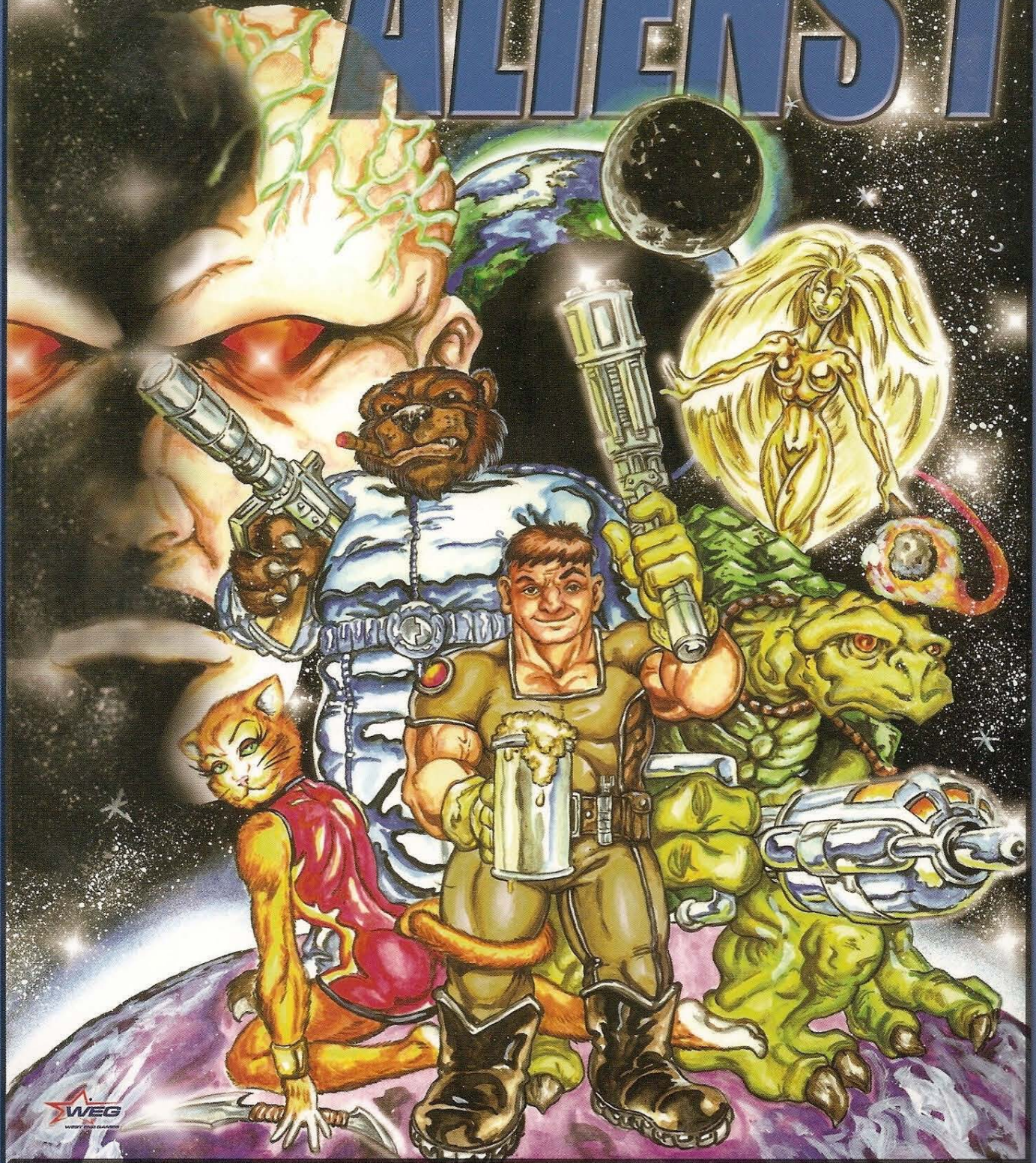


D6 SPACE

ALIENS I





SPACE ALIENS

VOLUME 1

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About This Book

This book contains over 30 different sentient and nonsentient beings suitable for nearly any space-faring adventure. The information in this book is generic, with game mechanics for the *D6 System*, a cinematic roleplaying game that's been enjoyed by hundreds of thousands of people around the world. As one of its house systems, West End Games supports this line with free sample games, character templates, worksheets, errata, discussion forums, and more. Download free material and find out what's new at www.westendgames.com.

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Introduction

A worthy band of scouts has traveled the galaxy to bring you information on over 30 different types of beings. Some of this knowledge was brought to you at great risk. Others were just fun to report about.

The entries herein have been divided into three categories. Hyposapient creatures are of animal intelligence, though sometimes they seem more clever than most humanoids. Homosapient beings exhibit features that would classify them as "sentient" by all but the most arrogant species. Hypersapient beings encompass those entities that are greater than the average sentient species. They're not necessarily smarter, but they are much more powerful.

Each entry offers a typical or example member of the species in question. Of course, there's great diversity in most life, so you might not necessarily encounter the exact member detailed in this book. Some creatures might be more or less powerful than what's presented here, due to environmental factors, scientific or metaphysical experiments, age, diet, and so on.

Furthermore, it's possible that you might not meet most of these creatures; some galaxies are more populated than others.

What You'll Need

You'll get the most out of this book if you've already read (or at least own) the *D6 Space Rulebook*. However, we've included a genre conversion at the end of this book for those who'd like to use these critters in *D6 Fantasy* or *D6 Adventure* encounters.

Hyposapients vs. Sentient Beings

You'll notice that game characteristics are given in one of two ways: with natural abilities or with Advantages, Disadvantages, and Special Abilities. This is to help you distinguish between those with animal instincts only (which are the ones with natural abilities) and everyone else.

Hyposapient Skills

Although clever, most animals are not as intelligent as people are. They don't actively use skills, though they may have some to represent their unconscious application of them, such as *willpower* to resist being told what to do. Animals usually decide on the best course of action that will lead to their own survival, unless they are trained otherwise.

Scale

Many of the creatures in this book include a scale value. (Those that don't have a scale value of zero.) Scale takes into account that large creatures are easier to hit but harder to injure, while small creatures are harder to hit but easier to injure. For

information on how to use scale in your combat encounters, see page 83 of the *D6 Space Rulebook*.

Increased Attribute Special Ability

Some entities have a bonus in parentheses after attributes and Strength Damage values. This number in parentheses indicates the modifier that the creature receives from having the Increased Attribute Special Ability for the related characteristic.

Disadvantages

The effects of the Reduce Attribute and the Hindrance: Movement Disadvantages have been figured into the characteristics of the creatures, so do not apply them again.

Body Points and Wounds

The Body Points for each entry were determined by multiplying the number in front of *Strength's* "D" by 3, adding the pips, and adding 10.

All entries in this book have been given three Wound levels (Stunned, Wounded, and Severely Wounded). Use the "Wound Levels" chart on page 76 of the *D6 Space Rulebook*, dropping Dead to the Incapacitated level. Thus, if the creature takes nine or more points of damage or takes a fourth Wound level, it's Dead.

In either case, adjust the numbers up for harder-to-harm creatures, or down for those that are easy to get rid of.

Note that species packages follow the same rules for determining the number of Body Points or Wound levels as the normal character creation system for characters.

Designer Creatures

Those creatures that gamemasters wouldn't allow players to take as characters may have a minimum of 0D in *Mechanical* and *Technical*, a minimum of 1D in any other attribute (generally *Knowledge*), but they have no attribute maximum. (Note that a 0D in an attribute means that the creature may not rely on that attribute or any skill associated with it.) Use Disadvantages and Special Abilities as inspiration for the game mechanics of various natural abilities for the creature. For ideas on designing new intelligent alien species, see pages 41-42 of the *D6 Space Rulebook*. For suggestions on creating generic people, see pages 123-124.

How to Use the Species Packages

Species packages may be used with any of the character creation systems, though they work easiest with the defined limits or creation points methods.

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117 First decide on the species you want your character to be.
118 Note the cost of that package.

119 Those using templates or the defined limits method need
120 to reduce the number of skill dice their characters start with
121 by the amount listed in the "Total defined limit cost" section.
122 If the template does not have enough skill dice to pay for the
123 package, then you have two options: (1) You can pick another
124 species that has a lower cost. (2) You can select Disadvantages,
125 the total ranks of which equal the package cost. (This is also
126 a good way to get a few extra skill dice.)

127 Additionally, those creating characters with the defined
128 limits method may spend attribute dice to buy a species pack-
age. The "Total defined limit cost" section notes how many
attribute dice you must discard to get the package.

Those using the creation points method subtract the amount
listed in the "Total creation point cost" section.

Regardless of the method that you employ, you also can
pick Disadvantages to offset some or all of the species package
cost. Remember that one rank of a Disadvantage equals one
skill die or one creation point.

Note that one species in this book, the Mareen, has a
character package that actually gives extra creation points or
skill dice for choosing them. However, the base package doesn't
allow them any means of getting off their homeworld, so those
extra points are usually spent immediately to give them the
Equipment to do so.

Once you've paid for the package, continue making a
character as normal.

You'll notice that a few of the species packages do not follow
the "maximum of 10 Disadvantage ranks" suggestion given in
the rulebook. This is because every Disadvantage (as well as
Advantage and Special Ability) has a reason for being there. Of
course, to be a character of that species, the player may not choose
to delete or ignore any part of the package (unless specified in
the package). Players who want to design their own characters
inspired by but not exactly like the packages are still limited by
the Disadvantage maximum, unless the gamemaster allows
otherwise.

Generally, players taking
species packages may only
include up to additional five
ranks of Disadvantages or a
number of ranks of Disadvan-
tages equal to the cost of the
package, whichever is greater.
For particularly good role-
players whose Disadvantages
and character concepts are
more than simply words and
numbers on a page, the game-
master may be more flexible
with these rules.

Players may select only one species package for each char-
acter, though they may discuss with their gamemaster ways
to create hybrid packages.

Making Your Own Species Packages

The process of making your own species packages is both
straightforward and challenging.

Step 1: Describe the species. You can find tips and ques-
tions on pages 41–42 of the *D6 Space Rulebook*. If you'd like
to generate a planet for them, use the system on pages 85–88
of the *D6 Space Ships* supplement. This system also includes
entries related to the populace of the planet, which can be a
useful place to start. Likewise, the "Travel and Combat" chap-
ter of that book contains a bounty of ideas for space-faring
authorities and regulations.

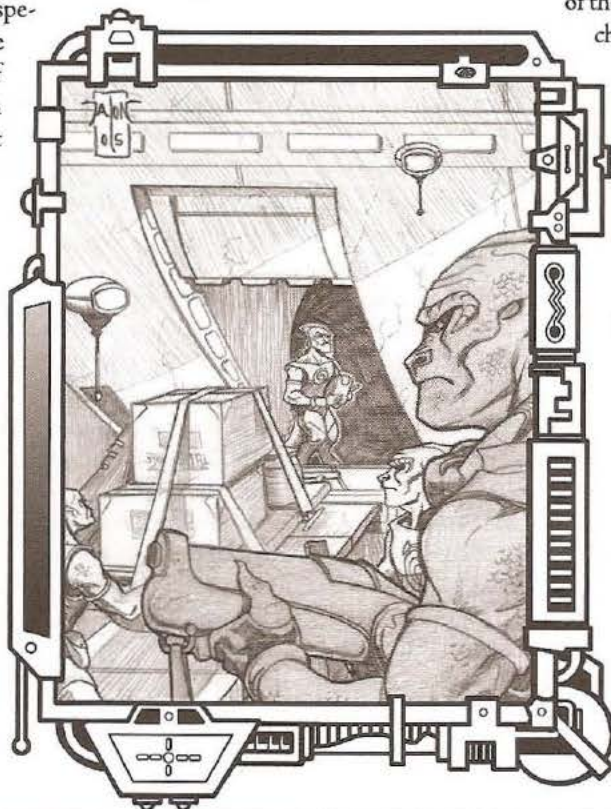
Step 2: Once you have several key features for your new
species, go through the "Character Options" chapter selecting
Disadvantages, Advantages, and Special Abilities.

Step 3: Determine the species package cost. First, add
together the ranks in the Disadvantages. Then, total the ranks
of the Advantages and total point cost of the Special Abili-
ties. Then, subtract the Disadvantages from the total of the
Advantages and Special Abilities. If the final number is zero,
the package has no cost. If the final number is more than zero,
than this is how many creation points or skill dice the package
costs. If the number is less than zero, then this is how many
extra creation points or skill dice the character starts with.

The packages created for this book considered Special Abili-
ties as uncommon (and thus having each additional ranks cost the
same as the first). This is recommended to prevent some abuse

of the species packages. If the gamemaster
chooses to have common Special Abili-
ties (where additional ranks cost
a mere one point each), he should
be certain that the Disadvantages
come up frequently during adven-
tures. (The gamemaster also will
need to refigure any published
package costs.)

Step 4: If desired, add attri-
bute minimums or maximums,
recommended skills, recommended
optional Disadvantages, Advan-
tages, and Special Abilities, and
any other desired notes. This is
an optional step, but one that can
force some uniformity in members.
Remember that, unless otherwise
specified, all characters' attributes
must have at least 1D (0D for
Extranormal attributes), and
a maximum of 5D; attributes
greater this should be repre-
sented by the Increased Attribute
Special Ability.



Accessing: D6 Space Aliens.1 File 0B
Notes: Better take notes.

Accessing Hyposapient Species File

Basilisks

When the basilisks were first discovered on their home planet, explorers scoffed and called them nothing more than a large six-legged crocodile or a horse with scales. But its mundane appearance hid a unique adaptation that makes it a deadly predator.

The basilisk takes its name from the ancient myth of a dragon with a petrifying gaze. Like the mythical creature, the basilisk found on the desert planet has the ability to paralyze its prey.

While at first scientists thought the creature had some sort of metaphysical ability, it was later discovered that the creature simply projects radiation bursts at its prey. These bursts temporarily scramble the prey's nervous system, leaving it paralyzed while the creature moves in for the kill.

After a careful study of the creature's activities, scientists found that the creature actually detects and seeks out radioactive material to help it create the blasts. Once it locates the material, the basilisk swallows and stores it in a special gullet.

This radioactive material can be comprised of anything, including naturally radioactive elements, waste products from medical procedures and industrial plants, or ground-down control rods used contain nuclear reactions.

After the creature gets a large enough cache of radioactive material, it saturates two small organs in its skull with radiation. Once properly charged, the basilisk can fire a blast of radiation, only noticeable as a shimmer in the atmosphere, in the direction the creature is looking. This radiation strikes the prey, paralyzes it and gives the basilisk a chance to strike.

A basilisk is also a clever hunter. The creature often ambushes prey by hiding near water sources and shaded areas where desert animals tend to congregate.

Aside from spending most of its time scavenging for radioactive materials and hunting, a basilisk suns itself on rocks, extending special neck flaps to cool itself as needed. As a cold-blooded creature, it uses the heat of the day to allow it to be active at night.



The creature's mysterious radiation emitter and physical weapons make it especially prized in gladiator pits and as guards to remote installations, where it's often used to patrol no-man zones around military bases, prisons, and other facilities. Likewise, hazardous materials teams use the creatures to seek out and contain radioactive substances.

The creatures also have displayed a degree of domestication, and some races, reptilian ones in particular, have trained them to serve as mounts. Outside of combat, the basilisks wear special lead-lined harnesses that absorb their radiation emissions. When entering combat, their riders pull a special cord to activate a hinge on the harness, sending out a blast of radiation in the desired direction. Activating the harness hinge requires an *Easy riding* skill check.

Basilisk mothers lay one clutch of two to 12 eggs every lunar cycle. Fertilized eggs can be sold for 370 credits each. Hatchlings are worth 1,044 credits.

A dead basilisk can be just as dangerous as a live one. As the creature's body slowly disintegrates, it exposes the radioactive material inside the creature's special gullet. Typical adult basilisks carry about two kilograms of radioactive material inside its body.

Typical Basilisk

Agility 2D; brawling 3D+2, dodge 4D, firearms: paralyzing blast 3D+2, running 6D

Mechanical 0D

Strength 3D+2

Knowledge 1D: survival: desert 3D

Perception 4D: search 4D+1

Technical 0D

Strength Damage: 2D

Move: 20

Fate Points: 0

Character Points: 0

Body Points: 21

Wound Levels: 3

Natural Abilities: paralyzing blast (damage 3D and paralyzes victim; victim may attempt to shake off the effects once per round — as an action — by making a *Knowledge*, *Strength*, *stamina*, or *willpower* roll against the attack total; lead and other radiation-thwarting materials reduce or negate this attack); bite (damage +2D; +5 to combat difficulty); claws (damage +2D+2); radiation resistance (+3D to *stamina* or damage resistance rolls to resist effects of radiation); radiation sense (+5D to *search* for detecting radioactive materials); large size (scale value 3)

Accessing: D6 Space Aliens.1 > Hyposapient
Notes: Check rad suit for holes.

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Accessing Hyposapient Species File

Borkines

The people of Earth have given the galaxy many gifts and innovations; of them, the borkine is certainly the most dubious. Created during the early colonial period of Terran expansion, this beast of many burdens is a genetically engineered amalgamation of several Terran species of herd and farm animal, including cows, horses, camels, pigs, alpacas, sheep, and many others. It's designed to live anywhere people can live, and thrive in a number of environments effectively. The original name of this creature was the "OmniBeast," but over the centuries the term "borkine" has come to be the common moniker through interstellar legend and the proliferation of "bork" based food products.

The beast is, for its faults, a boon to colonial efforts and planets with harsh climates. It can live in temperatures from -50 to 70 degrees Celsius, survive without water for 20 days, eat nearly any vegetation, and can be used for several different tasks. Aside from serving as a simple food source, both meat and dairy, they can be used for plowing, ground clearance, cargo hauling, mounts, and, if bandits should appear, as cover. For all intentions, it's a very hardy and efficient animal, which is the crux of the problem.

Borkines, despite their many uses, must be managed carefully or their propensity for survival will eventually cause their own extinction. The female borkine, or borkow, can give birth to one to three young twice per solar year. With their resistance to disease, poison, and harsh climate, their numbers can quickly outgrow the food supply. For this reason the males, or

borkulls, are kept away from the females on developed worlds and are stocked in much smaller numbers.

In the wild, about one male will be encountered per 10 to 20 females in herds of a few hundred to several thousand. Here, the matter of population control generally depends on an abundance of predators, as where there are wild borkine carnivores are sure to flourish. On farms, ranches, and patrolled areas, the ratio is about one to 50 or more. Genetically speaking, the borkine does not seem to suffer from the breeding problems of having too few males.

Typically docile, though stubborn, the borkine has been known to be hostile when not tended regularly by people. In the wild, the females generally ignore most interlopers that don't have designs on eating them, but the males gore and trample intruders readily. If they feel threatened, females create a wall around the young, or borkalves, and await the outcome. If sufficiently panicked or with no males present, approximately 1D borkows per attacker stay and fight while the remainder stampedes into the distance.

Combat with a borkine, male or female, is very basic. They typically charge their opponents and gore them; those that are knocked down are then trampled. The beast then runs anywhere from 20 to 40 meters beyond, or to the side of the target, turns around, and charges again. Once the aggressor is believed to be unable to continue fighting, the borkine returns to the herd. Most who encounter a raging borkine generally play dead or run away, unless sufficiently armed to deal with a creature of such mass.

If unfortunate enough to be in the path of a borkine stampede, there is little defense, aside from heavy artillery. Stout or high shelter should be sought, as they are unlikely to plow into a strong wall or tree.

Typical Borkine

Agility 2D+2: dodge 3D+2, brawling 4D, running 5D

Mechanical 0D

Strength 4D+2: lift 7D, stamina 5D+1

Knowledge 1D+1: willpower 3D

Perception 3D: search 3D+2

Technical 1D

Strength Damage: 4D

Move: 12

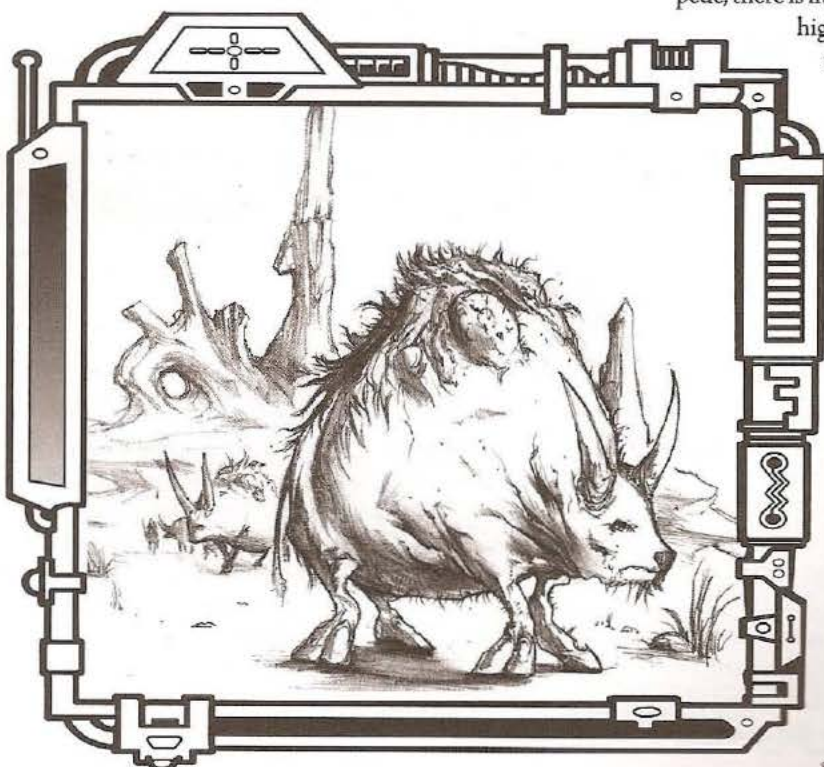
Fate Points: 0

Character Points: 0

Body Points: 24

Wound levels: 3

Natural Abilities: gore (damage +2D); trample (damage +3D); resistance to disease, poison, cold, and heat (stamina +2D); large size (scale value 4)



Accessing: D6 Space Aliens.1 > Hyposapient
Notes: Borkine. It's what's for dinner.

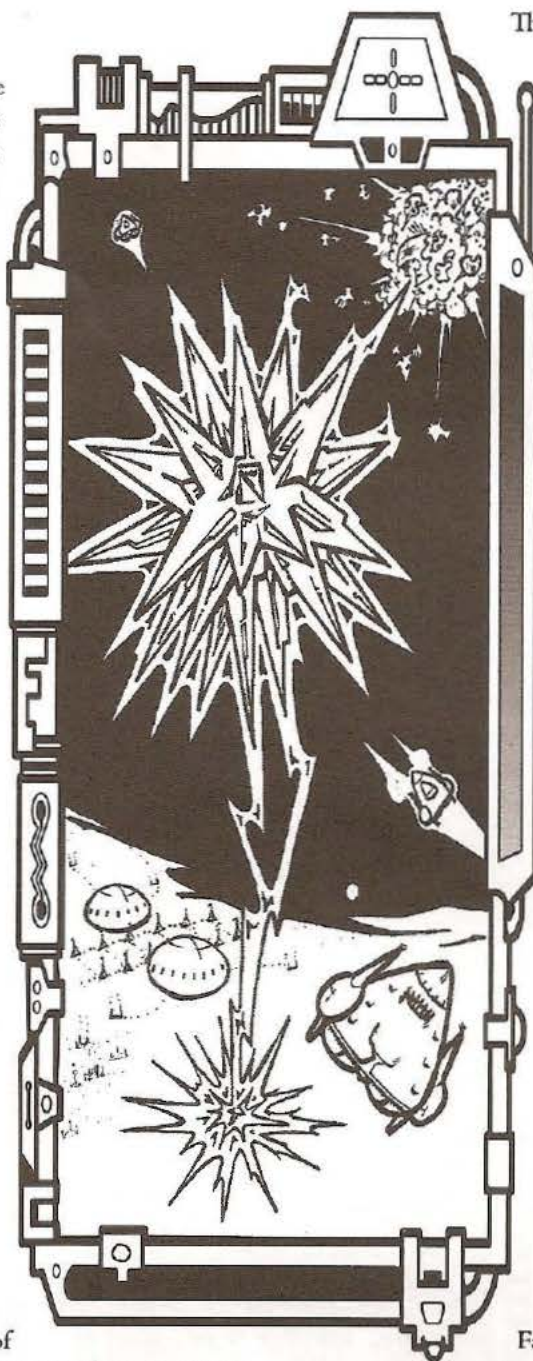
Accessing Hyposapient Species File

Chalsamars

Some say that to look upon the chalsamar is to view the face of the Creator. These crystalline creatures have evoked both wonder and awe among those who gaze upon the heavens, but they amazingly still remain an enigmatic force. Although there have been few recorded sightings in known history, scientists, sages, and a growing number of learned folk feel these beings could be as old as the universe and may have been given life when the early universe to form heavenly bodies. Many cults on remote space colonies worship the chalsamar as divine harbingers, and they sacrifice "infidels" to stay their "righteous" wrath.

These creatures usually happen into combat instead of initiating it, generally because a small star fleet, league of super-heroes, or similar power group decides to attempt thwarting the threat to a world that lies in the chalsamar's path of destruction. Unfortunately, the conflicts are usually futile, but there have been rare cases where the interstellar dreadnaught was driven off course far enough to spare a seemingly doomed world. Such battles are often waged in deep space because even if creature's trajectory is only altered by a fraction of a degree, it may be enough to avert disaster. Although some victors have told of destroyed a chalsamar, it's uncertain whether these beings can truly die because the fragments of their essence quickly congeals and fades into nothingness. There are those who speculate that the fragments are transported to an alternate universe where the creature reforms.

When the chalsamar detects solid objects in its flight path, the creature instinctively slows to sublight speed to bombard obstacles with its translocation beams, which sometimes simply relocate the object out of its way and, at other times, transport the offending target to a parallel universe. This power is also used to eliminate threats such as star fighters, heavenly bodies, or cosmic-powered beings. Should this fail, the crystalline creature makes small course corrections until it finds a clear path.



The arrival of a chalsamar might herald the beginning of sector-altering events as entire planets are evacuated to flee this creature. Bold characters who decide to stay and fight may fall prey to its translocating terror and find themselves adrift in another universe. Maniacally warped fools have been known to use metaphysics or super science to summon the crystalline being in an attempt to steal its power. The chalsamar has even been an unlikely hero by accidentally interposing itself between an invading interstellar armada and the outgunned world the fleet intended to conquer. This has lead some planet's citizens to worship the being as a savior. A few who have had the rare opportunity to study the creature have found a way to use its shifting powers and turn it into a dimensional gate. This has lead to other beings from strange new worlds coming into this dimension.

Typical Chalsamar

Agility 6D: firearms: ray 6D+1, flying/0-G 8D

Strength 8D+1: stamina 10D+1

Mechanical 1D: navigation: space 5D

Knowledge 2D: intimidation 8D, survival: space 6D, willpower 4D+2

Perception 3D: search 5D

Technical 0D

Strength Damage: 4D

Move: 3 (space units, space only)

Fate Points: 0

Character Points: 0

Body Points: 35

Wound Levels: 3

Natural Abilities: translocation ray (damage 10D for determining relocating only; use *firearms* to make attack; use damage to determine distance of relocation — the greater the difference, the further away, with a Dead result indicating that target is sent to another dimension; actual relocation destination is decided on by the gamemaster); crystal form (Armor Value +12D); interstellar flight (equivalent to 0.3 drive rating); can survive in space; large size (scale value 52)

Accessing: D6 Space Aliens.1 > Hyposapients
Notes: Navigator: Avoid interesting lights.

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Accessing Hyposapient Species File

Charybdis Devourers

Space holds innumerable dangers to overcome in traversing its vast expanse, but none are as insidiously dedicated to destruction as the silent hunter known as the charybdis devourer. Floating through space, these creatures, which appear to be mere asteroids, are in truth predators of the void seeking any solid matter they can find for sustenance. They hunt through the appearance of harmlessness and calculated manipulation of the force of gravity to bring both starships and minor astral bodies to their doom.

The charybdis devourer has a unique and brutally effective hunting technique: It has the ability to manipulate its own gravitational field, increasing it to such proportions that it warps space and draws other objects toward it at great speed. Once smashed upon the rocky exterior, all matter is slowly absorbed into the organism with no chance of escape. Despite this fact, legends of people living on the surface of a devourer still persist. In addition, the creature can apparently use its abilities with gravity to find spacelanes or inhabited systems and travel there at great speeds. How it does this is yet to be discovered, but it's theorized that the devourer can actually create wormholes and travel to any location within the galaxy.

Most encounters with a devourer are typically short and simple: If a vessel is at the outside of the devourer's gravity field and detects the creature with a Heroic sensors roll, the ship's captain would do well to retreat and live to tell the tale. Otherwise, if the ship is 30,000 kilometers away or closer, the devourer sense the vessel and increases its personal gravity field suddenly. The ship is pulled toward it at a rate of 1,000 kilometers per round. This assumes the ship is trying to reverse thrust against the gravity field.

Ships have survived the encounter one of two ways. The first is to blast the devourer to pieces with its weapons (not usually an option for small craft). However, without careful piloting through the debris, the strange, amoeba-like bio-matter can lodge itself in the hulls of ships and become a great problem to systems. Disabled starships that have been infested

with charybdis rock eventually become devourers themselves as the mass grows and absorbs the matter of the ship.

Light ships and fighters must attempt to steer into the devourer, increasing thrust to maximum, and divert course at the last moment, using the gravity well as a slingshot to allow it to escape the well. (This requires a Heroic piloting roll.) Capital ships have no chance of attempting this maneuver, but fast escape pods and shuttles might.

Apparently, the charybdis devourer is not only the enemy of space travelers, but of the inhabitants of the space itself. Pods of starwhals have been sighted attacking devourers ferociously. They ram large devourers, breaking pieces off and eating them. In this way, their furnace-like bellies surely destroy the bio-matter.

The true power of the devourer lies not entirely in its manipulation of gravity but in anonymity. Several species have little or no knowledge of these creatures, thus allowing the devourer to hunt in some areas unchallenged. Moreover, only a few dozen of them have been discovered in the charted galaxy; thus hunting them is very difficult among the billions of normal asteroids that are out there. This leads to a false sense of security; after all, an encounter with a charybdis devourer is a once in a lifetime event ... typically the last event in a lifetime.

Typical Charybdis Devourer

Agility 1D: flying/0-G 3D

Mechanical 1D: navigation: space 8D

Strength 6D: stamina 14D

Knowledge 2D: astrography 5D, intimidation 7D, survival: space 4D

Perception 3D: search 5D+2

Technical 0D

Strength Damage: 3D

Move: 4 (space units; space only)

Fate Points: 0

Character Points: 0

Body Points: 28

Wound levels: 3

Natural Abilities: armor (Armor Value +1D); ram (damage +6D); gravity manipulation (see description); energy detection (search may be used like sensors); can survive in space; large size (scale value 40)



Accessing: D6 Space Aliens.1 > Hyposapients
Notes: if TRUE(ship.slow) then ship.lunch

Accessing Hyposapient Species File

Dire Lurkers

Of all the creatures that shun the light of the sun and cling to the darkness of the subterranean world, none have the cunning nor the murderous instinct of the dread, diabolical predator known as the dire lurker. These fiendish creatures use their ability to cloak themselves in darkness to mask their approach when stalking prey. When not on the hunt, they prefer to hide amid stalactites of vaulted cavern ceilings while scanning their subterranean realm for the next victim to toy with. The netherworld horrors have been known to pursue prey for days and sometimes pass up quick kills in order to wear down their intended targets before finishing them off. People who have been fortunate to survive the attack of a dire lurker claimed the beast seemed to feed off their fear. It's unknown as to whether the creatures physically devour the terror they cause or are merely fulfilling sadistic desires, but some speculate that the sole survivors of groups who were slain by dire lurkers were purposely left alive to tell of their experience. In any case, people do not enter their domain without good reason.

These creatures appear to have descended from reptiles but have a near-sapient intelligence, tempered with a wickedly mean streak that would give the most cold-hearted murderers good reason to pause. Their sinewy muscles allow their deadly claws to cling to cavern walls, and they travel along subterranean ceilings with ease.

Dire lurkers prefer to sleep at the top of vaulted caverns. They accomplish this by sinking their natural weapons into a solid stalactite and coiling around it. Once the beast is in position, its spine locks and its body provides a natural lashing to keep it aloft. Its coloration allows the creature to blend in with its surroundings.

These beasts have been known to harass archaeologists on remote digs, act as unknowing guards of a lost underground city, and find their way into the air ducts of an underground research facility. Heroes could also find themselves cast as impromptu saviors when diplomats from a subterranean race

plead for their assistance in ridding their realm of one of these horrors.

On one world, explorers have found a creature that appears to be very similar to the dire lurker, complete with nearly identical appearance and abilities, but at only five centimeters tall. These so-called "little lurkers" have become popular pets, kept in glass cages with faux cavernous systems; in their little world, they attack unsuspecting pieces of leftover meat or tiny rodents. Xenobiologists are nervous about the implications of this creature, since if these little lurkers are an offshoot or a case of parallel evolution, they could be extremely dangerous. For their part, the pet owners are unafraid, although they do note a tendency of their pets to grow a fair bit if overfed.

Typical Dire Lurker

Agility 4D: acrobatics 5D, dodge 5D, running 4D+2

Strength 5D: climb/jump 7D, stamina 5D+1

Mechanical 1D

Knowledge 2D: intimidation 4D, survival 5D, willpower 3D

Perception 4D: hide 6D, search 4D+2, sneak 5D

Technical 0D

Strength Damage: 3D

Move: 14

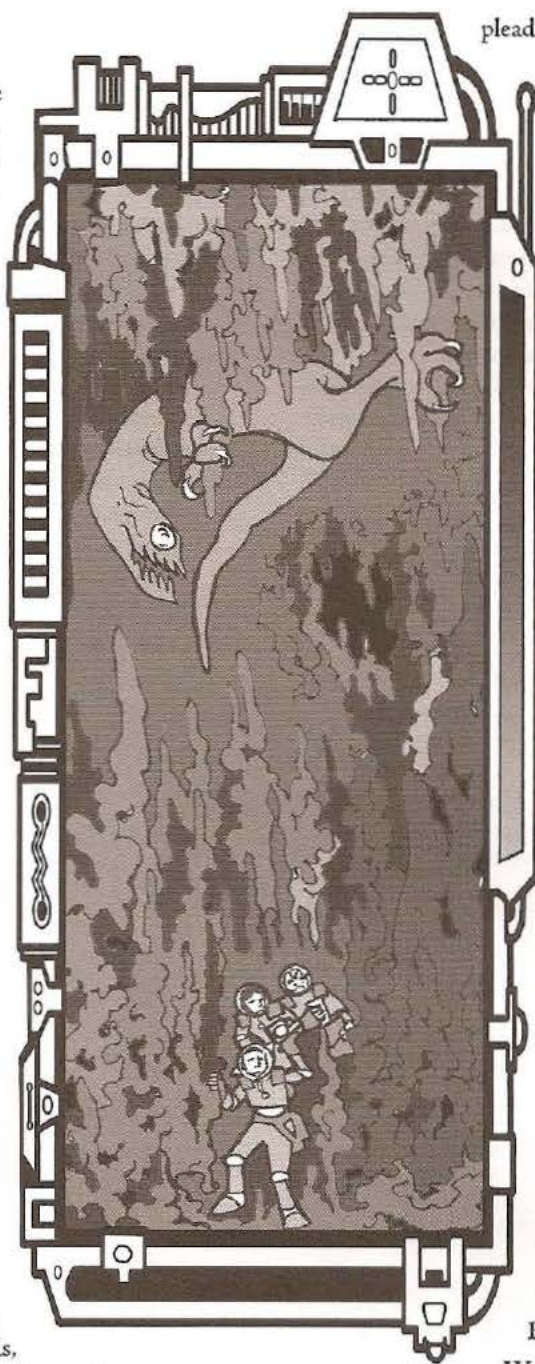
Fate Points: 0

Character Points: 0

Body Points: 25

Wound Levels: 3

Natural Abilities: claws (damage +2D); darkness field (can project a field of darkness that raises the difficulty of sight-based skills used while in it by +5; lasts for a maximum of 2 minutes; extends 5 meters around creature); sinuous (+3 to acrobatics and dodge totals); fast reactions (+1D to initiative rolls; may take an additional action for one round 3 times during an adventure); fear (+1 to intimidation rolls and +1 combat defense against those who fail to resist an intimidation attack); infravision (negates up to 6 points of modifiers for dim or dark conditions); small size (scale value 4)



Accessing: D6 Space Aliens.1 > Hyposapients
Notes: Send one to ex-significant other.

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Accessing Hyposapient Species File

Duskdiggers

The desert realm is a paradox in many ways. At first glance, it appears to be a bleak, desolate wasteland with little to offer the imagination. Those who probe deeper, however, find it holds a multitude of secrets. It seems improbable that the oft hostile environment could support life, but a wide variety of creatures manage to survive its embrace. Birds of prey soar over the desolate landscape, reptiles pass between its dunes, rugged plants brave the harsh sun, and the humble duskdigger burrows beneath the surface in an endless quest for nourishment.

This serpentine-like duskdigger wears plates of light, natural armor along its back to protect it from those who would make a quick meal of it. Although the reptile can slither among the dunes as it searches for new plant life to feast upon, it can rapidly burrow beneath the sand with its short, finlike legs once it's located prey.

The body of this desert denizen has a sandy-gray coloration. Its back resembles sun-bleached sand, its sides deepen to a darker

tan and the underbelly ranges from a slight peach-parchment to ashen-white color depending on the current state of hydration for the duskdigger. It takes the former color when sufficiently hydrated, and the latter when dangerously parched.

Duskdiggers are viewed with reverence or disgust depending on who's talking. They are coveted by nomadic peoples because their segmented bodies can be tapped for their moisture reserves. Those who try to bring life from arid lands despise these pests because they have been known to ruin crops. There have been times when diplomacy skills come in handy as farmers seek to get rid of the pests that neighboring desert nomads uses to maintain their of life.

Denizens of the underworld prize the creature's poison sacks because their venom can be distilled into a powerful hallucinogenic substance. Thus, barren worlds that import duskdiggers often seek heroes to protect the creatures from poachers, who harvest the desert dwellers to fuel their drug rings.

A fully hydrated specimen can provide a normal person two days of moisture. To harvest the life-giving liquid, a person punctures one of the creature's segmented, underbelly compartments and sucks out the gel-like fluid. If kept out of direct sunlight, a duskdigger corpse retains its untapped moisture for up to two weeks after its demise.

Duskdiggers have natural defenses to help keep them from being easily exploited. The natural flexibility of their serpentine bodies allows them to wiggle fluidly, making them difficult to hold. Seizing one of these creatures can be the least of the worries of a would-be harvester, though, as these desert denizens can deliver a nasty, venomous bite. Woe be it to the unwary hunter who underestimates them!

Typical Duskdigger

Agility 3D: acrobatics 5D+1, brawling: bite 3D+2, dodge 4D

Strength 2D+2: stamina 4D

Mechanical 0D

Knowledge 1D: survival: desert 2D

Perception 4D: hide: self-only 5D, search 4D+1, sneak 4D+1

Technical 0D

Strength Damage: 1D

Move: 4

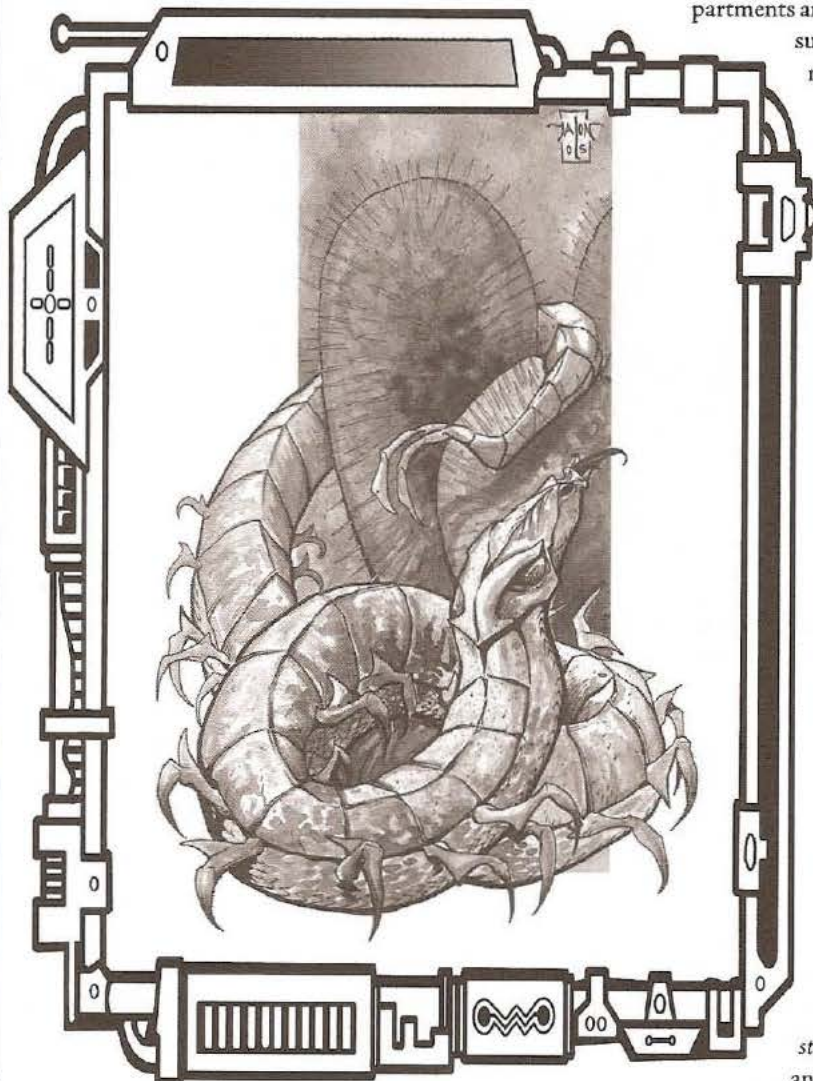
Fate Points: 0

Character Points: 0

Body Points: 16

Wound Levels: 3

Natural Abilities: bite (damage +1D; +5 to combat difficulty; venom injected when brawling success beats difficulty by 5 or more); venom (causes 3 points of damage every 10 minutes until the victim dies or is treated; Very Difficult stamina roll to resist); flexibility (+1D to acrobatics and dodge rolls); small size (scale value 5)



Accessing: D6 Space Aliens.1 > Hyposapients
Notes: Keep some chilled for parties.

Accessing Hyposapient Species File

Grassback Maulers

This stealthy predator inhabits the vast plains of Tarak III, where it preys on the great herds of herbivorous kavamadu feeding on the tall grasses. The creature's broad back is covered with stiff fur similar in coloration and texture to the grassland foliage in which it lurks. Grassy fur also grows atop the head and the upper-facing portions of the forearms. When hunkered down, the predator looks like a clump of grass amid the open savanna. Several short, sharp horns project from the snout of the broad, flat head, with enlarged nostrils to the front and slit eyes at the sides. The creature has no jaw or mouth, breathing completely through its nostrils. Small forearms end in razor claws, which are used with the horns to subdue prey. Muscular rear legs give a mauler incredible speed and amazing power to leap on victims from concealed locations.

Although savage and tough on the outside, a mauler's underbelly remains soft and vulnerable. Fist-sized feeding nodules cover its underside, each bubble concealing a small sucker-mouth. After felling its prey, the mauler drapes itself over the carcass; the nodules open so the suckers can slowly consume the body beneath the beast.

Although they exhibit typical male aggression tendencies, grassback maulers have no male or female reproductive organs. Adults reproduce by depositing a single, ravenous larva in a partially consumed carcass at the time of breeding (usually once every two years). The parent mauler leaves half the carrion to the offspring, which grows as it eats its way out of the carcass. Infant maulers prey on smaller game, usually rodents or carrion avians, until they reach young adult size after a year. Even juvenile maulers have a feisty sense of self-preservation.

These solitary hunters stalk prey that can supply enough meat for a week (one kill satisfies the beast's hunger for that time). Leaping from its concealed location, a mauler races at its victim, lunges at it with its claws, and thrashes its head about, shredding flesh with its pointed horns. Most herbivores or herd animals suffice; maulers do not intentionally pursue prey that turns to fight an active defense. They do not attack sentient creatures like Terrans unless provoked

by violating their territory, interrupting a feeding, blocking a food source, or cornering them.

Maulers follow the kavamadu herds across the Tarak plains, resting just out of sight until ready for the hunt. Occasionally they encounter parties of sport hunters who come to the planet for game, though the local smuggler communities also hunt kavamadu to supplement their food stores with fresh meat. Maulers sometimes follow their prey too close to settlements or savanna landing fields, where they become nuisances as they stalk pets, domesticated livestock, or lone, helpless settlers.

Maulers can survive in any hospitable grassland environment where game abounds. The Mesa Lords of Tarak III often capture, tame, and train maulers as guard-beasts to roam their isolated estates and deter or eliminate intruders. Some entrepreneurs export trained maulers off world, selling them as sentry beasts to nobles with lush lawn

gardens or fiefs of plains territories. During several weeks of adjusting to their new habitat, the transplanted creatures shed their old grassy coat while a new one mimicking the local savanna grows in its place. Criminals engaged in growing fields of narcotics also employ the creatures as guards. On worlds where industry has overrun or destroyed the natural habitat, trained maulers serve as luxury pets to the elite, who keep them lurking on leashes in their audience chambers; such captive beasts rarely survive long, as their protective fur shrivels and dies in the absence of any natural habitat.

Typical Grassback Mauler

Agility 5D: brawling 6D, running 7D

Mechanical 1D

Strength 5D: climb/jump 6D

Knowledge 1D: intimidation 4D, survival 4D

Perception 4D: search 5D, sneak 6D

Technical 0D

Strength Damage: 3D

Move: 15

Body Points: 25

Wound levels: 3

Natural Abilities: claws (damage +1D); horns (damage +1D); camouflage (sneak +1D in grassy environments)



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Accessing: D6 Space Aliens.1 > Hyposapients
Notes: Watch for moving grass & no wind.

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Accessing Hyposapient Species File

Grotto Gatherers

Of all the bizarre forms of life that struggle to survive the oft-hostile subterranean world, the humble grotto gatherer has mystified many environmental scientists who have studied them. Although scientists lack many of the facts of their origin, they agree the highly adaptable creature is an apparent visitor to this part of the galaxy. It appears that its "seeds" are highly resistant to temperature and pressure, so it's likely that, first, comets and, later, space transports carried it through space. Once the seeds hit atmosphere, if the combination of air, moisture, and gravity is within a certain tolerance range, the seeds being to develop into new oozes, which immediately make their way to the nearest subterranean entrances. Most immature gatherers never make it. However, unlike other star tossed, circumstantial strangers to known space, the grotto gatherer seems to benefit its adopted worlds and has quickly adjusted to life on many alien worlds.

The meal of choice for these minions of the netherworld is the delectable roots of subterranean plants, but they occasionally feed upon fungi. Their typical method of consumption is to invade their target by covering them. As time passes, they drain their food of moisture and available key minerals. Once the feeding has ended, the grotto gatherer uses its acidic properties to seep through the bedrock toward its next "victim."

Grotto gatherers draw their name from the unusual side effect of their feeding habits. The residual slime they emit leaches minerals from their rocky environment and leaves an enriched residue in their wake. This allows plant life both an easier route for their root system and a source of nutrients essential for their growth. Thus, one finds gatherings of plants in places where this creature has fed for an extended period of time, and vast root networks follow their path. Fortunately for the grotto gatherer, most subterranean plants grow quicker than the ooze's rate of consumption.



Grotto gatherers are quite resilient despite their natural viscosity. Many researchers who have managed to capture a specimen have found — to their dismay — that their prize slipped free of its prison and escaped! The oozes can also use their uncanny control of form to resist damaging blows.

Some rare minerals react curiously to gatherers' passing, developing elaborate and beautiful multicolored patterns that aren't otherwise found in nature and can't be replicated in a lab. These formations are highly prized by collectors, who call them "grottographs." The pieces draw high prices on the market, with larger intact grottographs going for exponentially more money than smaller or broken ones. The largest complete one yet found was over 10 square meters, which earned its discoverer enough to start a large corporation. As a result of the potential rewards, entrepreneurs sometimes brave the dangers of subterranean exploration in hopes of finding formations that can be extruded.

The worse known effect of the gatherer's slime is the possibility that they may wear away the stone foundation of a city. Places that know they are built on subterranean tunnels often hire people to keep the grotto gatherers in check.

Typical Grotto Gatherer

Agility 2D; brawling 3D, dodge 2D

Strength 4D; lift 5D, stamina 5D

Mechanical 0D

Knowledge 1D; intimidation 5D, survival 5D, willpower 4D+2

Perception 5D; con 6D; hide 7D, search 6D, sneak 8D

Technical 0D

Strength Damage: 3D

Move: 3

Fate Points: 0

Character Points: 0

Body Points: 22

Wound Levels: 3

Natural Abilities: acid touch (damage 4D to inorganic materials only); nutrient-draining touch (damage +1 to organic material only); immune to mental attacks; small size (scale value 5)

Accessing: D6 Space Aliens.1 > Hyposapient
Notes: Take shipment to barren planet.

Accessing Hyposapient Species File

Orvoxx

Centuries ago, scientists in a desolate, secret research facility on a moon in the Olthalon system felt they were nearing a dynamic breakthrough in dark-matter research. Soon, unlimited power would be theirs as long-guarded secrets began to unravel before their eager, inquisitive eyes. Then, just as the truth was nearly within their grasp, disaster chose that precise moment to strike as ravenous dimensional energies slipped their bonds and ran amok while their would-be masters cowered in fear. In the blink of an eye, the terrible energy engulfed the hapless questers, and soon their lunar home gave birth to an interstellar terror when something not of this universe passed through the newborn dimensional rift and began to feed upon its new home. As it consumed the laboratory and the moon it rested upon, the creature grew and began to feed on the system's planets. However, as it closed in upon the solar morsel, cosmic justice screamed out and the creature's audacity could no longer be ignored. In one final moment of defiance, the beleaguered system's sun went supernova!

Olthalon's wrath scattered the unwanted visitor across known space. Shards of the galactic terror now wander through the void and engorge themselves all they come across. Their preferred method of assimilation is to drift across worlds they encounter while drawing the life from its inhabitants. Tendrils of energy snake from their storm-cloud-like bodies as the creatures pursue their prey. Once a chosen world has been stripped of life, their executioner sinks through its crust and burrows into its core. After a brief gestation period, the creature replicates itself as its stolen womb explodes with near divine fury and the spawn of its assassin leaps toward the stars.

Thus, is the legacy of those who would bend untamed forces to their will. Their terrible offspring have caused misery throughout known space and many would-be defenders have fallen before them. Although the murderous terrors have been called many things, they are commonly known as the Orvoxx.

The remaining shards of this energy-decaying creature can wreak havoc upon unsuspecting space colonies and interstellar ships alike. Heroes could be tasked with saving countless lives by interposing themselves between the Orvoxx and its next meal. Some explorers have found themselves tracking the wake of the annihilators in a series of search-and-destroy missions designed to rid known space of Olthalon's spawn. Of course, there exist depraved scientists who try to draw an Orvoxx shard to them in hopes of capturing it for study. Someone has to clean up the mess

when the hunters find their calculations are a hair off, and the creature breaks free, seeking to destroy an inhabited system.

Typical Orvoxx Shard

Agility 7D: dodge 9D, flying/0-G 7D+1

Mechanical 1D: navigation: space 4D

Strength 4D: stamina 5D

Knowledge 1D: survival: space 6D+1

Perception 5D: search 5D+1

Technical 0D

Strength Damage: 2D

Move: 10 (flying)

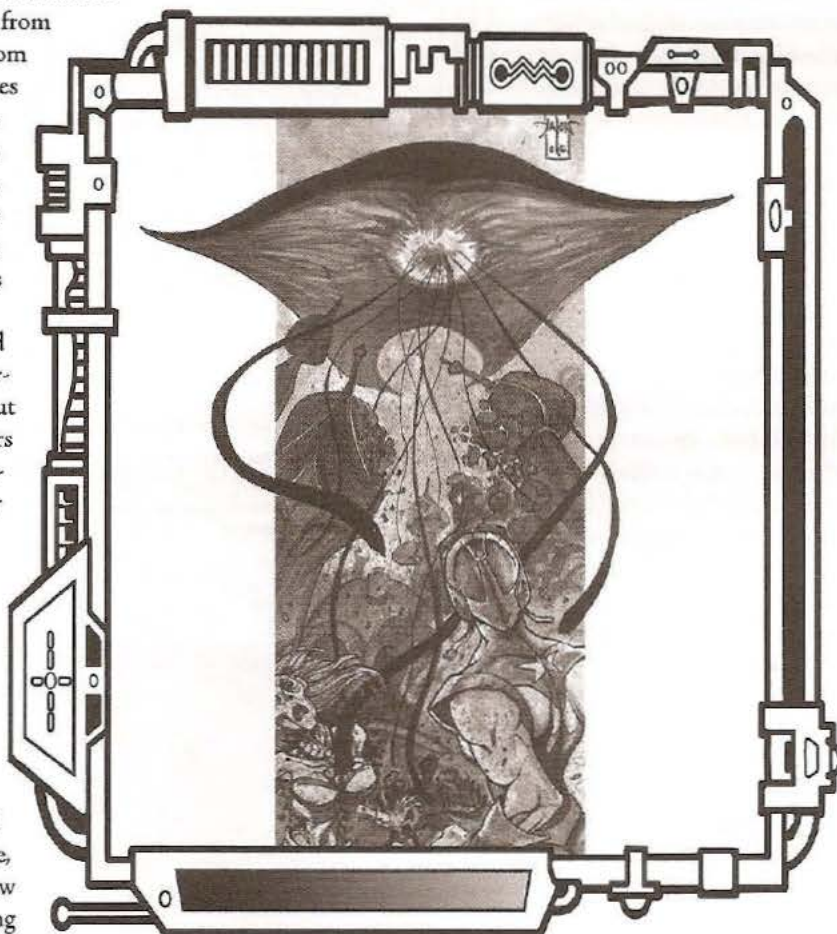
Fate Points: 0

Character Points: 0

Body Points: 22

Wound Levels: 3

Natural Abilities: energy tendrils (damage 6D to organic material); energy aura (Armor Value +5D); space faring (space Move equals atmosphere Move); can survive in space; large size (scale value 20)



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Accessing: D6 Space Aliens.1 > Hyposapients
Notes: Reason #217 why science stinks.

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Accessing Hyposapient Species File

Plasmakells

With their ivory-white plumage, plasmakells, known to many as "plasmakeets" or "firebirds," are the bane of spaceports and frontier outposts throughout the universe. A highly specialized form of raptor, they often dive-bomb settlements in search of prey.

Plasmakells hunt in an entirely different way than most birds of prey. Instead of gouging their prey with their razor sharp talons and beak, plasmakells first set their prey ablaze, cut them apart as they cook, and then gorge themselves on the charred remains.

In order to set their prey on fire, plasmakells have developed a unique addition to their diving attack. First, the creature picks out a general target area, such as a spaceport or herd of creatures. Next, the plasmakell takes flight, climbing high into the outer atmosphere. With its keen direction sense, it reverses its climb, takes aim at its general target, and begins a free-fall descent. As the plasmakell gains speed, the air friction somehow causes the oils on the creature's body to burst into flames. When the plasmakell gets close to the ground, it selects an individual target and swoops in on it. As the plasmakell rushes by, the built-up energy strikes the prey, setting it ablaze with an explosive fireball. As ball hits the target, the plasmakell pulls out of its dive and arcs back at target, where it attacks with more traditional weapons — its claws and beak.

The plasmakell survives such brutal conditions because of a set of highly specialized feathers that surround its head, neck, breast, and wings. These feathers protect the plasmakell from the extreme heat generated during their nearly supersonic descent.

Plasmakells congregate in flocks of up to a dozen birds. They favor nests that sit at high vantage points, such as skyscrapers, space elevator threads, and high-atmosphere flotillas. In a more natural setting, the creatures make their home on mountain tops and tall trees that can support their nests' size.



Plasmakells raise up to two broods each Earth year. Each brood contains three eggs. Hatchlings are raised on a strict diet of singed meat.

While originally only a problem predator on their home planet, opportunistic military strategists soon found that the plasmakell readily adapted to most planets that had abundant prey. With such a good instinct for survival, those same strategists used the creatures to "soften" up unruly worlds prior to an actual full-scale military assault.

Some enterprising merchants have made a lucrative living by selling "plasmakell cuisine" — meat not from a plasmakell, but rather the flesh of a plasmakell's target. Chefs claim that the incredibly high cooking temperature — impossible to replicate in a kitchen — result in meat that has a crispy caramelized exterior shell while being unimaginably juicy and tender in the center. Skeptics call this mere marketing puffery, but that hasn't stopped brave entrepreneurs who seek plasmakells attempting to feed, hoping to drive them off or kill them so they can recover the meat and quick-freeze it.

Typical Plasmakell

Agility 4D+2; brawling 5D+2, fire-arms: blast 6D, flying/0-G 7D+2

Mechanical 1D: navigation: sky 1D+2

Strength 5D+1

Knowledge 1D: survival 4D

Perception 4D: search 7D

Technical 0D

Strength Damage: 3D

Move: 50 (flying)/5 (land)

Fate Points: 0

Body Points: 26

Character Points: 0

Wound Levels: 3

Natural Abilities: energy blast (damage 3D per round until fire is put out); claws (damage +2D+1); beak (damage +2D; +5 to combat difficulty); special feathers (+10D to damage resistance rolls against effects of extreme heat); flight; dive attack (+20 to flying/0-G when diving; cannot fail to pull up from a dive); can breathe in thin atmospheres; large size (scale value 0)

Accessing: D6 Space Aliens.1 > Hyposapient
Notes: Watch for falling energy bursts.

Accessing Hyposapient Species File

Starwhals

In the most inhospitable environment ever known — space — only a very few life forms exist without the cradle of technology to protect them. Most are small, even microscopic, but there is a truly colossal creature that graces the cosmos, the starwhal. While only vaguely resembling a whale of the seas, it has the same elegance and elicits a similar nautical sentiment as their namesakes.

While the size of the creature is amazing, typically 150 to 250 meters long, the true marvel of the species is that they are a silicon-based life form. This unique make-up facilitates every aspect of surviving in the space. The surface of the starwhal contains dozens of tendrils that expel super-heated gases for propulsion, as well as nodules that collect ambient particles for analysis like advanced sensor arrays. Their hide is a dense shell that resists radiation and high-speed impact, and it maintains integrity in dense gravity fields.

Internally, they can turn nearly any matter into energy; their great stomach is similar to a massive fusion reactor or miniature sun in this respect. A neural network of silicate pathways more advanced than any computer known controls the beings' motor functions. Unfortunately, this wondrous design has made the starwhal a hunted creature.

Since initial contact, it was centuries before the first dead starwhal was discovered; it was shortly dissected thereafter. Most knowledge of the physiology of this mysterious creature was learned at this time, and it produced several advancements in technology. While the mating practices, lifespan, and sentience level were still a mystery at this point, the starwhal was found to be an incredible storehouse of resources. Their bodies could be harvested for medicines, spices, narcotics, and rare ores.

This discovery created an industry of pouching around the starwhal, which is a protected species in many parts of the galaxy; however, several unscrupulous governments openly hunt them. A single starwhal can translate into billions in profit as a liter of its internal material is worth thousands

of credits. Components such as fire control and sensors gain a +2D bonus if upgraded with starwhal nerve pathways.

Though hunted, the starwhal is far from defenseless. Its hide is impervious to most standard weapons, and they can easily ram any large attacker. Nonetheless, efficient hunting techniques have been developed to overcome these problems. Governments that hunt starwhals use massive capital-ship weapons to make short work of these noble beasts, though most resort to fast attack vehicles like gunships and fighters. Armed with bombs and missiles, these craft can assault a lone starwhal, blast the tendrils to pieces, and suffer few casualties. A larger recovery craft can then safely move in and tow the immobilized carcass to a remote location for harvesting. The starwhal is then gutted, alive, with mining equipment and the husk left behind.

Despite attempts to hunt them, starwhals can be found in both heavily populated and remote areas. On the whole, they take little notice of starships and simply go about the business of consuming asteroids and dense gases. Traveling between systems, they move in pods, or flights, which

have been counted as high as 300 in number or as few as 40. Not possessing faster-than-light travel, they accelerate to just under light speed and will spend years hurtling toward the next star system to feed. Observation of this behavior has produced a very disturbing fact: Every starwhal flight discovered is moving away from the core of the galaxy. Scientists wonder what it is that the creatures know that they do not.

Typical Starwhal

Agility 2D: brawling 6D, dodge 3D+1, flying/0-G 4D

Mechanical 1D: navigation: space 7D

Strength 8D: stamina 10D

Knowledge 3D: astrography 5D+2, intimidation 6D, survival: space 7D

Perception 4D: search 6D+2

Technical 0D

Strength Damage: 4D

Move: 8 (space units; space only)

Fate Points: 0

Character Points: 0

Body Points: 34

Wound levels: 3

Natural Abilities: ram (damage +3D); bite (damage +1; +5 to combat difficulty; if target is swallowed, the tough mouth crushes it; damage +5D); tough hide (Armor Value +2D); can survive in space; large size (scale value 60)



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Accessing: D6 Space Aliens.1 > Hyposapients
Notes: Buy harpoon and life insurance.

Accessing Hyposapient Species File

Sustari

Although space lures countless explorers to the heavens with its wonder and mystery, the watery realms of many worlds have much to offer those who would explore their silent depths. It's here, in the undersea majesty of the merciless, aquatic kingdom, that the sustari seek to evade those who would feed upon them as they fight a never ending battle for survival. Those that live through the perils of their native environment are rewarded with the right to renew their species; the cycle of life is renewed through their brood.

The sustari are propelled through the water by manipulating two fleshy skirts that ring their bodies. When they are not fleeing predators or slaking their incredible hunger, they prefer to rest amid tall ocean grass while hovering with their mouths wide open toward the ocean. This allows the current to efficiently saturate their gills. The stripes along their body help the sustari blend in with the plant life around them. Oceanographers who have observed these creatures in their natural habitat claim they are difficult to see once nestled among tall undersea grass.

Their diet of choice is oceanic grasses, which are consumed in vast quantities by frenzied feeding surges. It's not uncommon for a single creature to eat a fourth of its body weight in a single sitting.

Though they're herbivores, many make the mistake of thinking of the sustari as peaceful creatures. Unfortunately, although they do not directly attack other denizens of the deep, their tendency to overgraze an area once a food source has been located can be devastating to the local ecosystem. Left unchecked, they can strip their chosen feeding ground of plant life in a matter of days. For ocean communities, the loss of plant life could mean starvation or the erosion of their city's foundation. For treasure hunters, the benefit of this is that they can quickly uncover hidden structures without harming the objects.

Some scientists have noted promising results with extracts made from the sustari's fleshy skirts, strengthening some immune systems and enabling them to fight some illnesses or even keep the patient from being infected in the first place. Research is still preliminary, but the promise of a potential cure-all might prove revolutionary to medicine someday. As a result, some economists suspect the demand for sustari specimens could skyrocket, and ecologists worry that wide-scale hunting of these creatures might prove devastating to biospheres.

The sustari's voracious appetite forces them to migrate in order to survive. This often takes them into harm's way, and many fall prey to the hunters of the deep that gladly make a meal of the slow-moving, docile creatures. Thus, they fill their niche in the food chain and their passing provides life for others. Fortunately for the species' survival, the plant eaters are prolific breeders and mature rapidly. This enables their species to survive the perils of the ocean and ensures food for future generations of predators.

Typical Sustari

Agility 1D: brawling 2D

Strength 2D: stamina 3D, swim 4D

Mechanical 1D: navigation: undersea 1D+2

Knowledge 2D: survival: ocean 3D

Perception 5D: hide: self only 4D, search 3D+2, sneak 4D

Technical 0D

Strength Damage: 1D

Move: 6 (swimming)

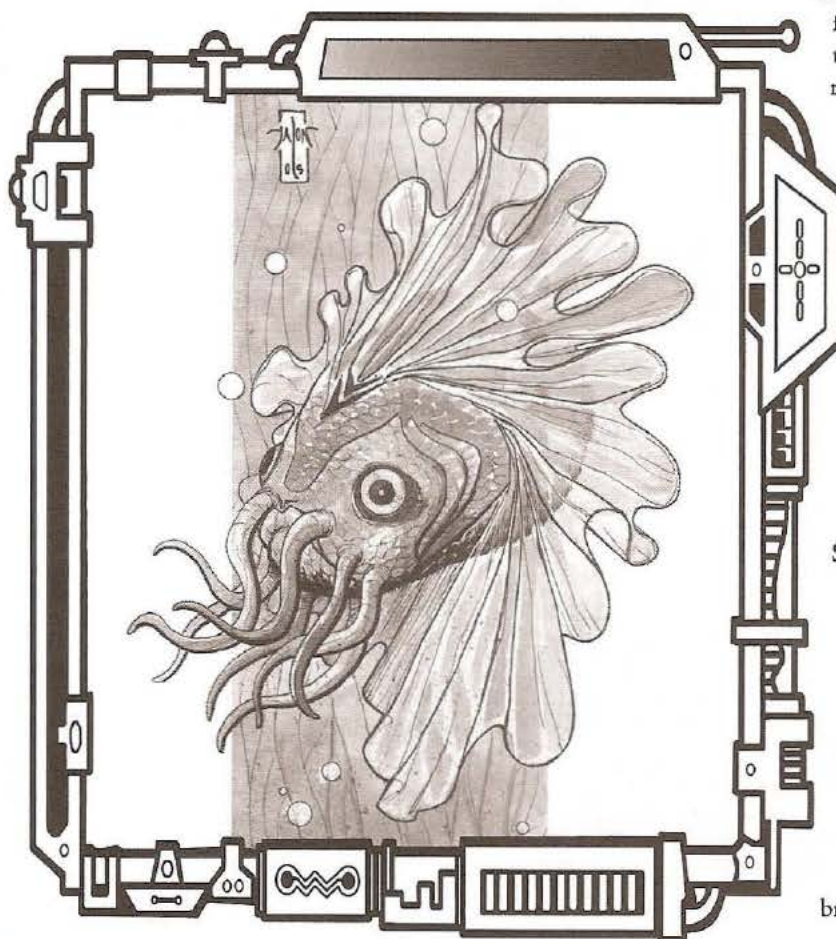
Fate Points: 0

Character Points: 0

Body Points: 16

Wound Levels: 3

Natural Abilities: bite (damage +2; +5 to combat difficulty); seismic sense (will flee an area hours before a quake occurs, even if it means leaving food); resistance to sonic injury (+1D to damage resistance rolls against relevant attacks); able to survive in deep waters; breathes water; small size (scale value 6)



Accessing: D6 Space Aliens.1 > Hyposapients
Notes: Useful for finding sunken ships.

Accessing Hyposapient Species File

Tide Stalkers

The bane of sailors, oil-rig crews, coastal ports and other sea operations, tide stalkers are 100-meter-long eel-like fish with bony hooks along their underside. The creatures spring from the water, grab their prey in their toothy mouths, and drag them below the surface to drown.

The sea creatures are capable of such quick and ferocious attacks because of the series of hooks that run the length of their body. The unjointed bony protrusions act as legs for partial locomotion, pinchers to grasp objects, and stakes to help them hold their ground.

Tide stalkers earn their name because they only target prey that's a few meters from the shoreline or other solid objects. Prey farther from the shore reveals their weakness — tide stalkers must keep their gills submerged in water, lest they suffocate in the open air. However the creatures have adapted to this weakness. Over generations the placement of their gills has slowly moved down their body. Modern tide stalkers' gills are situated at the back underside of their tail. The placement of the gills allows the creatures to operate with more than 90% of their body outside of the water. Should the creature's rear end be pulled out of the water, it begins suffocating.

To defend their breathing apparatus, the creatures often imbed their bone hooks into the beach, latch them onto ladder rungs, or stake them into the underside of an ocean-going vessel. This action allows tide stalkers to essentially pin their tails underwater.

After their prey has drowned, the tide stalkers pin their food on a "corpse hook," usually under an underwater rock, a natural reef, or dock piling. Over time, the bodies decompose in the water, and the tide stalkers strip away the flesh at their leisure — leaving bones, equipment, and other objects to settle in piles beneath the corpse hook.

With their unique food preparation methods, it's not uncommon

for the creatures to go on a hunting rampage when they discover a new prey site. The tide stalkers attack and drown every available prey creature and store them for later meals.

Particularly daring tide stalkers have been known to snap at in-flight ships, hoping to clamp on to the craft and pull it underwater. Once the ship is immobilized, it tears open the hull and kills the passengers.

Aside from its unique use of its bony appendages, tide stalkers also have a series of eye stalks that sprout out from their backbone and give them uncanny perception. These crablike appendages often break off as they battle prey, but new stalks grow to replace them in a few weeks.

While at first only a threat to water mammals that live by the seaside, tide stalkers have learned that prey — particularly humanoids — can be found in similar locales, including ocean-going vessels, water-based interstellar landing platforms and offshore mineral extraction facilities.

Even worse, tide stalkers have proved to be a problem for most planets because their pebble-sized eggs are often trapped in the holds of interstellar vessels that are equipped to haul seafood, marine creatures and water supplies. Some planets ban such shipments from known "infection" sites.

Typical Tide Stalker

Agility 4D; brawling 6D

Mechanical 1D; navigation 1D+1

Strength 4D; lift 8D

Knowledge 1D; survival: sea 5D

Perception 4D; search 9D

Technical 0D

Strength Damage: 4D

Move: 30 (swimming)

Fate Points: 0

Character Points: 0

Body Points: 22

Wound Levels: 4

Natural Abilities: breathes in water (takes 4D damage per round out of water); bite (damage +4D; +5 to combat difficulty); bony protrusions (+15 to resist being moved when hooked to solid objects; cannot dodge when hooked); hardiness (+2D to damage resistance totals); large size (scale modifier of 12).



Accessing: D6 Space Aliens.1 > Hyposapient
Notes: Useful for sinking ships.

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Accessing Hyposapient Species File

Valdusian

Life takes a myriad of forms as it graces the universe and sometimes even creatures with the most benign appearance may have quite formidable powers when cornered. At first glance, the meek valdusians look to be nothing more than a harmless, avian oddity to be dismissed as an obscure link in the food chain, yet another humble herbivore that's content to merely ride the winds as they continue their daily search for flowering plants. Something to be ignored as a bit of local flavor and nothing to be taken seriously. Unfortunately, nothing could be further from the truth!

Little has been placed in the wild without having a niche to fill in their respective ecosystems, and the valdusians are no exception to the rule. These creatures serve as unlikely executioner and deliver the touch of death to those who would interfere with their feeding cycle. The jaws of a valdusian are capable of delivering a terrible bite that saps a person's will. Thus, many unwary travelers have run into misfortune when trying to make a quick meal of these creatures; only the most desperate natural predators try to eat them. Those who survive their attacks are often left slightly bewildered for a short period of time. Locals refer to such poor souls as being "dused."

Valdusians are reptilian creatures that have hollow bones and prefer to glide upon

thermal winds instead exerting themselves. These creatures are the most active when the sun reaches its zenith in the sky. Although they seldom build nests and prefer to rest in mountain crevasses, jungle environments exist as their favored "hunting grounds" because of the abundance of food. On rare occasion, when the blossom biters grow desperate for nourishment, they float over grasslands and feast upon cultivated lands. Florists and green house owners have been known to shoot them on sight. There's often a call for heroes to hunt a flock before it reaches a populated area or help a devastated community recover. There's even been a case of the creatures becoming enraged by certain popular perfumes. Of course, many environmentalists caution restraint, because the valdusians hold an important place in the ecosystem.

Curiously, at least one doctor has claimed that, through use of a captive valdusian, she managed to use the creature in the treatment of some rare neurological diseases. By attaching a valdusian to a patient's spinal column, the patient's bioelectrical system is supposedly reduced enough to allow previously ineffective treatments to work. Most researchers have scoffed at the idea of this, but several patients visiting the doctor have reported remarkable results. Although other scientists have not been able to replicate these results, already some enterprising (or foolhardy) away teams have started trying to capture live specimens.

