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Hyperspace Messenger



RANDOM ALIENS!



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

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

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Space is vast and your characters are likely to run into many aliens out there. Are they going to be your friend? Shoot you in the face? Who knows? But more importantly, what are YOU going to do to IT?

The White Star core rulebook provides guidelines for playing a few types of aliens, and there seems to be no shortage of supplements shared on the net giving options for more. This supplement offers an alternative: random aliens!

The concept came to us while discussing aliens in various role-playing games, including classics like Traveller and Star Frontiers, but what really got us thinking was the Star Wars d6 RPG. The idea in that setting is that space is huge and the number of potential alien species so vast that it would be silly to try to list them all. So instead they stat out only those we've seen in movies or read in books and leave the rest up to the imaginations of the players.

This small supplement for the White Star role-playing game provides a simple step-by-step process to create a random alien species. This can be used by players if the Referee permits to create a random alien to play in a campaign, or might be used by the Referee himself in order to generate a series of aliens for use in his setting. At its core this supplement is a series of tables. It is up to the creativity of the players and Referee to help flesh out the results of these table rolls to make a believable race with a culture all its own.

Step 1: Hit Dice

----- ROLL 1D6 -----			
LEVEL	1-2 POOR	3-4 TYPICAL	5-6 EXCELLENT
1	1	1	1
2	1+1	2	2
3	2	3	3
4	2+1	3+1	4
5	3	4	5
6	3+1	5	6
7	4	6	7
8	4+1	6+1	8
9	5	7	9
10	5+1	8	10
XP	100	200	400

Step 2: Base Hit Bonus

----- ROLL 1D6 -----			
LEVEL	1-2 POOR	3-4 TYPICAL	5-6 EXCELLENT
1	+0	+0	+0
2	+0	+0	+1
3	+1	+1	+2
4	+1	+1	+2
5	+2	+2	+3
6	+2	+3	+4
7	+3	+3	+4
8	+3	+4	+5
9	+4	+4	+6
10	+4	+5	+6
XP	100	200	400

Step 3: Saving Throw

----- ROLL 1D8 -----				
LEVEL	1-2 POOR	3-5 TYPICAL	6-7 EXCELLENT	8 AMAZING
1	15	14	13	12
2	14	13	12	11
3	13	12	11	10
4	12	11	10	9
5	11	10	9	8
6	10	9	8	7
7	9	8	7	6
8	8	7	6	6
9	7	6	6	6
10	6	6	6	6
XP	100	200	300	400

If you would prefer, you may choose your results from the resistance table. Some combinations are commonly found together: Poison and Death, Mental Influence and Cloud Mind, Explosions and Environmental Hazards, or Meditations and Gifts.

Step 4: Resistances (Roll x2)

1D20	+2 SAVES AGAINST...
1	Cloud Mind
2	Death
3	Electrical Effects
4	Environmental Hazards
5	Explosions
6	Falling Damage
7	Fear
8	Fire or Heat-based Effects
9	Gifts
10	Ice or Cold-based Effects
11	Illusions or Holograms
12	Meditations
13	Mental Influence
14	Poison
15	Psychic effects
16	Radiation
17	Sonic Effects
18	Stun or Unconsciousness
19	Tractor Beams
20	Vacuum

Step 5: Weapon Restrictions

1D6	WEAPON RESTRICTION	XP
1-2	Primitive weapons only: clubs, daggers, crossbows, bows, spears, staffs, and swords.	100
3	Specifically Trained Combatant: Only three specific weapons, such as a dagger, laser pistol, or star sword.	200
4-5	Modern Combatant: Clubs, daggers, firearms, grenades, laser pistols, mono-daggers, mono-swords, staffs, and swords.	300
6	Elite Combatant: May use any weapon.	400

Step 6: Armor Restrictions

1D8	ARMOR RESTRICTION	XP
1-2	May only wear light armor, and may not use shields	100
3-4	May only wear light armor, and may use shields.	200
5-6	May wear light or medium armor, and may use shields	300
7-8	May wear any armor and use any shield.	400

Step 7: Ability Modifiers (effects may stack or cancel one another out)

1D12	ABILITY (MAX 18)	XP
1	Strength +1	100
2	Dexterity +1	100
3	Constitution +1	100
4	Intelligence +1	100
5	Wisdom +1	100
6	Charisma +1	100
7-11	No Adjustment	0
12	Roll twice using 1d6	0

