+1	+4	8	4	4	3
9	256000	7	+5	7	4	4	4
10	512000	8	+5	6	5	5	4

Weapon/Armor Restrictions: Augmented Waybreakers have are willing to do what is necessary to defend themselves. They can use any weapon and may wear Energy Cloaks, Light Armor, Scout Armor, and use any shields.

Class Skill: Larceny.

Abandoned Talent: Augmented Waybreakers may use Meditations, but do so in a manner different from Star Knights, and are unable to tap into more powerful Meditations. Augmented Waybreakers learn new Meditations as they increase in level, their ties to The Way growing whether they want them to or not. Once an Augmented Waybreaker has selected a Meditation as known they cannot change it later. They do not prepare these Meditations daily. Instead they choose to activate any known meditation as determined

by Table 1-2: Augmented Waybreaker Advancement. Used Meditations recover after six hours of peaceful rest.

Unfortunately, because of the mystical backlash and psychic strain on the Augmented Waybreaker, any time they activate a Meditation they must make a saving throw or suffer 1d6 points of damage.

Example: Scorch, a 6th level Augmented Waybreaker, knows three Meditations. He has selected Acrobatics and Charm Person (both 1st level Meditations) and Detect Thoughts (a 2nd level Meditation). He can activate up to three first-level Meditations each day in any combination of the two he knows, and may activate Detect Thoughts twice per day. Each time he activates *any* of these Meditations, Scorch must make a saving throw or suffer 1d6 points of damage.

Cybernetic Enhancements: At character creation, the Augmented Waybreaker selects three cybernetic enhancements of choice at no cost. If the Referee is using the optional Limiting Cybernetics rule on page 266 of *White Star: Galaxy Edition*, an Augmented Waybreaker can have a number of Cybernetic enhancements equal to five, plus their Constitution modifier (minimum 5) instead of the standard limit of three, plus their Constitution modifier.

Street Contacts: Because they often make their way in the seedy underbelly of the universe, they are able to find a criminal contact on any planet that has significant urban development with a 1 in 1d6 chance of success.

Saving Throw: Augmented Waybreakers suffer a -2 penalty to all saving throws made to resist Gifts, Meditations and other mystical abilities – including the saving throw they make to resist damage from using their own powers.

XP Bonus for Constitution: Augmented Waybreakers with a Constitution of 15 or higher receive a 5% bonus on all earned Experience Points.

STAR FIST

"I offer you my open hand or my closed fist. The choice is yours."



The Way is not a singular path. Star Knights are a diverse order. Some walk the traditional path, acting to bring peace to the universe and wielding a Star Sword when necessary. Some channel their Meditations when flying at light speed between the stars. The Star Fist is a practitioner of the Way that has channeled their Meditations inward. They are masters of weaponless combat and overcome the chaos of warfare through inner peace.

They wield few weapons. They wear no armor. They carry only that which they need to survive. A Star Fist wanders the galaxy just like a traditional Star Knight, but they need no weapon to protect the innocent. Instead, they place themselves directly between all the horrors of the Void and the light of the Stars. They need only their own discipline, their own bodies, and their own faith in the Way to achieve true peace.

Table 1-3: Star Fist Class Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	15
2	2250	2	+1	14
3	4500	3	+2	13
4	9000	3+1	+2	12
5	18,000	4	+3	11
6	36,000	5	+4	10
7	72,000	6	+4	9
8	144,000	6+1	+5	8
9	288,000	7	+5	7
10	576,000	8	+6	6

Weapon/Armor Restrictions: Star Fists wield few weapons, wear no armor, and do not rely on shields. They may use Daggers, Spears, Staffs, and Swords only.

Class Skill: Athletics.

Way of the Inner Star: All Star Fists rely on a form of martial arts unique to their order called the Way of the Inner Star. This grants them several benefits in combat as described below.

- When fighting in unarmed combat or with any weapon the Star Fist is permitted use they inflict 1d6 points of damage, plus their Strength modifier. They may make two attacks per combat round at 5th level. At 9th level they may make three attacks per combat round.
- All Star Fists are under the benefits of the *Acrobatics* Meditation (see *White Star: Galaxy Edition*, page 200). This effect is active as long as they are conscious.
- The Star Fist receives a -1 [+1] bonus to their Armor Class at 1st level. This bonus increases by -1 [+1] for every level of experience gained. Thus a 3rd level Star Fist would have a total bonus of -3 [+3], while a 7th level Star Fist would receive -7 [+7]. This bonus is preternatural and remains even when the Star Fist is surprised, but is removed if they are incapacitated or unable to act.

- Beginning at 2nd level, the Star Fist receives a +1 bonus to Initiative. This bonus increases to +2 at 4th level and again to +3 at 8th level.

Deflection: At 2nd level the Star Fist gains the benefit of *Protection from Missiles* against a number of attacks per round equal to half their experience level, rounded down. They do not need to be wielding a Star Sword or any other weapon to use this ability. Thus at 2nd level, they can protect themselves from a single attack, while at 7th level they can protect themselves from three attacks per round in this fashion.

Star Senses: Upon reaching 4th level, the Star Fist can use the *Detect Star/Void* Meditation at will. They simply need to spend a single round concentrating. Also, a Star Fist of 4th level or higher cannot be surprised.

Pure Body: At 6th level the Star Fist is immune to all forms of poison and toxins. In addition, they may enter a healing meditation which allows them to regenerate 1d6 hit points per uninterrupted hour spent in this state. They must not be disturbed during this time, though they are conscious.

Speed of the Fist: When a Star Fist reaches 8th level, they are able to run up walls, and even defy gravity by running across ceilings. As long as the Star Fist begins and ends their movement on a surface which they can normally stand, they can move up and down vertical surfaces at their normal movement rate. If they end their movement on a vertical surface, they immediately fall and suffer 1d6 points of damage per 10 feet fallen.

Perfect Fist: At 10th level the Star Fist reaches absolute perfection in their art. They can focus all the energy of the stars in their fist. Once per day the Star Fist may choose to spend one round concentrating to empower themselves. After concentrating in this fashion, they inflict normal damage for one full round regardless of their target's immunity or size. This means that the Star Fist inflicts normal damage, even when attacking a vehicle, mecha, or starship. This attack also ignores any shields protecting such targets. Using this ability while wielding a weapon destroys that weapon, though doing so while unarmed does not injure the Star Fist.

Saving Throw: The Star Fist receives a +2 bonus on all saving throws made to resist Meditations, Gifts, and other mystic abilities.

XP Bonus for High Wisdom: A Star Fist with a Wisdom of 15 or higher receives a 5% bonus on all Experience Points they earn.

TECHNOMANCER

"My psyche speaks in code, and ions pulse through veins. I am the soul of the machine."

Unlike other mystical practitioners, Technomancers hold no illusions about life and living things being the source of their powers. In fact, they follow a paradigm that exists in opposition. They draw their power from technology itself and understand everything from laser pistols to faster-than-light drives on a preternatural level. Technology itself bends to their will and is theirs to command with a wave of their hand.

This unique form of mysticism is aptly known as Technomancy. Drawing upon their strange powers, Technomancers harness the power of galactic technology like no other beings to create unique Manifestations. This makes them dangerous

foes to robots, cyborgs, and Assimilants, but useful allies to those traversing the stars and looking to stay ahead of even the most advanced tech in the universe. Their Manifestations often lead Technomancers to be arrogant when encountering more traditional mystical practitioners, which can create tension. But on the rare occasion that Technomancers ally themselves with more traditional mystics, there are few forces in the cosmos that can stop them.



Table 1-4: Technomancer Class Advancement

LEVEL	XP	HD	BHB	ST
1	0	1	+0	15
2	2500	2	+0	14
3	5000	3	+1	13
4	10000	3+1	+1	12
5	20000	4	+2	11
6	40000	5	+3	10
7	80000	6	+3	9
8	160000	6+1	+4	8
9	320000	7	+5	7
10	640000	8	+5	6

Table 1-5: Technomancer Manifestation Advancement

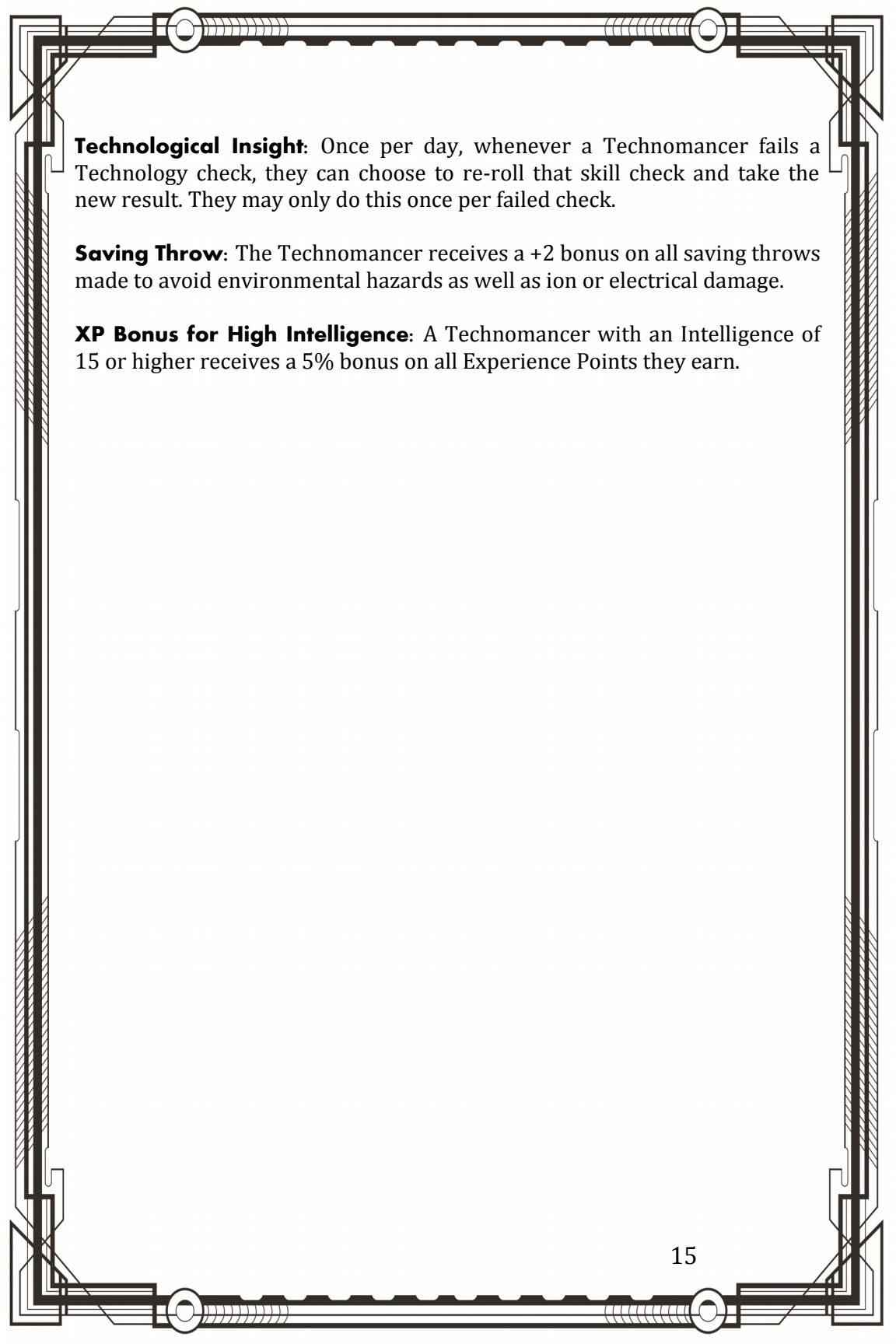
Level	1 st Level Manifestations	2 nd Level Manifestations	3 rd Level Manifestations	4 th Level Manifestations	5 th Level Manifestations
1	-	-	-	-	-
2	1	-	-	-	-
3	2	1	-	-	-
4	2	2	-	-	-
5	2	2	1	-	-
6	2	2	1	1	-
7	2	2	2	2	1
8	2	2	2	2	2
9	3	3	3	2	2
10	3	3	3	3	3