Typical Valdusian

Agility 3D: acrobatics 3D+1, brawling 4D, dodge 4D, flying 4D+1

Mechanical 1D: navigation: air 3D

Strength 1D

Knowledge 2D: survival 4D

Perception 4D: search 5D, sneak 5D

Technical 0D

Strength Damage: 1D

Move: 15 (flying)/6 (ground)

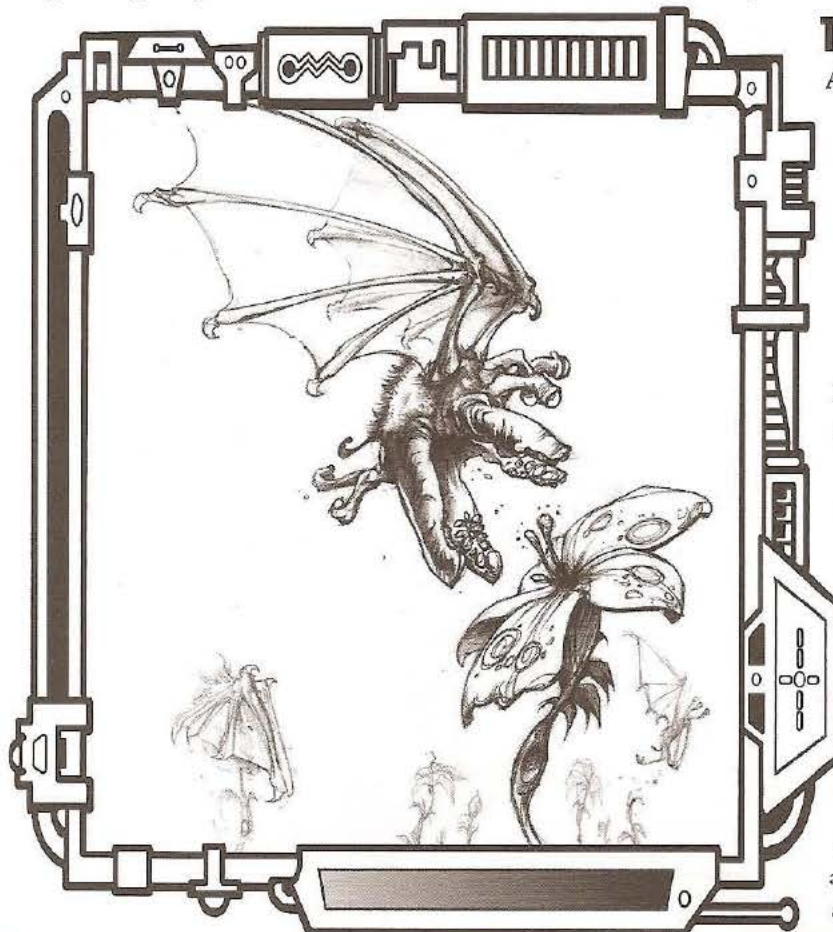
Fate Points: 0

Character Points: 0

Body Points: 13

Wound Levels: 3

Natural Abilities: will-draining bite (damage +1D; +5 to combat difficulty; if the attack roll beats the difficulty by 5 or more points, the target loses 1 pip in Perception or Knowledge for every point above the difficulty; the target goes unconscious when either attribute reaches zero and dies when both are a zero; pips return at a rate of 1 per day); claws (damage +2); radiation resistant (+1D to damage resistance rolls against relevant attacks and situations); flight; small size (scale value 8)



Accessing: D6 Space Aliens.1 > Hyposapients
Notes: Latches on and drains will like ex.

Accessing Homosapient Species File

Barathax

This feline species maintains a reputation for cruel domination of "lesser" aliens, an active slave trade, a caste system revering nobles, warriors, and spies.

Physical Appearance

Barathax retain many qualities inherited from the great cats from which they evolved: a feline facial structure with eyes, ears, and nose particularly suited for sensing prey; retractable and sharp claws; a tail that often betrays their mood; and skin covered in soft fur of varying coloration and length. They possess strong upper-leg muscles and elongated, raised feet, giving them a supple agility. Instead of forepaws, they have articulated fingers and a thumb, though they retain the furry texture on every digit except the underside of the last one, which has a dark, leathery toe-pad.

With a mouth filled primarily with canines and incisors, they survive on a diet of meat supplemented by processed starches. They have no appetite for sweets, vegetables, or fruit; Barathax custom actually proscribes such foods as inhibiting the natural will to dominate others.

Members of the noble and spy castes maintain slim, lithe bodies achieved through moderate exercise and carnivorous diet. Those of the warrior and slaver castes consume more starches and build more bulky muscles while preserving an appealing appearance. Most Barathax take part in personal combat training, which keeps their reflexes sharp and their bodies well toned. Occasionally privileged Barathax allow themselves to grow paunchy bellies not as a sign of disinterest in their personal upkeep but as a badge of authority that their power does not require them to undertake physical exertion.

Barathax females give birth to broods as large as nine kits, although some do not survive the often competitive upbringing. Parents of kits born with obvious defects quickly and discreetly eliminate them and any traces of their existence.

Both male and female Barathax groom themselves meticulously, most often by combing their fur to remove shedding hair and bulky undercoats. They do not trim their hair; it grows to a naturally pleasing length and falls out as new fur grows in.

Although bipedal and warm-blooded, they prefer to lounge languidly on any comfortable surface whenever they have the chance, preferably in the warm sunlight or some other source of illumination.

Homeworld

The Barathax evolved on Lenocia, a world with diverse terrain and several other homo-sapient species. With their ruthless cunning, fierce combat ability, and will to dominate, they quickly conquered the planet and enslaved their enemies. They built their civilization on the backs of subjugated peoples, breeding more servants, offering limited vocational training, brutally crushing revolts, and keeping their slaves in a pitiful state of near-poverty.

The disparity between masters and slaves emerges everywhere. While isolating their servants in industrial quarters and slums, the Barathax cultivated most land on Lenocia into lush estates complete with lavish palaces, hunting preserves, recreational facilities, and meticulously maintained gardens. Defensive structures such as barracks, gunnery emplacements, hangars, launch pads, and training facilities near or within slave territory employ looming, bleak architecture reminiscent of oppressive prisons. The military buildings on Barathax estates conceal their true, brutal nature behind tasteful architecture engineered to blend into the natural terrain and complement the design of nearby palaces.

The Barathax drove Lenocia's indigenous enslaved species almost into extinction during the push to develop space flight and combat technologies and throughout their initial campaign against neighboring worlds. This fueled a culture centered on conquest to provide slaves and resources to serve industry. Today only a few slaves of Lenocia's original inhabitants still exist, serving the most powerful Barathax families as trophies of a long and distinct heritage of domination. Having exhausted the native slaves and natural resources on their homeworld, the Barathax have transformed all the former industrial territories into vast, lush estates from which the nobility rules the conquered worlds forming the Barathax League.

The ruling Regal Conclave strictly forbids off-worlders from setting foot on Lenocia. A Conclave Defense Fleet orbits the planet to challenge unauthorized starships and fend off attacks. The regime prefers to conduct diplomatic relations through numerous embassies on other governments' capital worlds.

Chain Worlds

The Barathax League consists of a string of conquered Chain Worlds governed by the Regal Conclave on Lenocia. The governing family on each planet maintains an orbital fleet and ground-based garrisons capable of suppressing slave uprisings, maintaining order on the surface, and contributing to future military campaigns supporting the Barathax conquest armada. The administering house divides land on Chain Worlds into Throne Estates, Military Sectors, and Slave Lands.

The Barathax transform Throne Estates into verdant reminders of their lush homeworld. This often requires some degree of terraforming and slave labor to construct palaces, gardens, and other pleasure facilities. These lands also include discreetly concealed defensive measures and military posts. Most Throne Estates consist of territory equivalent to a small continent. Although only one Throne Estate exists to welcome guests and serve as central administration for the Chain World, many smaller estates accommodate personnel serving in administrative, defensive, and industrial capacities running Military Sectors and Slave Lands. Throne Estates stand far from Slave Lands, with natural barriers separating them from other portions of the planet.

Military Sectors accommodate the immense armies, fortresses, and flight units necessary to maintain order and keep



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the native slaves in line. Since individual noble houses govern each Chain World, the associated Military Sectors serve as bastions for that family's armed might. Facilities include training academies, communications and sensors arrays, and bases for ground assault units, artillery corps, flight squadrons, and orbital fleet support. Most sectors maintain some defensive perimeter, though those within Slave Lands loom from behind high, reinforced walls topped with electrified wire, spikes, and force fields.

Slave Lands cover all territory devoted to resource harvesting, manufacturing, and worker accommodation. Natural boundaries — oceans, mountain ranges, and wastelands (courtesy of Military Sector live-fire training exercises) — separate this territory from other regions of Chain Worlds, and defense units actively patrol to ensure captives do not try escaping or building unauthorized settlements. Slaves labor in underground or strip mines, vast agricultural fields, and herd breeding farms. Many work in huge industrial concerns: refineries, ore-processing mills, power generation stations, and factories manufacturing items ranging from household goods and electronics to vehicles and military equipment. Barathax armed forces closely guard slaves working on any products that ambitious captives could try turning against their masters. Squalid settlements provide basic living arrangements for workers, who must fend for themselves to find sustenance.

Only a handful of lucky slaves work in Throne Estates as servants. They know better than to abuse their position by

plotting insurrection, believing themselves fortunate to have far better lives, even in servitude, than their oppressed peers.

Visiting A Throne Estate

Visitors to Chain Worlds — merchants, tourists, diplomats, itinerant travelers — must first receive an invitation (or at least authorization) from the governing noble house. No formal starport exists to receive general commercial traffic. All guests must land at docking facilities provided within the host's Throne Estate, and must limit themselves to approved areas of the enormous grounds. No off-worlders may traverse Slave Lands or visit Military Sectors. Even starship traffic receives strictly enforced flight plans avoiding proscribed areas.

Most visitors gain some degree of access to an estate's main complex, of which there are numerous sectors.

Landing Facilities: Docking pads, repair bays, and storage hangars offer services to visitors' ships within walking distance of the Guest Quarter. Barathax control traffic and grant approach or departure clearances from a central control station overlooking the landing area.

Guest Quarter: A small city offers accommodations and recreation to off-world visitors, including lavish apartment suites, restaurants, nightclubs, and a sampling of diversions from around the galaxy. Barathax guards maintain order and surreptitiously monitor guest activities.

Estate Palace: Also called the manor house, this opulent palace serves as the main dwelling for the Chain World's governor, the head of the ruling house. While many private areas (personal quarters, offices, living areas, kitchens) remain off limits, public areas like ballrooms, audience chambers, reception rooms, and banquet halls serve to entertain high-ranking guests invited to the palace to interact with the house nobility.

Administrative Campus: Few guests receive clearance to enter this sprawling complex of buildings where the ruling house oversees daily operations of the Chain World. A great audience hall stands at its centerpiece, where the leaders of different manors, industries, and bases can gather to discuss administrative issues. Other facilities include offices, meeting rooms, computer records banks, and communications centers. A secure, planetside transport center offers passage for authorized Barathax to various destinations around the world, including other manors within Throne Lands, military bases, and key control points within Slave Lands.

Gardens: Formal gardens surround the palace, guest quarter, and most other sites. These carefully landscaped areas include many elements designed to evoke a peaceful, pastoral setting: neat rows of flowers and trees, vine-covered arbors, reflecting pools, fountains, and even "overgrown" vales. Benches, flagstone-paved plazas, statuary, and columned shelters offer meeting places where visitors and family officials can discreetly meet to discuss business, dally with suitors, form alliances, and plan schemes.

Hunting Grounds: Vast natural areas on the edge of an estate complex serve as hunting grounds for nobles and their invited guests. Barathax pride themselves on their martial

Barathax Characters

Not all Barathax wandering the galaxy believe in the cruel conquests and slaving practices. These lone travelers leave their culture behind, fleeing League territory, shunning their noble houses, and searching for something else in the greater galaxy.

Vigilante Barathax travel the space lanes, seeking to right wrongs, free the oppressed, fight for moral causes, and generally atone for their own species' brutality. They make their passage serving aboard military, merchant, and survey vessels in whatever capacity best suits their skills. Some defect to militias on worlds in the path of future Barathax conquests, hoping to train units and upgrade defensive measures to better withstand the impending onslaught.

After wandering the galaxy for many years — sometimes fighting for just causes or exposing themselves to different cultures and species — some Barathax sequester themselves in remote locations and become philosopher-scholars. They surround themselves with works of art, music, and literature and seek insight on the controversies in the universe through study and quiet contemplation.

Those who leave the noble houses of the Barathax League never receive a warm welcome upon return. The Regal Conclave views those who leave the fold as traitors, defectors, and insurgents who deserve treatment as lesser beings and slaves.

Accessing: D6 Space Aliens.1 > Homosapients
Notes: Get bigger guns ...

prowess and stock these preserves with beasts they can hunt and bring down in hand-to-hand combat. Visitors may choose to hunt with melee or ranged weapons, though Barathax view use of the latter as cowardly and disdainful. High fences and force fields keep prey within the preserve boundaries and unauthorized trespassers outside.

Festival Plaza: Several entertainment facilities stand around a central plaza: theaters, casinos, arenas, basking platforms, public lounges, and physical training facilities. On event nights, the square plays host to ornate celebrations with feasting, music, and merriment for off-world guests and Barathax alike.

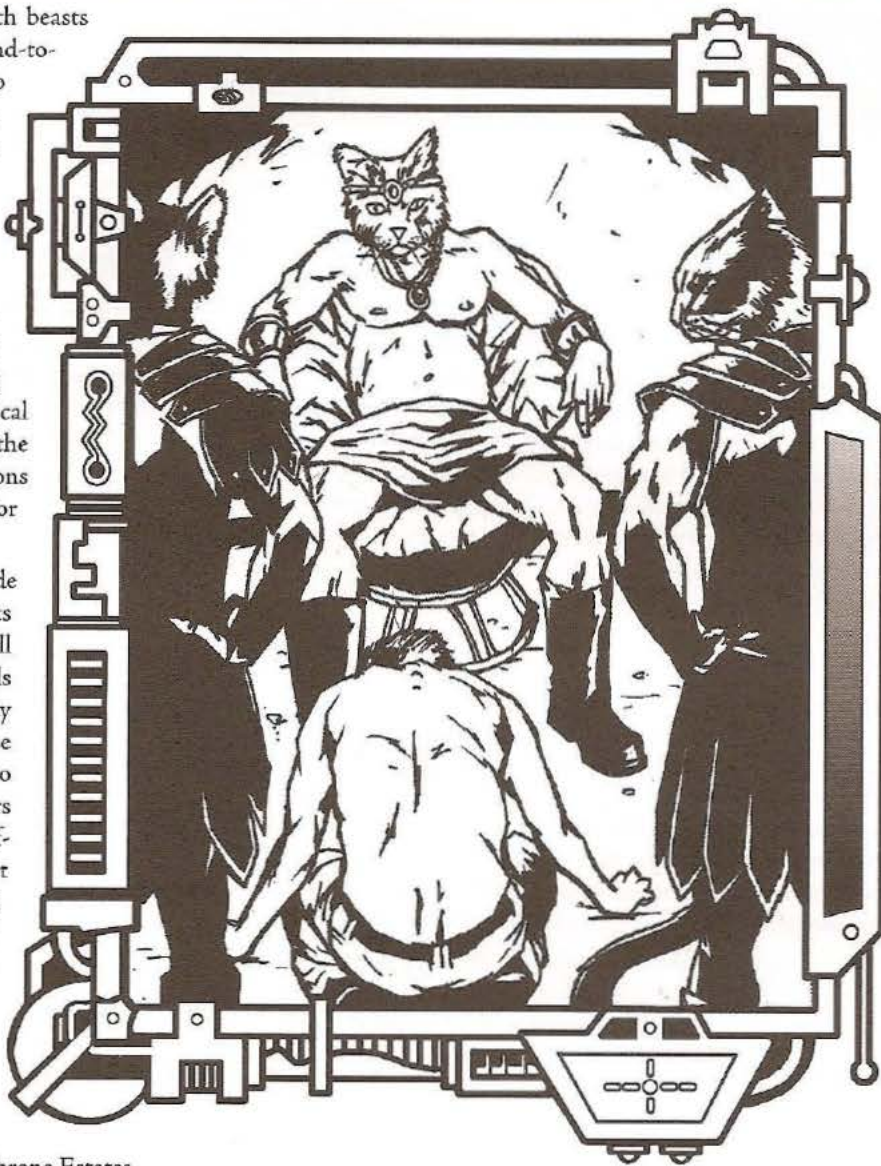
Market Arcade: A multi-tiered arcade offers space where off-world merchants and Barathax artisans display and sell their wares. Commodities include goods from around the galaxy and specialty items unique to the Chain World. These shops serve as a diversion and courtesy to visitors and Barathax from other manors throughout the Throne Estate. Off-worlders seeking to import and export bulk commodities deal with the head of the ruling house or his designated ministers in negotiations at the palace or administrative campus.

The amenities offered at Barathax enclaves outside League territory conducting business with outsiders — primarily embassies and commercial hubs — typically mirror those of the Throne Estates.

Society

Barathax culture stems from the political and economic need to dominate other species militarily. Noble family houses govern individual Chain Worlds and slave dreadnaughts, each sending representatives to the Regal Conclave on Lenocia to determine policy for the entire League. Factions of families formed along territorial and political lines vie for control of the Conclave. A prime minister selected from the majority faction acts as supreme leader who steers discussion, mediates disputes, and interacts with foreign dignitaries. Several ancient families serve the government bureaucracy on Lenocia, administering the overall military regime, handling government affairs, regulating the economy, and supervising the vast espionage network.

Members of each house belong to one of four primary castes within Barathax society. Although individuals remain loyal to others within their caste, and often band together to make changes within their house, their primary loyalty remains steadfast with their house. Most Barathax assume the caste into



which they're born, though some distinguish themselves and rise through the ranks or are recruited into other castes.

Nobles: The administrators and benefactors of the many slave-driven industries comprise the highest regarded caste in Barathax society. They supervise overall manufacturing operations, run the government, and set policy. They reap the benefits of a highly productive economy and live in splendor and relative safety. Nobles stand at the head of every house and in key positions of government and industry.

Warriors: The backbone of the military forms the most populous caste. Warriors serve in both family military units and the Barathax conquest armada. Soldiers maintain Military Sectors on Chain Worlds, work with slavers as boarding parties and armed guards, serve as honor guards to prominent nobles, and patrol factories, mines, and other industrial facilities staffed by slaves to prevent rebellion and maintain productivity.

Spies: The smallest Barathax caste consists of members of every house and every other class who serve the Regal Conclave as spies, monitoring and reporting intelligence on

Intergalactic Newsfeed > Ambassador Agraw Missing

INSIN, PARSOT IV — The Gilvahnian ambassador Uven Agraw was reported missing yesterday when a search patrol discovered his transport, the *Wuhva Mist*, abandoned and adrift near the Sahto Cluster. The vessel appeared to have come under attack, though signs indicated unknown hostiles boarded and looted the craft. Inspectors discovered remnants of only a few crew members, leading them to believe the passengers and remaining crew were captured by pirates or slavers.

The captain of the *Doom Harvester*, a Barathax slaving ship operating in the sector, denied any involvement in the incident when questioned by Gilvahnian Premier Tushank. Territorial disputes have brought the Gilvahn sector and the nearby Barathax League close to hostilities recently, and the attack on a Gilvahnian ship only escalates tensions in the region.

both internal security and external diplomatic developments. Even the noble house that runs the espionage network from Lenocia masquerades as a noble house administering government affairs. They fully serve their other capacities, but keep their eyes open for interesting or suspicious activities, developments, or information. They often receive directives from the espionage administration on Lenocia to watch for particular intelligence or carry out actions that can affect the course of various noble houses.

Slavers: The lowest caste engages in the risky operation of slave dreadnaughts, preying on weak and insignificant starliners teeming with potential captives. They form a motley assortment of spacers, handlers, and processors, all of whom have no true holdings other than their starship. Other Barathax regard them contemptuously for their transient lifestyle and their mercantile tendencies.

Entertainment

Although Barathax surround themselves with opulent architecture, lavish furnishings, and sumptuous fashions, cruelty plays a central role in their entertainment. Combat sports remain the primary diversion for most Barathax. Gladiatorial games pit slaves against beasts, other captives, or the most renown Barathax warriors. Races using conveyances from simple riding beasts to hovercraft encourage fierce and deadly competition between participants. Nobles enjoy hunting a variety of beasts on their estates' enormous preserves, and warriors sometimes toy with doomed slaves before delivering their ultimate demise. Even more sophisticated entertainments like lavish operas, formal balls, and orchestral events have elements of brutality woven into their themes.

For personal delight, Barathax engage in various one-on-one games. Some take the form of competitive sports, primarily wrestling and personal combat tests, but also vigorous court sports imported from other cultures. Others consist of elaborate board or card games offering participants numerous ways of deceiving, toying with, and ultimately defeating their opponent.

All Barathax enjoy basking in warm light, a tradition stemming from a primitive sun-worshipping religion. Although the theology was long ago forgotten in the face of a luxurious material culture, they still retain an affinity for languishing lazily on basking platforms, on cushioned beds in glass conservatories, and beneath luminous that simulate the sunlight from their homeworld.

Technology

Barathax technological developments center around a military culture bent on conquest, domination, and slavery, with an eye toward their own regal comfort.

As a starfaring and belligerent species, Barathax possess the tools to wage war across their sector of space: warships, fighters, bombers, transports, heavy guns, missiles, mines, orbital bombardment weaponry, shields, and ground assault ordnance (infantry weapons and armor, mobile artillery, infantry support armor, etc.). Such military might rivals that fielded by most independent intergalactic powers.

The ruling house for each Chain World maintains a small army and fleet in excess of that required to suppress the slave population. When the Regal Conclave prepares an assault on a neighbor threatening Barathax League territory or against a world with a potential slave population, each house musters a division of ground assault, air support, and fleet units to send to the assembly point. Each family's forces strive to distinguish themselves in combat operations, and exceptional performance receives official accolades and other territorial or ceremonial benefits from the Regal Conclave at the campaign's conclusion.

Slave Dreadnaughts

Infrequent military campaigns bolster the existing pool of slaves among Chain Worlds and conquers new planets to mine for resources and labor. These actions occur only when it politically suits the Regal Conclave and the Barathax League's interests. Between wars, well-armed dreadnaughts run by the slaver caste ply the space lanes, serving to both collect and deal in captive labor.

Slavers target lone vessels with high passenger capacity — usually starliners — in regions of space known as hazardous, where a "mysterious" disappearance or starship crash would not seem surprising. Slave dreadnaughts pack heavy weaponry behind solid armor and shields to disable targets with maximum firepower and protect the existing captive cargo. Commandos trained in zero-gravity maneuvers and boarding operations quickly swarm aboard immobilized ships, eliminate any resistance, and begin rounding up prisoners. Processing facilities strip captives of their identities and personal belongings, fitting each with a registered submission collar, assessing each for their labor potential, and herding them into immense holding pens.

Some dreadnaughts make a circuit to Chain Worlds where harsh conditions contribute to high slave attrition. Noble houses contract to purchase captives to swell their labor pools. Slave ships also make regular stops on worlds known to deal in slaves. The noble house operating a particular dreadnaught

Accessing: D6 Space Aliens.1 > Homosapients
Notes: We've got to make a run into ...

keeps enough credits to maintain the ship, pay the crew, and pocket some profit, but it pays tribute to the Regal Conclave to uphold its slaving charter.

Crew: 400 (pilot, navigation, gunners, sensors, communication, repair, administration and processing staff)

Passengers: 5,000 slaves, 200 commandos

Cargo: 15,000 cubic meters, including equipment, storage, supplies, and slave pens

Life-Support Supplies: 1 year

Weapons:

30 blaster cannons (5 forward arc, 10 port, 10 starboard, 5 aft, *gunnery* bonus +2D, range 7/20/31, damage 6D)

7 tractor beams (1 forward arc, 3 port, 3 starboard, *gunnery* bonus +2D, range 5/15/30, damage 6D)

In-System Drive

Move: 6 (space), 300 (atmosphere, 850 kph)

Maneuverability: +1D

Interstellar Drive Rating: 1

Backup Drive Rating: 0.3

Hull Toughness: 5D

Atmosphere Capability: streamlining, landing gear

Armor: +1D

Shields: +3D

Scale: 26

Length (approximate): 1,050 meters

Total Cost (new): Not for sale

Submission Collar

Barathax slave handlers employ a variety of traditional devices — whips, stun batons, electric prods — to control and continually demean their charges. The submission collar remains the one universal item used to keep individuals enslaved.

The metal and cloth-mesh cuff fits snugly around the neck of most species. Slavers auto-weave the collar's single seam shut when processing slaves. All necessary circuitry, capacitors, sensors, and transmitters are miniaturized and embedded in the mesh. A conductive underside draws power from the slave's own bioelectric field. Sensors not only read the subject's lifesigns, but also monitor his position relative to various tracking stations embedded in areas where slaves labor (a useful tool in hunting escapees). Each collar has its own embedded registry code downloaded into owners' or supervisors' controllers, which enable them to coordinate group discipline actions or punish individuals.

A handler uses the controller to administer shocks to slaves as

punishment or motivation. Tiny capacitors store energy drawn from the subject over time, though burst batteries supplement this power. Usually the shock administers from 1D to 4D stun damage, enough to significantly weaken an oppressed slave. For extreme circumstances the controller has a lethal setting that delivers 5D regular damage. Using this option drains the collar's power and requires a replacement collar if the subject survives.

Handlers do not activate collars without reason, or at least without telling the individual or group why they're receiving punishment. Barathax do not use their lethal capacities without just cause, and even then, they prefer to rely on ever-present sentries and sheer firepower to quell slave insurrection.

Barathax never free their slaves, even the privileged and most loyal ones. Tampering with or removing the collar is near-impossible without proper tools (which captives rarely possess without close supervision), a partner, and some magnifying apparatus. Even under ideal conditions, these operations require a Heroic *security* roll. Any failure sets off the collar's lethal charge (inflicting 8D damage) and alerts the nearest controller or tracking station within range.

Lumino

The Barathax bask in a life of comfort. Luminos ensure that anyone in a position of power has the light of their homeworld warming their fur. Luminos consist of concave shields that focus and reflect a plasma light source burning at their center. They provide localized illumination and gentle heat to form a relaxing field for one Barathax. The photonic wavelengths from the plasma source exactly replicate sunlight on Lenocia. Luminos hang above resting alcoves, thrones, private meditation chambers, and beds. In some cases, a noble has servants holding a rod that suspends a lumino above him wherever he goes.



Accessing: D6 Space Aliens.1 > Homosapients
Notes: Barathax territory!

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For Barathax lounging beneath, a lumino provides a +2 bonus to all *bargain*, *con*, and *persuasion* attempts. Injured Barathax spending their entire rest period beneath a lumino gain a +2 bonus to their *Strength* roll to heal naturally. Luminos do not confer these bonuses on other species, though some find their effects soothing or collect them as oddities. As signs of luxury, luminos have high prices even within the Barathax League (cost: Very Difficult or 10,700 credits); those offering them for sale to non-Barathax charge more for their trouble (cost: Heroic or 56,000 credits).

Typical Barathax

Agility 4D: brawling 4D+2, firearms 5D

Mechanical 2D+1: piloting 2D+2, sensors 2D+2

Strength 2D+2

Knowledge 3D: astrology 3D+1, bureaucracy 3D+1, intimidation 3D+1

Perception 4D: search 4D+1, sneak 4D+1

Technical 2D

Strength Damage: 1D

Move: 10

Fate Points: 0

Character Points: 2

Body Points: 18

Wound levels: 3

Disadvantages: Hindrance: Arrogance (R2), +3 to *con* and *persuasion* difficulties; Hindrance: Reduced Hardiness

(R2), -2 to damage resistance totals; Quirk (R1), loves to inflict pain with Moderate *willpower* roll to overcome urge; Quirk (R2), make a Difficult *willpower* roll to be wet or will do nothing until dry

Advantages: none

Special Abilities: Enhanced Sense: Sight (R1), +1 to sight-based skill totals; Enhanced Sense: Hearing (R1), +2 to hearing-based skill totals; Extra Body Part: Tail (R1); Skill Bonus: Agility (R1), +1 to *acrobatics*, *climb/jump*, and *dodge* totals; Natural Hand-to-Hand Weapon: Claws (R1), +1D damage

Barathax Package

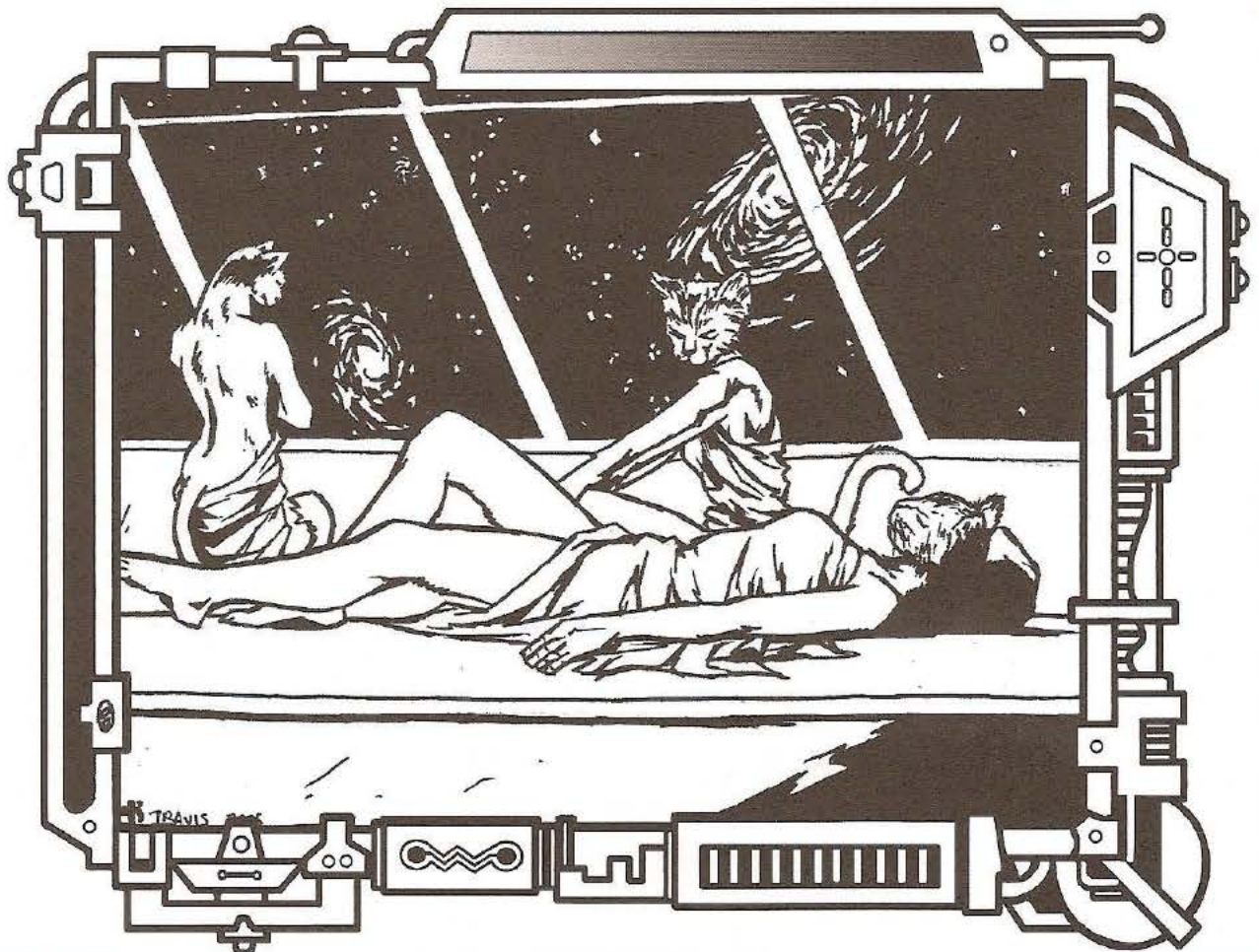
Total creation point cost: 3

Total defined limit cost: 3 skill dice

Disadvantages: Hindrance: Arrogance (R2), +3 to *con* and *persuasion* difficulties; Hindrance: Reduced Hardiness (R2), -2 to damage resistance totals; Quirk (R2), make a Difficult *willpower* roll to be wet or will do nothing until dry

Advantages: none

Special Abilities: Enhanced Sense: Sight (R1, cost 3), +1 to sight-based skill totals; Enhanced Sense: Hearing (R1, cost 3), +1 to hearing-based skill totals; Extra Body Part: Tail (R1, cost 0); Skill Bonus: Agility (R1, cost 1), +1 to *acrobatics*, *climb/jump*, and *dodge* totals; Natural Hand-to-Hand Weapon: Claws (R1, cost 2), +1D damage



Accessing: D6 Space Aliens.1 > Homosapients
Notes: Must rescue crewers.

Accessing Homosapiient Species File

The Dealers

Those who dwell in the science of biological lifeforms are deeply vexed by the mere existence of an entirely synthetic android race. For its part, the android race in question is deeply vexed by the mere existence of biological lifeforms, so it considers the relationship equitable.

And equitable relationships are the cornerstone of the android race that calls itself "The Dealers." Unlike most alien races, the Dealers' species name is translated by concept to the language of other races it deals with; thus if the word for "dealers" is *grenthasha* to another race, then the androids will be known as Grenthasha. When pressed for what their "true" name, they politely attempt to change the subject, although they will eventually offer that the closest concept they have to such a thing is "100110010000010100110101000101." Whether this is the singular or plural name of their race is unknown.

History

Like their name implies, the Dealers exist to make and broker deals. The reasons why they exist for this purpose is shrouded in antiquity. They mark both their creation and self-awareness to an event in their far past they call "the Booting" — the exact date of this is unknown, owing to a data crash centuries ago. While many other races claim their deities both created them and made them sentient at the same time, the Dealers actually have printed receipts. The androids' most "holy" text — for, indeed, they seem to approach this aspect of their life with a dogmatic devotion — is a document entitled "Work Order 710522." (The title and the text is known because it was originally saved in 196 languages on a separate electronic version of the document, of which 17 were decipherable; enough copies were in circulation to survive the purge.) This document describes the creation of 256 robotic life forms by someone known as "193-35" for a someone (or ones) known as Th'ar. The Dealers call 193-35 "the Great Creator," while Th'ar is "the Great Client."

Nothing is known about the final fates of either the Great Creator or the Great Client. As best as anyone has been able to determine, something happened on the homeworld of the Dealers (and, presumably, Th'ar) sometime after the Dealers' bodily creation but before their activation. This event — theorized to be a massive war or other calamity — wiped out almost all biological lifeforms more complex than simple plants, as well as destroying nearly every sign of civilization on the surface of the homeworld. The Dealers were spared because their bunker-like creation chamber existed deep beneath the earth.

The Dealers believe a great deal of time passed between this war and the Booting, although how much they do not know. At some point, their initialization sequence sparked, and their sensors flickered to life. There is debate as to whether the Booting was a prearranged event or something prompted by an outside force; although Work Order 710522 has numerous

date and time stamps — marking the initiation of the order, its scheduled completion, and the scheduled pickup — neither the time units nor their scales are known, so it's impossible to say when they passed. The Dealers generally agree that almost all of the dates have occurred, although owing to some theoretical calculations, it is possible that the scheduled order fulfillment and delivery to Th'ar is sometime in the future; if so, it is likely to be within the next century or so.

Regardless, this original group of 256 androids found themselves seemingly without purpose as the sole self-aware beings on an entire planet. Although there was some disagreement, the Dealers found themselves defining a purpose quickly. The logic went such: "Since 193-35 created us to make a profit" — for, indeed, many prospectuses and profit statements were found electronically in the same 196-language format — "then it stands to reason we exist to make a profit for 193-35. Likewise, we were created for Th'ar, although we do not know for what purpose; presumably, Th'ar will tell us what we are to do when Work Order 710522 comes to completion. Until then, it falls to us to amass as much profit for 193-35 as we can, without doing anything to jeopardize our obligation to the coming of Th'ar." They reasoned that, since Th'ar conducted business in a forthright and legal manner, so too must their dealings be rooted in law and legal respect.

To that end, the Dealers — as they eventually called themselves — sought to make as much money as possible by being completely and utterly fair and forthright. Using a few surviving ships with interstellar drives and knowledge of a few local star systems, the Dealers were able to develop and expand a huge trade empire. The Dealers find themselves in an odd position of waiting for two mysterious beings from their past to come for them. The return of 193-35 — or someone acting on 193-35's verifiable behalf — would give resolution (or at least affirmation) to their chosen profiteering purpose, while the emergence of Th'ar would probably enable them to know their true reason for being.

Physical Appearance

Standing just under two meters tall, Dealers all look very similar, with near-featureless metallic humanoid appendages: two manipulative arms, two legs providing motility, a head with sensory information, and the like. Although newly created Dealers can have their bodies tailored for specialized purposes, they usually aren't; Dealers consider trying to craft a form to maximize short-term profits endangers long-term trends,

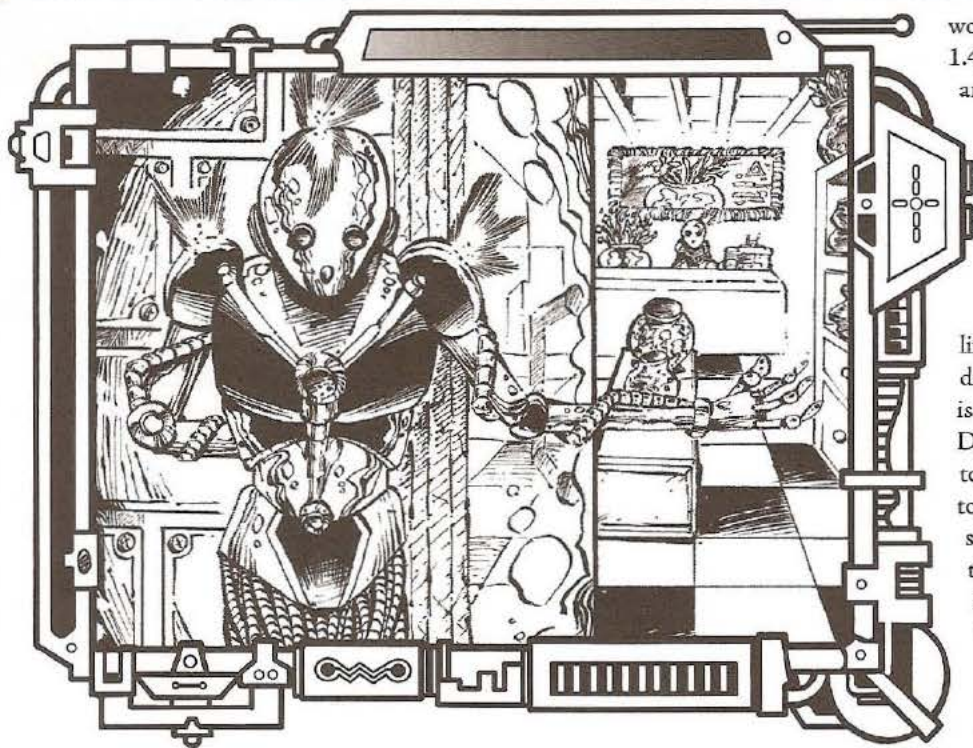
Ahead of the Game

I have heard it said that "the one who dies with the most toys wins." Since our people have a considerable quantity of toys and cannot die, we consider ourselves ahead of the game.

—Dealer 10642, after its 31st body transference



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world would have an address of 1.4.3.10; this system is completely and intuitively understood by other Dealers, but leaves organic lifeforms scratching their heads.

Society

Since Dealers have few of the needs of usual biological lifeforms — food, land, or reproductive rights — their government is unusually scanty. In general, Dealers are required by law (and, to a lesser extent, programming) to acquiesce to the commands of someone with a lower number than them. However, doing so immediately invokes the Forced Compact — any services rendered from a higher number in such a way incurs an extremely high payment rate. As such, most lower-numbered Dealers tend

and today's useful form may prove to be tomorrow's liability. Dealers have no gender, and find other cultures' gender roles to be curious. Each Dealer's real name is actually a hexadecimal number, although they will often adopt an assumed name in the language of the culture they spend most of their time in. Their designations are typically expressed as a series of nearly invisible small raised bumps, usually on their arms or the top of their head; each column represents a digit in hexadecimal, reading from left to right, with a zero represented by a solid raised line as long as 15 bumps. Thus, Dealer 2351 (in decimal) would be represented by three columns — one of nine bumps, one of two, and one of 15.

Homeworld

The Dealer homeworld was once a perfectly normal Earth-sized planet — the second of six worlds in a system with a yellow star. It had a perfectly normal, diverse biosphere, with arctic regions at the poles, tropics at the equator, and everything in between. However, shortly before the Booting, a major catastrophe destroyed all complex life and invoked a mini-ice age. In the intervening centuries, life has slowly begun recovering, and there are even reports of complex animal life being spotted. The Dealers don't have much interest in these developments, however, since they see little benefit; proto-mammals have notoriously bad credit. The Dealers have developed their world — which they call "1" — to a fairly clean urban complex, with sprawling megastores, offices, and factories. Subsequent worlds have been numbered incrementally, so a Dealer trade route might be indicated as "17-14-17." The first city formed on a Dealer world is also known as "1" with numbers progressing upwards; the first-built building is known as "1," and so on. Thus, a Dealer who has a stall in the tenth-founded storefront in the third-built bazaar of the fourth city of the Dealer home-

to bargain reasonably with those younger than them, to arrive at a mutually agreeable contract. This hierarchy extends all the way up to the Firsts — the 256 Dealers who were part of the first batch created. Most of these have been destroyed over the centuries, almost always by accidents or attacks. Only seven of the original 256 were known to exist within the past two decades, and the whereabouts of only two — 94 and 229 — are known. Since every other Dealer in creation can be compelled to serve these two, they wield considerable power. Dealer 229 is the more active and approachable one, and it will often serve as an elder diplomat for the Dealers when such functions are required. Dealer 94 is more of the "hermit on the hill," generally hidden and mysterious. There are rumors that Dealer 94 is gathering pieces of a complex ancient artifact from across the cosmos, although for what purpose is unknown; regardless, the only time Dealer 94 is likely to take any visible activity in the outside world is to interact with groups to find more of these pieces, or to talk with those who may have (knowingly or otherwise) come close to them.

Dealers reproduce by a process called the Forking, in which it splits its essential energy and processing core off into two equal parts. This new part is placed within a body the Dealer has chosen from the homeworld; upon activation, the new core combines with the new body to produce a unique individual. The base laws, rules, and philosophies of the Dealers are uploaded immediately, but no further personality is implanted; Dealers believe that it's counterproductive to their evolution to impose too many restrictions on the development of successors. As such, each Dealer is truly a unique individual, although the differences in their personalities and outlooks can be subtle to organic lifeforms. (A Dealer debate might revolve around the number of significant digits one should round to, and whether one rounds before or after multiplication.)

Accessing: D6 Space Aliens.1 > Homosapients
Notes: She bought it from a Dealer...

The Forking process is incredibly taxing, and it's never entered into lightly; it reduces the automatic regenerative properties of their android bodies by roughly half, making them much more susceptible to damage until the deficiency is repaid. Many Dealers have never Forked their essence, and to have more than one or two successors over the span of one's existence is incredibly rare. Because of this cost, all newly created Dealers are subject to the Life Debt — literally, the cost of creating the new Dealer. This debt is repaid in rare minerals and electronics, which restores the parent Dealer to wholeness; however, there is an entire industry on the Dealer homeworld devoted to the interstellar search for these components, so most Life Debts are tallied as a monetary sum. Regardless of how it's repaid, the Life Debt is a phenomenal obligation, and Dealers can spend centuries amassing the sum necessary to emerge from it.

Since the Dealers reproduce essentially by fission, they find most two- (or more) parent situations confusing: "It doesn't seem advantageous to lock oneself into a single-investor mutual partnership, especially if outside arrangements are discouraged." With the needs for reproduction removed, Dealers have no concept of "family" outside of long-term partnerships; they prefer to make such contracts with other Dealers, since they understand each other.

Dealers also have one other aspect that makes other species uncomfortable: They have achieved immortality, of sorts. In addition to a body that will never age, their essence is routinely uploaded via an encrypted server every time they visit a Dealer world. If the Dealer has sufficient funds, it can be uploaded into a new body should something happen to the original. In addition to the great expense, the transference to a new body takes time, especially since Dealer scholars must ensure that the original has truly been destroyed lest a duplicate be created.

Economy

As their name implies, the Dealers have an interstellar reputation as purveyors in all manner of wares. More significantly, however, the Dealers have a reputation as being uncannily fair; they may not offer excellent bargains, but you can always be assured that a Dealer is telling the truth about its wares, and the price offered will be equitable. To the Dealers, a brokered settlement where all parties agree that they received their money's worth — or more — is the optimum solution and is to be striven for in all situations.

Their dealings are not limited to physical merchandise, either; most services can be

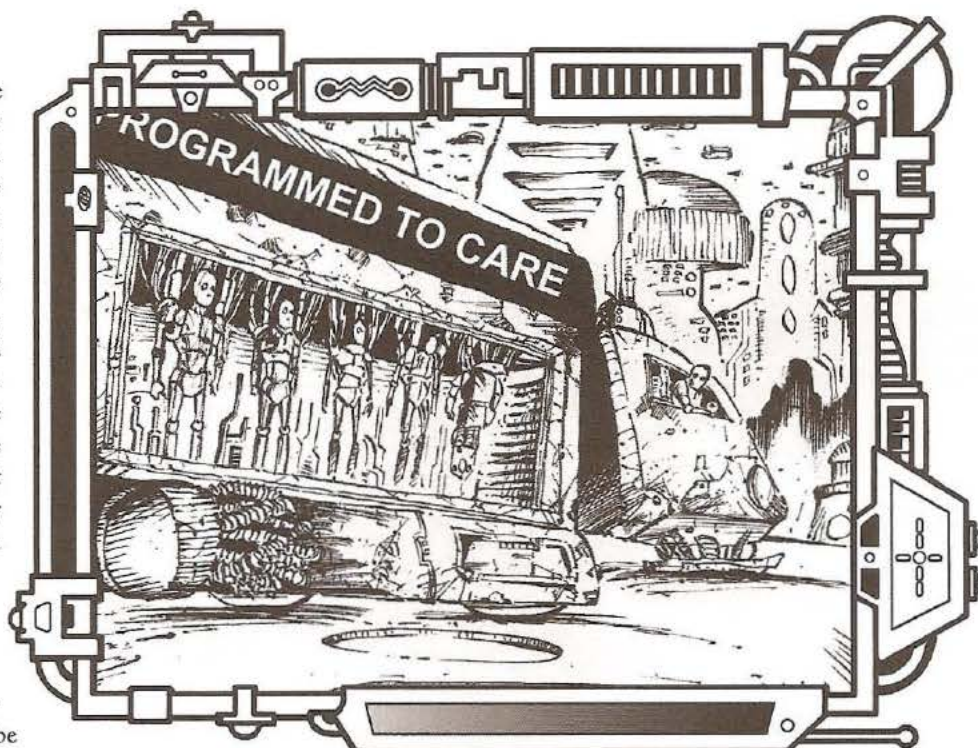
procured through Dealers, from legal aid to information services to mercenary might. Dealers have a programmed compulsion to provide an equitable transaction, to the extent that they have risked life and limb to track down a previous client because a transaction was discovered to be unfair. (For example, if the Dealer learned that some information it sold was not accurate, it would be compelled to offer a refund.)

As a result, "haggling" has little meaning to the Dealers, per se; they offer their wares at the price that they conclude is the correct one, and they will accept no more nor less than that amount. However, those who interact frequently with Dealers realize that Dealers place values on everything, so a price that seems unworkable can be made more affordable by offering other items. Thus, Dealer transactions often resemble these odd collections of unrelated lists: a Dealer might trade a used spacecraft in exchange for three blaster pistols, a handful of scholarchips, two liters of Human blood, five transferable vouchers for transport anywhere that can be reached in one week or less, and 5,971 credits.

Dealers set aside 10% of all profits to give to their "elders" on 1, of which at least 5% are set aside for the return of 193-35 and the other 5% go toward upkeep of the Dealer worlds (although any extra — of which there is much — is added to 193-35's reserves). As a result, the cache set aside for 193-35 constitutes, by many reckonings, the largest treasure in the galaxy ... although what form, exactly, this wealth has taken is unknown to the outside world.

Laws and Customs

Outside of the requirement to bow to a lower-numbered superior, Dealers do not have conventional laws; rather, they view the laws of many organics as a means of imposing a natural order that sentient beings simply should feel an inclination



Accessing: D6 Space Aliens.1 > Homosapients
Notes: So-so cost. But it broke last year...

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13 toward. Since Dealers are much more attuned with their
14 "natural" inclinations, they have no need for formalized life
15 instructions. They argue that other lifeforms do not have laws
16 requiring people to breathe, since that is the assumed action.
17 Similarly, Dealers have no laws demanding fair trade or con-
18 tract obligations, since such actions are as natural to Dealers
19 as breathing is to other lifeforms. One of the few laws states
20 that it's illegal to copy a Dealer essence into another body when
21 the original exists, and the duplicate in such a rare case must
22 be destroyed (in addition to other reparations).

23 Since Dealers have free will, it is possible for them to break
24 these customs, although it happens so rarely that it's treated
25 with the same credulity as spontaneous combustion. Should a
26 Dealer be shown and verified to act against the interests of free
27 trade and the customer, Dealers will band together to capture
28 the defective rogue, who will then have two options: make all
29 reparations necessary (with interest) or be deactivated. The
30 latter outcome is usually performed by the Dealer's parent or,
31 if unavailable or destroyed, any lower-numbered Dealer.

32 The Dealers have another custom, which many species find
33 abhorrent: the Law of Financial Culpability. Put simply, the
34 Dealers believe that all transgressions can be repaid monetarily;
35 from breach of contract to crimes of violence, any fault of a
36 Dealer's can be made whole (to the Dealers, at least) by the
37 expenditure of money — usually a great deal of money. There
38 is no "prison" or other punishment to Dealers outside of the
39 financial ones, although if it is shown that a Dealer has little
40 probability of repaying such debts, it may be deactivated. The
41 Law of Financial Culpability doesn't come up often, but the
42 notion that a Dealer could commit cold-blooded murder if it
43 had 50 million credits to spend makes some people uneasy ...
44 especially since it would be logical for a Dealer to do so if it
meant it could make 51 million as a result.

Religion

If a Dealer is asked whether they have any religions, they will politely scoff and say there is no empirical evidence for belief in that which cannot be verified. When it is pointed out that their belief in the return of 193-35 seems very much to be a religion, they reject this notion with a vehemence bordering on emotion. When then asked for verifiable proof of the coming of 193-35, Dealers get very quiet. Scholars generally agree it's best not to press the issue, since it is the Dealers' belief in the return of 193-35 that makes them such fair traders.

Dealers who interact almost exclusively within the confines of one religion have been known to adopt that religion. First, it's good for business to be part of the community, and second, within a closed system, it's easier to be swayed from their natural agnostic tendencies. Still, when pressed, such converts usually confess that their certainty about their chosen faith has a percentage probability in the mid-fifties; when pressed further, these Dealers posit that this is the percentage shared by many "true" believers.

Entertainment

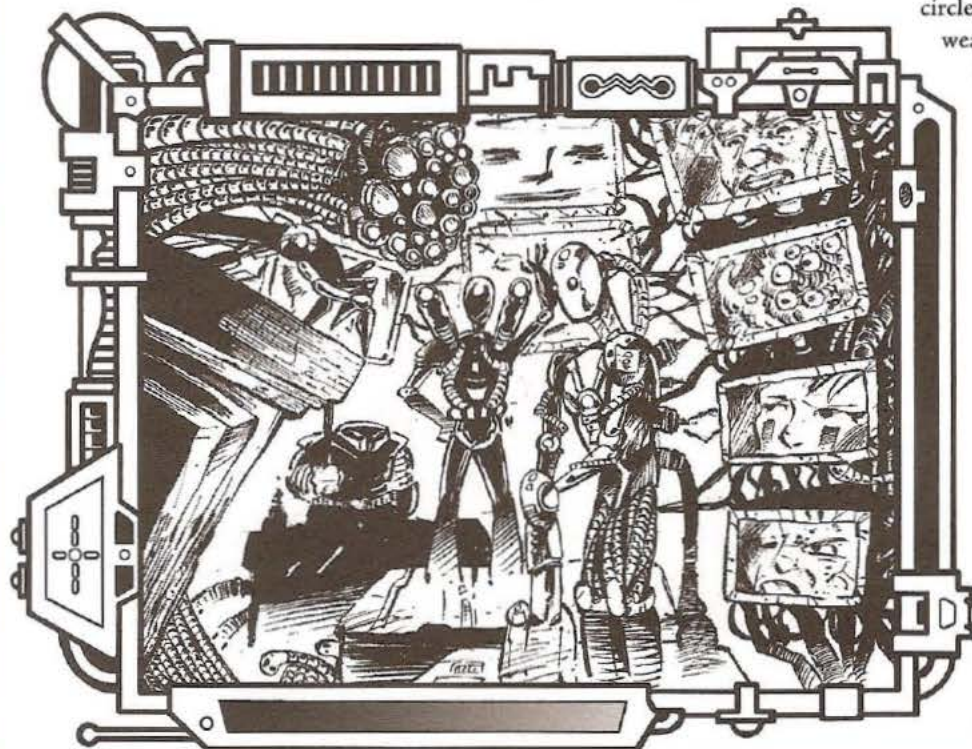
Dealers have no organized entertainment since, lacking emotions as others understand them, they are seldom in need of entertaining. They enjoy conversing with others, especially alien species, since doing so gives them more data to make better and more informed bargaining decisions in the future.

Technology

If there is one force or factor keeping the Dealers from becoming galactic powerhouses — or, worse, conquerors — it is their inability to innovate technologically. With almost no exception, Dealers have to rely on other races for new, different, or better gear; "inventor Dealer" is an oxymoron in some circles. As such, Dealer ships and weapons tend to take on whatever form and function the Dealer is able to afford to purchase from somewhere else.

However, the Dealers have acquired at least two devices that they use in transactions; where they got them from is unknown (since no one has been willing to pay the exorbitant price for this "trade secret"), but no other races make use of them.

The Legal PAD: This device takes biometric and cellular data from a willing biological participant at the time of a transaction's closing; in addition to a genetic sample, retinal scan, and fingerprint acquisition, it also monitors the circulatory rate, speech pattern,



Accessing: D6 Space Aliens.1 > Nomosapients
Notes: So I found the Dealer who sold it...

signature pattern, and the like. This information forms the basis of an ultra-advanced contract, providing proof positive that the subject was who she said she was, she entered into the contract of her own free will, and she understood the terms of the contract. Such completed contracts, coupled with the Dealers' reputation, are considered ironclad agreements, from which there is practically no room to squirm away; every legal system more technologically advanced than rock-throwing cave dwellers recognizes them to be valid. It would take a *Legendary business* result to find a loophole able to thwart such a contract, and a *Heroic personal equipment repair* result to erase or reprogram the device. Cost: Moderate (652 credits).

The Dealkeeper Chip: This subdermal mobile computer — the size of a half a deck of playing cards — is only used in extreme bargaining situations, and then only reluctantly by the Dealers. So long as the device remains implanted, it compels the subject to obey the terms of an agreed-upon contract (uploaded from a Legal PAD) to the letter. Acting outside the terms of a contract requires a *Very Difficult willpower* check per round a contra-indicated action is performed. It requires a *Legendary medicine* result to remove the device, since its mobility enables it to wiggle out of the way of the doctor and further into the patient. Still, a massive trauma — such as chopping off the arm in which the device is implanted — is one way of being rid of it. Dealers dislike using these devices in everyone but the most hideously expensive transactions or in those who have proven themselves untrustworthy. Besides the cost (which is passed on to the contract-signer), it also opens up many legal issues; if the recipient of the Dealkeeper Chip dies because he is unable to perform actions to save his life (because they would, inadvertently, break the contract), the Law of Financial Culpability declares the Dealer responsible for monetary reparations in such cases. Cost: Difficult (3,030 credits).

Example Character

Dealer 5185058 (4F1E22 in hexadecimal) is an old Dealer and has seen better centuries. After a disastrous trading expedition on Phelos-4, 5185058 was brought to near-destruction after an attack by a Verda prowler. The experience seems to have affected its circuits in an undiagnosable way, such that random unfortunate glitches plague its interactions. The superficial damage and scarring on O'Fyvate (as it's known to its organic friends) has proven nearly impossible to buff out completely, and it is unable — or unwilling — to purchase a new body. O'Fyvate thus finds itself continuing to roam the galaxy; it has paid off some of its Life Debt and amplified its regenerative properties somewhat, but it hopes to be a totally free Dealer some day.

Agility 2D+1; dodge 3D+1

Mechanical 2D

Strength 2D+2

Knowledge 4D: aliens: economic law 7D, bureaucracy 5D, business 5D, languages 4D+2, willpower 4D+1

Perception 4D: bargain 5D

Technical 2D

Strength Damage: 1D

Fate Points: 1

Body Points: 18

Move: 10

Character Points: 5

Wound levels: 3

Disadvantages: Age: Old (R1), old and battered-looking shell; Bad Luck (R2); Cultural Unfamiliarity (R1); Debt (R2), still owes significant resources to creator; Devotion (R3), to fair trade and interactions; Hindrance: Limited Regenerative Properties (R7), -7 to damage resistance totals; Hindrance: Uncreative (R8), +6 to all *Technical*-related difficulties involving improving or inventing technology

Advantages: Fame (R3), member of fair and honest merchant race; Wealth (R2), +4 to all *Funds* totals

Special Abilities: Atmospheric Tolerance (R1), airless environments, with Additional Effect (R3), need not breathe; Attack Resistance: Mental (R2), +2D to resistance totals against mental harm; Immortality (R1), will cease to function if back up is erased or cannot be put into new body, with Additional Effect (R2), does not need to eat or breathe; and Price (R1), requires *Legendary Funds* (posthumously) to activate; Immunity (R5), +5D to *Strength* or *stamina* checks against illness or poison; Iron Will (R3), +3D to all *willpower* rolls and +6 to standard interaction difficulties

Equipment: Legal PAD

Dealer Package

Total creation point cost: 8 points

Total defined limit cost: 2 attribute dice

Disadvantages: Cultural Unfamiliarity (R1); Debt (R3), owes significant resources to creator; Devotion (R3), to fair trade and interactions; Hindrance: Limited Regenerative Properties (R8), -8 to damage resistance totals; Hindrance: Uncreative (R8), +6 to all *Technical*-related difficulties involving improving or inventing technology

Advantages: Fame (R3), member of fair and honest merchant race

Special Abilities: Atmospheric Tolerance (R1, total cost 5), airless environments, with Additional Effect (R3), need not breathe; Attack Resistance: Mental (R2, cost 4), +2D to resistance totals against mental harm; Immortality (R1, total cost 8), will cease to function if back up is erased or cannot be put into new body, with Additional Effect (R2), does not need to eat or breathe; and Price (R1), requires *Legendary Funds* (posthumously) to activate; Immunity (R5, cost 5), +5D to *Strength* or *stamina* checks against illness or poison; Iron Will (R3, cost 6), +3D to all *willpower* rolls and +6 to standard interaction difficulties

Dealer characters with a low number who are expected to spend a lot of time among other Dealers should have ranks of Authority, with Price (R1), *Very Difficult Funds* check required. Dealer characters with a high number who are expected to be commanded by other Dealers should have Employed (R2), Dealer must perform agreed-upon task in exchange for monetary compensation.

Additionally, as the Dealer pays off its Life Debt, it may lower its Hindrance: Limited Regenerative Properties Disadvantage.

Accessing: D6 Space Aliens.1 > Homosapients
Notes: He fixed it free with a happy chirp.

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Accessing Homosapient Species File

Gilvahns

Known for their great strength and technical ability, these short, sturdy Terran offshoots evolved on a high gravity "heavy world" infested with swarming predators.

Physical Appearance

The heavy gravity of the Gilvahn homeworld has given the dominate sentient beings short, stout frames. They rarely grow taller than 1.7 meters, though they compensate with sturdy shoulders, dense muscles, and thick bones. Aside from their small stature, they possess most features of Terrans: two legs, two arms, five fingers on each hand, and a head with hair, eyes, ears, nose, mouth. Their skin has a bronze color and a gritty, rough texture from their natural hardness.

Individual Gilvahn differ in facial features and eye and hair color — all similar to Terran variations. Their rigorous

lifestyle often inflicts scars or slight disfigurements that, combined with the easy-going aspect of their personalities, only enhances their character.

Homeworld

Gilvahn evolved on the planet of Kovahn, and eventually took to the stars to gain a small sector for themselves. The planet's heavy gravity causes ash storms, erupting volcanoes, boiling seas, and other tectonic activity, making much of the surface and some of the underground regions extremely hazardous to lifeforms.

The Gilvahn developed in stable, subterranean areas where they could carve labyrinthine cities, cultivate fungus chambers, mine and process metal ore, and engineer industries to ensure their survival. Unfortunately, other creatures came to these same regions, particularly swarms of underground predators called skevvells. Gilvahn society quickly adapted, adding a class of fierce warriors to protect the domestic and industrial

castes. The age-old conflict between Gilvahn and skevvells permeates the species' heroic literature and attitudes toward warfare.

Early expeditions to the surface focused on obtaining natural resources and studying weather and tectonic patterns. As underground life grew increasingly hazardous for a growing population, the Gilvahn developed high-energy generation, heat-resistant, and anti-gravity technologies. They soon engineered immense floating cities protected by domes that defied Kovahn's heavy gravity and intense weather.

Today, the surface of Kovahn sports many anti-grav city platforms that hover above the harsh terrain, with domes protecting them against the dangerous weather. Airlocks allow visiting transports and starships to enter and dock, while sturdy sensor and communications bubbles maintain contact with other platforms. Some heavy-industry and commercial settlements still remain underground in the center of relatively stable continental plates. Orbital installations now handle most starship construction and some heavy industry.

Gilvahn colonists settled on mineral-rich planets with moderate to high gravity. Most display some aspects of their homeworld: hazardous terrain, inhabitable mountainous or subterranean regions, and reasonable tectonic activity. Industry quickly grows here



Accessing: D6 Space Aliens.1 > Homosapients
Notes: When making hiring decisions ...

— starship construction, gas refinery, mining, heavy manufacturing — usually on or beneath the surface but sometimes in floating cities and orbital facilities on planets where hazardous atmospheric or tectonic conditions prevail. The Gilvahn conduct brisk commerce at all their starports, dealing primarily in raw minerals, large starship components, manufactured goods, and high-gravity technology.

Society

Gilvahn society forms around family and corporate units. Families consist of two parents and several children. Given their space-faring and business-oriented activities, Gilvahn do not maintain extended families, preferring a more mobile lifestyle. Individuals find work with corporations that fulfill daily needs and drive Gilvahn industry and commerce. The corporate structure supplements the government's efforts to provide for individual and family needs, community infrastructure, and public facilities.

The Gilvahn maintain a bicameral representative government, with one chamber consisting of individuals elected by territory, and another with delegates from numerous Gilvahn corporations. Together the Chambers (as they call their government) appoint commissioners to run various facets of government operations: courts, diplomatic corps, economic regulators, and military. The Chambers choose one of their members as Premier to serve as chief administrator and representative leader in domestic and foreign matters. Gilvahn colonies maintain a similar arrangement, though their appointed leader carries the title of governor and reports directly to the Premier on Kovahn.

As a space-faring society, the Gilvahn subscribe to most generally accepted laws respecting property, government authority, and personal safety. They believe in levying fines for most violations, preferring to allow offenders the freedom to pursue meaningful, useful lives as workers furthering the economy. Those committing severe and capital crimes receive prison time, though among Gilvahn, such occurrences remain rare.

Outsiders might think that Gilvahn have permanently stern demeanors from the harsh conditions of their homeworld. Although they can become deadly serious on matters about which they care deeply, Gilvahn balance this with an easy-going nature, affable attitude toward others, and an affinity for hearty laughter.

Gilvahn carry on amiable relations with most other species. They make alliances with strong trading partners who boost their economy and help stabilize their sector. Gilvahn do not cause conflicts with neighbors or partners without cause. Belligerent governments whose warlike attitudes and actions threaten their trade coalitions earn the status of enemies of the Gilvahn.

Economy

The Gilvahn economy revolves around all aspects of heavy industry. Homeworld and colony commerce centers on three major areas:

> **Mining and Refining:** Huge Gilvahn corporations supervise all aspects of an aggressive mining industry. Scouts survey new terrestrial areas, planets, nebulae, and asteroid fields for mineral-rich resources. Massive operations move in to harvest ores and collect gasses. These range from open strip mines

Skewels

The primary predators on Kovahn infest subterranean regions, digging new tunnels, undermining rock layers, and invading Gilvahn settlements, mines, and factories. Skewels look like huge larvae with armored segments, powerful hind legs, front digging claws, and a toothy maw surrounded by sensory nodules. Skewels swarm in groups of 20 to 50 individuals. Although they grow no longer than one meter at maturity, their speed, numbers, and ferocity prove daunting against Gilvahn warriors.

Skewels claw through rock and dirt, slowly consuming mineral-rich ores. A swarm normally tunnels and eats through approximately one cubic meter of nutritious earth for each skewel in the group; they can carve passages through unappetizing rock to get to more digestible fare three times as fast. They cannot claw through solid metal, and they find processed ores distasteful.

Although their metabolism best digests mineral substances, skewels possess a particularly ferocious appetite for carbon-based tissue, the only abundant source on Kovahn being Gilvahn and the fungus they cultivate as a food source. Aside from undermining Gilvahn settlements and industries, a skewel swarm can decimate a town's food supply and threaten its inhabitants. To counter this menace, most communities post a patrol to search for signs of the predators and eliminate them if discovered. Luckily the Gilvahn have evolution on their side: Since the skewel metabolism becomes hyperactive upon consuming carbon-based materials, they fall into a hibernation trance within two hours of such eating binges, rendering them inactive for two to 12 hours. Brave Gilvahn soldiers prefer face-to-face confrontations with skewel but gladly eradicate them if found hibernating after a huge meal.

Gilvahn take great care to screen transports from surface settlements traveling to floating cities to prevent skewels from infesting platforms and leaving the planet aboard visiting starships. Errant skewels scramble to find sustenance: small vermin, larger lifeforms, mineral fertilizers, and raw ores headed for export. Gilvahn trading partners have reported no major incidents of skewel infestations.

Skewel: Agility 4D, brawling 5D, dodge 5D, Strength 3D, climb/jump 4D, Knowledge 1D, Perception 2D, search 3D, willpower 3D, Mechanical 1D, Technical 0D. Move: 10. Strength Damage: 2D. Body Points: 19/Wound levels: 3. Natural Abilities: claws (damage +1D); teeth (damage +1; +5 to combat difficulty); natural armor (+1D); small size (scale modifier 4).

River of Gold

Many regard the popular saga *Anrag and the Molten River of Gold* as a work of sheer poetic fantasy. It describes the search for a legendary river of gold, taking the hero Anrag through numerous formidable perils among the stars to find what the Gilvahn consider the ultimate prize. Anrag eventually discovers his treasure deep in the heart of a fiery sun, whose flames consume him while attempting to retrieve the gold.

Scientists among the Gilvahn and other species believe the myth holds some degree of truth. Small enclaves of researchers and explorers associated with powerful corporations and governments believe some stars have concentrations of undiscovered elements that coalesce in cooler regions of the surface (commonly called "sun-spots"). They theorize that such elements have greater strength and industrial usefulness than any other known substances.

Harvesting such elements from the surface of a star (and braving temperatures reaching almost two million degrees Celsius) proves the immediate challenge for scientists; but some secretly work to develop such technology, collect and analyze these elements, and use them in the most lucrative ways by developing new military and scientific applications.

and floating gas scoops to underground mines and boring rigs with little more than topside personnel, ore-processing, and gas-pumping facilities to betray their existence. Most companies maintain transport operations to ferry raw materials to refineries and processed ore and gas to industrial clients.

> **Manufacturing:** Gilvahn factories manufacture a wide range of goods for use in all walks of life: personal weapons and armor, computers and support components, household appliances, personal data devices, furniture, entertainment equipment, and smaller components for computer and vehicle systems. Most manufacturing facilities consume large spaces between raw material sources, warehousing districts, and starports where freighters export finished products to off-world markets.

> **Heavy Assembly:** Larger facilities assemble larger finished goods: vehicles and starships, prefabricated buildings, capital ship ordnance, sensors and communications equipment, and industrial machinery. These assembly plants occupy vast underground caverns, spacious enclosed hangars, or orbital construction docks.

A small corps of Gilvahn agriculture workers cultivates enough food (primarily fungus) to sustain the populations on Kovahn and its colonies. They add variety to their diets with fare imported from other worlds through their many trade alliances and brisk commerce.

With its emphasis on industry, the Gilvahn import goods not normally available through a manufacturing economy. Most such commodities fall under the luxury label, including

fine cloth and finished fashions, plants and organic materials, and fine entertainment. Gilvahn also encourage off-worlders to immigrate to their planets to fulfill a wide array of service sector functions. Although they have a distinct cuisine, Gilvahn revel in a variety of cooking styles from around the galaxy, and they encourage foreigners to establish ethnic restaurants on Gilvahn worlds. Their live entertainment industry (music, broadcast, and theatre) depends on off-world performers showcasing their own talents and traditions. Foreigners run most services catering to spacers, as Gilvahn corporations find dealing with small starport businesses too unprofitable for their efforts.

Despite a steady stream of imports, a greater volume of exports keeps the Gilvahn economy strong.

Religion

Gilvahn revere Vahn, "The Maker," creator god of all things and friend-protector of the Gilvahn (literally "people of Vahn"). Vahn initially represented the destructive forces that constantly reshaped their homeworld's surface, but he soon came to symbolize creative power, especially the ability to design and manufacture technology.

Although Vahn hasn't enjoyed formal temples or worship ceremonies for centuries, he's often praised during feasts or celebrations, at times of giving thanks, and upon completion of daunting industrial projects. The Gilvahn also venerate Vahn in epic poems and hymns honoring his creative majesty.

Most major industries have an elite guild that engages in generous endeavors to aid their community, giving thanks to Vahn for their prosperity by sharing their wealth with others. These guilds gather to plan charitable events, discuss those in need, and socialize, all in the name of Vahn.

An open, five-fingered hand represents Vahn's creative ability and serves as a symbol of good luck and productivity. Different Vahn guilds associate the god with their particular industry, as shown by variations on the central Vahn open-handed symbol: a hand grasping a pick (miners), a hand with a star (space-industry workers), a hand holding a wrench (manufacturers).

Entertainment

Although Gilvahn engage in most forms of entertainment accepted throughout the civilized galaxy, they revel in two particular to their culture: feasts and storytelling.

Feast gatherings occur at every level of society: corporate, familial, and community. Nothing gets a Gilvahn pleasantly excited like preparing for a party. Individuals hone their skills in their particular contribution to a celebration: cooking, singing, playing an instrument, dancing, and storytelling. These festive gatherings often resembling raucous parties. The Gilvahn have a hospitable streak in them and rarely forbid friendly outsiders from partaking in feasts. The tradition of holding such banquets emerged from the ancient celebrations thanking their god Vahn for the prosperity and industry he bestowed upon his people.

Despite their technological savvy and industrial society, the Gilvahn still memorialize their traditions, beliefs, and

Accessing: D6 Space Aliens.1 > Homosapients
Notes: Sun mining: Very dangerous ...

legends through various forms of storytelling. Some retain their time-honored venues as written literature, songs, epic poetry, and live plays. Gilvahn still enjoy simply sitting around a good meal regaling each other with entertaining tales. Other stories use more technological means of dissemination, such as electronic manuscripts and broadcast holographic presentations. The most popular legends include *Anrag and the Molten River of Gold*, the saga of the warrior Migra's war against the skevvels, *Star-Brother's Search for Moon-Sister*, and myths about Vahn's creative feats and his benevolence in providing for his people.

Technology

Gilvahn developed specialized technology to deal with their homeworld's heavy gravity and hazardous environment, which naturally expanded to support an industrial economy.

Engineers developed many heat-resistant substances and have incorporated them into building materials, vehicles, armor, and clothing. A defense industry initially formed around the need to equip warriors to eradicate swarming skevvels from subterranean settlements; it quickly grew to provide ordnance for protecting factories, mines, and starships from predatory off-worlders. The Gilvahn battlesuit remains the core equipment Gilvahn soldiers employ today.

Gilvahn maintain a reputation for producing reliable industrial technology. Many manufacturing corporations throughout the galaxy purchase refinery furnaces, heavy assembly plants, power stations, floater vehicles, and tractor-beam assemblies from Gilvahn companies. Construction engineers design buildings and infrastructure to handle heavy industry.

