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# ***CHEATING DEATH***

**BY OMER GOLAN-JOEL**

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# CHEATING DEATH

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# INTRODUCTION

Death is always lurking in the furthest reaches of space: a laser strike, a Star Sword chop, the maw of an alien beast, an exploding starship – these and many more circumstances can kill even the mightiest character. According to the core White Star™ rules (WS 45), characters and creatures die when their Hit Points reach zero (0). In many cases, failing a Saving Throw might also kill a character or alien creature. However, many heroes and villains of sci-fi novels, films and video games do not die as easily. Sometimes, a hero may have his hand chopped off, later to be replaced by a cybernetic prosthetic; sometimes a villain falls into a sea of lava and later has his burnt, broken body repaired by advanced technology; sometimes a policeman, or a secret military operative, may cheat death by large-scale cybernetic modifications replacing broken flesh and bones with chromium and hardened steel.

To simulate these stories and bring them to your gaming table, we offer you with these rules – intended to give the great heroes and villains of your game a second chance, typically carrying a terrible price. These new, optional rules have three components. The first is **Resuscitation** – the possibility of reviving a mortally injured character despite him or her falling to 0 **Hit Points**. This, of course, could have very bad implications to the character, as few come unscathed out of such injury. The second is **Cyborg Conversion** – bringing a dead character back to life with advanced cybernetics, usually with negative side effects. The

third and final is **Bio Reconstruction** – rebuilding a dead person from scratch with ultra-advanced biotech, provided that the brain remained intact; this also has potential side-effects, of course, as rising from the dead usually comes at a price.

## REQUIRED MATERIALS

To get the most from this book you will need at least two dice of various sides and some pens/pencils and paper or a computer.

Access to a copy of the White Star: White Box Science Fiction Roleplaying by Barrel Rider Games may be useful.

## REFERENCES TO OTHER BOOKS

In this book, references to specific pages in other books and products are shown as the code for the relevant book followed by the page number, both in italics, thus: *WS x* or (*WS x*).

*White Star: White Box Science Fiction Roleplaying* by Barrel Rider Games: *WS*

## DIE THROW & NOTATION CONVENTIONS

The die throw and notation conventions used in this book are the same as those described on *WS 10*.

## TASKS AND SAVING THROWS

The rules for tasks and saving throws in this book are the same as those on *WS 38*.

### COMBAT

Wherever this book refers to combat, you can use the Combat chapter on *WS 41*.

### ABOUT THE AUTHOR

Omer Golan-Joel is a 35 years old freelance English-Hebrew-English translator and an avid sci-fi and fantasy gamer from the town of Yavne, Israel. He lives with his fiancée and two cats Saki and Chicha – the real masters of the house – as well as an entourage of lizards, from the gang of house geckos to the large Star Agama who graces the wall of his home in the warm and hot months. Omer is a fan of science-fiction, fantasy and history, an amateur cook, and a hobbyist herpetologist. He also writes sci-fi and fantasy role-playing gaming material, including *These Stars Are Ours!* a full-scale campaign setting for the Cepheus Engine and other OGL 2D6 sci-fi games, which was published by *Spica Stellagama Publishing*® in 2017.

### STELLAGAMA PUBLISHING

*Stellagama Publishing* is a small, independent, international role-playing game publisher focused on science fiction gaming. We publish stuff for both the *White Star™* RPG based on *Sword & Wizardry: White Box™* and for the *Cepheus Engine*. Our interests are primarily to put forth enjoyable, immediately playable supplements, settings, and adventures for these games for the enjoyment of our fellow players and referees.