Weapon/Armor Restrictions: Technomancers forgo the use of primitive weapons, focusing solely on advanced technology to defend themselves. As such they can wield Energy Bows, Energy Whips, Energy Slings, Flame Projectors, Grenades, Hold Out Lasers, Ion Pistols, Ion Rifles, Ion Sticks, Laser Pistols, Laser Rifles, Mono-axes, Mono-daggers, Mono-swords, Plasma Blades, Sporting Lasers, Snap swords, Star Swords, and Tangle Blasters in combat. They can wear any armor, though it must be of modern design. So, for example, they could wear Light Armor made of modern polymers, but not primitive leather armor that offered the same protection. They can use Energy Shields, but not Physical ones.

Class Skill: Technology.

Technomancy: Technomancers are able to activate Manifestations as shown on Table 1-5: Technomancer Manifestation Advancement. Each day a Technomancer spends time focusing his mind on Manifestations, preparing a number of Manifestations determined by his Experience Level as shown on Table 1-4: Technomancer Class Advancement after fifteen (15) rounds of mind-cleansing exercises. A Technomancer requires six (6) hours of consecutive rest before focusing his power. He can prepare the same Manifestation more than once if he so chooses, but may not prepare more Manifestations than the number determined by his Experience Level, and once the energy to activate a Manifestation is used, the Manifestation is lost.

Technomancy Manifestations are described in full in Appendix I: Technomancer Manifestations.



Technological Insight: Once per day, whenever a Technomancer fails a Technology check, they can choose to re-roll that skill check and take the new result. They may only do this once per failed check.

Saving Throw: The Technomancer receives a +2 bonus on all saving throws made to avoid environmental hazards as well as ion or electrical damage.

XP Bonus for High Intelligence: A Technomancer with an Intelligence of 15 or higher receives a 5% bonus on all Experience Points they earn.

Chapter Two

Behold the Star

All things Walk in the Way
All life flourishes under the Star
From this light, the Way is clear
From this Way, Life endures
Under the Stars, in the Way
There is no Void
-The Star Creed

Star Knights and The Way

Star Knights are the most common mystical practitioners in the universe, but even they are extraordinarily rare. Perhaps one in ten thousand sentient beings has the natural attunement to become a Star Knight. Even among these few, only a handful ever receive the formal training necessary to become a full-fledged Star Knight. Such training typically occurs in a one-on-one environment, when a potential student is discovered by a more experienced Star Knight and begins the arduous task of formal training.

All Star Knights follow a moral and spiritual philosophy they call "The Way." The Way is an abstraction and simplification of a belief held by Star Knights that an intangible cosmic energy permeates all things in the universe -- especially living things. Life, and the freedom to live one's life in a peaceful and compassionate manner, is of paramount importance to the Star Knight. Because life is held as the source of their power and their beliefs, Star Knights consider themselves to be peacekeepers above all other things. Violence is always a last resort for a Star Knight and is undertaken only as a means to protect those who cannot protect themselves. Even when forced to engage in violence, Star Knights strive to inflict as little pain or destruction as is possible to resolve a given conflict.

Complimentary to the philosophy of The Way, is that of the Star. To Star Knights, stars are sacred symbols. All life-sustaining planets are able to maintain their environments because of the star they orbit. Stars provide the warmth and light to the planets orbiting, and so too should a Star Knight provide protection and compassion to the lives around them. Star Knights hold stars as the source of all life, and thus the physical embodiment of The Way in the universe.

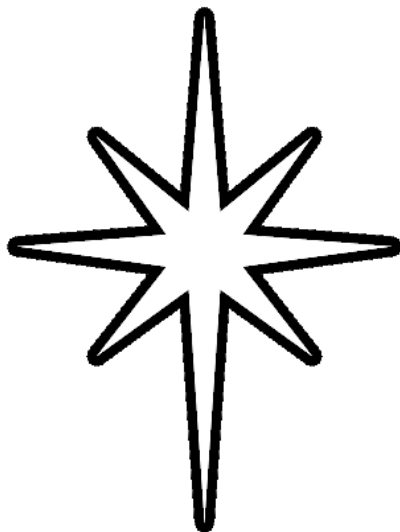
Becoming a Star Knight

The exact path to become a full-fledged Star Knight is determined by the Referee to best suit the needs of their individual campaign. Whether the Star Knights are a formal, organized mystical organization that accepts apprentices who undergo regimented training or a less formal apprenticeship where one-on-one instruction or self-guided experiences lead one to Walk the Way is up to the Referee.

The default assumption is that Star Knights select individual apprentices who go through a period of one-on-one instruction before they themselves taking up the mantle of the Star and Walking The Way. The journey that leads the character down this path can be something that began before character creation or it can be something that is played out through the course of a campaign. Again, it is all based on the needs of each individual gaming group.

It is also assumed that Star Knights do not have formal titles or ranks. One simply is a Star Knight or they are not. Generally speaking, the final act before one takes up the formal title of Star Knight is crafting a personal Star Sword – though this is not always the case, as is shown with the weaponless Star Fist. Almost all Star Knights receive formal instruction from a mentor. Some began as Untrained Initiates, but the vast majority were unaware of their untapped potential until a critical life-altering event revealed their connection to The Way in a dramatic fashion.

But even the wisest mentor cannot stand beside their student forever and eventually all Star Knights must Walk the Way alone against the evils of the Void and the dangers of a hostile universe.



House Rule: Star Knight Students & Mentors

Star Knights of 4th level or lower may sometimes retain the aid of a higher-level Star Knight known as a Mentor. Mentors are always Star Knights of at least 5th level. Once a player character Star Knight has accepted training from a Mentor they are known as a Student. Once a Student reaches 5th level, they may no longer have a Mentor.

To gain the benefits of having a Mentor, the Student must spend at least 5 hours per character level studying and training with this Mentor each week. Students unable to do so gain no benefits. Thus, a 1st-level Star Knight must spend 5 hours training with their Mentor, while a 3rd-level Star Knight must spend 15 hours training with their Mentor. A Mentor can only have a number of Students at any given time up to their Level.

Students able to maintain their training requirements with a Mentor may attempt to activate additional Meditations. Students may activate one additional 1st level Meditation each day.

If an Untrained Initiate encounters a Star Knight, Star Pilot, or Star Fist of 5th level or higher and the potential student agrees to serve under them, the Untrained Initiate may change their class to the same class as their Mentor.

New Meditations

Described below are several new Meditations which can be included in your *White Star* campaign with Referee permission.

Table 2-1: New Meditations

First Level	Second Level	Third Level	Fourth Level	Fifth Level
Enhancement	Focus	Star Blaze	Animate Star Sword	Joined by Starlight
Natural Attunement	Life-Link	Strengthen Willpower	Mind-Reach	–
Regenerate	Sense Galactic Location	–	–	–

Level One Meditations **Enhancement**

Range: Self

Duration: 2 hours

For the duration of this Meditation, the character gains one rank in the Athletics Skill. This bonus increases to two ranks at 4th level and again at 8th level to three ranks.

Natural Attunement

Range: Self

Duration: 3 days

While this Meditation is active, the character can predict the weather patterns on a given planet over the next three days. They also gain one rank in the Survival Skill while this Meditation is active.

Regenerate

Range: Touch

Duration: 24 hours per level

While this Meditation is active the beneficiary doubles their natural healing time. In addition, as soon as this Meditation is activated, the target recovers a single hit point.

Level Two Meditations

Focus

Range: Self

Duration: 6 rounds

By activating this Meditation and then spending six rounds concentrating, the character receives a +3 bonus on a Skill check of their choice, but they must possess at least one rank in the Skill being used. If they are disturbed while concentrating or delayed after the six rounds have elapsed, the benefits of this Meditation are lost.

Life-Link

Range: Special

Duration: 24 hours

When this Meditation is activated, the character selects one living sentient target whom they have personally met and interacted with for at least one hour. For twenty-four hours after activating the Meditation, the Star Knight can spend one round concentrating to know the target's current hit points as well as whether or not they are under the influence of any major poisons, toxins, diseases. The Star Knight can also attempt a saving throw when this Meditation is first activated. If that saving throw is

successful, they can detect if the target is under the influence of any Gifts or Meditations.

Sense Galactic Location

Range: Special

Duration: Instant

When this Meditation is activated, the character immediately knows their location in the universe. This includes the common name (if any) of the planet they are currently on. The Star Knight can also name a planet and immediately know the distance from and direction to that planet. If they are in space (whether via a starship, space station, or somehow floating in the vacuum) they know the distance and direction to the nearest inhabited planet.

Level Three Meditations

Star Blaze

Range: Self

Duration: 1 round per level

This Meditation can only be activated while wielding a Star Sword. When the Meditation is activated, the Star Knight's Star Sword begins to blaze with a blinding light that spreads from the blade and onto the Star Knight as an aura of energy. The Star Knight's eyes also begin to glow similarly. For the duration of this Meditation, anyone wishing to make a ranged attack against the Star Knight must make a successful saving throw. In addition, all energy-based attacks against the Star Knight (such as lasers and ion weapons) inflict only half damage.