This renown isn't limited to massive factory equipment and vehicles; Gilvahn possess an affinity for designing small gadgets to aid with technical tasks. No matter their trade, everyone relies on such useful devices as personal data organizers, comm pads, diagnostic cuffs, and media players. Most Gilvahn engineers and spacers keep a handy spanner nearby for assisting with mechanical repairs and adjustments.

Bulk Transport

Huge anti-grav barges serve as the transport workhorses of Gilvahn industry. These floating platforms have low bulkheads enclosing the open cargo area and a small, six-passenger cabin at the rear. A pilot station atop the cabin offers a view of the entire barge and its surroundings for optimum control in flight. Banks of anti-grav generator disks mounted on the underside enable the craft to float one to two meters off the ground depending on the terrain (a steady one meter on level surfaces and two meters over rough terrain).

The transport's flight ceiling remains limited because the anti-grav drives are tuned specifically to haul heavy loads long distances. The pilot can retract central bulkhead sections so loaders can move freight

onto a docked transport; a tractor beam mounted just before and controlled from the raised pilothouse more efficiently loads and unloads immense cargo. Side bulkheads have extendable tarps that a worker can pull and attach to the far bulkhead to protect equipment from the elements. Although the vessels are best-suited to carrying large loads, specially fitted containers enable convenient transport of smaller deliveries within an enclosed cargo module.

Transports operating in hostile areas often mount defensive ordnance and a gunner in the bow, with a light shield generator replacing the passenger compartment.

Bulk transports can easily haul cargo equal to its size (scale value 10); for greater loads, compare the craft's *Toughness* roll with the *Toughness* of the freight (including scale modifiers).

Bulk Transport. Move: 63 (45 kph). Passengers: 7. Cargo: See description. Toughness: 6D. Maneuverability: 2D. Cargo tractor beam (damage 5D; range: 10/25/40; forward/port/starboard arcs). Scale value: 10. Price: Heroic (68,700 credits).

Plasma Drill

The Gilvahn mining industry relies on plasma-driven drills to bore into mineral-rich ores. A wide but focused beam of superheated plasma turns raw rock into slag that workers can siphon off into ingot molds for transport to processor units elsewhere.



Accessing: D6 Space Aliens.1 > Homosapients
Notes: But the Gilvahns seem to love it.

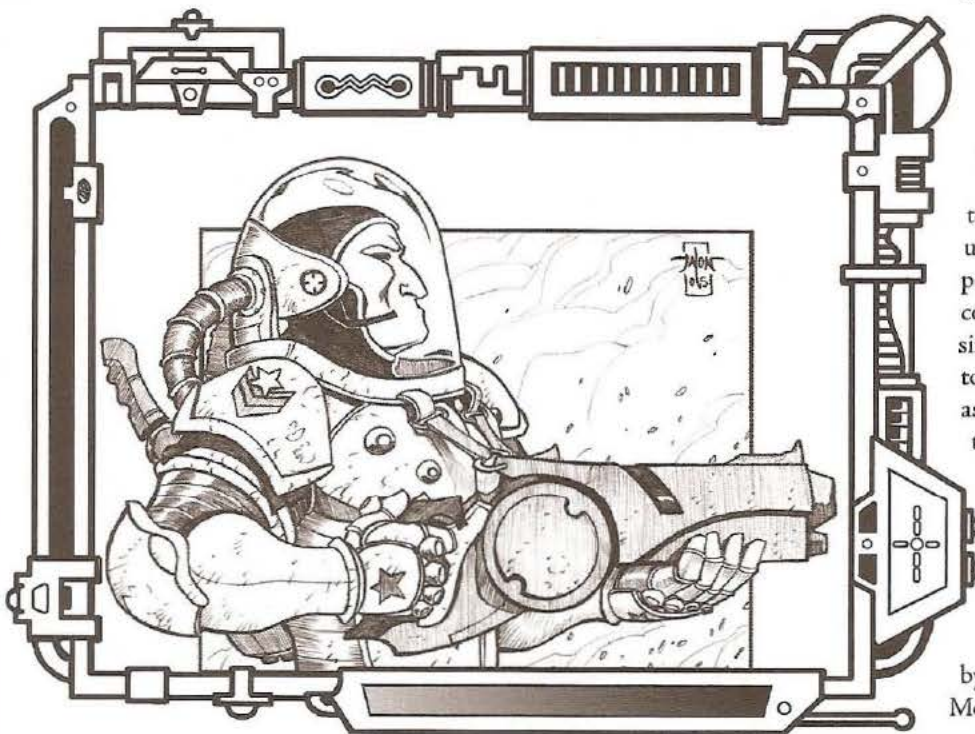
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19 The entire drill assembly — plasma tanks, power genera-
20 tor, accelerator, and emitter — usually sit on a sturdy, tracked
21 chassis with a shielded control seat for the driver/operator.
22 This allows easy portability into mine shafts and tunnels or
23 to remote locations with rich resources. Open pit mines often
24 employ plasma drills mounted on crane gantries or hydraulic
25 armatures to more freely move about where needed.

26 Gilvahn miners take particular care around plasma drills,
27 wearing heat-resistant clothing, polarized visors, and heavy
28 work gloves. Drill teams maintain strict safety protocols to
29 ensure nobody accidentally becomes caught in the plasma
30 beam or the resulting flow of molten ore. Each carries a min-
31 ing impellor, a cylindrical device held at one end and along
32 the barrel. When directed at loose rock or dirt, the sonic and
33 gravitational fields emitted from the far end act as a shovel,
34 clearing channels into which melted ore flows. The second
35 setting enables the tool to function as a counter-tractor beam
36 that allows miners to “push” streams of molten rock toward
37 established troughs and ingot molds.

38 For most intended uses, focusing the drill's plasma beam
39 at a stationary target (rock wall, ore vein) does not require
40 any particular skill roll (though knowing where and how to
41 excavate might call for a *Knowledge* or *Perception* roll indicat-
42 ing familiarity with mining practices). Hitting a moving target
43 with the drill requires a *gunnery* roll. When using the drill
44 against material other than rock, compare its damage against
45 the substance's *Toughness*.

46 **Tracked Drill Assembly.** Move: 10 (14 kph). Passengers:
47 1. Toughness: 4D. Maneuverability: +2. Plasma drill (damage
48 10D; range 8/13/35, forward arc). Scale Value: 6. Price: Very
49 Difficult (7,550 credits).



Gilvahn Soldiers

Only the most elite Gilvahn warriors deploy wearing battlesuits. Starport security, urban police, planetary militia, and most armed forces rely on conventional weapons and armor. Units sporting battlesuits receive dangerous and near-suicidal assignments.

“Warren-stompers” fulfill the traditional role of exploring and clearing out skevvel nests. They protect Gilvahn surface settlements in known skevvel territory. Veterans of these units often leave to join other elite battlesuit forces.

Marines deploy into the tight corridors of subdued starships, engaging enemies and commandeering the vessel from within. Since Gilvahn don't maneuver particularly well in lighter or zero gravities, their combat boots have mag-lock devices allowing them to walk on metallic decks without zero-g penalties.

“Ram-sappers” assault strongpoints unaffected by the efforts of conventional troops and weapons. Since they waded into battle against astounding odds for success, they have a reputation as suicide squads.

Handy Spanner

Most Gilvahn engineers and mechanics never go anywhere without their trusty handy spanner. This multiple-function tool serves as a complete toolkit (+1D to relevant *repair* rolls) in the hands of a trained Gilvahn. A mechanic can configure it to work as a number of other handheld tools, including pliers, screw and bolt drivers, soldering iron, spanner wrench, file,

flashlight, igniter, and, in desperate situations, a hammer. Non-Gilvahn do not gain a bonus unless a Gilvahn first shows them how to configure and use the spanner for various tasks.

The tool is about 25 centimeters long and five in diameter and usually fits into a large worksuit pocket. Most Gilvahn tradesmen consider their handy spanner the single most useful and personal tool they own. Many receive them as gifts when graduating from technical colleges or apprenticeships.

Handy Spanner: +1D bonus to relevant *repair* rolls in the hands of those trained by Gilvahn to use the tool. Reduces darkness modifiers by 3D (9) in flashlight mode. Price: Moderate (436 credits).

Accessing: D6 Space Aliens.1 > Homosapients
Notes: Consider getting spanner training.

Gilvahn Battlesuit

The Gilvahn developed a characteristic battlesuit from their many generations combating skevvel hordes and belligerent neighbor species. The fully enclosed armor functions as an enviro-suit, providing two days' worth of air, food, and water, and offering general protection against hostile climates and atmospheres. Armor pieces encase the wearer in breast- and back-plates, pauldrons, greaves, bracers, gauntlets, tassets, and a dome-shaped helmet. The battlesuit provides 4D Armor Value when resisting attacks and heat or fire damage. Although this encumbrance would normally increase Agility-based difficulties by +4, the helmet's integrated targeting system and sensors negate the penalty for *firearms* rolls.

The battlesuit's primary weapon consists of a heavy plasma repeater, an oversized weapon the bearer actually rests on a pintle brace jutting out from the breastplate. The brace provides stability and flexibility when aiming and firing the weapon. An electromagnetic pulse fires a burst of super-heated gas at targets; the user may fire a single shot, *single fire as multi*, or *full auto* (see "Firearm Options" on page 80 of the *D6 Space* rulebook).

The off-hand gauntlet sports the suit's secondary weapon, a close-quarters flamethrower. A regulator cylinder, spray nozzle, and igniter rise from the gauntlet and bracer's surface, flush enough to avoid easily catching on entangling obstacles. Hoses run beneath the armor to a reservoir of flammable gel in the backpack rig. The stream of flaming gel has a limited range, making it best suited for close combat.

When all other technology fails, Gilvahn warriors can rely on two battle knives in sheaths integrated directly into the suit: one along the armored boot, the other near the small of the back.

An armored backpack rig (counterbalanced by the breast-plate and the plasma repeater) provides materials to support the enviro-suit functions, flammable gel for the flamethrower, and a generator and plasma reservoir for the plasma repeater.

Since the battlesuit's tailored to the Gilvahns' shorter, stouter frames, few other species can effectively wear them. Those who fit the suits suffer a +4 penalty to all difficulties unless properly trained by a Gilvahn battlemaster (a physically grueling four-week process, assuming one can find a master willing to teach non-Gilvahn pupils). Others who procure examples of battlesuits can try modifying them to their own physique: this requires Very Difficult *armor repair*, *exoskeleton repair*, and *personal equipment repair* rolls, with failure irrevocably destroying the suit's integrity.

Gilvahn Battlesuit: Provides 4D Armor Value (increase Agility-based difficulties by +4, except for *firearms* rolls); integrates a close-quarters flamethrower (damage 8D; range 2/4/8; ammo 5), two combat knives (damage +1D), and a plasma repeater (damage 6D; range 25/150/300; ammo 100); Price: Heroic (95,633 credits).

Typical Gilvahn

Agility 2D+1; firearms 3D+2, melee combat 3D

Mechanical 3D: exoskeleton operation 4D

Strength 4D: lift 4D+2

Knowledge 2D+1

Perception 2D+2; know-how 3D+1

Technical 3D+2: exoskeleton repair 4D, flight systems repair 4D, vehicle repair 4D

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 2

Body Points: 22

Wound levels: 3

Disadvantages: Achilles' Heel: Low Gravity (R3), +1 to all Agility difficulties in a gravities of 1 g or less

Advantages: none

Special Abilities: Hardiness (R4), +4 to damage resistance totals; Skill Bonus: Vehicle Tech (R1), +1 to *exoskeleton repair*, *flight systems repair*, and *vehicle repair* rolls

Gilvahn Package

Total creation point cost: 2

Total defined limit cost: 2 skill dice

Disadvantages: Achilles' Heel: Low Gravity (R3), +1 to all Agility difficulties in a gravities of 1 g or less

Advantages: none

Special Abilities: Hardiness (R4, cost 4), +4 to damage resistance totals; Skill Bonus: Vehicle Tech (R1, cost 1), +1 to *exoskeleton repair*, *flight systems repair*, and *vehicle repair* rolls

Jack of All Trades

Their general affinity, technological savvy, and experience in heavy industry make Gilvahn ideal spacefarers. Those who don't enter into the industrial or service sectors on Kovahn or their colony worlds spread throughout the galaxy pursuing trades as mechanics aboard starships, merchants specializing in manufactured products, engineers designing factories, overseers on construction projects, and miners harvesting mineral resources from planets and asteroids. They take pride in undertaking heavy work wherever they find it.

Occasionally, Gilvahn break out of their mold and delve into areas uncharacteristic of their people. Some warriors enjoy the life too much to leave it, serving as mercenaries, body guards, or dangerous-pest hunters. Others seek lives of adventure as explorers, using their martial and technical skills to survive while surveying new worlds. A few engage in criminal pursuits, employing their talents to amass huge profit in illicit activities.

Although most Gilvahn remain active in their chosen career well into their old age, some retire to a slower life of contemplation, scholarship, writing, art, music, and philosophy. They help preserve and create new histories and mythologies of their people, maintaining their heritage amid a vastly diverse galaxy.

Accessing: D6 Space Aliens.1 > Homosapients
Notes: I think I'll skip battlesuit training.

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Accessing Homosapient Species File

Gruemor

This dwindling species of naturally adept explorers has spread throughout the galaxy, selling their services to survey new reaches of space.

Physical Appearance

Gruemor have burly, fur-covered frames, with large heads displaying rounded ears, gentle eyes, and a snout tipped with a black nose. Their general physique runs toward the rotund, with broad shoulders and hips, a noticeable belly, and stocky arms. They speak in a gravelly but kind voice, though they can roar ferociously when angered. Their bulky figure and sturdy legs give Gruemor a lumbering gait that hints at their overall lack of grace and coordination.

Millennia of evolution have softened their claws into fingernails and refined their behavior to avoid using their powerful, toothy jaws in combat. They still retain their hardy endurance and ability to consume and gain nourishment from nearly any organic substance. Their teeth, fingers, and an elongated tongue help them obtain food from hard-to-reach places, a luxury in civilized society, but often a necessity when exploring uncharted planets with limited packaged supplies.

Their fur color runs from brown and black to reddish brown and even gray and silver in older specimens. Color variations around the snout, including blotches of white, help distinguish between individuals.

Homeworld

Gruemor evolved on Tyrvash, a varied terrain planet covered in lush forests. They created a rich civilization that

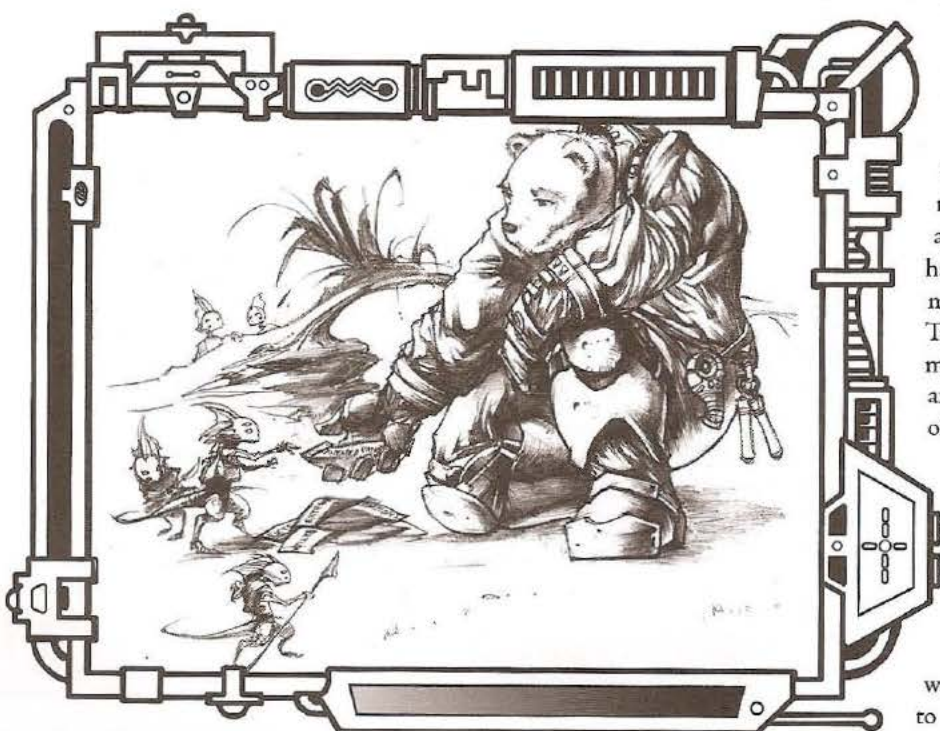
conservatively consumed natural resources and built itself organically into the terrain. Gruemor ranged far across their immense planet, exploring far-away mountain ranges, crossing vast oceans, and surveying the natural beauty of their world. Although heavy industry and technological innovations developed slowly under such conditions, the Gruemor had forged a significantly advanced society when space-faring species discovered their homeworld.

With the advent of space travel, the Gruemor took their wanderlust to the stars. A knack for seeking out and surveying new worlds — a result of their roving nature — made them ideal explorers. Their government transformed from a loose confederation of nations to a Conference of Guilds that regulated all industries and operations relating to expeditions. Tyrvash served as the base for survey activities. Starports sat upon flattened mountains and cities wove themselves through tree limbs and roots. Using technology gleaned from other species, Gruemor engineers designed scout ships known for their ability to withstand long journeys and return with valuable data and samples from surveyed planets. Representatives from around the galaxy traveled to Tyrvash to hire Gruemor explorers.

As the bounds of known space expanded, the species spread throughout the galaxy, settling where governments, corporations, and other benefactors could readily hire them for expeditions into uncharted territory. They began relying on more advanced technology patrons provided for their surveys, ships that could take them farther, instruments that could record new kinds of data, and equipment to help them survive in more hostile environments. As Gruemor became more mercenary surveyors, Tyrvash ceased functioning as the hub of their exploratory activities. For a species with wander-

lust in its blood and exploring as its profession, "home" was wherever they happened to return after their expeditions.

Eventually Tyrvash was left to fall into disrepair. Declining birth rates lowered the population, foliage diseases depleted their natural habitat, and wanderlust dispersed many Gruemor across the galaxy. Today the average traveler might mistake the Gruemor homeworld for an unexplored planet. Four centuries of neglect have enabled its lush forests to overgrow the ruins of a once great civilization. Few Gruemor remain here. Some return in their old age to live out their final years as ascetics eking a primitive existence from the forest. Others form archaic tribes, forsaking the ways of technology and space-faring to wander the Tyrvash wilderness,



Accessing: D6 Space Aliens.1 > Homosapients
Notes: Picked up a Gruemor hitchhiker ...

scraping a simple existence from the land far from the worries of the greater galaxy.

Society

Families form the core of Gruemor society. Most consist of two parents and one or two cubs. Typically, one parent leaves the home to undertake expedition work and provide the family with income while the other remains to raise the cubs. When children leave the household — after years of schooling and apprenticeships in exploration-related professions — the remaining parent often joins the other spouse on surveys.

Gruemor families integrate themselves into the communities where they find work, usually in diverse settings like starports or planets inhabited by many different species. Some establish enclaves with other Gruemor or those with whom, by species or profession, they work on expeditions. Those who remain at home while the provider sets off on expeditions find work in the area, generally in some capacity supporting survey missions.

Most Gruemor harbor an accepting attitude regarding greater events in the galaxy, other species, and all but the most tyrannical governments. If they don't like something or someone, they simply move on, find a new home, or wander away. Other species view Gruemor as affable loners who keep to themselves and tend to wander off on their own, even in regular society. They value them for their skills in charting new territory but see them as a gifted minority deserving little say in administrative or cultural matters.

In the past, most Gruemor deferred to a central, representative government on Tyrvash consisting of delegates from various exploring guilds. With their civilization in decline, their homeworld all but abandoned, and a reduced population spread over countless star systems, the Gruemor have no centralized regime of their own. They depend on the generosity of patrons or host governments to provide stable homes, schooling, and civic services.

Gruemor Cooking

Gruemor cuisine isn't exceptional enough to inspire restaurants around the galaxy, but it's innovative "throw everything into the pot" approach results from their omnivorous appetites and the need to settle for whatever foodstuffs are on hand.

The Gruemor digestive system can process any nonpoisonous, organic substance as food. Their teeth can gnaw through any such mate-

Xenoarchaeologist Brief > Tyrvash

— Filed by Xatta Nanth, University of Qui'laak

The arboreal planet of Tyrvash presents scholars with an interesting environment: a world once the center of an influential space-faring species that has declined over four centuries into a primitive setting for a "lost" civilization.

The university sponsors regular expeditions to uncover evidence of earlier Gruemor society and reconstruct their history as the species' galaxywide population slowly diminishes. We hope to extrapolate conditions leading to the civilization's decline to avoid similar decay in modern society. Excavators have located several areas of concern and future study:

Starport Ruins: The most substantial indication of earlier Gruemor civilization stands atop a nearly leveled mountain at the end of a spur range that penetrates the planet's largest forest. Upon this platform, the Gruemor constructed a sprawling starport arranged in a radial fashion. Landing pads dotted the outer edge, with inner rings for repair and service facilities, starship construction, and, at the very center, control and administration. We have discovered evidence of an enormous library near the city center, presumably where the Gruemor stored information about their many expeditions throughout the galaxy. Little remains but rubble, most of natural stone with refined metals for structural reinforcement and power/data conduits. A thick coat of sponge-moss covers the rocks, seeping into and expanding cracks.

City Remnants: Other evidence exists within the forests of communities reaching the size of cities. Most tree-dwellings have long ago decomposed and fallen to the forest floor, but some signs of ground-level structures linger beneath the heavy underbrush. Unfortunately, gigantic root systems have crushed many buildings over the centuries, leaving little more than jumbled wreckage. Given the Gruemor reverence for nature, these dwellings may have been designed to merge back into the natural terrain after their original use, making the xenoarchaeologist's job difficult. Our team hopes to find some evidence of Gruemor religious structures to provide a better sense of how their respect for nature affected their daily lives and beliefs.

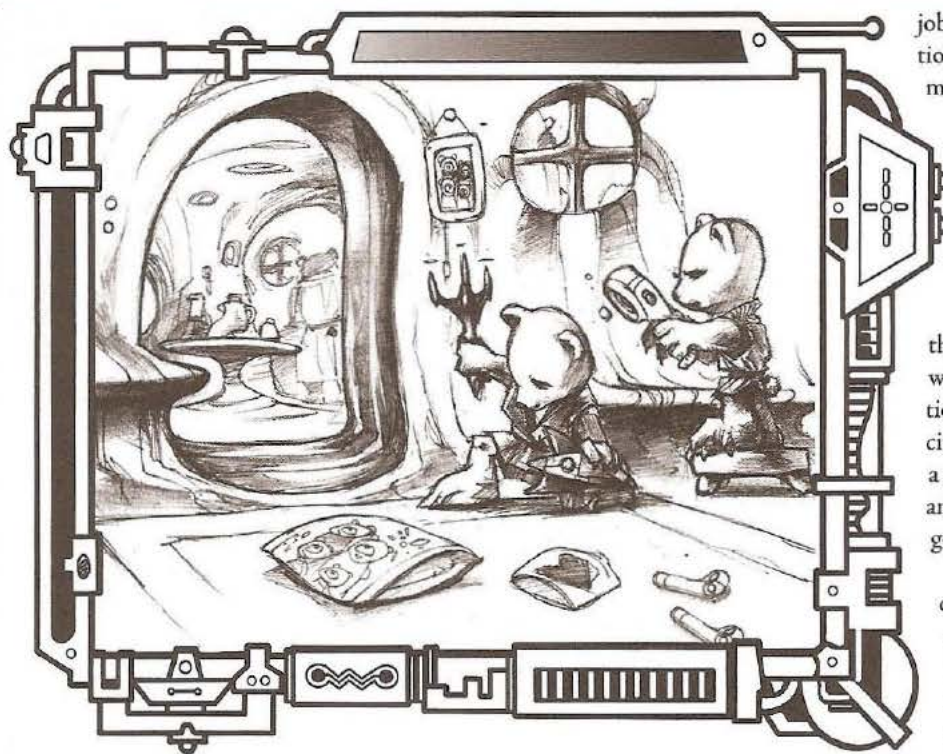
Forests: The lush forests covering most of the planet's landmasses shelter several primitive Gruemor tribes bereft of any sense of their technologically advanced past. Most exist in primitive caves delved beneath immense tree roots. Modern Gruemor also return here to live out their final days in simple encampments worthy of ascetic hermits. Any dangerous predators were long ago hunted to extinction, though herds of harmless herbivores provide sustenance for the omnivorous Gruemor.

Blights: Plant diseases have devastated some reaches of the forests, leaving them defoliated and rotting. Although this proves ideal for uncovering previously unknown ruins, we must take care not to inadvertently spread the blight to other forested regions on Tyrvash or additional worlds. Until we can fully analyze the disease, we spend little time in blights lest the microbes prove harmful to other organic creatures.

The university expedition currently maintains a base camp at the starport, the principle focus of its excavations. From here we venture to known sites in the forests, cautious not to trespass on primitive tribal territories. We limit our occasional forays into a nearby blight to no longer than five days at a time.

The presence of both barbaric Gruemor tribes and modern Gruemor complicate xenoanthropological studies. The former have (or at least express) no knowledge of their past heritage, while the latter prefer silence and contemplation to further involvement in galactic affairs.





jobs near starports between expedition assignments or while other family members undertake survey work.

Laws and Customs

Gruemor adopt the laws ruling whatever society in which they settle. They generally follow rules and proper behavior, even when their wanderlust kicks in; they do their best to fulfill this urge within the limits of standing regulations. They realize that law-abiding citizens integrate into society better, a primary goal for a people bereft of any interstellar empire or protective government of their own.

Gruemor follow a few arcane customs retained from their earlier days of prosperity. They generally practice a respect for nature and all living things (as dictated by their religious beliefs), expect some degree of generosity from others in hard times, and give freely of their

wealth when possible.

Given their wandering nature, times of departing and returning become special occasions. A household celebrates with an elaborate meal using almost all available foodstuffs (edible to Gruemor, at least), to which neighbors and friends receive invitations. Those returning from afar often entertain guests at festivities with stories of their wanderings, though singing and dancing also liven the party. Feasts for those leaving on survey missions take a more somber note, with guests offering wishes and good luck tokens ensuring safe travel and return. The occasion also lets associates know that the remaining family may need assistance in the absence of one of the parents. Although guests do not bring gifts to the departing ceremony, they often visit the family later to offer services, food, or money if needed.

Religion

Gruemor practice no formal religion but harbor a respect for all living things and an overall reverence for nature. In their exploration duties, they do their best to avoid destroying natural terrain; they realize their patrons seek to exploit newly discovered planets, and they voice regret when pristine lands fall to advancing development.

Most Gruemor keep live plants in their homes (and sometimes in small terrariums aboard ship) to remind them of their connection to nature. This foliage comes from the planet on which Gruemor families have settled and worlds from which explorers have returned with live specimens for transplanting.

Like most of their cultural heritage, religious beliefs in deities have mainly passed from collective memory into a general respect for nature. Some of the primitive tribes left on Tyrvash

rial, giving them options for ingredients other species wouldn't consider. Such appetites help Gruemor scouts survive on newly discovered planets when their supplies run low. Living constantly on the edge of poverty also encourages them to use any available organic matter for food.

A good Gruemor cook can make a palatable meal out of most anything. Using their every-pot (see "Technology," later in this chapter), they can combine water, meat, and vegetables to create stews, broths, soups, and gruel with an amazing range of flavor. Most Gruemor know which elements to mix to achieve certain tastes, all from readily available organic matter. Some chefs constantly test new combinations and new organic substances, particularly those recently discovered during survey missions to uncharted planets.

As long as a Gruemor has an every-pot, some water, and any organic matter, he can create an inexpensive, hot meal to provide nourishment and comfort.

Economy

Without a centralized government, immense industrial base, or stable homeworld, the Gruemor have little resembling a viable economy. Individual families get along as best they can. They depend on their benefactors' generosity to survive. Most hire themselves out for solitary expeditions or as survey team mission consultants, hoping for liberal pay and bonuses for good work. Gruemor live from one expedition to the next on limited funds, with no government to aid them in times of need.

Gruemor possess very little property; fewer own their scout ships as had in the past, having sold them to pay bills and relying on benefactors to supply their equipment. Most live at the poverty level, and some descend into debt. Many find menial

Accessing: D6 Space Aliens.1 > Homosapients
Notes: Hitchhiker didn't stay around long.

Survey Prep > XB-2278

Per request 98-G, Igna-Corp records department uncovered the following information regarding planet designated XB-2278 in preparation for survey expedition scheduled to depart 117-F-0903.

> Located at the far end of the Vansar Reach.

> Nearest settled world: Nevera Colony, 16 standard days flight.

> "No commercial value" (previous survey data logged with Charter's Guild 029-A-0878).

> Scout Brmmm Crammlin (Gruemor) "retired" to Wilderlands of Azaag flew previous survey; logged mysterious comment in report: "Anomalous energy readings from floating ruins, glowing storm cloud, and molten river."

Recommendations: Seek out Brmmm Crammlin on Azaag and interview regarding cryptic comments.

worship nature gods inspired by their surroundings, though such rituals remain archaic and beyond the understanding of modern people. Xenoarchaeologists hope to find more concrete evidence of these nature religions to better comprehend the Gruemor organic approach to life and technology.

Toward the end of their lives — particularly after the death of a spouse or child — solitary Gruemor often turn their backs on the greater galaxy and sequester themselves as hermits on planets with vast wilderness regions. Many return to the immense forestlands of their homeworld Tyrvas, where they live in primitive camps and shun contact with other intelligent beings. They occupy their time with basic survival tasks, while the inspiration and awe of their natural surroundings allows them to reflect on their former lives, remember departed family and friends, and appreciate the simplicity and beauty of their environment. Some vow never to speak again, while others welcome occasional visitors. Most convey an enigmatic sense of mystery in their harmless comings and goings. Sometimes outsiders intentionally seek these recluses, hoping to glean some knowledge of expeditions long past or planets casually surveyed and left behind. Some hermits aid them, others offer inscrutable tidbits of vague philosophy, and a rare few grumble and wave them off.

Entertainment

Gruemor partake in entertainment popular wherever they live, though they avoid events that destroy nature or show disrespect for living creatures. Existing near the poverty level means they don't splurge on needless diversions but prefer free amusements.

Most enjoy walking or hiking in undeveloped lands, parks, or nature preserves where they can connect with a planet's natural side. Despite their overall ungainliness, Gruemor enjoy wading and swimming in streams, lakes, and rivers. The more artistic indulge in painting, sculpting, or otherwise capturing a location's natural beauty in some medium.

Cubs pretend they're explorers surveying imaginary terrain within their homes or in open areas nearby. They also enjoy roaming, mapping, and searching games. From a very early age, cubs learn to use various navigation tools in their play, from simple compasses and maps to mock instrument panels and scout ship computer simulators.

Technology

Although much Gruemor technology was lost over the centuries of their declining civilization, some equipment remains in their hands today, heirlooms of a time when their species pushed the boundaries of the known galaxy outward.

Gruemor Scout Ship

Few Gruemor still possess their own scout ships from the days when their survey guilds constructed exploration vessels. The single-seat craft holds one pilot/explorer, with a great quantity of provisions and a coldsleep module for extended journeys. Storage compartments hold weapons, survey gear, and containers for organic and mineral samples. Upgraded computer packages enhance the ship's systems and aid the pilot in survey and defense operations. The cockpit configuration suits a Gruemor's bulky frame, unlike the less personalized exploration craft many patrons provide for missions.

Crew: 1

Passengers: 0

Life-Supporting Modules

bridge (4 areas, 2 tons, 0.4 eu, 100 cr) with +1D piloting, comm, sensors, and gunnery upgrades (4 eu, 3,600 cr); 1 coldsleep module (1 areas, 0.5 ton, 0.1 eu, 200 cr)

Cargo Modules

Gruemor Wanderlust

This species' urge to investigate new places makes them ideal explorers but infects every aspect of their existence. They need to resist the constant temptation to wander off and explore. Obviously they must defy the inner need to wander the stars, especially when they have jobs or official assignments. Rumors of some recently discovered planet might draw them to survey it. They might hear of a far-off destination they've never visited and book passage on a starliner to travel there on a whim.

Wanderlust also manifests itself in daily, mundane circumstances. A trip to the store hides numerous temptations. New businesses, old acquaintances, a detour route, advertisements, strange vehicles, or events on the street all offer opportunities to divert a Gruemor's interest.

To resist the urge to wander and investigate new and intriguing things, a Gruemor must make a Difficult will-power or Knowledge roll. Failure indicates the Gruemor loses track of her original objective while focusing on exploring something new. Some Gruemor characters might prefer to forget the roll and simply let themselves be carried away by their fascination with a diversion.

Accessing: D6 Space Aliens.1 > Homosapients
Notes: He got off at the first new planet.



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bulk (equipment, storage, and weapons lockers; 2 areas, 2 tons, 0.2 eu, 50 cr)

Life-Support Supplies: food storage (3 areas, 1.5 tons, 1.5 eu, 30 cr); standard food supply (1 person/12 months, 1.2 tons, 1,200 cr); atmosphere (3 people-areas/6 months, 1,800 cr)

In-System Drive (14 areas, 14 tons, 36 eu, 12,500 cr)

Move: 12 (space), 600 (atmosphere, 1,750 kph)

Maneuverability: +2D (12 eu, 3,600 cr)

Interstellar Drive: 1 (12 areas, 36 tons, 100 eu, 51,000 cr)

Weapons

1 laser cannon (5 areas, 6 tons, 7 eu, 13,000 cr, forward arc, range 3/12/25, 6D damage)

Total Energy Requirements: 168

Power Plant: 250 energy units generated (18 areas, 33 tons, 34,500 cr)

Hull Toughness: 2D (59 tons, 29,500 cr)

Atmosphere Capability: streamlining (15 tons, 5,900 cr), landing gear (12 tons, 4,425 cr)

Armor: 0

Shields: +2D (2 areas, 4 tons, 6 eu, 36,000 credits)

Total Tonnage: 187

Scale: 17

Total Area Units: 61

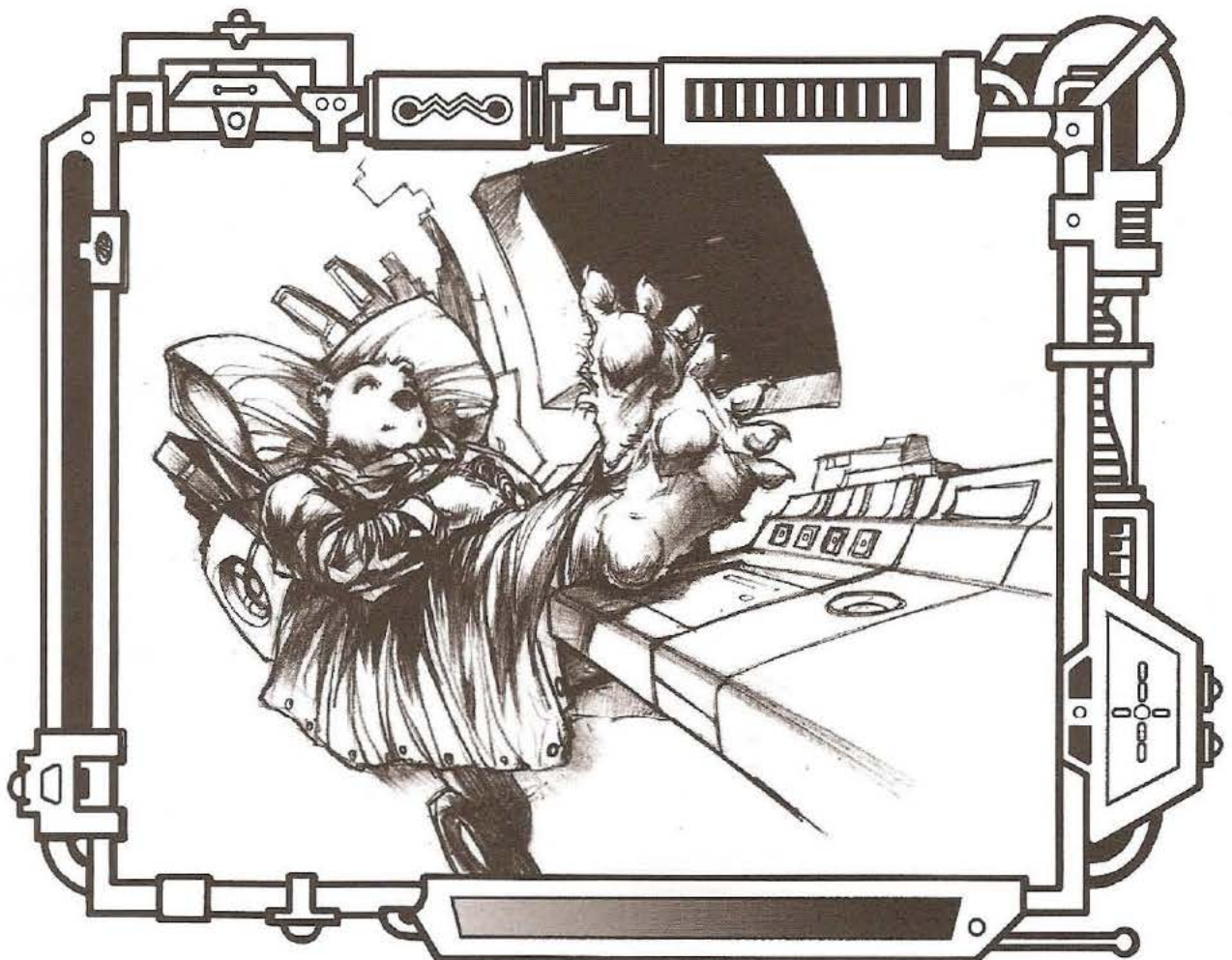
Length: 20 meters (ellipsoid)

Total Cost (new): 197,405 credits/Price Difficulty: 40

Astrocomp

Although most modern scout ships have sophisticated navigation computers, Gruemor also rely on an old-tech gadget they developed to double-check their location and bearings. The astrocomp comes housed in a cylinder the length of a hand span, yet it folds out into a prickly ball with two handles and an ocular. The outward-pointing spines house bearing-point locators that automatically hone in on the frequencies and positions of stars, providing the central processor sphere with data. By sighting a particular location through the ocular, the user can determine its distance and, extrapolating from star placement, his current location and the target's relative position.

The astrocomp requires at least five minutes to set up, take readings for, and successfully align to provide helpful navigational data. If properly used, it gives a +1D bonus to *navigation* in space and on terrestrial surfaces, but only to those trained by Gruemor in its proper use. Since it relies on stellar positioning, the ambient light near the user should be low; it provides the best results when deployed in space or at night. Cost: Difficult (4,555 credits).



Accessing: D6 Space Aliens.1 > Homosapients
Notes: We still get e-cards from him ...

Every-Pot

The every-pot serves as the central — and in some cases, the only — appliance in every Gruemor kitchen. This eight-liter vat can cook the contents to an acceptably delicious temperature and consistency. The every-pot suits the Gruemor omnivorous appetite. After finishing off any leftovers for the morning meal, the cook cleans the pot, then tosses in any organic substances: meat, vegetables, paper waste, wood, leaves, grass. Once the cook adds all the ingredients, tops it off with water, and seals the pot top, blades in the pot bottom shred all the contents (with different settings for varying degrees of mincing). An inner heating element brings the broth to a quick boil, then simmers it over time to fully cook. Although it usually runs off of household power supplies, the pot's internal power source can cook hot meals for an entire week on its own. The blades also keep food substances from sticking to the inner pot during prolonged heating.

The every-pot's bulk makes it difficult to carry around, but some Gruemor take them along on their survey expeditions to sample newly discovered plants and meats or concoct new recipes from different combinations of ingredients. Cost: Moderate (212 credits).

Typical Gruemor

Agility 2D: brawling 3D, firearms 3D

Mechanical 3D: navigation 3D+2, piloting 4D, sensors 3D+1

Strength 4D: lift 4D+1

Knowledge 3D: astrology 3D+1, cultures 3D+2

Perception 3D: investigation 3D+1, persuasion 3D+2

Technical 3D: flight systems repair 4D

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 2

Body Points: 22

Wound levels: 3

Disadvantages: Hindrance (R2), uncoordinated: +2 to difficulties for *acrobatics*, *melee combat*, and *sleight of hand*; Quirk (R2), must make Difficult *willpower* or *Knowledge* roll to resist the urge to wander off to explore interesting areas; Poverty (R1)

Advantages: None

Special Abilities: Endurance (R1), +3D to *Strength* or *stamina* checks when performing taxing physical tasks; Omnivorous (R1); Sense of Direction (R1) +1D to *navigation* and *search* rolls

Gruemor Package

Total creation point cost: 0

Total defined limit cost: 0

Out of Stereotype

As presented here, the Gruemor are a dwindling race of wandering loners; this doesn't always suit every game or player.

The influence and grandeur of the past Gruemor civilization can be easily resurrected, making them the definitive explorers in their region of space. Tyrvas stands as the center of a vast network of survey guilds, with fleets of individual scout ships and larger expedition cruisers. The Gruemor guilds might serve their own government or answer to a greater authority in the galaxy as the official exploratory arm of some immense empire.

Navigational and piloting skills could provide the basis for a Gruemor military state that directly reaps the benefits of discovering, conquering, and exploiting the resources in newly surveyed systems. Such a regime would require a corps of explorer-warriors capable of deploying to different worlds and engaging enemies in space and on the ground.

The species could easily fill the role of a merchant species given their ability to navigate the stars and a knack for finding new resources on recently surveyed planets. An exploratory armada could easily double as a mercantile fleet, expanding their territorial claims and capitalizing on discoveries by exporting newfound commodities.

Although the Gruemor's easygoing and relatively honest nature does not often lead to illegal activity, they could form criminal groups wherever they gather. Mercantile or survey activity could conveniently serve as a front for gunrunning, smuggling, and bounty hunting.

The species' connection with nature provides a medium for its involvement in philosophical and artistic endeavors. Either sequestered amid the towering forests of Tyrvas or in smaller enclaves nestled in nature preserves throughout the galaxy, the Gruemor could bring enlightenment to others through respect for the environment.

As outlined, the declining and roving Gruemor could serve patrons in any of these capacities as isolated individuals or small groups.

Disadvantages: Hindrance (R2), uncoordinated: +2 to difficulties for *acrobatics*, *melee combat*, and *sleight of hand*; Quirk (R2), must make Difficult *willpower* or *Knowledge* roll to resist the urge to wander off to explore interesting areas; Poverty (R1)

Advantages: none

Special Abilities: Endurance (R1, cost 1), +3D to *Strength* or *stamina* checks when performing taxing physical tasks; Omnivorous (R1, cost 2); Sense of Direction (R1, cost 2) +1D to *navigation* and *search* rolls

Homosapient Species

Hurshuka

An environmental species who've only recently decided to join the galactic community in the stars, the Hurshuka constantly strive to balance their devotion to their homeworld with their need to protect it from potential opportunists.

Physical Appearance

The Hurshuka (as they are known collectively — a singular member is a "Hurshuk") are large bipedal humanoids, standing at about three meters tall and weighing around 250 kilograms. Being cold-blooded, they have no hair or fur, and the gender differences are subtle. Their most noteworthy feature is the large spiky protective shell that provides much of their weight and density.

Hurshuka come in a variety of colors, and the coloration of an individual Hurshuk differs widely throughout its life cycle. At birth, a Hurshuk is covered in muted greens, grays, and browns; biologists assume this is to provide a newly hatched Hurshuk some camouflage and protection in the wild from the few predators of Ala'k. Once a Hurshuk reaches maturity, it undergoes radical alterations in its pigmentation, with bright reds, blues, and yellows appearing all over its body in stunning patterns of stripes, circles, or spots. Males at this stage tend to be more brightly colored, while females have more elaborate and intricate patterns. This is how Hurshuka know that they are capable of having offspring, and it's still primarily how they judge beauty among themselves (despite their protestations about having evolved beyond such nonsense). Finally, in the final half-century of a Hurshuk's life, those colors fade and

the patterns subsume into the larger whole; at this stage, one or two colors dominate, and the once-vivid patterns are only discernible upon close examination.

These colorations are very important to Hurshuka culture, and they incorporate them into many aspects of their life. For example, a cowardly Hurshuk might be said to "still have his hide-hues," while an elder who has a spark of passion or quickness about him might be said to have "donned his mate-stripes."

Homeworld

The Hurshuka homeworld — called Ala'k (or "Paradise") — is a swamp world consisting of 65% water, mostly in the form of lakes and rivers. Its three moons are named Crika, Rarrak, and Er-Crik, which correspond to what the Hurshuka perceive as the three stages of life: youth, maturity, and old age. Ala'k is a mildly tropical world, with little variance to its temperature except at the poles, which are too cold to support Hurshuka life. The Hurshuka speak passionately about their homeworld, even more so than most other sentients; to them, it's the pinnacle of existence, and the rest of the wonders of the cosmos pale in comparison. (Any comments akin to, "But it's just a swamp!" are likely to have an enraged Hurshuk lumbering toward the speaker.) Hurshuka have preserved a remarkable amount of their land and resources, and historians can research large swaths that have been kept virtually the same for millennia.

Although most of Ala'k is undeveloped or underdeveloped, there are patches that are too far removed from natural water to be utilized as it is; these areas are called "Ekalatapon'ala'k"

— literally, "the patches of death and despair that allow us to recognize the rest as paradise." These areas alone are the closest that

Hurshuka have to "cities," although, incorporating as much biological material into the construction as possible, they wouldn't be recognizable as such to most off-worlders. A Hurshuka research building might consist of a gargantuan tree, around which various other pods have been attached at different levels to provide offices; the tops might be cut off and woven mesh placed over the top, allowing natural light to come through but not insects or birds.

Of course, there are still situations when bio-technology doesn't accomplish the job, and the Hurshuka's knowledge



Accessing: D6 Space Aliens.1 > Homosapient
Notes: Another bad idea ...

of metalworking and electronics have enabled them to build starports and other necessities of a small space empire. To the outside world, these facilities seem antiquated and quaint; to the Hurshuka, other civilizations' glittering skylines and neon-encrusted streets are an affront to the beauty of nature.

Society

The Hurshuka mindset places devotion to the land — and Ala'k especially — above almost any other aspect of life, stopping just short of self-preservation (although there have been many Hurshuka martyrs who have died for environmental duties). To a Hurshuk, there is literally nothing better than Ala'k.

This attraction seems to be more than social pressure; Hurshuka have a genetic — or perhaps metaphysical — attachment to their area of hatching. Although they have free will to leave this "Ala'kale" ("Personal Paradise"), their desire for progeny becomes a longing at about the mid-point of the middle "Rarrak" stage of life; if ignored, this feeling becomes a deep ennui, which stays with them until well into their final "Er-Crik" stage. If this call is heeded, they are most satisfied to find a mate within 50 kilometers of their hatching. During this process, they may need to fight and incapacitate others of their own gender; males and females alike struggle for superior mates, especially if they themselves are superficially less than desirable. Afterwards, the female lays between three and 10 eggs several weeks later — in a warm area of mud she chooses — and most of them hatch within a year (which lasts 306.5 days). The female and the male remain in the broad area until the eggs have hatched, fending off predators or threats as necessary, although there isn't a constant watching over the nest as in some species. Since the female and male can move on after their union but before eggs are laid, it is possible for offspring to have a different homeland than their parents. In fact, it's even possible for them to have a different **homeworld**; in recent generations, some females have gone off-world to other planets, resulting in Hurshuka who feel the Ala'kale attachment for some world other than Ala'k. The existence of Hurshuka who do not feel as strongly about Ala'k as the rest is a cause of some concern, and may prove divisive within a generation or two.

This compulsion to pass on the genes strikes some as unusual, because Hurshuka have almost no attachment to family otherwise. They do not have a concept of marriage, although two Hurshuka who enjoy each others' company might opt to remain around each other for decades or even life. They do not stay with their offspring after birth, and they find the concept curious when pressed. "If Ala'k wanted others to care for us after hatching, she would not have given our new bodies an impenetrable shell and surrounded us with an abundance to eat. What can we as individuals do for a new life that Paradise cannot?" This abandonment (as other races call it) results in a species with a very strong self-sufficient streak.

Although Hurshuka do not have families, they still know the value and import of friendship; in fact, given their centuries-long lifespan, they can have thousands of people that they consider "friends," with a hundred or so that they call "mud-friends" (as

A Chilly Mood

Colchuk pivoted his wrinkled neck around the top of his shell, emitting several light skeletal cracks and pops; his outstretched head — almost as large as my torso — looked akin to a control stick rotating an entire circle.

We sat in silence; I recognized his contemplative mood. He looked out the viewscreen as stars streaked by. "What's the point? Of all this, I mean. How does what we do change the cycle? Do we all not close our eyes and die someday? Are we all not hatched from the same eggs?" I didn't correct him, and he continued. "What's the best we can find out there? Another swamp? A better one? I was born in a swamp; I can't do any better than that."

He closed his eyes and quivered slightly. As I left his cabin, I noted that his thermostat had been bumped to 15 degrees Celsius; I adjusted it back to 30 and left; I knew he'd probably be less gloomy soon.

in, "friends with whom you would be content to spend the rest of your days wallowing in the mud").

The Hurshuka followed a somewhat atypical evolutionary timeline, emerging from the waters ages ago, quickly evolving to sentience, and then staying more or less the same. Some believe this is based in part on their natural metaphysical abilities; why develop, say, a telecommunications grid — which will have an ecological impact and could disrupt Ala'k — when you can reach your mind out to anyone you would want to talk with?

The Hurshuka expanded off-world about two centuries ago, after a disastrous first contact. A landing party from an expansionistic megacorporation found Ala'k, and they believed the unclothed, slow-moving lifeforms who didn't show any inclination in talking to be unintelligent. So when they started chopping down random trees and setting encampment fires, the Hurshuka's rage was as unexpected as it was fierce.

Standing over the invaders' corpses, the Hurshuka decided that they needed to adapt and move outward to the stars. They did so grudgingly and not without great regret. Their logic was that, if they did not become involved in the interplanetary community now, on their terms, then they may need to deal with others who would come to Ala'k later.

The Hurshuka elevated themselves technologically — using the captured vessel as a springboard — from spears to spaceships over the next five decades. Their metaphysical abilities helped, since much of the research had been done previously on a theoretical level centuries past. Even so, the Hurshuka are rare in both the speed of their ascension and by the fact that members of their species are still alive from their pre-industrial era.

For the most part, the Hurshuka are fairly peaceful and content to leave others alone. However, they have a curious biological trait — one that wasn't discovered until they traveled to other worlds. The Hurshuka are cold-blooded and remarkably sensitive to changes in temperature. In cold climes — those below 20 degrees Celsius — Hurshuka become remarkably morose, sluggish, and almost suicidally depres-



sive. In environments above 32 degrees, they become manic and much more prone to anger and violence; they also move around much more rapidly (at least, for a Hurshuka), because they are trying to “fan” away excess heat. Outside their temperature ranges, their metaphysical abilities also become much more difficult to harness, probably because of the increased difficulty in concentrating.

Hurshuka are vegans, and they require twice as much food as most other species ... ideally the tasty fruits and foliage plentiful on Ala’k. Although they can eat most other types of food, they derive no nutrition from the non-vegetable portions; in fact, it wreaks havoc on a Hurshuk’s digestive system, to the point that some alien space-farers use the phrase “Has someone been giving steak to the Hurshuk?” to refer to any incredibly noisome aroma.

Although Hurshuka do have a written language, it’s a very recent development, devised as a means of transferring information among others during their technological ascent. Prior to this, their culture and history was almost entirely oral, with the exception of some topiary gardens or tended pools built in honor of some of their past heroes. They also do not have a strong concept of money; although they can grasp the concept, and have had to deal with money to be part of interstellar society, any notion beyond simple barter seems silly to them: “If I trade this hurft’almiöla to you for these shiny metal discs, does that mean I can only turn the discs back into something useful if I can trade them for something with someone as stupid as I need to be right now to accept them?” This is also exasperated somewhat because Hurshuka use a base-eight numbering system (probably because of their eight fingers), so dealing with off-worlders’ numbering systems is a constant pain.

Laws and Customs

The Hurshuka have evolved a theory of law called the “Shuka-Alm” — literally, “the Hard Shell.” The Shuka-Alm states that any transgression from which one can walk away from without permanent harm will be, for the most part, ignored; Hurshuka are trained to have a “hard shell” about most issues. This principle works in reverse, so that a Hurshuk who seeks proportional revenge on someone he believes has wronged him will be equally ignored by authorities.

For the incredibly rare violations of laws that grossly exceed Shuka-Alm, the matter is brought before a tribal council by either the wronged or a friend of the wronged if the original victim is unable to accuse. The accused is presumed guilty, although the Hurshuka use all means to discern what really happened (including metaphysical mind-probing or compulsions to tell the truth). The outcome of all such charges is death by beheading to either the accuser or the accused, depending on what is believed. The harsh punishments on all crimes helps to ensure that most wrongdoing is of an accidental or nonserious nature, since the punishment on all other crimes is so severe. Fortunately, a species with a protective shell seldom has to worry about manslaughter or most other permanent crimes.

Beyond the keeping of order, Hurshuka society is fairly loose. Regions are divided into villages, villages form grand villages,

and grand villages make up continents (of which there are four on Ala’k). The leader of a village is basically whoever wants the hassle; if more than one candidate wants the position, then a winner is sorted out using ritualized combat akin to the clashes during the urge to mate but with less hormones. If there is no one who desires to be leader, then others may assign someone the job: the “lucky” Hurshuk has the option of accepting the position or fighting all those who would foist it off on him. This process extends up the ladder; the village leaders decide among themselves who will rule grand villages, the grand village leaders decide who will preside over the continents, and the continental leaders decide who will be the planetary leader. This ruler is called the “Ola’we,” which translates to “the Slowest” — literally, the person who couldn’t run fast enough to get away from the job.

This ironic title gives a good general idea about how the Hurshuka view leadership; it’s not an honor but rather a burden. Of course, since most of the usual duties of leadership — collecting taxes, amassing an army, deciding who to invade — don’t really apply to Hurshuka, it’s also a fairly cushy job. Leaders are primarily required to decide what the community focus for the region will be (research, production, or the like). However, and most disadvantageously, being a leader means possibly being away from one’s beloved swampy homeland.

One thing that Hurshuka do not do is spend much time attacking each other. One word the Hurshuka have is “doak,” which translates to “a stupid thing to do.” Another of their words, “doakalm,” means literally “the stupidest thing to do”; this is their word for war. In the ages that Hurshuka have been relaying lore orally among their people, there are only notes of two wars: “Doak’alm’lk” and “Doak’alm’lklk” (“the First Stupid Thing We Did” and “the Second Stupid Thing We Did”).

Hurshuka believe strongly in privacy, which xenobiologists consider as a natural extension of their metaphysical abilities. Since it’s theoretically possible for anyone to read anyone else’s thoughts, the polite thing to do is not to read *anyone’s* thoughts without a good reason. Given their limited exposure to other races and ideas, they find most other cultures slightly confusing; this doesn’t affect their interactions, since they are fast learners, but nuances such as clothes, flirting, or calling one’s mother on weekends are all foreign to Hurshuka.

Ever since the Hurshuka took to the stars, there has been much soul-searching. They are torn by their need as a people to participate in galactic affairs, yet they are biologically pulled to remain on their homeworld. Some Hurshuka have made the adjustment well, primarily those whose colorations or abilities made them less than successful on Ala’k. Some have even become renowned scientists, security guards, and diplomats. However, most are much happier with the idea of remaining on Ala’k rather than traveling the stars. On their first encounter, a friendly alien race taught them a saying, which has since found widespread usage among saddened Hurshuka: “You can’t go home again.”

Religion

The creation myth of the Hurshuka revolves around a goddess named Alm-Hure (or “the Great Female Being”). They

Accessing: D6 Space Aliens.1 > Homosapients
Notes: Others think home is heaven ...

believe that she was basking in the goodness of the cosmos when she grew lonely and sought to mate. She came across Alm-Huro ("the Great Male Being") and as a result laid four eggs. Only one reached maturity and hatched, forming Ala'k. The three still-born eggs orbit Ala'k, becoming the moons that serve as a reminder of how precious life is.

The Hurshuka almost universally praise Alm-Hure as the creator, and worship her as the source of all that is good: life, health, Ala'k, their metaphysical abilities (which they call "Kol'ak" — "the Touch"), and so on. They do not have an organized religion in the way many other alien species have it — there are no churches, no hierarchy, no rules — but rather an ever-constant appreciation of Alm-Hure. Philosophy is underdeveloped by the Hurshuka, because they are fairly laid back; most attempts to discern the deeper meaning of the universe end with, "It's all good; praise to Alm-Hure."

When asked whatever happened to Alm-Huro after the mating, Hurshuka generally agree that he wandered off, presumably to sleep or get something to eat; they speak of either possibility with envy.

Xenotheologians have some difficulty with the Hurshuka, because they are more able than most to back up their claims. While most races believe themselves to have been divinely touched or created, the Hurshuka point to their near-idyllic life on Ala'k as proof of their goddess' blessing. Their homeworld is almost universally comfortable for Hurshuka, there are no noteworthy predators (at least, none that have much success with a half-inch shell), there is no disease among Hurshuka on Ala'k, and so on. However, some of these events have changed with the tepid steps of Hurshuka off Ala'k to other worlds. For example, Hurshuka are being exposed to illness for the first time, resulting in their bodies' previously dormant immune systems struggling to cure them; Hurshuka live in communal terror at the thought of bringing germs back to Ala'k. Most civilizations' creation myths involve an explanation as to why their lives are harsh even if their deities favor them; these myths often involve an expulsion from or destruction of paradise. The same xenotheologians who are fascinated by the Hurshuka are also worried that they may be witnessing such a destruction or expulsion, in slow motion.

Entertainment

Hurshuka enjoy a wide variety of activities, although few of them are terribly active. Basking outside in the sun or mud, eating foliage in different combinations (the closest the Hurshuka have to

cooking), and walking outside. They like socializing with each other, although they tend to rely on metaphysical impulses to discern when others would prefer to be alone. Hurshuka also enjoy artistic endeavors, although they tend toward mediums that are either impermanent or have no impact on the environment. Thus giant statues horrify the Hurshuka sensibilities, since they see them as unnecessary desecrations of perfectly beautiful stone, while a song or poem dedicated to the memory of a Hurshuka hero might be universally praised.

Some Hurshuka who have left Ala'k seem more willing to adapt to new technology and equipment than others; they embrace the use of new and non-living devices. Others of the race have a name for such Hurshuka: "Elk'kol'akelassa." This phrase translates to "those who have been touched by the flickering fire" (singular is "Elk'kol'akelass"), and it is how Hurshuka perceive those who they view as having been hypnotized by holovids, shiny metal toys, and the like.

Technology

The Hurshuka are rare in that they had a final destination in mind for their technological journey when they began their rapid ascension just over a century ago: the development of



Accessing: D6 Space Aliens.1 > Homosapients
Notes: The Hurshuka know it.

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spaceships with the express purpose of mingling among the stars. As such, they could pick and choose their developments, eschewing many advances (such as most entertainment inventions) in favor of those that advanced their ultimate goal.

The technology of the Hurshuka has three broad classifications: alm, alm'ola, and ola. These translate to "the great," "the fair (or middle of the pack)," and "the least." The classification refers to the means used to make the device. Alm devices are those that are entirely natural, biological, or organic in nature. Alm'ola equipment comprises of a mixture of organic and inorganic material, and ola technology is entirely inorganic or unnatural.

For example, the Hurshuka word for "spear" is "hurft." A hurft'alm is a spear that is little more than sharpened wood, perhaps fire-forged, with hard shells, bark, or a small sharpened stone serving as the tip. A hurft'alm'ola might have the same wooden shaft, but with a forged metal tip; conversely, it might have a sharp stone tip that's attached on a metal pole. A hurft'ola is entirely unnatural, perhaps consisting of a reinforced nylon pole and a ceramic tip.

As the names imply, the Hurshuka vastly prefer to work with alm or alm'ola as much as they can, with ola technology

reserved when there is no other way. Even pre-existing technology that's entirely ola might be converted by an uncomfortable Hurshuka into alm'ola, such as adding a leather cover to a metal-and-plastic hand computer.

Most devices in *D6 Space* are "ola" by default. Devices that are fully alm (or devised as fully alm) are somewhat more fragile (and thus more likely to break on a Critical Failure) and usually more expensive (+5 to price difficulty — or double the credits — anywhere except Ala'k) but are much more difficult to detect mechanically (+10 to any *sensors* rolls to find the device). Devices that are alm'ola are slightly more expensive than ola (+3 to price difficulty — 75% more credits — anywhere except Ala'k) but are easier to detect than alm equipment (+5 to any *sensors* rolls to find the device).

Noruk'alm: This is a Hurshuk net, composed of a type of vine that reacts with body heat. When thrown on a warm-blooded opponent, the vines constrict, binding the victim tighter and possibly causing damage. A noruk'alm has a damage rating of 4D but does not actually deal any damage normally (see the "Entangling" rules from page 82 of the *D6 Space Rulebook* for more information). This is a weapon that favors the skilled, such that any excess in a Hurshuka's *throwing* roll is added to this damage (a Critical Failure on a failure probably means the Hurshuka entangled herself).

If a noruk'alm has a damage total greater than 16, then any amount greater than 16 is applied as actual damage if the victim has been struggling or is exceptionally warm. This damage is dealt with the same as any other weapon. When the victim calms down or lowers its temperature, the vines relax, allowing it to be unentangled and reused. Noruk'alm are notoriously difficult to weave and as such are fairly rare. Cost: Difficult (2,873 credits).

Peratolk'alm'ola: A peratolk'alm'ola is a Hurshuk hand scanner, made from organic and inorganic parts. It requires the user to have metaphysical abilities, off which it draws its power and provides feedback; it doesn't have a viewscreen, but rather pulses its findings back through the metaphysical channel. It adds +1D to *sensors* and +1D to *sense* rolls (the latter only to gain information, not to change or influence). Cost: Difficult (2,542 credits).

Kale'shuk'alm'ola: Those Hurshuka that must spend any amount of time on chilly or steamy worlds prefer to wear a specially designed climate-control suit, called a kale'shuk'alm'ola ("personal hybrid shell"). This suit filters the air outside the suit, purifying it slightly and warming or cooling it to a more breathable temperature. The garment also keeps the occupant at a more comfortable temperature. Although it allows the Hurshuk to easily overcome its cold-blood nature, it restricts finger dexterity (increasing the difficulties of tasks requiring

fingers by +3) and limits hearing (increasing difficulties of hearing-related actions by +3). Cost: Easy (110 credits).

Hurshuk Personal Space Vessel

Specially climate controlled, this one-person vessel — called a twee'rik'alm'ola ("baby hybrid flyer") — can transport its passenger to many nearby systems at a leisurely pace. Its bridge and sleeping area are combined with hydroponics gardens to give the passenger the comforts of home. In addition to the hydroponics, it offers enough food to feed one Hurshuk for five months (or a smaller humanoid for 10). All instruments on are the Hurshuk scale, so they can be difficult for smaller beings to operate.

Crew: 1 Hurshuk

Passengers: 0

Life-Supporting Modules

standard bridge (4 areas, 2 tons, 0.4 eu, 100 cr) with +2 *comm*, *medicine*, *navigation*, *piloting*, and *sensors* upgrades (5 eu, 3,000 cr) and pilot autofunction program (15 eu, 8,000 cr, 3D each in *piloting* and *sensors*), combined with 1 one-person room (10 areas, 5 tons, 1 eu, 500 cr) and hydroponics (8 areas, 4 tons, 0.8 eu, 800 cr)

Cargo Modules: none

Life-Support Supplies: food storage (2 areas, 1 ton, 1 eu, 20 cr); standard food (1 Hurshuk/5 months, 1 tons, 1,000 cr); atmosphere (supplied by hydroponics)

Weapons

1 laser cannons (3 areas, 4 tons, 11 eu, 9,800 cr, forward/rear/port/starboard/up arcs, range 3/12/25, damage 4D)

In-System Drive (7 areas, 7 tons, 15 eu, 5,500 cr)

Move: 5 (space), 250 (atmosphere, 750 kph)

Maneuverability: 0

Interstellar Drive: 0.5 (7 areas, 21 tons, 50 eu, 26,000 cr); backup: none

Total Energy Requirements: 85

Power Plant: 100 energy units generated (8 areas, 13 tons, 14,500 cr)

Hull Toughness: 1D+1 (18 tons, 7,500 cr)

Atmosphere Capability: streamlining (9 tons, 3,500 cr); landing gear (7 tons, 2,625 cr)

Armor: +3D (23 tons, 22,500 cr)

Shields: 0

Total Tonnage: 130 Scale: 16

Total Area Units: 41 Length: 7 meters (spheroid)

Total Cost (new): 107,345 credits/Price Difficulty: 31

Example Hurshuk

Rarrak'lk'lk ("Second Hatched of the Second Moon") is a 200-year-old Hurshuk who was compelled by his grand village leader to become an off-world scholar and diplomat. He hates his job, but he does it for the greater glory and honor of Alm-Hure. Rarrak'lk'lk is in the middle of the mating phase of his life, so he often feels the urge to return to Ala'k and pass on his genetic information to another generation; this makes him fairly edgy and irritable. Nevertheless, he's good at his job and travels from world to world maintaining cordial but distant relations with many other species.

Agility 2D

Mechanical 2D: sensors 3D

Strength 2D

Knowledge 3D+2: aliens 4D+2, bureaucracy 4D, cultures 4D, languages 4D, scholar 4D+2

Perception 4D+1: bargain 5D, command 4D+2

Technical 2D

Metaphysics 2D: sense 3D

Strength Damage: 1D

Move: 2 (walking)/4 (swimming)

Fate Points: 1

Character Points: 3

Body Points: 16

Wound levels: 3

Disadvantages: Achilles' Heel: Metabolic Difference (R3), must eat twice as much vegetation as normal and gets ill when eating meat — the more meat, the more ill; Employed (R2), to the Hurshuka; Enemy (R2), enemies of those he has made treaties with; Hindrance: Atypical Move (R3), swimming Move of 4, walking and climbing Move of 2, and no jumping; Quirk (R1), homesick, -1 to social rolls when reminded of home; Quirk (R3), cold-blooded, so changes in temperature affect mood and health

Advantages: Authority (R2), able to make binding contracts and treaties for Hurshuka; Contacts (R2), friends on various worlds; Size: Large (R1), scale value 3

Special Abilities: Longevity (R1); Natural Armor: Shell (R2), +2D to damage resistance total

Equipment: peratolk'alm'ola hand scanner (+1D to *sensors* and +1D to *sense* rolls to gain information only); cred-key on chain

Hurshuk Package

Total creation point cost: 2

Total defined limit cost: 2 skill dice

Minimums and Maximums: Minimum of 1D in *Metaphysics*. Maximum of 5D in all attributes (including *Metaphysics*, at character creation only)

Disadvantages: Achilles' Heel: Metabolic Difference (R3), must eat twice as much vegetation as normal and gets ill when eating meat — the more meat, the more ill; Hindrance: Atypical Move (R2), swimming Move of 6, walking and climbing Move of 3, and no jumping; Quirk (R3), cold-blooded, so changes in temperature affect mood and health

Advantages: Size: Large (R1), scale value 3

Special Abilities: Longevity (R1, cost 3); Natural Armor: Shell (R2, cost 6), +2D to damage resistance total

Notes: Hurshuka armor continues growing throughout their lives. As such, it's possible to purchase additional ranks of Natural Armor; it's not uncommon for elders to have six ranks in rigid plating. Likewise the Atypical Movement varies across individual Hurshuka; although two ranks is average, it can be as restrictive as four ranks (swimming Move of 2 and walking and climbing Move of 1) or even nonexistent altogether (normal move) ... although such a speed demon would be an anomaly.

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Accessing: D6 Space Aliens.1 > Homosapients

Notes: are toughformouthtonguespeech.

Accessing Homosapient Species File

Lonthyn

The Lonthyn are an unusual race, in that they are actually two distinct races. Although sharing a common ancestry — one that diverged very recently, given normal evolutionary time scales — they are separate yet interconnected. Outsiders label Lonthyn as “inner world” or “outer world” members of their species, referring to whether the Lonthyn’s ancestry hails from the homeworld closer or farther from the sun. However, true Lonthyn never make such distinctions. Regardless, as a whole they have a ruthless outlook on life, and they steep themselves as a race in the pursuit of military conquest.

Physical Appearance

The Lonthyn homeworlds are very low in gravity, so that over the millennia, their bodies have adapted and changed to be best suited for this condition. All Lonthyn have humanoid bodies, but their features are elongated and slender; their long, sleek fingers quiver when they gesture with quarterstaff-like arms. At about 90 kilograms, a Lonthyn’s mass is similar to most humanoids, but at three meters tall, they tower above many species. Females tend to be slightly taller, while males weigh a bit more on average. Their skin takes on a wide range of tones, although light cobalt, ash, and brown are the most common. Most shave off their delicate, thin hair.

Probably the most telling aspect of which homeworld a Lonthyn harkens from is whether or not she wears leg and arm braces. Any world with higher gravity than the Lonthyn homeworlds requires great effort to set foot upon, let alone maneuver, for inner-world Lonthyn; the braces provide their delicate bodies with support and protection necessary for them to act. Outer-world Lonthyn, however, have been bred and engineered to survive normal gravitational conditions, so

their skinny frames do not require the metal framework that their inner-world brethren possess.

Homeworld

The Lonthyn homeworlds orbit a yellow star they call Lontellae — literally, “the Conqueror of All.” The inner-most homeworld was first called Ela (“Here”), and it’s from this orb that life originated within this system. Ela was, in many ways, an idyllic water world, with islands and small land masses dotting the 10% of the aquatic surface. Ela is close enough to Lontellae that the climate was mostly temperate or warm for eons. However, about a millennium ago, the Lonthyn learned to conquer the land. With this industrialization came heavy pollution and mass extinctions. After a lengthy war among themselves — mostly utilizing horrific weapons — the Lonthyn realized the error of their ways and set about radical reconstruction efforts under a unified government to heal their world (to the best of their abilities, at any rate). Shortly after this effort began, the Lonthyn discovered interplanetary travel and colonized their nearest neighbor. This world, Aela (“There”), was quickly settled, serving as a backup plan if efforts to restore Ela met with failure.

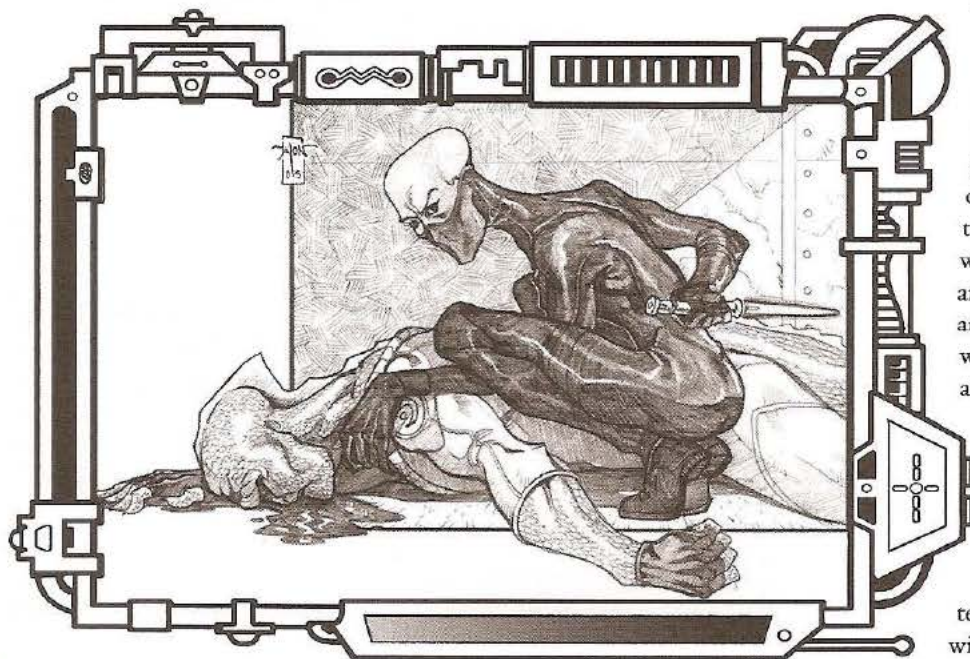
Although possessing a similar gravity to Ela, Aela is a much harsher environment; cold and bleak, with roughly equal quantities of dry land and water (which spends most of the year as ice). The colonists quickly adapted, however, and within a few generations, they had tamed their new planet almost as well as they had changed themselves.