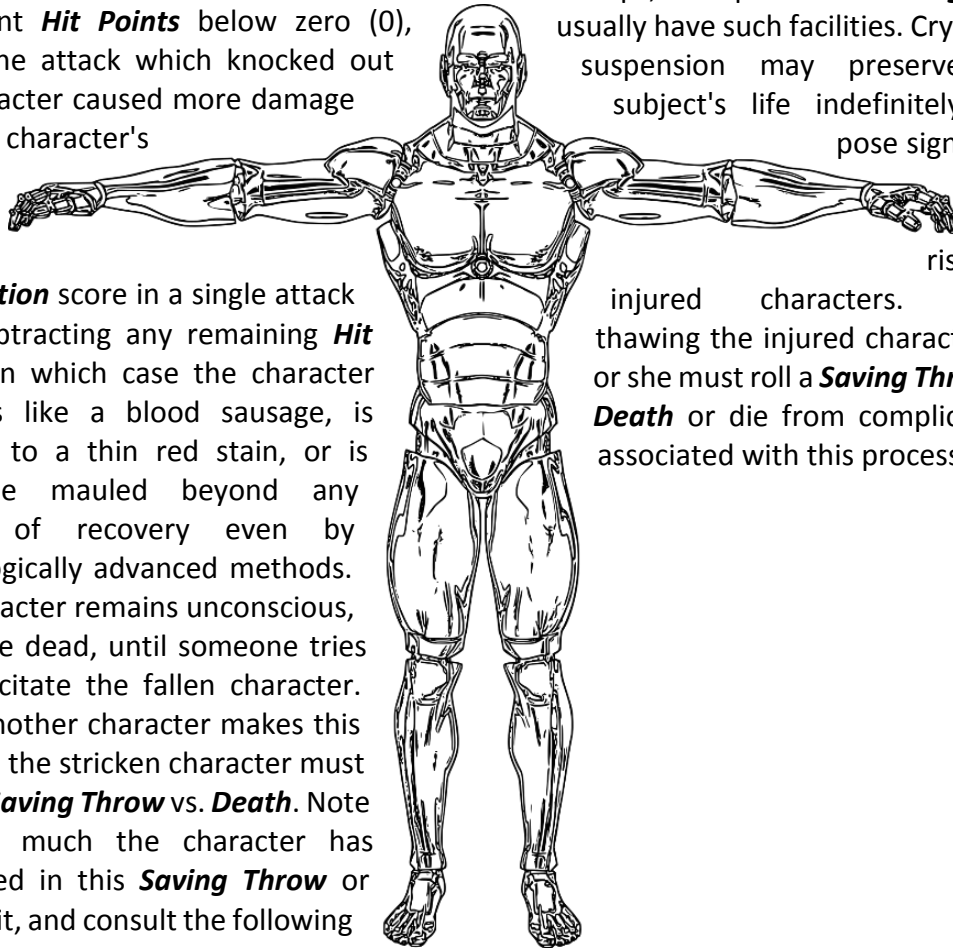
## NOT DEAD YET

According to the White Star™ core rules (WS 45), a character dies when their hit points reach zero (0). Here we present a slightly more complex alternative, with more varied results aimed at adding more variety and color to your campaign – and of course allowing villains to come back and exact vengeance on the player characters who seemingly deposed them many game sessions ago.

Under this optional rule, a character does not die when he or she reaches zero (0) **Hit Points**. Instead, the fallen character is in a state of flux – he may or may not be dead, and is possibly critically injured. Do not count **Hit Points** below zero (0), unless the attack which knocked out the character caused more damage than the character's

### CRYOGENIC SUSPENSION

In many cases, treating a critically or severely injured character requires a hospital – the medbay of a typical **Light Transport** or **Yacht** is rarely sufficient for such needs, though larger ships may have such facilities at the **Referee's** discretion' otherwise the character must be brought to a planetary or space station hospital. If no such hospital is available within an hour's reach, the fallen character's rescuers may place him or her in cryogenic suspension to preserve their life until reaching a proper hospital. Most starships, except for **Stunt Fighters**, usually have such facilities. Cryogenic suspension may preserve the subject's life indefinitely, but pose significant



**Constitution** score in a single attack after subtracting any remaining **Hit Points**, in which case the character explodes like a blood sausage, is reduced to a thin red stain, or is otherwise mauled beyond any chance of recovery even by technologically advanced methods. The character remains unconscious, or maybe dead, until someone tries to resuscitate the fallen character. When another character makes this attempt, the stricken character must make a **Saving Throw vs. Death**. Note by how much the character has succeeded in this **Saving Throw** or failed in it, and consult the following table.

risks to injured characters. When thawing the injured character, he or she must roll a **Saving Throw vs. Death** or die from complications associated with this process.