If the Star Knight is disarmed of their Star Sword or the Star Sword is deactivated for any reason, this Meditation immediately ends.

Strengthen Willpower

Range: 60 feet

Duration: 1 hour

This Meditation grants a single target selected by the Star Knight a saving throw to resist any mind-affecting Gifts or Meditations which are currently influencing them. This saving throw is made with a +4 bonus. If the target is able to break free from these mind-affecting influences, they are immune to all other such effects for the remaining duration of this Meditation. The Star Knight cannot use this Meditation on themselves.

Level Four Meditations

Animate Star Sword

Range: 60 feet

Duration: 1 round per level

When this Meditation is activated, the Star Knight causes one Star Sword not currently being wielded in combat to rise, levitate and begin to whirl telekinetically, creating a defensive web that covers a 10' high by 10' wide area. Any characters behind that area receive a -2 [+2] bonus to their Armor Class against all ranged attacks. Animated Star Swords can be moved via mental command from the Star Knight and can move at a speed of 12.

At 8th level, the Star Knight may animate two Star Swords at the same time. At 10th level, they can animate three Star Swords. This allows them to broaden the area of protection by 10' x 10' for each additional Star Sword, or they can have multiple Star Swords occupy the same 10' x 10' area. Each additional Star Sword occupying such an area increases the protection by an additional -1 [+1].

Mind-Reach

Range: Unlimited

Duration: 1 round per level

When this Meditation is activated, the Star Knight selects a single target. Unwilling targets may make a saving throw to resist this effect completely. Willing targets or those that have failed their saving throw may converse with the Star Knight as if both of them were within speaking distance of each other, as long as they are conscious.

Level Five Meditations

Bound by Starlight

Range: 10 miles per level

Duration: 1 round per level

When this Meditation is activated the Star Knight selects a number of willing targets equal to their level. As long as the Star Knight and targets are all acting towards the same purpose (defending a planet from invaders, attacking the same target or force, etc.) they share a telepathic bond which allows them to communicate freely. In addition, the Star Knight and all targets fight with an uncanny unity, granting the following additional benefits: +2 on all "to-hit" rolls, +2 to all saving throws, and -2 [+2] to Armor Class. In addition, the Star Knight and all targets will *never* accidentally hit an each other when firing a ranged weapon into melee while this Meditation is active.

Star Swords

The chosen weapon of the Star Knight, the Star Sword, appears most often as a polished chrome sword hilt without a blade. When activated by the wielder, a blade of pure energy approximately three feet long springs to life. These blades can be of any color chosen at the time the weapon is created.

The Star Sword, even though it is a weapon, is a symbol of the Star Knight's desire for peace. Being a melee weapon, it cannot be used to lash out at a target from a distance. Symbolically, Star Knights believe this shows their desire for violence to be the last resort in conflict resolution. In addition, particularly powerful Star Knights are capable of deflecting or redirecting laser fire back at their attackers, thus causing overly violent and aggressive enemies to be undone by their own methods. It is true that Star Swords are capable of inflicting massive damage in combat, but this both reminds Star Knights of the inherent danger of violent solutions and gives them an ability to end combat quickly and decisively when necessary.

Particularly flamboyant Star Knights sometimes fight with a secondary weapon in their off hand: a Star Dirk. Star Dirks are similar in most respects to Star Swords, save their blades are between twelve and eighteen inches long and inflict slightly less damage. Any character able to wield Star Swords can also wield Star Dirks. More information on Star Dirks can be found on pages 47 and 48.

Creating a Star Sword

While all Star Knights begin play with a Star Sword at character creation, the information below can be used to allow player characters to craft their own personalized versions of the weapon.

Star Swords can be broken down into their basic components, plus a Star Gem and a Hilt. All three elements are required to create a functioning Star Sword.



Table 2-2: Star Sword Construction

Component	Cost (in credits)
Basic Components	25
Hilt, Basic	25
Hilt, Bladed	50
Hilt, Bracer	50
Hilt, Collapsible	100
Hilt, Dual	50
Hilt, Hold-Out Laser	100
Hilt, Magnetic	100
Hilt, Utility	50
Star Gem, Horizon Opal	500
Star Gem, Ion Jet	500
Star Gem, Nova Pearl	500
Star Gem, Star Diamond	5000
Star Gem, Synthetic	50
Star Gem, Void Stone	5000

Star Sword Components

Basic Components: The basic material components necessary to create a Star Sword are easy to come by on any planet with access to modern resources. They include a metal hilt, an energy cell, and a few other odds and ends. These components rarely cost more than 25 credits total.

Hilt, Basic: In most cases, Star Sword hilts resemble that of medieval swords. The most commonly found hilt is that of a simple one-handed crossguard. Variants include a basket hilt or even simple handle with no handguard at all. The hilt makes little difference in most cases, though some exceptionally crafted or particularly clever hilt designs can impact a duelist's ability in combat.

Hilt, Bladed: These hilts appear similar to traditional crossguards, save that when the Star Sword is activated, small energy blades spring forth from the ends. These provide protection to a Star Knight's hands when dueling in

melee and grant the wielder a -1 [+1] bonus to their Armor Class against melee attacks.

Hilt, Bracer: This is little more than a basic hilt mounted into an armored bracer that covers the forearm. This leaves the Star Knight's weapon hand free as well as offering a modicum of protection in melee combat. Star Knights using a Bracer receives all the benefits of wielding a physical shield when their Star Sword is not activated.

Hilt, Collapsible: A collapsible hilt can be broken down into multiple smaller parts for easy concealment and quickly reassembled when needed. When broken down in this fashion it is undetectable as a Star Sword by all but the most knowledgeable beings. It takes one full combat round to reassemble a broken down Star Sword with a collapsible hilt.

Hilt, Dual: A dual hilt is twice the length of a standard Star Sword hilt and can hold two Star Gems. A dual hilt equipped with two identical Star Gems can be wielded like a staff, allowing the duelist to easily alternate between defensive and aggressive postures. At the beginning of each combat round, a character wielding such a Star Sword can declare whether they are fighting aggressively (granting a +1 to all "to-hit" rolls) or defensively (-1 [+1] to Armor Class vs. melee attacks).

Hilt, Hold-Out Laser: Hold-Out Laser Hilts are bulkier than basic hilts and have all the components necessary to allow them to function as a hold out laser. These hold out lasers still require an energy cell and can only be fired when the blade of the Star Sword is not active.

Hilt, Magnetic: Magnetic hilts look just like basic hilts, but are often paired with magnetic gloves worn by a Star Knight. By activating the magnetic glove that has been paired to a magnetic hilt, the Star Knight is able to call the hilt to their hand from a distance of up to 30 feet, though this focused magnet is not strong enough to prevent the weapon from being torn from the wielder's grip by particularly powerful means such as brute force or strong telekinesis.

Hilt, Utility: This hilt is slightly bulkier than basic models but contains a storage compartment which can be used to hide small objects such as a flashlight, recording stick, truncated coil of rope (25 feet), or even a tool kit. Whatever item is stored in a utility hilt must be purchased separately.

Star Gems

All Star Swords require a Star Gem to interface with the basic components in order to generate the high-powered blade of energy that springs forth from their hilts. Star Gems are extraordinarily rare and as such the vast majority of them are synthetically manufactured.

Natural Star Gems are much rarer and often sell on the black market for thousands of credits. The unique properties of natural Star Gems can often impact the properties of a Star Sword to which they have been implanted. Listed below are several unique Star Gems that may included in a campaign, with Referee permission.



Star Gem, Horizon Opal: This sparkling stone is considered to be a physical reflection of the stars in the sky by many Star Knights. It is said to help keep Star Knights centered and at peace during times of conflict and warfare. Star Knights wielding a Star Sword with a Horizon Opal in its hilt receive a +1 bonus to all saving throws made to resist mind-affecting Gifts, Meditations, and similar Mystical abilities.

Star Gem, Ion Jet: This black stone is laced with veins of electric-blue energy. It inflicts only 1d6 damage against living targets, but when used against robots, Novomachina, Freed Assimilants and other mechanical targets it does 2d6+2 damage.

Star Gem, Nova Pearl: These shining white gems cause Star Swords to radiate a blazing light, illuminating an area 30' in every direction from the activated weapon.

Star Gem, Star Diamond: These extraordinarily rare stones are said to be created only from the pressure found in the heart of a star. Legend says that a Star Diamond grants protective blessings to any who carry them. Star Knights wielding a Star Sword with a Star Diamond in its hilt receive a -1 [+1] bonus to their Armor Class.

Star Gem, Synthetic: These are standard Star Gems and provide no modifier to the Star Sword found in the *White Star* core rules.

Star Gem, Void Stone: Opposite of the Star Diamond these pitch black stones are said to be born in the heart of a dead star. They are filled with a hatred for all life. The wielder receives a +2 bonus on all “to-hit” and inflicts 1d6+6 points of damage when wielding a Star Sword with a Void Stone at its core. However, the bearer of such a weapon also suffers a -2 penalty on all saving throws to resist Drawing Down the Void (see *White Star: Galaxy Edition*, page 208).

Constructing the Star Sword

Any character able to wield a Star Sword and with the appropriate parts can attempt to construct one. They will need a tool kit, a set of basic components, a hilt, and at least a single Star Gem. Construction takes 1d6 days, during which the character must spend at least 8 hours each day working in a peaceful environment such as a machine shop, Star Knight Monastery, or other safe location with appropriate resources.

After the required number of days have passed, the character must make a successful saving throw, but may apply the modifiers shown on Table 2-3: Star Sword Construction Modifiers. If the saving throw is successful, they have constructed a complete Star Sword with all the benefits granted by the hilt and Star Gem. Failure means the hilt has been destroyed, though the Star Gem is still usable. The character will need time to recenter themselves and though they may attempt to craft a new Star Sword, they must wait until gaining at least one level of experience before making a new attempt.

Star Squirrels construct Squirrel Swords as discussed on page 101 of the *White Star: Galaxy Edition* core rules. Characters only receive one modifier for their Class and Skills.