1D12	ABILITY (MIN 3)	XP
1	Strength -1	-100
2	Dexterity -1	-100
3	Constitution -1	-100
4	Intelligence -1	-100
5	Wisdom -1	-100
6	Charisma -1	-100
7-11	No Adjustment	0
12	Roll twice using 1d6	0

Step 8: Native Conditions (+1 to all checks in designated terrain)

1D20	NATIVE TERRAIN	XP
1	Deserts and wastelands	100
2	Forests and jungles	100
3	Swamps and marshes	100
4	Mountains and canyons	100
5	Grassy plains	100
6	Seas and oceans	100
7	Urban Sprawl	100
8	Darkness or Dusk	100

	NATIVE TERRAIN	XP
9	Wintery Climate	100
10	Tropical Climate	100
11	High Gravity	100
12	Low Gravity	100
13	High Atmospheric Pressure	100
14	Low Atmospheric Pressure	100
15-19	No native terrain bonus	0
20	Atmospheric requirement*	-200

* Must wear breathing gear or -2 on all checks where the Referee believes physical fatigue could penalize you.

Step 9: Modes of Transport

1D12	METHOD	SPEED	NOTES	XP
1	Crawler	10+	(1d4+1) pairs of legs. Speed 10, +2 per pair.	0
2	Glider	--	Wings or membranes. Also walks Speed 12	100
3	Burrower	3	Digs underground. Also walks Speed 12.	100
4	Flier	12+	Wings or psychic power, Speed 12+2d4. May also walk with two legs at Speed 12.	200
5	Swimmer	9	Fins, etc. Also walks Speed 12.	100
6	Levitate	6	Using psychic power or flutter wings.	100
7	Slither	10+	No legs, move like snake. Speed 10+1d4	0
8	Multipede	8+	Many legs like a centipede. Speed 8+2d4	0
9-11	Walk	10+	Walking on two legs, Speed 10+1d4	0
12	Roll Twice	--	Roll twice more using 1d8	--

Step 10: Senses

1D20	SENSE	COMMENTS	XP
1-2	Keen Vision +1	Can see colors outside human wavelengths	100
3-4	Keen Hearing +1	Can hear wavelengths outside human range	100
5-6	Keen Smell +1	Can identify people and track by scent alone	100
7-8	Dark-Vision	40 ft Light Amplification	200
9	Infra-Vision	40 ft Infra-red wavelengths	200
10	Sonar Hearing	All-around "sight" with sound	200
11	Poor Vision -1	Roll again on 1d10, reroll vision results	-100
12	Poor Hearing -1	Roll again on 1d10, reroll hearing results	-100
13	Poor Smell -1	Roll again on 1d10, reroll smell results	-100
14	Blind	Roll again on 1d10, reroll vision results	-300
15	Deaf	Roll again on 1d10, reroll hearing results	-300
16	Mute	Or only roars/growls/etc. Roll again on 1d10	-300
17-20	--	--	--

Step 11: Physical Size

1D6	#	HEIGHT	WEIGHT
1 SMALL	#=2d4	2 ft 8 +# in	40 +# lbs
2-5 MEDIUM	#=2d10	4 ft 10 +# in	120 +(#x5) lbs
6 LARGE	#=2d6	7 ft 0 +# in	180 +(#x10) lbs

For example, if you rolled 3 your race is "Medium" sized. You then roll 2d10 which results in 12. Therefore your alien averages 5 ft 10 in (4 ft 10 in + 12 in) and has an average weight of 180 lbs (120 + 12x5 lbs).

Step 12: Reproduction

1d10	REPRODUCTION	NOTES
1	Asexual, Budding	Cellular division
2	Asexual, Parthenogenesis	Self-fertilizing egg
3-5	Sexual, Viviparous	Male and female produce live birth
6-7	Sexual, Oviparous	Female lays egg, male fertilizes it
8	Sexual, Ovoviviparous	Male and female produce egg, but egg remains in female while life develops
9	Reproduction Rareness	Comes in seasons, once every 2d10 years. Reroll using 1d6 for type of reproduction.
10	Litters	Reproduction done in litters of 2d4 children. Roll again using 1d6 for type of reproduction.