Resuscitation	
Saving Throw	Result
Failed by 10 or more points	The character is dead and his or her body is almost irrecoverably damaged. <b>Cyborg Conversion</b> will not work in such a case, though <b>Bio Reconstruction</b> will work, albeit at a -5 penalty.
Failed by 9-8 points	The character is dead and severely mauled. <b>Cyborg Conversion</b> will work on the character at a -5 penalty, while <b>Bio Reconstruction</b> will work normally.
Failed by 7-6 points	The character is dead. Both <b>Cyborg Conversion</b> and <b>Bio Reconstruction</b> will work normally on him or her.
Failed by 1-5 points	The character is critically injured and will die unless brought to a hospital within an hour. After surgery at the hospital, <b>roll 1d6</b> : 1-2, the character loses a leg; 3-4 the character loses an arm; 5 the character loses both eyes; 6, the character suffers brain damage.
Exact saving throw number	The character is critically injured and will die unless brought to a hospital within an hour. After surgery at the hospital, <b>roll 1d6</b> : 1-2, the character loses his hearing; 3-4, the character loses one eye; 5, the character loses one hand; 6, one of the character's legs is crippled.
Succeeded by 1-5 points	The character is severely injured and will die unless brought to a hospital within 24 hours. After treatment at the hospital, <b>roll 1d6</b> : 1-2, the character is horribly scarred; 3-4, the character loses 1d3 fingers; 5, the character loses one ear; 6, the character loses most of his or her teeth.
Succeeded by 6 or more points	The character is injured and will awaken with 1 <b>Hit Point</b> and will recover normally. <b>Roll 1d6</b> : on 1-3, the character will suffer a major and easily recognizable scar; on 4-5, the character will suffer a minor scar; on 6, he or she was lucky – and came out of the ordeal completely intact!
<b>Modifiers</b> : -4 if no <b>Med Kit</b> used in the attempt; +2 if healed by a <b>Star Knight's Heal Other Meditation</b> ; -4 if not triaged within 1 <b>Turn</b> of the end of combat; cannot resuscitate if not triaged within 3 <b>Turns</b> of the end of combat.	

## BODILY HARM

Here we list the effects of the various inflictions caused by the above table. Note that if you are using the **House Rule: Limiting Cybernetics** (WS 96), this also applies to corrective cybernetics implanted to replaced lost limbs and organs, but not to regular prosthetics.

**Brain Damage:** The character's brain is impaired. Halve his or her effective **Intelligence** score, and he or she suffers a -4 penalty to all rolls – **Saving Throws** included – related to mental abilities and resisting mental powers.

**Crippled Leg:** The character walks with a marked limp, reducing movement by half (usually to 6). Corrective cybernetic implants can restore full functionality but cost 3,000 *credits* and will be obviously mechanical.

**Lost Arm:** The character loses an arm and obviously cannot use two-handed weapons or do any other action requiring both arms. A regular mechanical prosthetic costs 750 *credits* and allows limited use of the arm, albeit with a -4 modifier to all actions performed with that hand and a -2 penalty to hit with two handed weapons. A corrective cyber-arm restores full functionality but costs 4,000 *credits* and is obviously mechanical in nature. At the **Referee's** discretion, this could be upgraded to full-scale **cybernetic arm** (WS 95).

**Lost Eye:** The character loses an eye and loses depth perception and suffers from reduced visual perception, leading to a -2 penalty to hit rolls and other rolls related to sight, as well as a -1 penalty to **Surprise** rolls. A corrective cybernetic eye looks obviously electro-mechanical and costs

2,500 *credits* but restores full functionality. At the **Referee's** discretion, this could be upgraded to a full-scale **cybernetic eye** (WS 95).

**Lost Fingers:** The character loses one or more fingers and his or her grip loses its firmness. The character suffers a -1 penalty to hit with two handed weapons and a -2 penalty to hit with any weapon held in the stricken hand. At the **Referee's** discretion, the character might also suffer other ill effects from losing fingers. Prosthetic fingers costing 250 *credits* per finger will restore the hand's appearance but will not restore the grip. Obviously mechanical corrective cybernetic fingers costing 750 *credits* per finger will restore full functionality.

