

# Star Frontiers In Altermity

## Star Frontiers in Star\*Drive

Within what citizens of the Concord call the Orion Frontier is a small region of space containing what resembles stellar nations known collectively to those that inhabit it as the Zebulon's Expanse. Within that Expanse are five major burgeoning Stellar Nations

- Dralosite Assembly
- Sathar Empire
- Vrusk Incorporation
- Yazirian Confederation
- The Rim Coalition (Ifshnit, Humma, Osakar)

Vrusks are the oldest race in the region, having had FTL for quite a long time. Contact between the races happened within several hundred years while the First Galactic War waged. The Vrusk contacted the Dralosites first, followed by the Yazirians contacting the Vrusk. After a short period of xenophobic trepidation, the three major races formed trade agreements and were in the midst of forming a federation of sorts, when the Sathars attacked.

The Sathar Wars were short and savage. The Sathar Empire eventually was defeated after violating their treaty for a second time. It now remains a member of the Zebulon Expanse's United Planetary Federation by treaty but many feel the Sathar wait for their opportunity start a new war. Some suspect they are seeking allies of like minds to help them in any war they start.

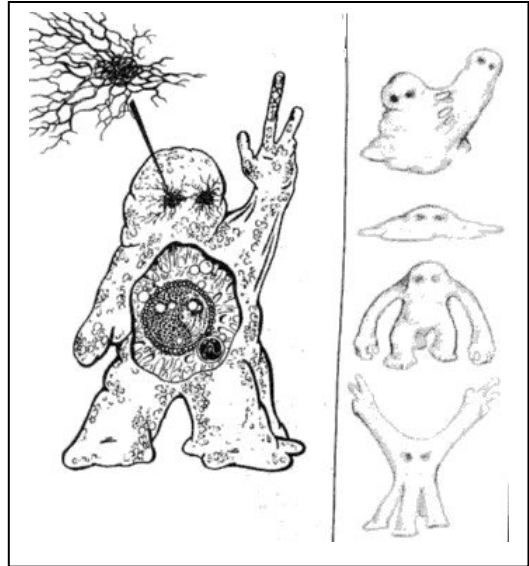
Each of the stellar nations of the Expanse contains a few hundred systems and is much smaller than the human region of space. First contact between the Concord and the Expanse occurred late in 2490 on the edges of the Verge, between a joint Vrusk/Dralosite/Yazirian exploration team and Concord science mission.

# Star Frontiers In Alternity

## Dralasite

The Dralosite took a curious path during its evolution; rather than evolving from single-celled organisms into amphibians reptiles, and other advanced creatures the Dralosite maintained its simple body structure. These short, bloblike humanoid creatures stand about 1.3 meters tall and average one meter wide.

The external membrane that serves as their skin is dry and has the texture of fine sandpaper. This membrane ranges from dull gray to earth tones. Dralosites have no internal skeleton; they maintain their shape through an intricate system of muscles. This enhanced muscular system gives dralosites strength superior to that of most humans.



The internal organs of a Dralosite float freely within its body in a thick organic liquid. These include numerous hearts and a central nerve bundle that functions as the brain. Dralosites do not have eyes as most creatures do but "see" through an elaborate conglomeration of optical nerves called "eyespot." These eyespots collect into two dense patches on what is commonly considered the dralosite's head. Dralosites have no lungs but breathe by diffusion of oxygen across the skin membrane. Not only do they breathe through the skin but also they acquire their sense of smell this way. With their entire body capable of processing odors, the olfactory ability is the keenest sense of a Dralosite. It is so refined that dralosites can often recognize people and places by scent alone. Breathing through the skin does not hinder the dralosites' ability to swim underwater. Absorbing air is a conscious act, and they can simply choose to "hold their breath" at any time. With no lungs dralosites produce speech by expelling air past a voice box from a contracting bellows-type organ.

## History

Dralosites originate from the watery world of Flaginnor. This planet is more than 90% covered with water, with only a few landmasses dotting the surface. Most of the animal life on Flaginnor consists of amphibians and fish, with a handful of reptilian creatures.