Step 13: Longevity

1d6	LONGEVITY	
1	Very short lifespan.	Roll 5d10 to determine number of years
2-3	Typical lifespan.	Roll 50+5d10 to determine number of years
4-5	Long lifespan.	Roll 100+1d100 to determine number of years
6	Very long lifespan.	Roll 2d4x100 to determine number of years

Step 14: Overall Appearance

1d8	OVERALL APPEARANCE	XP
1-4	Humanoid. Only coloration, skin consistency, placement of hair, shape of ears, forehead, eyes, or posture differences.	0
5-6	Mostly humanoid. Some very obvious differences, such as different hand, arm, or leg configurations, placement of head, length of neck, etc. Nobody will mistake the alien for human, but the alien can use equipment designed for humans without penalty.	0
7	Barely humanoid. The alien's posture doesn't even appear humanoid. The shape of hands, face, arms and legs are very alien. The species normally has to use equipment designed specifically for it. If forced to use equipment designed for human hands, he suffers a -1 penalty to its use (ability checks, To-Hit rolls, etc.)	-100
8	Totally alien. The alien appears to be a totally different strange shape, at least to a human onlooker. Maybe an amorphous blob or a strange insectoid, etc. It's difficult for this species to even sit in human-made chairs. It has a body shape and function that requires special equipment, clothing, armor, and technology. If forced to try to use a piece of technology made for humans, the alien suffers a -2 penalty to all rolls.	-200

Step 15: Special Abilities

Some aliens also possess other special abilities. If your XP Value total up to now is 1800 or less, your class is permitted the full 10 levels of experience. If greater than 1800, your alien class will only be permitted to attain 8 levels of experience.

You may roll on the Special Abilities table up to 4 times. If being totally random, roll 1d4 to determine how many times. Each time you roll, add 200 to your XP Value and reduce the maximum level your alien class may attain by 1.

For instance, if your total XP Value so far is 2200, then your class only goes to 8th level. If you roll on this table twice, your class may only reach 6th level and your XP Value becomes 2600.

1D100	SPECIAL ABILITY
01	Communicate mentally within line of sight.
02	Only require 2 hours of sleep per day
03	Pain tolerance – has sense of touch but feels no pain. Cannot roll less than 3 when rolling hit points (simply flip all 1's and 2's to 3's when rolling HP). Automatically resist physical torture without saving throw.
04	Focus – can focus on one action by spending one round doing nothing but concentrating. The action taken in the next round gets +1.
05	Hive Mind – Linked to others of same species within 100 ft. Communicate and exchange memories or mental images at the speed of thought
06	Levitation – can levitate for 1 turn per level and move at a rate of 6 ft per round once per day.
07	Alternative Sense – the alien perceives something in an unusual manner; he can see sound, hear light, or feel smells, etc.
08	Physical Transformation – near halfway through its lifespan, the alien enters a cocoon and spends 24 hours transforming itself into another stage of life. Roll up a second alien, which will represent this second stage.
09	Natural armor – fur, scales, spines, etc. -2[+2] to AC[AAC]
10	Cut Resistance – the alien takes half damage from knives, swords, axes, and other modes of attack which specifically cut or slash.
11	Internal Clock – can sense the passage of time and mentally time things with amazing precision. +2 on any check involving timing.
12	Adrenaline Control – can use the Alter Reflexes Meditation once per day.
13	Chameleon ability provides a +2 bonus to any roll to hide if remaining perfectly still.
14	Species enemy: +2 to hit a specific other race or creature type
15	Minor telekinesis as if using an invisible hand 3 ft long per level which can lift 3 lbs per level