**Lost Hearing:** The character cannot hear spoken language and other sounds and will suffer related effects at the Referee's discretion. The character is also **Surprised** on 1-3 rather than the usual 1-2. Corrective cybernetic ears cost 400 *credits* and are obviously mechanical in nature.

**Lost Leg:** The character cannot walk and can only crawl. With a crutch costing 5 *credits*, the character can move at a speed of 2. A regular prosthetic costs 1,000 *credits* and allows movement at a rate of 6. A corrective cybernetic leg costs 5,000 *credits* and allows normal functionality, but its mechanical nature is obvious to any onlooker. At the **Referee's** discretion, this could be upgraded to full-scale **cybernetic legs** (WS 96).

**Lost Hand:** The character loses one hand. A hook hand costs 50 *credits* and allows basic grapping but little else. A



mechanical prosthetic costs 500 *credits* and allows limited use of the hand, albeit with a -4 modifier to all actions performed with that hand and a -2 penalty to hit with two handed weapons. A corrective cyber-hand restores full functionality but costs 2,000 *credits* and is obviously mechanical in nature. At the **Referee's** discretion, this could be upgraded to full-scale **cybernetic hands** (WS 96).

**Lost Sight (both eyes):** The character is blind. He treats all opponents as invisible (WS 44) and is otherwise impaired as a blind person (**Referee's** discretion applies). The character is also **Surprised** on a roll of 1-5 on 1d6 rather than the usual 1-2. A pair of corrective cybernetic eyes looks obviously electro-mechanical and costs 5,000 *credits* but restores full functionality. At the **Referee's** discretion, these could be upgraded to full-scale **cybernetic eyes** (WS 95).

**Lost Teeth:** The character has lost most of his or her teeth and is unable to chew, has difficulties speaking and an impaired appearance. Exact effects in the game are left to the **Referee**. The teeth may be restored by modern dentistry at a cost of 1,000 *credits* for the whole mouth.

**Scarring, Horrible:** The character's face and other obvious parts of his or her body bear monstrous scars, causing a -4 penalty to any rolls related to diplomacy or persuasion and a +2 bonus to any roll related to intimidation. The character is also very easy to recognize. Modern plastic surgery costing 2,000 *credits* may restore some of the character's previous appearance, but this cannot be fully corrected; it will halve all modifiers and

make the character somewhat less recognizable, but still marked with scars.

**Scarring, Major:** The character bears a major, obvious scar on one of the body parts easily recognized by onlookers, causing a -2 penalty to any rolls related to diplomacy or persuasion and a +1 bonus to any roll related to intimidation. The character is also very easy to recognize. Modern plastic surgery costing 2,000 *credits* will fully correct such scars.

**Scarring, Minor:** The character bears an obvious but small scar. This makes recognition easier but does not affect persuasion or intimidation attempts. Minor plastic surgery costing 500 *credits* will fully correct this scar.

## THE DEATH OF ROBOTS

**Robots** (WS 25-27) are machines. As a rule, machines cannot die, only become broken. However, the complex positronic brains and simulated neural-network arrays used by advanced artificially-intelligent robots are very different from the integrated circuits of lesser machines: one cannot simply copy the **Robot's** programming and memory to a new body. When a **Robot** reaches zero (0) **Hit Points**, it is irreparably damaged. A skilled technician operating in an advance robotics laboratory, however, may be able to copy the **Robot's** core programming and memory – including its personality and experience – to a brand-new robotic body of the same model. This process is not always perfect, as in many cases the positronic brain suffers damage by itself from the attack which has brought the **Robot** to its chromium knees. However, the attack which knocked out the **Robot** caused more damage than the **Robot's Constitution** score in a single attack after subtracting any remaining **Hit Points**, the robot's brain was destroyed, and nothing can restore it to life.

A new **Robot's** body costs 1,500 *credits* regardless of the character's level. The process itself is also highly complex and expensive, costing an additional 10,000 *credits* and taking 1d6 days of work to complete. When a technician attempts to repair a broken ("dead") **Robot**, the damaged **Robot** must make a **Saving Throw** vs. **Death**. Note by how much the **Robot** has succeeded in this **Saving Throw** or failed in it, and consult the following table.



