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Hyperspace Messenger



STUN DAMAGE, NEW WEAPONS,
AND NEW DEFENSES.

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STUDIOS

**WHITE
STAR**
COMPATIBLE



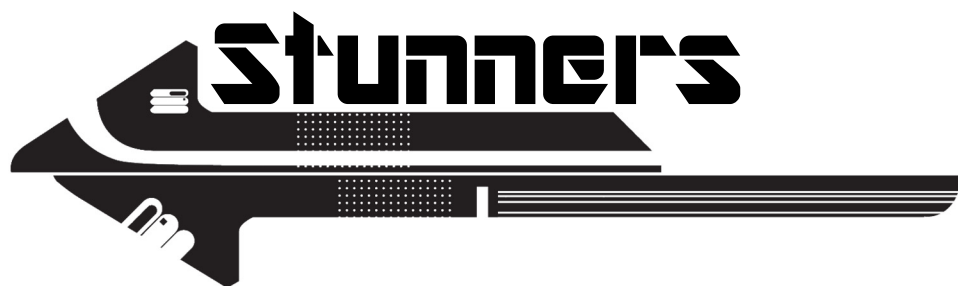
Hyperspace Messenger

The Hyperspace Messenger™ is a series of very short supplements for the White Star™ role-playing game. The goal is to create quality usable content which can be completely explored within the scope of only six pages. Although this is only the first supplement in the series, we at DwD Studios hope to release additional supplements in the years to come.

Although this supplement is designed to integrate to your White Star™ game, its concepts are fairly universal and you can, with very little effort, modify it for use in other games as well.

COVER ART	SADE
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Firearms, swords, laser pistols, grenades, and worse – all waiting to chop your character to bits. Dead. After spending so much time making your character, too. Okay, it's like 5 minutes, but in this A.D.D.-riddled gaming culture I know that's an eternity. Wouldn't it be nice if the security guard robots carried weapons that Stunned enemies? I mean – isn't killing accidental trespassers against some law somewhere? Wouldn't it be cool if the bounty hunter with your bounty in mind actually wanted to collect that big "alive" reward for you rather than that smaller "dead" one? There *has* to be a way to knock someone out, right?

Surely whatever galactic law enforcement exists would want to attack with nonlethal weapons. Sometimes you don't want to kill your enemies. Sometimes you just need them to stop attacking you and just go to sleep so you can steal their stuff and leave them naked in the star port's restroom. The technology of any sufficiently advanced interstellar society would surely develop such technology!

This White Star micro-supplement is designed to provide Referees and players a new type of mechanic that allows non-lethal options. It includes several pieces of new gear which make use of those mechanics. And why not – I'll throw in some illustrations of some kind too.

Stun Damage

A weapon designated with a damage value of "Stun" causes no hit points of damage, instead it simply requires a Saving Throw. When a victim fails his Saving Throw, he falls unconscious for 1d6 turns. That's right, you have no idea if he's going to wake up in 10 minutes or an hour. If he succeeds, he remains standing and shrugs off the effect. As an added benefit, since Stun damage mucks with a character's nervous system, nasty headache side-effects linger long after the encounter whether he succeeded in his Saving Throw or not!

Saving Throw Modifiers

Sometimes the damage value for a Stun attack includes a modifier which is to be applied to the victim's Saving Throw attempt. For instance, if your character is hit by an attack which says "Stun-2" then you have a -2 penalty to your Saving Throw. At the Referee's discretion, characters may adjust a Stun saving throw using their Constitution modifier as well.

Creatures and natural animals have nervous systems that differ from sentient beings and resist Stun attacks much easier than robots, aliens, and humans.

Animals and creatures receive a bonus to their Saving Throws against all Stun attacks equal to their hit dice.

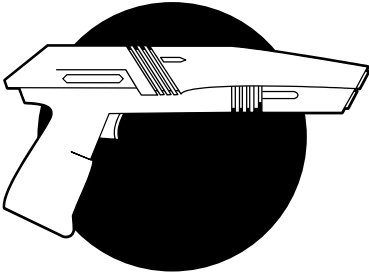
Stun Types

There are two types of Stun attacks: electrical and sonic.