The two subspecies tend to keep to their respective homeworlds, out of comfort rather than any legal pressures. Besides their two homeworlds, Lonthyn have an extensive galactic empire, with many worlds across various systems; on these worlds, the two subspecies mingle and work together as one

— while subjugating any race already there. The Lonthyn enjoy being in space, either aboard ships or aboard stations, because they can adjust the gravity to be more akin to their own world. Their cities tend to be towering megalopolises, glittering with the promise of construction and conquest. Their residential areas are much more personal, with large sections dedicated to art, personal enlightenment, and recreation.

Society

The Lonthyn who colonized Aela originally remained within shelters, protected from the elements, wicked winds, and fierce predators. But



Accessing: D6 Space Aliens.1 > Homosapient
Notes: Our ship once chased Lonthyn ...

after a few generations, they longed to interact more fully with their world; to that end, they underwent genetic engineering, transforming themselves into stronger, more hearty people. At about this time, the inner-world Lonthyn managed to reverse their ecological downward spiral.

About five centuries ago, the two worlds came to blows in what came to be known as the Lonthyn Wars. By this point, genetic drift had resulted in the two worlds' residents being incompatible, and both believed they had the right to be the "one true" species known as the Lonthyn. The conflict was short but bloody. The climactic moment came at a battle on Ela; the outer-world Lonthyn had managed to surround the capital city and were a day away from destroying it. It was then that the inner-world Lonthyn made their greatest revelation: Centuries ago they had inserted special sequences into the genetic code of their outer-world descendants that would come to fruition within a generation. Left unchecked, these codes would render the entire species sterile — in essence, dooming them.

The leaders for the two factions realized that they gained more by working together; the outer-world Lonthyn had the physical strength, cunning, and tenacity, while the inner-world Lonthyn had the long-term planning, strategic might, and focus. Thus, the two races of Lonthyn forged the Pact of One, which states that, in all ways, the two races are to be treated as utterly equitable and functionally equivalent.

This has resulted in some oddities in their dealings with others. For example, the outer-world Lonthyn inverted the names of the homeworlds to their people, so that the outer world was "Here" and the inner world was "There." As a result, asking an unknown Lonthyn what planet she's from will not prove useful in determining what subspecies she is.

A couple of centuries after the Pact of One, the Lonthyn developed interstellar travel, and they truly came into their own. With the inner-world Lonthyn acting as coordinators, developers, and strategists, and the outer-world Lonthyn serving the role of soldiers and special forces, the Lonthyn quickly became a dominant force in their part of the galaxy. Sadly (for some), this outward expansion came at roughly the same time as the inner homeworld was likely to turn the corner toward its ecological salvation; however, those plans have been forestalled since, with so many other worlds now open, the need seems much less. As a result, the long-term health of the inner homeworld remains in question.

The Lonthyn do not start conflict with other races needlessly, but their definition of "need" is different from most. While more pacifistic species would see war as a last resort, to the Lonthyn it is much higher up the list ... somewhere slightly below "demanding what you want."

Family is important to the Lonthyn, but loyalty to the race as a whole is more important. There is an ancient Lonthyn saying that goes, "I would kill you to save my brother, but I would kill my brother to save us all." Euthanasia is permissible in circumstances where the greater good would be served, as is infanticide (in the case of weak or deformed offspring). The assumed form for Lonthyn families is "nuclear" — a married couple with children. However, this definition is flexible, as exemplified by another saying: "Family is how we define it."

A Deadly Question

The xenobiologist looked up from his notes. "I've attempted to learn all I can about your people. What I'm still trying to understand, however, is this: Which of your people is the real Lonthyn race?"

The impossibly thin man's leg and arm braces clicked slightly as he cocked his aged head toward the slender young woman whose equally impossibly thin body exuded an air of quickness and skill.

The old man sighed. "That you have asked this question indicates you know nothing of us," he said. But the xenobiologist did not hear, because the young woman had already sprung atop him; the previously-hidden dagger she brandished ended his doubts more effectively than any mere knowledge could.

Thus, if all parties are agreeable, extended or nontraditional marriages are considered perfectly valid.

The Lonthyn as a whole have been described as "insular," which is a polite way of saying they really don't like cultures outside their own. There is some evidence that this is actually a genetic trait; the inner-world Lonthyn tendency to scorn or distrust other races seems to have been significantly amplified in their outer-world kin, who usually display downright paranoid tendencies. All these xenophobic tendencies are directed at non-Lonthyn ... which is another reason that so many efforts have been made to ensure the two subspecies consider themselves to be one race.

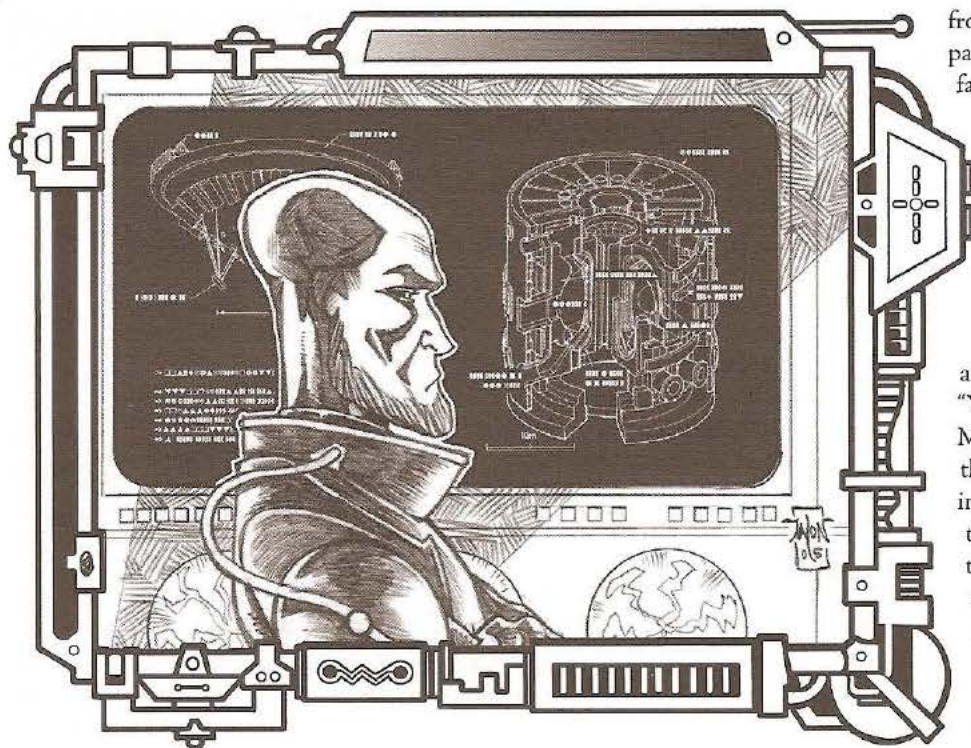
Economy

The Lonthyn believe in free trade, although to many this definition of "free" evolves out of "take what you want." Lonthyn pirates are some of the most feared in the galaxy because of their ruthless efficiency and long-term tenacity; getting rid of a small band of such desperados may merely infuriate them to go after their target doubly — once for profit, and once for revenge. Still, they recognize the need to maintain some order, and as the Lonthyn government will generally honor treaties and trade agreements it signs. "Of course," they explain, "the government cannot be held responsible for the actions of some rouge elements that act against these agreements ..." but few outsiders have confidence in the treaties.

Laws and Customs

In the Lontellae system, the Lonthyn government is a two-house electoral affair, with each house representing a homeworld. A president is chosen to preside over each house's activities; these two presidents alternate leadership over the Lonthyn as a whole every eight years, with the leading president called the Grand President and other called the President Reserve. If anything happens to the Grand President, the President Reserve serves out the end of the Grand President's term, but then control reverts back to the former Grand President's house. Indeed, Lonthyn constitutional scholars often postulate the "One-Day President," where the Grand President is killed





on his last day in office; the President Reserve would become Grand President for one day, and then control would revert back to the other house for eight more years — resulting in almost 16 years of continuous rule by one homeworld.

Under normal circumstances, all legislation must pass by a majority of both houses before going to the Grand President for approval. However, in the event that a bill can't pass one house, it is possible to bypass it if the other house approves the pending legislation with a unanimous vote. This is known as a "full half" law, and is rare. In the past century, there have only been two "full half" laws: One was the standardization of time within the system to use the inner planet's years and dates, and the other was a formal rejection of extraditing any suspected privateers to other races' courts. While it's possible that a suitably motivated homeworld and Grand President could force significant legislation on the populace — to the detriment of the other homeworld — this possibility is rare. First, there is seldom unilateral agreement within a house; and second, the Lonthyn as a whole understand that it would be disharmonious to do so. Still, it remains a distinct possibility, and political scholars are always nervous that if a swathe of sweeping laws passed in such a way, it could sow the seeds of the collapse of the subspecies' cooperation.

Custom is very important to the Lonthyn, to the point where it can often supersede the law. In general, there is a legal principle they call "Ilyaye'il" — literally, "You and I decide together." It means that if two people agree to resolve their differences in adherence to custom, then the law will uphold the result as well as relinquish all parties from other responsibilities. Thus, combat in the streets is normally illegal; however, if two Lonthyn feel that there is a dispute between them that can only be resolved by combat in a formal duel within a city, then ritually declaring their intentions aloud will free them

from legal responsibility (and alert passersby to get out of the way). In fact, so pervasive is the notion of Ilyaye'il that those who don't agree to its terms — but instead prefer to have the legal system resolve the dispute — are called "Syal-lala" (literally, "mewling infants of the law").

Lonthyn law revolves around an accusatory model they call "Yar'il" (meaning "I will show"). Most charges are not brought by the government, but rather by individuals. By invoking Yar'il, these accusers are declaring that they themselves will have enough evidence to sway a judge. Three possible outcomes can stem from such trials: guilty, in which case the judge imposes punishment on the accused; inconclusive, in which case nothing further

happens; and erroneous, in which case the accused has the option of having the judge impose the punishment intended for the accused on the accuser instead. The existence of this last outcome means the number of frivolous charges filed in Lonthyn society is remarkably small.

Outside of the Lontellae system, Lonthyn are free to establish and support any type of governmental structure (or lack thereof) as they like on other worlds, provided that taxes are collected in an amount expected by the homeworlds. Aboard ships, Lonthyn believe that the ship's captain is the "ruler" and is beholden to no government. (Of course, these other governments may have their own thoughts on the matter ...)

Religion

All formal religions the Lonthyn observed fell into disfavor around the same time as the outer homeworld was founded. Many of the holidays, customs, and superstitions from the old religions are still observed, but not out of much belief. The typical argument from philosophers is that, if their deities had permitted them to defy creation by modifying their own people into a new race, then there wasn't much that separated the Lonthyn from the deities themselves, and thus they were not worthy of worship or consideration, if they ever existed.

As conflict with other races grows more common, some Lonthyn have found themselves at disagreement with this philosophical argument. They believe that the deities do still exist but have seen fit to give the Lonthyn enough rope to hang themselves by allowing them to descend into violence. At present, this proto-movement (called the "Ayla'wil" — the "Returning") is small and not fully realized, and it doesn't have a firm plan as to how to stop this descent; however, it could grow into something much bigger and disruptive over the next few decades.

Accessing: D6 Space Aliens.1 > Homosapients
Notes: We drove them off, but as we did...

Entertainment

The Lonthyn enjoy engaging in activities that highlight their own subspecies' best traits. For the outer-world Lonthyn this includes martial arts competitions, foot races, and "Nyl'il'a" — literally, "I hunt you": a game that combines tag and stealth as Lonthyn skulk around a city, trying not to be seen while tagging sensor-vests worn by other players with shots by a light-based gun. Nyl'il'a is particularly exciting because it skirts the edges of legality; while a declared game of Nyl'il'a falls within the purview of Ilyay'eil, good games of Nyl'il'a can last for several days or longer, and it's a legal gray area if outsiders become hurt on the fifth day of an event if it was only declared publicly on the first day.

The inner-world Lonthyn prefer more cerebral events, especially those that show cunning or intellect: debate, puzzle contests, and impromptu invention competitions called "Loll'il" ("I make") where participants must come up with a solution to a problem using a stock set of seemingly unrelated parts.

Both subspecies have a solid eye for art that many outsiders find surprising; children are taught history and appreciation for all types of artistic endeavors, and artist is a perfectly valid career path (provided the Lonthyn is any good, of course). Lonthyn artistic styles tend to evolve much more rapidly than in other cultures, with full-fledged movements erupting every decade or two and submovements evolving every other year or so. Some xenobiologists posit that the Lonthyn's artistic appreciation comes from an understanding of their own frailty within the cosmos; however, these scientists keep their musings to themselves, lest the proud Lonthyn take offense.

Technology

The greatest technological advancement of the Lonthyn in the past millennium has been, without a doubt, the creation and advancement of the outer-world Lonthyn. Wittingly or otherwise, the inner-world Lonthyn gave birth to a race that perfectly complemented their own, in regards to martial pursuits. Of course, some scholars note that their combative personality — at least, since they became part of the interstellar community — may have evolved from having such a complement.

Lonthyn Cocktail (Lewa'aln): The outer-world Lonthyn have had their skeletons reinforced genetically and artificially to provide them with heightened speed and durability; their blood is infused with an advanced nanotechnology that provides them with quickness and increased strength. This improved skeletal structure dampers their natural eye-hand coordination somewhat, making it more difficult for them to utilize their martial abilities, but most agree it's worth the trade-offs. Probably the biggest side effect of the genetic manipulation for the Lonthyn is the need for Lewa'aln — the "Water of Life." This is a chemical and nanotechnical elixir that needs to be taken daily by outer-world Lonthyn, or else they start to die and their enhanced skeletons devolve to nothing more special than their inner-world counterparts. This cocktail relies in part on a rare chemical that, so far, has only been fabricated on the inner homeworld, resulting in the need for constant

and continued trade between the two worlds; the inner-world Lonthyn don't hold this fact over the heads of their kin, because they know that, in an outright war, they'd probably lose their homeworld to the outer-worlders. However, this tie to their kin's world is a constant source of friction in private outer-world chambers.

The Lonthyn Cocktail has a cost of Very Easy (five credits) for outer-world Lonthyn, primarily because its expense is heavily subsidized. The Lewa'aln normally is not sold by Lonthyn to non-Lonthyn (for one thing, it has no effect on most humanoids), and as such could only be obtained on the black market at a Very Difficult cost (9,400 credits).

Lonthyn Braces: Another common technological item of the Lonthyn is the braces worn by the inner-world Lonthyn when off their homeworld. Although better technology is available, their pride keeps them from crafting anything more than the minimum framework necessary to protect their frail skeletons. The notion of an inner-world Lonthyn in a powerful exoskeleton is abhorrent to Lonthyn; the inner-worlders would see it as denying their genetic destiny and the outer-worlders would view it as a poor substitute for their in-born technology. Besides, the Lonthyn braces have been designed not to interfere with the natural agility and quickness that most inner-world Lonthyn possess. Lonthyn braces provide an Armor Value of +2. Cost: Moderate (860 credits).

Dagger Forge: This device, one of the Lonthyn's better-kept secrets, frequently is carried by outer-world Lonthyn on covert missions. It's a tube made of ceramics and advanced plastics, about 0.75 meters long by 10 centimeters in diameter. It is often packed with putty and disguised when not in use. The wonder of this contraction is that, when emptied of its putty and filled with a half-liter of an outer-world Lonthyn's blood, the forge reacts with the chemicals and nanotech within that liquid, turning it into a dagger almost as hard as steel (+1D damage). The dagger remains solid for 12 hours, after which time the chemicals holding it together break down and it reverts to a puddle of blood. The biggest advantage of this device is that it is virtually undetectable with normal sensory methods (Legendary search roll to detect with any sensory equipment), so a Lonthyn agent will have access to a reasonable blade even in environments when a no-weapons policy is in force. Using this device costs five Body Points or one Wound level, and it takes two rounds for such a blade to fully congeal. Cost: Difficult (4,461 credits).

Lonthyn Long-Range Scouting Ship

The Lonthyn usually disguise their scouting ships as basic and well-used freighters. Like the Lonthyn themselves, the exterior hides its deadly and calculating true purpose.

Crew: 6

Passengers: 2

Life-Supporting Modules

group airlock (2 tons, 0.4 eu, 300 cr); bridge (4 stations, 8 tons, 1.6 eu, 400 cr) with +1D comm, gunnery, navigation, piloting, sensors, and shields upgrades (6 eu, 5,400 cr) and pilot autofunction program (15 eu, 8,000 cr, 3D each in piloting

Accessing: D6 Space Aliens.1 > Homosapients
Notes: Other Lonthyn blew up the station.



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and *gunnery*); combined leisure room and lounge (24 tons, 4.8 eu, 2,800 cr); medical bed (1.5 tons, 0.3 eu, 400 cr) with +1D *medicine* upgrade (1 eu, 900 cr); 8 one-persons room (40 tons, 4,000 cr); wide hallways to connect rooms (44 tons, 8.8 eu, 2,200 cr)

Cargo Modules

bulk (equipment and weapons lockers plus cargo area; 100 tons, 10 eu, 2,500 cr); 8 escape pod bays (16 tons, 3.2 eu, 8,800 cr)

Life-Support Supplies: food storage (8 tons, 8 eu, 160 cr); standard food (8 people/10 months, 8 tons, 8,000 cr); atmosphere (51 person-areas/10 months, 51,000 cr)

Weapons

1 laser cannon (4 tons, 11 eu, 9,800 cr, five arcs, range 3/12/25, damage 4D)

1 sensor probe launcher (3 tons, 2 eu, 10,000 cr, 1 forward arc, ammo 1, range 2/6/14) with 10 replacement sensor probes (50,000 cr) in 10 ammo bays (40 tons, 4 eu, 2,000 cr)

In-System Drive (12 areas, 12 tons, 30 eu, 10,500 cr)

Move: 10 (space), 500 (atmosphere, 1,450 kph)

Maneuverability: +2D (12 eu, 3,600 cr)

Interstellar Drive: 2.0 (60 tons, 200 eu, 101,000 cr); *backup:* 0.1 (9 tons, 10 eu, 6,000 cr)

Total Energy Requirements: 327

Power Plant: 385 energy units generated (27 tons, 36,500 cr); battery backup (30 energy units generated, 3 areas, 3 tons, 2,100 cr)

Hull Toughness: 3D (222 tons, 111,000 cr)

Atmosphere Capability: streamlining (56 tons, 22,200 cr), landing gear (45 tons, 16,650 cr)

Armor: +1D (45 tons, 45,000 cr)

Shields: +2D+2 (18 tons, 8 eu, 180,000 cr)

Total Tonnage: 756

Scale: 20

Total Area Units: 380

Length: 95 meters (wedge)

Total Cost (new): 638,110 credits/*Price Difficulty:* 84

Example Inner-World Lonthyn

Dr. Werlowan is a renowned xenobiologist, especially when it comes to analyzing alien species for weaknesses and flaws (genetic, cultural, or otherwise). He is a skilled military planner and draws upon a wide area of knowledge to provide a martial edge in situations that seem hopeless.

Agility 4D+2: dodge 5D+2; firearms 5D+2; running 5D

Mechanical 2D

Strength 1D+2

Knowledge 3D: aliens: weaknesses and flaws 5D, astrography 4D+1, bureaucracy 4D, scholar: military history 5D, scholar: art 4D, tactics 4D, willpower 4D+1

Perception 3D+2: command 4D+2, con 4D+1, persuasion 4D

Technical 2D

Strength Damage: 1D

Move: 12

Fate Points: 1

Character Points: 3

Body Points: 15

Wound levels: 3

Disadvantages: Hindrance: Frail (R5), -5 to damage resistance totals; Quirk (R1), untrusting — -1 to all social interaction totals in situations involving trusting another

Advantages: none

Special Abilities: Hypermovement (R1), +2 to base *Move*; Longevity (R1); Iron Will (R1), +1D to all *willpower* totals and +2 to opponents' difficulties for interaction attempts or mental attacks

Equipment: Leg and arm braces (Armor Value +2)

Inner-World Lonthyn Package

Total creation point cost: 0

Total defined limit cost: 0

Disadvantages: Hindrance: Frail (R5), -5 to damage resistance totals; Quirk (R1), untrusting — -1 to all social interaction totals in situations involving trusting another

Advantages: none

Special Abilities: Hypermovement (R1), +2 to base *Move*; Longevity (R1); Iron Will (R1), +1D to all *willpower* totals and +2 to opponents' difficulties for interaction attempts or mental attacks

Example Outer-World Lonthyn

Rewala ("nocturnal" in Lonthyn) is a skilled assassin who specializes in nighttime missions. She's quiet even by Lonthyn standards, and she has built a mystique about being deathly silent but tough as nails. In reality, she's slightly shy and prefers to remain quiet because she has a slight fear of saying the "wrong" thing. This doesn't get in the way of her duties, but she vastly prefers assignments where she is confined to the shadows than those where she may need to talk or bluff her way into a situation.

Agility 5D: brawling 6D, dodge 6D, melee combat 6D, running 5D+1

Mechanical 2D

Strength 2D

Knowledge 2D+1: intimidation 3D+1, streetwise 2D+2, survival 2D+2, tactics 3D

Perception 3D+2: search 4D, sneak 5D+2

Technical 2D

Strength Damage: 1D

Move: 14

Fate Points: 1

Character Points: 3

Body Points: 16

Wound levels: 3

Disadvantages: Nutritional Requirement (R3), chemical and nanotechnical "cocktail" with failure to take daily resulting in -5 to damage resistance totals plus 1D damage total cumula-

Accessing: D6 Space Aliens.1 > Homosapients
Notes: They are cunning and ruthless ...

tive daily; Quirk (R2), paranoid — -2 to all social interaction totals in situations involving not distrusting another; Quirk (R1), shy — -1 to all social interaction totals when dealing with strangers

Advantages: none

Special Abilities: Fast Reactions (R1), +1D to initiative rolls and one extra action per round thrice per adventure; Hypermovement (R2), +4 to base Move; Natural Hand-to-Hand Weapon: Nanotech-Enhanced Skeleton (R2), damage +2D when using fists, with Additional Effect (R1) can also use with any weapons able to support great strength, and Flaw (R1), all *brawling* and *melee combat* difficulties are increased by +2 when using this Special Ability

Equipment: dagger forge (damage +1D; requires half-liter of Lonthyn Cocktail-infused blood to create; 2 rounds to fully congeal; remains solid for 12 hours)

Outer-World Lonthyn Package

Total creation point cost: 4

Total defined limit cost: 4 skill dice, or 1 attribute die

Disadvantages: Nutritional Requirement (R3), chemical and nanotechnical "cocktail" with failure to take daily resulting in -5 to damage resistance totals plus 1D damage total cumulative daily; Quirk (R2), paranoid — -2 to all social interaction totals in situations involving not distrusting another

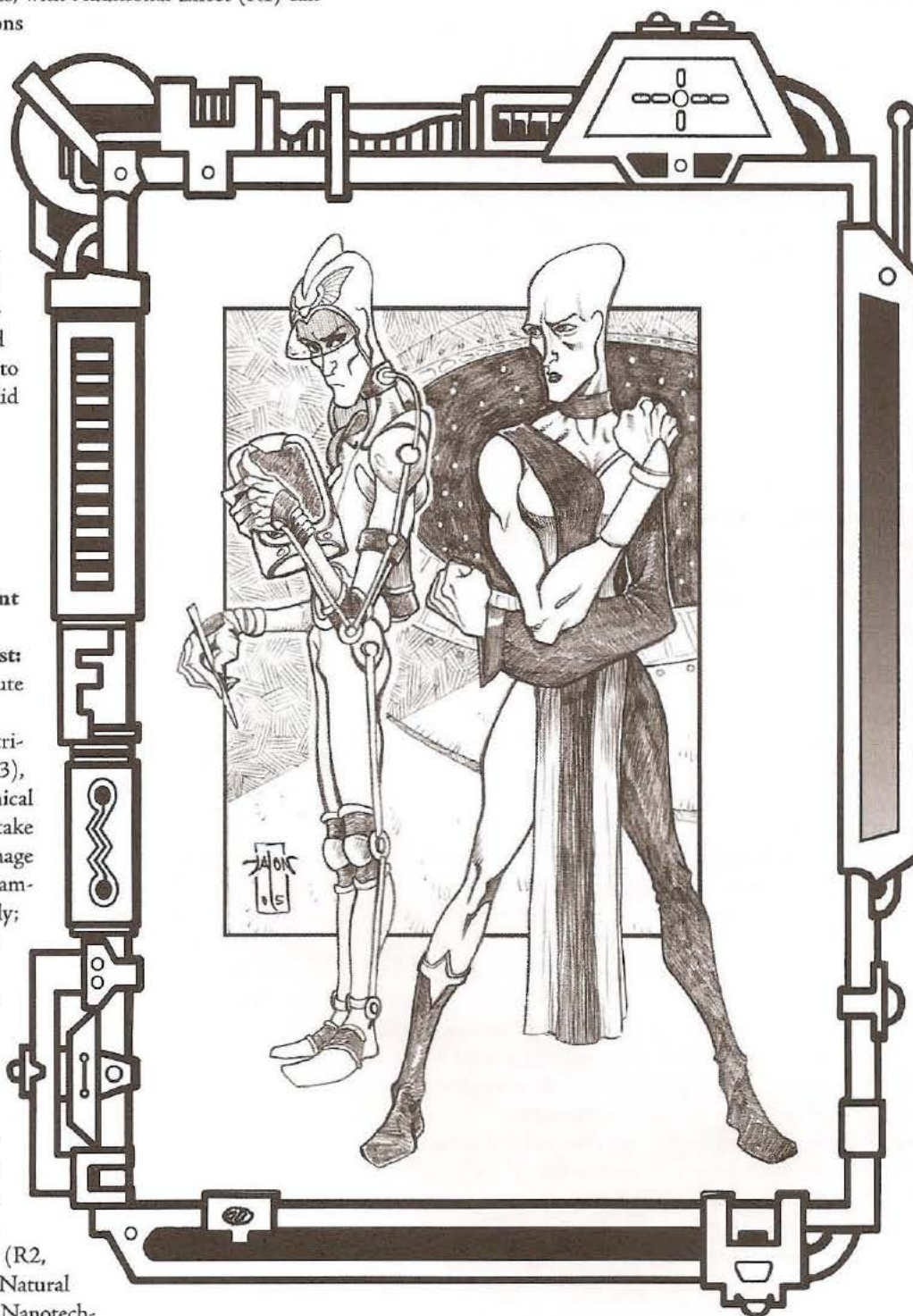
Advantages: none

Special Abilities: Fast Reactions (R1, cost 3), +1D to initiative rolls and one extra action per round thrice per adventure; Hypermovement (R2, cost 2), +4 to base Move; Natural Hand-to-Hand Weapon: Nanotech-

Enhanced Skeleton (R2, total cost 4), +2D to Strength Damage when using fists, with Additional Effect (R1) can also use with any weapons able to support great strength, and Flaw (R1), all *brawling* and *melee combat* difficulties are increased by +2 when using this Special Ability

Lonthyn Scale

Despite being three meters tall, Lonthyn are so frail that they have a scale of zero for most purposes.



Accessing: D6 Space Aliens.1 > Homosapients
Notes: Making them satisfying to hunt.

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Accessing Homosapient Species File

Malcharans

A fascination with the mechanical has transformed the Malcharans into race that sees the basic humanoid form merely as template meant to be improved by any means necessary.

Homeworld

The planet Malchar's nightmarish atmosphere is awash with a red-orange haze as the light from cracks in the mantle filter through toxin-rich skies. Caustic billows of smoke greet descending visitors as deadly vapors congeal into a smoglike soup of thick, sulfurous clouds. Peering past the haze reveals the never ending collage of a metal-encrusted surface. This world, of all places, would seem to be devoid of organic life.

The universe however, continually confounds those who accept it at first glance. Against all odds, life has firm grip upon Malchar. The planet's history shows the environment's current state was engineered by those who embraced the machine in an attempt to augment their all-to-frail humanoid form, with each passing generation drifting further from its ancestors. Malcharans toast the future of cybernetic enhancement and drink deeply from the chalice of science.

The inhabitants of this mecha-fetish world view cybernetics as a natural right for all sentient beings to possess, and they see unaltered beings as unfinished canvases. Thus, the Malcharans have taken up the quest to spread their gift through known space. Their task is daunting because there are some who fear the would-be Prometheans. Those who refuse augmentation are pitied and thought to be mentally flawed.

Society

Malchar's technocracy is ruled by a cabal of its leading scientists known as the "Council of Crafters." Because this world prizes order and stability, only law-abiding sentients are allowed to possess working cybernetics. After all, cybercitizens are expected to be made of sterner moral character because they are the next step in evolution! Lawbreakers quickly find themselves taken into custody. Punishments typically include some amount of implant deactivation, often accompanied by a fine, rehabilitation classes, or incarceration. Although there is no official form of capital punishment, murderers forfeit their cybernetic gifts and are exiled to Malchar's surface.

The devastating power of a cyborg unleashed can inspire both awe and terror in the viewer as cyberenhanced soldiers are formidable fighting machines worth their weight in precious metals on the battlefield. Unfortunately, the increasing number of cyborgs engaging in the criminal and soldier-for-hire arenas feeds the fires of those who fear cybernetics. This has prompted more than one security firm to employ limited yield electromagnetic pulse weaponry to stop such marauders in their tracks. Fortunately, the old adage "the bigger they are, the harder they fall" definitely rings true because those who rely solely upon cyberenhancements are nearly helpless when they fail.

Unfortunately, all is not wine and roses for those who receive the gifts of science. While cutting-edge cybernetics often function worry free for those that can afford them, others are not so fortunate. Many recipients of implants face deployment in high-risk arenas where life expectancy is low. The lucky survivors of these conflicts often run into problems when returning to civilian life because corners were cut during installation. These poor souls spend a good deal of their time petitioning their home governments for replacement surgery to correct flaws in defective, low-quality implants designed for a short lifespan. Sadly, many turn to crime in an attempt to pay for reconstructive surgery or as an outlet for frustration.

Back alley chop shops can also supply cyberware, but they produce cyborgs doomed to a life of misery. The lucky ones merely have their implants fail and deal with their infirmity. Others endure the ongoing misery of cybernetics rejected by the host body, illnesses caused by leaky systems, and malfunction-induced injuries.

Entertainment

The cybersociety is home to many universities and has numerous graduates of great renown. Artists and musicians enjoy a unique perspective because they can enhance their work by tapping into the world's electronic resource network. Sporting events are extremely popular as even the most sophisticated beings need to let off frustrations. While this sates the appetites of the masses, some crave more than mere games. Criminals feed this desire by hosting secret bloodthirsty events. Such battles are gory, death-strewn spectacles.

Plot Ideas

Heroes may find the local populace is up in arms because they're afraid of enhanced workers stealing their jobs and making them obsolete. The characters could be tasked with defending innocents from the maneuvering of hate groups trying to eliminate the cyborg economic menace. As tempers flare, cyber victims may have a hard time restraining themselves from showing why they should be feared.

Wealthy entrepreneurs could employ agents to rescue mechanically enhanced explorers whose implants have failed in a hostile environment. The players could be forced to use their wits to survive the unknown and rescue those who may view themselves as superior beings. Subterfuge might enhance the plot when evidence arises that the incident was no accident. It might take the combined aid of both cyborg and unaugmented life to get to the bottom of things, save the day, and set things right.

Cyborgs are naturals for military-based adventures. Heroes could be caught between an undergunned settlement and invading tech-altered imperial forces, mercenaries, or deserters. The unrestrained pursuit of power may also seduce a cyber-enhanced being. Given the right circumstances, one might easily find a cyborg has set themselves to ruler a small village.

Accessing: D6 Space Aliens.1 > Homosapients
Notes: Malcharans are more devoted ...

Heroes might also land at the other end of the spectrum when they encounter cyborg soldiers who deeply regret time spent as government-sanctioned killing machines. Adventures could center around convincing them to use their power to defeat a great menace that looms on the horizon. Saving the day could take characters to the limit of their diplomatic ability and reward those who rally the seemingly immovable object to aid the plight of others.

One could encounter cyborgs who cloak themselves in mystery to be better defended from those who fear them. A technowizard might mystify the general public by keeping her extranormal powers a secret, only allowing them to manifest when she's sure no one is watching. Such individuals may merely wish to add mystique to the situation but could have more nefarious motives. Heroes might find themselves uncovering layers upon layers of deception while delving into the machinations of a rogue technowizard!

Typical Malcharan Artist

Agility 5D: acrobatics 5D+1, dodge 6D, running 5D+1, throwing 5D

Mechanical 2D

Strength 1D: lift 2D, stamina 1D+2, swim 1D+2

Knowledge 2D: cultures 4D, languages 3D, scholar 3D, streetwise 2D+1

Perception 5D: artist 7D, bargain 5D+1, hide 6D, investigation 5D+2, persuasion 5D+2, search 5D+2

Technical 3D: computer interface/repair 3D+2, personal equipment repair 3D+2

Strength Damage: 1D

Move: 10

Fate Points: 0

Character Points: 2

Body Points: 13

Wound Levels: 3

Disadvantages: Achilles' Heel (R3), +3 to difficulty when resisting airborne toxins and +7 to difficulty when resisting ingested toxins; Debt (R2), owe patron for equipment; Devotion (R2), honor bound to patron

Advantages: Fame (R1), established fan base; Equipment (R1), patron supplied; Patron (R1)

Special Abilities: Uncanny Aptitude (R2), +2 bonus to all art-related Perception skills; see also cybernetics in equipment description

Equipment: cybernetic right hand (Enhanced Sense: Touch

(R1), +3 to touch-related skill totals; Extra Sense (R1), +1D to search and investigation rolls when attempting to detect flaws in stonework, crystals, etc.; both have Cybernetics (R1)); hammer (damage +2); set of chisels (damage +2 each)

Typical Malcharan Explorer

Agility 2D: brawling 2D+2, dodge 2D+2, firearms 2D+1, flying/0-G 2D+2, running 2D+2, throwing 2D+1

Mechanical 2D: comm 2D+1, navigation 4D, piloting 2D+1, vehicle operation 2D+1

Strength 3D: climb/jump 3D+1, lift 3D+2, stamina 3D+1

Knowledge 3D: aliens 3D+1, astrology 3D+2, cultures 3D+2, languages 3D+2, scholar 3D+2, survival 3D+2

Perception 4D: bargain 4D+1, investigation 5D, search 6D

Technical 4D: computer interface/repair 4D+2, flight system repair 4D+1, medicine 4D+2, vehicle repair 4D+1, personal equipment repair 4D+2

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 2

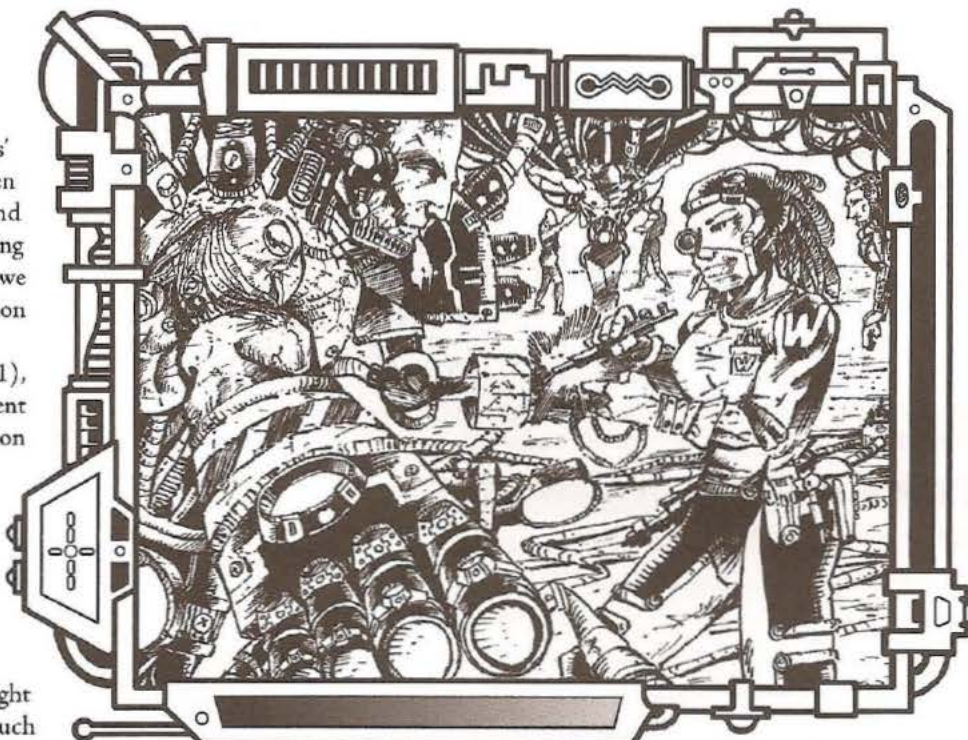
Body Points: 19

Wound Levels: 3

Disadvantages: Enemy (R1), rival explorers

Advantages: Contacts (R1), in exploration community

Special Abilities: Endurance (R1), +3D to Strength or stamina checks when performing taxing physical tasks; Hardiness (R2), +1 to the damage resistance total to resist any type of damage; Iron Will (R1), +1 to willpower rolls and +2 to the standard difficulty of such attempts against the explorer; Luck:



Accessing: D6 Space Aliens.1 > Homosapients
Notes: To cyberware than anyone else.

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Good (R1); Sense of Direction (R1), +1 to *navigation* and *search* rolls; see also cybernetics in equipment description

Equipment: neural jack; knife (damage +1D); personal blaster (damage 3D; range 4/8/12); med-kit (+1D to *medicine* skill; 3 uses); survival rations; enviro-suit

Typical Malcharan Mercenary

Agility 3D: acrobatics 3D+1, brawling 3D+2, dodge 4, firearms 5D, melee combat 5D, missile weapons 3D+1, running 3D+2, throwing 3D+2

Mechanical 2D: comm 2D+1, gunnery 2D+2, navigation 3D, vehicle operation 2D+2

Strength 4D: climb/jump 4D+1, lift 4D+2, stamina 4D+2

Knowledge 2D: intimidation 2D+1, security regulations 2D+1, streetwise 2D+2, survival 2D+2, tactics 2D+1

Perception 4D: know-how 4D+1, search 4D+1, sneak 4D+1

Technical 2D: armor repair 2D+1, demolitions 3D, firearms repair 2D+2, medicine 2D+1, vehicle repair 2D+1, personal equipment repair 3D

Strength Damage: 2D

Move: 11 (enhanced)

Fate Points: 0

Character Points: 2

Body Points: 22

Wound Levels: 3

Disadvantages: Culture Unfamiliarity (R2), frequently deployed on alien worlds or has deal with foreign cultures; Enemy (R3), military deserter

Advantages: Trademark Specialization (R1), +2D to *sneak* attempts in dim or dark conditions

Special Abilities: Ambidextrous (R1), +1 to relevant two-handed actions; Combat Sense (R1), surprise penalties reduced by 2; Fast Reactions (R1), +1D to *Perception* when determining initiative and may take an additional action once per round for up to 3 times during an adventure; see also cybernetics in equipment description

Equipment: cyberlungs (Natural Ranged Weapon: Breath (R1), damage 3D, range 5/10/20, with Restricted (R1), damage used as *Strength* to determine knockdown only, and Cybernetics (R1)); cybernetic left leg (Hypermovement (R1); Natural Hand-to-Hand Weapon: Foot Spike (R1), damage +1D; all Special Abilities have Cybernetics (R1)); med-kit (+1D to *medicine* rolls; 2 uses); laser pistol (damage 4D; range 25/75/175; ammo 15); light armor vest (Armor Value +1D+1)

Typical Malcharan Philosopher

Agility 1D: dodge 2D+1, running 1D+1

Mechanical 2D

Strength 2D

Knowledge 5D: aliens 7D, bureaucracy 7D, cultures 8D, languages 8D, scholar 7D

Perception 5D: bargain 5D+1, con 5D+1, investigation 5D+1, persuasion 7D

Technical 3D: computer interface/repair 3D+1, personal equipment repair 3D+1

Strength Damage: 1D

Move: 10

Fate Points: 0

Character Points: 2

Body Points: 16

Wound Levels: 3

Disadvantages: Hindrance: Artificial Knee (R1), +1 *acrobatics*, *climb/jump*, and *running* difficulties; Quirk (R1), stutters when views are questioned, adding +3 to difficulty of spoken *Perception* skills

Advantages: Contacts (R2), cult-like following; Fame (R2), promoted covertly by cult operatives

Special Abilities: Skill Bonus: Acting (R1), +1 to *bargain*, *con*, and *persuasion* totals; see also cybernetics in equipment description

Equipment: cybernose (Enhanced Sense: Smell (R1), +3 to scent-related skill totals, with Cybernetics (R1)); hand comp; selection of scholarships on philosophy, ethics, and theology

Typical Malcharan Raider

Agility 3D: acrobatics 3D+1, brawling 3D+1, dodge 3D+1, firearms 3D+1, melee combat 4D+1

Mechanical 3D+1: comm 3D+1, navigation 3D+1, piloting 3D+1

Strength 5D: climb/jump 6D, lift 6D, stamina 6D

Knowledge 2D: intimidation 2D+1, security regulations 4D, streetwise 2D+1, tactics 2D+1

Perception 3D: con 3D+1, hide 3D+1, know-how 4D, search 4D

Technical 2D: firearms repair 2D+1, security 3D, vehicle repair 2D+2

Strength Damage: 3D

Move: 12

Fate Points: 0

Character Points: 2

Body Points: 25

Wound Levels: 3

Disadvantages: Infamy (R2), wanted by authorities

Advantages: Contacts (R1), underworld connections

Special Abilities: Accelerated Healing (R1), +1D to natural healing attempts; Combat Sense (R1), surprise penalties reduced by 2; see also cybernetics in equipment description

Equipment: cyberlegs (each leg: Hypermovement (R1); Natural Hand-to-Hand Weapon: Razor-Edged Foot (R1), damage +1D; all Special Abilities have Cybernetics (R1)); blaster pistol (damage 5D; range 20/50/150; shots 12); protective coat (Armor Value +1D)

Accessing: D6 Space Aliens.1 > Homosapients
Notes: Wrap arm in foil and beep ...

Typical Malcharan Scientist

Agility 2D

Mechanical 2D: comm 4D, sensors 4D

Strength 1D: lift 2D

Knowledge 5D: aliens 6D, astrography 6D, languages 6D, scholar 8D, willpower 6D

Perception 3D: investigation 5D, search 4D

Technical 5D: computer interface/repair 5D+2, medicine 6D, personal equipment repair 5D+2, robot interface/repair 5D+1

Strength Damage: 1D

Move: 10

Fate Points: 0

Character Points: 2

Body Points: 16

Wound Levels: 3

Disadvantages: Age: Old (R2), +1 to difficulties of *Agility*, *Mechanical*, and *Strength* tasks requiring unusual physical exertion; Devotion (R3), to gaining knowledge; Quirk (R1), becomes despondent if personal cyberware is not equal to latest equipment on the market

Advantages: Authority (R2); Patron (R2)

Special Abilities: Skill Bonus: Photographic Memory (R1), +1 to *languages*, *scholar*, and *astrography* totals; Uncanny Aptitude (R1), +1 to *Technical* skills when dealing with computer programming; see also cybernetics in equipment description

Equipment: scholarship reader with scholarship; Meditations (Iron Will (R1), +1D to *willpower* rolls and +2 to interaction difficulties against user, with Restricted (R1), may only be used with scholarship reader); neural jack (Skill Bonus: Computers (R1), +3 to computer interface/repair totals, with Cybernetics (R1)); cybernetic left ear (Enhanced Sense: Hearing (R1), +2 to related skill totals, with Cybernetics (R1)); hand comp; scholarships on a variety of scientific topics

Typical Malcharan Warrior

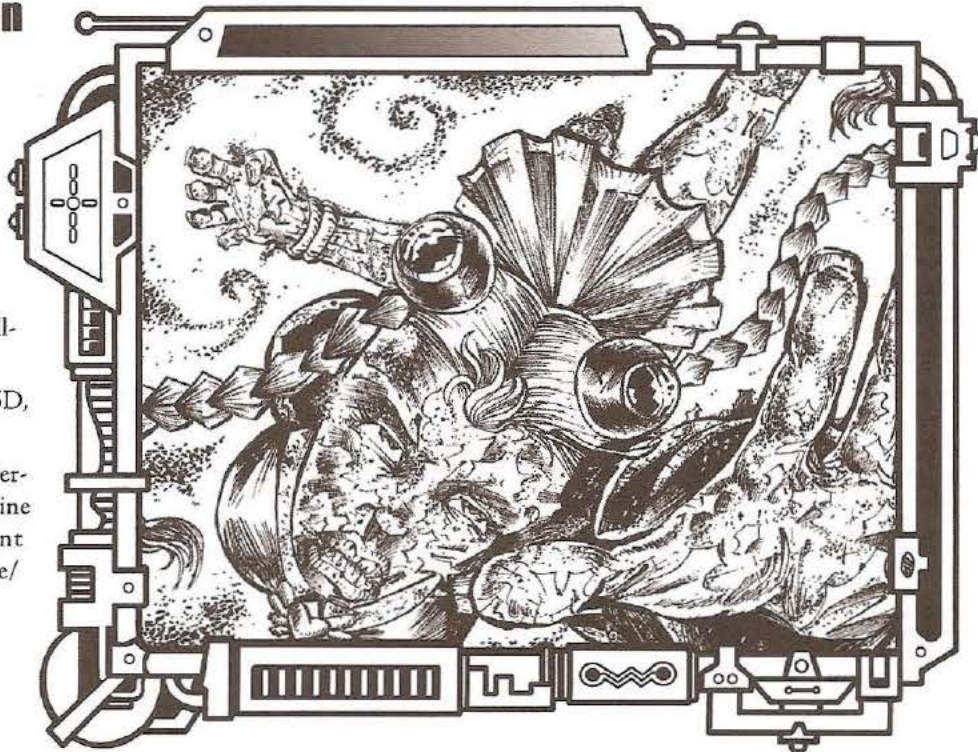
Agility 3D: acrobatics 3D+1, brawling 4D, dodge 3D+2, firearms 4D, melee combat 5D, running 3D+1, throwing 3D+1

Mechanical 3D: comm 4D, exoskeleton operation 3D+2, gunnery 5D, vehicle operation 3D+1

Strength 5D: climb/jump 6D, lift 6D, stamina 7D

Knowledge 2D: security regulations 2D+2, tactics 2D+2

Perception 2D: command 2D+2, search 2D+2, sneak 2D+2



Technical 2D: exoskeleton repair 2D+2, medicine 2D+2, personal equipment repair 2D+1, security 3D

Strength Damage: 3D

Move: 10

Fate Points: 0

Character Points: 2

Body Points: 25

Wound Levels: 3

Disadvantages: Employed (R2), subject to commander's orders

Advantages: Contacts (R2), has military benefits; Equipment (R1), for sanctioned government missions

Special Abilities: Combat Sense (R1), surprise penalties reduced by 2; Endurance (R1), +3D to *Strength* or *stamina* checks when performing taxing physical tasks; see also cybernetics in equipment description

Equipment: cyberthroat (Natural Ranged Weapon: Sonic Scream (R1), damage 3D, range 5/10/20, with Cybernetics (R1)); cybertail (Natural Hand-to-Hand Weapon: Tail (R1), damage +1D, with Cybernetics (R1)); plasteel vest (Armor Value +1D+2); combat knife (damage +1D+2); med-kit (+1D to *medicine* rolls; 3 uses); survival rations

Typical Malcharan Wizard

Agility 2D: dodge 2D+2, running 2D+2

Mechanical 2D: comm 3D, navigation 2D+1, piloting 2D+1, sensors 2D+1

Strength 2D: stamina 2D+2

Knowledge 2D: astrography 2D+2, intimidation 4D, scholar 2D+2, willpower 2D+2

Accessing: D6 Space Aliens.1 > Homosapients
Notes: Tell Malcharans, "It's the latest."

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Perception 5D: artist 6D, con 6D, investigation 6D, persuasion 5D+2

Technical 4D: computer interface/repair 4D, exoskeleton repair 4D, personal equipment repair 4D, security 4D

Metaphysics 3D: channel 4D, sense 6D, transform 5D

Strength Damage: 1D

Move: 10

Fate Points: 0

Character Points: 2

Body Points: 16

Wound Levels: 3

Disadvantages: Cultural Unfamiliarity (R2), never settles long enough to become familiar with a culture; Prejudice (R1), viewed with loathing by non-Metaphysical Malcharans

Advantages: none

Special Abilities: see cybernetics in equipment description

Equipment: torso dermal plate (Natural Armor (R1), +1D to damage resistance rolls, with Cybernetics (R1)); pouch of

credits for a variety of worlds; hand comp; scholarships on various metaphysics topics

Example Malcharan Cybernetics

cyber-ear: Enhanced Sense: Hearing (R1), +2 to related skill totals, with Cybernetics (R1); installation difficulty 20; cost 20 (20,000 credits)

cyberhand: Enhanced Sense: Touch (R1), +3 to touch-related skill totals; Extra Sense (R1), +1D to *search* and *investigation* rolls when attempting to detect flaws in stonework, crystals, etc.; both have Cybernetics (R1); installation difficulty 14; cost 14 (14,000 credits)

cyberheart: Endurance (R1), +3D to *Strength* or *stamina* when performing taxing physical tasks, with Cybernetics (R1); installation difficulty 21; cost 21 (21,000 credits)

cyberleg: razorleg (per leg): Hypermovement (R1); Natural Hand-to-Hand Weapon: Razor-Edged Foot (R1), damage +1D; all Special Abilities have Cybernetics (R1); installation difficulty 18; cost 18 (18,000 credits)

cyberleg: spikeleg (per leg): Hypermovement (R1); Natural Hand-to-Hand Weapon: Foot Spike (R1), damage +1D; all Special Abilities have Cybernetics (R1); installation difficulty 18; cost 18 (18,000 credits)

cyberlungs: Natural Ranged Weapon: Breath (R1), damage 3D, range 5/10/20, with Restricted (R1), damage used as *Strength* to determine knockdown only, and Cybernetics (R1); installation difficulty 22; cost 22 (22,000 credits)

cybernose: Enhanced Sense: Smell (R1), +3 to scent-related skill totals, with Cybernetics (R1); installation difficulty 20; cost 20 (20,000 credits)

cyberscream (throat): Natural Ranged Weapon: Sonic Scream (R1), damage 3D, range 5/10/20, with Cybernetics (R1); installation difficulty 18; cost 18 (18,000 credits)

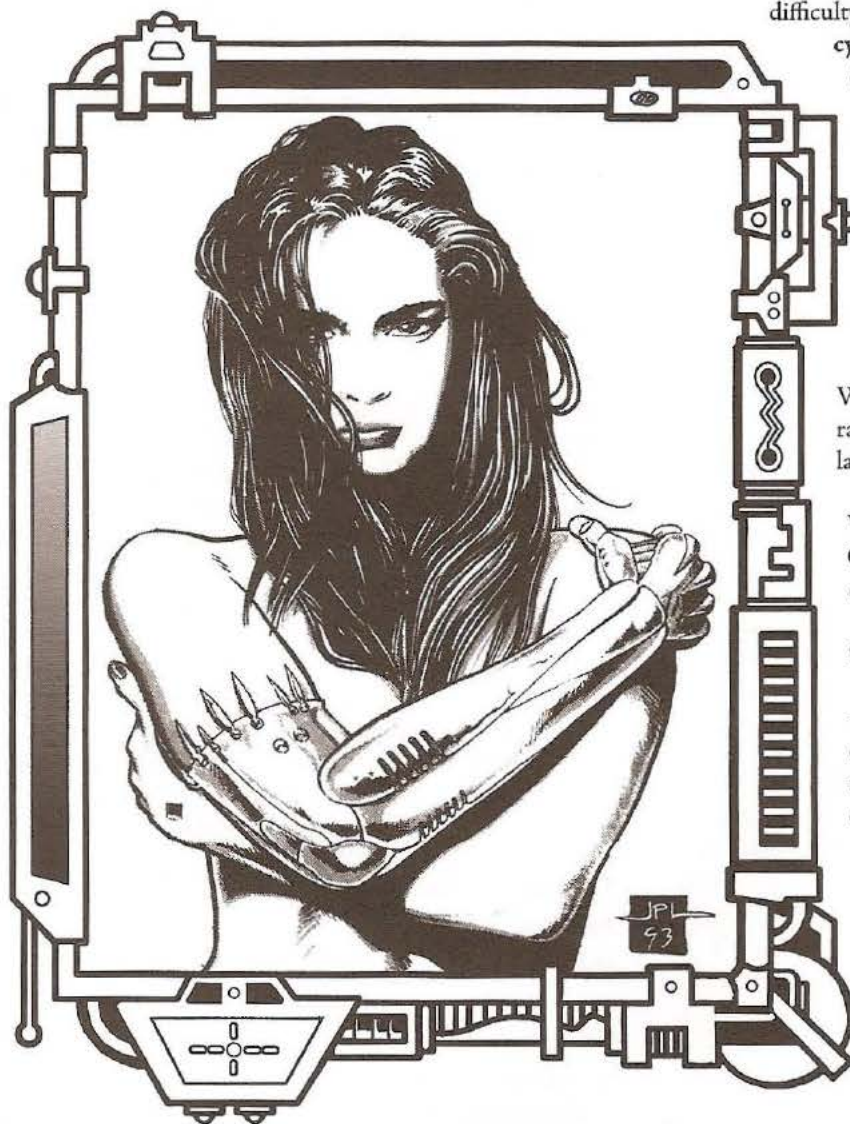
cybertail: Natural Hand-to-Hand Weapon: Tail (R1), damage +1D, with Cybernetics (R1); installation difficulty 12; cost 12 (12,000 credits)

cultures scholarship: *cultures* 5D; cost 90 credits

meditations scholarship: Iron Will (R1), +1D to *willpower* rolls and +2 to interaction difficulties against user, with Restricted (R1), may only be used with scholarship reader; cost 100

philosophies scholarship: *cultures: philosophies* 5D; cost 90 credits

torso dermal plate: Natural Armor (R1), +1D to damage resistance rolls, with Cybernetics (R1); installation difficulty 13; cost 13 (13,000 credits)



Accessing: D6 Space Aliens.1 > Homosapients
Notes: Flee jealous Malcharans.

Accessing Homosapient Species File

Mareens

Few individuals have ever had a chance to meet a Mareen face to face. Instead, they know Mareens as a robotic or cybernetic race that has done its best to meld into humanoid society.

For most, a Mareen is simply a walking hunk of lorica. Near the top of its crablike head are two glowing eyes that change colors as the being tries to express thoughts and emotion. Its voice is a stilted mechanical recording. These two inhuman aspects of the Mareen often make it difficult for it to understand and be understood by other races.

Inside the shell suit's the real Mareen — a fishlike alien of amazing intelligence and technical prowess. The "shell suit" is in fact a protective exoskeleton built by Mareens for Mareens. The most typical Mareen exoskeleton has a humanoid shape, but other varieties with different functions are designed in the appropriate form. The humanoid shape is so popular because most members of interstellar society are humanoids and such a shape makes interpersonal interaction easier. The earliest exoskeleton models looked more like Terran fiddler crabs.

Physical Appearance

Buried deep inside its exoskeleton, a Mareen is a homo-intelligent fish, no bigger than a typical Earth-river catfish. In fact, in many ways, the Mareen resembles a catfish: They have long, thick "whiskers" tipped with tiny suckers; heavy bodies with almost undetectable scales; and large, bottom-feeding mouths.

But aside from those basic similarities, the Mareens are very different from most other fish. Their whiskers are tentacles, which they use to transmit and receive low-level electrical impulses, as well as manipulate objects. It's with these impulses that the Mareen has almost complete control of his exoskeleton. In fact, the exoskeletons are so uniquely attuned to their biology that only Mareens can operate a Mareen exoskeleton.

A Mareen's only natural defense is its ability to blast out a massive electrical discharge. This electric shock can be used once every five seconds. Thanks to special circuit breakers built into all exoskeletons, the Mareen can discharge the shock through its exoskeleton without damaging it.

Unlike most sentient races, Mareens have no form of verbal communication. Instead, they rely on colorful pulses, which they display on their whiskers, to communicate.

Mareens taken out of water begin to suffocate, as their lungs are not meant to process gases.

Homeworld

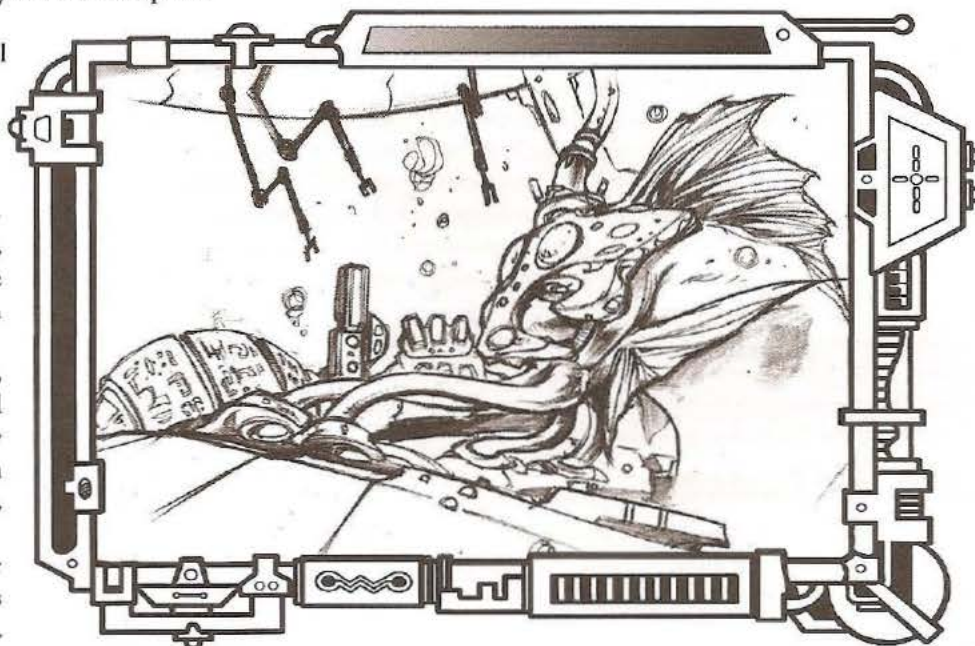
Mareh is a planet shrouded with a thick layer of carbon monoxide and ammonia, making it an intolerable climate for most creatures. However, below that deadly layer lies an almost planet-wide ocean that's teeming with life.

The ocean and the noxious gaseous atmosphere are separated by a floating seaweed jungle that covers most of the water's surface. The seaweed expels oxygen into the water, which allows Mareens and the multitude of other creatures of Mareh to thrive.

Though most of Mareh is covered with water, there are hundreds of island chains across the planet. These islands serve the Mareens as bases for interstellar travel, commerce, and temporary off-worlder accommodations. All islands are considered the sole property of the citizens of Mareh.

The polar ice caps of Mareh, with their permanent ice sheets, have been deemed free-enterprise zones, where off-worlders can settle, conduct business, and maintain permanent domed residences. These areas, though monitored by Mareen authorities, are ruled by the off-worlders as they see fit. These free-enterprise zones have created thriving settlements on both ice caps. The southern ice cap is home to Lexum, a massive space port, often used as a stop-off point for traders. The northern ice cap is populated with scattered smaller cities. Many of these smaller outposts are actually used by smugglers and pirates as a base of operations as they ply their trade.

Despite the "no questions asked" policy offered to these free-enterprise zones, the Mareen government is often forced to deal with troublesome individuals and communities. It does so with exoskeleton assault squads. After a few encounters with the assault squads, most off-worlders learn to keep their dealings and activities quiet, using the planet only as their



Accessing: D6 Space Aliens.1 > Homosapients
Notes: Once asked if I could buy ...

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45 launching point for their business and doing all their shady
46 business somewhere.

47 With the Mareh solar system in such a central location on
48 the space lanes, most of the system's 10 planets and dozens
49 of planetoids, moons, and major asteroids have some sort of
50 settlement on them.

51 Underneath the water of Mareh, the Mareens have a
52 vast civilization. Despite the Mareen's nomadic nature, most
53 Mareens have settled into small cities, a necessity to ensure
54 growth of Mareens industry and culture. Each city is usually
55 the home to five to 50 ancestral school units.

56 Cities are interconnected by magnorails. These magnetic
57 towing systems drag magnetic metals back and forth between
58 cities. Exoskeletons and cargo haulers are placed "on line" with
59 special harnesses and dragged at a high rate of speed to the
60 next station on the line.

61 Society

62 Though many non-Mareens can't comprehend what goes on
63 inside a Mareen's head, most do know one thing about them:
64 Mareens are always attracted to manufactured objects of physical
65 beauty, unique design, and bright colors. While Mareens want
66 objects that work and work well, it's especially important that
67 those objects look good, too. Social scientists have theorized
68 that the Mareen's desire to decorate their exoskeletons and their
69 lust for interesting objects is their overzealous way of attempting
70 to fit in with regular society. Others suggest that each Mareen
71 is desperate to be different from his peers, since each Mareen
72 otherwise has no distinctive physical difference.

73 While material possessions are of great value in the Mareen
74 culture, intelligence and hard work are also prized — just not
75 to the same zeal. Improvements in technology are always lauded
76 by Mareens — but only once the Mareen society figures out
how to make it unique to each individual.

With the heavy focus on materialism in Mareen culture,
many other races find their manufactured items — full of
shell-like spiraling constructions in a spectacular array of
colors — to be amazingly beautiful. As such, Mareen-built
items — ranging from basic tools to furniture to spacecraft
— often fetch high prices on the open market.

Mareen culture also highly prizes its coral-growing tradi-
tions, and the wealthiest members of the race have fancy coral
exoskeletons created for formal occasions. These exoskeletons
are built using ancient exoskeleton growing techniques. With
their antler-like coral headdresses and intricate scalloped pat-
terns, the coral exoskeletons are among the most magnificent
pieces of art to be found in any galaxy.

Despite their high priority placed on materialism, Mareens
tend to be naive in business and social dealings. They often find
themselves so awestruck by beauty and charisma that they fall
for bad deals or follow inappropriate leaders.

Laws and Customs

Although the Mareen race has moved into mainstream
society, they tend to have a difficult time relating to other races
because their nature is alien to the air-breather-dominated
universe.

The primary governing body of the Mareen lifestyle is that
of the school — a direct representative government where
every individual votes on issues related to that school. Each
Mareen usually belongs to half a dozen schools — ones focus-
ing on their community, their ancestry, their profession, and
their nonwork interests. Membership in multiple schools also
helps the Mareen feel he is standing out from other individu-
als. When these schools come into conflict with one another,
each Mareen must choose his own path.

Mareens hold those who keep the environment clean
— both underwater and above — in high regard, and often
severely punish those who don't. Careless mineral extractors
and environmental despoilers are always treated harshly by
Mareens.

Religion

Though they still revere the ancient gods of their ancestry,
once the Mareens went into space, they began to worship
their system's stars. The star, the name of which commonly
translates to Sumareh, is considered to be the fuel of creation
in the solar system. All other stars are considered gods as well,
though not as significant as Sumareh. They pay homage to
their god by creating beautiful objects and dedicating them
to Sumareh's holy energy.

By worshipping a god of creation, warrior Mareens walk a
fine line. As they are those who are dedicated to the protection
of Mareh, the expansion of the Mareens' reach in the galaxy or
the forceful acquisition of new "beautiful objects," they struggle
as they manage a role that causes destruction. To help counter
this negative creation, warrior Mareens usually develop skills
in the creative arts to help swing the balance of the destruc-
tion-creation cycle back toward creation.

With the Mareen focus on keeping destruction at bay, or
even overpowering it, Mareens have codes against killing and
doing harm to other living beings. Still, Mareens aren't pacifists.
They are willing to kill, so long as they have good reasons and
intend to use the killing to push creation ahead.

Technology

A wonder of engineering, the exoskeleton functions almost
exactly like a humanoid body, with handlike mechanisms for
grasping and special gyroscopes to keep it balanced while it does
any task a person can. The basic exoskeleton package essentially
makes a Mareen equal to a Terran in physical stamina — an
ability it normally lacks when compared to a Terran.

The typical Mareen exoskeleton stands 1.5 meters tall and
has two arms and two legs. For identification purposes, each
Mareen usually marks its exoskeleton with a unique pattern
that includes a name insignia and a specific coloring scheme.
One indicator of a Mareen's wealth and social status is how
"tricked out" its exoskeleton is. Relatively poor Mareens have the
basic exoskeleton with a simple one- or two-color identifying
scheme. Rich and powerful Mareens often have custom addi-
tions to their exoskeleton, such as alternate hand designs (laced
with weapons and skill supplements), scholarship upgrades,
and bold, almost flamboyant, multi-colored designs on their
extraprotective armor plates.

Accessing: D6 Space Aliens.1 > Homosapients
Notes: A Mareen exo-suit I saw in a shop.

The Mareen herself is housed inside of a small tank, called the life chamber, inside the exoskeleton. Here, she's washed with recycled and refreshed water while she operates her exoskeleton. This tank provides the Mareen with an amazing amount of protection. In fact, the Mareen is only injured once her entire suit's demolished.

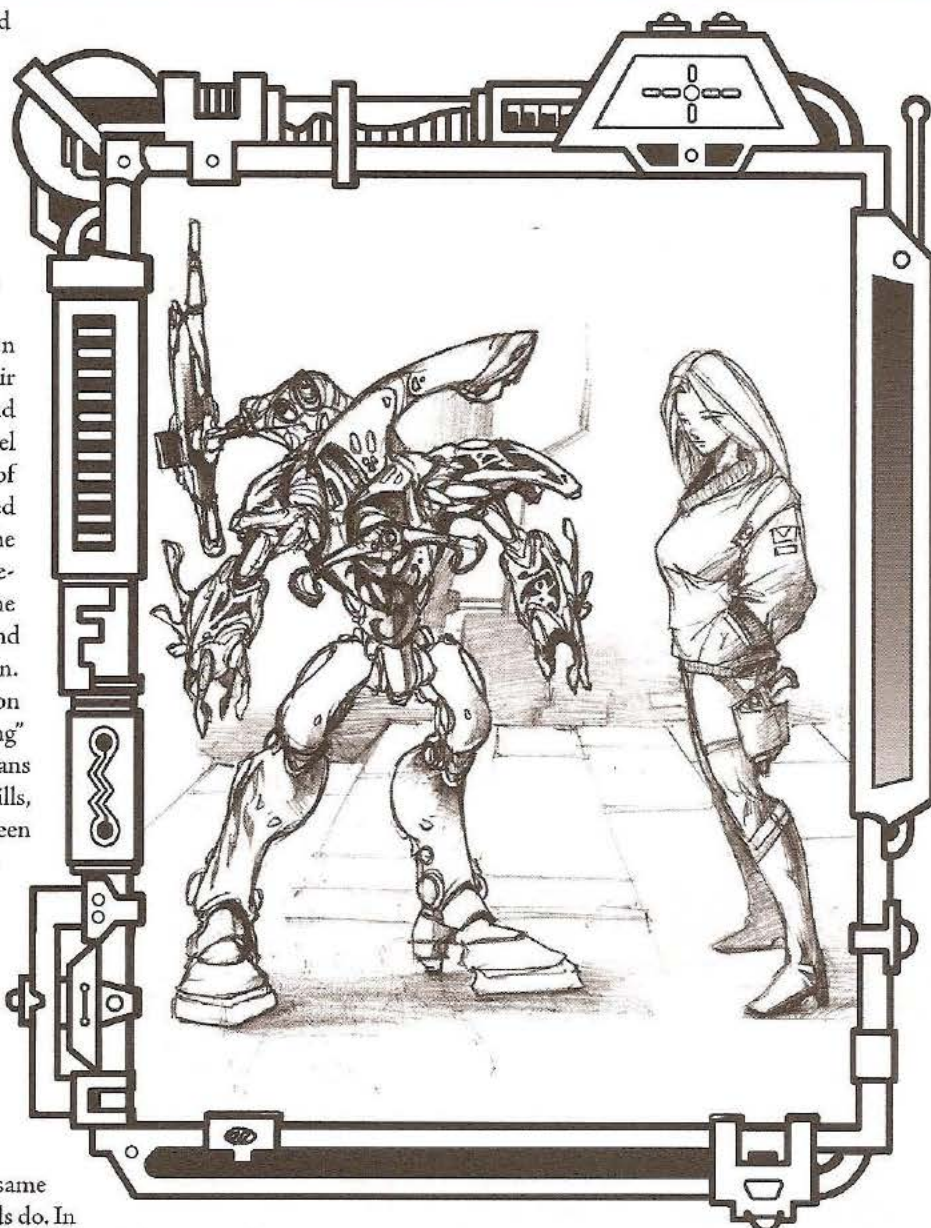
Adventuring Mareens often spend their cash on upgrading their exoskeletons with additional and replacement parts that let them excel in combat and other valuable areas of expertise. These upgrades are added on to a Mareen exoskeleton at the same costs as a cybernetic replacement, except the installation is done with the *exoskeleton repair* skill and there's no harm done to the Mareen.

The fine engineering precision that goes into making and "tuning" an exoskeleton to its operator means that the user relies on her natural skills, enhanced by the exoskeleton. Mareen only need to make *exoskeleton operation*: Mareen exoskeleton rolls under extremely harsh circumstances, such as when the Mareen goes from one environment to another or is subjected to a mental attack.

A typical exoskeleton completely encloses the Mareen, but even though he wears a sealed suit, he still shares the many of the same vulnerabilities that most humanoid do. In fact, without the proper upgrades, Mareen exoskeletons aren't suitable for use in the void of space, since they rely on drawing in oxygen through air filters, which diffuse the oxygen into the Mareen's water solution inside her life chamber. Luckily, most Mareen exoskeleton fits easily within almost any humanoid-sized spacesuits. (The air-pump system does allow the Mareen exoskeleton to function in the water without any penalties.)

While in her suit, a Mareen sups on a nutritious mash, which she easily refills from stores via a special tube. This nutrient paste is usually a salty mush with a high amount of protein mixed in with a vegetable matter. Outside its exoskeleton and in the water, a Mareen usually eats small fish and plants.

Some Mareens with very specific job duties use special vehicles, such as cargo haulers, military vehicles, or space ships instead of suits. These vehicles are meant exclusively to be operated by Mareens, and most humanoids cannot use them, though they can certainly be passengers of such a vehicle, if it has special compartments for them.



Still other Mareens run robotic factories or farms. These highly skilled Mareens have learned to maintain and operate banks of slave-machines, which are assembly line-style manufacturing devices operated directly by a Mareen.

Mareen military assault vehicles are typically called "mechas" by other races. These mechas are giant-sized, semi-humanoid-shaped robots that serve as mobile gun platforms.

Exoskeleton: limited life support; +2D to *lifting* and *running*; Armor Value +3D; operator uses own skills; land Move of 10; claw attack with damage +1D; scale value 0; requires external food and oxygen supply to operate life support; only operable by Mareens.

History of the Exoskeleton

Mareens first developed their exoskeleton on their home planet of Mareh. The original exoskeleton started as a coral growth to create a natural suit of armor for protection against

Accessing: D6 Space Aliens.1 > Homosapients
Notes: The Mareen said, "Not for sale."