Robot Restoration	
Saving Throw	Result
Failed by 10 or more points	The <i>Robot's</i> brain is completely destroyed, and the robot cannot be restored.
Failed by 9-8 points	The <i>Robot's</i> brain is heavily damaged, but possibly salvageable. Another attempt to restore it is possible, but at a -4 penalty and double cost. Penalties and cost multiplication are cumulative for repeated attempts, e.g. a third attempt after failing twice at this level will suffer a -8 penalty and will have a quadruple cost.
Failed by 7-6 points	The <i>Robot's</i> IFF system, logic circuits and ethical constrains did not fully transfer into the new positronic brain. The <i>Robot</i> activates while violently and irreparably berserk! The <i>Robot</i> has full HP and abilities like it had in life, and attacks all next to it with murderous rage. The <i>Robot</i> cannot be calmed down or repaired and will have to be destroyed.
Failed by 1-5 points	<i>Robot's</i> brain copied but in a very incomplete manner. <b>Roll 1d6:</b> 1-2, the <i>Robot's</i> memory was erased; 3-4, the <i>Robot</i> suffers a major and irreparable bug in its programming and will not work reliably; 5-6, the <i>Robot</i> suffers a fatal glitch in its IFF system and ethical constrains.
Exact saving throw number	<i>Robot's</i> brain copied partially, though suffering from significant fragmentation. <b>Roll 1d6:</b> 1-2, the <i>Robot</i> suffers partial memory loss; 3-4, the <i>Robot</i> undergoes a profound simulated-personality change; 5-6, the <i>Robot's</i> brain suffers from recurring "crashes" and "freezes".
Succeeded by 1-5 points	<i>Robot's</i> brain copied mostly intact, though with some glitches. <b>Roll 1d6:</b> 1-2, <i>Robot</i> undergoes partial simulated-personality change; 3-4, <i>Robot</i> suffers from a glitch in one of its sub-systems; 5-6, <i>Robot</i> suffers attribute loss.
Succeeded by 6 or more points	The lucky <i>Robot's</i> brain was successfully copied into its new body without any major trouble, and may return to adventuring with no adverse effects,

**Modifiers:** -4 if the *Robot* was "killed" by a weapon using radiation, electricity or electro-magnetism; +1 if the *Robot* is a combat model (which enjoys better hardening of its positronic brain).

### ROBOT RESTORATION EFFECTS

Here we list the effects of the various inflictions caused by the above table.

**Attribute Loss:** The **Robot** suffers from malfunctioning logic circuits and its mental Attributes are reduced. Roll 1d6: 1-2, the **Robot** loses 1d3 points of **Intelligence**; 3-4, the **Robot** loses 1d3 points of **Wisdom**; 5-6, the **Robot** loses 1d3 points of **Charisma**. The **Attributes** cannot go below 1.

**IFF Glitch:** The **Robot's** IFF systems and ethical constraints suffer recurring crashes. At the beginning of each combat encounter, the **Robot** must make a **Saving Throw** vs. **Mental Effect** or go berserk and become hostile to all creatures and robots around it for 1d6 rounds, after which it will return to its regular programming.

**Major Bug:** The **Robot's** programming suffers an irreparable glitch. Each day, the **Robot** must make a **Saving Throw** vs. **Death** or be inactive for the next 24 hours.

**Memory Erased:** The **Robot's** memory systems underwent a factory reset and now hold only default programming with some minimal remains of the old system data. The robot is reduced to half its former **Level**, rounded up, and has no memory of its previous exploits.

**Memory Partially Erased:** The **Robot's** memory is copied only partially and in a fragmented manner. Reduce its **Level** by one (to a minimum of 1). At the **Referee's** discretion, the **Robot** might have forgotten various details of its past "life".

**Personality Change:** The **Robot** retains intact memory banks, but its simulated personality changes in a profound manner, as negotiated between player and **Referee**.

**Personality Change, Partial:** As above, but the change will be less significant in scope, and the **Robot's** behavior will generally resemble its old "self".