ELECTRICAL STUN - These attacks affect robots too. They assault the nervous system with intense electricity, and attempt to momentarily seize the heart and lungs (and any other muscle) of the target. Electrical Stuns affect robots too because they can ionize the robots circuitry, paralyzing it in place. Any character can immunize himself against electrical Stuns by use of a special implant.

SONIC STUN - These attacks don't affect robots. Sonic Stun weapons fire a highly focused lance of invisible sonic energy and cause no physical impact but pass into the target's body and resonate internal organs in such a manner as to cause the brain to de-sync and shut down temporarily. Sonic Stun effects are more expensive but there is no way to fully immunize against them. Special Harmonic Armor can be worn which helps dampen the sonic energy, however.

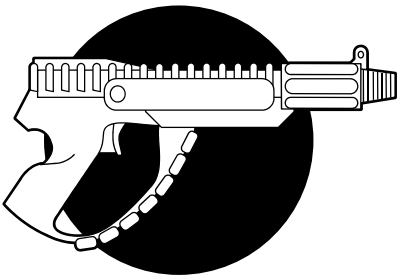
New Weapons



ELECTRO-STUNNER

Damage	Stun+2 (electric)
Ammo	Energy Cell
ROF	2
Range	20 ft
Weight	3 lbs
Cost	20 credits

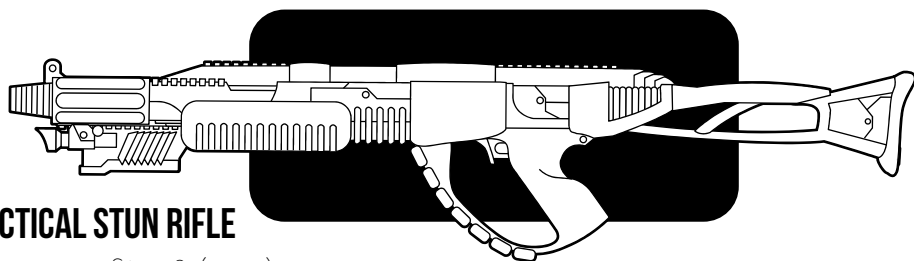
Description – Electro-Stunners fire a powerful electrical charge that resembles a fast-moving 1" diameter charged lightning ball. It makes a familiar "Zzzzt" noise when it fires. It doesn't have a great range, but it has a great rate of fire and is pretty inexpensive. An energy cell must be installed in the weapon, and 1 charge is drained from the cell each time the trigger is pulled. Electro-Stunners are commonly used by civilian and security forces. Although inexpensive, the weapon is less effective; victims of this weapon receive a +2 bonus to their Saving Throw to resist the electrical Stun effect. Any character class permitted to use a laser pistol may use an Electro-Stunner.



SONIC STUNNER

Damage	Stun (sonic)
Ammo	Energy Cell (2 charges per shot)
ROF	1
Range	30 ft
Weight	4 lbs
Cost	45 credits

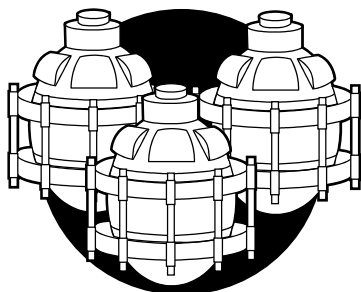
Description – Police and bounty hunters don't trust their targets not to have an ES Implant and so they carry the heavier and more effective Sonic Stunner. A standard energy cell is loaded into the weapon and each time the trigger is pressed it releases 2 charges from the cell. The released energy powers a harmonizer coil which produces a well-known and highly-feared hum. If the trigger is released the weapon fires a powerful sonic lance of invisible energy. Victims hit by the weapon have to make a Saving Throw against the sonic Stun effect. Any character class permitted to use a laser pistol may wield a Sonic Stunner.