1D100 SPECIAL ABILITY	
16	Can speak with animals as per the level 2 Meditation 1/day
17	Battle Rage (1 in 6 chance per round to enter rage) +2 To-Hit and damage but can only use melee weapons.
18	Can perform the Charm Person Meditation 1/day (pheromones, etc.)
19	Lightning Calculator - can perform complex math algorithms mentally without need of a computer. +2 on any check involving calculations.
20	Disease Detection - sense diseases and toxins in biological beings. +2 to any roll using a medic pack, and +2 to saves against poisons and diseases.
21	Science experts. +2 to any roll related to a specific field of science
22	Engineered race that doesn't show up as a life form when scanned
23	All-around perception, +1 to any rolls to avoid surprise
24	Can Detect Good/Evil as per the Meditation 1/day
25	Linguistics- start play with 2 extra languages. Learn new languages with a few days of exposure. No limit to the number of learnable languages.
26	Need only half the food and water requirements as a human
27	Medical experts. +2 to any checks to use a medical kit to heal others
28	Power mover - Outside of combat, can double overland movement rate
29	Followers - gain 1d6 1st level followers of a specific character class when reaching the class's highest level.
30	Depth Sense - can detect approximate depth underground or underwater.
31	+2 to detect secret and concealed doors
32	Can see invisible enemies 1/day
33	Extraordinarily stealthy. +2 to any rolls related to moving silently or hiding
34	Has claws (or fangs, tusks, horns, etc.). 1d6 damage.
35	Prehensile tail - can be used as an extra hand/arm
36	Power Repellant - Radiates 3 ft aura that repels Gifts and Meditations.
37	Can cling to surfaces like a spider or gecko
38	Reputation - the race is known far and wide in a positive light, which can open doors unavailable to others.
39	Stretching - limbs or torso or something can stretch up to twice its length to reach things far away.
40	Can use the Protective Meditation 1/day
41	Eidetic Memory - as long as the player states he's taking a mental picture of something he sees, he will be able to recall it with perfect memory.
42	Sense Gifts and Meditations - can detect presence of someone able to use Gifts or Meditations within 30 ft. Must declare intent to detect.
43	Have rubbery amorphous body, can reconfigure to different shapes or limb configurations with 1 turn of concentration.
44	Unusual communication - communicate with others of its type in an unusual manner, such as subtle variations in odor, subsonic vibrations, etc.

1D100 SPECIAL ABILITY

- 45** Can create webbing like a spider
- 46** Amphibious – can breathe water as well as air, may have gills
- 47** Symbiotic Immortality – the alien has a symbiot creature implanted at youth, which attaches to the spine and nervous system and accumulates knowledge. When the alien dies, the symbiot is removed and implanted in another. The race lives many lifetimes as the symbiot lives for thousands of years, even if the host does not. Wisdom +1.
- 48** Radio Sense – the alien can detect radio signals and even tune them in to actually hear them on a 2 in 6.
- 49** Opposable thumbs on feet, can grip things, etc.
- 50** Regenerates damage at a rate of 1 Hit Point per round
- 51** Ranged natural attack (electricity, shooting spines, acidic spray, etc.). 2d6 damage. 15 ft range, Saving Throw for half damage, 1/day
- 52** Energy Resistance – takes half damage from lasers.
- 53** Gifted – can use gifts as an Alien Mystic 2 levels lower.
- 54** High tech species, +2 to any roll to use a tool kit to repair something
- 55** Sympathetic Healing – once per day the alien may heal 1d6 damage to an ally by touching him. The alien will be damaged the amount healed.
- 56** Direction Sense – detect magnetic north or strong gravity sources.
- 57** Prophecy – enter a trance once per session and ask the Referee one yes/no question about the setting or story which he must answer truthfully.
- 58** Pressure Tolerance – can exist in very high atmospheric or underwater pressure safely, but cannot exist in a vacuum by use of this ability.
- 59** Combat Monster: Extra attacks per round equal to level which may only be used against foes of 1 HD or fewer.
- 60** Life Drain – once per day the alien may cause 1d6 damage to a foe within 10 ft. The alien will be healed an amount of damage it stole.
- 61** Fast-mover, +2 to movement rate(s)
- 62** Bludgeon Resistance – takes half damage from staffs, clubs, fists, and other bruising or bludgeoning attacks.
- 63** Zoom Vision – zoom focus 3x vision distance. Ignore range penalties.
- 64** Gravity Tolerance – can function in gravity up to twice the limit of a human (approximately 8G) without suffering from blood flow issues.
- 65** Mimic – duplicate another speaker perfectly on 2 in 6. If fail, it will sound like an expert imitation, but won't pass electronic comparison.
- 66** Computer experts. +2 to any checks related to computers
- 67** Iron Stomach – can eat anything and gain nourishment; cannot be poisoned by eating contaminated food.
- 68** Mind Merge – by touching another sapient creature (unless it makes a saving throw) and merge minds with it, sharing knowledge and emotions.