The history of Flaginnor is a peaceful one. Most dralosites are open to new ideas and are more concerned with discovery than with conflict and power. Dralosites welcomed the vrusk with open pseudopods when the insectoid species initiated first contact. Dralosites were in their Age of Reason when the vrusk arrived and had long before concluded that they were not alone in the universe. The vrusk saw vast potential in the insightful ameoba-like creatures, and they helpfully tried to show their the ways of business and commerce. This attempt was unsuccessful, however, and it was not long before they

## Star Frontiers In Altermity

realized that the Dralasite way of thinking was incompatible with vrusk corporate philosophy. The vrusk instead changed their goal to developing trade with the natives of Flaginnor.

The vrusk took it upon themselves to teach the dralasites about their advanced technology. The dralasites enthusiastically absorbed the new knowledge and soon began developing technology of their own. Within a few generations, many Dralasite inventions surpassed those of their vrusk benefactors. Over the next century, Dralasite technology successfully evolved from a society just on the heels of scientific discovery into one that traverses the stars.

### **Far Future Campaigns**

Armed with the technology introduced to them by the vrusk, dralasites are just beginning to use ships with faster-than-light (FTL) travel about the same time as humankind is developing its own. Gamemasters running a campaign in the STAR FRONTIERS setting should have the Dralasite and human colonists meet in the Frontier at the beginning of Progress Level 7 (PL 7), introduced to each other by the vrusk. Other campaign settings can have groups of dralasites and humans meet anywhere in space, as each of them have interstellar travel capability. Dralasites almost always embrace first contact with other species, sometimes to the point of naivete. This attitude opens dralasites up as strong friends and allies--or as targets for exploitation, depending on the nature of those they meet.

### **Roleplaying**

Dralasite society relies heavily on intellectual and philosophical disciplines. Debating and analyzing situations are favorite pastimes to a Dralasite. Their search for knowledge and understanding far outweighs the search for wealth and power, and greed is a rare attribute to find in this race. Money does not imply status in Dralasite cultures. The general acceptance of one's ideas is a far more significant gauge of prestige than possessions.

Dralasite characters place a high value on humor. Unfortunately, the humor that Dralasites enjoy is often dry and simplistic. This leads to a common phrase among other species--"Easier than amusing a Dralasite" employed when describing the simplicity of a task.

Clothing is not an important factor in Dralasite cultures, as it can make breathing difficult. Equipment is often carried on web or utility belts. Dralasites eat by osmosis, absorbing the food into their bodies where it is digested by one of their many stomachs.

All Dralasites are hermaphroditic, alternating between both male and female stages during their lifetime. By PL 5, the Dralasites developed pharmaceuticals that allow individual Dralasites to control these stages. Reproduction occurs through a process known as "budding." The male expels reproductive

## Star Frontiers In Alternity

spores that become attached to a female. These cells then germinate into a new individual. This embryo grows on the mother for about three months before detaching as a unique, infant dralasite.

While they are very social creatures, the nuclear family unit is unknown to the dralasites. Communities share responsibility for raising the young, and the concepts of "father," "mother," and "sibling" are strange to them.

Ability Score Range

Ability	Range
STR	7/15
DEX	5/11
CON	6/15
INT	4/14
WIL	4/13
PER	4/12

Free Broad Skills

Ability	Skill
Strength	Athletics
Constitution	Stamina
Intelligence	Knowledge
Will	Awareness
Personality	Culture
Personality	Interaction

### Special Abilities

**Elasticity:** Dralasites can "grow" additional pseudopods to use as arms and legs, as well as enact other physical changes due to the flexibility of their ameoba-like bodies. This change can be as minor as growing a new arm or as dramatic as a dralasite's absorbing all appendages and molding itself into a large, living ball. Absorbing or growing a new pseudopod is not an immediate process and can take up to five (d4+1) minutes. Each limb must be added or removed individually; multiple limbs cannot be grown or absorbed simultaneously. These changes take complete concentration, and a dralasite can take no other action while performing the metamorphosis (although the change can be put on hold until later if need).