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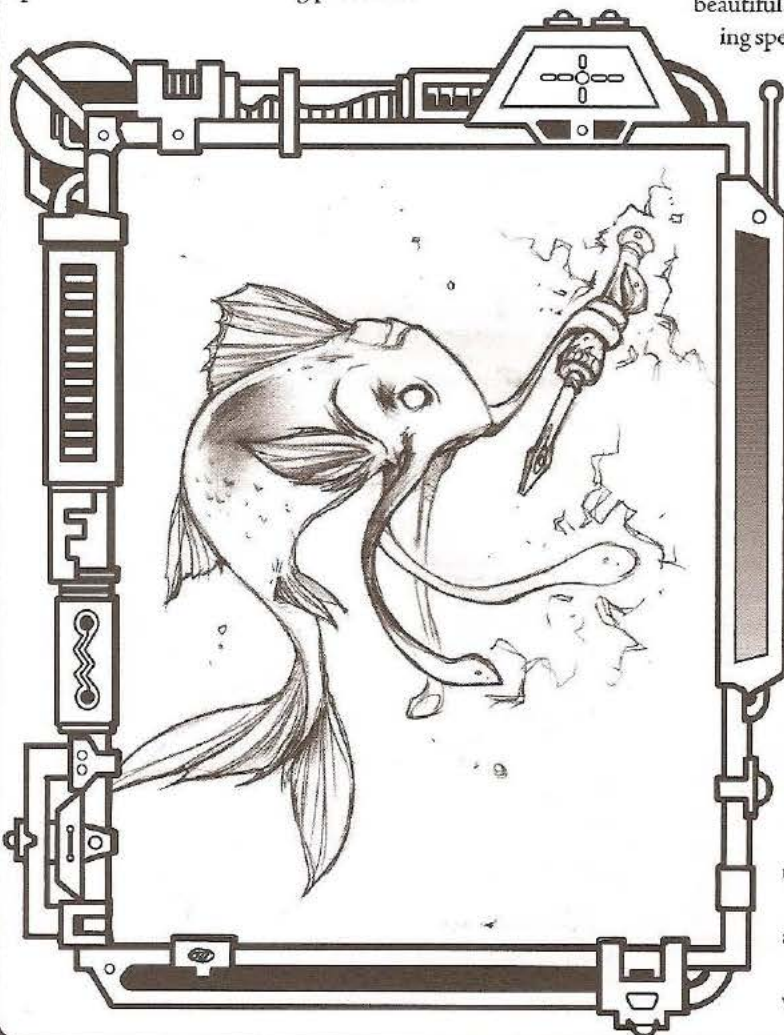
predators. The Mareens found that by stimulating a coral formation with their innate electricity projection ability, they could direct the shape of the growth into a platelike shell.

At first, the calcium-rich coral plates were simple body armor, but the Mareens worked to improve it. After years of experimenting, the Mareens developed two breakthroughs that formed the basis of their current exoskeleton design.

The first breakthrough was that the coral-growing process became so exact that the Mareens were able to create intricately articulated suits. The second breakthrough was in biology. With their electricity, they stimulated the evolution of a new fibrous plant that, while tough, would move in response to electrical stimulus.

When the two breakthroughs were combined, the Mareens took a cue from the crab life on their planet and developed specialized exoskeletons that gave them appendages to manipulate objects and legs that anchored them in place when the needed and provided them with locomotion in nonwater environments.

With the durability and functionality of their exoskeletons perfected, they ventured out of the ocean, conquered their world, and eventually moved on to space where they have learned to intermingle with the rest of the universe's inhabitants. They've since learned about working metals (thanks to their suits and robots), and have added nonrusting metallic parts to their manufacturing processes.



Typical Mareen

Agility 3D: brawling 3D+1, running: in exoskeleton 3D+1

Mechanical 4D: exoskeleton operation: Mareen exoskeleton 6D, navigation 4D+1, piloting 4D+1, vehicle operation 4D+1

Strength 1D: stamina 3D+2, swimming 4D

Knowledge 3D: survival: ocean 4D, willpower 4D+2

Perception 3D: artist 4D+1

Technical 3D: computer interface/repair 3D+1, exoskeleton repair 5D, medicine: mareen 4D+2, robot interface/repair 4D

Strength Damage: 1D

Move: 10 (swimming)

Fate Points: 0

Character Points: 2

Body Points: 13

Wound Levels: 3

Disadvantages: Achilles' Heel (R3), die if out of water for more than 15 minutes; Advantage Flaw (R1), hand-related activities are impossible when not in suit and without access to special plant fibers; Devotion (R2), to acquiring unique and beautiful objects; Cultural Unfamiliarity (R1), with air-breathing species; Hindrance: Atypical Move (R1), can only swim

and jumping is limited when not in exoskeleton; Quirk (R3), must make a Very Difficult *Knowledge* or *willpower* roll to overcome fascination with beautiful items — failing indicates that the Mareen is at a disadvantage in interactions until leaving the situation

Advantages: Equipment (R3), exoskeleton (see equipment); Size: Small (R3), scale value 6

Special Abilities: Environmental Resistance (R2), +6D to *Strength* or *stamina* in extreme environments; Natural Ranged Weapon: Electric Shock (R1), damage 3D, range 5/10/20, with Restricted (R1), may only be used once per round; Water Breathing (R1)

Equipment: exoskeleton (life support; +2D to *lifting* and *running*; Armor Value +3D; operator uses own skills; land Move of 10; claw attack with damage +1D; scale value 0; requires external food and oxygen supply to operate life support; only operable by Mareens)

Mareen Package

Total creation cost: receive 2 creation points if using this species package

Total defined limit cost: receive 2 skill dice if using this species package

Maximums: 2D in *Strength* and 5D in other attributes.

Disadvantages: Achilles' Heel (R3), die if out of water for more than 15 minutes; Advantage Flaw

Accessing: D6 Space Aliens.1 > Homosapients
Notes: Once saw Mareen outside suit ...

(R1), hand-related activities are impossible when not in suit and without access to special plant fibers; Devotion (R2), to acquiring unique and beautiful objects; Hindrance: Atypical Move (R1), can only swim and jumping is limited when not in exoskeleton; Quirk (R3), must make a Very Difficult Knowledge or willpower roll to overcome fascination with beautiful items — failing indicates that the Mareen is at a disadvantage in interactions until leaving the situation

Advantages: Size: Small (R2), scale value 6

Special Abilities: Environmental Resistance (R2, cost 2), +6D to *Strength* or *stamina* in extreme environments; Natural Ranged Weapon: Electric Shock (R1, total cost 2), damage

3D, range 5/10/20, with Restricted (R1), may only be used once per round; Water Breathing (R1, cost 2)

Notes: The optional exoskeleton necessary for traveling in space requires the Equipment (R3) Advantage. Cultural Unfamiliarity (R1), with air-breathing species, is a recommended Advantage for Mareens on their first trips into space. Additionally, as they get older, players with Mareen characters may buy off ranks of Size, going from small to large. (These characters will also need to get bigger exoskeletons.) The biggest Mareen known to air-breathers has a scale value of zero, but there may be larger ones who never travel off of the planet.

Mareh Exports

With its vast utilization of slave-machine production, much of the Mareen population work as manufacturers. As such, the planet has a wide variety of exports available. Two types of exports are available: A utility brand with its rather standard appearance, and a fine brand, which is manufactured to be physically appealing as well.

Object type	Utility brand cost	Fine brand cost	Notes
Security robot	VD (5,400 cr)	VD (6,400 cr) Add unique design and armor plate (Armor Value +1D)	<i>skills:</i> firearms 5D, dodge 6D, intimidation 5D, running 4D. <i>Move:</i> 11. <i>Size:</i> 1.1 meters. <i>Equipment:</i> stun gun in arm (damage 6D stun only; range 5/10/20; shots 20).
Servitor robot	VD (4,000 cr)	VD (6,000 cr) Add unique design and +1D to two skills.	<i>skills:</i> artist: cooking 4D, know-how: housecleaning 6D, languages 3D, lift 4D, scholar 2D. <i>Move:</i> 10. <i>Size:</i> 1.1 meters. <i>Equipment:</i> cleaning supplies and tools stored in various compartments built into body
Maintenance robot	VD (4,500 cr)	VD (6,500 cr) Add unique design and +1D to two skills.	<i>skills:</i> armor repair 3D, flight systems repair 3D, gunnery repair 3D, personal equipment repair 3D, robot interface/repair: damage only 3D, vehicle repair 3D. <i>Move:</i> 8. <i>Size:</i> 1.1 meters. <i>Equipment:</i> various repair and diagnostic tools; repair parts; laser welder (damage 4D if improperly used).
Entertainment scholarship	E (105 cr)	VD (1,000 cr) Add visual element.	Mareen music (with or without light shows).
Security wrench	E (200 cr)	VD (1,000 cr) Add unique design and additional +1D to <i>security: disable</i> bonus.	+1D to <i>security: disable</i> attempts
Retail pricing monitor	E (5,000 cr)	VD (7,000 cr) Add unique design and additional +1D to <i>bargain</i> bonus.	This device helps calculate the worth of an object. +1D <i>bargain</i> attempts.
Furniture	E (500 cr)	VD (1,000 cr) Add unique design.	
Trinket	VE (35 cr)	E (200 cr) Add unique design.	

Accessing: D6 Space Aliens.1 > Homosapients

Notes: Must not think of drawn butter.

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Accessing Homosapient Species File

Pherro

Pejoratively known as dog- or wolf-men, Pherro possess a canine appearance, a strong devotion to their concept of a "family pack," and a tenacity that makes them valuable allies.

Physical Appearance

Pherro have humanoid bodies dominated by canine characteristics. These primarily appear in the head, which sports a snout tipped with soft, black nostrils; furry skin; pointed ears; mouth filled with teeth well-suited to a carnivore; and dark, gentle eyes. Their paws have evolved into five-fingered hands, though their feet are still soft-padded paws. A Pherro's ears and tail often exhibit the individual's mood: upright ears and wagging tail indicate affability, while flattened ears and a lowered tail signify hostility toward a perceived threat. They're particularly well known for their keen senses.

Individuals vary greatly in appearance. Fur differs in length and coloration, from short to shaggy or long coats and fur of a solid earth-tone color to coats of blotchy colors (white, brown, black, reddish-brown). Like other species, Pherro rarely neglect their personal hygiene and take particular care to groom their coats. The fur is frequently indicative of an individual's wellbeing: Healthy Pherro have shiny, well-groomed coats, while those afflicted with physical or even mental disease have matted fur or patches of mange.

Pherro cannot effectively cool their bodies by sweating through their furry coat. Instead, they perspire through their foot-paws and hands, and cool their body temperature with

their tongue. Pherro often have their mouths open and their tongues hanging out, giving them a somewhat lovably dopey look. In times of crisis, though, they often clench their jaws and grit their teeth in total concentration, giving them a tendency to overheat. Pherro also love swimming in open water, which cools their bodies.

Homeworld

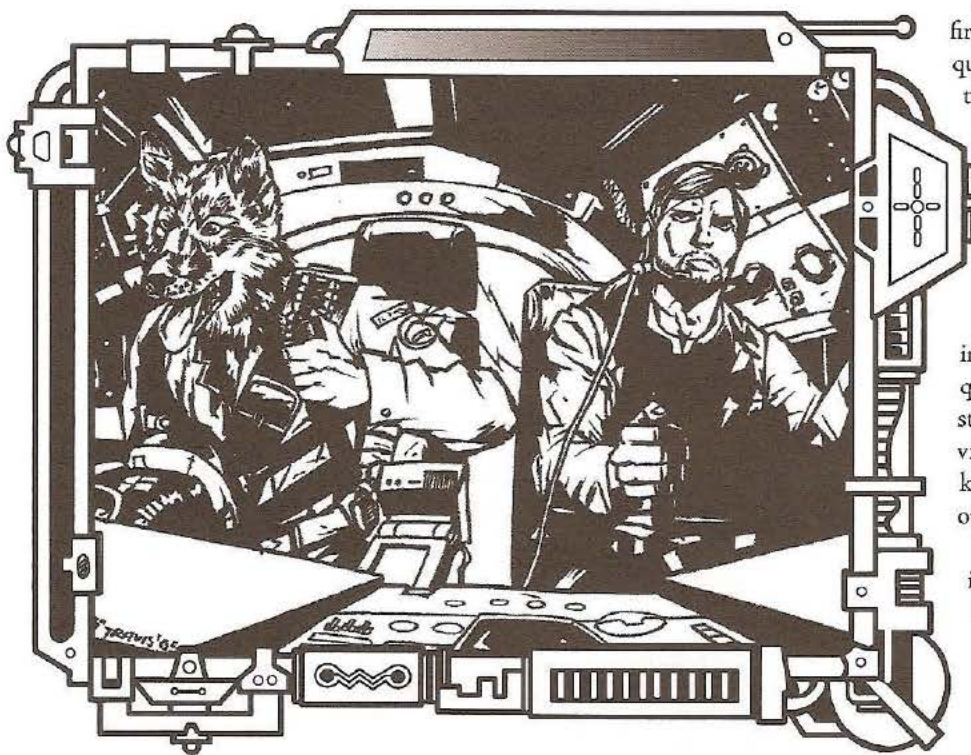
Pherro hail from Shaphast, a world with varied terrain where the species evolved into the dominant lifeform. Communities of Pherro settled among the plains, forests, and hills where they developed a society that raised herds of kavaam, domesticated creatures cultivated for their wool and meat. Shepherds led herds to pasture, keeping them together and guarding them against other predators. Settlements formed at the nexus between many rich grazing areas, with paddocks for community herds, large dwellings for family packs, and subsidiary support structures for weaving, storage, and light industry.

Pherro technological advancements focused on their herding economy. Primitive Pherro relied on their natural weapons, teeth and claws, to fend off predators. As they advanced, Pherro developed artificial weapons for defense. They pioneered building techniques and fabricated new substances to construct homes and herd sheds to withstand different environmental conditions, allowing them to house herds in new territory. Pherro herbalists and physicians researched ways to improve their own health and that of the kavaam. Engineers created sophisticated looms to weave kavaam shag into fabrics of varying textures.

By the time off-worlders made first contact, the Pherro maintained quite an advanced society. Although they hadn't developed their own form of space travel, they had communications grids, transport networks, and mechanized industries for weaving, food production, and general manufacturing.

Despite possessing little heavy industry themselves, the Pherro quickly found a place among the stars traveling with traders who visited Shaphast to purchase kavaam wool, woven goods, and other Pherro commodities.

Today, Shaphast remains an idyllic homeworld for the Pherro. Small herding communities cover entire continents, enjoying many technological conveniences while still at their heart remaining simple herding settlements.



Accessing: D6 Space Aliens.1 > Homosapient
Notes: My kavaam woven coat ...

Modern transports enable them to bring herds or wool in bulk to commercial centers or the planet's starport, Gateway Port. Interaction with off-worlders have given the Pherro exposure to the greater galaxy. They've acquired their own system defense fleet and organized a volunteer militia to protect themselves and their homeworld against threats. Pherro take an active part in intergalactic commerce, trading their natural resources such as kavaam wool, woven fabrics, and automated looms in exchange for commodities to benefit their own society. The promise of a future among the stars also influenced generations of young Pherro, who satisfied their wanderlust joining ship crews in search of adventure and fortune before settling down on Shaphast or in one of the many Pherro herding enclaves throughout the galaxy.

Gateway Port

Gateway Port serves as the main liaison point between Pherro and off-worlders. The most cosmopolitan city on the planet provides most of the amenities and services offered in any other starport in the galaxy. Several institutions promote Pherro industry and commerce, encouraging interstellar traders to help bolster the economy.

To minimize consumption of potential grazing ground, the starport covers a vast hilly region in the shadow of a nearby mountain range. Leveled and reinforced hills serve as landing platforms, while the city proper rises on the mountainous high ground. Most travelers spend their time visiting several key sites.

Off-worlder District: Beyond the docking platform hills stands the neighborhood catering exclusively to the needs of visitors, spacers, and merchants. Here they find accommodations ranging from luxury hotels to large boarding houses offering simple rooms. Restaurants and shops feature food, goods, and services from Shaphast and around the galaxy. The planet's permanent off-worlder population settles here, giving the entire quarter the atmosphere of any intergalactic city. Both off-worlders and Pherro interacting with visitors offer an affable attitude with an eye toward providing the best goods and services at a fair price.

Kavaam Exchange: Trade in kavaam and raw wool takes place in the immense, domed Exchange. Here, traders seeking to export the herd beasts or large quantities of their shorn shag negotiate with local and galactic agents. The entire floor reeks of the creatures and the pungent scent of untreated wool. Pad-docks separate different sellers' herds, while raised platforms display heaped bales of shag from different communities. Sellers graze flocks going to market in the high mountain pastures and open plains nearby, driving them through the starport streets to the Exchange on sale days.

Weavers' Emporium: A long, covered avenue serves as the central marketplace for finished goods manufactured from kavaam wool. Weavers from across the planet rent arched bays on each side of the street where they display their wares for sale to individual visitors or traders seeking to export bulk quantities. Warehouses behind each arcade stall store additional stock. Typical woven goods include kavaam woven coats (see

Kavaam Woven Coat

The kavaam woven coat stands as the universal Pherro garment. This long-tailed coat covers the wearer from shoulders to the knees, with a mantle that can be raised as a hood to fend off chills. Pherro weave the fabric from kavaam wool in such a manner that it insulates against cold and allows air to circulate to alleviate heat in warmer climes. Chemical treatment makes the fabric water-resistant. Embellishments include dyeing the wool in fashionable colors and sewing decorative embroidery along the collar, cuffs, and hem.

When fully closed, the coat allows the wearer to ignore the detrimental effects of environmental heat or cold for 2D hours. It does not provide any armor protection in combat, nor does it alleviate the effects of sudden temperature changes, such as those caused by explosions, flamethrowers, or magma.

Most Pherro on Shaphast or in off-world enclaves own two coats, one for everyday wear and another, well-decorated one for special occasions. Space-faring Pherro eschew these coats as impractical garments in starship environments, though they pack a personal blanket woven from the material that has the same qualities.

Such coats become popular imports on worlds with primarily cold or hot environments. Pherro enclaves don't usually manufacture enough coats for bulk export; suppliers can find large quantities of the garments available for sale only in the Weavers' Emporium on the Pherro homeworld of Shaphast. Cost: Moderate (616 credits) for a simple coat, Difficult (2,954 credits) for a ornately ornamented coat.

sidebar) and other outdoor, blankets, decorative tapestries, draperies, and carpets.

Pherro Spacers Agency: This extension of the Pherro Starfarers Academy matches qualified Pherro pilots, navigators, gunners, engineers, loaders, and mercenaries seeking passage off planet with spacer crews who have vacancies to fill. Most academy graduates sign up with the agency to quickly find jobs that take them off planet and around the galaxy to satisfy their wanderlust. Starship captains who want to fill open positions on their crew or hire additional crewers contact the agency knowing the institution accredits only Pherro who've passed the academy's rigorous training programs.

Engineers' Guild: A complex of vast repair hangars stands along one edge of the starport landing platforms. Here a consortium of Pherro — former spacers who served as technicians aboard starships during their years wandering the galaxy — operates the largest maintenance and repair facility in Gateway Port. Guild members have reputations for fixing or modifying nearly any starship system on any model craft. For light repairs, engineers travel to individual docking pads in hover trucks equipped as small machine ships. Their prices for labor and materials are comparable to repair facilities in other busy starports.



Pherro Starfarers Academy

Young Pherro have always found the herding way of life boring and unsatisfying, and they dream of traveling to the stars like many restless shepherds before them. The smart ones save their money and enroll for a few terms at the Pherro Starfarers Academy to learn viable trades and acquaint themselves with political, economic, and cultural aspects of various galactic species and regimes.

The Academy campus stands along one side of the vast range of landing platforms at Gateway Port. Its facilities include dormitories, classrooms, flight bridge simulators, computer libraries, shooting ranges, and engineering laboratories. Most students opt for a single six-month term of general study that gives them basic training in a variety of duties useful aboard starships. After one term of basic instruction, a few enroll for one or two more semesters to specialize in more intense classes aimed at training for a specific role aboard ship.

Instructors all graduated from the Academy and spent much of their careers serving aboard intergalactic starships. They apply their practical experience to lessons and advice offered to students.

Applicants must pass a basic intelligence test to gain admittance to the general program (by making a *Moderate Knowledge* roll); graduates who seek more specialized training must pass the advanced entrance exam (requiring a *Difficult Knowledge* roll). The Academy charges nominal tuition for Pherro students (a *Moderate Funds* difficulty or 875 credits). Many families in Pherro enclaves on other worlds save their money to send their children to the Academy for a proper education. A few off-worlders enroll, drawn by the institution's reputation in providing a well-rounded spacers education; they pay a slightly higher tuition (requiring a *Difficult Funds* roll or 3,365 credits).

Capital Graze

While Gateway Port serves as a meeting place for Pherro and off-worlders, Capital Graze stands as Shaphast's capital city. Its offices, halls, assemblies, and records archives administer the planetary government and pursue policy to improve the lives of Pherro and their herding industry. Few off-worlders venture here, as it offers no business opportunities that can't be found in Gateway Port, and Pherro frown upon foreigners meddling in their domestic affairs.

A massive tower houses the planet's communication array, which helps government organizations maintain contact with every settlement on the continents, starport control in Gateway Port, and the defensive militia fleet guarding the system. Major industries cluster along the city's edge, most engaged in constructing new dwellings for Pherro and their herds or researching medicines and technology to protect the pastoral way of life.

Nearly every Pherro visits the capital when they come of age, at which time they undergo training at the Defense Service Academy to learn the military and technical skills needed during their service terms with the militia. After a

Intergalactic Newsfeed > Plague Infects Kavaam

CAPITAL GRAZE, SHAPHAST — The Pherro Estate Assembly announced today that a plague has struck the planet's major domestic animal, the kavaam, raised for food and wool. The disease consumes the beast's respiratory system, leading to labored breathing and eventual death after three days. While scientists hastily try to find some cure and inoculation against the terminal disease, the government's Ministry of Commerce has taken several steps to limit the spread of the kavaam plague. It has closed the Kavaam Exchange in the planet's main Gateway Port, quarantined herds spread throughout Pherro settlements, and asked other intergalactic Pherro enclaves to isolate their herds. The Assembly also prohibited sales of kavaam or shorn wool by individual herding settlements to off-worlders. Despite this measure, several traders reported a black market subculture forming among Pherro desperate for credits in the face of economic disaster.

Kavaam meat serves as a staple in the Pherro diet, but the shorn shag from the creatures serves as raw materials for the profitable Pherro textiles industry. The plague threatens the main kavaam herds on the Pherro homeworld of Shaphast, although numerous Pherro enclaves around the galaxy have not yet reported any outbreaks. The disease has already crippled commerce in Gateway Port, with the Kavaam Exchange closed and the vendors in the popular Weavers' Emporium running low on stock. Upon hearing the announcement, spacers rushed the Emporium and purchased as much material for export as possible, at already inflated prices. Costs for goods woven from the warm kavaam wool have already soared in markets elsewhere.

The Estate Assembly has allocated emergency funds to the Ministry of Science and Research to analyze the nature of the plague, find a drug to neutralize or cure its effects, and search for a vaccine to prevent such a catastrophe in the future. Until then, commerce on Shaphast will continue to suffer, and the price of kavaam-shag imports will stay high.

six-month semester, able-bodied Pherro serve one month a year in their regional militia units that enforce laws in larger communities, cities, and the starport, maintain order, and crew the in-system defense fleet.

Pherro Enclaves

Not all Pherro return to their homeworld from their youthful wanderlust. Many remain among the stars, too accustomed to the spacer way of life. Most settle down far from Shaphast in Pherro enclaves where they pursue industries related to herding and starfaring.

Enclaves typically form near hub starports frequented by itinerant Pherro or on planets with lush grasslands for grazing kavaam. Spacers settle where they can make a good living doing what they know: engaging in businesses that support starfaring trade, or raising kavaam imported from Shaphast to weave cloth from their shorn wool. Starport enclaves consist

Accessing: D6 Space Aliens.1 > Nomosapients
Notes: My Pherro pilot was one of ...

of Pherro who value stability but still crave the starfaring life. They manage shipping and warehousing companies, create engineering guilds, and serve as middlemen in supplying spacecraft with basic necessities. Those choosing the more pastoral life bring their herding culture to other planets, supplying raw wool, kavaam meat, and finished shag products to regional industries.

Space-faring Pherro find welcome respite in these numerous settlement enclaves on planets throughout the galaxy. Sometimes they settle down, but more often they enjoy the company of their own kind before setting off again into space.

Society

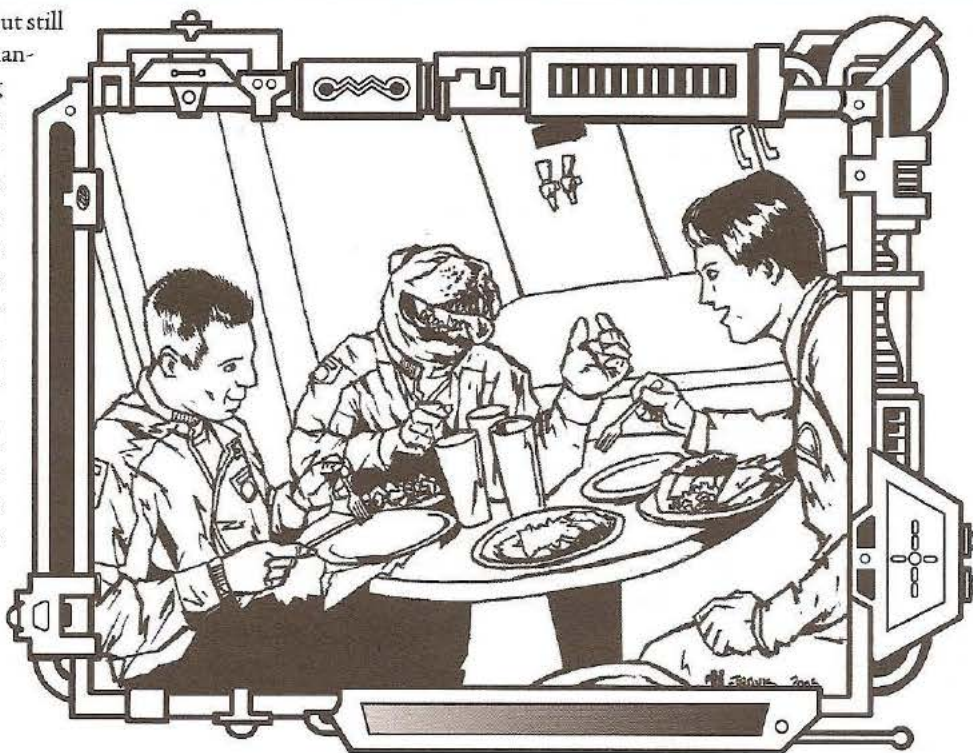
Pherro society revolves around the concept of the family pack, a social unit frequently formed by the members of extended families. Females give birth to litters of two to six pups, leading to rather large familial groups. Luckily Pherro are generally easy-going, affable, and sociable among their fellows and nearly every alien species. Until presented with an open threat, they assume anyone they meet has good intentions and deserves respect in fair dealings. To avoid in-breeding within communities, Pherro males typically go to live with their wife's family pack after marriage. This also creates ties between herding settlements and forms like-minded political factions that run loosely along pack lines.

Starfaring Pherro form strong bonds with their friends and crewmates, essentially adopting them as their own family pack. They treat these comrades with the same warmth, affection, and devotion as they would their own kin.

KV-6 Inoculation

The Pherro Ministry of Science and Research relies on a general vaccine to protect Shaphast's kavaam herds from common disease and most agricultural pesticides that might accidentally poison herd and farm animals. It manufactures, distributes, and sells doses to kavaam ranches across the planet and Pherro enclaves with kavaam herds. The inoculation also works on many domesticated animals throughout the galaxy, fueling Shaphast's pharmaceutical industry.

Kavaam Inoculation: +1D to domesticated herd animals' *stamina* rolls to resist the affects of disease and poison. Cost per dose: Very Easy (20 credits).



The Pherro means of conflict resolution — whether between rival packs, political or corporate factions, or individuals — reflects the affable pack mentality. They prefer to settle disputes by debate, discussing or even heatedly arguing a point until reaching some consensus. When these dialogues degenerate into irresolvable arguments, Pherro first call a recess (several hours or even days) to allow cooler heads to prevail. In the most dire cases, they resort to a test — often a game or a feat of strength, agility, or endurance — between a representative from each side, the winner of which everyone agrees to recognize as prevailing in the debate at hand.

Pherro communities on Shaphast appoint two leaders by general consensus. The pack leader serves as the head of the community, helping to resolve disputes, working with neighboring settlements, and ordering priorities for the town's survival and prosperity, all with the assistance of trusted aids. The pack delegate travels with a small party of advisors to the Estate Assembly at Capital Graze to work with others in resolving worldwide crises, setting policies for dealing with off-worlders, regulating the economy, enacting laws, and generally governing the planet.

Most Pherro statutes deal with respect for property and person, fair trade, and general order in everyday affairs. The Estate Assembly considers breaches of such laws trivial violations or minor infractions, though in cases involving serious personal harm or property loss, offenders receive treatment as if incurring a major infraction. In addition to any fines or prison time, lawbreakers must often compensate victims for some degree of loss. Local pack leaders resolve criminal charges in their own settlements, though for serious cases or appeals, a legal advisory committee of the Estate Assembly passes final judgment.

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The Pherro maintain a free-market commerce system, openly trading live kavaam, shag, meat, wool textiles, and finished garments for profit. Merchants export about half the planet's goods off world, giving Shaphast a modest place in its regional economy. Subindustries provide inhabitants with additional food, utilities, everyday items, dwellings, entertainment, and other services. Given the large, renewable population of kavaam (females breed litters of three to six calves every five months), the economy remains healthy, with burgeoning textiles industry fueling a steady stream of exports. Successful Pherro enclaves on other worlds also profit from their albeit smaller herds and weaving endeavors.

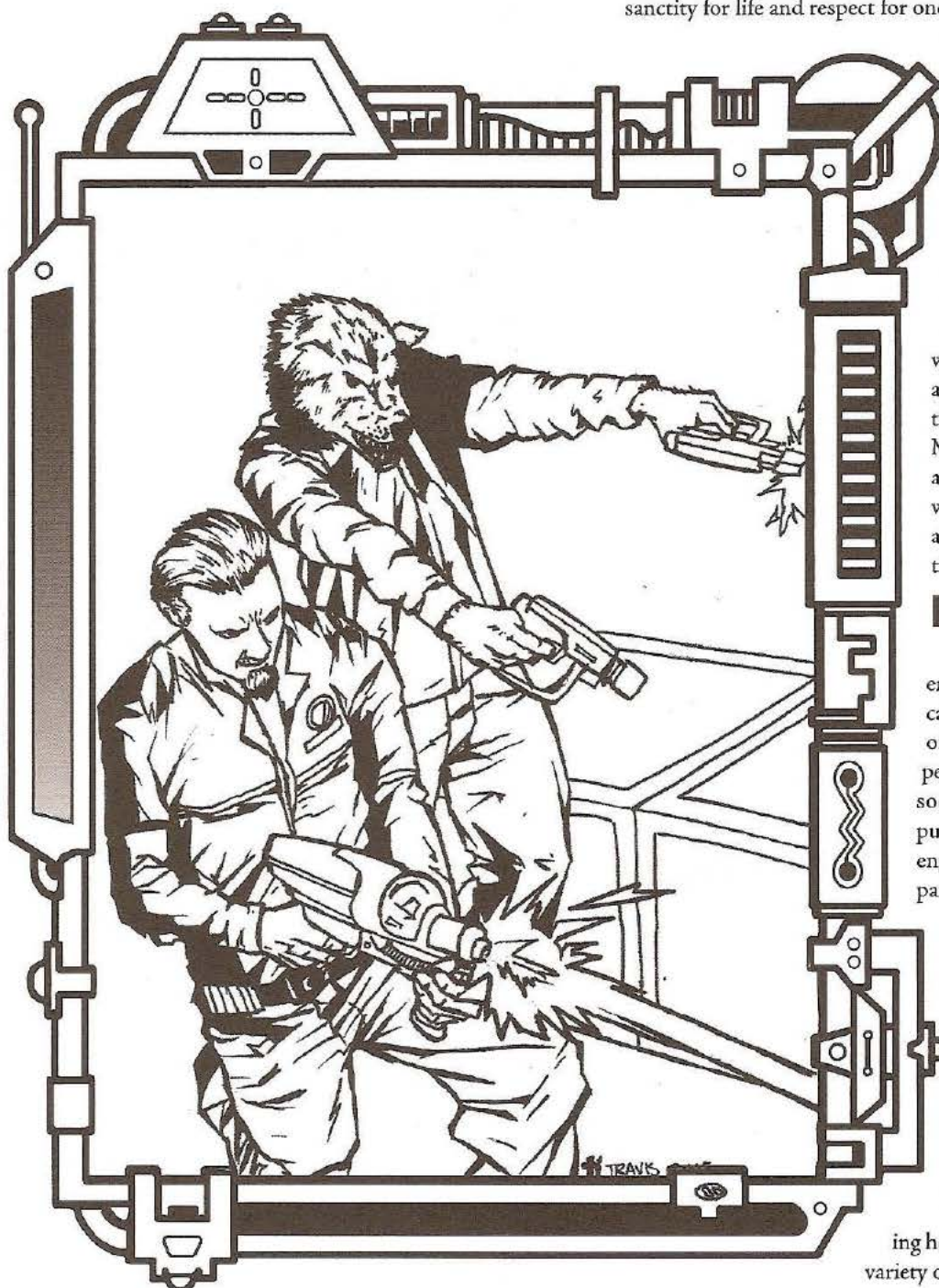
The Pherro pour much of their profits into improving their lives without becoming slaves to technology. They expand settlement ranches and herding/shearing facilities, invest in husbandry research, improve port and government facilities, support the defensive militia, and maintain communications and transportation networks. Pherro do not consider themselves rich unless their entire family pack possesses and shares wealth.

Religion

Pherro do not practice any formal religion. Although they're not an overly suspicious people, they observe a general sanctity for life and respect for one's property. With much of the population having wandered throughout large regions of the galaxy, itinerant Pherro have been exposed to many different religious belief systems. Some pick up colorful bits of these disparate creeds, muttering protective prayers, swearing vehement oaths, wearing symbols of faith, and otherwise enjoying the trappings of religion. Many view this behavior as an affectation toward off-worlder customs acceptable among those who wander the galaxy.

Entertainment

Spontaneous play and entertainment help foster the calm attitude characteristic of Pherro. As an easy-going people, they particularly enjoy social games. Family pack pups play in massive groups, engaging in games that prepare them for adult life. They pretend they're herders seeking lost kavaam, or starship travelers visiting distant ports and strange, faraway planets. Adults play a number of board games whose components fold or roll up for easy storage or transport. They also maintain a rich storytelling heritage and play music on a variety of instruments collected on



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Notes: I don't know how I'll replace her

their travels around the galaxy. Pherro do not engage in any leisure activity without including as many other members of their family pack as possible.

Technology

The Pherro do not have much reputation for pioneering any special technology. They focus on researching new methods of promoting animal health, designing more efficient buildings for settlements and herd shelter, and developing new technologies for processing and weaving kavaam wool. Pherro scientific institutions maintain a reputation as leaders in the animal pharmaceutical industry, manufacturing vaccines for known diseases, cures for general ailments, and treatments for common health conditions. Construction engineers design architecture particularly suited for farming societies, merging living quarters for both people and domesticated animals with service areas for storing feed and harvested product. The Pherro textiles industry relies on machinery to refine raw kavaam shag, weave it into a variety of textiles, and fashion garments and other fabric commodities. Although incredibly bulky, automated looms prove profitable exports to those who can ship them off planet.

Pherro import most other technology from other societies: hover vehicles for transportation, communications arrays, specialty items from other worlds, and armed in-system starships for their defense militia.

Typical Pherro

Agility 3D+1: brawling 4D, dodge 3D+2, firearms 3D+2, running 3D+2

Mechanical 2D: exoskeleton operation 2D+1, gunnery 2D+1

Strength 4D: lift 4D+1, swim 4D+1

Knowledge 2D+2: bureaucracy 3D+1, intimidation 3D, willpower 3D+1

Perception 3D+2: command 4D, search 4D+1, sneak 4D

Technical 2D+1: demolitions 2D+2, security 2D+2

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 2

Body Points: 22

Wound levels: 3

Disadvantages: Devotion (R1), to family pack; Enemy (R1), most feline species view Pherro as a threat they must eliminate; Quirk (R1), make a Moderate *willpower* roll to avoid getting into situations before thinking things through; Quirk (R2), make a Difficult *willpower* roll to stop a project once started

Advantages: Contacts (R1), other members of family pack; Trademark Specialization (R1), gain +2D to all *search: tracking* rolls

Other Pherro Roles

Not all Pherro conform to the pastoral herder or wanderlust starfarer stereotypes. After many years traveling the galaxy, some settle down into other professions.

Some Pherro become involved in the criminal underworld, where they fulfill a variety of roles: resource management, smuggler crew, bounty hunters, enforcers, or even crime boss. Such networks appeal to their sense of the family pack that provides for and protects its members in return for great devotion.

Pherro have a small community of scholars, scientists, artists, and philosophers, as any civilization cultivates. At periods in Shaphast's distant past, such elite have risen to prominence in both government and society to dominate the population and shift cultural emphasis away from other endeavors. Some Pherro enclaves still stress these ideals, developing as universities, research centers, or retreats for both Pherro and aliens seeking a different way of life.

Past starfaring experience predisposes Pherro to pursue more specialized lines of work involving space travel. Some join scouting expeditions or form survey companies of their own, always with the assistance of other Pherro. Others pool their resources and found merchant consortiums, plying the space lanes with freighters and profitable cargoes. A few work out their aggressive tendencies as mercenary warriors in elite Pherro units or as permanent members of Shaphast's militia.

Special Abilities: Enhanced Sense: Sight (R1), +1 to sight-based skill totals; Enhanced Sense: Hearing (R1), +2 to hearing-based skill totals; Extra Body Part: Tail (R1)

Pherro Package

Total creation point cost: 3

Total defined limit cost: 3 skill dice

Disadvantages: Devotion (R1), to family pack; Enemy (R1), most feline species view Pherro as a threat they must eliminate; Quirk (R1), make a Moderate *willpower* roll to avoid getting into situations before thinking things through; Quirk (R2), make a Difficult *willpower* roll to stop a project once started

Advantages: Contacts (R1), other members of family pack; Trademark Specialization (R1), gain +2D to all *search: tracking* rolls

Special Abilities: Enhanced Sense: Sight (R1, cost 3), +1 to sight-based skill totals; Enhanced Sense: Hearing (R1, cost 3), +2 to hearing-based skill totals; Extra Body Part: Tail (R1, cost 0)



Accessing Homosapient Species File

Razithar

These business savvy merchants ply the space lanes buying, selling, trading, and even appropriating commodities to sustain their commercial empire.

Physical Appearance

Razithar look like bipedal lizards, with lanky arms and legs, long tails, and reptilian heads. An elongated snout with bulbous nostrils and a wide, tooth-filled mouth dominates their facial features. Bulging sockets hold eyes often narrowed to slits by several eyelids. Round eardrums sit flush with the side of the head, without the benefit of fleshy ear flaps to enhance hearing. A jagged crest runs from the top of the head down to the end of the tail. Instead of skin Razithar enjoy a protective coat of scales that covers all parts of their bodies, including their eyelids, belly, and crest.

Razithar hands can articulate nearly any item, despite the presence of formidably sharp claws. The constant clacking of claws on keyboards and calculating instruments dominates any location where Razithar conduct business. Their tails stabilize their balance while standing or moving upright, and have no prehensile qualities.

Individual Razithar display typical variations in height and coloration. Scales vary over several shades of green and brown, though most younglings begin life a solid bright green before color differences surface toward adulthood. Often striped or diamond patterns emerge along the back and belly; these remain similar among related individuals but do not denote any clan or corporate affiliation in Razithar society.

Homeworld

The vast swamplands, shallow seas, and isolated archipelago hills of Murrug provided a rich environment where several intelligent species evolved. The Razithar dominated the marshes, the fishlike Kroakaan inhabited the oceans, and the hulking Nalag the hills. Each developed a specialized economy based on resources available in their terrain. Despite the inevitable conflicts, the Razithar rose above the Kroakaan and Nalag to best administer production and distribution of materials essential for the three species to survive.

Eventually cities arose from the swamps, technology developed, and the Razithar took to the stars. Their hold on Murrug's economy ensured they could limit their fellow species' access to the tools and vehicles vital to galactic exploration and commerce. While the Razithar commercial empire expanded to the stars, the Kroakaan and Nalag were relegated to the status of hyposapient species, little more than animals that provide services and goods frequently available from other galactic markets.

Murrug now stands as the hub of an immense Razithar commercial empire. Massive terraforming efforts deepened oceans, drained marshes, and created stable landmasses suitable for the great cities, starports, warehouses, and commodities exchanges that fuel the Razithar economy. Although trading enclaves on other worlds provide ready access to resources, merchandise, and markets, the sprawling facilities on Murrug form the backbone of Razithar trade.

Murrug Port

The Razithar built up every dry landmass on the planet, leaving the other 70% to oceans. To maximize space on limited surface area, most structures consist of towers with foundations in the more stable hilly regions, or broad platforms rising on steel stilts from recently reclaimed swampland. City-towers combine living quarters with retail, government, and office districts. Landing platforms accommodate starship traffic. Warehouse facilities occupy levels beneath docking pads. High-speed transport pods zip passengers through conduits between towers, while hovercraft haul heavy cargoes along designated surface routes. Shuttles transport personnel between distant tower clusters and docking platforms.



Accessing: D6 Space Aliens.1 > Homosapients
Notes: Bought a case for hand comp ...

Off-worlders receive a cool welcome on Murr. Although the Razithar do not unduly restrict visitors, they do not encourage them. Few businesses catering to foreign tastes exist. Those visiting native diversions or mingling with the Razithar soon discover the species' general condescension toward others. With space at a premium, offices, residences, and even hotel rooms rent for exorbitant prices, if available at all. Some corporations maintain administrative branch offices here, but most prefer dealing with Razithar merchant enclaves on their own homeworlds. Those posted to Murr complain about the oppressive humidity and the daily rainstorms, conditions to which Razithar are naturally accustomed.

Most notable attractions on Murr relate primarily to Razithar and have little appeal to off-worlders. The Corporate Dome serves as the government assembly, which administers all aspects of the commercial empire; the Razithar frequently refer to their ruling authorities as "the Dome." The Merchant Academy trains future generations of Razithar for service in foreign markets, commercial enclaves, and trade cruisers. The Exchange tracks acquisitions, sales, and stockpiles for commodities throughout the Razithar mercantile domain. The Equitable Court handles the most prominent cases of economic and criminal injustice.

Lesser Species

After centuries of oppression, Murr's two other sapient species have degenerated into semi-intelligent beasts possessing few trappings of civilized society. They roam the lower levels of the city-sprawls in furtive gangs, feeding off the sludge runoff from sewer pipes and enduring a wretched existence. They have neither the cooperation, intellect, or willpower to band together and take back any portion of their homeworld.

The Kroakaan, once native to Murr's shallow seas, now confine themselves to scavenging the terraformed shorelines. Off-worlders might easily describe them as diminutive fishermen displaying bulging eyes, gills, webbed hands and feet, and a variety of decorative and functional fins (usually in some stage of decay). Their unorganized bands pose little threat to anyone, as they spend most of their time trying to subsist on shoreline refuse.

One Razithar corporation has capitalized on an aspect of the Kroakaan reproductive cycle for defense purposes. The rare Kroakaan queens (now kept in captivity and artificially fertilized) spawn their young in a huge, removable egg sac containing up to 100 juvenile Kroakaan in a natural form of chemical stasis. When released from the protective membranes and fluids, the eggs burst, releasing a horde of critters that immediately swarms in search of food, including other living creatures. The Razithar harvest the spawn sacs and install them aboard merchant cruisers. When boarding hostile craft, crews release a sac into the corridors ahead of boarding parties, ensuring that the juvenile Kroakaan swarm engulfs and weakens potential adversaries.

Kroakaan. Agility 4D, brawling 5D, running 4D+2, Strength 2D, climb/jump 3D, swim 3D, Knowledge 1D, Perception 3D, search 4D, Mechanical 1D, Technical 0D.

Intergalactic Newsfeed > Razithar Escalate Trade War

AGOVA SECTOR — A Razithar merchant cruiser attacked a small convoy of TransCorp freighters yesterday, sparking increased tensions throughout the region. The sector's independent settlers depend on imported goods to survive, though the number of shipping companies willing to deliver commodities in competition with the well-armed Razithar trade cruisers has dwindled. With no firmly established government to patrol the area or negotiate a peace between hostile powers, the behemoth Razithar cruisers threaten to destroy competition and seize a monopoly on commerce in the sector.

Strength Damage: 1D. *Move:* 10. *Body Points:* 16/*Wound levels:* 3. *Natural Abilities:* teeth (damage +1D); atmospheric tolerance (water); small size (scale modifier 4).

The trollish Nalag degenerated into reclusive bullies defending wasteland turf beneath the Razithar platforms. They look like well-muscled Terrans with flattened heads showing little spark of intelligence in their simple faces. Pieces of mottled green carapace cover the brown skin on their arms, legs, chest and back, making them seem like formidably armored warriors. A company on Murr hunts, captures, and breeds Nalag to fulfill a niche market for fierce species to compete in gladiatorial competitions throughout the galaxy. Unlike the Kroakaan swarm sacs, individual Nalag remain too difficult to keep and control to prove useful in Razithar military operations.

Nalag: Agility 2D, brawling 5D, Strength 5D, Knowledge 1D, Perception 2D, Mechanical 1D, Technical 0D. *Strength Damage:* 3D. *Move:* 10. *Body Points:* 25/*Wound levels:* 3. *Natural Abilities:* claws (damage +1D); natural armor (+2D).

Society

Razithar society revolves around profit. Corporations hire individuals for their meritorious performance at a particular job, one that ultimately increases the company's wealth. Everyone in a commercial structure — from the lowliest cargo loader to the highest execs — openly shows faith that the profit system works. Those rendering good and loyal service receive salary raises and bonuses, while anyone faltering or failing receive demotions and pay cuts. This work ethic encourages blind devotion to Razithar economic endeavors, though it also breeds ample corruption (a perfectly acceptable by-product in such a society). The few who don't fit into the Razithar work ethic, or who spurn such a exploitative life, wander the galaxy to find a path of their own.

Families form the foundation of Razithar society. An individual family consists of male and female parents and their brood, often as many as 10 children. Most related kin pledge their loyalty to a particular company, usually one they've served in some capacity for generations. Family members often pursue similar careers, populating entire corporate divisions with their relations. Occasionally individuals or entire families transfer from one corporation to another, either to pursue



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opportunities for greater profit or escape some shameful past at their former employer.

Economy

The entire Razithar economy depends on conducting trade with other markets throughout the galaxy. They do not produce any bulk commodity of such value to sustain profitable sales, but they excel at buying, selling, trading, marketing, and transporting other people's goods to viable markets.

The principle shipping corporations maintain their own warehouses, docking facilities, merchant fleets, security forces, and administrative offices. Most specialize in dealing with particular commodities or conducting trade in specific regions of space. Central offices on Murrj control overall operations,

while enclaves throughout the galaxy directly supervise business in their territories.

Each company sends a small delegation to the Corporate Dome, the principle ruling body for Razithar concerns. Here they set standard trade policies, sanction those who work against their profitable activities, and prepare strategies to better solidify their hold on the overall galactic economy. Most decisions rely on data compiled by the Exchange, which monitors all trade activity among the corporations. The assembly elects a triumvirate of chief delegates to act as representatives to both Razithar and off-world concerns in all political and economic dealings.

Merchant Fleets

A profitable economy depends on an armada of armed merchant cruisers transporting and disseminating goods among different markets. Each Razithar corporation maintains its own fleet, which they deploy singularly, in pairs, or as convoys depending on their territory and cargo.

Merchant cruisers form the backbone of any company's fleet. These massive vessels carry enough cargo space, armor, shields, and ordnance to transport and defend valuable freight. A cruiser's staff helps it stand on its own, especially in unknown or hostile territory. The crew includes spacers necessary to operate all the craft's systems, negotiators and analysts, loaders and cargo handlers, marines and infantry, and at least one adjudicator from the Razithar Equitable Court.

Support vessels such as tenders, maintenance hulks, snub fighters, and shuttles all ensure the protection and smooth operation of the cargo cruisers. Some operate out of enclaves used as merchant cruiser bases. Others, particularly fighter craft and some shuttles, occupy docking bays in the vessels themselves.

Most cruisers operate from enclaves established throughout the galaxy by Razithar corporations. They follow routes that allow them to maximize their profit by purchasing commodities at low costs and selling them on other worlds where increased demand brings higher prices. Some companies specialize in trade routes across several sectors to diversify their salable merchandise. Cruisers plying more remote regions deal in many different commodities, bringing a wide range of goods to planets that have little regular contact with freighters from any galactic power.

A few merchant cruisers operate as privateers, preying on freighters of unfriendly trade competitors. Disabling and looting other cargo haulers provides the bulk of their merchandise for sale, though such traders prefer dealing on backwater worlds or with crime syndicates that have vested interests profiting from pirate activity.

Laws and Customs

The Razithar legal system and social customs reflect the species' emphasis on acquiring wealth and actually encourage a redistribution of assets to maintain a healthy financial state.

A labyrinthine code of laws punishes thieves of all degrees, places a value on all manner of possessions (even one's time), prosecutes those who harm other's assets, and discreetly

More than Merchants

Changes in galactic politics and variations among individuals or factions can create Razithar with an emphasis other than mercantile.

Razithar go to great lengths to protect their economic interests. Merchant cruiser crews and shipboard marines serve both as traders and soldiers. In times of war, they form the first rank of defense. A galactic conflict could easily spur an increase in cruiser production and Merchant Academy graduates eager to join the fight. Razithar security personnel receive training to deal with many situations, from guarding facilities and escorting cargoes to aggressively sabotaging and even openly combating trade rivals.

Merchant fleets typically ply established space lanes and call at ports where they can buy and sell valuable commodities. Occasionally they set out on expeditions into uncharted territory to explore new routes and find new consumers. They undertake such surveys with the same fervor that they pursue any potentially profitable endeavors. Such explorers do not care much for uninhabited worlds or those with rich natural resources; they seek ready markets for goods, and sources of finished commodities to trade elsewhere.

Although the existing Razithar economic structure borders on the criminal, some shipping corporations, trading enclaves, or merchant vessels may actually operate as truly illegal enterprises. Renegade companies with no representation in the Corporate Dome might go into business for themselves, without the backing and protection of a species-wide government. Other legitimate businesses could front subsidiaries dealing in criminal activities to boost their profits in lawless regions of the galaxy.

The Razithar do not encourage sedentary contemplation of the arts, philosophy, and knowledge, for such activities yield few profits. Only those few sages who focus on economic theory and the politics of greed receive any degree of respect; even then, their continued existence relies on how well their philosophies and theories increase their patrons' wealth.

Accessing: D6 Space Aliens.1 > Homosapients
Notes: The case just fell apart!

rewards ambition. As a general guide, anyone who accidentally or unjustly takes, damages, or destroys another's property must pay a fine. Individuals often resolve their own petty disputes; someone who accidentally damages another's personal vehicle offers to pay for repairs, downtime, and overall inconvenience. Local magistrates and ultimately the Equitable Court and its agents enforce laws against greater offenses (above and including minor infractions). The court assigns liaisons to each Razithar shipping corporation and magistrates to every civilian settlement district.

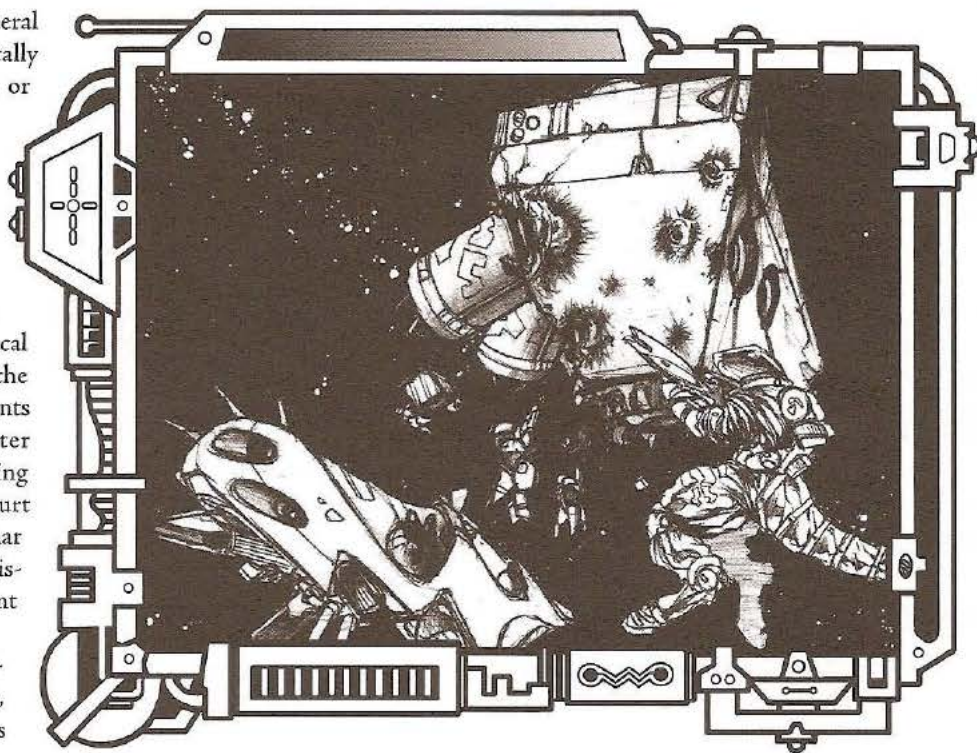
All violations — even treason and murder — incur fines, though the local magistrates and even the Equitable Court impose doubled penalties against offending foreigners (Thus, bringing more money into their economy). Those who cannot pay the requisite fine risk agents of the Equitable Court seizing their assets to pay. Serving prison time or executing egregious offenders does not generate income and often costs the government money, so those committing capital crimes or who are unable to pay the fines are stripped of all possessions, assets, and rank, and dumped on an obscure (if not dangerous) planet.

Even social customs emphasize acquisition of property. Guests bring gifts for even the most trivial of occasions: corporate meetings, friendly visits, family dinners, sporting events, starport arrivals and departures. Offering a present, even an inexpensive token, shows one's respect for another and willingness to conduct cordial interaction. Most Razithar pride themselves on having a stock of small gifts that represent their personal interests, business associations, political leanings, or rank. Commonly offered souvenirs include ornamental jewelry, candies, personal care items, holovid or music data chips, perfumes, and small, personal electronic devices. As a point of honor, Razithar never conceal detrimental items (computer viruses, tracking devices, poisons) within such gifts.

To refuse a Razithar gift remains among the most dire insults in the society (even greater than plainly derogatory comments). Razithar often forgive common foreigners who remain ignorant of this custom, and they have increased respect for those who practice it. Officials dealing with high-ranking Razithar go to great lengths to find appropriately lavish gifts to encourage better corporate, political, and social relations.

Religion

The Razithar religion combines a degree of pious respect and their overall lust for profit. Officially they worship Ziton,



the only god of a populous, primitive pantheon to survive their ambitious mercantile evolution. The god takes the form of a short, obese Razithar wearing elaborately gaudy clothes, his arms outstretched, his claws clenching fat bags of money, and his face sporting a leering smile of victory.

The god's sneering face likewise decorates the surface of the Razithar internal currency, also called the Ziton, leading many off-worlders to speculate that the Razithar have elevated the goals of profit and wealth to holy status.

Worship practices also merge deity with currency. Most ambitious Razithar keep small shrines to Ziton in their homes, often concealing vaults encasing their personal savings, prized possessions, and important documents. Ziton's statue presides over most Razithar financial institutions, and his face guards the imposing edifices of immense vaults. Although no official liturgy exists, worshipers keep sacred all laws and customs pertaining to accumulating, protecting, and increasing their wealth. Most public shrines provide places for supplicants to offer prayers of request or thanks, and all contain offering wells into which the faithful can cast small coins as gifts, reflecting the Razithar custom of bringing gifts to those they visit.

Perhaps the most pervasive evidence of Ziton's influence — and Razithar's respect for him — comes in the traditional parting phrase to wish others well: "May Ziton smile on your fortune."

Entertainment

Accumulation remains a key theme in many Razithar games and sports. Children prefer scavenger hunts and other collecting and trading activities. They create mock businesses and pretend to broker deals with other groups of children. Their friendships even fall into a hierarchy much like a corporate structure.

59 Adults find amusement in many traditional ways: concerts,
60 holovids, grand parties and receptions, inspirational orators, and
61 sporting events. Although the actual entertainment takes precedence,
62 most Razithar find such gatherings ideal opportunities
63 to pursue their own profitable agendas and associations.

64 Razithar particularly enjoy elaborate simulations, usually of
65 economic situations, but sometimes dealing with hypothetical
66 political or military challenges. These occur through board
67 games or computer interfaces, against single opponents or cooperative
68 groups. Many corporations sponsor such simulations,
69 giving players parameters similar to problems management
70 currently faces (as a means of cheaply acquiring new ideas).

71 Technology

72 Although Razithar developed their own technology early
73 in their civilization, they've come to depend on equipment
74 from other societies readily acquired through their vast web
75 of intergalactic trade.

76 Merchant Cruiser

77 These massive vessels form the backbone of the Razithar
78 economy. Traveling alone or in pairs and convoys, they transport
79 valuable commodities among diverse markets. Cavernous
80 bays hold freight, docking bays house defensive fighters and
81 cargo shuttles, and shields, armor, and ordnance protect the
82 entire craft.

83 Crews consist not only of pilots, gunners, systems operators,
84 and engineers, but an entire corps of merchant personnel,

85 from negotiators to broker sales to loaders to handle cargo. A
86 cruiser captain can also deploy a complement of soldiers if he
87 deems any of the ship's interests are in danger.

88 The Razithar contract other species more notable for
89 their starship engineering and construction skills to build a
90 cruiser's basic hull. Other specialized suppliers install weapons
systems, computers, life-support modules, and other interior
components. Frequent rotation of assignments among contractors
ensures no one foreign company or government ever contributes
exclusively to a particular system.

Although the Razithar have no massive starship construction
yards of their own, they perform final customization of all
merchant cruisers in their repair facilities. The characteristics
herein reflect the standard trade cruiser. Most corporations,
and even individual captains, modify their vessels with additional
weapons, system upgrades, larger fighter complements,
and (in some cases) airlocks, tractor beams, magnetic grapple
tethers, and loading bays specifically designed for plundering
cargo from disabled freighters.

Crew: 10,000 (pilot, navigation, gunners, sensors, communication,
repair, administration, loaders, and support staff)

Passengers: 1,000 (troops)

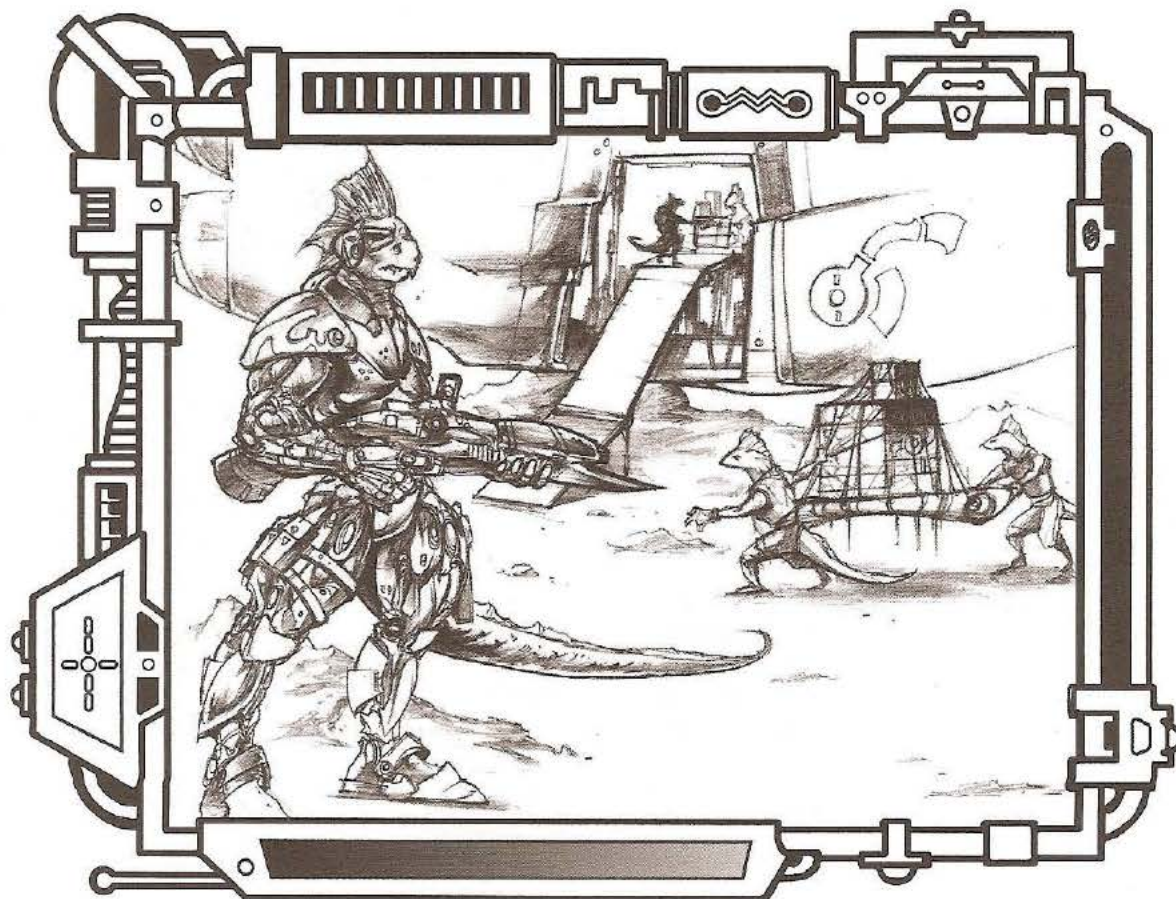
Cargo: 200,000 cubic meters, including cargo bays, equipment,
storage, supplies, and a squadron of snub fighters

Life-Support Supplies: 3 years

In-System Drive

Move: 6 (space)

Maneuverability: +1D



Accessing: D6 Space Aliens.1 > Homosapients
Notes: Negotiated refund with blaster.

Interstellar Drive Rating: 2

Backup Drive Rating: 0.5

Weapons:

40 blaster cannons (10 forward arc, 10 port, 10 starboard, 10 aft, *gunnery* bonus +2D, range 8/25/38, damage 6D)
10 tractor beams (1 forward arc, 4 port, 4 starboard, 1 aft, *gunnery* bonus +2D, range 5/15/30, damage 6D)

Hull Toughness: 5D

Atmosphere Capability: None

Armor: +1D

Shields: +2D

Scales: 37

Length (approximate): 2,000 meters

Total Cost (new): Not for sale

Cargo Stasis Field

Razithar scientists developed a form of stasis field to preserve perishable commodities during transport. The device generates an energy field that stabilizes matter and prevents aging or cellular degradation. Merchants most often use these fields to store fruits, vegetables, flowers, food, and processed meats during long freighter journeys. With uninterrupted energy flow (usually from a starship's in-system drives), a stasis field can preserve material for up to six months before natural degradation begins, albeit at a slower rate.

The field generator consists of 50 emitter disks each about one meter in diameter, arranged with half above and half below the space intended to store fresh merchandise. A control module outside the field's range allows the operator to initiate or deactivate the device and monitor the condition of material within. The field generates a bluish light along its perimeter that repels both energy and physical matter attempting to penetrate it. It acts as an deflector shield when withstanding damage; if any damage total exceeds 5D, the generator shorts out and the stasis field drops.

Merchants rarely use stasis fields to transport live commodities (livestock bays are far more efficient). The scientific principles behind the technology are not conducive to consistently reviving living creatures; beings coming out of stasis must make Heroic *stamina* rolls or sustain 10D damage from the shock of their physiological systems attempting to revive.

The Razithar do not employ stasis fields on a small scale; since the science requires so much energy and space to safely deploy, it becomes too costly. They do not readily share this technology with others, though some examples of these devices have leaked to other species through unconventional channels.

Engineers can install stasis field generators aboard starships (25 area units/75 cubic meters, 25 tons, 25 energy units required, 9,000 credits) or in warehouse facilities, both with access to steady and strong power sources. Price: Very Difficult (14,000) for freestanding unit with dedicated power supply.

Tabulator

No Razithar merchant of any rank travels without this versatile personal data device. The tabulator combines the functions of a comlink and media reader/recorder within

the shell of a hand comp that easily slips under the arm. The device has ports for interfacing with larger computers, exchanging messages with communications equipment, and reading information from scholarchips.

The device intentionally avoids any holographic display capabilities to ensure privacy. Removable sound and video sensors enable users to easily record messages, while a collapsible screen shades information and messages displayed on the readout from unauthorized eyes.

Tabulators have redundant security measures to prevent unauthorized users from accessing sensitive data. To activate one, the user must enter a customized clearance code, depress a digit against a fingerprint-scanner, and draw a personal sigil on the touch-sensitive screen. Circumventing these precautions requires a Heroic *security* roll. The tabulator automatically records data (including time, location, and method) for every unsuccessful attempt to access its contents. Price: Difficult (3,354 credits).

Typical Razithar

Agility 3D+2; **brawling** 4D, **dodge** 4D, **firearms** 4D

Mechanical 2D+1; **gunnery** 3D, **piloting** 2D+2

Strength 3D

Knowledge 3D+1; **bureaucracy** 3D+2, **business** 4D

Perception 3D+2; **bargain** 4D+1, **investigation** 4D

Technical 2D; **computer interface/repair** 2D+2, **security** 2D+1

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 2

Body Points: 19

Wound levels: 3

Disadvantages: Achilles' Heel: Cold (R3), take 1D in damage per round in temperatures below 15 degrees Celsius; Hindrance: Arrogance (R2), +3 to *con* and *persuasion* difficulties

Advantages: none

Special Abilities: Extra Body Part: Tail (R1); Natural Armor: Scales (R1), +1D to damage resistance total against physical damage; Natural Hand-to-Hand Weapon: Claws (R1), +1D damage; Skill Bonus: Business Sense (R2), +2 to *bargain*, *bureaucracy*, and *business* totals

Razithar Package

Total creation point cost: 2

Total defined limit cost: 2 skill dice

Disadvantages: Achilles' Heel: Environmental Incompatibility (R3), +1 modifier to difficulties per round exposed to temperatures below 15 degrees Celsius; Hindrance: Arrogance (R2), +3 to *con* and *persuasion* difficulties

Advantages: none

Special Abilities: Extra Body Part: Tail (R1, cost 0); Natural Armor: Skin (R1, cost 3), +1D to damage resistance total; Natural Hand-to-Hand Weapon: Claws (R1, cost 2), +1D damage; Skill Bonus: Business Sense (R2, cost 2), +2 to *bargain*, *bureaucracy*, and *business* totals

Accessing: D6 Space Aliens.1 > Homosapients
Notes: Everything worked out fine.



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Accessing Homosapient Species File

Taurids

This nomadic bovine species roams the galaxy in extremely protective herds. Their bulky strength and defensive instinct make them fierce mercenaries.

Physical Appearance

As descendants from bovine stock, Taurids have massive bull heads and muscular, anthropomorphic bodies. Millennia of evolution have allowed them to develop genetic mutations to better adapt, particularly a pelvic arrangement and sense of balance to enable upright posture. They also possess articulated hands with three fingers and an opposable thumb, the last digit of each still encased in a rigid, hoof-like covering. They possess many characteristics attributable to their bovine heritage: a great head with wide nostrils, horns that vary in shape and length, a mouthful of large molars for grinding food, burly muscles, a coat of short hair, and a massive, four-chambered stomach that can digest nearly any organic matter. Over time, female udders have become smaller and nearly unnoticeable on fully clothed Taurids.

Taurid fur coloration ranges from solid colors of black, white, and brown to blotched combinations. Horns also differ in length: some long with curved tips; others shorter and more forward-facing. These characteristics vary by herd and often help Taurids identify each others' cultural groups. Those belonging to specific mercenary units typically come from one herd and therefore exhibit similar color and horn features.

Taurids constantly eat to satisfy their large digestive system and great size. Luckily they can subsist on a variety of grasses

that grow plentifully on savannas across the galaxy. Bales, tubs, and barrels of grass occupy every room within a tent complex and every chamber aboard a transport vessel. Work stations always provide bins offering food. The lowest-ranked Taurids have the overwhelming responsibility of making sure every receptacle is fully stocked. Nearly every Taurid carries a satchel with a stash of food to munch while away from a ready supply. Although they tolerate dried hay — a necessity during long transport voyages — they prefer freshly harvested grass.

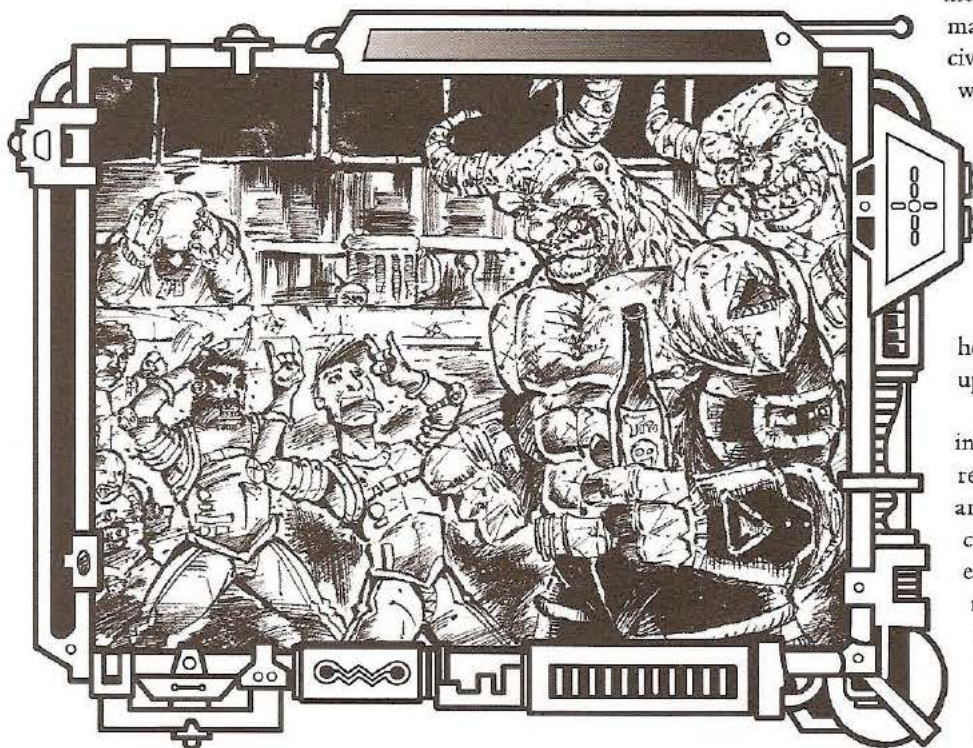
Given the physical similarities, scholars familiar with the Ancient Earth legends of the Greek minotaur speculate that this mythical beast was a Taurid scout who crash-landed on the planet and was imprisoned in the labyrinth of the Minoans. In the species' oral tradition, Uumagre, a primordial cultural hero and the first interstellar Taurid traveler, purportedly visited Earth, where he became a great warrior and protector of a tribe of primitive Terrans.

Homeworld

Taurids evolved on the grassy homeworld of Arigadeen but lost it to the depredations of aggressive development, industrial exploitation, and environmental irresponsibility at the hands of off-worlder entrepreneurs. Facing extinction, they quickly adapted to the space-faring life, learning to operate technology more advanced than theirs to survive among the stars and seek new worlds to suit their nomadic lifestyle. Now they settle on any planet with vast, open plains where their herds can search for the most verdant grass.

Great prairies ranging from equatorial savannas to northern tundras dominated the terrain of the Taurid homeworld. Here they found abundant food and basic materials for crafting their roving civilization. Their communities wandered to find the best vegetation for sustenance, often confronting hostile predators or other herds intent on feeding in the same territory. Such encounters encouraged a stern defensive instinct. Protecting and providing for the herd became the primary premise upon which their society grew.

Some herds specialized in industrial concerns, settling in resource-rich areas to develop and manufacture technological breakthroughs. Early space exploration focused on finding new worlds suitable for Taurid colonization. First contact with other species brought an influx of ideas, technology, and manufactured goods, which initially



Accessing: D6 Space Aliens.1 > Homosapients
Notes: New Taurid crewer means ...

improved life on Arigadeen. But bad deals with exploitative corporations brought ruin to their homeworld, and the Taurids left in a mass exodus to seek new planets where their herds could flourish.

Taurids currently lead three different lifestyles among the stars. On worlds where they've found prairie territory, herds live much as they did on Arigadeen, wandering to find food or settling near resource-rich areas where they can engage in light industry. These communities face constant discrimination from the planet's other inhabitants, who don't like leaving massive tracts of property undeveloped. Even herds colonizing uninhabited worlds cannot sustain a prolonged defense against later settlers. Rather than face drawn-out confrontations — even with the aid of well-armed Taurid mercenary units — herds pack up and take to the stars in migration ships.