Table 2-3: Star Sword Construction Modifiers

Situation	Modifier
Star Knight (Level 1 – 3)	+0
Star Knight (Level 4 – 6)	+1
Star Knight (Level 7+)	+2
Technology (Skill Rank 1 – 3)	+1
Technology (Skill Rank 4+)	+2
Two-Fisted Technician (Level 1 – 3)	+1
Two-Fisted Technician (Level 4 – 6)	+2
Two-Fisted Technician (Level 7+)	+4
Uttin (Level 1-2)	+1
Uttin (Level 3+)	+2
Constructing an Uttin Star Sword	-8
Constructing a Star Dirk	+2

Star Sword Dueling Styles

Star Knights are the undisputed masters of the Star Sword, and many have developed unique fighting styles. Only characters able to wield Star Swords and make use of Meditations may learn Star Sword Dueling Styles. Learning a Star Sword Dueling Style requires an investment of time and experience points, but provides benefits under specific circumstances, as detailed below. Each has, in addition to its description, a Benefit and Experience Point Cost.

Characters can choose to learn any of the styles described below by spending the listed Experience Point Cost. They must declare which style they are using at the beginning of each combat round, before Initiative is rolled. A character can only benefit from one Star Sword Dueling Style during a single combat round and characters proficient in multiple styles must declare which style they are using at the beginning of each combat round before initiative is rolled.

Binary Sunrise

Wielding two Star Swords at the same time in the heat of battle is no easy task. Binary Sunrise is named for its twin blazing blades that dance

with mercurial and deadly swiftness. Binary Sunrise practitioners distract their foes with lightning fast strikes from all sides.

Benefit: While wielding two Star Swords, the character can make two melee attacks each combat round, but suffers a -3 penalty to both of these attacks.

Experience Point Cost: 1500 XP.

Einstar

This simple, but deceptively complex style focuses on fighting with a Star Sword in the wielder's primary hand, leaving their off hand empty. It relies on adaptability and simple, direct strikes.

Benefit: Character receives +1 to Initiative, allowing them to act before the rest of their allies.

Experience Point Cost: 1000 XP.

Jas'pargard

Named for the loyal Jas'pars, this style is built on a foundation of wielding a Star Sword in the duelist's primary hand and a shield (physical or energy) in the off hand. However, instead of simply protecting themselves, the duelist learns to anticipate the battle around them to more easily defend nearby comrades and allies.

Benefit: As long as the character has a shield, they can grant a -1 [+1] bonus to the Armor Class of a number of adjacent allies equal to their level.

Experience Point Cost: 1500 XP.

Stormling Swarm

This truly unique style is less about dueling with a Star Sword, and instead focuses on creative use of the Animate Star Sword Meditation. Masters of Stormling Swarm can actually direct Star Swords controlled by the Animate Star Swords Meditation to both attack and defend instead of simply serving as a purely defensive technique. Stormling Swarm is named for being able to deal a stinging barrage of strikes from multiple animated Star Swords.

Benefit: Any time the character activates the Animate Star Sword Meditation they can choose to have any animated Star Swords attack instead of simply provide a defensive screen. Star Swords attacking in this fashion do so with a -2 on all to-hit rolls and cannot provide the normal protections granted by the Animate Star Sword Meditation.

Experience Point Cost: 2000 XP.

Voidstriker

This, the rarest of all dueling styles, is fraught with danger for both opponents and practitioners. By opening themselves ever so slightly to the power of the Void, the duelist becomes deadly beyond imagining in battle, but risks their very soul by giving in to this darkness. They become whirling dervishes of death and destruction, but risk destroying themselves in the process.

Benefit: While wielding a Star Sword, the duelist receives a +2 bonus on all to-hit rolls and damage rolls. In addition, any unmodified roll of an 18, 19, or 20 on their to-hit roll inflicts double damage while using a Star Sword. After the

combat ends, the character must immediately make a saving throw to avoid Drawing Down the Void (see *White Star: Galaxy Edition*, page 208). This saving throw is made with a -2 penalty.

Experience Point Cost: 500 XP.



Wayblade

Less a physical dueling style and more a state of zen-like clarity during the heat of battle, practitioners of the Wayblade maintain supreme mental awareness and strength in the very heart of bloody battle. This provides them with amazing mental fortitude from psychic attacks and enemy Meditations.

Benefits: While wielding a Star Sword in combat, the character receives +2 to any saving throw made to resist Meditations or other mind-affecting abilities.

Experience Point Cost: 1500 XP.

Blades of Destiny

Optional Star Sword Dueling Rules

The following set of optional rules is designed to add an element of chance, high drama, and cinematic flair to duels between Star Knights and Void Knights. They allow players and Referees to make use of a Knight's Gambit deck to represent the rise and fall of The Way as its powers are drawn from Star to Void and back again.

Step One: A Duel is Declared

When two combatants face off in a duel of Star Swords, if both players (or the player and Referee) agree, they can engage in a formal duel. Only characters capable of using Meditations, Star Fists, and Void Knight NPCs may engage in a formal duel. All formal duels must be done wielding Star Swords and must be agreed upon before the first round of combat begins.

Step Two: Hands are Dealt

Each combatant is then dealt a hand of cards, face down. The number of cards dealt to each combatant is determined by that character's experience level (in the case of player characters) or Hit Dice (in the case of Void Knight NPCs). Each combatant does not reveal these cards until they are played.

Step Three: Play Cards

Before initiative is rolled during each combat round, each combatant secretly decides how they will use their hand using the guidelines listed below. The cards they plan to use are placed on the table, face down. Each combatant is limited in the number of cards they may play each round as determined by their experience level as shown on the Blades of Destiny table.

Table 2-4: Blades of Destiny

Star Fist, Star Knight, or Star Pilot Level	Void Knight Hit Dice	Untrained Initiate or Augmented Waybreaker Level	Initial Hand Size	Maximum Cards Usable Each Round
1-2	5-6	1-4	1	1
3-4	7	5-8	2	1
5-6	8	9-10	3	2
7-8	9	-	4	2
9-10	10+	-	5	3

Step Four: Reveal Cards & Apply Effects

Once cards have been chosen, each player reveals the cards they have decided to play during that combat round. The modifiers provided by the cards a combatant has chosen to play are detailed below and take effect immediately – most for the duration of upcoming combat round.

Player characters can play cards of the Star Suit to gain any one of the following modifiers during a duel. These modifiers only apply to rolls made during the round of combat in which they are played. These modifiers cannot exceed the player character's experience level, if the card value is higher than their level or hit dice.

Void Knights may choose to “play” a Star suited-card only to discard that card. This counts towards the maximum number of cards they may play in a single round.

Regardless of the played card's effect, no more than one card can be used to achieve the effects listed below.

- Add card value, if positive, to Initiative.
- Add card value, if positive, as a bonus to Armor Class
- Subtract card value, if negative, to opponent's To-Hit Roll.
- Subtract card value, if negative, to opponent's Damage Roll.

Void Knights play cards of the Void Suit to gain any one of the following bonuses during a duel. These modifiers only apply to rolls made during the round of combat in which they are played. These modifiers cannot exceed the Void Knight's Hit Dice, if the card value is higher than their Level or Hit Dice.

Player characters may choose to “play” a Void suited card only to discard that card. This counts towards the maximum number of cards they may play in a single round.

Regardless of the played card's effect, no more than one card can be used to achieve the effects listed below.

- Add card value to To-Hit Roll.
- Add card value to Damage Roll.
- Subtract card value if negative to opponent's Initiative.
- Subtract value, if negative, as a penalty to opponent's Armor Class.

Nebula Cards Can be spent (regardless of value) by any duelist to gain any one of the following benefits:

- *Star Knight, Star Pilot, and Void Knight only:* Automatically prepare any Meditation they could normally use of a level no higher than the value of the card listed (if positive). This Meditation remains prepared until it is activated, though the duelist cannot exceed their normal number of prepared Meditations as determined by their Experience Level or Hit Dice. Two or more different Nebula cards cannot have their values combined to prepare a single Meditation.
- Activate any prepared or known Meditation whose level is no higher than the value of the card (whether positive or negative) without expending an action. Two or more different Nebula cards cannot have their values combined to activate a single Meditation.
- Add card value (if positive) to Saving Throws made to resist Meditations for the remainder of the round. This modifier cannot exceed a character's Experience Level or Void Knight's Hit Dice, if the card value is higher than their Experience Level or Hit Dice. Two or more different Nebula cards cannot have their values combined.
- Subtract card value (if negative) to Saving Throws made by their opponent to resist the effects of a Meditation for that round. This modifier cannot exceed a player character's Experience Level or Void Knight's Hit Dice, if the card value is higher than their level or hit dice. Two or more different Nebula cards cannot have their values combined.

Step Five: Combat

Now that cards have been dealt, played, and their effects applied, the combat round plays out normally (with modifiers from the cards as detailed above), as described in *White Star: Galaxy Edition*.

Step Six: Draw

If the combat round ends without a victor, each duelist draws one card from the Knight's Gambit deck. All cards which have already been played are then shuffled back into the deck *after* these have been drawn.

Optional Rule: Absolute Balance

A Star Knight, Star Pilot, or Untrained Initiate (but not Void Knight), regardless of level, who had a hand of containing the Zero of Nebula, Zero of Stars, and Zero of Void, has achieved Absolute Balance with the Way. If the character achieves such a hand, they must immediately reveal and play these cards. They gain a bonus of +5 to Initiative, +5 to all Saving Throws made to resist Meditations, and a -5 [-5] to their Armor Class for the

remainder of the combat. In addition, they may make two attacks each combat round. The player then immediately refreshes their hand to their initial hand size, if it is not at or above this number of cards after achieving Absolute Balance.

A character cannot achieve Absolute Balance more than once during a duel, even if they draw the cards to do so on a later round.

Optional Rule: Dueling in the Void

A Star Knight, Star Pilot, or Untrained Initiate may use Void suited cards as a Void Knight if they so choose – but in doing so are subject to Drawing Down the Void as described in *White Star: Galaxy Edition*. The saving throw made to resist the effects of Drawing Down the Void suffer a penalty equal to the numeric value of the Void-suited card that is played, regardless of whether that card is positive or negative.

Void Knights

Void Knights are a dark mirror to Star Knights. They hold that the only eternal force in the universe is the vast emptiness between stars and planets: The Void. Void Knights believe the Void is equally infinite in its power and that those who are strong enough can tap into the Void to harness unlimited power.

But, like the Void itself, Void Knights care nothing for life or death. They believe that in order to grow more powerful they must themselves attempt to embody the Void. They care nothing for life and believe that like the Void itself, it is their whim that determines who lives and who dies.

Some Void Knights regard the Void as a semi-sentient entity that permeates the universe that they have chosen to serve. The Void speaks to them, guides them, empowers them. In return, they are agents of its merciless destruction and only in proving themselves worthy of service can they avoid becoming victims themselves.