**Recurring "Crashes" and "Freezes":** The **Robot's** brain suffers several irrecoverable bugs and will occasionally shut down and require a hard reset to return to normal operations. At the beginning of each combat encounter, as well as on other times at the **Referee's** discretion, the **Robot** will have to make a **Saving Throw** vs. **Mental Effect** or shut down for 1d6 rounds before returning to its regular functioning.

**Sub-System Glitch:** Roll 1d6 – 1-2, the **Robot's** combat circuits are damaged, causing a permanent -2 penalty to all **Attack Rolls**; 3-4, the **Robot's** self-repair programs are faulty, and it may only repair 1d4+1 **Hit Points** per day instead of the usual 1d6+1; 5-6, the **Robot's** sensor-analysis programs suffer bugs, limiting its effective **Scanner** range to 30 feet rather than the usual 60 feet.

## *REBORN INTO NEW FLESH (AND METAL)*

Advanced technology may be able to cheat death outright by repairing the dead or dying body cybernetically. Such a procedure is monstrosly invasive and will render the new cyborg obviously bio-mechanical in nature. This is also very expensive. This process might cost 60,000 *credits*, or any other cost decreed by the **Referee**, or alternatively given under circumstances decided upon by the **Referee**, such as granted by an organization or corporation in return for various (highly dangerous) favors in the future. At the **Referee's** discretion, whoever is financing the operation may add in various **Cybernetics** (WS 95-96). Note that if you are using the **House Rule: Limiting Cybernetics** (WS 96), this procedure counts as 3 cybernetic implants. When performing the Cyborg Conversion, the dead character must make a **Saving Throw** vs. **Death**. Note by how much the character has succeeded in this **Saving Throw** or failed in it, and consult the following table.



Cyborg Conversion	
Saving Throw	Result
Failed by 10 or more points	The character cannot be revived even with advanced cybernetics and will stay dead. No further attempts may be made to bring the character back to life.
Failed by 8-9 points	The cyborg arises from the dead, but is violently and irreparably insane! The character awakens at full HP and abilities like he or she had in life, and attacks all next to him or her with murderous rage. The character cannot be calmed down or repaired and will have to be put down.
Failed by 6-7 points	The procedure fails. Further <b>Cyborg Conversion</b> or <b>Bio Reconstruction</b> attempts may be made, but at a -4 penalty and double cost. Penalties and cost multiplication are cumulative for repeated attempts, e.g. a third attempt after failing twice at this level will suffer a -8 penalty and will have a quadruple cost.
Failed by 1-5 points	The character is restored to life, but at a bad state – he or she will require 1d6 months of rest. <b>Roll 1d6:</b> 1-2, the character loses his or her memory; 3-4, the character is only partially alive and suffers from cybernetic mismatch; 5-6, the character will suffer from sudden and unexpected fits of murderous rage.
Exact saving throw number	The character is restored to life, though still bearing marks of terrible injury – he or she will require 1d3 months of rest. <b>Roll 1d6:</b> 1-2 the character suffers from partial memory loss; 3-4, the character will have severe recurring nightmares; 5-6, the character will undergo a profound personality change.
Succeeded by 1-5 points	The character is well-restored to life as a cyborg, and will make a full recovery within 1d6 weeks. <b>Roll 1d6:</b> 1-2, the character will be sickly; 3-4, the character suffers attribute loss; 5-6, the character suffers from shaking.
Succeeded by 6 or more points	The character is lucky and awakens fully restored with 1 <b>Hit Point</b> , ready to adventure right from the surgeon's table!
<p><b>Modifiers:</b> +2 if done at a particularly high-tech facility (<i>Referee's</i> discretion); -4 per previous successful <b>Cyborg Conversion</b>; -2 per previous successful <b>Bio Reconstruction</b>; -2 if more than 24 hours has passed since the character's death; -6 if more than one week has passed since the character's death; cannot perform the procedure on characters dead more than a single month. Note that <b>Cryogenic Suspension</b> (p. 6) can "stop the clock" and indefinitely preserve the dead body; in this case, no <b>Saving Throw</b> vs. <b>Death</b> is necessary for thawing, but any attempt at <b>Cyborg Conversion</b> will suffer a -4 penalty.</p>	

### CYBORG CONVERSION SIDE EFFECTS

**Attribute Loss:** The character was not completely healed and suffers from reduced abilities. Roll 1d6: 1, the character loses 1d6 points of **Strength**; 2, the character loses 1d3 points of **Intelligence**; 3, the character loses 1d3 points of **Wisdom**; 4, the character loses 1d3 points of **Constitution**; 5, the character loses 1d3 points of **Dexterity**; 6, the character loses 1d3 points of **Charisma**.