A dralasite can have up to a number of limbs equal to its Dexterity divided by two (rounded up). This allows a hero with a Dexterity of 9 to have three arms and two legs, no legs and five arms, two legs and two arms, or any other combination of five or fewer limbs. Although a dralasite can have additional arms and legs, multiple legs do not increase movement rate, and numerous arms cannot be used simultaneously. The dralasite nerve bundle that functions as its brain can maintain control over only two arms at once. The other arms are



## Star Frontiers In Alternity

"dormant" limbs. While these limbs can still hold things in their dormant state, they cannot manipulate objects, fire weapons, or perform other similar actions. An arm can grow smaller pseudopods that act as "fingers." A dralosite limb can be a maximum of one meter long and a minimum of ten centimeters thick, while each finger can be a maximum of ten centimeters long and a minimum of one centimeter thick.

**Lie Detection:** A dralosite has an enhanced ability to tell when someone is lying to them. If the dralosite is communicating face to face with the person in question, the Gamemaster can make a secret Awareness--intuition skill check for the hero with a wiht a +2 penalty. A successful result indicates the hero has successfully seen through the deception. A Critical Failure means the hero adamantly believes the exact opposite of the true situation (i.e., the dralosite might believe it is hearing a lie when it is hearing the truth).

# Star Frontiers In Alternity

## Humma

Average Size 2.5 meters tall

Average Mass 90 kilograms

Average Lifespan 210 years

Reproductive System hermaphroditic, viviparous

Body Temperature 38 degrees Celsius

The body of a Humma is pear-shaped with a short, blunt head, no visible neck, narrow shoulders, unusually short arms, a stocky trunk, and wide hips with powerful legs. The face has a muzzle, with both feline and canine features. The



body is covered with matted fur, usually dull brown. The hands are hairless. The feet are long and tough. Humma walk on the balls and toes of their feet, which gives them their extra height. They are able to jump an incredible distance. Their short arms can hold a rifle but are not suited for melee weapons.

They have evolved with an agile and strong prehensile tail with which they can deliver a sound blow or use a melee weapon. Humma are warm-blooded but they are not mammals; their physiology and life cycle are unique. Young Humma are female. After they have borne a single child (all Humma bear one child in their lifetime) they change into males. When Humma approach 170 years of age they undergo another change into a neuter stage and remain neuter until death.

Humma hearing and sight are equivalent to Human standards. Their sense of smell and touch are not as acute as most of the other races, while their sense of taste is completely dull. This lack of smell and taste, combined with their tough digestive system, means they can eat almost anything that is vaguely edible.

The Humma language is an ugly one, full of grunts and guttural noises. It is not an easy language to learn; Vrusk and Ifshnits, particularly, have a difficult time with it.

## History

The Humma homeworld's history is steeped in civil and interspecies war. Called Hummat, it sits in the center of a small cluster of colonies along the edge of Zebulon's Expanse. Originally independent, the Sathar incursions drove the Humma to finally join the Rim Coalition, along with the Osakars and the Ifshnits.

Humma society is feudal with the equivalent of a king (called the Highest One) and royalty (Higher Ones, High Ones, and so forth). The fealty they owe their superiors is a very serious matter with them. Humma

## Star Frontiers In Altermity

are usually named after their forebears or the houses they serve (Glaxchild, Klud of Arius, etc.). The lineage of a Humma is important to him and a source of pride.

### Roleplaying

There is little that they enjoy more than a good brawl. Humma have an almost fatalistic, "it is a good day to die," attitude which not only makes them deadly warriors but leads them to entertain themselves in most illicit fashions. They are carousers without peers.

In the last few decades the pride and honor that Humma have traditionally assigned to feats of war have come to include accomplishments in technical and scientific areas and explorations. There is even a house, Platget, that now sends out its descendants to become Star Law Rangers.

### Ability Score Range

Ability	Range
STR	6 - 16
DEX	3 - 13
CON	5 - 15
INT	4 - 14
WIL	4 - 14
PER	2 - 12

### Free Broad Skills

Ability	Skill
Strength	Athletics
Dexterity	Acrobatics
Dexterity	Vehicle Ops
Constitution	Stamina
Intelligence	Knowledge
Will	Awareness

### Special Abilities

**Spring Charge:** A Humma can spring up to 25 meters horizontally from a standing start and, if he lands within 2 meters of an opponent, come to a dead stop and make a melee attack against the opponent, who cannot strike back. The "carousel attack:" a circle of Humma springing from one enemy to another, is a bizarre battle tactic they enjoy using. A Humma can continue this 25-meter spring for up to 10 turns, but then gets winded and cannot use it again for at least 30 minutes.