Needless to say, this philosophy is an anathema to Star Knights. Star Knights believe their dark counterparts are actually harnessing and twisting the energy born of the Star and by this action Void Knights are actually diminishing its power. In short, if Void Knights are not stopped, their twisted perception may actually become the truth and leave the universe in eternal darkness.

Void Knights have no such delusion. They believe they alone are strong enough to harness the darkness, to wield it like the weapon it is, and that by these brutal acts of pure will they are the only beings in the galaxy worthy enough to be masters over all the Void touches.

Alien Star Knights

While *White Star* is written with the implication that player character Star Knights are human, there is nothing that prevents most alien species from following The Way. With Referee permission, player characters can choose to play a non-human Star Knight, Star Pilot, or Star Fist by simply selecting one of the alien species listed below and applying the modifiers described.

Characters opting to play an alien Star Knight, Star Pilot, or Star Fist may only advance to 7th level. Species which have inherent mystical abilities which are defined by a unique class, such as Star Squirrels, do not have this option. Robotic species, such as Freed Assimilants and Novomachina cannot become Star Knights, Star Pilots, or Star Fists.

Alien characters receive only the benefits described below.



Table 2-5: Alien Star Knight Modifiers

Alien Species	Benefit
Alurean	May use the <i>Charm Person</i> Meditation once per day.
Brimling	-2 [+2] bonus to Armor Class due to small size and quickness.
Falcon-Man	Fly Speed of 12
Felinoid	See in the dark (90 ft), Climb speed of 12.
Grey	Mental Blast (1d6 dmg, 60 ft range), three times per day.
Procyon	+1 on all to-hit rolls with laser weapons and grenades.
Quasi-Human	+1 to any one attribute of choice.
Qinlon	+1 on all melee damage rolls, +2 hit points at character creation.
Rawrarr	May enter Battle Rage for a number of rounds equal to their level each day. When enraged they gain +2 on all melee damage rolls, but suffer a +1 [-1] penalty to their Armor Class.
Space Duck	May make two attacks per round when unarmed.
Thronk	-2 [+2] bonus to Armor Class due to exoskeleton, Leap three times per day at Speed 18, armor must be specially crafted at twice standard cost.
Wolfling	+1 to all to-hit rolls when within 30' of at least two allies.
Uttin	Modify Weapons & Armor per Uttin Class ability (<i>White Star Galaxy Edition</i> core rules page 75), One free Skill Rank in Technology.
Yabnab	-4 [+4] bonus to Armor Class, Underestimated Yabnab Class Ability (<i>White Star: Galaxy Edition</i> core rules page 77), restricted to Energy Cloaks and physical shields for protection. Cannot become Etched.

Chapter Three

The Gifted Few

Alien Mystics draw power from the metaphysical beliefs native to their own unique cultures. The *White Star* core rules offer a generalized representation of these powers through the Gifts described in that book. During character creation, Alien Mystics select an alien species to both define their character and provide a minor mechanical benefit.

Described below are some details regarding those alien species first presented in the *White Star: Galaxy Edition* core rules as well as new species-specific Gifts which are tied to that individual species and unique to them. In addition, a brief description of that species' spiritual belief system which can be drawn upon by players and Referees for inspiration.

Alurean Empath

To most of the universe, Alureans are sexual predators, information brokers, and opportunists. While it is true that they are quite capable of emotional manipulation with a precision that can only be envied by other species, the heart of Alurean society is one that values the deep emotional connection that can be achieved between sentient species. It is this passion that separates man from beast.

Alurean Empaths are Alien Mystics that have tapped into that bond between beings in an effort to achieve greater understanding of both themselves and other lifeforms in the universe. This makes Alurean Empaths extraordinary diplomats and consulars, as well as cunning spies and double-agents.

Optional Class Skill: At character creation, Alurean Alien Mystics can choose Interaction as their Class Skill instead of Knowledge.



Calming Influence

1st Level Gift

Range: 60 feet

Duration: 1 round per level

The Alurean selects a single living target who has not yet engaged in combat and is within 60' when first activating this Gift. That individual must make a saving throw in order to attack the Alurean and suffers a -2 penalty to their Initiative roll. They suffer no penalty on their "to-hit" roll when attempting to attack other targets. If the Alurean attacks anyone while this Gift is in effect, it immediately ends as do the target's penalties.

Calming Aura

2nd Level Gift

Range: 60 feet

Duration: 1 round per level

This Gift functions just like *Calming Influence*, except the Alurean can affect a number of targets equal to their Experience Level. It functions in all other respects like *Calming Influence*.

Fear Revealed

3rd Level Gift

Range: 30 feet

Duration: Special

This dangerous Gift allows the Alurean to look into the eyes of a single target within 30 feet. If the target fails a saving throw, the Alurean learns the target's deepest, darkest fear and the target *knows* the Alurean has learned this. The target suffers a -2 penalty to all "to-hit" rolls made against the Alurean and all successful attacks inflict only half damage.

Though the target may make a new saving throw each day to undo these effects, the Alurean still knows the target's deepest, darkest fear and the Referee is encouraged to use this newly revealed information to drive the campaign and create new roleplaying opportunities.

Falcon-Man Windspeaker

Reckless and bold, Falcon-Men have a zest for life and believe that if you're not experiencing all the universe has to offer then you're wasting your existence. Windspeakers take their death-defying antics to new heights, both literally and figuratively, using their specialized Gifts to achieve impossible feats of daring-do unknown to any other species.

Optional Class Skill: At character creation, Falcon-Man Alien Mystics can choose Athletics as their Class Skill instead of Knowledge.

Aerial Daring

1st Level Gift

Range: Self

Duration: 1 round per level

For the duration of this Gift, the Falcon-Man Alien Mystic doubles their flying speed and receives a -2 [+2] bonus to their Armor Class. In addition, any attacks made with a thrown weapon have their range doubled.

Sonic Flight

2nd Level Gift

Range: Self

Duration: 1 round per level

For the duration of this Gift, the Falcon-Man Alien Mystic flies at a vehicle speed of 30, allowing them to keep up with all but the fastest planetary transports. The Falcon-Man also receives a -3 [+3] bonus to their Armor Class. Finally, any attacks made with a thrown weapon have their range tripled.

Star-Wings

3rd Level Gift

Range: Self

Duration: 1 round per level

For the duration of this Gift, the Falcon-Man Alien Mystic flies at a starship speed of 15 and is surrounded by a lightly glowing blue aura that protects them from the vacuum of space and allows them to breathe. The Falcon-Man receives a -4 [+4] bonus to their Armor Class. Finally, any attacks made with a thrown weapon have their range quadrupled.

Felinoid Luckspinner

It is said that Felinoids are born with nine lives and hold luck to be the most powerful force in the universe. Luck is the arbiter of all things to the Felinoid, and you're either born with it or without it. Some Felinoid Alien Mystics are known as Luckspinners and are able to tap into and even manipulate luck to both save themselves and doom their enemies.

Lucky Fall

1st Level Gift

Range: 30 feet

Duration: 2 hours

When first activated, the Felinoid selects a single target (including themselves) which they can touch. For the next two hours that beneficiary can fall any distance and land on their feet without suffering any damage. Moreover, activating this can be done instantly, without taking an action, and can even be done outside of the Alien Mystic's initiative.

Lucky Moment

2nd Level Gift

Range: Self

Duration: 1d6 rounds

For the duration of this Gift the Felinoid may roll any saving throw they make during that same round twice and take the higher of the two rolls. The Felinoid also receives a -1d6 [+1d6] bonus to their Armor Class for the duration of this Gift. The Referee should roll this Gift's duration and Armor Class bonus in secret and make note of it, not revealing it to the Alien Mystic.

Moment of Doom

3rd Level Gift

Range: 120 feet

Duration 1d6 rounds

When this Gift is first activated, the Felinoid Alien Mystic selects a single target within 120 feet. For the duration of this Gift all "to-hit" rolls made against the Felinoid Alien Mystic by the target must be rolled twice and the target of the Gift must take the lesser of the two rolls. The Referee should roll the Gift's duration in secret and make note of it, not revealing it to the Alien Mystic.

Grey Mindseeker

Greys believe that all of reality lay within the mind, buried in thought and perception. As such they view their Gifts as powers they have unlocked from deep within their own psyche. By tapping into their subconscious and even reaching into the minds of their victims, they hope to better understand the collective thought patterns that comprise the cosmos at its deepest level

Detect Thoughts

1st Level Gift

Range: 120 feet

Duration: 2 hours

This Gift functions exactly like the *Detect Thoughts* Meditation found on page 202 of the *White Star: Galaxy Edition* core rules book, with the exception of its extended range.

Telepathy

2nd Level Gift

Range: 120 feet

Duration: 2 hours

For the duration of this Gift the Grey Alien Mystic can carry on a telepathic conversation with any sentient creature within range. The target and the Alien Mystic do not need to have a shared verbal language. Targets can attempt to shield their mind from telepathic communication by succeeding in a saving throw, though such a saving throw is made at a -2 penalty.

Confusion

3rd Level Gift

Range: 120 feet

Duration: 2 hours

This Gift functions exactly like the *Confusion* Meditation found on page 205 of the *White Star: Galaxy Edition* core rules book.

Quasi-Human Nomad

Quasi-Humans are a diverse lot, with no shared mystical philosophy. As such, their abilities are as disparate as they are. This diversity grants them the unique ability to draw upon a surprising collection of strange Gifts unavailable to other Alien Mystics.

Optional Class Skill: At character creation, Quasi-Humans may select any Class Skill they desire in place of Knowledge.



Instant Understanding

1st Level Gift

Range: Self

Duration: 2 hours

When this Gift is activated, the Quasi-Human can select any Skill. They are considered to have 2 ranks in that Skill for the duration of this Gift. This increases to rank 3 at 4th level and to rank 4 at 8th level.

Instant Warrior

2nd Level Gift

Range: Self

Duration: 1 round per level

When this Gift is activated, the Quasi-Human can select one weapon. They become able to wield that weapon without penalty for the duration of this Gift's benefit. In addition, they receive a +1 bonus to all "to-hit" rolls made when wielding their chosen weapon.

Instant Adaptation

3rd Level Gift

Range: Self

Duration: 1 round per level

While this Gift is active, the Quasi-Human is immune to any damage inflicted by or dangers imposed by hostile environments. They can survive in the vacuum of space, breathe water, swim painlessly through lava, and other feats of amazing adaptability.

