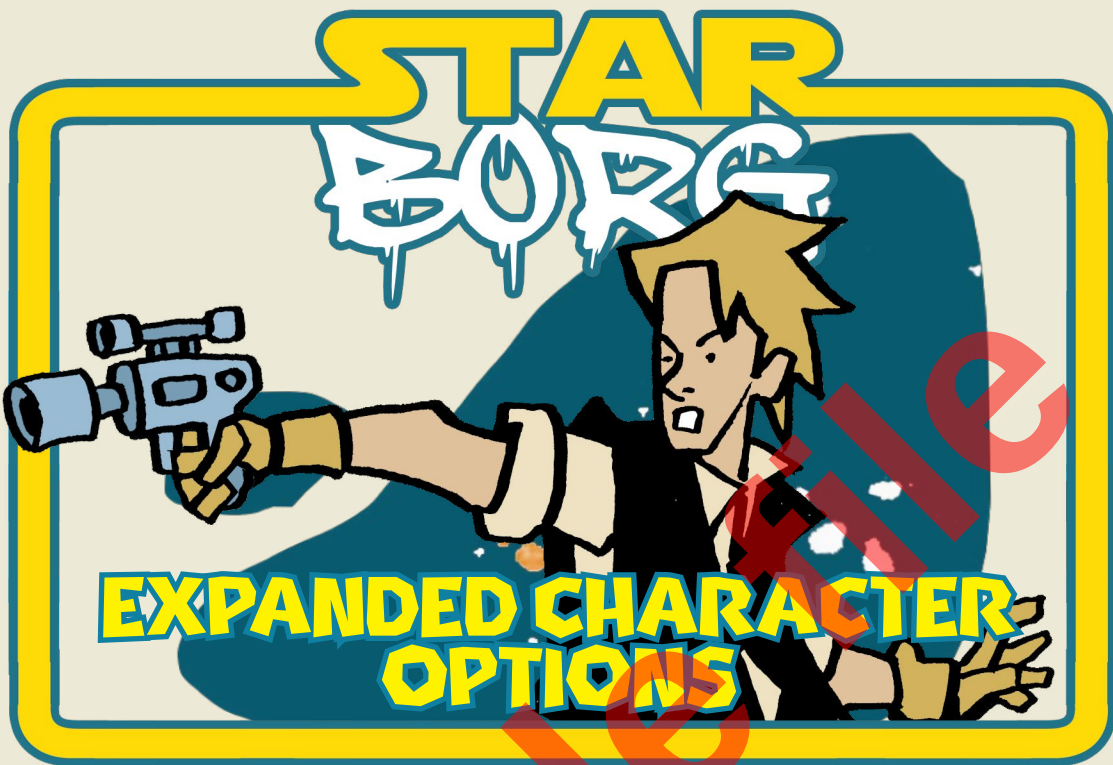


Sample file



Doing even more things with Star Borg Character Creation.

Featuring unofficial expanded Galactic Species rules, six new classes and Optional Starship Rules to make your Star Borg game even more cosmic.

Art and Writing by:
DAVID OKUM

Special Thanks to JP Covert for all of the support and kind words in this endeavor.

This is a third party product created by David Okum that has no connection to Star Borg by Kyle Latino and JP Covert and is also not affiliated with Ockult Örtmästare Games or Stockholm Kartell.

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WHAT'S ALL THIS THEN?

Star Borg is a genius hack of Mork Borg by Kyle Latino and JP Coovert. It is available at JP Coovert's amazing Patreon. You should all go and join up right away. It's full of exciting games, adventures, and lots of honest to goodness fun. I found it very inspiring so I made some paper minis to support the game. Then I thought I'd take an opportunity to add some abilities for the Galactic Species. Then, I thought I'd put together a few more classes and this zine was born.