TACTICAL STUN RIFLE

Damage	Stun-2 (sonic)
Ammo	Energy Cell (uses 4 units/shot)
ROF	1
Range	100 ft
Weight	10 lbs
Cost	120 credits

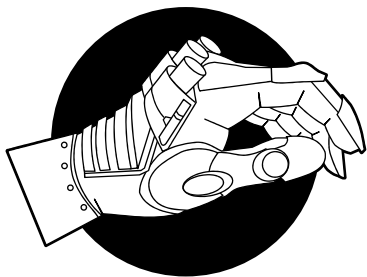
Description - When someone wants to make sure they can put a target down, they prefer to employ a Tactical Stun Rifle. It's a long and inelegant weapon, but it's frightening when it's leveled at you. It requires an energy cell but since it drains 4 charges from it every time the trigger is pulled, the weapon only gets 5 shots before it must be reloaded. When the trigger is pulled and the harmonic coils charge the hum is most fearsome. When the trigger is released, the invisible lance of focused sonic energy strikes out to a range of a hundred feet and victims hit by it suffer a -2 to their Saving Throw against the sonic Stun effect. Any character class permitted use of a laser rifle may use a Tactical Stun Rifle.



STUNNADES

Damage	Stun, 15 ft radius (electric)
Ammo	1
ROF	1
Range	30 ft
Weight	1 lb
Cost	15 credits

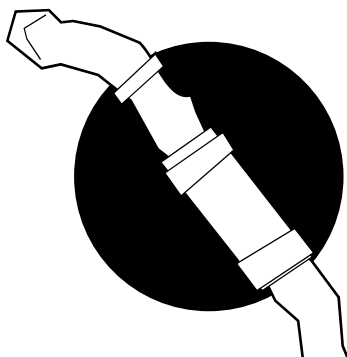
Description - These relatively inexpensive grenades come embedded with a factory reject and quite unstable energy cell. When the grenade is activated and thrown, it charges while in the air and when it strikes a solid surface (a wall, the ground, someone's ugly face, etc.) electricity discharges in a 15 ft radius and a thunder-clap is generated. Everyone caught in the area must make a Saving Throw against the electrical Stun effect. Any character class permitted to use a grenade can use a Stunnade.



STUN GAUNTLET

Damage	1d6-1 + Stun+2 (electric)
Ammo	Energy Cell
ROF	Melee
Range	Melee
Weight	2 lbs
Cost	25 credits

Description – The Stun Gauntlet has an insulated layer covered by a series of interlocking duraplastic plates. On the back of the fist is a series of electrodes. The glove is fitted with an energy cell and each time the wearer punches someone the pressure-sensitive electrodes drain 1 charge from the cell and release a powerful arc of electricity. The victim receives 1d6-1 damage from the gauntleted punch and must make a Saving Throw with a +2 bonus to avoid the electric Stun effect. When the energy cell is depleted the gauntlet still causes the listed damage. Any character can use a Stun Gauntlet, regardless of weapon restrictions due to class.



STUN STAFF

Damage	1d6 + Stun+2 (electric)
Ammo	Energy Cell
ROF	Melee
Range	Melee
Weight	10 lbs
Cost	15 credits