**Poison Resistance:** Humma are unaffected by any poison that they eat or drink.

**Prehensile Tail:** The tail of the Humma is 2 meters long and has a grip stronger than a Human hand. The tail is capable of holding an item or swinging a melee weapon. When holding an item, the Humma can use its two arms normally. When using the tail to wield a weapon, the Humma must concentrate on it and cannot use its arms to operate anything else. The tail can only wrap around hilts, handles, etc., and cannot throw grenades or operate devices. The tail itself is treated as a rifle butt for damage. It is strong enough to support a Humma's body, but only for 5 (+ STR Resistance Modifier) in Turns.

# Star Frontiers In Alternity

## Ifshnit

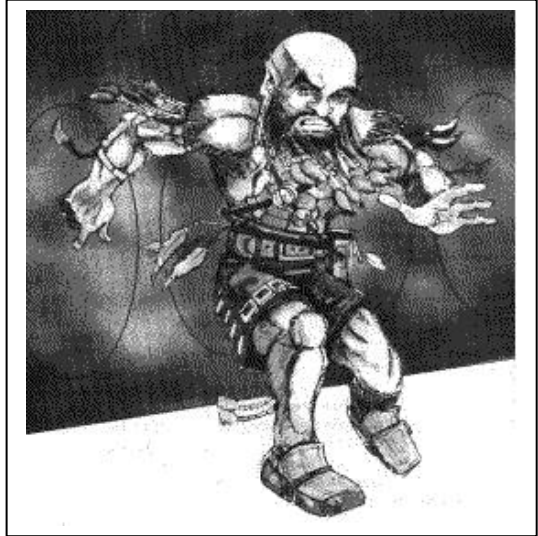
Average Size 1.0 meters tall

Average Mass 30 kilograms

Average Lifespan 150 years

Reproductive System heterosexual, viviparous

Body Temperature 32 degrees Celsius



Ifshnits are short, hairy humanoids. They are bipedal, symmetrical mammals that look like tiny Humans in hair coats. All Ifshnits have bald pates, moustaches, and long, silky hair over the rest of their bodies. This body hair can be

any color but is seldom different shades on the same body. All males have long and ornate beards, usually or a different shade than the rest of the body hair. The body hair of both sexes is usually worn in intricate braids. Each Ifshnit clan braids its hair differently. Ifshnit hands and feet are covered with short hair, except for their palms and soles, which are bare and padded. This short hair is slightly darker than the rest of the body hair. Their hands have three fingers and an opposing thumb, the feet have four toes.

Ifshnits are herbivores and the thought of eating another creature is utterly revolting to them. Because of their vegetarian diet they are constantly nibbling instead of eating meals.

Because of their small size Ifshnits cannot use many large items, including normal rifles.

Ifshnits have normal senses of hearing, touch, and taste. They have almost no sense of smell and have a hard time understanding the concept of scent. Their eyes are masterpieces of biological engineering. A fast-closing inner lid closes instantly if exposed to bright light, preventing the Ifshnit from being blinded (many exobiologists believe Ifshnits evolved under intense sunlight). Their night sight is no better than a Human's.

Ifshnits have a lilting, piping voice that is best described as cute. Their language is intricate, but is compatible with most races' linguistic abilities (except the Humma).

## History

Ifshnits are the major race in the Capella system of the Rim Coalition. They founded the Capellan Free Merchantss, which in turn founded the Rim Coalition. They see themselves as independent from the United Planetary Federation formed by the Vrusks and their allies, but few others do. Their strange, polite



## Star Frontiers In Alternity

dickering is known and welcome on most planets. Due to their origins, Ifshnits are fiercely independent. They like neither mega-corps nor cadres. They live in small family clans and are governed by a committee that changes continually.