Qinlon Blood Shaman

Battle is the greatest glory in Qinlon society and their warrior-priests raise this belief to bloody zealotry. Pain and bloodshed are honorable in and of themselves, made more so if they happen during honorable combat. Blood Shamans twist their bodies into horrible monstrosities and inspire warriors in their company to new heights of savagery, all in the name of an honorable death.

Optional Weapon Use: At character creation, Qinlon Blood Shamans can select two weapons not normally permitted to Alien Mystics, which they can wield without penalty.

Inspire Bloodlust

1st Level Gift

Range: 60 feet

Duration: 1 round per level

The Qinlon does not activate this Gift through normal means. Instead, if the Qinlon has this Gift prepared, they can activate it instantly after making a successful “to-hit” roll in melee combat and inflicting at least one point of damage.

All allies within 60 feet of the Qinlon gain +2 on all melee “to-hit” and melee damage rolls for the duration of this Gift.

Blood & Bone

2nd Level Gift

Range: Self

Duration: 2 hours

When the Qinlon Blood Shaman activates this Gift, large bone spikes and calcium plates spring forth from their hands and arms. This causes the Qinlon to suffer 1d6-3 (minimum 1) points of damage, but for the duration of this Gift they receive a -1 [+1] bonus to their Armor Class due to the protective bone plates as well as +3 on all melee “to-hit” rolls. In addition,

for the duration of this Gift their unarmed melee attacks inflict 1d6+1 (plus their Strength modifier),

Death-Slayer

3rd Level Gift

Range: Self

Duration: 1 round per level

For the duration of this Gift, the Qinlon Blood Shaman cannot be killed by melee or ranged attacks made by personal weapons as long as they are engaged in melee combat. The Blood Shaman still suffers damage, and their hit points can drop to a theoretically infinite negative number during the effects of this Gift. If the Gift ends before they are restored to at least 1 hit point, the Blood Shaman drops dead on the spot.

They still suffer normal damage from environmental effects, ranged attacks, and any attacks from vehicle, mecha, or starship scale weapons.

New Gifts

Detailed below are nine new Gifts available to all Alien Mystics provided the Referee permits them.

Table 3-1: New Gifts

First Level	Second Level	Third Level
Ensnare	Apothecary	Major Beastly Companion
Fog-Weave	Disguise	Reveal True Nature
Minor Beastly Companion	Mirror Image	Savage Primitive

First Level Gifts

Ensnare

Range: 60 feet

Duration: 10 rounds

By drawing upon the power of this Gift, an Alien Mystic uses the natural environment around them to entangle, entrap, and hamper the mobility of their adversaries. When this Gift is activated, the Alien Mystic causes the natural environment or technological elements in an area no larger than 20 cubic feet to animate and hamper the movement of any in that area. Vines wrap around limbs, cables grab ankles, crates move to impede passage, and mud become thick and sticky. All creatures with this 20 foot cube must make a saving throw or become hindered.

Characters hindered by Ensnare can either move at their cautious movement rate *or* perform another action (such as attacking or activating a

mystical ability). At the beginning of each round, an ensnared character can attempt a new saving throw to free themselves.

Fog-Weave

Range: 120 feet

Duration: 1 hour

The Alien Mystic uses this Gift to conjure up a thick, obscuring fog that fills an area as large as 30 cubic feet that limits sight – both natural and technological. Any being caught in this fog suffers a -1 penalty on all melee to-hit rolls due to obstruction. Firing into or out of the fog with a ranged weapon imposes a -4 penalty on all missile to-hit rolls. Finally, the fog can assist in attempts to be stealthy at the Referee's discretion.

Minor Bestly Companion

Range: 1 mile

Duration: Permanent

Minor Bestly Companion takes six hours to prepare and requires 100 credits in resources to activate. After being activated, a randomly determined single minor creature arrives to serve as a companion to the Alien Mystic. It follows basic verbal commands and both the Alien Mystic and the creature share an empathic bond, allowing each to sense the emotional and physical state of the other as long as they are on the same planet.

If the companion is ever slain, the Alien Mystic who summoned it suffers a permanent -1 penalty to all saving throws. An Alien Mystic can only have a single minor bestly companion at any given time. Though the Mystic can have both a minor and major bestly companion at the same time.

Table 3-2: Minor Bestly Companion

Roll (1d6)	Minor Companion
1	Bumble-Dog
2	Firefly
3	Gorp
4	Lagomorph
5	Space Monkey
6	Way Lizard

Second Level Gifts

Apothecary

Range: Special

Duration: Special

If an Alien Mystic spends one hour in a natural environment gathering herbal components and then activates this Gift, they can make a poultice capable of remarkable healing. Unfortunately, the poultice only retains its healing properties for one day before becoming inert.

As long as the poultice is applied within one day of being prepared, it heals 1d6+1 points of damage to the target. Upon reaching 4th level, the Alien Mystic can gather enough material to prepare two poultices in a single hour, and at 7th level, they are able to gather enough material for three in that time.

Disguise

Range: Self

Duration: 2 hours

This Gift allows the Alien Mystic to weave an illusion capable of altering their appearance to both natural and technological sensors. Disguise can change the species, gender, and age of the character as well as alter their height by up to one foot in either direction and double their perceived weight. It can also alter the appearance of their clothing, allowing them to look as though they are wearing or carrying things not present. None of these changes are physical and any attempts to physically interact with these alterations may result in the individual receiving a saving throw to recognize the illusion, at the Referee's discretion.

Mirror Image

Range: Self

Duration: Special

This Gift causes 1d6-1 (minimum 1) illusionary doppelgangers to spring into existence near the Alien Mystic who has activated it. They appear identical in all respects to the Alien Mystic and if the Mystic is the target of an attack, it is assumed that an illusionary doppelganger is struck instead. Any doppelganger struck in this fashion is immediately destroyed and winks out of existence, regardless of the damage inflicted. The Alien Mystic can only have one activation of Mirror Image activated at a time.

Third Level Gifts

Major Beastly Companion

Range: Ten miles

Duration: Permanent

Range: 1 mile

Duration: Permanent

Major Beastly Companion takes twelve hours to prepare and requires 1000 credits in resources to activate. After being activated, a randomly determined single major creature arrives to serve as a companion to the Alien Mystic. It follows basic verbal commands and both the Alien Mystic and the creature share an empathic bond, allowing each to sense the emotional and physical state of the other as long as they are on the same planet.

If the companion is ever slain, the Alien Mystic who summoned it permanently loses 1d6+1 hit points. An Alien Mystic can only have a single major beastly companion at any given time. Though the Mystic can have both a minor and major beastly companion at the same time.

Table 3-3: Major Beastly Companion

Roll (1d6)	Major Companion
1	Clinger
2	Fungatis
3	Jaspar
4	Mercurial
5	Stormling
6	White Simian

Reveal True Nature

Range: 120 feet

Duration: 1 round

For the duration of this Gift, the Alien Mystic is able to see through all attempts to conceal or obfuscate the true nature of any single living being they see. They can discern the alignment, level, hit points, armor class, class, and species of any living creature they see and automatically see through any technology or mysticism that would provide false information or obscure these facts.

The target may making a saving throw to resist this effect, but suffers a -4 penalty to the roll.

Savage Primitive

Range: Self

Duration: 10 rounds

For the duration of this Gift the Alien Mystic becomes brutally efficient in melee combat. When fighting with a primitive melee weapon or while unarmed they receive the following benefits:

- +4 bonus on all “to hit” rolls
- +4 bonus on all damage rolls
- -4 [+4] bonus to their Armor Class.
- They may make one extra melee attack each combat round.

Unfortunately, while under the effects of this Gift, the Alien Mystic is unaware of their current total hit points. The Referee should record the Alien Mystic’s total hit points when this Gift is activated and not inform the character when they suffer damage. When the Alien Mystic is reduced to 0 hit points they immediately drop dead, unaware in their savagery of the fatal nature of their wounds. When this Gift ends, the Alien Mystic becomes aware of their injuries and the Referee should inform them of their current hit point total.



Chapter Four

Trappings of Belief

It is a common belief that mystical practitioners regard the physical world and its trappings as something to be ignored or dismissed as secondary. While this is true in some cases, most are wise enough to recognize that they do, in fact, live in the physical realm, and they sometimes rely on unique tools and weapons to survive on their respective paths to enlightenment.

Standard Gear

Heavy Robes: These large, flowing robes are sometimes worn by Star Knights, Star Fists, or particularly monastic Alien Mystics. They offer no protection, but their deep hoods and large sleeves can sometimes aid the wearer in concealing both their identity and small items.

Magnetic Gauntlet: This is little more than a long range, focused magnet set into the palm of a glove or gauntlet – most often as part of a suit of armor. When paired with a magnetic Star Sword hilt, it allows the wearer to call that hilt to their hand as described on page 24.

Medi-Detector: This hand-held object resembles a traditional communicator, but can be used to detect whether or not a character capable of using Meditations is within 30'. It cannot detect characters who use Chitterings, Gifts, Manifestations, or other forms of Mysticism.

Table 4-1: Standard Gear

Gear	Cost (in credits)	Weight (in lbs)
Heavy Robes	25	5
Magnetic Gauntlet	50	–
Medi-Detector	100	1

Melee Weapons

Star Dirk: This is a smaller version of the Star Sword. When activated, it has a blade anywhere between one foot and eighteen inches long. It functions in all other respects as a Star Sword and any character able to wield a Star Sword can use a Star Dirk.

Table 4-2: Melee Weapons

Weapon	Damage	Cost (in credits)	Weight (in lbs)
Star Dirk	1d6+2	75	1

Armor and Shields

Star Knight Battle Armor: Worn in ancient times when Star Knights were bold and brave, fearless defenders of justice before the rise of the Galactic Consortium, this battle armor is made of composite laser-reflecting plates mounted on a mesh body glove. Its plates are polished and gleam in even the faintest of light and each suit traditionally has an ornate helmet and collar attachments for an Energy Cloak. In spite of its apparent bulk, it can be worn by any character class permitted to wear Light Armor and can be combined with an Energy Cloak.

Due to its reflective surface, it provides an additional -1 [+1] bonus to the wearer's armor class against attacks from laser weapons, ion weapons, and even Star Swords and their variants.

Star Knight Ceremonial Armor: Little more than a high collar, breastplate worn atop traditional Star Knight robes with matching bracers and greaves, this armor provides minimal protection. It is, however, very mobile and is often worn by Star Knights who do not have access to a full set of Battle Armor. It can be worn by any character able to wear Light Armor and can be combined with an Energy Cloak.