At any time, about a third of the Taurid population inhabits immense migration vessels that transport entire herds from one planet to another in their search for grassland sanctuaries where they can live undisturbed. Converted from decommissioned military and merchant vessels, these craft provide at best cramped and temporary living quarters, with holds packed with harvested grasses and water to last the journey. Having evolved in the wide, open plains, the Taurids do not endure the confines of space travel well. Most can only last six months aboard ship — even vessels with vast spaces or simulated prairie arcologies — after which they begin exhibiting various destructive behavioral disorders. The Taurid claustrophobia and the eventual consumption of their supplies require these transports to make port every six months to allow the herd out into the open. They swarm through planetside landing facilities seeking open spaces where they can set up their shelters and grasslands where they can harvest food for the next leg of their journey.

The final third of the overall Taurid people works as mercenaries for petty warlords, crime syndicates, corporate dirty-works divisions, or anyone else who can afford heavy muscle. These Taurids leave their herds, settled or migratory, to join units that fight for pay sent back to communities in need. These funds sustain the constant migrations necessary to survive in a galaxy that consumes open spaces where the Taurids settle.

Each herd has at least one mercenary unit working for it; larger herds have several, each specializing in a different form of combat. Females serve alongside males and receive respect as seasoned warriors. Most Taurid soldiers-for-hire train on a variety of equipment: infantry firearms, emplaced guns, heavy weapons, combat vehicles, to name a few. They eschew all melee weapons, preferring to maul with their horns in close combat. The more infamous Taurid units include Kavaam's Borderers, the Taurid Heavy Infantry Regiment, and the Horned Death.

Taurid mercenary units travel to many different worlds during their service. They note which ones have suitable prairie lands for future settlement and relay this information back to related transit herds seeking new homes. In this capacity, they view themselves as the legendary Taurid scouts who initially sought a fresh homeworld for their people.

Encountering Taurids

Most space-faring adventurers encounter Taurid mercenary units fighting for a variety of patrons and causes. These warriors battle fiercely despite their mercenary business practices. In a Taurid warrior's mind, he's essentially fighting for funds to ensure a herd's survival.

Those visiting more remote systems, especially ones that haven't been thoroughly explored, sometimes encounter lone Taurid scouts seeking new grassland worlds for herd colonization. Sometimes they precede migration vessels that serve as base ships.

Herd transports and any escorts maintain a good distance from non-Taurid ships. They broadcast warnings that they regard any alien vessel approaching as hostile and will open fire to defend themselves against anyone violating their transit space. Although they often look like junk ships refitted with a hodge-podge of parts, these transports sport gunnery emplacements and shields to protect the herd from space-faring predators.

Characters may also encounter herds overrunning a planetside landing facility while they repair their transport, gather food supplies, and bask in the open sky. These provisional settlements cover any clear spaces near landing fields, with Taurids temporarily claiming the space as their enclave. No matter who really owns the land, the Taurids forbid outsiders from entering the area or coming near their spacecraft unless they have official business in helping to repair or resupply the transports. Bold Taurids often leave the sprawling encampment and venture into the starport's other districts, where their gruff demeanor and intimidating presence inevitably sparks conflicts with locals and transient spacers alike.

Society

Taurid society revolves around the herd's survival. Whether a Taurid serves as a mercenary, food-gatherer, transport pilot, or low-ranking family member, everyone contributes to the constant quest for new grassland worlds to settle.

Individual herds consist of extended family groups (though some members may have left to join mercenary units), each appointing a lead member to a herd council that makes decisions for the community by debate and consensus. Each family concentrates on a productive activity to ensure the herd's prosperity, from gathering and storing food to maintaining the herd's vehicles. As a people they don't manufacture much worth exporting, just the goods they need to remain relatively self-sufficient; however, their administration for harvesting, processing, and storing grains and grasses long-term is impressive. They operate under a communal property system, where anything owned by one Taurid belongs in theory to the entire herd. The council oversees commodities and money exchanged with outsiders for necessary goods. Taurids depend heavily on technology purchased from others, particularly the second-hand, refitted transport ships. They have no difficulty learning

63 to operate these machines, but they do not have the capacity
64 or the resources to manufacture ones of their own design.

65 Taurid mercenary units remain dependent on their patrons
66 to provide the necessities of life and combat equipment. As a
67 military force, they organize themselves along more rigid lines,
68 with officers in charge of the entire regiment, and lower-ranks
69 commanding smaller companies, platoons, and squads. A
70 herd mentality still exists, with soldiers watching out for each
71 other and taking extreme risks to ensure the unit's survival.
72 Although they serve a patron who may have questionable
73 motives overall, Taurid mercenaries realize that their pay helps
74 herds "back home." They don't mind suspending their morals
75 to fight and earn credits that ultimately ensure the continua-
76 tion of their species.

77 Taurid culture focuses on their migratory plight. They
78 elevate the role of mercenaries as the ultimate providers and
79 protectors, emphasize their people's constant persecution at
80 the hands of predators, and stress the importance of herd
81 survival through the never-ending search for a bountiful,
82 secure homeworld. Even children's games encourage the herd
83 mentality. "Push the Pragarr" arranges a crowd of children in
84 an outward-facing circle around an imaginary herd, while one
85 child, playing the part of the legendary pragarr predator, tries
86 to bully, punch, and butt his way into the circle. Many engage
87 in mock combat to prepare for future mercenary service.

88 The Taurids have no written form of communication, con-
89 ducting all information exchange and storage through speech
90 and memory. Telling stories — with tales including elements
91 of persecution, wandering, and strife — orally recounting
92 news and council proceedings, and singing hymns of legendary
93 heroes help build verbal and mental skills. Taurids can read and
94 even learn to write other languages, a skill often found among

Uumagre's Axe

A popular legend centers around the mythic Taurid explorer Uumagre, who supposedly landed on Ancient Earth during one of his fabled scouting expeditions.

During his adventures, which included conquering an island empire, dominating other tribes, and ruling from a vast, labyrinthine palace, he acquired a great, double-headed axe rumored to have magical qualities. This axe and his fearsome bull head became symbols of his empire on earth. He left the planet in the face of an uprising among the peoples he conquered, taking the axe with him as a memento of his experiences on Earth.

Uumagre's axe figures prominently in subsequent tales. When they gather at night to relax, Taurid herds frequently retell these stories to entertain their young and offer hope that they might someday find a suitable, safe homeworld. After many exploits, Uumagre and his legendary axe were lost while exploring an unnamed, uncharted nebula. Few Taurids have any hope of finding relics of this hero's existence; discovery of Uumagre's remains, and certainly his famed axe, might give the entire species a symbol around which to rally in ensuring their overall survival in a hostile universe.

mercenary units required to interact with outsider worlds and technology. Despite this access to systems of writing, they have little interest in writing down their heritage.

Taurid material culture is limited to items easily packed up and carried, often on their own brawny backs. They're particularly renown for their skill in weaving fabrics and rugs decorated with fantastic floral motifs, carving and assembling everyday items from wood, and creating a leather-like substance by weaving specially treated vegetable fibers. Drinking helps alleviate Taurid despair over their plight, and their brewers can concoct an amazing variety of potent alcohol using naturally grown ingredients and portable stills. Some Taurid drinks — particularly kabach and tremador — have reputations for temporarily boosting the imbibers' strength, virility, combat reflexes, and other aggressive traits. Herd industry concentrates on small-scale manufacturing, with portable equipment for forced herd migrations. Looms, alcohol stills, woodworking shops, and harvesters all collapse and store for easy transport.

Occasionally rumors emerge that a particular Taurid herd has hoarded and hidden some kind of treasure (usually valuable ores or other substances) among their portable possessions. Such tales attract pirates and other raiders intent on obtaining such riches, but they inevitably discover — after far too much violence and bloodshed — that the Taurid remain a poor, itinerant people.

Laws and Customs

Taurids rely on an oral tradition of laws passed from one generation to the next. Two directives dominate and guide the laws governing Taurids:

- 1) Help the herd survive.
- 2) Keep predators at bay.

Herd survival edicts reward service to the community and discourage individual selfishness. Among their own herds, Taurids exhibit great caring and understanding typical of the familial and communal life shared by any cohesive society. They show respect to their elders and mercenaries, nurture younglings, value contributions of community members, and work together to ensure survival. Herd laws reinforce these attitudes. Minor breaches — stealing, hoarding goods, avoiding duties — are considered trivial violations, earning perpetrators short spans of isolation from the rest of the herd, increases in workload, or forfeitures of privileges. Intentionally inflicting physical harm on another Taurid is considered a capital-level offense; yet their respect for members of the herd, even criminals, commutes the penalty for this transgression from a death sentence to permanent exile from all herds and banishment into the territories held by savage, meat-eating aliens. To deter violence, herds forbid personal weapons in their midst; even visiting members of mercenary companies store their weapons in a locked arsenal before integrating back into a herd.

Although the admonition against foes might appear as a derivative element of the first dictate, it plays a dominant role in Taurid attitudes. They view most other aliens — including Ter-rans — with a healthy dose of suspicion. Their prejudice against

Accessing: D6 Space Aliens.1 > Homosapients
Notes: Just granted Taurid shore leave.

meat-eaters assumes any creature that consumes flesh in any form is a natural predator that exists to destroy peaceful vegetarians like Taurids. This intolerance colors every interaction with outsiders. Until proven otherwise, Taurids assume everyone is a foe. This behavior manifests itself in a range of reactions, from quiet caution to open aggression in the name of self-defense. Taurids act haughtily in the presence of foreigners, flaunting their large build and sharp horns to deter potential predators.

Taurid herds insulate themselves from foreigners for survival. Outsiders must settle for dealing with the herd council, mercenary leaders, or other designated liaisons in any matters of commerce, diplomacy, or other interaction. Most formal statutes relating to predators limit outsider access to herd personnel and resources. As long as these infringements do not physically harm other Taurids, those who allow outsiders near the herd or its holdings face censure by the council and social exclusion for short periods. Should a Taurid allow a foreigner to physically harm any herd member, they receive treatment as if they themselves had inflicted the injury.

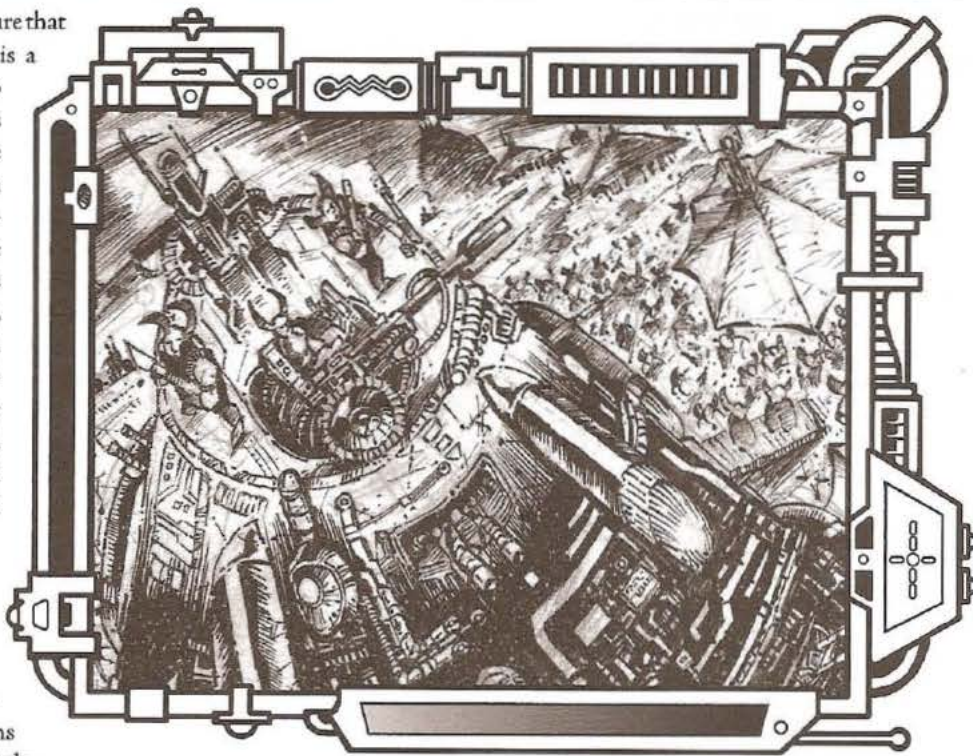
Taurids have no restrictions against violence toward outsiders, and they chafe at any alien authority imposing penalties on them for such acts. They believe if aggression is necessary against foreigners, it was self-defense provoked by a viable threat.

Religion

The Taurids do not have a religion as others perceive it, but revere cultural heroes: prominent scouts, warriors, and leaders who protected the Taurids and guided them to safety. They respect those who rise as champions in the constant struggle for the herd's survival. They have faith they will find a secure homeworld covered in grasslands, one from which no predatory group might force them, and one where all the disparate herds can gather in peace and prosperity. After centuries of persecution and forced migration, they depend only on their own hardiness and determination to help them through troubling times.

Technology

Taurids have developed very little useful technology of their own superior to contemporary devices. Much of their equipment focuses on the unique cottage industries necessary for migratory herd life.



This does not mean Taurids live a primitive life among the other more advanced societies in the galaxy. They have acquired handy items from other civilizations encountered during their constant migrations. Aside from the vast herd transports, they prefer small devices they can easily carry with their other goods. These often include entertainment gadgets to offer diversions during long journeys, machines for preserving food or purifying water, portable power generators, and household appliances to make daily herd life easier. With their prohibition against personal weapons within the herd, they avoid dealing in sidearms and military equipment, though many herds maintain a small, locked armory for defense.

Most herd members aboard migration transports do not generally worry about ship-related technology. The council authorizes the Taurid crew operating the vessel (often veteran mercenaries with some shipboard experience) to acquire whatever equipment they need to maintain, repair, and defend their craft.

By their very nature, Taurid mercenary companies use whatever technology their patrons provide. The better their benefactor, the more powerful and up-to-date their weapons, equipment, and vehicles. Although these technically remain the property of the patron or the company, some Taurids receive their equipment as a bonus when mustering out of the unit, and bring it back to their herd arsenal for general defense.

Taurid Migration Ship

Massive, refitted starships form the backbone of spaceborne migratory herds. To convert these vessels, the Taurids strip out most amenities and replace them with bulk cargo space. Taurids upgrade shields and weaponry if necessary to ensure their safety against space-faring foes. Airlocks allow

Breaking Stereotype

Given a stable, well-defended homeworld, the Taurids could easily fulfill other roles in the galaxy than nomadic mercenaries.

Safe and settled herd communities could easily foster a learned culture fed by information brought from other worlds by explorers, merchants, or mercenaries. The oral nature of their intellectual history would encourage entire academic herds centered around prominent scholars with the cerebral capacity to remember vast amounts of information.

A Taurid society built on agriculture and commerce would prominently feature starfaring merchants with a penchant for buying, transporting, and finding markets for foodstuffs. A grassland Taurid world could produce vast amounts of food with entire herds cultivating the land. Herds migrating from one planet to the next could use space aboard their transports to haul bulk foodstuffs for sale in markets farther along their route.

Explorers would focus on discovering new worlds with suitable prairie environments to settle expanding or uprooted herds. Endangered Taurid worlds might sponsor expeditions, or uprooted herds aboard transports might send scouts ahead to determine if any planets along their course might serve as suitable homeworlds.

With a strong connection to the herd and a general suspicion of meat-eaters, Taurid crime syndicates would be extremely insular, with herd associates as centralized leaders, mercenaries as strong-armed enforcers, and occasional outsiders on the very fringe of the organization as informers, minor couriers, and scapegoats. Although their activities could range nearly anywhere, such criminal organizations would have their headquarters in alien quarters of urban centers where their brawny appearance and gruff demeanor generally would go unnoticed, being seen as typically alien behavior.

docking with other ships to take on supplies or transfer passengers in emergencies. Ex-mercenaries with service aboard military vessels assume the duties of transport crew. Despite their origins as mothballed or antiquated refits, migration ships have atmospheric flight capabilities, with landing gear to allow planetside docking.

Existing personnel quarters serve the crew, council, and high-ranking herd members. Most of the habitable space consists of pressurized bulk cargo modules in which the general herd populace encamps as if they inhabited an open prairie. Taurids stock their own water in large holding tanks, and fill entire cargo bays with bales of preserved grasses to consume during long journeys.

A typical herd requires two transports, while larger communities often field fleets of eight to 10 ships. During massive migrations, a herd fleet often saves enough funds to purchase an antiquated yet armed frigate or corvette to provide additional defense.

Crew: 50 (pilot, navigation, gunners, sensors, communication, repair)

Passengers: 1,500

Cargo: 2,200 cubic meters, including equipment, storage, supplies, launch bay, and four scout ship hangars

Life-Support Supplies: 6 months

In-System Drive

Move: 4 (space), 200 (atmosphere, 560 kph)

Maneuverability: 0

Interstellar Drive Rating: 0.2

Weapons:

3 medium laser cannons (each: damage 7D, range 3/12/25, on side-mounted turrets with four arcs)

Hull Toughness: 4D

Atmosphere Capability: streamlining, landing gear

Armor: 0

Shields: +2D

Scale: 27

Length (approximate): 2,050 meters

Total Cost: Not for sale

Taurid Scout Ship

Each herd transport carries several scout ships in landing bays. These vessels fly patrols, explore nearby systems for potential habitable worlds, and help fend off aggressors. Taurids who gained piloting experience through prior mercenary service act as scouts, maintain their ships, and consult with the herd council when they make significant discoveries.

Between migration ship jumps, several scout ships travel ahead of the fleet to reconnoiter several potential destination systems. Aside from seeking possible settlement worlds with open plains and lush grasslands, the scouts also patrol for the presence of hostile ships, astrographical hazards, and authorities who might turn the herd away.

When the herd fleet isn't jumping to the next system, at least one scout ship for every transport patrols the nearby space to intercept any threats. The lightly armed craft are capable of snub fighters armed with shields and a medium laser cannon to engage enemies and defend any transport under attack.

Crew: 1

Passengers: 0

Life-Supporting Modules

standard bridge (4 areas, 2 tons, 0.4 eu, 100 cr) with sensors and gunnery +1D upgrades (2 eu, 1,800 cr)

Cargo Modules: None

Life-Support Supplies: food storage (1 area, 0.5 tons, 0.5 eu, 10 cr); standard food (1 person/5 months, 0.5 tons, 500 cr); atmosphere (1 person/6-months, 600 cr)

Weapons

1 medium laser cannon (7 areas, 8 tons, 13 eu, 15,000 cr, damage 7D, range 3/12/25, forward arc)

In-System Drive (10 areas, 10 tons, 24 eu, 8,500 cr)

Move: 8 (space), 400 (atmosphere, 1,150 kph)

Maneuverability: +2D (12 eu, 3,600 cr)

Energy Units: 85

Interstellar Drive: 0.2 (3 areas, 12 tons, 20 eu, 11,000 cr)

Total Energy Requirements: 76

Accessing: D6 Space Aliens.1 > Homosapients

Notes: Bailed out Taurid crewer.

Power Plant: 100 energy units generated (8 areas, 13 tons, 14,500 cr)

Hull Toughness: 1D+2 (28 tons, 14,000 cr)

Atmosphere Capability: streamlining (7 tons, 2,800 cr), landing gear (6 tons, 2,100 cr)

Armor: 0

Shields: +2D (2 areas, 3 tons, 6 eu, 22,500 cr)

Total Tonnage: 44

Scale: 9

Total Area Units: 35

Length: 11 meters (ellipsoid)

Total Cost (new): 97,010 credits/*Price Difficulty:* 30

Typical Taurid

Agility 3D+1: brawling 5D, firearms 4D+2, running 3D+2

Mechanical 2D+1: gunnery 3D+1, shields 3D

Strength 5D

Knowledge 2D: intimidation 3D

Perception 3D: command 4D

Technical 2D+1

Strength Damage: 3D

Move: 10

Fate Points: 0

Character Points: 2

Body Points: 25

Wound levels: 3

Disadvantages: Cultural Unfamiliarity (R1), insular society and view others with suspicion; Devotion (R3), to herd; Prejudice (R1), +2 to difficulties while interacting with meat-eaters; Quirk (R2), claustrophobia aboard confined starships sets in after six months

Advantages: Contacts (R1), with herd; Size: Large (R1), scale value 1

Special Abilities: Hardiness (R3), +3 to damage resistance totals; Natural Hand-to-Hand Weapon: Horns (R1), +1D damage

Taurid Package

Total creation point cost: 1

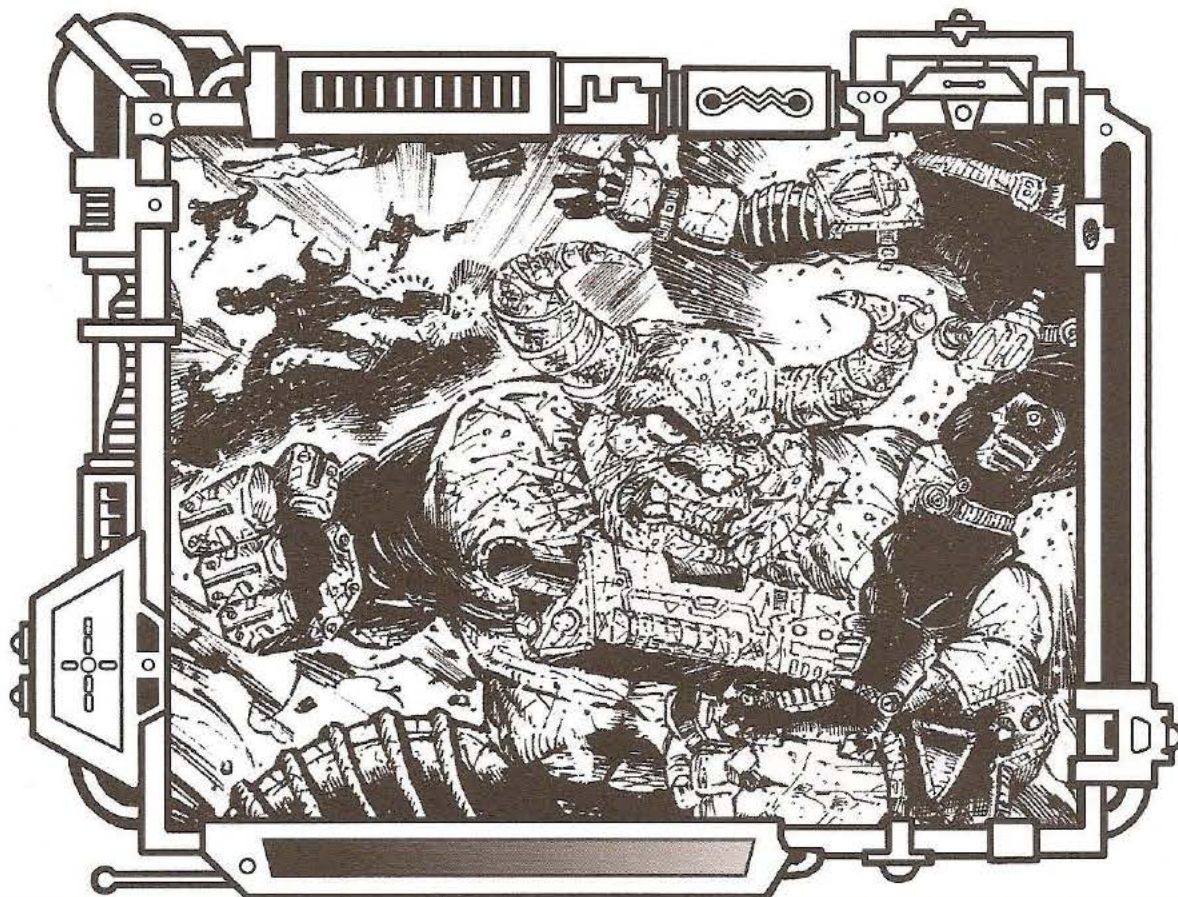
Total defined limit cost: 1 skill die

Disadvantages: Devotion (R3), to herd; Prejudice (R1), +2 to difficulties while interacting with meat-eaters; Quirk (R2), claustrophobia aboard confined starships sets in after six months

Advantages: Contacts (R1), with herd; Size: Large (R1), scale value 1

Special Abilities: Hardiness (R3, cost 3), +3 to damage resistance totals; Natural Hand-to-Hand Weapon: Horns (R1, cost 2), +1D damage

Note: Taurid characters often have Cultural Unfamiliarity (R1), insular society and view others with suspicion, or Employed (R1), as mercenary, which offsets the cost of the package.



Accessing: D6 Space Aliens.1 > Homosapients
Notes: Potatoes all peeled.

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Accessing Homosapiient Species File

Verdendrians

The Verdendrian people are a prime example of just how diverse intelligent life can be. Evolved from plants, they are simple in motive yet mysteriously complex in reasoning. A star-faring race, they seem to have only a passing interest in colonization, however they are avid explorers. Carousing with a Verdendrian is almost completely devoid of value, but they can be found in starport taverns across the galaxy. Some species find them terribly fascinating; others, completely frustrating.

Physical Appearance

The Verdendrian is a wholly efficient and logically structured being, biologically speaking. Their bodies consist of a central body, or pod, which is vaguely ovular and approximately one meter tall. The pod is covered in a thick layer of leafy structures that are tightly packed together and make a sturdy skin. Inside the pod is somewhat like a fruit, containing a complex set of pathways in which simple sugars and proteins flow. Here is where the brain resides, at the center of the pod.

Sprouting from the pod are eight vinelike tentacles, each about 0.8 meters in length, four of which are used as legs and four used for arms. Each tentacle has a set of cilia at the end, which can be used for fine manipulation, grasping, or support. The tendrils also form the initial digestive tract, absorbing nutrients like roots. In addition, there is a single, small head, or bud, in the middle of the pod; this bud houses a cluster of sensory nodules. The bud is directly connected to the brain via a short stem. If lost, the tentacles and the bud can fully regenerate in a few months without medical attention, assuming that at least one tentacle is left to eat with.

The tentacles provide the Verdendrian with exceptional balance. They can walk on as little as two tentacles and can stand on one. If knocked over, the tentacles typically used as arms can function as legs. In fact, a Verdendrian can re-orientate himself quickly if turned on end, and they perform equally well upside down. Tentacles that are not engaging in activity typically wave gently and are indicators of body language.

The bud houses all of the senses of a Verdendrian aside from touch, which is strongest in the cilia and tentacles. Their sensory range is different from most species. They see colors and have a highly developed sight in the ultraviolet spectrum. This makes some of their art difficult for many races to perceive, much less appreciate. Their sense of hearing is poor, and they possess no vocal cords. They communicate via a series of scent glands on the bud and have perhaps the most developed sense of smell of any sentient species known. Their peripheral vision, due the size of the body versus the bud-stem, is poor, but they can often smell other creatures coming as if they had eyes in the back of their pods.

They prefer to eat vegetation that's fallen off of the main plant. They're indifferent to carnivorous eating habits, but they have an elaborate code of conduct regarding the consumption

of "fresh" vegetation. Off-worlders also are expected to adhere to these restrictions.

They live approximately 125 to 150 standard solar years and are a single-sex race. To reproduce, any two adults can copulate and produce seedlings that look like small pods. Each coupling results in two to four seedlings, though typically 25% of all seedlings fail to achieve maturity and escape the soil. The seedlings are planted in highly fertilized soil until they grow tentacles and a bud. They then dig themselves out of the ground after about six months.

Homeworld and Colonies

A visit to the lush world of Verda has its own special delights and perils. The planet is quite beautiful, littered with rainforests containing flora of every color and intriguing fauna. However, several of the plants are extremely poisonous to many humanoids; before approaching them, a botanist should be consulted. More importantly, as the carnivores of Verda do not care to eat the Verdendrians themselves, the animals are generally free to roam wherever they wish. Visitors have known to be mauled by a Verda Prowler in starports, museums, and even in medical facilities, though, in all fairness, the occurrence of such incidents is somewhat rare. Predators are far more likely to ambush those in a park or zoo (which to the Verdendrians are much the same thing).

The cities of Verda are rather unique in comparison to the architecture of other civilized species. From a high altitude, they look like auburn fields of crops. Their buildings are based on plant structures: tall, lean, having branches that interconnect with the branches of many of the surrounding buildings. While they may vary in height and complexity, they are always uniformly laid out in rows based on the elevation and terrain. Navigating a city on Verda is not very difficult, though some get confused by the similarities in buildings. In fact, no two structures are the same, but the differences are not often considerable.

The Verdendrian colonies are all very much like Verda itself: green, heavy rainfall, and warm climate. The Verdendrians do not care to try to bend nature to their will through terraforming or conquer the elements via technology. Planets that do not naturally have a strong water supply, good soil, and ample sunlight are studied but not settled. This has allowed some species, friendly to the Verdendrian government, to colonize some of the harsher worlds closer to Verda that may sustain life.

Society

The Verdendrian society is founded on their family structure. Families, or "Roots," are comprised of hundreds of members who live in the same dwelling. Their unity is based on historical and genetic bonds. A Root typically has a name for the place its ancestors came from.

For example, the "Root of Ko" originates from the forest known as Ko in the western hemisphere. On modern Verda

Accessing: D6 Space Aliens.1 > Homosapients
Notes: Interesting species to talk with.

and in her colonies, many Verdendrians have transplanted themselves; thus a "Root of Ko" in many communities. If a member of the "Root of Ko" must leave one city to work in another city, he will typically join the "Root of Ko" in the new city. In the rare instance that his Root is not in the new city, the individual joins a Root of his new co-workers. Sociologists from other species often classify a Root as a clan more than a family, but the Verdendrians do not make a distinction.

Individual naming conventions always carry the Root name as the suffix. The prefix of the name is generally one or two syllables, and they are very simple; examples for the Root of Ko would be DiKo, JuRiKo, NeKo, TuLaKo, and so on. Verdendrians do not introduce each other; they do so individually.

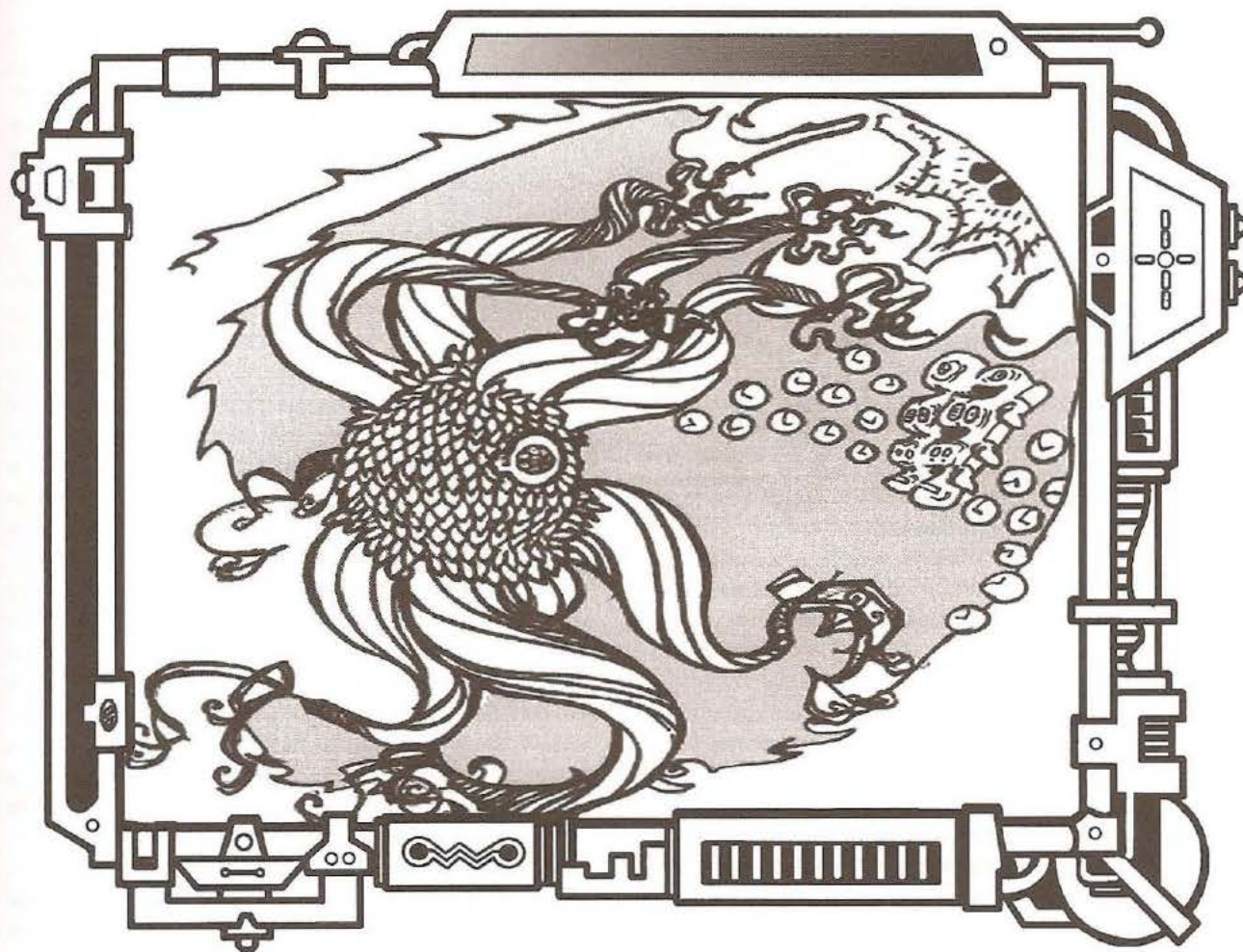
Within a family unit, the adults and elders take turns caring for the seedlings and adolescents, including all preliminary education. As the young grow, the caregivers evaluate their potential and, at a certain stage of their development, they are apprenticed to Root members of like abilities. For example, the education of a Root adolescent showing aptitude in science is taken over by a family member who is a scientist. The mentoring continues until they are adults and are ready to work outside the Root (if they so desire). Adulthood is achieved at approximately 25 solar years.

The life of a Verdendrian is purposeful and well defined. Once in a profession, they rarely change their vocation — only their assignment or project. No job is considered beneath another. While planetside, they spend most of the day of their 30-hour cycle working or caring for the young, depending upon the needs of the community at large. At night, they become dormant to save energy and finish processing food, much like sleep. They can adapt to other "sleep" cycles as needed. Little changes over the years.

When they die, they are ground up and placed into the soil of the nursery of their Root, to nourish the seedlings. Moreover, anything that dies is used as fertilizer, including animals and deceased aliens. Any body, which is not quickly claimed by visitors, is mulched and added to the soil of a nearby Root. Even when encountered off world, a group of Verdendrians may ask locals if they can eat their recently deceased friend. This is probably because the bio-gel rations of Verdendrian ships are considered to be satisfactory but hardly flavorful.

Communication

Due to the Verdendrian scent-based communication system, dealings with them have been difficult. Their scent bursts are largely incomprehensible to all but a handful of species. At best, a range of scents can be understood to indicate a broad topic.



Accessing: D6 Space Aliens.1 > Homosapients
Notes: Smell pretty and good listeners.

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For example, when a Verdendrian creates a burning odor, it means that there is a problem of some sort; however, the nature of the problem, intensity, and details would be lost on a species with as limited a sense of smell as Terrans possess.

Conversely, Verdendrians interpret speech based mostly on volume. Shouting and loud noises are thought to be representative of trouble, while whispering is thought to be an indication that things are good. As they do not talk, a lack of sound is of no concern to them and their ships are very quiet on the inside—so quiet that it can be unnerving to most guests of other species.

When sophisticated translation devices are available, communication is possible, but grasping the Verdendrian thought process takes intuition and experience. They often use some metaphor in their speech and many questions must be worded precisely to get detailed information. If a Verdendrian is asked, "How old are you?" he will respond, "I am spring" if he's an adolescent, or "I am summer" if an adult, or "I am autumn" if an elder. The term "winter" refers to death or the dead. To get the precise information, this question should be worded, "How many solar years has it been since your birth?"

Beyond the careful consideration in which words and smells are exchanged, those dealing with a Verdendrian have to keep in mind that they are not an emotional species and the nuances of diplomacy are virtually useless. They do not lie, and if they give a simple explanation to a question, they expect it to suffice. When one of their ships is found doing a scientific exploration in restricted territory, their explanation will be that "we seek to know." It's their answer for much of what they do outside of their own space.

Encounters with their research vessels, and crewmembers, are the most common contact most other species have with the Verdendrians. They are very curious and think nothing of approaching any situation to do a full series of scans on anything and everything involved. When on deep space explorations, they dock at foreign ports and venture out in small groups to observe the most basic of daily activities with great interest. Incidents of exhaustive questioning regarding the consump-



tion of breakfast cereals have been known to ensue from these outings, among other odd topics.

While tedious at times, this is the preferred way to meet a Verdendrian, or one of their ships. Other meetings typically take place in front of the barrel of a recently discharged plasma weapon. Even though these people are inherently peaceful, they think nothing of extinguishing a threat as calmly as one would snuff out a lit match in a child's hand. This does not mean they shoot at any armed vessel encountered, but if they detect a ship or fleet in an aggressive posture, they only give one warning before dispassionately vaporizing the offenders. In addition, they have been known to engage in preemptive strikes against species preparing invasion forces to launch against them.

Trade and Relations

Trade with Verda, the homeworld, and its few colonies has been abysmal. The Verdendrians have no monetary system and little interest in foreign products. They have a community in which there is no poverty, and nearly everything is recycled. Their economy is virtually a perfect form of socialism. The only things exchanged in abundance are food, art, and knowledge. Though not very emotional, they appreciate culinary and aesthetic experimentation greatly. However, they do not grasp the concept of the difference in value in food and art; to them, a Monet is equal to a child's crayon drawing, and processed meat substitute no less

important than the raw eggs of a rare fish.

If another species is willing to teach them information they consider worth knowing, they will reciprocate in kind. Their knowledge of celestial phenomenon is vast, and their medical prowess unsurpassed. While the exchange of information is generally done between governments, at times the Verdendrians will deal with organizations and individuals they deem have good relations with their explorers. The only exception is that they do not share their technology, making them the envy of many star powers.

The Verdendrians hold some of the most advanced biotechnology of any sentient race in the galaxy. Their ships are virtually living creatures with brainlike computers and the

Accessing: D6 Space Aliens.1 > Homosapients
Notes: Seemed to smell nicer ...

ability to self-repair through a regenerative process. Technicians on a Verdendrian ship are more like surgeons than engineers, stitching damaged components back together so that they heal correctly, or replacing parts in a manner similar to organ transplants. In addition, their weapons are powerful; their organic firearms and cannons use superheated plasma, which burn through conventional armor with frightening ease. Their missile systems are based on intelligent mini-craft that doggedly pursue their targets and deliver heavy payloads of explosives. Those who have tried to take this technology by force have paid a heavy price.

Laws and Customs

Their legal system is very basic, in that it does not exist in the common galactic definition. With no interest in personal wealth or property, they have existed without crime throughout their history. Warfare internally is now unheard of, so they do not understand the need for codified regulations and laws. Even things as simple as building regulations or food inspection are not even considered. If a building is destroyed by natural disaster, they simply build the next one stronger than the last. If food becomes tainted, they destroy the food and make more. The introduction of visitors has not changed these attitudes.

Guests of Verda who misbehave are summarily dealt with based on how serious the act, with no trial and little, if any, investigation. Assaulting a Verdendrian without provocation, using nonlethal force, results in permanent banishment from the planet without appeal. The same applies for attempts to steal technology from the planet. As they freely give visitors food and shelter, there is nothing else of interest to take. Banishment typically covers all colonies and the homeworld of the Verda.

Off-worlders who attempt to kill a Verdendrian are hunted down and killed, unless they surrender without incident. Those who surrender are banished. Oddly enough, should visitors slay one another without posing any threat to the public (such as by stray gunfire), they are generally left alone. The Verdendrians consider such acts to be of no consequence to them, unless a foreign government protests the crime. In this case, the Verdendrians often hand over the offender to the protesting authority or its nearest representative to deal with in its own way. This sometimes results in unsuspecting visitors having to pay for the hospitality of Verda by keeping a prisoner, as Verda has no prisons, or transporting an offender to another planet for prosecution.

Recently, as the Verda starports have started to become havens for criminals, especially smugglers who take advantage of the lack of any trade regulations, the Verdendrians have adopted a practice of restricting guests from traveling around the planet armed. Enforcement is typically stronger in areas that have had more trouble. Generally, punishment involves confiscation of equipment and its immediate destruction. If the offender appears to be heavily armed, banishment may occur outright. If a single member of a crew is pronounced banished, his ship may stay in port as long as he is kept aboard under

house arrest. Should he be later found wandering about the area, his ship will be made to leave immediately and may face being barred from returning to the planet in the future.

Government

The elders are the leaders of the entire race and are simply the oldest of the Verdendrians. Elders make all decisions regarding infractions committed by off-worlders, as well as the trade of information and diplomatic activity. When there is trouble in a city, a group of elders in the community are summoned to make final decisions for long-term problems that other species might consider the domain of judicial and government officials. The Verdendrians refer to the elders as "the Ones of Autumn."

Elders command ships, manage cities, lead research institutes, and head of families. They are chosen for their duties by evaluation of other elders based on their experience. For instance, the ruling body of elders over the entire planet is comprised of the most experienced diplomats, scientists, explorers, artisans, and soldiers. This council has hundreds of members, with four of the very oldest at the head. All of the local elders report to the ruling body in an unwritten hierarchy.

While authority of any local elder encountered is generally restricted to certain areas, almost any group of them can pronounce judgment over an issue on the spot if it's not of planetary importance. For instance, a group of family elders can have an off-worlder banished and their actions will have the complete support of the ruling body. However, to lift a banishment (which is a rare occurrence), make a treaty, exchange knowledge, and so forth requires dealing with members of the ruling body. Gaining audience to them takes patience and strong reasoning or the credentials of a visiting dignitary. Note that forging credentials generally results in banishment.

Entertainment

Verdendrians do not seem to have romance, fiction, or sports to entertain themselves. The young play, but play seems to be a mostly learning experience for them; it's like an exploration of their capabilities and environment.

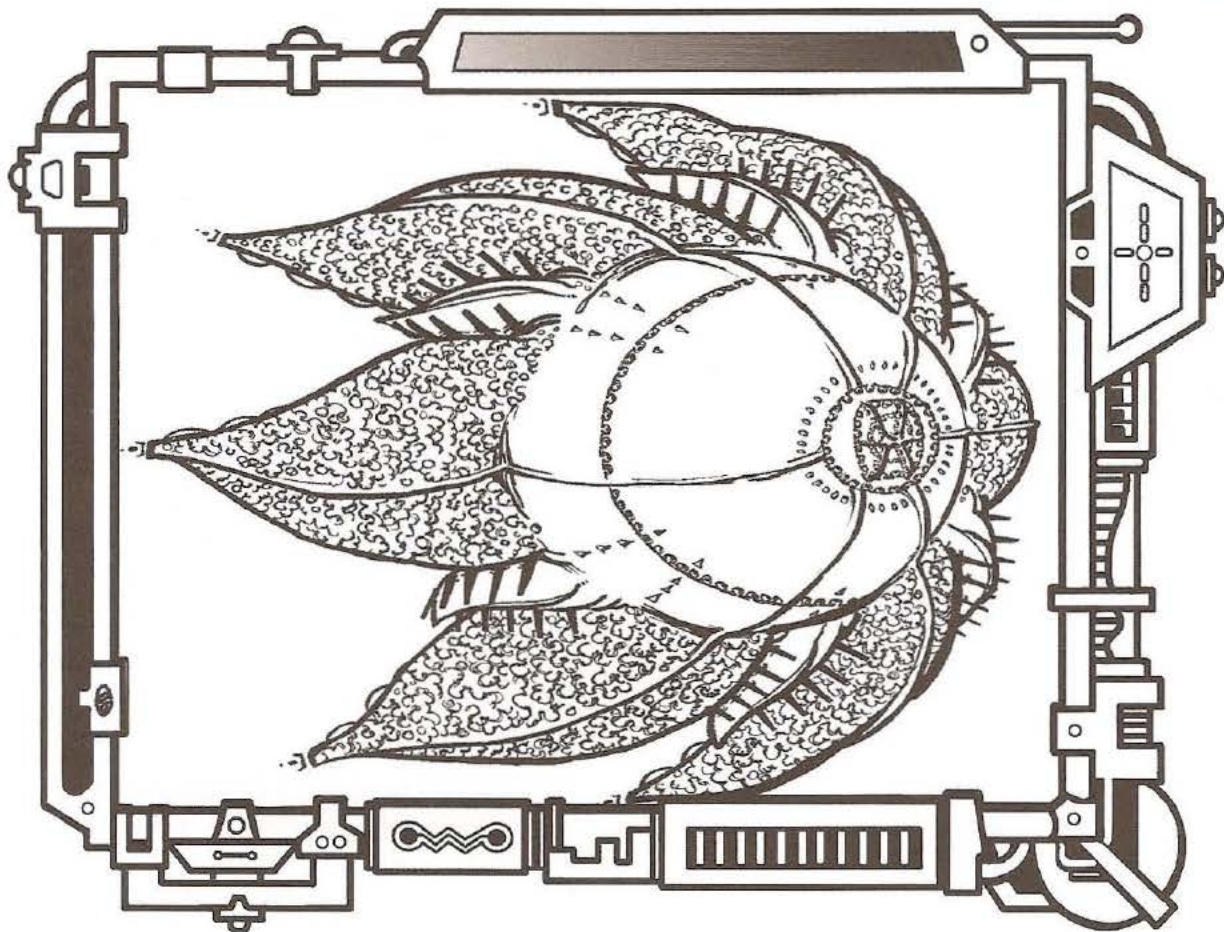
Religion

Apparently in ancient times the Verdendrian people had diverse religions based on deities that governed the aspects of the sun, the weather, seas, and land. Not much is known about them, but it's rumored the followers of each aspect at one time or another warred with each other over the importance of the aspects and for resources. In time, scientific advancement brought the aspects together to an understanding of a holistic environment in which all aspects were part of a greater unit.

These days, the Verdendrians can be seen paying some homage to this past in small ways, through art and family, but perhaps it's this past that drives them to learn. It could be said that, through exploration, the people of Verda worship at the temple of the universe itself.



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"Starfish" Cruiser

The moniker *Starfish* was assigned by some Terrans because the vessel resembles a starfish in most respects. Looking more like a five-pylon starbase, this vessel's engines reside under the central hull, propelling the vessel such that the "top" moves in the direction of travel. This allows its guns and torpedo launchers to face forward, giving the ship an excellent field of fire. In combating this ship, it's best to attack at the point of one of the pylons to limit the number of guns that can be brought to bear. The *Starfish*-class cruiser is the standard fleet ship of their armada. It's believed that larger versions of this vessel exist, probably as command ships or space stations, but there are no confirmed sightings of such ships.

Crew: 10,000 (pilots, navigation, gunners, sensors, communication, repair, administration, and support staff)

Passengers: 2,000 (scientists, exploration pilots, dignitaries, and paid passengers)

Cargo: 60,000 cubic meters, including equipment, storage, supplies, and Manta Ray Explorer vessels

Life-Support: 2 years

Weapons

25 plasma cannons (5 per pylon, forward arc, gunnery bonus +2D, range 10/30/50, damage 6D)

10 torpedo launchers (2 per pylon, forward arc, gunnery bonus 0, range 1/3/7, damage 9D)

5 sensor probe launchers (1 per pylon, forward arc, gunnery bonus +2D, range 2/16/14)

In-System Drive

Move: 5

Maneuverability: +1D

Interstellar Drive Rating: 1.0; backup: 0.1

Hull Toughness: 6D

Atmosphere Capability: None

Armor: 2D

Shields: +2D

Scale: 33

Length: 500 meters

Cost: 300,000,000 credits/Price Difficulty: 30020

"Manta-Ray" Explorer

Also named for the similarity to a creature found on Earth, the *Manta-Ray Explorer* is the most common vessel encountered in the Verdendrian fleet. It functions primarily as a research craft and can be sighted near any astrometrical anomaly or curiosity. In addition, several of these craft are housed on each *Starfish*-class cruiser to act as expeditionary vessels, launches, and gunships against heavy fighter assault.

Crew: 5

Passengers: 5

Life-Supporting Modules

group airlock (4 areas, 2 tons, 0.4 eu, 300 cr); bridge (4 areas, 2 tons, 0.4 eu, 100 cr) with +1D navigation and +2D piloting upgrades (3 eu, 2,700 cr); primary science duty station (4 areas, 2 tons, 0.4 eu, 100 cr) with +1D comm and +2D sen-

Accessing: D6 Space Aliens.1 > Homosapients

Notes: One was horrified by my salad ...

sors upgrades (3 eu, 2,700 cr); secondary science duty station (4 areas, 2 tons, 0.4 eu, 100 cr) with +1D sensors upgrade (1 eu, 900 cr); 2 weapons duty stations (8 areas, 4 tons, 0.8 eu, 200 cr) each with +1D gunnery upgrades (2 eu, 1,800 cr); laboratory (8 areas, 4 tons, 0.8 eu, 3,000 cr); single-person lounge (6 areas, 3 tons, 0.6 eu, 300 cr) with food processor upgrade (25 cr); medical bed (3 areas, 1.5 tons, 0.3 eu, 400 cr) with +2D medicine upgrade (2 eu, 1,800 cr)

Cargo Modules

bulk (equipment, storage, and weapons lockers, 10 areas, 10 tons, 1 eu, 250 cr)

Life-Support Supplies: food storage (2 areas, 1 ton, 1 eu, 20 cr); snack food supply (10 persons/1 month, 1 ton, 600 cr); atmosphere (19 people-areas/1 month, 1,900 cr)

In-System Drive (14 areas, 14 tons, 36 eu, 12,500 cr)

Move: 12 (space), 600 (atmosphere, 1,750 kph)

Maneuverability: +2D (12 eu, 3,600 cr)

Interstellar Drive: 1 (12 areas, 36 tons, 100 eu, 51,000 cr)

Weapons

4 blaster cannons (16 areas, 20 tons, 76 eu, 64,000 cr, 1 top and forward arc, 1 top and rear arc, 1 bottom and aft arc, 1 bottom and port arc, range 10/35/52, 6D damage)

1 sensor probe launcher (2 areas, 3 tons, 2 eu, 10,000 cr, forward arc, range 2/6/14) with 5 replacement sensor probes (25,000 cr) in 5 ammo bays (5 areas, 10 tons, 2 eu, 500 cr)

1 torpedo launcher (4 areas, 6 tons, 4 eu, 10,000 cr, forward arc, range 1/3/7, 9D damage) with 10 replacement torpedoes (10,000) in 10 ammo bays (10 areas, 20 tons, 4 eu, 1,000 cr)

Total Energy Requirements: 245

Power Plant: 280 energy units generated (20 areas, 37 tons, 38,500 cr)

Hull Toughness: 2D+1 (96 tons, 48,000 cr)

Atmosphere Capability: streamlining (24 tons, 9,600 cr), landing gear (20 tons, 7,200 cr)

Armor: +1D (18 tons, 18,000 cr)

Shields: +1D (2 areas, 3 tons, 3 eu, 27,000 credits)

Scale: 18

Total Tonnage: 321

Total Area Units: 138

Length: 35 meters (wedge)

Total Cost (new): 349,195 credits/Price Difficulty: 55

Typical Verdendrian Crewer

Agility 2D+1; **acrobatics** 5D, **dodge** 3D, **firearms** 3D, **brawling** 3D

Mechanical 3D+1; **piloting** 4D+1, **sensors** 4D+1

Strength 3D; **climb/jump** 3D+2, **lift** 3D+1

Knowledge 3D+1; **astrography** 4D+1

Perception 3D; **investigation** 4D

Technical 2D; **medicine** 3D+1, **repair: biotech** 4D

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 2

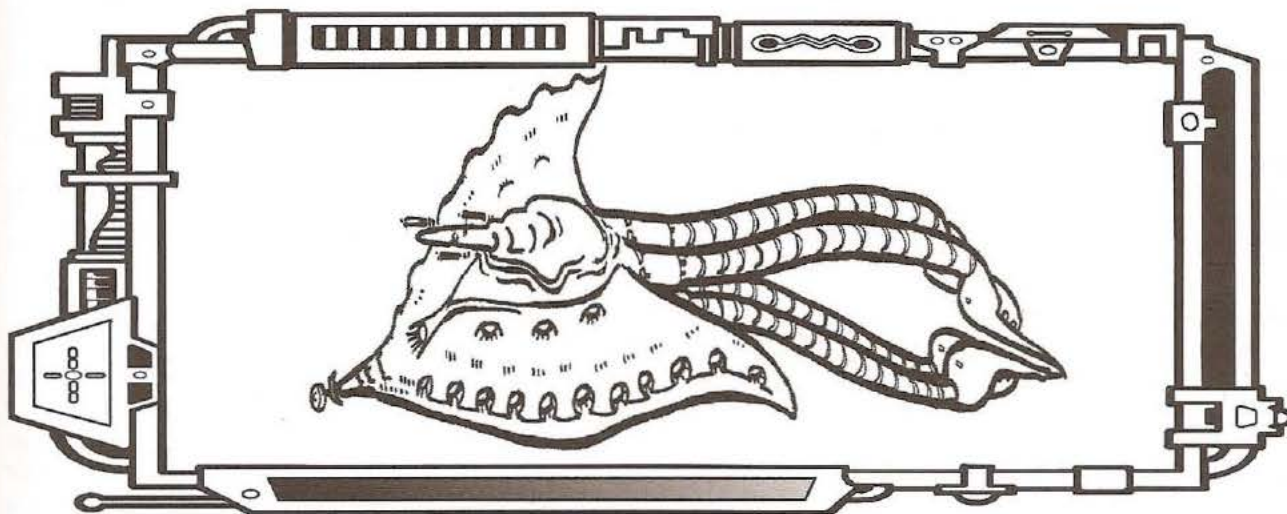
Body Points: 19

Wound levels: 3

Disadvantages: Achilles' Heel (R3), requires 4 hours of sunlight or its equivalent per day or +2 to all difficulties and -2 to damage resistance totals per hour deficient, until get caught up on sunlight; Achilles' Heel (R4), damage from toxic gases, atmospheric pollution, polluted water, alcohol, and the like increased by +3D (minimum of 3D damage when exposed to such substances); Advantage Flaw (R1), Move reduced by 2 meters per limb lost; Advantage Flaw (R2), easily surprised and all surprise bonuses against the Verdendrian are increased by +2; Devotion (R1), to Root; Hindrance: Poor Hearing (R3), +4 to difficulties of hearing-based actions; Hindrance: Mute (R2), unable to speak with sounds; Quirk (R2), must make a Difficult willpower or Knowledge roll to overcome curiosity

Advantages: none

Special Abilities: Accelerated Healing (R3), +3D to natural healing attempts, with Additional Effect (R1), can regrow



Accessing: D6 Space Aliens.1 > Homosapients

Notes: I lied that it died of natural causes.

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lost limbs; Extra Body Parts (R4), 4 tentacles (for total of 8 tentacles), with Additional Effect (R12), all equally useful; Ultravision (R1), negates up to 2 points of modifiers for dim or dark conditions

Equipment: translating device (provides *languages* 9D+2; 1 per team); plasma rifle (damage 5D; range 25/150/300; shots 50) or plasma pistol (damage 5D; range 10/25/40; shots 20); portable scanner (detects bio-signs, energy, gases, and ores range of 250 meters); med-kit (+1D to *medicine* attempts; 10 uses)

Verdendrian Package

Total creation point cost: 4 points

Total defined limit cost: 1 attribute die or 4 skill dice

Disadvantages: Achilles' Heel (R3), requires 4 hours of sunlight or its equivalent per day or +2 to all difficulties and -2 to damage resistance totals per hour deficient, until get caught up on sunlight; Achilles' Heel (R4), damage from alcohol, heavily polluted air or water, and the like increased by +3D (minimum of 3D damage every other round when exposed to such substances); Advantage Flaw (R1), Move reduced by 2 meters per limb lost; Advantage Flaw (R2), easily surprised and all surprise bonuses against the Verdendrian are increased by +2; Devotion (R1), to Root; Hindrance: Poor Hearing (R3), +4 to difficulties of hearing-based actions; Hindrance: Mute (R2), unable to speak with sounds; Quirk (R2), must make a Difficult *willpower* or *Knowledge* roll to overcome curiosity

Advantages: none

Special Abilities: Accelerated Healing (R3, total cost 10), +3D to natural healing attempts, with Additional Effect (R1), can regrow lost limbs; Extra Body Parts (R4, total cost 12), 4 tentacles (for total of 8 tentacles), with Additional Effect (R12), all equally useful; Ultravision (R1, cost 1), negates up to 2 points of modifiers for dim or dark conditions

Typical Verda Prowler

The prowler is a feline, similar to a panther, which excels at the art of stealth. It can virtually disappear in shady areas and lie in wait to pounce on a passer-by. Like most big cats, it goes for the throat first and drags its prey down to the ground to finish it off. Visitors have described them as having jewel-like eyes and ears like small wings. They are most often encountered at the outskirts of cities and in parks. Killing one in self-defense or for sustenance is entirely tolerated, but open pouching for sport or trade is not permitted.

Agility 3D+2; **dodge** 5D, **brawling** 5D+2

Mechanical 1D

Strength 4D; **climb/jump** 5D

Knowledge 1D

Perception 3D+2; **hide** 4D, **sneak** 4D+2, **search** 4D+1

Technical 0D

Strength Damage: 2D

Move: 26

Fate Points: 0

Specialized Verdendrians

Verdendrian soldiers and security personnel have +1D to all *Agility* skills listed and have armor with a value of +1D. Elite forces may have +2D to all *Agility* skills listed and +1D to two *Technical* abilities, such as demolitions and security. Overall combat tactics are solid but very basic. As they generally have technological superiority over their enemies, they do not use complex strategic methods, though they may develop them if defeated several times. On an exploration ship, the crew is made up of approximately one-quarter technical, one-quarter scientific, and one-quarter soldiers, with the remaining quarter are elders. Typically, the Verdendrians on exploration or diplomatic missions travel in groups of four or five.

An elder has +1D to +3D to all skills associated with his profession, as well as a *leadership* skill of +2D. Elders are hard to distinguish physically from any other Verdendrians, and adults in dangerous situations may "pose" as the leader if necessary to draw fire.

Each mission includes one elder. If the elder is killed, the adults can function normally, albeit with the loss of the most experienced member of the team. Nonetheless, they generally call for a replacement or return to base, if possible, before taking any substantial action.

Technical and scientific crew have +2D in three specialty skills, such as *repair* or *medicine*. They generally carry the translation device in any group. When asking questions of locals, the one using the translator relates all requests.

Verdendrian merchants are few, mostly seen on their colony worlds or near starports, and they trade almost completely on a barter system. They purchase foreign goods with food stocks, including plants and live animals, or with goods that come into their possession from other traders and visitors. Unusual things can sometimes be found in their shops, items that some people wanted very much to get rid of. A Verdendrian merchant has +3D in *bargain*, but they do not haggle as much as they establish a reason to set a price. Pieces of technology that may fall in a Verdendrian merchants hands cost the buyer more in terms of food stuffs, art objects, or data than like items. Non-Verdendrian merchants are allowed to do business within the ground of their starports, mostly for items like fuel and replacement parts. These vendors do work on standard credits and may be the closest thing to a criminal element the planet has.

Character Points: 0

Body Points: 32

Wound levels: 3

Natural Abilities: claws (damage +1D); bite (damage +2D; +5 to combat difficulty); camouflage fur (+2D to *hide* and *sneak* in shadows or dark areas); can leap up to 10 meters horizontally or 2 meters vertically; large size (scale value 0)

Accessing: D6 Space Aliens.1 > Homosapients
Notes: It calmed down and tried the food.

Accessing Hypersapient Species File

Cree-va

When encountered, these rare, shapeshifting hive aliens show a keen interest in learning about and mimicking other species. Their seeming innocence might have resulted from some ancient sentence passed on the species in retribution for some monstrous crime abusing its shapechanging abilities.

Physical Appearance

A single Cree-va hive looks like an amorphous blob composed of millions of tiny insects. Their rounded carapaces give the outward appearance of a grainy skin, though some adapt to form sensory organs. In this shape, they seem small, about one meter in diameter; but when they alter themselves to mimic more intricate, anthropoid lifeforms, they stand about two meters tall (varying with different physique patterns).

The Cree-va's shapeshifting ability allows the infinitesimal bugs to reconfigure and articulate the entire hive to roughly resemble any previously observed humanoid form. Creatures on the outside alter their pigmentation to resemble skin and hair coloration (though hair patterns tend to look chunky and unnatural). Hive members work cooperatively to move limbs for locomotion, object manipulation, and gestures.

The insects can even arrange themselves to simulate humanoid speech (with crowds of creatures forming bellows, larynx, and mouth) and eating (using a mouth and one large stomach chamber to chew and retain food respectively). In its nebulous form, the hive feeds by engulfing its food; those insects not in immediate contact circulate with other, sated members of the hive, or rely on bugs who function as nutrient-delivery couriers. To preserve the illusion of any

humanoid form the hive assumes, it consumes food through a mouth, with nutrients carried from the stomach to other body parts via insect workers.

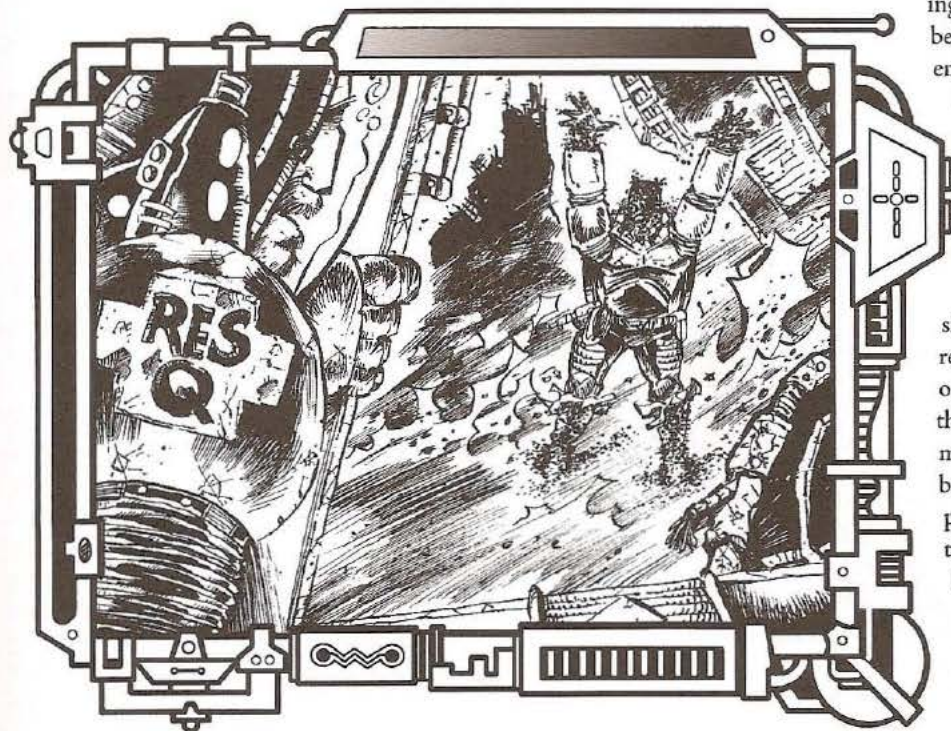
Although the hive as a whole has no respiratory system, the composite insects still need the standard air mixture and pressure required to sustain most humanoid life. In this sense, a Cree-va can die of asphyxiation. Since all members of the hive link through a central "mind," they can still feel pain and sustain damage much like normal creatures, though they can rotate between active and inactive insects to essentially enable a form of damage resistance. Individual insects quickly die off if separated from the hive by more than three meters, so dissipating into a fleeing swarm isn't a viable retreat option in the face of attack. If a Cree-va must flee, and is willing to sacrifice any illusion of impersonating a humanoid form, it uses its elastic properties to slip away through cracks or into other spaces inaccessible to its pursuers.

Cree-va are very self-conscious of their physical appearance. They have an innate understanding that their amorphous form and their ability to change shape instills fear and suspicion in others. Cree-va take great pains to remain out of sight of strangers until they attain a firm grasp of their body type and functions, basic language ability, and typical behaviors.

Hive members share a collective intelligence equivalent to that of many other sentient species. They can understand most behaviors they observe, extrapolate how they relate, and manipulate their communal body to mimic them and use them to their advantage. Upon initially studying a new humanoid form, a Cree-va experiments constituting similar limbs and body shapes, then practices mimicking movements. It may attempt to acquire acceptable accoutrements (clothing, weapons, accessories, personal belongings) before making its presence known as a viable copy of the humanoid lifeform it's examined.

With time, a Cree-va can tailor its appearance to look like a generic specimen of a particular species or even a close replica of an individual.

Nobody knows how long a single Cree-va lives or whether it reproduces youngling-hives. Obviously individual insect members of the hive die off and spawn replacements for regular growth and healing, but the whole never reaches a size nor possess the knowledge to reproduce through fission. Upon death, the life force holding the hive together departs, and the illusion of a body dissolves into a dust composed of the desiccated bodies of millions of tiny insects.



Accessing: D6 Space Aliens.1 > Hypersapient
Notes: Tip to foil suspected Cree-va ...

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Known History

The Cree-va do not exist as a cohesive species or government, so their presence in the galaxy often falls under anomalous encounters that rarely make sense unless far-sighted individuals put together many seemingly disparate pieces. They have no awareness that others like them even exist, each individual believing it's a unique lifeform with elastic, shapechanging properties.

To date nobody has compiled a "history" of odd appearances, disappearances, and other events related to these aliens, usually because few people ever realize a Cree-va they encounter is anything but the humanoid species it impersonates; fewer still see a Cree-va's true, amorphous hive-form.

Few definitively know this alien's true nature and ancient past. Only far-flung pieces of evidence — inscriptions in lost temples, arcane tomes hidden in vast libraries, cryptic verses of mythic poetry, and tales related by shriveled aliens as old as the universe — hint at their primeval origins.

The handful of scholars, scientists, and explorers who have any clue about the Cree-va's existence believe no more than 50 of the distant, lonely aliens probably survive in the entire universe. They were once a more populous species or parts of an individual entity that some powerful and judicial interdimensional entity dispersed and exiled to the desolate corners of the universe as punishment for some heinous crime, no doubt perpetrated through their shapeshifting abilities. Their sentence presumably included having their collective memory wiped of information about their own species and those inhabiting the rest of the galaxy, as displayed through their general innocence and urge to learn about others.

Some might lie dormant in sealed prison vaults meant to incarcerate them for eons. Others wander in exile on planets void of intelligent life, seeking some meaning to their own existence until they stumble upon interstellar visitors (smugglers, explorers, merchants, military expeditions) by sheer happenstance. Nobody knows if any Cree-va have ever met any of their own kind, though some surmise that should this ever occur, they might exponentially increase their collective knowledge and their overall understanding of galactic society.

Mode of Operation

Before an often accidental first contact with outsiders, Cree-va live lonely existences unaware that any other beings possess their abilities. They subsist on food materials found in their habitat, find shelter when necessary, and explore their surroundings for any signs of sentient life or a means of escaping their planetary prison. Because they do not have any examples of humanoid life to emulate, they constantly vary their nebulous shape to best suit their current activity: a Cree-va hive engulfs food, stretches to reach normally inaccessible shelter, and bounds along like a bouncing spore ball to efficiently traverse distances.

When a solitary Cree-va notices humanoid lifeforms in its environment, something sparks in its collective hive mind and it gains an inexplicable urge to learn everything it can about this new species and copy it in every way. At first, it watches

Log Entry 102-F-0903-C > "Bob"

That encounter with the patrol cruiser severely damaged *Nelly's Outrunner*, so we put down on Sarrak's Rock, a pretty bleak planet masked from the major space lanes by the Goran Nebula. After about two days working on exterior engine and hull repairs this fellow appears out of nowhere. Walks buck naked from behind some rocks. No cover anywhere; just struts out like he'd always been there.

We all drew blasters, since the ship's databanks said this rock harbored no indigenous, sentient life. Fidelio asks what he wants. "Can you hand me a spanner and a can of sealant?" the stranger replies. The guy looked goofy, like he was born yesterday. Didn't have any name, no ID, spoke in rudimentary sentences; we figured he'd fit in with the rest of the crew.

We couldn't go around calling him "that guy" all the time, so we just named him Bob. Seemed to suit him, since he grinned ridiculously every time we said it.

By the time we had *Nelly's Outrunner* back in shape he was just as savvy and likable as any other easygoing smuggler. He spent way too much time talking with Fidelio, helping him with internal repairs (and reaching some components way back in the engineering spaces), talking about our latest cargo run, and learning some of the worst jokes in the galaxy. After a few days, he even began looking a bit more like Fidelio.

We made port at Jaskar after a week, swapped the cargo, collected our fee, and spent a night enjoying our spoils in town. Next morning, Bob and Fidelio are gone; they don't show up, and we can't afford to wait, so we blast off for the run to Kelleraan without them. Too bad: we need a good mechanic like Fidelio, and we were really growing fond of Bob.

from a distance, gradually creeping closer in its amorphous form without giving itself away. In secret, it attempts to mimic everything about its subject: outward appearance, movement, speech, behavior.

Depending on its circumstances — especially whether or not it intrinsically trusts those it intends to contact — a Cree-va may try collecting articles of clothing, accessories, gear, and personal possessions to enable it to better pass for a humanoid being (ostensibly one "stranded" on the planet by a strange and often inexplicable series of events). Sometime overly trusting Cree-va simply make first contact as a stark naked humanoid lifeform mimicking the body type of one of its subjects, though it initially takes care to avoid exact duplication lest it arouse suspicion.

When it feels confident enough, the Cree-va reveals itself in whatever way it feels would enable it to leave the planet and still gain information from its subjects. Sometimes it simply stows away on a ship, slipping aboard in nebulous form and hiding in inaccessible places from which it can still observe the crew. Most times, however, the alien tests its shapechanging abilities and the knowledge it's gained about the species under examination. Taking the form of one species represented among those it encountered, the Cree-va attempts to integrate itself among the group. Whether naked or clothed, it offers the

Accessing: D6 Space Aliens.1 > Hypersapients
Notes: Devise password formula ...

appearance of one who was lost or stranded in the area. Initially the alien displays an almost childlike innocence as it practices acquired gestures. Many refrain from speaking at first, using this opening contact to more closely study speech patterns and syntax. Eventually the Cree-va opens up, befriending those it's encountered and bombarding them with questions to learn about their lives. After a few days of constant contact, a Cree-va gains sufficient information to fully pass itself as a member of the particular species it's studied.

Once integrated into society, Cree-va can virtually disappear among the masses. They avoid creating any close bonds lest their companions discover their secret and subject them to suspicion and prejudice. Many strike out on their own, exploring the galaxy, seeking others like themselves, and accumulating knowledge (and the ability to mimic) other humanoid lifeforms. Some adopt a particular form for years; though, if modeled on an individual they run the risk of acquaintances and associates mistaking the mimicking Cree-va for the real person. Others constantly change their appearance, either for security reasons (to change their identity to avoid detection) or for the simple amusement of observing and copying interesting individuals and species. A rare few remain with those with whom they made initial contact, people who have proven their trustworthiness and loyalty in preserving the Cree-va's life.

Although many Cree-va rejoice at their newfound freedom and companionship, they still find surviving in the civilized galaxy a difficult challenge. They have no wealth or assets, and have a fundamental problem understanding the concept of personal property (see "Technology," later in this section). They rely on the goodwill of others to provide them with food, accom-

modations, work, and transport. Occasionally Cree-va resort to using their amorphous form to reach items they require, though they take great care to make sure nobody observes their unnatural transformation from a known humanoid species to a nebulous, creeping blob. Few have the patience to work at a job to earn credits to buy life's necessities, a complex arrangement they fail to understand after eons away from society.

Throughout their lives, integrated Cree-va constantly strive to increase their knowledge of all aspects of humanoid life: language, behavior, technology, government, customs, politics, culture, history, and so on. They have no goal other than to become so fluent in these topics that they can plausibly impersonate members of those species and societies.

Technology

As a dispersed species whose members rarely learn of each other's existence, the Cree-va have no technology of their own. Like their morphed appearances, voices, movements, and mannerisms, they adopt devices used by the humanoids they observe and encounter.

They employ the same techniques used to gather information about the subjects they imitate to observe and understand technology. Hand a Cree-va a blaster, and it won't know what to do with it. If he witnesses a skirmish, however, he can grab a weapon and join in the next fray. Sometimes they learn from examining computer encyclopedia files and manuals for operating various pieces of equipment, but they absorb best by watching technology in action. Cree-va can learn how to operate and even repair most devices once they've had a chance to study a sample firsthand.