I have been playing a Mork Borg hack featuring a War in the Stars for over two years now, ever since Mark Evans published his super-smark hack of Mork Borg in 2022. My players instantly loved it and it's been a popular game that I've successfully run at conventions. It's so simple and it really captures the cinematic excitement of classic science fiction. I had a really hard time thinking of ideas for the official roleplaying games of the franchise that inspired this game but when I discovered White Star by James M Spahn in 2015 this all changed. I loved the rules light approach and the simple game system. I didn't want the game system to get in the way of the storytelling. What I found in Star Borg was an even more streamlined approach and it was also inspiring. So, based on almost 10 years of using old school game systems to tell stories about classic War in the Stars adventure I wanted to jump on board and put something together that I could use for my own weekly game but make it something that other people could play as well.

I hope to make many more Star Borg inspired zines. Heck, I am hoping to make many, many more zines. There are a lot of games to be played and a lot of stories to be told and I can't resist getting in on the fun.

Enjoy,
David Okum
Okumarts Games

Links:

Star Borg: <https://www.patreon.com/posts/announcement-103675010>

Mark Evans: <https://wrathofzombie.wordpress.com/2022/11/07/star-wars-the-cost-of-opportunity-rules/>

White Star: <https://www.drivethrurpg.com/en/product/148169/White-Star-White-Box-Science-Fiction-Roleplaying-Swords--Wizardry>

OPTIONAL GALACTIC SPECIES RULES



I. BASELINE HUMAN

Just because the character is human doesn't mean that they are all from the same planet. Humans are scattered far and wide throughout the galaxy and hail from many different homeworlds.

Abilities: No modifiers

Lucky: Humans add 1 to their Destiny Point total at the start of a game session.



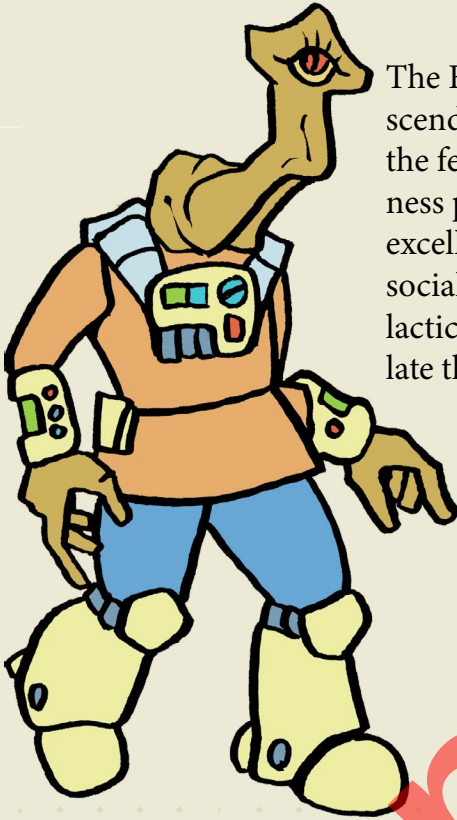
2. FISH-EYED ICHTHYOID

Hailing from an ocean-covered world, the Ichthyoid are master strategists and strong risk-assessors which makes them excellent gamblers and generals.

Abilities: -1 AGI, +1 KNOW

Water-Adapted: Ichthyoid may breathe and move in water as if they were on land.

3. FLATHEADED TRICLADID



The Flatheaded Tricladid is a creature descended from large herd beasts that roamed the fertile plains and forests of a vast wilderness planet. They are good team-players and excellent workers who work hard to 'fit in' to social groups. They are unable to speak Galactic Common, using technology to translate their bellowing.

Abilities: -1 PRS +1 STR

Holler: Once per hour they can release a concussive deafening scream. Anyone within 15' target must make a STR check DR 14 or be stunned for 1d6 rounds (droids are immune).

4. FLIGHTLESS MACROBAT

Flightless Macrobat come from a world of perpetual night. They have an excellent sense of direction and have become notable for their ability to pilot small ships through complex maneuvers.

Abilities: -1 STR, +1 AGI

Echolocation: Macrobat use a stream of chirps to find their way in total darkness. It only works if they are able to vocalize and hear the echo so it is useless in the vacuum of space.