1D100 SPECIAL ABILITY	
69	Receive +1 bonus to initiative
70	Cause fear or hesitation (with a roar or glare, etc.), victims in melee range have -2 To-Hit unless they pass a Saving Throw, 1/day
71	Sociology experts. +2 to any checks to interact with others.
72	Fire Generation - the alien can create fire from a gland once per day to cause 1d6 damage and catch things aflame.
73	Tough or reinforced skeletal structure, +1 HP per HD
74	Hard to hit. AC improves an amount equal to BHB while unarmored only
75	Can enter a trance and heal as Healing Meditation 1/day
76	Suspended Animation - alien can enter a state of suspended animation for up to a number of days equal to level, where functions are so slowed that it appears dead even to scanners. This can slow poisons, diseases, etc.
77	Sealed system - can enter the vacuum of space, doesn't have to breathe, for no more than 1 hour, 1/day
78	Pounce - Leap up a number of feet equal to Strength score, and forward a number of yards equal to his Strength score.
79	Unarmed warrior, +1 To-Hit and damage while unarmed
80	Can use the Detect Thoughts Meditation 1/day
81	Stun Attack - the alien makes an attack roll and if successful the foe must make a saving throw or be rendered unconscious 1d6 turns.
82	Closed mind - immune to attempts to influence the alien's mind with any form of Gift or Meditation.
83	Iron Liver - can drink anything and gain nourishment; cannot be poisoned by drinking contaminant liquids.
84	Doppelganger ability 1/day, can change body to look like specific other individual for 1 hour. Requires touch. Saving Throw resists the identity theft. If victim is killed the duration of the effect is 1 year.
85	Cultural Weapon Training - receive +1 to hit with specific single weapon common to the alien's culture.
86	Bioluminescent - the alien has some method of generating light equivalent to a small torch. Can be turned on and off at will.
87	Fearless - the alien has no sense of fear and can look at all situations rationally. This gives a +2 bonus to any saving throw to resist fear.
88	Trading Culture - When shopping, haggling and deal-hunting is assumed, receive a 10% discount on all purchases.
89	Photosynthesis - the alien synthesizes proteins through exposure to light.
90	Lie detection - the alien knows when people are lying with a successful Intelligence check. Targets may attempt a Saving Throw to defeat the alien's detection.
91-00	Choose an item from this list

Step 16: Final Touches

The “XP Value” total is how many XP are required to reach the 2nd level of experience. Each level after that is double the cost of the previous level. Put it all in class description format and try to describe all this randomness into a cohesive and playable alien character class.

GET CREATIVE These tables are going to give you some flesh and bones, but it’s up to you to add the meat. Don’t feel too restricted by these tables either, they’re not here to box in your imagination, they’re all here to encourage it. You might get results you didn’t expect and it might take you in a totally different direction than you planned. But then again, you can also use these tables as menus from which you build whatever alien species you choose.

ILLUSTRATIONS An alien needs to spur your imagination, and they say a picture is worth a thousand words. If you lack the artistic talent to illustrate the alien yourself, turn to the web: there are many great artists on Google+ and DeviantArt.net willing and able to produce great illustrations for reasonable rates. The illustrations in this supplement were drawn by Khairul Hisham at hishgraphics.com... start there if you wish!

SHARE This product is covered under OGL and therefore you should feel not only permitted, but encouraged to share what you build with the rest of the world. There is an active community on Google+ that shares such content, and it’s a constant flow of great stuff!

Examples

The aliens on the following pages were built using the system presented in this supplement. Feel free to use them in your games or view them as examples of the way this supplement can be used to generate fun playable results.

MAERANN

Maerann are tall graceful bipeds covered in soft hairless skin. They are mostly tan, with a darkened pink series of stripes along their torsos. Their large eyes are intensely colored. Maerann stand 7 ft 3 in tall and weigh around 210 pounds. Their expected lifespan is only 29 years, and they try to live those years to the fullest. They reproduce sexually, and create litters of 2-8 live young. Their home world is mostly water with fifteen large sprawling city states built into rock outcroppings. They are not primitive, but had they not interacted with other species it would have taken another century to develop FTL drives. Scientists believe these aliens were once amphibious and lost use of their torso gills as they evolved to live on the islands away from water predators. Markings along their torsos support this, but are nothing more than cosmetic today.

WEAPON/ARMOR RESTRICTIONS: Maerann pass fighting styles on generationally and some legal matters are still settled by combat. They may use a dagger, laser pistol, or spear. Light Armor and shields are permitted.

SAVING THROWS: Maerann have +2 on Saving Throws against poison and sonic effects.

SENSES: Their large eyes give +1 to any checks related to vision. Their ears are not ideal for directional hearing, -1 to any checks related to hearing.