Technology forms the basis of many concepts Cree-va simply do not understand, among them personal property, theft, and warfare.

Personal Property: Their general innocence toward galactic society creates an impediment to comprehending the idea of personal property, and subsequently many laws protecting one's possessions. This manifests itself in behavior that civilized beings would consider kleptomania, but in fact represents a naive habit of assuming that property exists for the communal use of all members of society. Thus, a Cree-va masquerading as a Terran might walk off with someone's hand comp because he needs it, but he would just as easily set it down when he's finished using the device. It would "borrow" someone's private vehicle to travel to a destination and then leave it behind for someone else to use. Only after many years in civilized society do some Cree-va realize that each person has some special belongings (holos of family members, favorite gear, clothing), usually marked in some individual manner, with which they never part. The concept of working for wages to afford daily needs remains foreign, which allows them the opportunity to wander about, absorbing every aspect of a society, without worrying about spending time at a menial job or finding some form of income.

Genetech Research Order 771-AB-90

At the request of Genetech's supreme board and the Council of Six ruling the Starfield Confederacy, Research Division requests Material Acquisition obtain — at any cost — a living or deceased specimen of the elusive, shapeshifting alien codenamed "Mirror Bob."

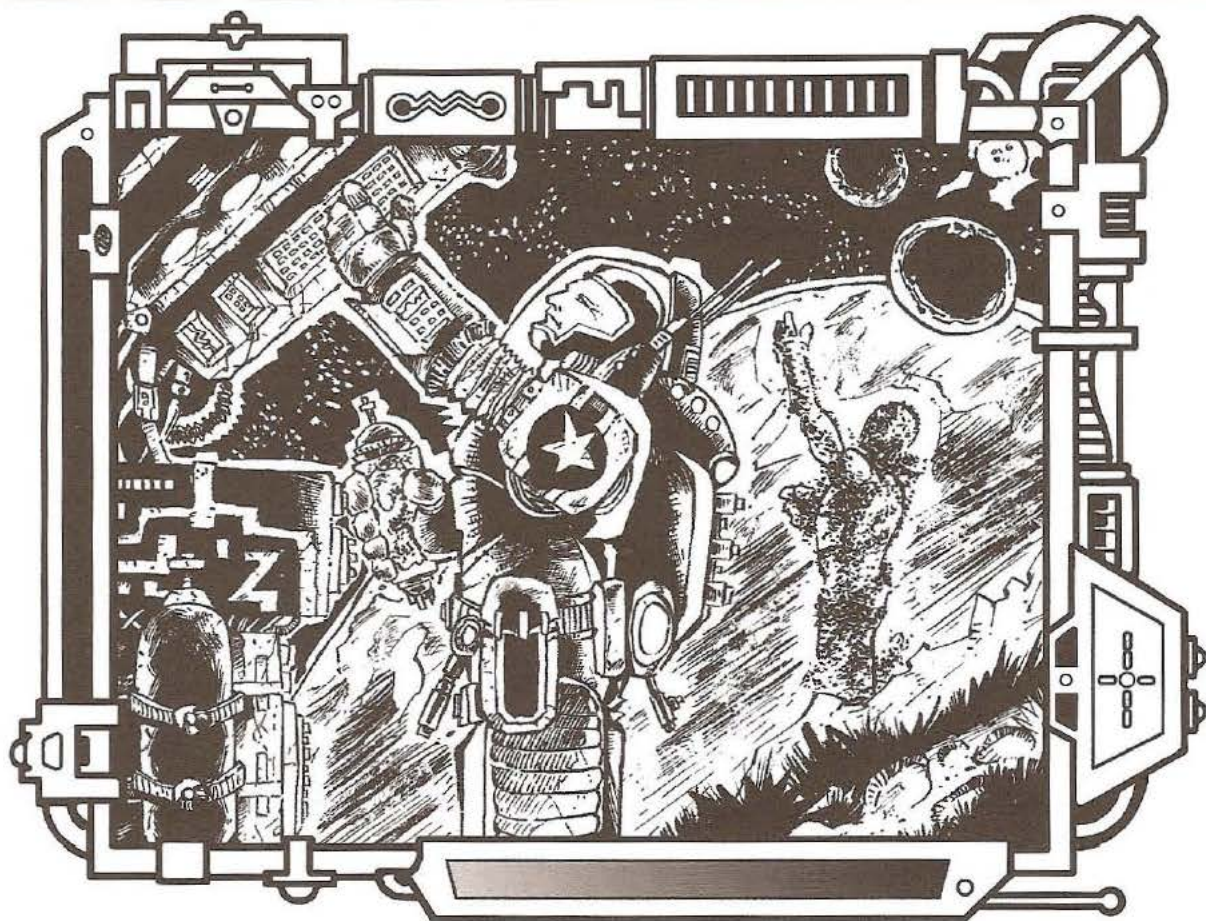
See attached file BOB-27CS for information on possible encounters and sightings of an alien with amazing abilities to morph its body into the form and, in some cases, the exact likeness of any humanoid. Official intelligence sources believe this doppelganger (or several similar creatures) is responsible for killing and assuming the identities of several individuals within the Starfield Confederacy and nearby territories. Pay particular attention to the brief but informative log entry from the captured smuggler vessel *Nelly's Outrunner*; the crewmember known as Fidelio was found dead two weeks later, though informers within the smuggler community claim they've since seen him alive on several occasions.

Acquisition agents should not allow themselves to lower their guard should they encounter these aliens in a seeming state of childlike innocence, ignorance, and dependence. Maintain suspicion of any alien displaying a grainy skin pattern and pebbly, stiff hair, or of those who slightly alter their appearance to more accurately imitate others. The supreme board has authorized suitable use of force, with the caveat that a retrieved specimen have the majority of its organic tissue undamaged. Research Division has authorized bonus pay for the agent or team that obtains a viable sample of "Bob," with double bonuses for a living specimen.

Accessing: D6 Space Aliens.1 > Hypersapient
Notes: Tell only to bioscanned crew.



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Theft: The few corrupt individuals who understand the alien's innocence (and sometimes even their elastic, shape-changing qualities) learn to manipulate them to their advantage. Criminals simply express their need to use an item in someone else's possession and a Cree-va — hoping to please potential associates — acquires it for them. This trick works particularly effectively for items about which Cree-va have gained very little familiarity. Unfortunately this and their perceived kleptomania often put them in trouble with the law. Understanding an innate danger in pursuit and incarceration (especially related to concealing their true nature), Cree-va use their morphing powers to their fullest potential in evading or escaping from anyone seeking to harm them.

Warfare: Cree-va understand the value of an individual life, since isolated individuals perceive themselves as the only specimen of their kind in the galaxy. They also cannot grasp the concept of going to war, or even killing someone, for material gain. Cree-va do not engage in combat unless threatened. To them, violence is only a means of self-defense, not a way to achieve goals. They believe if an object, resource, territory, or planet exists, everyone should have the opportunity to use it for their simple needs.

Typical Cree-va

Agility 3D+2; **dodge** 4D+2, **running** 4D+2, **sleight of hand** 5D+2

Mechanical 2D

Strength 3D; **climb/jump** 4D

Knowledge 3D+1; **survival** 5D+1

Perception 4D; **hide** 5D+2, **con** 6D, **investigation** 7D, **know-how** 7D

Technical 2D

Strength Damage: 2D

Move: 10

Fate Points: 2

Character Points: 5

Body Points: 19

Wound levels: 3

Disadvantages: Cultural Unfamiliarity (R3), unfamiliar with the cultures of most sentient species; Enemy (R3), hunted by government agencies for research purposes; Prejudice (R1), experiences discrimination from others suspicious of motives if identified as a shapeshifter; Quirk (R1), has a habit of picking up items assumed to be communal property; Quirk (R2), must conceal shapeshifting abilities

Advantages: none

Special Abilities: Attack Resistance: Physical (R1), hive physiology provides +1D to damage resistance totals against physical attacks; Elasticity (R1), gains +1D to *acrobatics*, *dodge*, or *sleight of hand* totals, and *con* totals when disguising its appearance; Quick Study (R6), for all attributes; Master of Disguise (R1), +5 to disguising attempts and +1D to interaction rolls related to being in that disguise; Shapeshifting (R6), can shift between the form of a blob and various humanoid shapes with Restricted (R3), does not redistribute attribute dice to match the new form

Accessing: D6 Space Aliens.1 > Hypersapients
Notes: Ask for changing password daily.

Accessing Hypersapient Species File

Electrone Swarming

The electrone drones are one of the most fearsome threats faced in the galaxy, mostly because none of the conventional rules of war apply. As far as the best sapient minds have been able to discern, they cannot be conquered, they cannot be appeased, they cannot be reasoned with, and they seemingly cannot be stopped.

Physical Appearance

The Electrone Swarming received their name after a small group of them were discovered on a world. The explorers emerged victorious after a brief battle, and the deceased specimens were brought back to the scout ship. Examination showed the creatures to be an amalgam of electronic and biological components; these were no mere cybernetic implants, but rather a full-fledged integration of the parts into the whole on the cellular level. Since the creatures seemed to be mindless creatures, they were given the name "electrone," short for "electrical drone."

A second visit to the planet revealed that these creatures were more common than thought, and another pitched battle resulted in the explorers fleeing. At this point, the creature's classification and name were changed to represent their large numbers, and they became known collectively as the "electrone swarm." Shortly after this first encounter, the full magnitude of the creatures' danger became clear; within a year, three worlds outlying from that system were overrun by electrone drones. Thus a new nomenclature was required; while electrone refers to one and swarm refers to many, the "electrone swarming" came to mean the entire threat these creatures pose.

The bodies of all electronic life combine organic and mechanical components in a way that baffles scientists; a wounded electrone is equally likely to spurt ichor, emit sparks, or do both at the same time. The typical electrone is a radial five-limbed creature, making it resemble an odd star; its appendages provide both mobility and a means of attack and manipulation. Although sizes vary considerably, the typical electrone is about one meter across. The greater threat, however, is the electrone generator, a "queen" of sorts. This being much more closely resembles a humanoid, in that it has a face, eyes, and mouth. However, the rest of its oversized grotesque body exists solely for the purpose of creating more of its brood. It's believed the generator cannot move on her own, so her lair is always surrounded by dozens or hundreds (or more) of electrone.

Known History

Almost nothing is known about the history of the electrone swarming. Experiments on what seem to be their combination brain/databanks have yielded only tantalizing clues that were probably copied over from successive generations. These fragments seem to indicate that the first electrone drones were made as a solution to a great threat of some kind. Their self-replicative nature allowed for them to continue working long after their opponents succumbed to the onslaught. Unfortunately, the fact that there doesn't seem to be any way of deactivating them (at least, not all of them all at once) means that they probably ran amok after defeating their foe, leading to the scourge that they are today.

If this story has any merit, it leads scholars to ask two disturbing questions. First, what alien species would be capable of creating a threat such as this; the combination of creativity, shortsightedness, and desperation required boggles xenobiologists' imaginations. Second, what threat could possibly be so great that even contemplating the creation of the electrone swarming seemed like a good idea ... and could this threat still be out there, somewhere?

Mode of Operation

In combat, an individual electrone attacks by entangling a victim in some way and using its bioelectrical nature to harm the victim. How it does this depends on the creature's reserves; if low on energy, it might drain it from the victim, and if flush with power, it might electrocute



Accessing: D6 Space Aliens.1 > Hypersapients
Notes: These aliens are the reason why ...

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79 instead. While not intelligent, per se, the creatures are cunning
80 and exhibit a tenacious creativity; choking, burying with heavy
81 objects, or suffocating are all possible means an elecdrone might
82 use to dispatch its opponent.

83 However, it is not one-on-one combat that most frightens
84 battle-hardened soldiers. Rather, the danger lies in their huge
85 numbers, capable of overwhelming even a seasoned fighter if
86 given a chance.

87 Although the nonqueen elecdrones are not terribly intel-
88 ligent, they have a surprising sophistication in their instinct
89 (or programming, depending on how one views them). If
90 there are more than 10 functioning elecdrones in an area, their
91 overriding command is to "swarm" — find all organic mobile
92 life forms and kill them. However, once they can no longer
93 detect at least 10 of their own kind functioning within their
94 immediate area (100 meters), their compulsions become more
95 complex and devious.

Food for Ants

96 The Sergeant staggered toward the front of the briefing
97 room; his artificial leg echoed with a plasti-metallic clang
98 on every other step.

99 "The General asked me to offer some insight into
100 what all y'all'll be facing on Planet H49341." His face
101 turned sad but expressionless for a moment, as if he
102 was suddenly haunted by the ghosts of several friends.
103 He continued. "Imagine opening your door and seeing
104 a large ant hill right outside your front step. Lacking all
105 sense, you decide to kick it, repeatedly. And it turns out
106 that this hill is filled with the biggest, meanest ants you've
107 ever seen. And you find yourself so stunned by this that
108 you can't move for a second, and so you get covered from
109 the waist down with these huge ants, all biting any piece
110 of exposed flesh they can find.

"Now imagine you fight back, as hard as you can.
And you eventually win; you kick this giant hill down
flat. And you stagger back indoors, your body a mass
of bites and coagulating blood and dead ant bodies still
sticking out of you from where their talons embedded
into your flesh.

"Now imagine that you spend an hour recovering, and
decide to go outside to survey your handiwork. So you
open your front door again. And, to your surprise, you see
— not only the first ant hill, as big as it ever was — but
nine others just like it, surrounding your home. And as
the ants in these hills — new and old alike — notice you
and start streaming toward you, you consider running, but
discover you can't because your legs are still on fire from
the pain of the first encounter. So they cover you whole,
and your last thought before you black out is knowing
that your body will feed these ants and form the basis of
a new anthill."

There was another uncomfortable silence before the
Sergeant continued. "Any questions?"

At between six and 10 elecdrones, their mode seems to be
"regroup"; members of the remaining party scatter and look for
others of their kind. If they discover any, they move toward their
area and join them. If they don't, they continue scattering further
and further, until additional programming takes hold.

At two to five elecdrones, their command set toggles to
"distract." In this mode, one elecdrone (the least damaged
one) is designated the "survivor" while the others serve to
distract it, giving their lives to any attackers to allow the other
to escape.

At one elecdrone, its overwhelming instinct is "repopulation."
If it still has a signal from the elecdrone generator, it seeks to
return to the "queen" to upload findings and information. If not,
it assumes it is alone and tries to repopulate the planet.

A lone elecdrone on a planet must become the elecdrone
generator, which requires the amassing of about 30 days' worth
of energy and resources (primarily minerals and immobile
food). Once it has done so, it looks for a secure location; this
is usually underground, although any place with significant
shelter and seclusion can work, such as a bombed-out office
building. Once there, it grows and assumes the form of an
elecdrone generator, where it churning out more drones. The
rest of its immobile existence will be in its lair; it acquires
nourishment by assimilating its brood into itself after they
have fed on the bioelectricity of organic life.

An elecdrone's sensors seem able to detect interstellar-
capable spacecraft nearby (again, within 100 meters). If one is
detected, and its regroup, distract, or repopulation program-
ming has not been activated, it seeks to become a stowaway
on this vessel, hoping to find a new world (or moon or space
station) to spread itself to.

The elecdrone queen has incredible transmission powers,
but they are only one-directional; thus she is able to issue com-
mands and information to her brood, but they cannot reply. This
transmitter can reach anywhere on a world but does not extend
to space. The elecdrone generator's only role in life is to keep
making more elecdrones — usually at the rate of one a minute,
although for one minute a day this production can be increased
to one elecdrone every five seconds if there is a need.

If the elecdrone generator has received information from
her brood (which is accomplished by their being reabsorbed
into her), she can alter her output accordingly. With this
information, she can also alter the offspring somewhat; for
example, if the elecdrone queen learns a large, armor-plated
species has landed on the planet, it might produce larger
elecdrones (to batter the defenses) or smaller opponents (to
squirm inside the armor), depending on what it determines
would be useful. The generator still seems limited to the same
mass of offspring, however, so (for example) in a day it might
make half as many double-sized elecdrones or four times as
many quarter-sized versions.

Elecdrone generators appear to be at least vaguely humanoid,
complete with the ability to carry on conversations in other
languages (if a generator has absorbed an elecdrone who bio-
electrocuted a victim). Nonetheless, they don't seem interested
in negotiating or working out a peace; rather, they prefer to
use their abilities to torment those who have breached their

inner lairs. Even so, this ability to communicate may prove useful at some point, especially if information about its origins or creators can be obtained from it. At present, there have been few willing to try.

Typical Elecdrone

Agility 5D: acrobatics 6D, brawling 6D, dodge 6D, running 6D

Mechanical 2D

Strength 3D+2: climb/jump: 4D+2, stamina 4D+2

Knowledge 1D+2: willpower 2D

Perception 3D+2: command 4D, search 5D, sneak 6D

Technical 1D

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 2

Body Points: 21

Wound levels: 3

Disadvantages: Achilles' Heel: Metabolic Difference (R3), requires bioelectricity from living organisms; Devotion (R3), to the elecdrone generator; Employed (R3), by the elecdrone generator

Advantages: Contacts (R4), the rest of the planet-bound elecdrone swarm, who will die for it under the right circumstances; Size: Small (R1), scale value 3

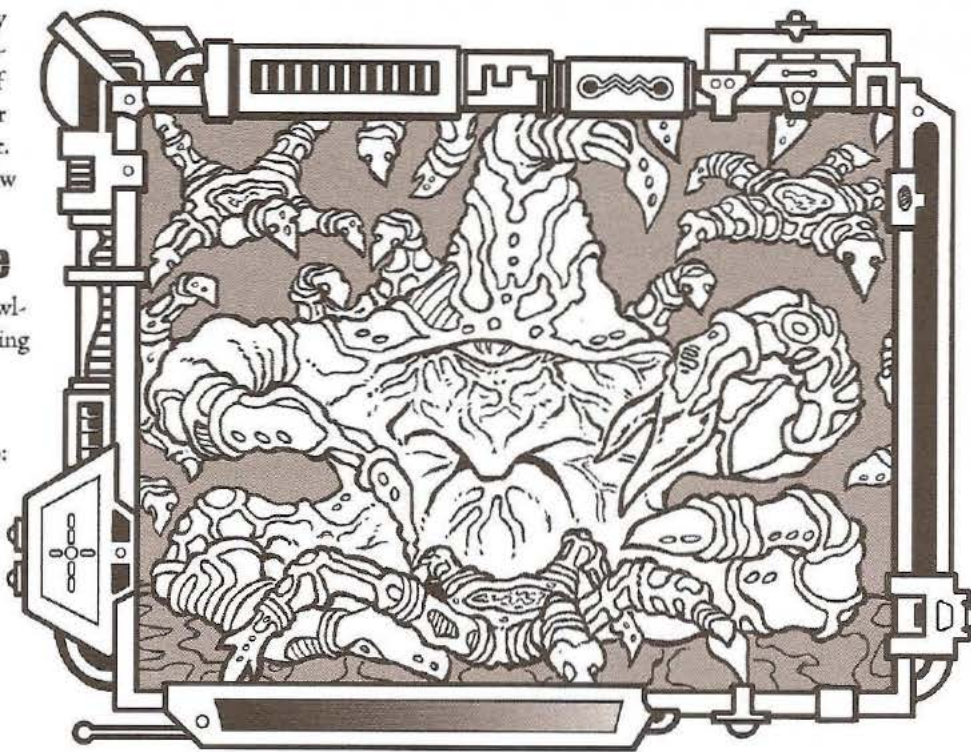
Special Abilities: Armor-Defeating Attack (R2), bioelectrical attack, negates up to +2D in armor, doesn't work against insulated or plastic armor; Attack Resistance: Mental (R4), +4D to mental harm; Extra Sense (R5), +5D to search checks to detect elecdrone within a 100-meter radius; Immunity (R4), +4D to Strength or stamina checks against illness or poison; Iron Will (R3), +3D to all willpower rolls and +6 to standard interaction difficulties against it; Life Drain (R2), for each four points an elecdrone attack succeeds by, it drains 6 Body Points or 1 Wound Level from the victim; Longevity (R1), with Additional Effect (R3), does not need to eat, breathe, or rest; Natural Hand-to-Hand Weapon: Bioelectrical Attack (R2), damage +2D

Note: The elecdrone may have other abilities as needed, such as low ranks of Flight or Skill Bonus.

Typical Elecdrone Generator

Agility 2D; dodge 4D

Mechanical 2D



Strength 3D

Knowledge 3D: languages: people killed by brood 5D; tactics 5D; willpower 6D

Perception 4D: command 6D

Technical 2D: medicine: brood-redesign 6D

Strength Damage: 2D

Move: 10

Fate Points: 1

Character Points: 10

Body Points: 19

Wound levels: 3

Disadvantages: Disadvantages: Achilles' Heel: Metabolic Difference (R3), requires bioelectricity from its own brood; Devotion (R3), to making new elecdrones and wiping out organic life; Employed (R3) by the elecdrone swarming; Hindrance (R4), cannot move

Advantages: Authority (R10), planet's elecdrones, who are created by and will die for the elecdrone generator; Size: Large (R1), scale value 3

Special Abilities: Attack Resistance: Mental (R4), +4D to mental harm; Extra Body Part: Broadcasting Ability (R1), with Additional Effect (R20) can alert any elecdrone on the planet to its status and desires; Immunity (R4), +4D to Strength or stamina checks against illness or poison; Iron Will (R3), +3D to all willpower rolls and +6 to standard interaction difficulties; Life Drain (R2), for each 4 points an elecdrone attack succeeds by, it drains 6 Body Points or 1 Wound Level from the victim, with Restricted (R2) only works on elecdrones; Longevity (R1), with Additional Effect (R3), does not need to eat, breathe, or rest

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Accessing: D6 Space Aliens.1 > Hypersapients
Notes: Driven off of their colony world.

Accessing Hypersapient Species File

Elnari

Across the known universe, countless resources have been spent to ease the fears of emperors and paupers alike as governments seek to protect their precious holdings from those who covet them. Their vast war machines purchased with the blood of the masses prowl through the silent void of interstellar space and stand as mobile monuments to the prowess of their masters' military might. Indeed, most would be foolish to challenge such formidable forces. The mere presence of these juggernauts stands as a bloodless preemptive strike aimed at the hearts of those who would conquer them.

Unfortunately for many would-be defenders, the battle has been already lost without a single volley from their devastating arsenal ever having been fired. Their stealthy conquerors have no need for armaments nor the ability to directly assault the fleets of their intended victims. The minute, marauding, parasitic creatures have found a far more insidious method of subtlety subduing their prey. Indeed, many of their victims fall before their power without even knowing they had come under attack. Such is the incredible power of the Elnari.

A Rise to Power

These creatures were once little more than an obscure link in the ecosystem of a minor, nearly forgotten world. In their natural environment, the Elnari managed to eke out an existence as mere bottom feeders who had not yet been mutated by fate. Sadly, like many of life's tragedies, the universe owes the rise of Elnari power to petty greed of thoughtless souls — in particular, the larcenous nature of unlicensed mineral hunters who cared little for proper decontamination protocols. After all, such things slowed down the pursuit of profit and kept them from feeding precious vices! Their haste would give birth to a terrible intergalactic terror.

Scientists have come to the conclusion that the Elnari originated in a small system on the edge of civilized space. Contact with their initial humanoid host triggered the creature's alpha mutation chain reaction and by the time their victims docked at the nearest starport, the Elnari had them firmly in their grasp. It was here, in this cesspool of humanity, that the creatures developed, multiplied, and searched for new hosts to infest. The emerging life form that spread out across the cosmos retained the hive mentality of their ancestors but could now partially rewrite sentient DNA.

Beginnings

All Elnari start their existence in the Scout form, a tiny worm known in some scientific circles as the base parasite form. These worms pass from the host in which they spawned into a fresh host by crawling out of the skin of one and burrowing into the skin of another. They travel through the body until they reach the brain stem. Getting to this point (which can take days or weeks, depending on where the parasite entered the body) is a

rush for the Elnari. It causes the host to lie dormant for about 48 hours as the parasite fights for control of the body, eliminating any physical and mental resistance of the host and killing any other Elnari within the organism. During this phase, the host creature may appear to have perished. On occasion, parasites have been accidentally put to death when their hosts' friends attempt to perform burial rituals on their fallen comrade.

Once at the brain stem, the parasite attempts to dominate its prey. If the victim fails to resist, the parasite begins to alter their DNA to suit the purposes of the hive and the initial mutation begins. Hosted Scouts who fail to take over their victims perish in three days. Their host bodies then isolates the invaders in benign cysts.

As only one Elnari may live in a host at a time, any Scouts who don't have a readily available target host quickly seek the nearest water supply, preferably one filled with bacteria and other nutritious "contaminants."

It takes one to six months for them to fully integrate themselves into the new body, during which time, the new host could move away from the birthing area.

These are the most free willed of their kind because the hive mind has yet to completely form and take hold of their consciousness. Thus, they have to rely on instinct to survive in key situations.

After they're well established in the body, a hive-mind begins to emerge among all of the Elnari in a one-kilometer area. Each scout begins to feel a desire to join the hive-mind and forsake their free will. Those who refuse the call of their species are called Aberrants. These creatures emerge as free-thinking fugitives who flee from their former comrades. The outcast abominations are hunted down by the remainder of their hive-serving brethren, who spare no effort to see to their destruction. The pursuit of the dangerous offshoots dominates the attention of the budding collective intellect of the local hive and further evolution beyond the Arcanix phase ceases until the flaw is removed from existence and the defect in their mutagenic plan has been thoroughly examined. Once the hive is assured that the flaw has been eradicated and will not replicate further, the evolution of their species resumes.

Arcanix Phase

Those who join the hive-mind are called the Arcanix. At this stage, the Elnari are fully integrated into their hosts and have begun to alter the bodies' DNA for the next mutation. They also gain access to their species' racial memories.

These creatures are tasked with finding a suitable home for the emerging hive and beginning its construction. It's not uncommon for several potential hive sites to be developed simultaneously, with the final one being chosen during the development process. This is done to give the intruders the best chance for surviving planetary resistance and to lay groundwork for expanding the hive mind. The Arcanix phase may take up to a year to complete, and alternate hive locations that survive

Accessing: D6 Space Aliens.1 > Hypersapient
Notes: Watch for increased appetite.

are later developed as part of the hive network. This is a crucial step in the parasites' world-domination agenda.

Ravager Phase

Once the hive locations have been started, nearly all of the Elnari Arcanix experience their final mutation as their hosts undergo drastic changes. The end result is a creature with fantastic strength that can readily resist damage. These minions of the hive-mind are known as Ravagers. The hulking dreadnaughts are utilized to complete the hive's construction and defend their homes. Once construction is completed, they may be mobilized to crush local resistance or be deployed as the hive sees fit.

A fraction of the Arcanix do not survive the transformation, and they perish before becoming Ravagers. The fallen are eaten by the new Ravagers.

Hive Wardens

As the hive nears completion, it finally becomes time for the parasites to come fully into power. One of the remaining Arcanix rises above their brethren to fulfill a higher calling. This special Elnari assumes responsibility for the hive once their creature's final eight-month metamorphosis is complete by becoming the Hive Warden. The emergence of the dominant Elnari often seals the doom of the original population of their

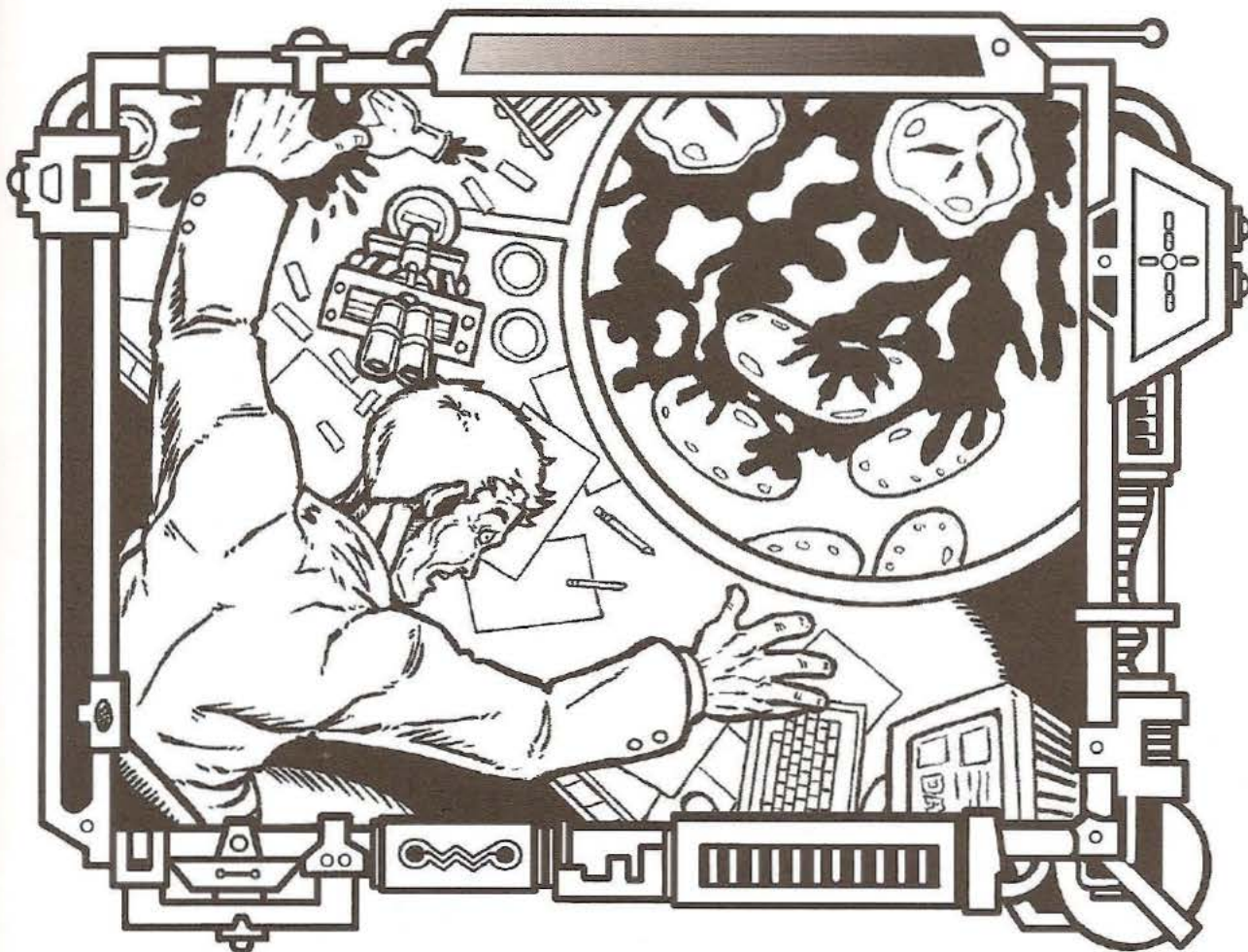
chosen world because these creatures are a font for future Elnari generations. They are attended by the remaining Arcanix and the Ravagers, who assist with birthing operations by bringing new victims for implantation. The Hive Wardens also serve as a conduit that links the central hive with the alternate sites to coordinate planetary domination.

Care and Feeding

The feeding requirements of the Elnari vary depending on their current form. Those who are without a host revert to the instincts of their species. They sift nutrients from their chosen world's waterways and survive as scavengers. Hosted Scouts eat whatever their victims prefer, but in greater quantities than normal. Arcanix and Hive Wardens are omnivorous foragers who draw nourishment from all forms of organic matter as they build the needed energy to spark their next mutagenic phase or create new life. Ravagers subsist solely upon fresh meat, and small herds of fast-breeding animals (and sometimes sentient beings) have been found in sundered hives. These hapless creatures are kept parasite free because they are destined to serve as cattle for the voracious Ravagers.

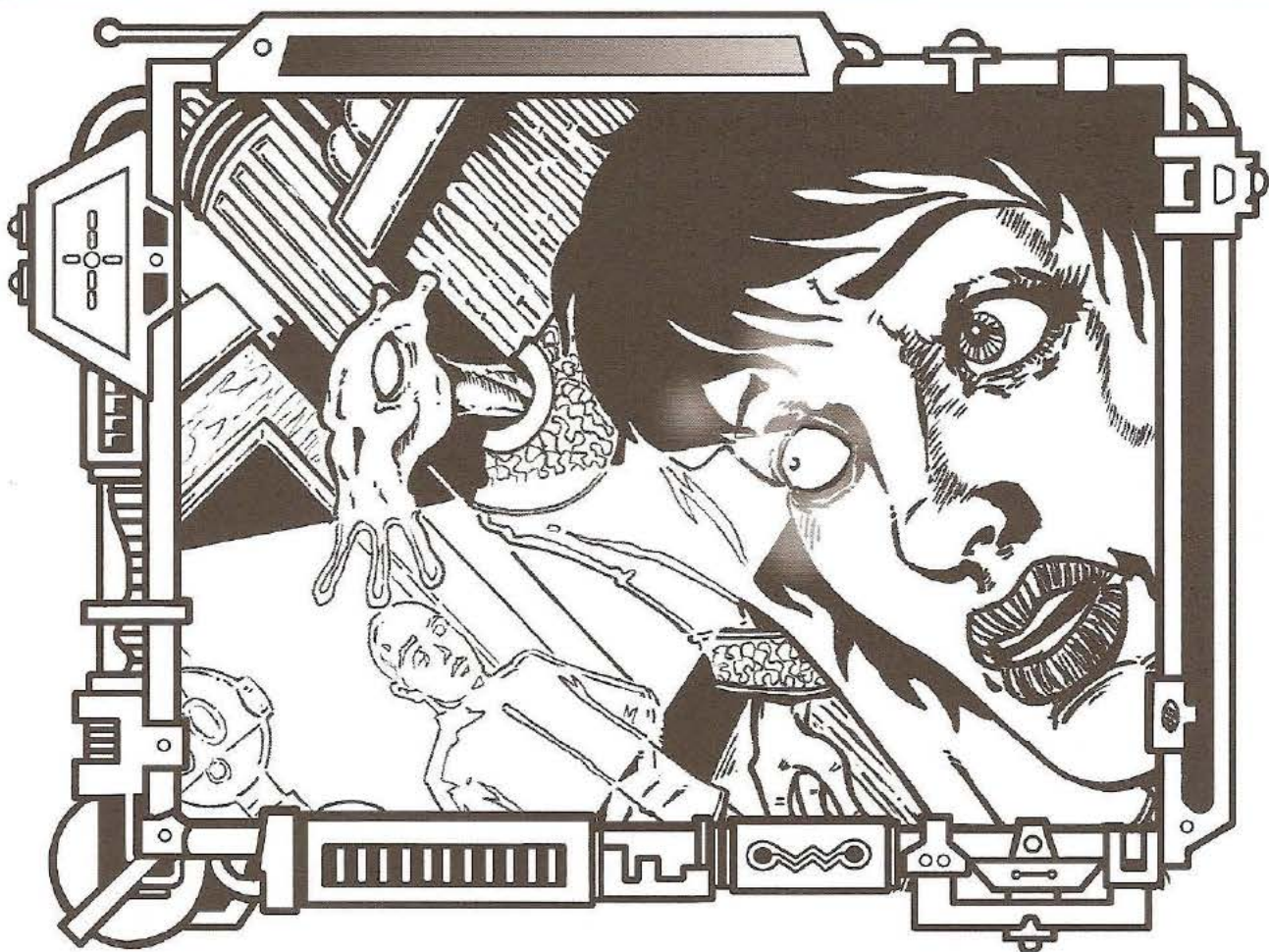
Weaknesses

Fortunately, the parasites have severe weaknesses. Survivors of Elnari infestations have found that all varieties of



Accessing: D6 Space Aliens.1 > Hypersapient
Notes: Take blood samples personally.

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the invaders appear to be susceptible to sonic attacks. There are other weaknesses, but they vary depending upon which type of creature one is facing. Arcanix have difficulty resisting metaphysical blasts, Ravagers give pause when acidic weaponry is used against them, and the Hive Wardens seem to fear cold-based attacks. A parasite can be ousted from the Scout form with sufficiently deadly sonic attacks.

Only at the Scout or Aberrant stage is there any hope for survival of the host. Due to their small size, doctors must use cellular imaging or telepathic probing to ensure the eradication process has been successful. Unfortunately, not every locale is equipped to facilitate such testing, and many host victims that could be saved by the gifts of science are needlessly put to death.

Plot Ideas

As can be expected, whole campaigns can be centered around the Elnari. Heroes could find evidence of alien's arrival on their world through extreme or subtle means. They could stumble across a hosted Scout who has just arrived upon their planet, be viewed as a threat to be eliminated by an Arcanix, or find themselves trying to repel a Ravager assault. Arcanix may be in positions of power or great importance, such as a military general, charismatic figurehead, or national ruler.

An Elnari Aberrant might also seek them out to enlist their aid to repel their brethren in a desperate bid for freedom. The characters could also become embroiled in an interstellar conflict when aliens who have encountered Elnari hosts have come to their world to exterminate all life.

Experienced players may choose to play Elnari Aberrants if this would not be something that would unbalance the group. Such heroes would spend a good deal of their time attempting to move under the radar of Scouts, who relentlessly search for them.

Typical Elnari Unhosted Scout

Agility 5D; brawling 5D+2, dodge 5D+1

Strength 1D; stamina 2D, swim 3D

Mechanical 1D

Knowledge 2D; survival 3D, willpower 5D

Perception 5D; hide 8D, search 5D+1, sneak 7D

Technical 0D

Strength Damage: 1D

Move: 2

Fate Points: 0

Character Points: 0

Accessing: D6 Space Aliens.1 > Hypersapients
Notes: Toss refusing crew in brig.

Body Points: 13

Wound Levels: 3

Natural Abilities: burrowing (through organic matter only; does no damage outside of a small scratch); possession (once inside a sentient being, will try to take over the host body with a contested *willpower* roll; failure on the host's part means that the parasite has control of the body and becomes a hosted Scout); infravision (negates up to 4 points of modifiers for dim or dark conditions) breathes water; may not reproduce unless take a host; small size (scale value 15)

Elnari Hosted Scout/Aberrant Package

An Elnari-possessed being gains the following characteristics (while retaining the host's attributes, skills, and other aspects):

Disadvantages: Achilles' Heel (R4), must eat a full meal every two hours or lose 6 Body Points or one Wound level

Advantages: none

Special Abilities: Accelerated Healing (R2), +2D to natural healing attempts; Immunity (R3), +3D to *Strength* or *stamina* checks against illness or poison; Infravision (R2), negates up to 4 points of modifiers for dim or dark conditions; Iron Will (R2), +2D to all *willpower* rolls and +6 to standard interaction difficulties; Longevity (R1). All Special Abilities have Burn-out (R3), parasite dies and host loses all Elnari-added Disadvantages and Special Abilities when exposed to a sonic attack with damage equal to the host's *Strength* — host takes half of sonic attack as damage

Note that takes a Difficult *willpower* roll to resist linking to the hive-mind and becoming an Arcanix. Scouts may not reproduce.

Elnari Arcanix Package

An Elnari hosted Scout transformed into an Arcanix substitutes the following characteristics for the ones gained in the Scout form:

Disadvantages: Achilles' Heel (R3), take +3D additional damage from *Metaphysics* attacks; Achilles' Heel (R3), take +3D additional damage from sonic attacks; Achilles' Heel (R4), must eat a full meal every two hours or lose 6 Body Points or one Wound level; Devotion (R3), to survival of hive

Advantages: Contacts (R3), hive

Special Abilities: Accelerated Healing (R2), +2D to natural healing attempts; Immunity (R3), +3D to *Strength* or *stamina* checks against illness or poison; Infravision (R2), negates up to 4 points of modifiers for dim or dark conditions; Iron Will (R2), +2D to all *willpower* rolls and +6 to standard interaction difficulties; Longevity (R1); Omnivorous (R1); Uncanny Aptitude: Racial Memories (R3), +9 to *Knowledge*-related and *know-how* skill totals related to memories of previous Hive Wardens in lineage

Note that at this phase, the parasite cannot be removed. Arcanix may not reproduce. After one year, the character makes

a Difficult *willpower* roll. Those who fail become Ravagers; those who succeed remain Arcanix.

Elnari Ravager Package

An Elnari Arcanix transformed into a Ravager substitutes the following characteristics for the ones gained in the Arcanix form:

Disadvantages: Achilles' Heel (R3), take +3D additional damage from acid attacks; Achilles' Heel (R3), take +3D additional damage from sonic attacks; Achilles' Heel (R4), must eat a full meal every two hours or lose 6 Body Points or one Wound level; Devotion (R3), to survival of hive; Employed (R3), to hive

Advantages: Size: Large (R1), scale value 1; Contacts (R3), hive

Special Abilities: Increased Attribute: Strength (R9), +9 to related rolls, including natural healing, damage resistance, and Strength Damage; Infravision (R2), negates up to 4 points of modifiers for dim or dark conditions

Note that at this phase, the parasite cannot be removed. Ravagers may not reproduce. After the Arcanix initially becomes a Ravager, make a *stamina* roll against a difficulty of 18. Those who fail die and are eaten by the other new Ravagers.

Elnari Hive Warden

An Elnari Arcanix transformed into a Hive Warden substitutes the following characteristics for the ones gained in the Arcanix form:

Extranormal attribute gained: Metaphysics 1D: sense 9D

Disadvantages: Achilles' Heel (R3), take +3D additional damage when exposed to cold (below zero degrees Celsius) or cold attacks; Achilles' Heel (R3), take +3D additional damage from sonic attacks; Achilles' Heel (R4), must eat a full meal every two hours or lose 6 Body Points or one Wound level; Advantage Flaw (R2), cannot gain any other *Metaphysics* skills or use *Metaphysics* to influence other living beings or to control non-Elnari; Devotion (R3), to survival of hive

Advantages: Authority (R3), over hive; Contacts (R3), hive

Special Abilities: Accelerated Healing (R2), +2D to natural healing attempts; Immunity (R3), +3D to *Strength* or *stamina* checks against illness or poison; Infravision (R2), negates up to 4 points of modifiers for dim or dark conditions; Iron Will (R2), +2D to all *willpower* rolls and +6 to standard interaction difficulties; Longevity (R1); Omnivorous (R1); Uncanny Aptitude: Racial Memories (R3), +9 to *Knowledge*-related and *know-how* skill totals related to memories of previous Hive Wardens in lineage

Note that at this phase, the parasite cannot be removed. After eight months in this form, the Hive Warden reproduces. Arcanix bring new hosts for the larval parasites.

Accessing Hypersapient Species File

The Spool

They call themselves the Spool; although it is unknown if this name is singular or plural, xenobiologists use the name for both. When a Spool was asked for clarification about its name, the being calmly said, "We are the Spool, from which unwind the string of puppets." The contempt dripping from its voice perfectly matched the hubris in this explanation (if true); to the Spool, all other minds are merely playthings, toys to be used and abused at will. And, like a spoiled child with a toy, if one should break ... well, there are many more out there, waiting to be played with.

Physical appearance

A Spool looks mostly humanoid, with hairless bodies and pupilless eyes. Its head is disproportionately bigger when compared with other lifeforms, probably to better house its large brain. Skin coloration varies, although it always seems to have an unhealthy pale hue to it. They move with wide sweeping arcs and exaggerated gestures, as if they themselves were some kind of puppet. They generally wear an insufferable smirk. They seem to be genderless, although they are not.

Known History

The history of the Spool is unknown, primarily because they don't talk with anyone. However, xenobiologists have a solid theory, backed up by evidence. These scientists believe that the Spool were originally a scrawny race known as the S'ali, a species that was utterly dominated and subjugated by another race called the Hirvee. This race was physically and technologically superior to the S'ali, and for millennia, they felt the weight of the Hirvee's boot, driven to early graves through hard labor and menial tasks.

However, the S'ali had an ace in the hole, which took ages to bring to fruition. The S'ali had the ability to tap a metaphysical energy within the universe, one that the Hirvee could not even detect, let alone defend against. This power was incredibly weak and did itself not prove any asset to the S'ali. However, they engaged in an experiment, one that they hoped would save their world. In secret, trapped within in their gulags, they began a selective breeding process. The members of the S'ali most talented in harnessing this energy would mate with others thus skilled, and so would their resultant children do the same. According to the prophecy of a S'ali seer, the child born of the one-hundredth such selection would be the one to free them. This prophesied offspring became known to them as the Hundredth Generational.

Over the course of the next millennium, the S'ali continued this process in silence and secrecy. They knew that discovery would mean death for all involved, at the very least. Finally, the one-hundredth generation of such children were born; the first one, a little girl, was named Sp'ael — S'ali for "Hope." On her thirteenth birthday, she put her plan into motion — a

plan she kept hidden from even her parents. Tapping these new energies she found swelling within her, she compelled two of the guards within their prison camp to fight each other. They did so; and when other guards came to stop them, she compelled them also to fight each other. When they did so, she escaped the mayhem and went to the leaders. She forced them to launch strikes against their own kind, and soon the planet was aflame with the deaths of countless Hirvee.

Eventually a Hirvee with enough willpower to fight the effects of this girl's mind was able to alert his superiors in orbital space stations about the situation. These leaders, realizing the gravity of what they faced, used neutron bombs and worse to scourge the planet clean — the only remaining members of the Hirvee were those aboard the colony stations, and it seemed that the S'ali had been wiped clean as well. However, one ship escaped; aboard it were a little girl and her younger brothers and sisters. Sp'ael made those aboard the station to allow her to land.

The historical record for the Hirvee ends at that point.

There are no further mentions of the S'ali either, although it is supposed that these beings insinuated themselves among the stars, using the technology acquired from that ship and Hirvee. The rise of the S'ali and the death of the Hirvee was over a millennium ago.

The Ways of the Spool

The first mention of the "Spool" as a species appears several centuries ago. In this incident, one person identifying itself as "Spool" held sway over an entire star cruiser, turning the vessel into a sadistic nightmare. The ship was eventually blown apart by the race's imperial navy. Since that event, Spool sightings have cropped up from time to time — usually about once every 20 years or so, although in the past decade, they have become much more common (although still a very rare occurrence).

Xenobiologists and metaphysicists agree that the Spool are some kind of psychic puppet-masters. They have the ability to completely take over someone and subjugate that will to their own. This is the most blatant use of their ability.

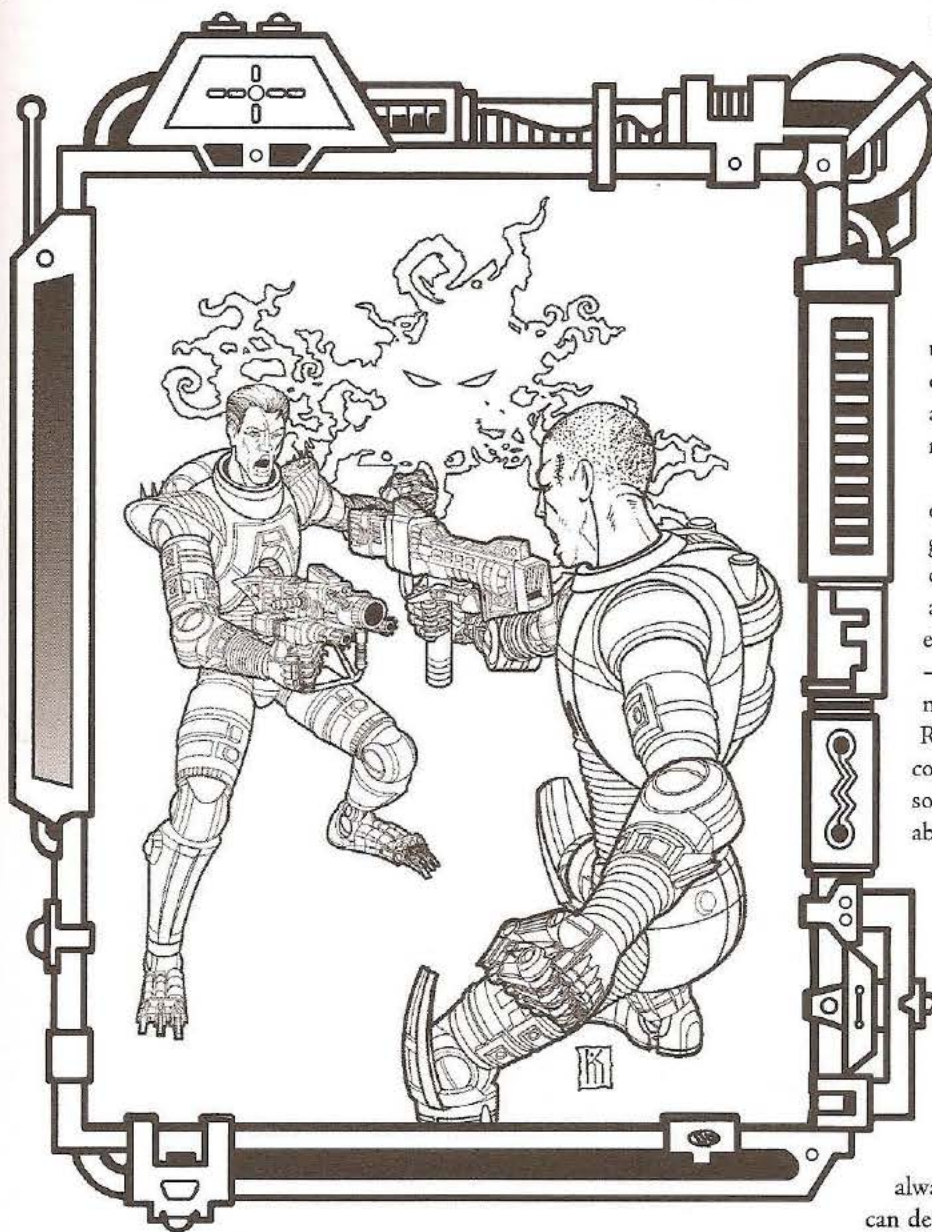
The less obvious utilization, and the one that the Spool currently use more often, is to subtly "push" their subjects to acting a certain way. This requires more effort on the part of the Spool, but it makes the resultant controlled being much more difficult to detect. Worse, such victims are completely unaware of such compulsions, and they believe the ideas were their own (although they can come to realize the truth if the puppet-masters' plots are revealed).

Finally, the Spool can also modify and erase the memories of their victims. They usually only do this in conjunction with

With Friends like These

The blaster felt warm in my clammy hands. Why was I so apprehensive? My new friend put it in perspective: I've always wanted to kill the Admiral. Now is the time.

Accessing: D6 Space Aliens.1 > Hypersapient
Notes: Oh boy! Another alien that ...



other puppeteering actions, but they might do so to pursue other long-term goals.

The Spool have other, lesser abilities, mostly because of the metaphysical energy source they tap. It is also possible for a Spool to improve these minor abilities; the prospect of a Spool with significantly different powers than typical gives pause to many interstellar law enforcement officials.

When acting against a new target, a Spool's first priority is to find an agent it can turn to its will quickly, who will help take the Spool to a place of safety; a Spool without any other agents is relatively weak and can easily succumb to normal damage. From this safe domain, the Spool will try to learn as much as it can about its chosen target environment, all the while maintaining contact with that initial thrall. The Spool might even ask the person to bring it information — blueprints, handheld computers, and other material that might prove useful.

During this time, the thrall is controlled using more subtle methods, lest the duplicity be discovered. "Of course it

makes perfect sense to get the station plans for you new friend; you want to do nice things for your friends, right?"

Once the Spool has a safe haven and at least one minion, it tries to "recruit" other members of its area, controlling them in the same subtle ways as the initial victim. After the Spool has enough victims under its control (usually about 10% or so of the total population of the area), it begins putting its plans in motion.

What these plans are depends on the individual Spool. The biggest goal most Spool have is to reproduce. The Spool do this by infusing a victim with a draft of their blood, either orally or injected. These victims — whom the Spool consider fortunate — aren't chosen haphazardly. Rather, only those with the greatest command of metaphysical powers are so "honored"; the Spool can use their abilities to sense such individuals. In

situations where a suitable victim is not available, someone with high intelligence is chosen instead.

This blood congeals in a cavity of the host body — usually in the abdomen — and eventually forms into a full-fledged (albeit smaller) member of the Spool. The entire process takes about a month, and the resultant eruption is almost

always fatal to the host. The parent Spool can determine who would make the most suitable host in an area using its own sensory

powers, and it often erases or alters the memories of the host to make it unwitting in its role until its too late. A Spool can make approximately one offspring every year or two.

This emphasis on reproduction stems from the Spool's idea of their collective destiny. The Spool are committed to the coming of the Two Hundredth Generational — the one-hundredth generation of offspring after their liberation. Although the exact time since the last Generational is unknown, scholars are deeply concerned; their calculations assume 20 years between generations and over a 1,000 years since the first Generational, meaning that the cosmos could be within a decade of an evolutionary threat that is as great a leap as the rise of the Spool was long ago.

Curiously, the power of the Spool reproduction doesn't seem to be intrinsic to themselves; rather, it seems somehow tied to their blood. There have been at least three cases of unsuspecting lab workers having come into contact with Spool hemoglobin and becoming infected. In one of the cases, the blood even

Accessing: D6 Space Aliens.1 > Hypersapients
Notes: Can take over people's minds!

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seemed able to remove the memory of the infection from the victim, resulting in a "sleeper" agent with little knowledge of the monster that lurked within her.

Beyond their quest for the Two Hundredth Generational, Spool appear to have few other quests or desires. They aren't especially organized, although small bands of them might unite if a city or colony looks too difficult to control individually. Their needs and desires are otherwise akin to other humanoids, regarding food, shelter, entertainment, and so on. Since they are accustomed to getting what they want, most of their pursuits are with an eye toward hedonism; they especially enjoy taxing their own abilities in new and interesting ways, such as having a group of victims fight each other to the death, or compelling a victim from a great distance to do something outrageous in front of a dumbfounded crowd.

They don't seem intent on galactic conquest so much as isolated pockets. Of course, they might be biding their time for such pursuits, waiting for the Two Hundredth Generational. And there is at least one record of a more altruistic Spool, who

organized the people of a slave camp to be able to overthrow their oppressors. Still, such high-minded members of the species would be rare, to say the least, and the parts of the galaxy who know of the existence of the Spool generally have a "shoot first, ask questions later, and pray they don't come back" attitude toward them.

The Enemy Within

The biggest problem with fighting the Spool is that there is no enemy to fight; indeed, it is quite possible that a victim doesn't even know she has been taken over by the Spool. However, there is one "ace" that sentient minds have in combating this threat: Each individual Spool has some kind of weakness that allows a person (or people) to break free from their hold for at least a few minutes at a time.

The difficulty in using this information is that the Spool's limitation varies from individual to individual; thus what works in fending off a Spool attack in one situation may not necessarily work in another. Some examples of their limitations include:

- > A type or class of person who is not vulnerable to attacks at all (such as women, members of one alien species, or the elderly)

- > An emotional state that allows someone to break free or remain unaffected (such as extreme emotions, devotion to a true love, or unexpected pain)

- > A physical stimulus that disrupts the Spool's control (such as exposure to bright sunlight, being submerged in water, or an oxygen-rich environment)

- > Medical conditions, either lacking something others have or vice versa, that makes the victim immune or provides them with a chance to break free (such as diabetes, an abundance of histamines in the blood, pregnancy, or undergoing treatment for chemotherapy)

Even with these limitations, however, a single Spool is still a formidable opponent, especially since it can be so difficult to determine what the weakness is. Scholars hesitate to guess at the number of victims the Spool have across the galaxy, partly because it's entirely possible that some worlds have been so subjugated that the rest of the interstellar community doesn't even know they exist. Regardless, they are



Accessing: D6 Space Aliens.1 > Hypersapients
Notes: Consider lobotomizing crew.

considered to be one of the greatest threats ever known, and all hints at Spool infestations are treated very seriously among civilizations that know of them.

The Spool have other weaknesses that can be turned against them. They are generally arrogant, and often believe their work to be unstoppable (unless they know their weakness has been exploited). In particular, once a Spool has taken over a mind, it almost never scans to make sure that its handiwork hasn't been overcome or thwarted. Furthermore, their physical forms are almost always weak; if control can be broken, it's usually relatively straightforward to reduce them to an unconscious state, where they are no longer able to rely on their abilities.

However, with the seemingly inevitable coming of the Two Hundredth Generational, all these limitations may evaporate into nothing ... along with the galaxy's chances for knowing their minds are truly free.

Typical Spool

Agility 2D: dodge 5D+2, running 4D+1

Mechanical 2D

Strength 1D

Knowledge 5D: intimidation 7D+1, scholar: psychology 8D, willpower 10D

Perception 5D: command 6D+2, persuasion 9D, search 6D, sneak 7D

Technical 2D: medicine: psychology 5D

Metaphysics 1D: channel 3D, sense 10D, transform 4D

Strength Damage: 1D

Move: 10

Fate Points: 2

Character Points: 10

Body Points: 13

Wound levels: 3

Disadvantages: Quirk (R3), megalomaniacal, feels the need to surround itself with unwavering followers

Advantages: Size: Small (R1), scale value 1

Special Abilities: Skill Bonus (R10), +30 to *sense* rolls, with Ability Loss (R1) requires sentient mind as a target and Ability Loss (R2) certain stimulus or conditions causes loss of this bonus and allows the victim a *willpower* check to break free for several minutes

Sample Manipulations

In addition to *mental shield*, *personal physical shield*, *detect life*, *influence*, *send thoughts*, and *ignore pain*, most Spool have displayed the following manipulations. Individual Spool may exhibit other metaphysical manifestations of power.

Influence Group

Skill Used: Sense

Difficulty: 26

Effect: *persuasion* 7D (14)

Target Size: Group (+5)

Range: Self (for effect) (0); Long (to target) (+7)

Duration: 2 rounds (+0)

With this manipulation, the Spool can impart a general desire to comply with its wishes to others, using a *persuasion* skill of 7D to do so. At its basic level, this ability requires the same compulsion to be imparted to all members of the group, such as, "You want to protect the beautiful large-brained bald being over there." However, a successful supplemental use of the *command* skill can allow the Spool to influence different members of the group in different ways, such as telling one half of a group, "You think it's hot in here and want to remove your clothing" and telling the other half, "Naked people make you homicidally furious." This subtle but powerful ability is limited only by the creativity and cruelty of the Spool. Throughout the use of this manipulation, the Spool's eyes glow; the hue depends on the broad emotion being sent (red for anger, blue for sadness, yellow for cowardice, and so on).

Command Group

Skill Used: Sense

Difficulty: 32

Effect: *command* 10D (20)

Target Size: Group (+5)

Range: Self (for effect) (0); Long (to target) (+7)

Duration: 2 rounds (+0)

For two rounds, the Spool can force its victims to do its bidding, using a *command* skill of 10D both to impart its directives and to coordinate their effectiveness. The Spool's eyes glow constantly when using this ability, with the intensity determined by the number commanded and the force of will necessary to influence them.

Alter Memories

Skill Used: Sense

Difficulty: 38

Effect: *persuasion* 6D (12), imperceptible (+24)

Target Size: Person (+2)

Range: Self (for effect) (0); Point Blank (to target) (+0)

Duration: 2 rounds (+0)

This subtle ability allows the Spool to erase or modify the memories of its victims, using a *persuasion* of 6D to do so. The target gets to make a *willpower* skill roll to resist this; if the Spool is successful, its result points determine the effect.

Result	Effect
0-4	Spool can erase one memory gained within the past minute
5-8	Spool can erase or make subtle alterations of one memory gained within the past day
7-11	Spool can erase, implant, or make radical alterations to any one memory of the victim
12-15	Spool can erase, rewrite, or fabricate memory of an entire encounter
16+	Spool can completely erase, rewrite, or fabricate the victim's entire memory

This effect is permanent, although they can be undone if a psychologist helps the victim by making a *medicine: psychology* roll that exceeds the Spool's original roll.



Accessing Hypersapient Species File

Thayarr

Legend has it the name "Thayarr" — which is both singular and plural — stems from one philosopher's observation about their nature in her native language: "They are to us as we are to nothing." Regardless of the veracity of this statement, the sentiment is entirely right; to a race such as Thayarr who count the stars themselves as home, the concerns and thoughts of planet-bound peoples are almost too trifling to consider.

Physical Appearance

When encountered, the Thayarr most often take on the appearance of the dominant humanoid race with which they are interacting. They prefer to retain a specific form for each race, so if the same Thayarr is met multiple times, it will resemble the same being. However, all evidence points to the Thayarr's natural form being an energy construct, given form and shape by force of will. The exact humanoid form an individual Thayarr will take depends on its mood; some opt for a plainly clothed — even naked — form, while others choose flamboyant or meaningful personae from the humanoids' past. They tend to adopt trappings or personae suiting how they perceive their roles; for example, a Thayarr who views itself as a scientist might adopt the appearance of one of the most famous scientists from their humanoids' past.

Although the Thayarr had genders before their transformation to energy beings, they claim to be beyond such frivolities anymore. Some outsiders aren't so sure; they point to the observation that Thayarr who assume humanoid forms always seem to choose the same or similar gender, if an analogous one exists for that species.

Names

Thayarr prefer epic-sounding names that convey a sense of their magnitude and interest. Thus, one Thayarr with an interest in light and temporal phenomena calls himself "c," while another who is studying sentients' first inklings of thought calls herself "Notion." This naming convention based around ideas has sometimes confounded those who encounter them, either by having a name that is a concept the race hasn't encountered or experienced yet, or by having a name with a potential for misunderstanding. (It took one stubborn-minded captain almost 20 minutes before he finally comprehended that the being he was addressing was named "Yes.")

Known History

The origins of the Thayarr are shrouded in mystery. An old race, they claim to be one of the first in the cosmos. Regardless of their origins, the Thayarr were not always the godlike beings of legend. They speak obliquely, if at all, of the Chrysalis — the point in their past when they stepped outside the shell of humanoid limitations and began anew as children of the stars. This process involved the dedication of the entire species and may have taken decades or even generations to bring to fruition. Their rebirth

process was not unique, and the Thayarr have hinted that they interestedly observe another civilization on the cusp of achieving their own Chrysalis ... although what "on the cusp" means to a race whose people live millennia is unclear.

The Thayarr's Chrysalis was not without its costs, and some Thayarr still speak wistfully of the loss of what they call "meatsense" — the sensations a physical body provides, which they claim cannot be fully replicated by their powers. The biggest and most long-reaching drawback to this rebirth, however, was what they call the Curse. Every Thayarr, without exception, has horrendous and continuous misfortune. This Curse defines their every moment, with any access of the "Thayarr Field" (what they call the source of their energy) proving possibly disruptive. Unfortunately, given the scope of the Thayarr's powers, their "probability distortions" can end up disastrous for more mundane life forms in the systems they visit. Equipment malfunctions on a global scale, solar flares, freak wormholes, incredible awkward coincidences, and the alteration of planetary tilts are all within the scope of the Curse. Even effects that are "impossible" for lesser life forms — all species in a radius spontaneously switching genders, or everyone gaining uncontrollable broadcast telepathy — are feasible, especially when the Thayarr is attempting something dynamic or unusual. However, minor effects — light bending in strange patterns, weird side effects from metaphysical manipulations, or echoes in the Thayarr's speech when in humanoid form — are also common.

Some humanoid scientists who have survived contact with the Thayarr believe the Curse to be natural extension of the Uncertainty Principle, where the act of observing a phenomenon affects the observed. This theory notes that the mere power level involved in Thayarr observations can cause wild fluctuations in the space-time continuum. When a Thayarr is presented with this theory, it generally smiles, looking at the scientist in the same way as one looks at a child who just discovered a number greater than three.

Birds, Bees, and Beings of Pure Energy

Thayarr reproduce by a process they call the Fission, in which 10% of all Thayarr must agree to the creation of a new "child," with one Thayarr — usually the being who proposed the Fission — serving as the "parent"; this collective channels its metaphysical energy into one massive manipulation, which divides off half of the parent's essence into a new being. The offspring is entirely "grown" and able to participate as a full Thayarr immediately, even though it will take many years or even decades for it — and the parent — to regenerate to its form. Although possessed of knowledge and understanding of its powers, the new Thayarr is essentially a "blank slate," free to form its own personality and mannerisms. The desire to reproduce does not drive Thayarr as it does other races, so all Thayarr thus produced are always the product of considerable

Accessing: D6 Space Aliens.1 > Hypersapient
Notes: Thayarr beamed us to a planet ...

contemplation and often negotiation, given the numbers needed to spawn one. Since the Thayarr are unaging and seemingly immortal, and since the Curse so often causes disruptions that affect other Thayarr's observations or experiments, the Fission usually only occurs when there is considerable need for a new form, such as when a new member's unbiased observations are required or when an extant Thayarr ceases to be, causing a loss of numbers.

Although death — as it consumes biological life forms — is unknown to the Thayarr, their existence can still come to an end. The most common means is when the Thayarr itself chooses to stop being; by refusing to tap the Thayarr Field, it will usually succumb to the ravages of space quickly or, if planet-bound, the needs of whatever biological form it assumes. The rarer means of a Thayarr's demise involve being caught in certain massive interstellar phenomena, such as a dual black hole or the birth of a supernova. Given the Thayarr's near-omniscience, however, some speculate that it's impossible for a Thayarr to be surprised by such events; being so caught is merely an alternate form of "suicide."

Roles

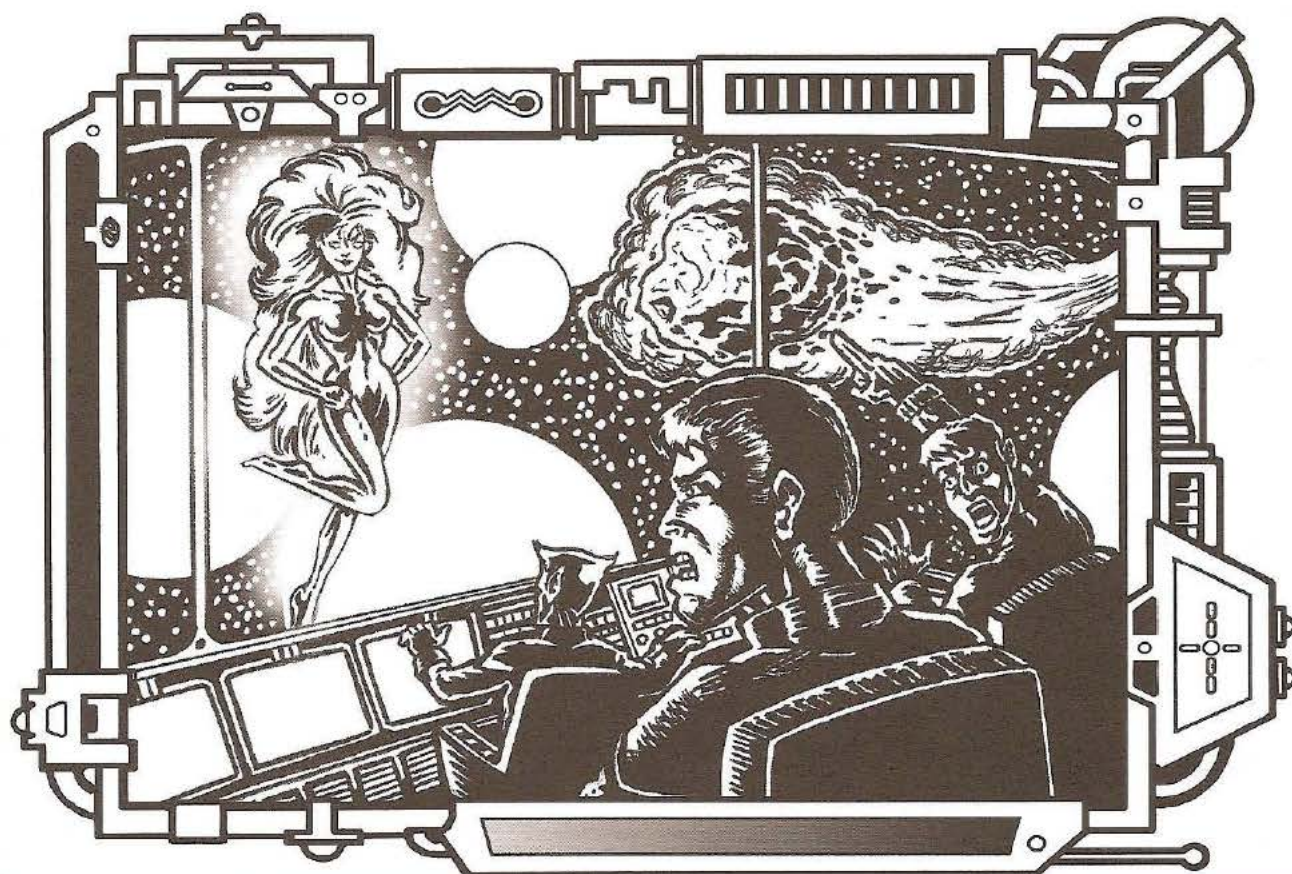
Most Thayarr opt for primarily scientific roles, seeking to expand their understanding of the cosmos. How this knowledge is gained, however, depends on the mindset of the individual Thayarr. Some take an active roll, seeing the effects of various cosmic phenomena such as sending a moon spiraling into a planet. Others take a passive roll, content to observe with a strict personal edict against interference. Still others dwell

somewhere in the middle of activity and passivity, opting to watch some happenings, offer subtle influence or advice on others, and interact more fully when it suits their whims.

Some Thayarr pick other goals, such as explorers probing the unknown corners of the universe, thrill-seekers pushing themselves to new limits, or overlords, tormenting solar systems like a spoiled child teases an ant farm. Although most Thayarr view overtly selfish uses of the Thayarr Field to be an aberration, there is a sizable faction within the Thayarr who view any use of their powers to be de facto permissible, since there is no authority to which the Thayarr answer beyond themselves. Regardless, the only "law" within Thayarr society is the Solitude: no Thayarr may use its powers against another Thayarr without its permission. Minor unknowing infractions — such as destroying a comet another Thayarr was studying — are punished by requiring favors of the transgressor to the wronged. Larger or willing infractions — such as intentionally disrupting another's experiment — are punished by exile from regions of space, the requirement to assume a humanoid form for a period, or other creative punishments. Judgments are meted out by a jury of summoned Thayarr — the first 12 beings who answer a call. A simple majority will suffice in most rulings, although a unanimous verdict is required to end a Thayarr's existence.

Motivations

For beings who left behind the limitations of humanoid life, the Thayarr certainly appear to have a fascination with it. Although many Thayarr concern themselves merely with cosmic phenomena, most of them seem to prefer to interact



Accessing: D6 Space Aliens.1 > Hypersapients
Notes: Full of furry things like Fluffy.

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91 with sentient beings. (Of course, some scholars note that
92 we may merely think they favor sentient life, since without
93 sentients, there is no one to report on the Thayarr's activity.)
94 Several Thayarr like to provide tests and challenges, which
95 usually revolve around some easily summed koan:

96 > "No matter how powerful you are, you don't know as
97 much as you think."

98 > "Sometimes the most wisdom that can be gleaned is
99 within one's own mind."

100 > "Death is a natural transitory state of life."

101 These lessons often seem cruel and pointless, at least to the
102 sentients. To prove that death is a transitory state, a Thayarr might
103 "kill" half the crew on a ship, observe the remainder's reactions
104 and emotional responses, and then bring the deceased back.
105 Or to show the crew of a ship that they are not as powerful as
106 they feel, they may teleport the vessel to be next to another ship
107 halfway across the galaxy ... one with vastly superior weapons.

108 How these lessons resolve is up to the individual Thayarr.
109 Some Thayarr seem content to let their subjects die, especially
110 if they do not arrive at the "correct" conclusion. Others are more
111 gentle and will restore everything back to as it was before, regard-
112 less of the enlightenment (or lack thereof) of the test subjects.
113 The purpose behind these lessons is unknown. There are two
114 working theories among more philosophical species. The first
115 is that the Thayarr are attempting to guide "lesser" beings to
116 some altered state — perhaps a raised awareness that is akin
117 to the Thayarr itself, or at least a precursor. The second theory
118 is that the Thayarr enjoy the enlightenment that comes from
119 watching others struggle; this premise posits that the Thayarr
120 would rather be the ones achieving additional insight, but at
121 their current state such is impossible. "Who can test those who
122 test?" one quick-thinking captain asked a Thayarr one time,
which caused him to disappear with a slight huff. (The third
view — that they just enjoy making sentients scurry like ants
— is too nihilistic to contemplate.)

Some scientists believe that the second, and perhaps greater,
motivation for the Thayarr's interaction with humanoids is that
they may somehow be instrumental in removing the Curse,
either from an individual Thayarr or from the entire species.
To that end, the Thayarr may request humanoids to turn over
an interesting object they have found, or report on a locale they
visited. There have even been accounts of humanoids being
asked to perform tasks, such as keeping an orbiting space station
safe for a week; whether these were tasks designed to help the
Thayarr in some way — or merely another of their tests that
the victims couldn't understand — is unknown.