Ifshnits believe that this is the last corporeal existence they will have. Their concept of an afterlife is one of pure thought mixed with gentler emotions. As a part of this belief they tend to ignore the sensual pleasures of life. Their favorite pastimes include games (they love competition), storytelling, and bartering for goods. They adapt very well to living and working in space. Dorem Dasak, the famous Dralasite philosopher and historian, has named them "The race of the future, they who will inherit!"

### Ability Score Range

Ability	Range
STR	5 - 15
DEX	4 - 14
CON	4 - 12
INT	4 - 14
WIL	4 - 16
PER	3 - 12

### Free Broad Skills

Ability	Skill
Strength	Athletics
Dexterity	Vehicle Ops
Constitution	Stamina
Intelligence	Knowledge
Will	Awareness
Personality	Interaction

### Special Abilities

**Highly Developed Sight:** Ifshnits cannot be blinded by any light, as their inner eyelids snap shut instantly. They cannot see during the turn a light flashes brightly, but their eyesight will be normal the following turn.

**Innate Skill:** Because of their unique culture, which is heavily based on barter, Ifshnits learn about trading at an early age. -1 Step to Business rolls and -2 Steps to Interaction – bargain

**Small Size:** Due to their small size, the Ifshnit is harder to hit. +1 Step to any ranged attacks against a Ifshnit

# Star Frontiers In Alternity

## Osakars

Average Size 3 meters tall

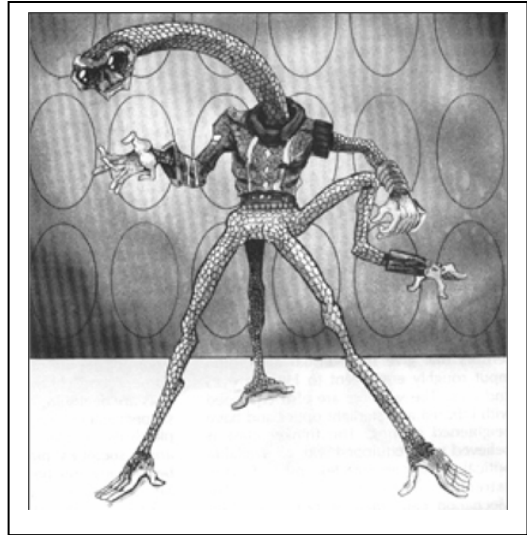
Average Mass 100 kilograms

Average Lifespan 225 years

Reproductive System parthenogenesis

Body Temperature 42 degrees Celsius

Osakar are very tall, long-limbed creatures. Four legs grow symmetrically from the lower portion of their barrel-shaped bodies and constitute 65% of their height. Each leg has two opposing knees and can fold up to lower the Osakar to a height of a little under 2 meters.



Osakar have two arms with shoulder joints similar to those of a Vrusk, but they aren't double jointed. The hands are short and powerful with five fingers (each finger has five knuckles) and two opposing thumbs (each thumb has three knuckles). The Osakar head is set slightly forward of the shoulders on a long, thick, muscular neck. This neck can turn the head straight back, so the Osakar can easily look behind itself. The Osakar head has a very flat face with little detail. The two eyes are totally black. The nose is an intricately baffled vertical opening. The mouth is a mere slit containing hard, bony ridges used for chewing. Two opposing tongues, one on either side of the mouth, can be seen.

The Osakar epidermis is made up of thousands of large, white, hard, plate-like cells that are shingled downward all over the body. They resemble a huge, white plant more than any animal. Osakar have only one sex, which is considered female and new individuals are developed from unfertilized eggs. To all other races Osakar appear completely identical, like clones.

Osakar have vision, hearing, and a sense of touch comparable to that of mankind. They have the finest sense of taste and smell on the Expanse (see Special Abilities).

Osakar speak a strange language that is quite beautiful. The two tongues produce sounds no other race can make and the use of their baffled nose-hole adds exotic fluting which is entrancing. They have no problem learning to speak new languages.