CLINGING: Maerann flesh has microscopic soft hairs allowing it to cling to surfaces and move normally, like a gecko or spider. On their home world they build their cities on mountain islands and use this form of transportation as commonly as humans walk.

HYPNOTIC VOICE: Maerann have an amazingly soothing yet powerful voice. This gives them a +1 bonus to their Charisma scores (max 18). Once per day, they may use their voice in such a manner as to cause a Charm Person effect (as per the Meditation) on one victim. Onlookers will know the Maerann used its ability, but not the victim.

WATERBORN: Maerann receive a +1 to all checks while in the water and can swim at a speed of 9. They have fins on their forearms and lower legs and prefer to wear clothing that won't restrict those fins, even when not near water.

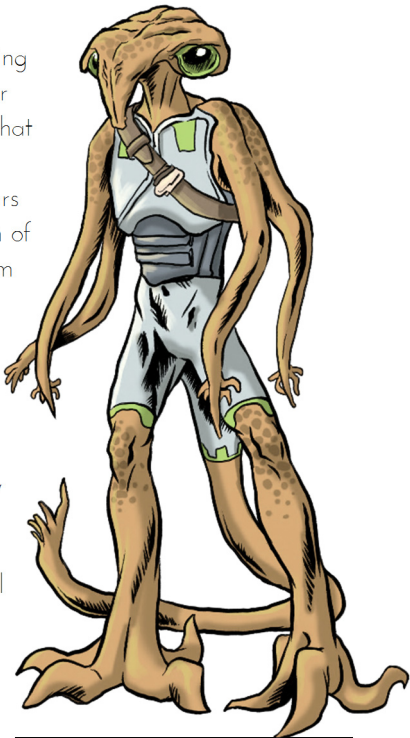


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LEVEL	XP	HD	BHB	ST
1	0	1	+0	13
2	1,800	2	+0	12
3	3,600	3	+1	11
4	7,200	3+1	+1	10
5	14,400	4	+2	9
6	28,800	5	+3	8
7	57,600	6	+3	7
8	115,200	6+1	+4	6

SINDARAN

Sindarans are a light-brown rubbery-skinned alien standing near 5'9" and weighing around 165 pounds. They appear lumbering and lazy, but have an alertness to their eyes that contradicts that fact. They have prehensile tentacle arms ending in unusual hands containing four thumb-like fingers which close around a central finger, which is an extension of their arms. Their feet contain a mass of seemingly random tentacles, which defy shoe designers. They are mostly bipedal but have a long tail ending in a hand, which can be used in all ways like a normal hand. The Sindaran home world is filled with amazing technologies and very accurate holograms, which they culturally enjoy. It has slightly elevated levels of radiation, but they've developed protection against it. They have a pleasant odor some find similar to fresh-baked bread. Their lifespan is 83 years to the average, and they are all genderless. Around midlife they lay eggs (usually 1, but rarely 2 or none) which are self-fertilized.



WEAPON/ARMOR RESTRICTIONS: Sindarans are not generally violent, but may use clubs, daggers, firearms, grenades, laser pistols, mono-daggers, mono-swords, staves, and swords. They may wear light armor and may use shields.

SAVING THROWS: +2 on Saving Throws against radiation and illusions or holograms.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	13
2	1,600	1+1	+0	12
3	3,200	2	+1	11
4	6,400	2+1	+1	10
5	12,800	3	+2	9
6	25,600	3+1	+3	8

SENSES: Sindaran noses are long and move around when they speak. They are not as well suited for smelling as a human and they have -1 to any checks related to smell.

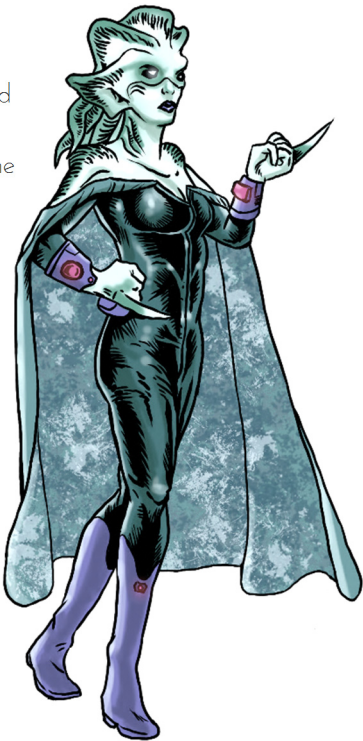
HIGH TECH: This race is highly intelligent (+1 to rolled score, max 18)) and well-educated engineers. They get +2 on any roll to use tool kits to repair or engineer things.