Star Pilot Flight Suit: This lightly padded flight suit has reinforced plates inserted at the forearms and shins as well as a special band which is worn across the crown of the Star Pilot's head. This Star Band is said to attune the Star Pilot with their ship (provided that ship has a Star Band Integrator, see page 51), and while this armor is worn, a Star Pilot receives a +1 bonus to their Initiative during each round of Starship Combat. It can be worn by any character able to wear Light Armor and can be combined with an Energy Cloak, but only Star Pilots can benefit from Star Band attunement.

Void Mail: This black armor is a dark reflection of the traditional Star Knight Battle Armor. It provides greater protection due to being imbued with the corrupted energy of the Void and allows the Void Knight wearing it to inflict brutal blows in unarmed combat due to electrified gauntlets. These gauntlets have been augmented with heavy metal along the knuckles and back of the hand. Unarmed attacks by the wearer inflict 1d6 points of damage, plus any Strength bonus the Void Knight may have.

Any character class capable of using Meditations that wears this armor must make a saving throw once per week. If this saving throw fails, the character moves one step closer to Void alignment, per Drawing Down the Void on page 208 of *White Star: Galaxy Edition*.



Table 4-3: Armor

Armor	AC [AAC] Bonus	Cost (in credits)	Weight (in lbs)
Star Knight Battle Armor	-5 [+5]	250	25
Star Knight Ceremonial Armor	-1 [+1]	125	10
Star Pilot Flight Suit	-2 [+2]	250	15
Void Mail	-8 [+8]	500	50

Advanced Technology

Spirit Stone: These strange carved blocks of crystal are etched with runes and mystic sigils. Though they are known collectively as Spirit Stones, they come in three varieties: Star, Void, and Mystical. Star Stones are tied to Meditations commonly used by Star Knights and other followers of the Way.

Void Stones, as their name implies, are tied to Empowerments and Meditations which have been corrupted by the Void as are commonly used by Void Knights. Mystical Stones are tied to the strange energies that give power to Alien Mystics. Any individual Spirit Stone is only ever tied to one of these three areas of Mysticism, which is determined during their creation.

Spirit Stones are collectively known by their title because housed within these strange, glowing crystals is what seems to be the living incorporeal spirit of a great practitioner of Mysticism, be they Star Knight, Void Knight, or Alien Mystic. A mystical character that follows the same path can commune with that spirit in order to gain insight and power. Binding with a stone in this fashion requires the practitioner to meditate while holding the stone for eight hours and then make a successful saving throw. If this saving throw is failed the practitioner may try again after they have gained an Experience Level.

Followers of the Way who successfully bind with a Star Stone gain the following benefits:

- They may prepare one additional 1st-level Meditation each day.
- They gain one rank in the Interaction Skill, up to a maximum rating of 5, even if they have not spent skill points in that skill previously.
- Once per week they may activate the *Commune* Meditation as if they had prepared it, regardless of their Experience Level as they communicate with the spirit tied to that stone.

Void Knights or other mystical characters of Void alignment can bind with a Void Stone to gain the following benefits:

- They receive a +2 bonus on all melee damage rolls.
- They gain one rank in the Athletics Skill, up to a maximum rating of 5, even if they have not spent skill points on that skill previously.
- Once per week they may activate the *Commune* Meditation as if they had prepared it, regardless of their Experience Level as they communicate with the spirit tied to that stone – though this can only be done when seeking knowledge tied to the Void or in an effort to learn other dark and terrible mystical secrets.

Alien Mystics or other characters that make use of Gifts can bind with a Mystical Stone to gain the following benefits:

- They may prepare one additional 1st-level Gift each day.
- They gain one rank in the Knowledge Skill, up to a maximum rating of 5, even if they have not spent skill points in that skill previously.
- Once per week they may activate the *Commune* Meditation as if they had prepared it, regardless of their Experience Level as they communicate with the spirit tied to that stone.

Starbreaker Belt: This belt appears as a strip of leather interwoven with tiny motes of a glittering gem. The clasp of each belt has a small hidden button. When this button is pressed, a shimmering energy field springs to life less than a centimeter from the wearer's skin.

If the wearer is struck by a Star Sword (or Star Sword variant) while the Starbreaker Belt is activated, the attacker must make a saving throw or their Star Sword hilt is destroyed in a tiny explosion that inflicts 1d6-1 damage on the wielder. Even if the saving throw succeeds, the hilt shorts out from a backlash of energy and must be repaired, which typically takes one hour and costs 25 credits.

A Starbreaker Belt typically has 10 charges. When it is activated this expends one charge and the wearer is protected for one hour. Once all charges have been expended, the Belt is just a normal object and cannot be recharged.

Starship Modifications

Star Band Integrator:

This strange wiring subsystem can be installed on any Stunt Bomber, Stunt Fighter, Stunt Insurgent, or Stunt Interceptor. It is required for a Star Pilot wearing a Star Pilot Flight Suit to gain the +1 bonus to Initiative listed in that item's description. *Base Cost:* 10 credits.



Chapter Five

Instinct and Savagery

Described below are a handful of new creatures that Referees are free to include in their *White Star* campaigns.

Gorp

ARMOR CLASS:	7 [12]
HIT DICE:	1-1
TOTAL HIT BONUS:	+0
MOVEMENT:	3 (9 when flying)
SAVING THROW:	17
SPECIAL:	Adorable, Flight, Interstellar Luck
ATTACK:	Bite (1 point)
HDE/XP:	1/15

Gorps are tiny avian creatures known for their large, dark eyes and inquisitive nature. Capable of limited flight, their curious temperament leads them to often explore new areas. Because of this, they often slip onto spaceships unseen, where they hide in footlockers, access hatches, and ducts where they breed and take up residence.

Though considered to be pests by many interstellar travelers, gorps are ridiculously cute and even considered good luck by more eccentric spacefarers and Star Pilots. Because of their unmistakable adorability, gorps have survived and even thrived in this environment. A small flock of gorps is not an uncommon mascot on many freighters across the universe.

Because of their Adorable quality, a gorp can attempt to delay an attacking sentient opponent with a doe-eyed gaze or pleading bleat. The attacker must making a saving throw (with a +4 bonus) or be unable to attack the gorp for one round. This ability can be used 3 times per day. Any ship infested with at least 3 gorps has a random effect occur once per session: The Referee should roll 1d6 and consult the chart below.



Table 5-1: Gorp Interstellar Luck

Roll (1d6)	Effect
1	-3 to Movement (Minimum 1)
2	+1 [-1] Penalty to Armor Class
3	Temporarily Reduce the Ship's Hit Points by 5
4	+3 to Movement
5	-1 [+1] Bonus to Armor Class
6	Ship gains 5 temporary Hit Points

High Hawk

ARMOR CLASS:	4 [15]
HIT DICE:	4
TOTAL HIT BONUS:	+4
MOVEMENT:	6 (15 when flying)
SAVING THROW:	15
SPECIAL:	Flight, mystical immunity, sense mysticism
ATTACK:	Bite (1d6+2)
HDE/XP:	5/240

Though they are called “hawks,” the High Hawk is a reptile-like avian with black scales and a sharp crocodile-like beak capable of snapping a human's arm clean off in a single bite. A single, leering green eye is set into the center of its conical skull and its piercing cry can be heard from miles away.

In addition to already being a deadly predator, High Hawks possess a unique ability: They are immune to any and all Meditations and Gifts. In addition, they radiate an aura out to a range of 240 feet that prevents the use of any and all Mysticism as well as canceling the effects of any Mysticism abilities currently active. This includes Meditations, Gifts, Chitterings, Insights, Manifestations, Spirit Stones, Wayfinder Cockpits, and any other Mysticism-based abilities and items determined by the Referee.

Finally, and paradoxically, High Hawks can somehow sense the presence of any creatures that make use of these abilities to a range of 120 feet and almost always aggressively attack them.



Phantsma-Raptor

ARMOR CLASS:	4 [15]
HIT DICE:	3
TOTAL HIT BONUS:	+3
MOVEMENT:	15
SAVING THROW:	16
SPECIAL:	Mirror Image
ATTACK:	Bite and Claws (1d6 and 1d6)
HDE/XP:	4/120

These reptiles stand between three and four feet tall at the shoulder, walking upright on powerful legs. They attack twice per round with a vicious bite and powerful claws. Their serpentine eyes are keen and they are quite stealthy in natural environments. What makes the Phasma-Raptor truly dangerous is that it can activate the Mirror Image Gift three times per day and even project these phantasmal copies of themselves up to 30' away from their actual location. They often do this to confuse and trap prey, making their targets believe themselves to be ensnared by an entire pack of the savage carnivores when there is but one waiting to strike.

Void Serpent

ARMOR CLASS:	5 [16]
HIT DICE:	2+2
TOTAL HIT BONUS:	+3
MOVEMENT:	12
SAVING THROW:	16
SPECIAL:	Detect Star, Void bond
ATTACK:	Bite (1d6+1)
HDE/XP:	3/60

These large black snakes can grow to a length of up to thirty feet, though typically do not grow to more than one-third this size. They have glowing red eyes which allow them to see perfectly in even pitch darkness and enjoy eating the flesh of sentient beings, particularly those who are mystically endowed and of Star alignment.

Similar to Way Lizards, they sometimes form bonds with mystically active sentient beings. However, they only form these bonds with those in touch with the Void or who serve the purposes of evil. Once bonded, the Void Serpent's new ally can automatically Detect Star at a range of sixty feet and feels a strong (but controllable) desire to kill anyone they detect through this ability.

If the Void Serpent is ever slain, their bonded ally must make a saving throw or be consumed by a Void-powered rage for the next 1d6 months. During such time they receive +1 to all "to-hit" and damage rolls

against any mystically active character of Star alignment and must make a saving throw not to attack anyone they know to be of Star alignment. Particularly brutal Void Knights will bond with Void Serpents and then murder their own “friend” just before a particularly heated battle to gain this “benefit.”

Way Lizard

ARMOR CLASS:	8 [11]
HIT DICE:	1+1
TOTAL HIT BONUS:	+1
MOVEMENT:	9
SAVING THROW:	18
SPECIAL:	Empathic bond, empathy
ATTACK:	Bite (1d6-1)
HDE/XP:	2/30

Little larger than a house cat, these docile lizards are known for their beautiful ridge and neckspines. They are sensitive to the mystical forces of the universe, automatically detecting the presence of any mystical character to a range of up to 60 feet. If approached calmly and treated well over an extended period of time, Way Lizards sometimes form empathic bonds with sentient beings. These bonds are for life, and once bonded to an individual, the Way Lizard cannot be made (whether by mundane or mystical means) to betray its bonded ally. Once a sentient being has bonded with a Way Lizard, the bonded being can automatically detect the presence of mystical beings within 60' as long as they are touching each other. Because of this, many Way Lizards often lounge across the shoulders of their bonded ally.