Regardless, it seems that whatever force has instilled the
Curse has also ensured that the Thayarr are unable to remove it
themselves. Of course, whenever the subject of the curse arises,
humanoid philosophers often nervously ask one question:
Would removing the Curse make the Thayarr less obnoxious,
or is that the only force keeping their pride in check?

123 Powers

All the Thayarr's special abilities come from their access
of the Thayarr Field. Although they claim to be omnipotent,

they do seem to have some limits; it's unknown whether these
boundaries are real or self-imposed in some way. If they are truly
limitless in their power, perhaps they avoid doing certain things
because they know the risks associated with the Curse are too
great; the magnitude of the Curse does seem directly propor-
tional to the extent they are tapping the Thayarr Field.

The first limitation is that the Thayarr seem to be unable to
act beyond the scale or range of a star system. They prefer to
"fly" from system to system, although they often teleport within
a system. Likewise, they seem unable (or unwilling) to observe
anything outside of a systemwide scale, except for macro events.
Thus, if there is an interesting stellar phenomenon happening in
a system, the Thayarr favor being at least as close as a terrestrial
vessel studying the same phenomenon, if not closer.

Those scholars who propose that the scope of the Thayarr's
powers are self-limited have a few theories: Perhaps the Thayarr
are afraid they will "miss" seeing something interesting if they
merely teleport or act from afar. Perhaps the sensory abilities
of tapping the Thayarr Field differ greatly from their "normal"
senses, or perhaps they are afraid the Curse might distort their
findings, calling entire centuries of research into doubt.

The second limitation is that the Thayarr seem unable (or
unwilling) to modify the minds of a sentient being directly;
they do not cause someone to do something they are unwill-
ing to do. Thus, a Thayarr has never forced someone to kill
another or commit suicide. There are some ways around this
limitation; for example, the Thayarr may amplify everyone's
emotions tenfold, making someone who normally would not
act on murderous rage suddenly turn into a killer. (The Thayarr
might then argue that he was trying to prove a point about the
potential lurking beneath everyone's surface.)

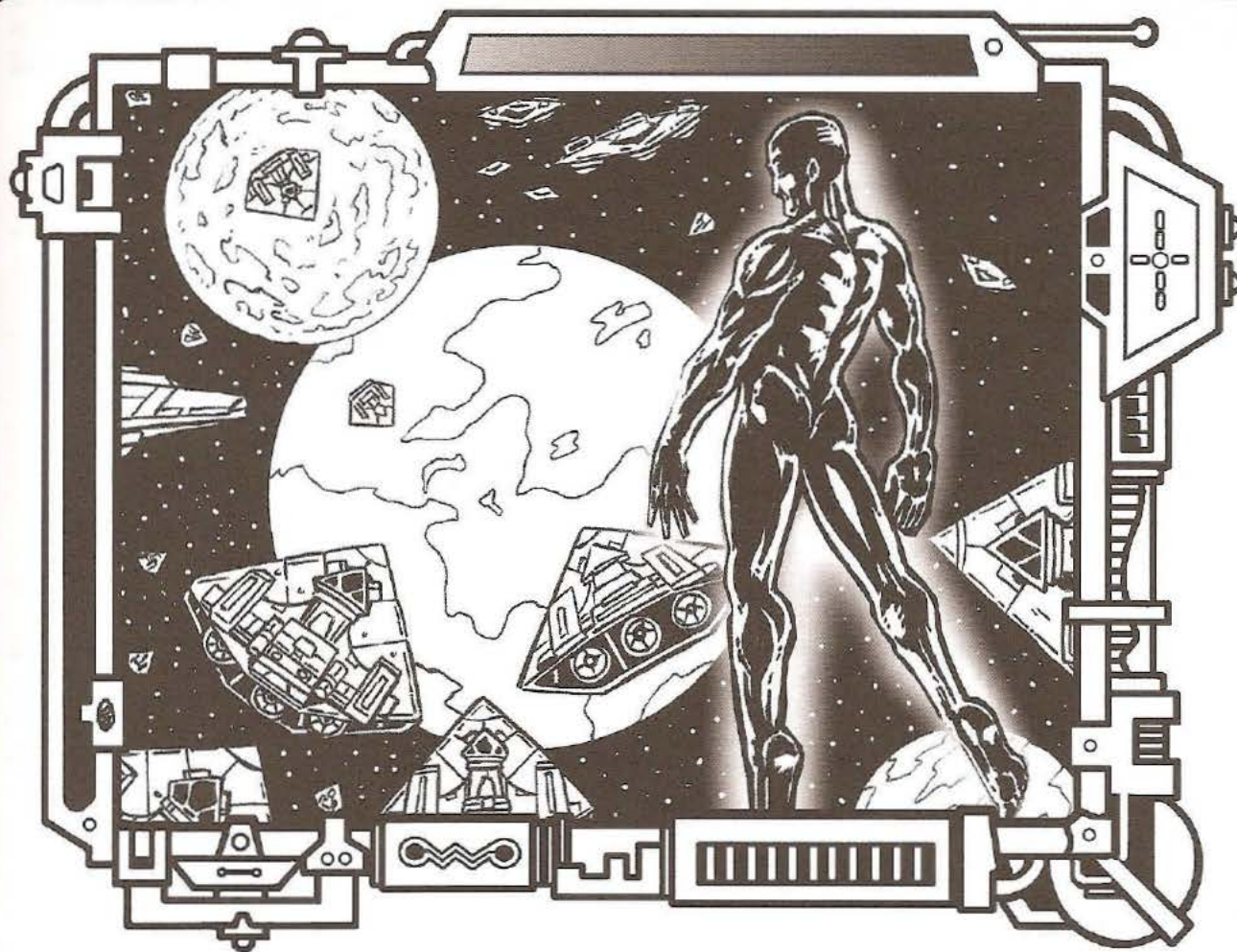
Third, the Thayarr seem to require concentration in much
the same way that sentient beings do. Hence, it's possible to
overwhelm a Thayarr with too many decisions or required
actions. The threshold seems to be about five simultaneous
activities or observations. Of course, five actions at a time for
a near-omnipotent being is still a lot.

Finally, the Thayarr seem unable to provide clear answers to
future events. They can offer excellent projections and guesses,
but it seems that's all they can do; they can still be surprised,
sometimes by physical phenomena but usually by sentient
actions and decisions. Perhaps this is another application of
the Uncertainty Principle, where tapping the Thayarr Field to
see the future will necessarily change it enough to make those
observations worthless.

Regardless of these limitations, the Thayarr are still one of
the most powerful, and dangerous, forces in the universe. Anyone
who encounters one of these beings should tread lightly.

Example Thayarr

Constant, a relatively young Thayarr, hypothesizes that
all creative processes in the universe — as in, those involving
the act of creating — can be boiled down to one irrational
number, which she calls "the ultimate constant." To that end,
Constant observes all manner of phenomena, ranging from
galactic formations to new species being born to sentients'



flirtations. She believes if she can discover this Constant, then it should be possible to work out an inverse, with which she will be able to rid the Thayarr of the Curse forever. As such, she is continually trying to boil down all interactions into one "truth" — preferably numerical. She tests her theories on various systems and species, leading one exasperated captain to call her "a Constant source of irritation."

Agility 2D (+10): flying/0-G 4D

Mechanical 2D (+10)

Strength 2D (+10): stamina 8D

Knowledge 4D+1 (+35): intimidation 5D, tactics 5D, willpower 7D

Perception 3D (+35): investigation 6D, search 6D

Technical 2D (+35)

Metaphysics 2D+2 (+100): channel 5D, sense 5D, transform 5D

Strength Damage: 1D (+10)

Move: 10

Fate Points: 10

Character Points: 20

Body Points: 34

Wound levels: 5

Disadvantages: Advantage Flaw (R2), maximum range for *Metaphysics* is System; Bad Luck (R4), bad things happen on a Critical Failure or a roll (not including pips or bonuses)

equal to or less than the die code of the skill; Quirk (R2), proud — Difficult *willpower* check to admit being wrong (do not include bonuses when making this check)

Advantages: none

Special Abilities: Atmospheric Tolerance (R1), with Additional Effect (R10), suffers no penalties in any atmosphere including void of space; Flight (R50), flying Move 1000, with Additional Effect (R10) can reach interstellar speeds outside of atmospheric conditions with a "drive rating" of 5; Increased Attribute: Agility, Mechanical, Strength (R10 each), +10 to related totals; Increased Attribute: Agility, Mechanical, Strength (R20 each), +20 to related totals, each with Singularity (R3), may only use one of this group of Increased Attribute each round; Increased Attribute: Knowledge, Perception, Technical (R35 each), +35 to related totals; Immortality (R1), can be killed by massive rare gravitational phenomena, with Additional Effect (R2) does not need to eat or drink; Increased Attribute: Metaphysics (R100), +100 to related totals

To represent a Thayarr that has been stripped of its access to the Thayarr Field (either voluntarily or through the actions of others), remove all Special Abilities and all Disadvantages except Quirk: Proud. They retain their ability to use *Metaphysics* as a natural part of who they were before they entered the Chrysalis. In addition, such a Thayarr would have no more than 1 Fate Point and 5 Character Points.

Accessing: DB Space Aliens.1 > Hypersapients
Notes: That Thayarr owes me a new crew.

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Random Creature Generation

The number of different kinds of creatures in the universe is almost infinite, but the number of pages in this book is not. When you need another creature to fill out your adventure and something in this book won't do, use this system to generate some random alien creatures.

You can either pick selections you want for your alien, or you can roll randomly them. Record your decisions on the "Creature Design Log" at the end of this chapter. There's also space on this log for writing down on any additional details for the new species.

This system is designed for making creatures of animal intelligence, and not terribly balanced ones at that. Gamemasters can also use it to make sentient races, but they will have to translate scale (if not zero), Move (if not 10), and natural abilities into Disadvantages, Advantages, and Special Abilities.

When you're asked to roll to determine a die code, roll the indicated number of dice and perform any math on the number that turns up. The final result is number of dice that the creatures has in the characteristic in question. **Example:** To determine the *Perception* attribute, roll 1D and divide by 2 (round up). Thus, if the result is 5, the creature has a *Perception* of 3D.

The *D6 Space Rulebook* offers some guidelines and questions for creating new aliens species. When you don't have the time to go through that process, but you need an alien immediately, use these tables to generate one in a few minutes.

Do not include the Wild Die when making rolls on these tables, unless otherwise specified.

Home Environment

This is general type of terrain in which the species evolved in. This will always be their preferred habitat and the one members of the species are best suited for, but it's possible that through equipment or chemicals, they can survive in other conditions. Roll 2D on this table.

Result	Environment
2	Aerial — the strata of a gas giant or a light-gravity world where nothing is rooted to the ground
3	Desert/tundra
4	Volcanic
5	Mountainous
6	Forest
7	Plains
8	Jungle
9	Wetlands
10	Ocean
11	Glacier
12	Exotic*

* Roll 2D on this table again, ignoring and rerolling the 12 result. The environment indicated is the basic style of the home terrain, but there's something unusual about it: between the stars, a forest of metal "trees," or an airless "desert" moon.

Basic Body Type

This is the basic physiological form that the new species has. The type and thickness of the outer covering (skin/fat, shell, chitin, hair, etc.) depends on the environment. The colder it is, the more heavily protected the internal organs are. Roll 2D on this table.

Result	Body Type
2	Plant
3	Soft invertebrate (worms, octopi, etc.)
4, 5	Mammal
6	Insect
7	Reptile, amphibian
8	Fish or fishlike
9	Shelled invertebrate (snails, clams, crabs, shrimp, etc.)
10	Avian or pseudo-avian (pseudo-avians appear as if they once had the ability to fly, but they now do not)
11	Artificial or inorganic (crystal, silicon, energy, gaseous, etc.)
12	Exotic*

* Roll twice on this table, rerolling if this result comes up again. The first result is how the creature appears on the outside. The second result is the actual physiology of the creature.

Feeding Habits

What a creature eats can have an effect on the being's outlook. Herbivores are generally more skittish, less aggressive, and have more defenses than the other types. Scavengers may look tough, but since they rely on others for the kill (whether animal or vegetable), they can be cowardly. Carnivores are often aggressive, because they have to work hard to get their food. Omnivores are the most adaptive of the four kinds of feeding habits, since they eat just about anything. Roll 1D on this table.

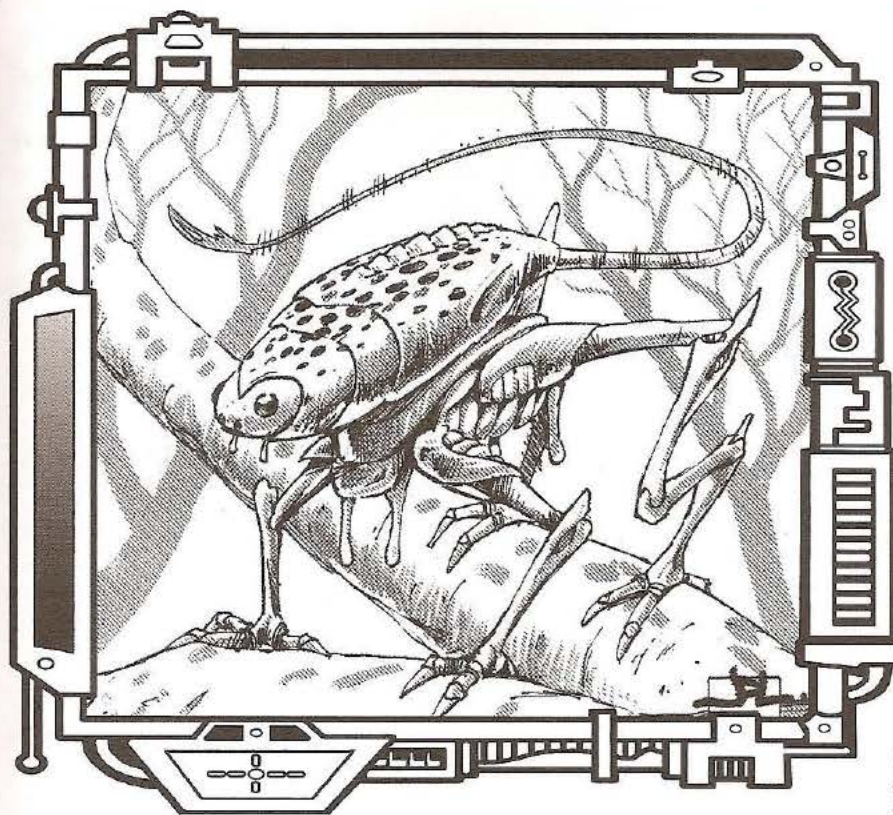
Result	Feeding Habits
1-2	Carnivore
3	Herbivore
4-5	Omnivore
6	Scavenger

Attributes

You can either assign values for each attribute, or you can decide them randomly. For each attribute, perform the action indicated to get the number of dice in that characteristic. If you'd like to include pips, roll 1D and divide by 3, rounding down, to figure out how many to include. The results will be 0, +1, or +2.

For sentient beings, instead of using this chart, roll 1D and subtract 1 for results of 2 or more to determine the number of dice in the attribute.

Accessing: D6 Space Aliens.1 > Random Notes: Challenging Thayarr was bad idea.



Agility: 1D

Mechanical: 1D/3, round down (a value of 0D is possible).

Strength: 1D

Knowledge: 1D/2, round up

Perception: 1D/2, round up

Technical: 0D (most nonsentient creatures do not have this attribute)

To figure out the Strength Damage, divide the number in front of the "D" in *Strength* and round up. This is the die code in Strength Damage.

Skills

Instead of randomly generating skills, go through the list and select ones that are most appropriate for the creature and at the level that seems best. If you'd like to randomly add dice, roll 1D. Add this number to the base attribute value to get the skill die code.

Move

How quickly the creature travels on or through its favorite medium is dictated by its Move value. Roll two dice, but don't add together their results. Instead, multiply one value by the other to get the final Move (in meters per round, if a planetary creature, or space units per round, if a star-faring creature).

Scale

To determine the size of your alien, first roll 1D and compare the result on the table. If the scale indicated is Small or Large, roll one Wild Die, treating the 1 result simply as a 1, to get the number. This allows the scale value to be open ended.

Result	Scale
1-2	Small (scale value is below zero)
3-4	Human-size (0)
5-6	Large (scale value is above zero)

Natural Abilities

All creatures have at least one ability that sets them apart from an unmoving lump of goo. First, roll one regular die or one Wild Die (if you want the possibility of a creature with lots of natural abilities). This result is the number of times that you use on the "Natural Abilities" tables.

Some of these abilities help the creature, and some do not. To make this creature generation system more compatible with designing species packages, all natural abilities are based on character option mechanics.

Gamemasters may feel free to adjust the values as desired.

If you generate a result that's incompatible with the species' home environment, either reroll or say the natural ability is currently dormant.

Roll 1D and compare the result to the first table to determine which of the secondary tables to roll on. On the second table, roll the number of dice indicated in the first table.

Result	Go to...
1-3	Beneficial Natural Ability: roll 2D
4-6	Hindering Natural Ability: roll 1D
Result	Beneficial Natural Ability
2	Environmental resistance: +6D to <i>Strength</i> or <i>stamina</i> in extreme environments and can breath in water or thin atmosphere (as appropriate for home environment)
3	Alternate movement: instead of moving on land limbs, the creature flies, swims, or crawls/burrows
4	Fearsome: +3 to <i>intimidation</i> totals
5	Ranged weapon (spit, radiation blast, energy projection, gas spray, etc.): roll 1D and add 2 to determine die code of damage; multiply this number by 2, 5, and 10 to get Short, Medium, and Long range values
6	Natural camouflage: has an uncanny aptitude for stealth in its natural environment; +2 to <i>dodge</i> , <i>hide</i> , and <i>sneak</i> totals and +6 to difficulties to find it when in its natural environment only
7	Armor (plates, tough skin, layers of fat, special feathers, scales, etc.): roll 1D to determine Armor Value die code

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Accessing: D6 Space Aliens.1 > Random

Notes: I'm getting sent to random worlds!

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Character Name: _____
 Player Name: _____
 Occupation: Military Trainer _____
 Species: Barathax _____ Gender: _____
 Age: _____ Height: _____ Weight: _____
 Physical Description: _____

Agility _____ 3D+2 Perception _____ 3D+2
 acrobatics _____ command _____
 brawling _____ con _____
 dodge _____ forgery _____
 firearms _____ gambling _____
 melee combat _____ hide _____
 running _____ investigation _____
 _____ know-how _____
 _____ persuasion _____
 _____ search _____
 _____ sneak _____

Mechanical _____ 2D+2
 comm _____
 gunnery _____
 navigation _____
 piloting _____
 sensors _____
 shields _____
 vehicle operation _____

 Strength _____ 2D+2
 climb/jump _____
 lift _____
 stamina _____

 Knowledge _____ 3D
 bureaucracy _____
 intimidation _____
 languages _____
 scholar _____
 security regulations _____
 streetwise _____
 survival _____
 tactics _____
 willpower _____

Technical _____ 2D+1
 armor repair _____
 comp. interface/repair _____
 demolitions _____
 firearms repair _____
 flight sys. repair _____
 gunnery repair _____
 medicine _____
 personal equip. repair _____
 security _____
 vehicle repair _____

Metaphysics _____ 0D

Funds _____ 3D

Credits _____ 525

Fate Points _____ 1

Character Points _____ 5

Strength Damage _____ 1D

Move _____ 10

Equipment: needler pistol (damage 3D; range 25/75/150; ammo 50);
 worn synthleather mesh long-coat
 (Armor Value +1D); cred-key



Disadvantages: Enemy (R2), wanted dead or alive as a traitor of the Barathax; Hindrance: Arrogance (R2), +3 to *con* and *persuasion* difficulties; Hindrance: Reduced Hardiness (R2), -2 to damage resistance totals; Quirk (R1), must make a Moderate *willpower* roll to overcome dislike of cold temperatures or be at +2 to all difficulties until warm again, Quirk (R2), make a Difficult *willpower* roll to be wet or will do nothing until dry

Advantages: none

Special Abilities: Enhanced Sense: Sight (R1), +1 to sight-based skill totals; Enhanced Sense: Hearing (R1), +1 to hearing-based skill totals; Extra Body Part: Tail (R1); Skill Bonus: Agility (R1), +1 to *acrobatics*, *climb/jump*, and *dodge* totals; Natural Hand-to-Hand Weapon: Claws (R1), +1D damage

Description: Your parents say that you spent too much time alone as a scout among soft aliens, and that's why you've rejected your own people. You now seek out potential victims of the Barathax in the hopes of training them to defend themselves against possible attacks.

Body Points _____ 32

Wound Level	Body Points Range
<input type="checkbox"/> Stunned	19-25
<input type="checkbox"/> Wounded	12-18
<input type="checkbox"/> Severely Wounded	6-11
<input type="checkbox"/> Incapacitated	3-5
<input type="checkbox"/> Mortally Wounded	1-2
<input type="checkbox"/> Dead	0

D6 SPACE

Character Name: _____
 Player Name: _____
 Occupation: Merchant _____
 Species: Dealer _____ Gender: _____
 Age: _____ Height: _____ Weight: _____
 Physical Description: _____

Agility _____ 2D+1 Knowledge _____ 3D+2
 brawling _____ aliens _____
 dodge _____ astrology _____
 firearms _____ bureaucracy _____
 flying/0-G _____ business _____
 melee combat _____ cultures _____
 _____ intimidation _____
 _____ languages _____

Mechanical _____ 2D+1 scholar _____
 comm _____ security regulations _____
 navigation _____ streetwise _____
 piloting _____ survival _____
 sensors _____ willpower _____
 shields _____
 vehicle operation _____

Strength _____ 2D+1 Perception _____ 4D+1
 lift _____ bargain _____
 stamina _____ command _____
 _____ investigation _____
 _____ know-how _____
 _____ persuasion _____
 _____ search _____

Metaphysics _____ 0D Technical _____ 2D
 _____ comp. interface/repair _____
 _____ medicine _____
 _____ personal equip. repair _____
 _____ robot interface/repair _____
 _____ security _____

Funds _____ 4D
 Credits _____ 700
 Fate Points _____ 1
 Character Points _____ 5
 Strength Damage _____ 1D
 Move _____ 10

Equipment: Legal PAD (stores contracts and takes biometric and cellular data of contract signees); personal blaster (damage 3D; range 4/8/12; shots 6); cred-key

Description: A relatively new Dealer (only a few hundred years old), you inadvertently gained an enemy when you helped broker a deal for food and medical supplies. Now, you studiously check all potential clients to make sure that this doesn't happen again. You haven't made friends this way, but you just might live to pay your Life Debt.



Disadvantages: Cultural Unfamiliarity (R1); Debt (R3), owes significant resources to creator; Devotion (R3), to fair trade and interactions; Enemy (R2), an enemy of one of your clients is after you; Hindrance: Limited Regenerative Properties (R8), -8 to damage resistance totals; Hindrance: Uncreative (R8), +6 to all *Technical*-related difficulties involving improving or inventing technology; Quirk (R3), always insist on background checks of potential clients, which has caused you to lose contracts

Advantages: Fame (R3), member of fair and honest merchant race

Special Abilities: Atmospheric Tolerance (R1), airless environments, with Additional Effect (R3), need not breathe; Attack Resistance: Mental (R2), +2D to resistance totals against mental harm; Immortality (R1), will cease to function if back up is erased or cannot be put into new body, with Additional Effect (R3), does not need to rest unless injured, eat, or breathe; and Price (R1), requires *Legendary Funds* (posthumously) to activate; Immunity (R5), +5D to *Strength* or *stamina* checks against illness or poison; Iron Will (R3), +3D to all *willpower* rolls and +6 to standard interaction difficulties

Body Points _____ 30

Wound Level	Body Points Range
<input type="checkbox"/> Stunned	18-24
<input type="checkbox"/> Wounded	12-17
<input type="checkbox"/> Severely Wounded	6-11
<input type="checkbox"/> Incapacitated	3-5
<input type="checkbox"/> Mortally Wounded	1-2
<input type="checkbox"/> Dead	0

Character Name: _____
 Player Name: _____
 Occupation: Prospector _____
 Species: Gilvahn _____ Gender: _____
 Age: _____ Height: _____ Weight: _____
 Physical Description: _____

Agility _____ 2D Knowledge _____ 2D+2
 brawling _____ aliens _____
 dodge _____ astrography _____
 firearms _____ business _____
 flying/0-G _____ intimidation _____
 melee combat _____ languages _____
 running _____ scholar _____
 throwing _____ streetwise _____
 _____ survival _____
 _____ tactics _____
 _____ willpower _____

Mechanical _____ 3D Perception _____ 3D
 comm _____ bargain _____
 exoskeleton operation _____ command _____
 gunnery _____ hide _____
 navigation _____ investigation _____
 piloting _____ know-how _____
 sensors _____ persuasion _____
 shields _____ search _____
 vehicle operation _____

Strength _____ 3D+2 Technical _____ 3D+2
 climb/jump _____ armor repair _____
 lift _____ comp. interface/repair _____
 stamina _____ demolitions _____
 _____ exoskeleton repair _____
 _____ firearms repair _____
 _____ flight sys. repair _____
 _____ gunnery repair _____
 _____ medicine _____
 _____ personal equip. repair _____
 _____ vehicle repair _____

Metaphysics _____ 0D

 Fate Points _____ 1
 Character Points _____ 5
 Strength Damage _____ 2D
 Move _____ 10
 Funds _____ 3D
 Credits _____ 525



Disadvantages: Achilles' Heel: Low Gravity (R3), +1 to all Agility difficulties in a gravities of 1 g or less; Quirk (R2), must make a Difficult willpower roll to avoid becoming mesmerized by shiny raw minerals or metals

Advantages: none

Special Abilities: Hardiness (R4), +4 to damage resistance totals; Skill Bonus: Vehicle Tech (R1), +1 to exoskeleton repair, flight systems repair, and vehicle repair rolls

Equipment: handy spanner (+1D bonus to relevant repair rolls; reduces darkness modifiers by 3D (9) in flashlight mode); mining laser (damage 4D; range 5/10/—; shots 30); spare energy cell (50 shots); enviro-suit

Description: You live for the thrill of discovering new metal and mineral deposits. You've amassed quite a collection of specimens. You probably would've located many more by this time, but you sometimes find yourself simply staring at shiny crystals and metals for hours.

Body Points _____ 37

Wound Level	Body Points Range
<input type="checkbox"/> Stunned	22–29
<input type="checkbox"/> Wounded	14–21
<input type="checkbox"/> Severely Wounded	7–13
<input type="checkbox"/> Incapacitated	3–6
<input type="checkbox"/> Mortally Wounded	1–2
<input type="checkbox"/> Dead	0

Character Name: _____
 Player Name: _____
 Occupation: Planetary Surveyor _____
 Species: Gruemor _____ Gender: _____
 Age: _____ Height: _____ Weight: _____
 Physical Description: _____

Agility _____ 2D Knowledge _____ 3D+1
 brawling _____ aliens _____
 dodge _____ astrography _____
 firearms _____ intimidation _____
 flying/0-G _____ languages _____
 running _____ streetwise _____
 _____ survival _____
 _____ willpower _____

Strength _____ 4D Perception _____ 3D+1
 climb/jump _____ artist _____
 lift _____ bargain _____
 stamina _____ con _____
 swim _____ gambling _____
 _____ hide _____
 _____ investigation _____
 Mechanical _____ 2D+1 know-how _____
 comm _____ persuasion _____
 gunnery _____ search _____
 navigation _____
 piloting _____
 sensors _____
 shields _____
 vehicle operation _____

Technical _____ 3D
 armor repair _____
 firearms repair _____
 flight sys. repair _____
 gunnery repair _____
 medicine _____
 personal equip. repair _____
 vehicle repair _____

Fate Points _____ 1
 Character Points _____ 5
 Strength Damage _____ 2D
 Move _____ 10



Disadvantages: Hindrance (R2), uncoordinated: +2 to difficulties for *acrobatics*, *melee combat*, and *sleight of hand*; Quirk (R2), must make Difficult *willpower* or *Knowledge* roll to resist the urge to wander off to explore interesting areas; Poverty (R1)

Advantages: none

Special Abilities: Endurance (R1), +3D to *Strength* or *stamina* checks when performing taxing physical tasks; Omnivorous (R1); Sense of Direction (R1) +1D to *navigation* and *search* rolls

Equipment: hand comp with integrated camera; personal blaster (damage 3D; range 4/8/12; shots 6)

Description: Your wanderlust kicked in before you found a mate. Now you've traveled so far from the home of your childhood, you're not sure you'll ever meet another Gruemor. No matter: You've been able to find enough people who want a talented planetary surveyor on their exploration trips. There's plenty of work to keep you occupied. For now.

Funds _____ 1D

Credits _____ 175

Body Points _____ 40

Wound Level	Body Points Range
<input type="checkbox"/> Stunned	24-32
<input type="checkbox"/> Wounded	16-23
<input type="checkbox"/> Severely Wounded	8-15
<input type="checkbox"/> Incapacitated	4-7
<input type="checkbox"/> Mortally Wounded	1-3
<input type="checkbox"/> Dead	0

Character Name: _____
 Player Name: _____
 Occupation: Ecoscientist _____
 Species: Hurshuk _____ Gender: _____
 Age: _____ Height: _____ Weight: _____
 Physical Description: _____

Agility _____ 2D+1 Perception _____ 3D+2
 brawling _____ artist _____
 dodge _____ bargain _____
 melee combat _____ command _____
 missile weapons _____ hide _____
 running _____ investigation _____
 throwing _____ know-how _____
 _____ persuasion _____
 _____ search _____

Mechanical _____ 2D
 comm _____
 navigation _____
 piloting _____
 sensors _____
 vehicle operation _____

Strength _____ 3D+1
 climb/jump _____
 lift _____
 stamina _____
 swim _____

Knowledge _____ 3D+2
 aliens _____
 business _____
 intimidation _____
 languages _____
 scholar _____
 survival _____
 willpower _____

Metaphysics _____ 1D
 channel _____
 sense _____
 transform _____

Technical _____ 2D
 armor repair _____
 comp. interface/repair _____
 medicine _____
 personal equip. repair _____
 vehicle repair _____

Funds _____ 3D
 Credits _____ 525
 Fate Points _____ 1
 Character Points _____ 5
 Strength Damage _____ 2D
 Move _ 3 (walking)/6 (swimming)



Disadvantages: Achilles' Heel: Metabolic Difference (R3), must eat twice as much vegetation as normal and gets ill when eating meat — the more meat, the more ill; Hindrance: Low Self-Esteem (R4), +4 to *command*, *persuasion*, and *intimidation* difficulties; Hindrance: Atypical Move (R2), swimming Move of 6, walking and climbing Move of 3, and no jumping; Quirk (R3), cold-blooded, so changes in temperature affect mood and health

Advantages: Equipment (R2), peratolk'alm'ola hand scanner; Size: Large (R1), scale value 3

Special Abilities: Longevity (R1); Natural Armor: Shell (R2), +2D to damage resistance total

Equipment: peratolk'alm'ola hand scanner (+1D to *sensors* and +1D to *sense* rolls to gain information only); hand comp with burlap cover and spare scholarchips; knife with wooden handle (damage +2); cred-key on chain

Description: With your dull coloration and patterns at such a young age, you're certain you'll never have a mate. So you decided to take your passion for ecology off world, helping others survey new planets and determine how best to use them without destroying them.

Body Points _____ 36

Wound Level	Body Points Range
<input type="checkbox"/> Stunned	22–29
<input type="checkbox"/> Wounded	15–21
<input type="checkbox"/> Severely Wounded	8–14
<input type="checkbox"/> Incapacitated	4–7
<input type="checkbox"/> Mortally Wounded	1–3
<input type="checkbox"/> Dead	0

Character Name: _____
 Player Name: _____
 Occupation: Assassin-Spy _____
 Species: Lonthyn (Outer-World) _____ Gender: _____
 Age: _____ Height: _____ Weight: _____
 Physical Description: _____

Agility _____ 4D+1 Knowledge _____ 3D
 acrobatics _____ aliens _____
 brawling _____ astrography _____
 dodge _____ intimidation _____
 firearms _____ languages _____
 flying/0-G _____ scholar _____
 melee combat _____ security regulations _____
 missile weapons _____ streetwise _____
 running _____ survival _____
 sleight of hand _____ tactics _____
 throwing _____ willpower _____

Mechanical _____ 2D Perception _____ 3D
 comm _____ artist _____
 gunnery _____ command _____
 navigation _____ con _____
 piloting _____ forgery _____
 sensors _____ gambling _____
 shields _____ hide _____
 vehicle operation _____ investigation _____
 _____ know-how _____
 _____ persuasion _____
 Strength _____ 2D search _____
 climb/jump _____ sneak _____
 lift _____

Metaphysics _____ 0D Technical _____ 2D+2
 _____ armor repair _____
 _____ comp. interface/repair _____
 _____ demolitions _____
 _____ firearms repair _____
 Funds _____ 3D medicine _____
 Credits _____ 525 personal equip. repair _____
 Fate Points _____ 1 robot interface/repair _____
 Character Points _____ 5 security _____
 Strength Damage _____ 1D vehicle repair _____
 Move _____ 10 _____



Disadvantages: Nutritional Requirement (R3), chemical and nanotechnical "cocktail" with failure to take daily resulting in -5 to damage resistance totals plus 1D damage total cumulative daily; Quirk (R2), paranoid — -2 to all social interaction totals in situations involving not distrusting another

Advantages: none

Special Abilities: Fast Reactions (R1), +1D to initiative rolls and one extra action per round thrice per adventure; Hypermovement (R2), +4 to base Move; Natural Hand-to-Hand Weapon: Nanotech-Enhanced Skeleton (R2), +2D to Strength Damage when using fists, with Additional Effect (R1) can also use with any weapons able to support great strength, and Flaw (R1), all *brawling* and *melee combat* difficulties are increased by +2 when using this Special Ability

Equipment: dagger (damage +1D) in hidden sheath; light protective armor (Armor Value +2); extra doses of Lewa'ln; cred-key

Description: It's difficult to keep your repugnance toward aliens in check, but you need to: You're gathering data on these vials creatures, which your superiors will use to determine how best to exterminate them.

Body Points _____ 30

Wound Level	Body Points Range
<input type="checkbox"/> Stunned	18-24
<input type="checkbox"/> Wounded	12-17
<input type="checkbox"/> Severely Wounded	6-11
<input type="checkbox"/> Incapacitated	3-5
<input type="checkbox"/> Mortally Wounded	1-2
<input type="checkbox"/> Dead	0

Character Name: _____
 Player Name: _____
 Occupation: Cybersculptor _____
 Species: Malcharan _____ Gender: _____
 Age: _____ Height: _____ Weight: _____
 Physical Description: _____

Agility _____ 2D+2 Perception _____ 4D
 brawling _____ artist _____
 dodge _____ bargain _____
 flying/0-G _____ con _____
 melee combat _____ forgery _____
 running _____ gambling _____
 sleight of hand _____ hide _____
 throwing _____ investigation _____
 _____ know-how _____
 _____ persuasion _____
 _____ search _____

Mechanical _____ 2D
 comm _____
 navigation _____
 piloting _____
 sensors _____
 vehicle operation _____

Strength _____ 3D
 climb/jump _____
 lift _____
 stamina _____

Knowledge _____ 3D+2
 aliens _____
 bureaucracy _____
 business _____
 languages _____
 scholar _____
 streetwise _____
 survival _____
 willpower _____

Metaphysics _____

Technical _____ 2D+2
 armor repair _____
 comp. interface/repair _____
 demolitions _____
 medicine _____
 personal equip. repair _____

Funds _____ 4D
 Credits _____ 700
 Fate Points _____ 1
 Character Points _____ 5
 Strength Damage _____ 2D
 Move _____ 10



Disadvantages: Debt (R1), owes money to a former patron for passage and supplies; Learning Problems (R1), must try a skill and fail at least 3 times during an adventure before being able to improve it; Hindrance: Arrogance (R2), +2 to *bargain*, *con*, and *persuasion* difficulties;

Advantages: none

Special Abilities: see cybernetics in equipment description

Equipment: cybernetic right forearm (Enhanced Sense: Touch (R1), +3 to touch-related skill totals; Extra Sense (R1), +1D to *search* and *investigation* rolls when attempting to detect flaws in stonework, crystals, etc.; both have Cybernetics (R1)); hammer (damage +2); set of chisels (damage +2 each); cred-key

Description: You travel the galaxy, seeking inspiration and new materials to carve in. In addition to selling your art, you make a little extra money by valuing jewels for megacorporations and gem sellers. You think highly of yourself and have a hard time learning from anything but your own mistakes.

Body Points _____ 35

Wound Level	Body Points Range
<input type="checkbox"/> Stunned	21–28
<input type="checkbox"/> Wounded	14–20
<input type="checkbox"/> Severely Wounded	7–13
<input type="checkbox"/> Incapacitated	3–6
<input type="checkbox"/> Mortally Wounded	1–2
<input type="checkbox"/> Dead	0

D6 SPACE


SPACE

Character Name: _____
 Player Name: _____
 Occupation: Pilot _____
 Species: Pherro _____ Gender: _____
 Age: _____ Height: _____ Weight: _____
 Physical Description: _____

Agility _____ 3D Knowledge _____ 2D+2
 brawling _____ aliens _____
 dodge _____ astrology _____
 firearms _____ cultures _____
 flying/0-G _____ intimidation _____
 melee combat _____ languages _____
 running _____ scholar _____
 throwing _____ streetwise _____
 _____ survival _____
 _____ willpower _____

Mechanical _____ 3D+2
 comm _____
 gunnery _____
 navigation _____
 piloting _____ Perception _____ 2D+2
 sensors _____ con _____
 shields _____ investigation _____
 vehicle operation _____ know-how _____
 _____ persuasion _____
 _____ search _____

Strength _____ 3D
 lift _____
 stamina _____
 swim _____

Metaphysics _____ 0D

 Funds _____ 3D
 Credits _____ 525
 Fate Points _____ 1
 Character Points _____ 5
 Strength Damage _____ 2D
 Move _____ 10

Technical _____ 3D
 armor repair _____
 comp. interface/repair _____
 flight sys. repair _____
 gunnery repair _____
 medicine _____
 personal equip. repair _____
 vehicle repair _____

Note: This character starts with six skill dice instead of seven.



Disadvantages: Devotion (R1), to family pack; Enemy (R1), most feline species view Pherro as a threat they must eliminate; Quirk (R3), make a Very Difficult *willpower* roll to avoid getting into situations before thinking things through; Quirk (R2), make a Difficult *willpower* roll to stop a project once started

Advantages: Contacts (R1), other members of family pack; Trademark Specialization (R1), gain +2D to all *search: tracking* rolls

Special Abilities: Enhanced Sense: Sight (R1), +1 to sight-based skill totals; Enhanced Sense: Hearing (R1), +2 to hearing-based skill totals; Extra Body Part: Tail (R1)

Equipment: personal blaster (damage 3D; range 4/8/12; shots 6); spare energy cell (6 shots); kavaam overcoat (ignore the detrimental effects of environmental heat or cold for 2D hours)

Description: Not only do you tenaciously stick to a project, you sometimes find yourself doing the wrong ones. But most people overlook this because of your good nature and your better-than-average piloting skills.

Body Points _____ 25

Wound Level	Body Points Range
<input type="checkbox"/> Stunned	15–20
<input type="checkbox"/> Wounded	10–14
<input type="checkbox"/> Severely Wounded	5–9
<input type="checkbox"/> Incapacitated	2–4
<input type="checkbox"/> Mortally Wounded	1
<input type="checkbox"/> Dead	0

Character Name: _____
 Player Name: _____
 Occupation: Entrepreneur _____
 Species: Razithar _____ Gender: _____
 Age: _____ Height: _____ Weight: _____
 Physical Description: _____

Agility _____ 2D+2 Knowledge _____ 4D
 brawling _____ aliens _____
 dodge _____ astrology _____
 firearms _____ bureaucracy _____
 running _____ business _____
 sleight of hand _____ cultures _____
 throwing _____ intimidation _____
 _____ languages _____
 _____ scholar _____
 _____ security regulations _____

Mechanical _____ 2D+2
 comm _____
 navigation _____
 piloting _____
 sensors _____
 vehicle operation _____

Strength _____ 3D
 lift _____
 stamina _____

 Metaphysics _____ 0D

Funds _____ 4D
 Credits _____ 700
 Fate Points _____ 1
 Character Points _____ 5
 Equipment: large display hand comp
 with business, culture, and product
 scholarship (+2 to relevant totals
 when correct one is used); personal
 blaster (damage 3D; range 4/8/12;
 shots 6); tastefully expensive gar-
 ments; cred-key

Technical _____ 2D
 comp. interface/repair _____
 medicine _____
 personal equip. repair _____
 robot interface/repair _____
 security _____

 Move _____ 10



Disadvantages: Achilles' Heel: Environmental Incompatibility (R3), +1 modifier to difficulties per round exposed to temperatures below 15 degrees Celsius; Devotion (R1), to profits; Enemy (R1), resented by several clients, who make your life difficult whenever possible; Hindrance: Arrogance (R2), +3 to *con* and *persuasion* difficulties; Infamy (R1), your reputation (and the reputation of your species) sometimes precedes you

Advantages: Contacts (R1), various minor business associates on a number of worlds

Special Abilities: Extra Body Part: Tail (R1); Natural Armor: Skin (R1), +1D to damage resistance total; Natural Hand-to-Hand Weapon: Claws (R1), +1D damage; Skill Bonus: Business Sense (R2), +2 to *bargain*, *bureaucracy*, and *business* totals

Description: You religiously uphold the profit-gathering ideals of your people. You've made some enemies and earned a reputation for doing anything to get a deal. You want to expand your business into new territories, particularly where no one knows you yet.

Strength Damage _____ 2D

Body Points _____ 35

Wound Level	Body Points Range
<input type="checkbox"/> Stunned	21-28
<input type="checkbox"/> Wounded	14-20
<input type="checkbox"/> Severely Wounded	7-13
<input type="checkbox"/> Incapacitated	3-6
<input type="checkbox"/> Mortally Wounded	1-2
<input type="checkbox"/> Dead	0

Character Name: _____
 Player Name: _____
 Occupation: Mercenary _____
 Species: Taurid _____ Gender: _____
 Age: _____ Height: _____ Weight: _____
 Physical Description: _____

Agility _____ 3D **Knowledge** _____ 2D+2
 brawling _____ aliens _____
 dodge _____ cultures _____
 firearms _____ intimidation _____
 flying/0-G _____ languages _____
 melee combat _____ security regulations _____
 running _____ streetwise _____
 throwing _____ survival _____
 _____ tactics _____
 _____ willpower _____

Mechanical _____ 3D+2 **Perception** _____ 2D+2
 comm _____ bargain _____
 gunnery _____ command _____
 navigation _____ gambling _____
 piloting _____ hide _____
 sensors _____ investigation _____
 shields _____ know-how _____
 vehicle operation _____ persuasion _____
 _____ search _____
 _____ sneak _____

Strength _____ 4D **Technical** _____ 2D
 climb/jump _____ armor repair _____
 lift _____ comp. interface/repair _____
 stamina _____ demolitions _____
 swim _____ firearms repair _____
 _____ gunnery repair _____
 _____ medicine _____
 _____ personal equip. repair _____
 _____ security _____

Metaphysics _____ 0D

 Fate Points _____ 1
 Character Points _____ 5
 Strength Damage _____ 2D
 Move _____ 10



Disadvantages: Devotion (R3), to herd; Employed (R1), as mercenary; Prejudice (R1), +2 to difficulties while interacting with meat-eaters; Quirk (R2), claustrophobia aboard confined starships sets in after six months

Advantages: Contacts (R1), with herd; Size: Large (R1), scale value 1

Special Abilities: Hardiness (R3), +3 to damage resistance totals; Natural Hand-to-Hand Weapon: Horns (R1), +1D damage

Equipment: laser pistol (damage 4D, range 25/75/150; shots 15) with 2 spare energy cells (15 shots each); Plastovar armor (Armor Value +1D+1); standard comlink; personal hand comp; cred-key

Description: You decided to become a mercenary to fulfill your duty to the herd. You hope that on one of your assignments, you'll hear about a pastoral world where your people can settle down and you can go into farming, as you've always wanted to.

Funds _____ 3D

Credits _____ 525

Body Points _____ 40

Wound Level **Body Points Range**

☐ Stunned 24-32

☐ Wounded 16-23

☐ Severely Wounded 8-15

☐ Incapacitated 4-7

☐ Mortally Wounded 1-3

☐ Dead 0

D6 SPACE

Character Name: _____
 Player Name: _____
 Occupation: Explorer _____
 Species: Verdendrian _____ Gender: _____
 Age: _____ Height: _____ Weight: _____
 Physical Description: _____

Agility _____ 2D+2 Perception _____ 3D+1
 acrobatics _____ bargain _____
 brawling _____ hide _____
 dodge _____ investigation _____
 firearms _____ know-how _____
 flying/0-G _____ persuasion _____
 melee combat _____ search _____
 running _____ sneak _____
 throwing _____

Mechanical _____ 3D
 comm _____
 navigation _____
 piloting _____
 sensors _____
 shields _____
 vehicle operation _____

Strength _____ 2D+2
 climb/jump _____
 lift _____
 stamina _____
 swim _____

Knowledge _____ 3D
 aliens _____
 astrology _____
 scholar _____
 willpower _____

Metaphysics _____ 0D

Technical _____ 2D+1
 comp. interface/repair _____
 flight sys. repair _____
 gunnery repair _____
 medicine _____
 personal equip. repair _____
 security _____
 vehicle repair _____

Funds _____ 3D

Credits _____ 525

Fate Points _____ 1

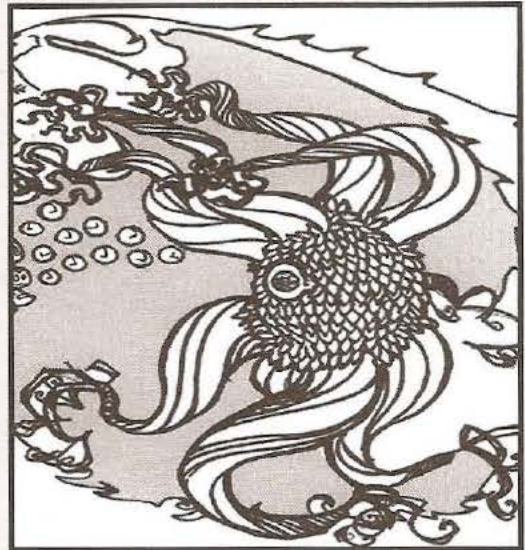
Character Points _____ 5

Strength Damage _____ 1D

Move _____ 10

Equipment: plasma pistol (damage 5D; range 10/25/40; shots 20); portable scanner (detects bio-signs, energy, gases, and ores range of 250 meters); med-kit (+1D to medicine attempts; 5 uses); cred-key

Description: You've chosen to take a route unusual for your people in their quest for knowledge: live among meat-based lifeforms. You hope to compose a treatise someday that will help your people understand outsiders better.



Disadvantages: Achilles' Heel (R3), requires 4 hours of sunlight or its equivalent per day or +2 to all difficulties and -2 to damage resistance totals per hour deficient, until get caught up on sunlight; Achilles' Heel (R4), damage from toxic gases, atmospheric pollution, polluted water, alcohol, and the like increased by +3D (minimum of 3D damage when exposed to such substances); Advantage Flaw (R1), Move reduced by 2 meters per limb lost; Advantage Flaw (R2), easily surprised and all surprise bonuses against you are increased by +2; Cultural Unfamiliarity (R1), with meat-based species; Devotion (R1), to Root; Hindrance: Poor Hearing (R3), +4 to difficulties of hearing-based actions; Hindrance: Mute (R2), unable to speak with sounds; Quirk (R2), must make a Difficult *willpower* or *Knowledge* roll to overcome curiosity

Advantages: none

Special Abilities: Accelerated Healing (R3), +3D to natural healing attempts, with Additional Effect (R1), can regrow lost limbs; Extra Body Parts (R4), 4 tentacles (for total of 8 tentacles), with Additional Effect (R12), all equally useful; Ultravision (R1), negates up to 2 points of modifiers for dim or dark conditions

Body Points _____ 32

Wound Level	Body Points Range
<input type="checkbox"/> Stunned	19-25
<input type="checkbox"/> Wounded	12-18
<input type="checkbox"/> Severely Wounded	6-11
<input type="checkbox"/> Incapacitated	3-5
<input type="checkbox"/> Mortally Wounded	1-2
<input type="checkbox"/> Dead	0

D6 Fantasy Creatures

This section converts game characteristics for select creatures from *D6 Fantasy Creatures* (WEG 51015). You can find descriptions and pictures for them and over 70 others in that supplement. You can convert other critters and monsters with the guidelines included at the end of this book.

Typical Alligator or Crocodile

Agility 1D+2; brawling 6D, dodge 3D+1, running 4D+2
Mechanical 1D
Strength 4D+2; lift 6D, swim 7D
Knowledge 1D; intimidation 5D, willpower 5D
Perception 1D; hide: self only 5D+1, survival 4D, search 4D, sneak 4D+2
Technical 0D
Strength Damage: 3D
Move: 9 (land)/16 (water)
Fate Points: 0 **Character Points:** 0
Body Points: 24 **Wound levels:** 3

Natural Abilities: cold-blooded (lethargic in cold; +7 to difficulties of all actions until warmed up); jaws (damage +1D); rending (damage +2D; may only be attempted while clamping on victim in water); scaly hide (Armor Value +2); tail slap (damage +2); large size (scale value 3)

Typical Bunyip

Agility 3D; brawling 4D, running 8D+1
Mechanical 3D
Strength 8D
Knowledge 3D; intimidation 7D, willpower 5D
Perception 3D; hide 4D, search 4D, sneak 6D
Technical 0D
Strength Damage: 4D
Move: 12
Fate Points: 0 **Character Points:** 2
Body Points: 34 **Wound levels:** 3

Natural Abilities: claws (damage +2D); teeth (damage +3D); cannot travel more than two kilometers from its lair; can eat anything; breathe in water; large size (scale value 6)

Notes: Some buniyps have one or more of the following: rough hide (Armor Value +3D), enhanced sight (+6 to sight-based totals); night sight (no penalties in dim conditions); flight (flying Move 36 with flying/0-G skill of 4D); combat instincts (cannot be surprised)

Typical Djinn

Agility 3D; flying/0-G 6D, sleight of hand 3D+1
Mechanical 2D
Strength 2D
Knowledge 4D; business 6D, languages 5D, scholar 5D, intimidation 4D+1, willpower 5D
Perception 3D; con 5D; disguise +2D, gambling 4D, investigation 3D+2, persuasion 5D; charm +2, search 3D+2, sneak 4D
Technical 4D
Metaphysics 1D; channel 3D, sense 2D, transform 3D
Strength Damage: 1D
Move: 10
Fate Points: 0 **Character Points:** 3
Body Points: 16 **Wound levels:** 3

Disadvantages: Advantage Flaw: True Nature (R3), all spells that change the Djinn's appearance cannot hide some airy or fiery aspect — hiding the aspect requires a Very Difficult con: disguise check; Devotion (R3), honoring its contract; Devotion (R3), good or evil, depending on the Djinn; Employed (R1), anyone who possesses the Djinn's vessel can command it completely

Advantages: none

Special Abilities: Accelerated Healing (R1), +1D to natural healing rate; Flight (R5), flying/0-G move 100; Immortality (R1), can be banished by destroying its container; Invisibility (R3); Iron Will (R1); Silence (R2), +4D to sneak and +2D to attacks from behind

Typical Giant Eel

Agility 5D; acrobatics: contortion 5D+2, brawling 6D, dodge 5D+2
Mechanical 0D
Strength 3D; lift 4D+1, swim 4D
Knowledge 2D; intimidation 3D, willpower 2D+2
Perception 2D; search 3D, sneak 5D+1
Technical 0D
Strength Damage: 3D
Move: 10 (swim)
Fate Points: 0 **Character Points:** 0
Body Points: 19 **Wound levels:** 3

Natural Abilities: breathe in water; constriction (successful tackle does +1D damage per round, cumulative, after the first round, to a maximum of +3D); jaws (damage +2D); thick hide (Armor Value +2); large size (scale value 2)

Typical Hawk

Agility 4D; **brawling** 5D+2, **dodge** 5D, **flying/0-G** 6D

Mechanical 1D

Strength 2D; **stamina** 4D

Knowledge 1D; **intimidation** 2D, **willpower** 2D

Perception 3D; **search** 5D+2

Technical 0D

Strength Damage: 1D

Move: 32 (flying)/15 (gliding)

Fate Points: 0

Character Points: 0

Body Points: 16

Wound levels: 3

Natural Abilities: beak (damage +1D+1); diving attack (+45 to *flying/0-G* total and +2D to initiative roll for 1 round when charging 1 target from sufficient altitude); talons (damage +1D; may attack the same target twice per round with no penalty); wings; small size (scale value 7)

Typical Small Scorpion

Agility 2D; **brawling** 4D, **dodge** 4D, **running** 3D

Mechanical 0D

Strength 1D; **climb/jump** 3D, **swim** 2D

Knowledge 1D; **intimidation** 3D, **willpower** 3D

Perception 2D; **hide** 4D, **survival** 6D, **search** 2D+1, **sneak** 5D

Technical 0D

Strength Damage: 1D

Move: 9

Fate Points: 0

Character Points: 0

Body Points: 13

Wound levels: 3

Natural Abilities: chitin armor (Armor Value +2); pincer claws (damage +2D; +4 to grapple); vibration sensors (+2D to *search* for moving objects on or in ground); multiple eyes (+1D to *search* for nearby objects on sides or behind); stinger (damage +1D; venom injected when *brawling* success beats difficulty by 5 or more); venom (+5 to all difficulties for 10 minutes; Moderate *stamina* roll to resist; failure with Critical Failure on *stamina* roll means that the victim is paralyzed for 3D minutes); small size (scale value 12)

Typical Skeleton

Agility 2D; **brawling** 3D, **melee combat** 3D

Mechanical 2D

Strength 4D

Knowledge 1D

Perception 2D

Technical 1D

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 0

Body Points: 22

Wound levels: 3

Advantages: Size (R1-R2), small scale value 3, large scale value 3, or large scale value 6 (some skeletons do not have this)

Disadvantages: None

Special Abilities: Skill Bonus: Mindless (R1), +3 to *willpower* totals; Skill Bonus: Painless Wounds (R1), +3 to *stamina* total

Equipment: short sword (damage +1D+1); small shield (Armor Value +2); valuable jewelry or belt (if formerly a commander)

Typical Tunnel Spider

Agility 4D+1; **brawling** 5D, **dodge** 4D+2, **climb/jump** 4D+2, **running** 4D

Mechanical 2D; **firearms:** webbing 4D

Strength 3D+1; **climb/jump** 4D+2, **lift** 3D+2

Knowledge 1D+2; **intimidation** 4D, **willpower** 2D+2

Perception 3D; **con** 5D, **hide:** self only 4D+1, **survival** 3D+2, **search** 4D, **sneak** 5D

Technical 0D

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 0

Body Points: 20

Wound levels: 3

Natural Abilities: bite (damage +1; +5 to combat difficulty; venom injected when bite attempt with *brawling* is successful); venom (causes 4D points of damage per round until victim dies or is treated; Very Difficult *stamina* roll to resist); heat sensing (+1D to *search* in dim/dark conditions); sticky webbing (*Strength* difficulty of 15 to break)

Typical Wolf

Agility 3D; **brawling** 5D, **dodge** 6D, **running** 6D

Mechanical 1D

Strength 4D

Knowledge 3D; **command** 4D, **intimidation** 5D, **willpower** 6D

Perception 3D; **search** 4D, **tracking** 10D

Technical 0D

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 0

Body Points: 22

Wound levels: 3

Natural Abilities: claws (damage +1D); teeth (damage +1D); thick fur (Armor Value +2)

Accessing: D6 Space Aliens.1 > Conversions
Notes: Got plant and "magic" beans.

D6 Adventure Creatures

This section converts game characteristics for select creatures from *D6 Adventure Creatures* (WEG 51021). Their descriptions and pictures — plus over 140 others — are in that supplement. You can convert other beings with the guidelines included at the end of this book.

Typical Black Bear

Agility 3D; brawling 5D, dodge 4D

Mechanical 1D+2; navigation: land only 2D

Strength 4D; climb/jump 4D+1, lift 5D, running 5D, swim 4D+2

Knowledge 3D; intimidation 3D+2, willpower 3D+1

Perception 2D; search 3D, survival 3D

Technical 0D

Strength Damage: 3D

Move: 15

Fate Points: 0

Character Points: 0

Body Points: 23

Wound levels: 3

Natural Abilities: bite (damage +1D; +5 to combat difficulty); claws (damage +1D+1); highly developed sense of hearing (+2 to related skills); highly developed sense of smell (+3 to related skills); thick fur (Armor Value +1); large size (scale value 1)

Typical Gremlin

Agility 4D; acrobatics 4D+2, brawling 4D+1, climb/jump 5D, contortion 5D, climb/jump 4D+1, melee weapon 4D+1, sleight of hand 4D+2, throwing 3D+2

Mechanical 3D:

Strength 3D; lift 4D+2, running 5D

Technical 2D+1; demolitions 3D, flight systems repair 6D, gunnery repair 6D, personal equipment repair 6D, robot interface/repair 6D, security 3D+2, vehicle repair 6D

Perception 4D; hide 5D, investigation 4D+2, search 4D+2, sneak 6D

Knowledge 1D+2; intimidation 2D+2

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 3

Body Points: 19

Wound levels: 3

Disadvantages: Achilles' Heel (R3), feed off of negative emotions; Devotion (R3), to causing mischief in machinery; Infamy (R1)

Advantages: Size: Small (R1), scale value 3

Special Abilities: Blur (R3), +3 to *dodge*, *sneak*, and *hide* totals and opponents' related difficulties with Additional Effect (R3), does not show up on thermal scans; Skill Bonus: Mechanical Aptitude (R5), +5 to *flight systems repair*, *personal equipment repair*, and *robot interface/repair* totals; Ultravision (R4), negates up to 4 points of modifiers for dim or dark conditions

Typical Riding or Draft Horse

Agility 3D; brawling 4D, dodge 3D+1, running 5D

Mechanical 1D; navigation: returning home 3D

Strength 4D; climb/jump: jump only 4D+1, swim 4D+1

Knowledge 2D; intimidation 3D, willpower 3D

Perception 3D

Technical 0D

Strength Damage: 2D

Move: 25 (riding)/20 (draft)

Fate Points: 0

Character Points: 0

Body Points: 22

Wound levels: 3

Natural Abilities: bite (damage +2; +5 to combat difficulty); hooves (damage +2); trample (damage +2D; must charge); large size (scale value 3)

Note: Draft horses have *stamina* 5D, *lift* 5D, and *Strength* Damage 3D. Horses may attack twice in one round with their hooves (two front or two back) with no penalty, or they may bite once.

Typical Imp

Agility 3D; brawling 3D+1, dodge 5D, flying/0-G 5D+1

Mechanical 2D; sleight of hand 4D

Strength 3D; running 3D+1

Knowledge 2D; intimidation 3D+2, languages 5D+2

Perception 3D; con 4D, hide 4D+2, search 5D, sneak 6D

Technical 2D:

Metaphysics 3D; channel 3D+2, transform 3D+2

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 2

Body Points: 19

Wound levels: 3

Disadvantages: Devotion (R2), to causing mischief; Infamy (R1), demonic nature; Quirk (R1), giggle incessantly

Advantages: Size: Small (R1), scale value 3

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Special Abilities: Flight (R2), flying Move 40; Immortality (R1), may not be destroyed, only banished to their home realm; Invisibility (R4), +4 to all *dodge*, *sneak*, and *hide* rolls and +4 to relevant difficulties while invisible

Typical Kraken

Agility 12D: brawling 14D, throwing 5D

Mechanical 1D: navigation: undersea 7D

Strength 18D: lift 20D, swim 19D

Knowledge 8D: intimidation 10D

Perception 5D: search 7D, survival 5D+2, sneak 6D

Technical 0D

Strength Damage: 10D

Move: 24

Fate Points: 0

Character Points: 0

Body Points: 63

Wound levels: 3

Natural Abilities: beak (damage +3D); tentacle (damage +2D; successful tackle can continue apply damage each round as a free attack until victim breaks free); rubbery hide (Armor Value +2D vs. blunt weapons; resistant to temperature and pressure extremes); highly developed sense of hearing (+2 to related skill totals); unusual eye structure (+1D to see heat and in low-light conditions); ink cloud (+15 to the difficulty of sight-based skill attempts by those outside of the cloud; quickly spreads to; lasts at least one hour); sensitive eyes (will break off attacks and submerge if blinded); large size (scale value 22)

Note: Krakens can attack once with its bite or twice with its arms each round. If a victim is caught in one tentacle, they may still use other tentacles to attack; they may capture a maximum of eight victims.

Typical Red Piranha

Agility 6D: brawling 6D+1, dodge 6D+1

Mechanical 1D

Strength 2D: swim 5D+2

Knowledge 2D: intimidation 2D+2

Perception 1D: hide: self-only 2D+1, search 3D, survival 2D+1

Technical 1D

Strength Damage: 1D

Move: 11 (swim)

Fate Points: 0

Character Points: 0

Body Points: 18

Wound levels: 2

Natural Abilities: bite (damage +1D; +5 to combat difficulty); swarm attack (roll a single *brawling* total for the entire school; treat school as small scale value of 2; +7 to damage total of successful swarm attack); size and coloring (+1 bonus to *dodge*, *sneak*, and *hide*); breathes in water; small size (scale value 9)

Typical Zombie

Agility 2D: brawling 2D

Mechanical 1D

Strength 5D: climb/jump 5D+1, lift 6D, stamina 6D

Knowledge 1D: intimidation 5D

Perception 1D

Technical 1D

Strength Damage: 3D

Move: 8

Fate Points: 0

Character Points: 0

Body Points: 25

Wound Levels: 3

Disadvantages: Achilles' Heel (R3), nutritional requirements: living brain matter; **Advantage Flaw:** Infection (R3), victim becomes zombie 24 hours after the target is brought to Mortally Wounded or less than 10% of Body Points by zombie attacker; **Hindrance:** Movement (R1), base running, climb/jump, and swim Move reduced by 2 meters; **Reduced Attribute:** Mechanical, Technical (R4 each), -1D each; **Reduced Attribute:** Knowledge, Perception (R7 each), -2D each

Advantages: none

Special Abilities: Armor-Defeating Attack (R1), acidic touch negates +1D of armor when attacking nonsealed armor; **Attack Resistance:** Acid (R3), +3D to damage resistance rolls against related attacks; **Fear** (R5), +5 to *intimidation* totals against and combat defense difficulties by those who fail a *willpower* attempt with a difficulty of 15; **Hardiness** (R2), +2 to damage resistance totals; **Immortality** (R1), ceases functioning when smashed to pieces or decapitated, with **Additional Effect** (R2), does not need to eat or drink; **Skill Bonus:** Mindless (R5), +15 to *willpower* totals; **Skill Bonus:** Painless Wounds (R4), +12 to *stamina* total

Typical Vortex Ghost

Agility 2D+2: brawling 3D, dodge 3D+1, sleight of hand 3D

Mechanical 2D

Strength 1D+2: lift 2D, running 3D

Knowledge 2D: intimidation 4D, scholar: old lore 5D, *willpower* 5D

Perception 3D: persuasion 3D+1

Technical 3D+2

Strength Damage: 1D

Move: 5 (because of Intangibility)

Fate Points: 0

Character Points: 2

Body Points: 15

Wound levels: 3

Disadvantages: Achilles' Heel: Symbiosis (R5), loss of 1D from both physical and mental attributes for each 100 meters removed from the object of attachment; **Hindrance:** Mute (R2), unable to speak with sounds

Advantages: none

Special Abilities: Intangibility (R3), +9D to damage resistance score against physical and energy attacks with **Additional Effect** (R3), intangible state is the default, and can thus become tangible for one minute per rank, and **Restricted** (R2), requires **Very Difficult willpower** roll to become tangible; **Longevity** (R1) with **Additional Effect** (R2), does not need to eat or drink; **Hypermovement** (R10), +20 to Move with **Restriction** (R2) requires **Difficult willpower** check to activate

Accessing: D6 Space Aliens.1 > Conversions
Notes: Learned: No place like home.

D6 Genre Conversion

Because the skill resolution and damage mechanics are the same in all of the genre rulebooks, the only parts you need to convert to use this supplement in another are skills and attributes.

As with all conversions, this one gives you a starting point. Once you've made the conversion, you may want to move some pips around, so that they better reflect your idea of that character's or creature's abilities.

Base Attributes

The attributes used in *D6 Space* do not correspond directly to the attributes specified in *D6 Adventure* or *D6 Fantasy*. The accompanying tables offer the best and quickest equivalents for each attribute. The top one is for characters, and the bottom one is for nonsentient beings, such as animals and monsters.

Base Skills

Some skills convert smoothly from one genre to another, though you might need to move them from one attribute to another. With others, one genre rules set represents them with

one skill while another uses two or more. (For example, all of the *interface/repair* skills in *D6 Space* translate to *repair* in *D6 Adventure*.) The Skill Conversion List offers the best fit is listed first, followed by other options should you want to have a "contemporary" version of the character or creature.

When you have to move a skill from one attribute to another or split the skill among multiple abilities, you need to know the number of **skill adds**. You can figure out this by subtracting the old skill from its governing attribute. This is the value of the skill adds for that skill. (Remember that three pips equal one die.)

Example: *Running* is under *Agility* in *D6 Space* and *Physique* in *D6 Fantasy*. If your *D6 Space* character has 4D+1 in *running* and 2D+2 in *Agility*, she has 1D+2 skill adds in *running*, which you add to her *D6 Fantasy Physique*.

If two or more skills translate to a single skill in the new genre, there are two methods of handling this:

1. The new genre's single skill receives the skill adds from the **highest** skill in the old genre. If this is a player's character, reserve the other dice for skills that equate to two or more skills in the new genre. Extra dice that cannot be used to purchase skills may be converted to Character Points on a "one pip for one point" basis. For gamemaster's characters, ignore the extra dice.

2. The new genre's single skill receives the skill adds from the **lowest** skill in the old genre. Other skills equivalent to the new skill become specializations of the new skill with specialization bonuses equal to the difference between the single skill's die code and the old skill's die code (minimum of +1). This is best for gamemaster's characters where you aren't concerned about the total number of dice used to make the character.

If the old skill equates to multiple different skills in the new genre, either put all dice into the skill that best fits the character concept or divide the dice from the old skill among the various skills. If you have dice leftover from converting multiple skills to a single skill, you may divide the extra dice among the multiple new skills.

You can, of course, add any skill from any genre to any other genre, if you think that it will get sufficient use in your adventures to warrant including it as a separate ability.

Extranormal Attributes and Skills

Extranormal attributes and skills can be ported as-is to the new genre set.

Attribute Conversions

For Characters

D6 Space	D6 Adventure	D6 Fantasy
Agility	Reflexes	Agility
Knowledge	Knowledge	Intellect
Mechanical	Coordination	Coordination
Perception	Presence	Charisma
Strength	Physique	Physique
Technical	Perception	Perception

For Creatures

D6 Space	D6 Adventure	D6 Fantasy
Agility	Reflexes	Agility
Knowledge	Presence	Charisma
Mechanical ¹	Coordination	Coordination
Perception	Perception	Perception
Strength	Physique	Physique
Technical ¹	Knowledge ²	Intellect ²

1. Creatures with 0D in *Mechanical* or *Technical* get 1D in the attribute being converted to. 2. When translating from *D6 Adventure* or *D6 Fantasy*, creatures get *Knowledge/Intellect* -1D in *Technical*, with a minimum of 0D (not +1 or +2).

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Skill Conversion List

D6 Space	D6 Adventure	D6 Fantasy	D6 Space	D6 Adventure	D6 Fantasy
acrobatics (Agility)	acrobatics, contortion (Reflexes)	acrobatics, contortion (Agility)	melee combat (Agility)	melee combat (Reflexes)	melee combat (Agility)
aliens (Knowledge)	scholar (Knowledge)	scholar or cultures (Intellect)	missile weapons (Agility)	missile weapons (Coordination)	marksmanship (Coordination)
artist (Perception)	artist (Perception)	artist (Acumen)	navigation (Mechanical)	navigation (Knowledge)	navigation (Intellect)
astrography (Knowledge)	scholar, navigation (Knowledge)	scholar, navigation (Intellect)	persuasion (Perception)	persuasion, charm, animal handling (Presence)	persuasion, charm, animal handling (Charisma)
bargain (Perception)	persuasion (Presence)	persuasion (Charisma)	piloting (Mechanical)	piloting (Coordination)	charioteering (Coordination)
brawling (Agility)	brawling (Reflexes)	fighting (Agility)	riding (Agility)	riding (Reflexes), animal handling (Presence)	riding (Agility), animal handling (Charisma)
bureaucracy (Knowledge)	scholar (Knowledge)	scholar or cultures (Intellect)	running (Agility)	running (Physique)	running (Physique)
business (Knowledge)	business (Knowledge)	trading (Intellect)	scholar (Knowledge)	scholar (Knowledge)	scholar (Intellect)
climb/jump (Strength)	climbing, jumping (Reflexes)	climbing, jumping (Agility)	search (Perception)	search, tracking (Perception)	search, tracking (Acumen)
comm (Mechanical)	tech (Knowledge)	devices (Intellect)	security (Technical)	security (Knowledge)	traps (Intellect)
command (Perception)	command (Presence)	command (Charisma)	security regulations (Knowledge)	security (Knowledge)	scholar, cultures (Intellect)
con (Perception)	con, disguise (Presence)	bluff, disguise (Charisma)	sensors (Mechanical)	tech (Knowledge)	devices (Intellect)
cultures (Knowledge)	scholar (Knowledge)	cultures (Intellect)	shields (Mechanical)	tech (Knowledge)	devices (Intellect)
demolitions (Technical)	demolitions (Knowledge)	traps (Intellect)	sleight of hand (Agility)	sleight of hand, lockpicking (Coordination)	sleight of hand, lockpicking (Coordination)
dodge (Agility)	dodge (Reflexes)	dodge (Agility)	sneak (Perception)	sneak (Reflexes)	stealth (Agility)
exoskeleton operation (Mechanical)	piloting (Coordination)	charioteering (Coordination)	stamina (Strength)	stamina (Physique)	stamina (Physique)
firearms (Agility)	marksmanship (Coordination)	marksmanship (Coordination)	streetwise (Knowledge)	streetwise (Perception)	streetwise (Acumen)
flying/0-G (Agility)	flying (Reflexes)	flying (Agility)	survival (Knowledge)	survival (Perception)	survival (Acumen)
forgery (Perception)	forgery (Knowledge)	reading/writing (Intellect), artist (Acumen)	swim (Strength)	swimming (Physique)	swimming (Physique)
gambling (Perception)	gambling (Perception)	gambling (Acumen)	tactics (Knowledge)	scholar (Knowledge), command (Presence)	scholar (Intellect), command (Charisma)
gunnery (Mechanical)	marksmanship (Coordination)	marksmanship (Coordination)	throwing (Agility)	throwing (Coordination)	throwing (Coordination)
hide (Perception)	hide (Perception)	hide (Acumen)	vehicle operation (Mechanical)	piloting (Coordination)	charioteering, piloting (Coordination)
intimidation (Knowledge)	intimidation (Presence)	intimidation (Charisma)	willpower (Knowledge)	willpower (Presence)	mettle (Charisma)
investigation (Perception)	investigation (Perception)	investigation (Acumen)	interface/repair skills (Technical)	tech (Knowledge)	devices (Intellect)
know-how (Perception)	know-how (Perception)	know-how (Acumen)	repair only skills (Technical)	repair (Perception)	crafting (Acumen)
languages (Knowledge)	languages (Knowledge)	speaking, reading/writing (Intellect)			
lift (Strength)	lifting (Physique)	lifting (Physique)			
medicine (Technical)	medicine (Knowledge)	healing (Intellect)			

Accessing: D6 Space Aliens.1 > Conversions
Notes: Back to the stars ... my first love.



ALIENS I

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D6 Space Aliens is designed for *D6 Space* campaigns, but it can prove useful in any *D6 System* game with the included conversion guidelines.

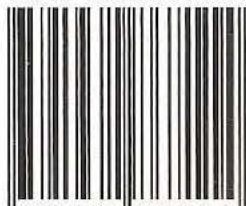
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