RUBBERY: Sindarans have coarse dense skin strengthened by networks of small muscles (-1 to rolled Strength), most versatile around the upper torso. They may absorb and grow different number of pairs of tentacles. A Sindaran may have 2, 4, or even 6 tentacles, depending on work needs, and can adjust the number of tentacles once per day. They still have a primary limb, but can do things humans can do with their off-hand with all other tentacled arms/hands.

ALIEN SHAPE: Sindaran are unusual shaped and they prefer gear designed for them. When forced to use other equipment, they suffer a -1 penalty to any rolls.

XIN-XIN

Xin-Xin are a petite race of humanoids standing 5' tall and weighing only 130 lbs. They typically live over 150 years and reproduce sexually, giving birth to live young. Unlike most human cultures, they do not choose mates for life, but for the moment, and pairing for life is reserved only for the elderly who settle down for financial purposes. Xin-xin have long membrane "manes" growing from their necks and shoulders which resemble capes. They have growths from the backs of their hands which are long and hard like fingernails, which they call their "spikes." Both spikes and manes must be trimmed regularly. The small but mighty Xin-xin come from a home world which is mostly an urban sprawl. Violent crimes there have forged them into formidable warriors. They tend to talk in street jargon and lack eloquence, but make up for it with their moxy. Though slight of build, their speed and violent street-level upbringing makes them hold their own even against the largest of alien brutes.



WEAPON/ARMOR RESTRICTIONS: Xin-xin can use swords, firearms, and laser pistols. They may wear light armor but may not use shields. At higher levels, they tend to prefer no armor at all.

SAVING THROWS: +2 on Saving Throws against falling damage and stun effects.

STREET SAVVY: Xin-xin are comfortable in an urban setting and receive a +1 bonus to all rolls while in cities and alleys.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	14
2	2,000	2	+1	13
3	4,000	3	+2	12
4	8,000	4	+2	11
5	16,000	5	+3	10
6	32,000	6	+4	9
7	64,000	7	+4	8
8	128,000	8	+5	7

MANE: The Xin-xin's long cape-like membrane can be grabbed with free hands and used to glide (even steer), as long as gravity and atmospheric pressure permits. As teens, they like to base jump off tall buildings and perform stunts. As the Xin-xin gains levels, they learn to use their manes in combat as a form of shield and distraction, which allows them (if unarmored) to improve their AC by an amount equal to their Base Hit Bonus.

SPIKE: Although able to use weapons, Xin-xin prefer to fight with their spikes. These cause 1d6 damage.

QUICK: Xin-xin characters receive a bonus of +1 to their rolled Dexterity scores (max 18). Their fighting styles focus on quickness, speed, and accuracy over brutality.

AMIRI

Amiri are a peaceful race of explorers and scientists native to a humid swamp world. They stand 3 ft 2 in and weigh 54 lbs. They are akin to plants in that their bodies are constructed of a mesh of fibrous flesh, ranging from brown to red. They live 92 years and begin life a neutral gender. At some point, most choose to reproduce by cellular division (budding). Their shape is quite alien; they have a many-muscle mouth on the top of their heads facing upwards, from which they may create beautiful deep bass music and song. They have two tentacle arms ending in dextrous hands with only three fingers, and move around on a multitude of small tentaclepods.

WEAPON/ARMOR RESTRICTIONS: The Amiri never developed their technology for war and only use primitive weapons if driven to fight. They may wear light armor but may not use shields.

SAVING THROWS: +2 on Saving Throws against electrical attacks and Meditations.

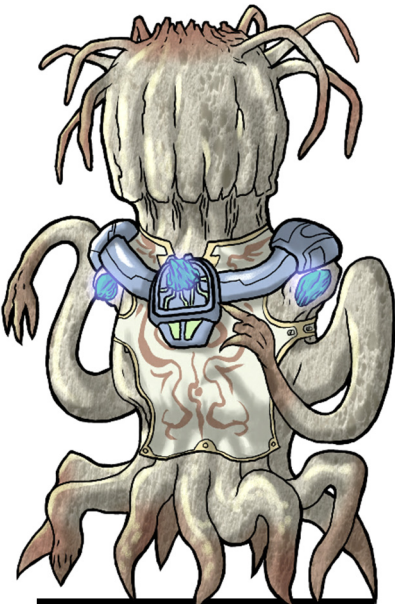
SWAMP DWELLERS: Amiri receive a +1 bonus to all rolls while in a bog, marsh, or swamp.