**Cybernetic Mismatch:** The character is neither alive nor dead, and teeters constantly on death's door, held alive only by cybernetics on one hand and suffering from cybernetic rejection on the other. The character suffers a -4 penalty to all actions and **Saving Throws** and only has half of his or her movement rate (in most cases, 6). The character must also make a **Saving Throw** vs. **Death** every month, with the above penalty, or die from cybernetic rejection.

**Memory Loss, Full:** The character suffers from complete amnesia, though he or she will retain basic life skills and partial adventuring skills. The character only retains half of his or her **Level**, rounded down, to a minimum of **Level 1**.

**Memory Loss, Partial:** The character loses part of his or her memory but retains a general idea of his or her identity, as well as most skills. The character loses one **Level**, to a minimum of **Level 1**.

**Personality Change:** The character retains his or her memories intact, but will change personality in a profound manner, as negotiated between player and **Referee**.

**Recurring Nightmares:** The character suffers from memories of being dead and other negative visages and will invariably suffer from severe recurring nightmares every night, preventing healthy sleep. The character will suffer severe insomnia as a result, causing a constant -2 penalty to all actions and **Saving Throws**. Characters possessing powers such as **Meditations** or **Gifts** will only be able to use them as if they were one half their level, rounded down.

**Sickly:** The character's body does not fully recover from being dead and its metabolism is far weaker. Natural healing takes twice as long, and healing by **Meditations** or **Gifts** heals only half the damage (rounded down, to a minimum of 1 **Hit Point**).

**Shaking:** The character's cybernetic neural wiring and servos did not calibrate well, and he or she suffers from constantly shaky hands, causing a -2 penalty to all attack rolls and other actions requiring steady hands.

**Sudden Murderous Rage:** The character awakens as normal but the cybernetic system will eventually show critical and dangerous glitches. At times left to the **Referee's** discretion (recommended every week or every month, depending on how much the **Referee** is merciful), the character must make a **Saving Throw** or fly into a murderous rage lasting 2d6 **Rounds**, doing his or her best to kill any living or mechanical being in reach. After this period, he or she will return to normal functioning but will not remember any of the actions under this rage

## A BRAND-NEW BODY

Highly advanced technology can potentially build a dead person's body essentially from scratch. As long as the deceased's brain is more or less intact, the body can be rebuilt. This technology is rare and monstrously expensive and thus is available only at the *Referee's* discretion. It typically carries a price tag exacted by whoever finances this procedure – in most cases a government, a corporation, or a large crime syndicate to whom the resurrected character will owe a massive amount of favors. **Bio Reconstruction** has three advantages over **Cyborg Conversion**. The first is that a body far more mangled than anything repairable by cybernetics can still be brought back from the dead. The second is that side effects tend to be less extreme than in the case of **Cyborg Conversion**, and that the result is not obvious to the eye or to simple scanners. The third is that, if you are using the **House Rule: Limiting Cybernetics** (WS 96), **Bio Reconstruction**, does not count towards that limit. When performing the **Bio Reconstruction**, the dead character must make a **Saving Throw** vs. **Death**. Note by how much the character has succeeded in this **Saving Throw** or failed in it, and consult the table on the next page.