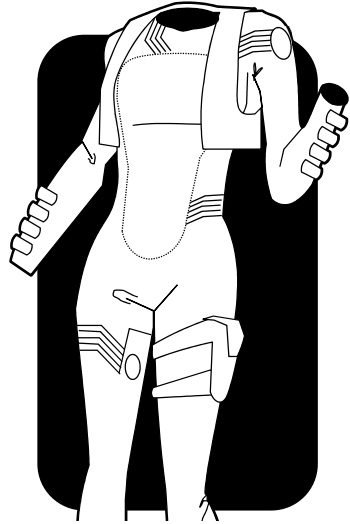
Description – This unusual staff is long and made of durable material. It has electric coil bands on one end, where the staff has a slight curve to be used as a heavy cudgel. The wielder of the weapon can strike with it as if it were a normal staff. When desired, he can press a button on the shaft when he strikes to release an electric charge. This forces the victim to make a Saving Throw with a +2 bonus to resist the electric Stun effect (in addition to the normal damage). The weapon takes an energy cell and each time the Stun effect is used 1 charge is drained. The staff is also capable of performing a retributive strike when at least 10 charges remain in its energy cell. The wielder slams the butt of the staff on the ground and ducks low while activating it. The energy discharges in a flat 10 ft radius pattern. Everyone caught in the arc must make a Saving Throw (without the +2 bonus) against the electrical Stun effect. The energy cell loses 10 charges. Any character class who may wield both a laser pistol and a staff may wield a Stun Staff.

New Defenses

HARMONIC ARMOR

Armor Light
AC [AAC] -2 [+2]
Notes +2 Saving Throws vs. Sonic Stun
Weight 15 lbs
Cost 50 credits

Armor Medium
AC [AAC] -4 [+4]
Notes +4 Saving Throws vs. Sonic Stun
Weight 30 lbs
Cost 100 credits



Description – Harmonic Armor is a special type of defensive suit. It works just like light or medium armor but is designed with rows of special harmonic gel material that dampen sonic Stun effects. Light Harmonic Armor provides a +2 bonus to Saving Throws against sonic Stun effects. Medium Harmonic Armor provides a +4 bonus. Any character class permitted to wear light armor may also wear a suit of Light Harmonic Armor. Similarly, any character class permitted medium armor may wear a suit of Medium Harmonic Armor.

ELECTRO-SHUNT IMPLANT

Characters can have an ES Implant installed. It is an invasive medical procedure which implants a special device in the character's brain. Un-desirable impulses detected in the nervous system are harmlessly diverted to the implant and discharged safely. The character need not make Saving Throws against electrical Stun attacks; he is immune. He still has to worry about sonic-based Stun attacks, however! Robots may also receive these implants, integrated into their robot electrical circuits. **Cost 400 credits.**



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FIREARMS, SWORDS, LASER PISTOLS, GRENADES, AND WORSE — ALL WAITING TO CHOP YOUR CHARACTER TO BITS. DEAD. AFTER SPENDING SO MUCH TIME MAKING YOUR CHARACTER, TOO. OKAY, IT'S LIKE 5 MINUTES, BUT IN THIS A.D.D.-RIDDLED GAMING CULTURE I KNOW THAT'S AN ETERNITY. WOULDN'T IT BE NICE IF THE SECURITY GUARD ROBOTS CARRIED WEAPONS THAT STUNNED ENEMIES? I MEAN — ISN'T KILLING ACCIDENTAL TRESPASSERS AGAINST SOME LAW SOMEWHERE? WOULDN'T IT BE COOL IF THE BOUNTY HUNTER WITH YOUR BOUNTY IN MIND ACTUALLY WANTED TO COLLECT THAT BIG "ALIVE" REWARD FOR YOU RATHER THAN THAT SMALLER "DEAD" ONE? THERE *HAS* TO BE A WAY TO KNOCK SOMEONE OUT, RIGHT?

THIS SUPPLEMENT EXPLORES STUN DAMAGE AND THE WEAPONS AND DEFENSES WHICH RELATE TO IT.

THE HYPERSPACE MESSENGER IS A SERIES OF SHORT SUPPLEMENTS DESIGNED FOR USE WITH THE WHITE STAR ROLE-PLAYING GAME, THOUGH IT USES SIMPLE CONCEPTS WHICH CAN EASILY BE INTEGRATED INTO ANY OSR-STYLE SCIENCE FICTION GAME. THE GOAL IS TO DELIVER QUALITY SUPPLEMENTS EXPLORING A SINGLE NEW CONCEPT ALL WITHIN THE SPAN OF ONLY SIX PAGES.