ADVANCED MINDS: All Amiri have +1 to their Intelligence and Wisdom scores (max 18).

CRYSTALS: Amiri have no eyes or ears, but grow three crystals in their torsos. The center one vibrates while the others sense vibration, creating an active sonar giving them 360 degree "sight." They can even perceive color and texture. The center crystal's vibration can be varied and can produce wavelengths in the audible or visible spectrum (like a flashlight), while the side-crystal receivers can sense radio waves. They can tune-in to a radio-wave comms signal with a 2 in 6 chance of success, though they consider this a breach of privacy.

GROUP HARMONY: The Amiri's crystals harmonize onto a common wavelength when within 100 ft of one another, which create a type of shared mind. They may communicate freely with one another through this link and peruse one another's memories. They tend to avoid memory-searching, though, and value privacy and individuality above all other ideals. Amiri in possession of sensitive knowledge are licensed to wear inhibitor harnesses which prevent this type of synchronization.

ALIEN SHAPE: Amiri are very unusual shaped and they prefer gear designed for them. When forced to use other equipment, they suffer a -2 penalty to any rolls.



LEVEL	XP	HD	BHB	ST
1	0	1	+0	12
2	1,800	2	+0	11
3	3,600	3	+1	10
4	7,200	3+1	+1	9
5	14,400	4	+2	8
6	28,800	5	+2	7
7	57,600	6	+3	6

LAVOTHIAN

Lavothians are big and blue. They are basically bipeds with large feet, hands, and heads. They have four eyes and unusual mouths with a split lower jaw. They have a large bony ridge which frames in their great heads. Most of their flesh is thick and coarse, though feathers grow naturally from their forearms and head ridges. They stand 7'6" tall and weigh 240 lbs. They live 65 years and have two genders. They mate for life and give birth to live young, though their fertility cycle is twelve years (they traditionally wed during a fertility cycle and celebrate both together every twelve years). They live in great clan houses with many generations. They are deeply spiritual warriors and bards who evolved on a world with three other intelligent species, all of which now extinct. Their songs tell tales of their ancestors culling their homeworld of the weaker species. Many Lavothians go on lifequests, a time filled with wanderlust, where they travel the galaxy to make names for themselves and bring honor to their clans.



WEAPON/ARMOR RESTRICTIONS: No restrictions on weapons, armor, or shields. They train with all forms of combat and destruction.

SAVING THROWS: +2 on Saving Throws against poison and stun effects.

SENSES: Lavothian's lower pair of eyes see in the infra-red spectrum. They blink alternatingly closing their top and bottom pairs of eyes and their brains merge the two into a keen sense of color and heat patterns.

BATTLESONG: When a Lavothian enters combat and sing songs of ancestors, they work themselves into a rage. Each round there is a 1 in 6 chance that the rage will begin. Once raged, melee combat is the only option and the alien gets +2 to hit and damage. It requires a saving throw to end the battlesong before enemies are dead.

REGENERATION: Lavothians heal 1 hit point every turn (ten rounds).

COMMUNE WITH ANCESTORS: A Lavothian can enter a trance once per session and ask the Referee any one yes/no question about the story, which must be answered truthfully.

ALIEN SHAPE: Lavothians are very unusual shaped and they prefer gear designed for them. When forced to use other equipment, they suffer a -2 penalty to any rolls.

LEVEL	XP	HD	BHB	ST
1	0	1	+0	14
2	2,800	2	+1	13
3	5,600	3	+2	12
4	11,200	4	+2	11
5	22,400	5	+3	10

RACE WORKSHEET

STEP	XP
1 HIT DICE	
2 BASE HIT BONUS	
3 SAVING THROW	
4 RESISTANCES	
5 WEAPON RESTRICTION	
6 ARMOR RESTRICTION	
7 ABILITY MODIFIERS	
8 NATIVE CONDITIONS	
9 MODES OF TRANSPORT	
10 SENSES	
11 PHYSICAL SIZE	
12 REPRODUCTION	
13 LONGEVITY	
14 OVERALL APPEARANCE	
15 SPECIAL ABILITIES	

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