<b>Bio Reconstruction</b>	
<b>Saving Throw</b>	<b>Result</b>
Failed by 10 or more points	The character cannot be revived even with highly advanced technology and will stay dead. No further attempts may be made to bring the character back to life.
Failed by 7-9 points	The procedure fails. Further <b>Bio Reconstruction</b> attempts may be made, but at a -4 penalty and double cost. Penalties and cost multiplication are cumulative for repeated attempts, e.g. a third attempt after failing twice at this level will suffer a -8 penalty and will have a quadruple cost.
Failed by 1-6 points	The character is restored to life, but suffering biological degradation – he or she will require 1d6 weeks of rest after emerging from the bio-vat. <b>Roll 1d6:</b> 1-4, the character loses his or her memory; 5, the character suffers from an incurable malignant illness; 6, the character will suffer from progressive dementia due to faulty brain reconstruction.
Exact saving throw number	The character is restored to life, though not perfectly – he or she will require 1d3 weeks of rest. <b>Roll 1d6:</b> 1-2 the character suffers from partial memory loss; 3-4, the character's appearance will change radically; 5-6, the character will undergo a profound personality change.
Succeeded by 1-5 points	The character is fully regenerated, and will make a full recovery within 1d6 days. <b>Roll 1d6:</b> 1-2, the character suffers from a significant but non-debilitating deformity; 3-4, the character's appearance changes partially; 5-6, the character will suffer from attribute loss.
Succeeded by 6 or more points	The character is lucky and awakens fully restored with 1 <b>Hit Point</b> , ready to adventure right from the vat!
Modifiers: -4 per previous successful <b>Cyborg Conversion</b> ; -2 per previous successful <b>Bio Reconstruction</b> ; -2 if more than a week has passed since the character's death; -6 if more than one month has passed since the character's death; cannot perform the procedure on characters dead more than a year. Note that <b>Cryogenic Suspension</b> (p. 6) can "stop the clock" and indefinitely preserve the dead body; in this case, no <b>Saving Throw</b> vs. <b>Death</b> is necessary for thawing, but any attempt at <b>Bio Reconstruction</b> will suffer a -2 penalty.	

### BIO RECONSTRUCTION SIDE EFFECTS

Here we list the effects of the various inflictions caused by the above table.

**Appearance Change, Radical:** The character looks like a completely new person and is unrecognizable by anything but a genetic test. Even fingerprints change. The exact effects of this are up to the **Referee** and player.

**Appearance Change, Partial:** The character looks like his or her old self, but not perfectly so. He or she can be recognized by people who knows him or her on a roll of 1-4 on 1d6. Other effects are up to the **Referee** and player.

**Attribute Loss:** The character was not completely healed and suffers from reduced abilities. Roll 1d3: 1, the character loses 1d3 points of **Strength**; 2, the character loses 1d6 points of **Intelligence**; 3, the character loses 1d3 points of **Wisdom**; 4, the character loses 1d3 points of **Constitution**; 5, the character loses 1d3 points of **Dexterity**; 6, the character loses 1d3 points of **Charisma**. The **Attributes** cannot go below 1.

**Deformity:** The character is disfigured, and no surgery may correct his or her deformity. This is not debilitating, but is ghastly and incurs a -4 penalty to any rolls related to diplomacy or persuasion and a +2 bonus to any roll related to intimidation. The character is also very easy to recognize.

**Malignant Illness:** Faulty genetic regeneration causes a persistent, incurable malignancy in the character's

body. Halve all **Attributes** and round down to a minimum of 1. Furthermore, each month the character must make a **Saving Throw** vs. **Death** or die from the malignancy. **Bio Reconstruction, Cyborg Conversion**, or any other procedure cannot restore a character who died in such a way. This is a good time to deal with any loose ends from the character's previous life during his or her remaining borrowed time.

**Memory Loss, Full:** The character suffers from complete amnesia, though he or she will retain basic life skills and partial adventuring skills. The character only retains half of his or her **Level**, rounded down, to a minimum of **Level 1**.

**Memory Loss, Partial:** The character loses part of his or her memory but retains a general idea of his or her identity, as well as most skills. The character loses one **Level**, to a minimum of **Level 1**.

**Personality Change:** The character retains his or her memories intact, but will change personality in a profound manner, as negotiated between player and **Referee**.

**Progressive Dementia:** The character's brain was badly restored and will deteriorate with time. Each month, the character loses 1d6 points of **Intelligence** and 1d6 points of **Wisdom**. When any of these two **Attributes** reaches zero or below, the character falls into a vegetative state and will die within 1d6 months. If both fall below zero on the same month, the character suffers from a stroke and dies immediately.

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