Unfortunately, if a bonded Way Lizard is slain, the bonded ally's connection to the mystical forces of the universe are temporarily severed and they are unable to use Chitterings, Gifts, Insights, Manifestations, or Meditations for the next 1d6 months.



Appendix

Technomancer Manifestations

Described below are the Manifestations utilized by the Technomancer class described in Chapter One.

Table A-1: Technomancer Manifestations

First Level	Second Level	Third Level	Fourth Level	Fifth Level
Digital Linguist	Analyze Technological Threat	Control Vehicle	Cerebral Download	Control Starship
Empower Personal Shield	Detect Energy and Transmissions	Empower Personal Energy Weapon	Control Mecha	Create Shield
Ion Bolt	Energy Healing	Protection from Mecha Lasers	Protection from Starship Lasers	Technological Invisibility, Complete
Protection from Personal Lasers	Instinctive Engineering	Technological Invisibility, Vehicle	Scramble Programming	-
Technological Invisibility, Personal	Protection from Vehicle Lasers	-	-	-
Temporary Minor Repair	-	-	-	-

First-Level Manifestations

Digital Linguist

Range: Self

Duration: 2 hours

This Manifestation allows the Technomancer to understand (but not speak) the language of various technological devices. This includes the language of Robots and other technological species, but also includes being able to “read” computer code, or even understand scrambled transmissions as long as they were sent in a language originally understood by the Technomancer.

Empower Personal Shield

Range: Self

Duration: 2 hours

Characters wearing either an Energy Cloak or using an Energy Shield receive an additional -1 [+1] to their Armor Class for each such item worn. Thus a character wearing both would receive a total of -2 [+2] to their Armor Class.

Ion Bolt

Range: 120 ft

Duration: Instant

The character launches a bolt of ionic energy from their hands, unerringly striking their target. Living targets suffer only a two points of damage, but Robots, Freed Assimilants, Novomachina, and characters with three or more cybernetic enhancements suffer 1d6+1 points of damage per level of the character using this Manifestation. Targets of this Manifestation may make a saving throw to suffer only half damage.

Protection from Personal Lasers

Range: Self

Duration: 1 hour

For the duration of this Manifestation, the Technomancer suffers half normal damage (minimum 1 point) from all energy-based attacks from personal weapons. This includes laser pistols, ion rifles, Star Swords, Energy Cloaks, and other small-scale energy weapons.

Technological Invisibility, Personal

Range: Self

Duration: Up to 2 hours

For the duration of this Manifestation, the Technomancer does not appear on any personal-scale sensors like electronic binoculars, cybernetic eyes, hand-held scanners, and even the optical sensors of robots and Novomachina. They immediately become visible if they attempt attack anyone, activate another Manifestation, or perform any other overt task.

Temporary Minor Repair

Range: Touch

Duration: 1 round per level

For the duration of this Manifestation the Technomancer can cause one personal device such as a communicator, pair of electronic binoculars, or malfunctioning laser pistol, to function normally. Items which require an energy cell must have sufficient ammo to benefit from this Manifestation.

Second-Level Manifestations **Analyze Technological Threat**

Range: 120 feet

Duration: Instant

By spending a round studying a robot, Novomachina, or any individual with three or more cybernetic implants, the Technomancer immediately knows the target's class, level, armor class, hit points, and what internalized technological capabilities (such as their robot type, what type of vehicle a Novomachina can change into, or what specific cybernetic implants an individual has) of a single target within range of this ability.

Detect Energy and Transmissions

Range: 360 feet

Duration: 2 hours

For the duration of this Manifestation the Technomancer can “see” the flow of electrical energy running through buildings, vehicles, robots, and other devices. This flow radiates through most walls with a soft blue light during the effects of this Manifestation. In addition, they can also “see” the transmissions from communication devices, like communicators and starship transmitters, and are able to determine their direction and likely source.

Energy Healing

Range: Self

Duration: Instant

By touching an energy cell or ion grenade, the Technomancer can draw the energy from the item in order to heal their wounds. Drawing this energy from the item requires one full round of uninterrupted concentration and they must be the only person touching the object. The energy cell or ion grenade is then permanently drained of power, but the Technomancer heals 1d6+1 hit points. This Manifestation can only be used on energy cells and ion grenades.

Instinctive Engineering

Range: Self

Duration: 1 hour

While this Manifestation is active, the Technomancer gains an innate understanding of any technological device and understands both its basic purpose and the basic operation of such devices. They suffer no penalty to any Technology skill checks due to a lack of familiarity during this time.

Protection from Vehicle Lasers

Range: Self

Duration: 1 hour

For the duration of this Manifestation, the Technomancer suffers personal-scale damage from all energy-based attacks from vehicle energy weapons, most notably rayblasters (instead of the normal double damage). This Manifestation offers no additional protection from personal, mecha, or starship scale weapons.

Third-Level Manifestations

Control Vehicle

Range: 360 feet

Duration: 1 round per level

While this Manifestation is active, the Technomancer can control any single modern vehicle within range as if they were its pilot. If the vehicle already has an active pilot then that pilot may make a saving throw when this Manifestation is activated and every round thereafter to prevent or regain control of the vehicle.

Empower Personal Energy Weapon

Range: Self

Duration: 2 hour

While this Manifestation is active, any personal energy-based weapon (such as a laser pistol, ion rifle, or Star Sword) inflicts an additional 1d6 points of damage. In addition, if it is a ranged weapon, that weapon's range is doubled.

Protection from Mecha Lasers

Range: Self

Duration: 1 hour

For the duration of this Manifestation, the Technomancer suffers personal-scale damage from all energy-based attacks from mecha energy weapons, most notably Light, Medium, and Heavy Lasers (instead of the normal double damage). This Manifestation offers no additional protection from personal, vehicle, or starship scale weapons.

Technological Invisibility, Greater

Range: Self

Duration: Up to 2 hours

For the duration of this Manifestation, the Technomancer do not appear on any vehicle-scale or mecha-scale sensors. Any attacks made with vehicle-scale and mecha-scale weapons against the Technomancer suffer a -4 penalty because of this. In addition, they do not appear on long-range

scanners of vehicles and mecha. They immediately become visible if they attempt to attack anyone, activate another Manifestation or perform any other overt task.

Fourth-Level Manifestations

Cerebral Download

Range: Touch

Duration: 1 round

By touching a technological device such as a communicator, hotbox, mini-computer, or even a robot's memory drive, the Technomancer can download the contents stored in an electronic device's memory and access it freely at their leisure. Moreover, they may "upload" that information from their brain onto an appropriate electronic storage device at any time within one week of the initial use of this Manifestation. Once this upload is complete, the information stored in the Technomancer's mind is lost. The Technomancer can only have information from a single device stored in their brain at any given time and it does not erase the existing data, merely copies it into the Technomancer's mind.

If this ability is used against Robots, Novomachina, Freed Assimilants, or other sentient beings, they may make a saving throw to resist its effects.

Control Mecha

Range: 360 feet

Duration: 1 round per level

While this Manifestation is active, the Technomancer can control any single mecha within range as if they were its pilot. If the vehicle already has an active pilot then that pilot may make a saving throw when this Manifestation is activated and every round thereafter to prevent or regain control of the vehicle.

Protection from Starship Lasers

Range: Self

Duration: 1 hour

For the duration of this Manifestation, the Technomancer suffers personal-scale damage from all energy-based attacks from starship energy weapons, most notably laser cannons, ion chargers and the like (instead of the normal quadruple damage). This Manifestation offers no additional protection from personal, vehicle, or mecha, or scale weapons.

Scramble Programming

Range: 120 feet

Duration: 2 hours

Using this Manifestation the Technomancer can cause Robots, Novomachina, and Freed Assimilants to act as though they are under the effects of a Confusion Meditation, causing them to act in a random fashion. Roll 2d6 and consult the table below to determine the effects on sentient technological beings:

Table A-2: Scramble Programming

Roll (2d6)	Effect
2-5	Attack the Technomancer and/or their allies
6-8	Stand baffled and inactive (Cannot act, +4 [-4] to AC)
9-12	Attack an ally

The effects of the Scramble Programming shifts every turn, which requires a re-rolling upon the above table again to find out how the Scramble Programming continues to affect the targets. This Manifestation affects up to 2d6 sentient technological beings, plus an additional being for every level of the Technomancer above 8th. Sentient technological beings of 3 HD or fewer are automatically affected and it takes effect immediately.

Sentient technological beings of 4 HD or more automatically resist the Scramble Programming effect until it reaches its full power, which takes 2d6 rounds, minus the Technomancer's level (minimum 1 round). A saving throw may be made by sentient technological beings when the Manifestation is first activated to resist the effects used and must be made every turn to continue to resist.

In addition, it can be used to temporarily short out complex personal technological devices like hotboxes, communicators, and mini-computers. It can even be used on modern weapons like laser pistols and Star Swords. For the duration of this Manifestation, such technological objects do not work. Larger technological devices may or may not be impacted, at the Referee's discretion, though this Manifestation is unlikely to work on large and particularly complex technological devices like a starship's life-support system.

Fifth-Level Manifestations **Control Starship**

Range: Special

Duration: 1 round per level

This Manifestation allows the Technomancer to control any single starship they can see, whether with their own two eyes or via another communication device. If the starship already has an active pilot (or pilots) then that pilot may make a saving throw when this Manifestation is activated and every round thereafter to prevent or regain control of the vehicle.

Create Shield

Duration: 1 round per level.

Range: 100 foot radius

When this Manifestation is activated a spherical or hemispherical globe of translucent energy enshrouds a single building, starship, or group of people in an area no larger than a one hundred foot radius. This translucent energy protects from any and all energy attacks regardless of their scale for the duration of the Manifestation. It does not protect from physical attacks of any sort. So while a laser blast (whether from a hand pistol or orbital bombardment) would be stopped, a barrage of hand grenades or missiles would not.

Technological Invisibility, Complete

Range: Special

Duration: Up to 2 hours

For the duration of this Manifestation the Technomancer, any vehicle, mecha, or spaceship, and any of its occupants are invisible to technological detection from any sensors. Any attacks made with vehicle, mecha, or starship-scale weapons against the Technomancer suffer a -4 penalty because of this. The Technomancer (and any vehicle, mecha, or starship they occupy) immediately becomes visible if they attempt to attack anyone, activate another Manifestation or perform any other overt task.

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