## History

The incredible physical similarities between Osakars has an interesting impact on Osakar society. All Osakar are absolutely equal and have the same rights. They are the only race that has achieved perfect equality. Their lack of distinguishing features not only reinforces this equality, but also channels their

## Star Frontiers In Alternity

natural inclination toward individuality in a most unusual direction. No two Osakar sound alike, the inflection and tone of their voice being unmistakably different. Some even adopt other languages permanently.

Their desire to be different also manifests itself in their religious beliefs. Every known religion in the galaxy, including ancient and "forgotten" religions, is being practiced by at least one Osakar. All Osakar are fervently religious, but the religion itself is not as important as the fact that the Osakar believes in it.

But the Osakar desire for individualism is most notably expressed in their apparel. While Osakar can live comfortably in most climates without clothing, apparel accounts for a major portion of their personal expenses. They absolutely love fashion. Gaudy, tasteful, tacky, luxurious, the range of Osakar apparel is without limits and changes continuously. (Osakar characters must spend at least 20% of their income on clothing and accessories.) Osakar do not limit their outfits to one gender or species; any clothing that fits, from any culture or time period, may be worn by an Osakar.

### Ability Score Range

Ability	Range
STR	5 - 15
DEX	5 - 15
CON	4 - 14
INT	4 - 14
WIL	3 - 13
PER	3 - 13

### Free Broad Skills

Ability	Skill
Strength	Athletics
Dexterity	Acrobatics
Dexterity	Stealth
Constitution	Stamina
Intelligence	Knowledge
Will	Awareness

### Special Abilities

**Highly Developed Smell:** All Osakar have highly developed olfactory senses. These are so accurate that an Osakar can recognize and identify even very weak odors that it has encountered in the past, including people. -2 Step to Investigate - tracking rolls, unless something has masked or removed the scent.

**Languages:** Because of their unique mouth structure Osakar can duplicate all known languages. The Osakar are the finest linguists known. An Osakar character starts the game knowing any four civilized languages it desires in addition to Common/Basic and Osakish. To learn more, the professional cost is reduced by 1 (-2 to listed). For Osakars, learning a new language is always professional cost (-1 to listed).

## Star Frontiers In Alternity

**Natural Climbing Ability:** Because of the nature of their limbs, Osakars have a bonus to climbing.-1 Step to Athletics -climb rolls

**Fast Movement:** When calculating Combat Movement, the Osakar get a +3 modifier to the STR+DEX total.

## Star Frontiers In Alternity

### Vrusk

First contact with a vrusk can be unnerving. These insectoid lifeforms stand on eight spindly legs protruding from a 1.5-meter-long abdomen. A vrusk's torso, or thorax, extends upright from their abdomen. Two arms supporting five-fingered hands are attached to the thorax, with one on each side. These double jointed arms can reach any point on the vrusk's body and can even rotate in a complete circle.

The bulbous head of a vrusk is entirely insectlike, complete with two antennae, large multifaceted eyes, and four mandibles around its mouth. A vrusk's eyesight is roughly equivalent to that of a human, with the same field of vision. Vrusk antennae function as olfactory organs, giving them a slightly better sense of smell than humans have. The mandibles of a vrusk are used for tearing and manipulating food. Although they carry a sharp edge, they inflict no more damage than does a human's bite.

A hard, chitinous exoskeleton covers the vrusk body. While the exoskeleton protects a vrusk from the minor scrapes and bruises to which a human would be susceptible, it is not strong enough to prevent stun, wound, or mortal damage. Every few years during adulthood, and much more frequently in youth, vrusk molt to gain a new carapace. Vrusk also have an internal skeletal system made of calcium phosphate to support their large frame.

Vrusk females give birth by oviparity, laying a clutch of one to three leathery eggs. The eggs are then incubated by one of the parents until they hatch. Machines that can incubate the eggs are available by PL 4, but most vrusk disapprove of this method of bringing offspring to term.

### History

Vrusk society developed into structured organizations early in their history. As early as Progress Level 2 on their homeworld of K'arek-Kar, capitalism was nearly universal. Corporations had already begun to shape society, and sovereign power had given way to business elected democracies. Businesses continued to grow in size and power until the vrusk Industrial Age and the time of the Corporate Wars. This conflict stemmed from heavy contention between the major oligopolies as each tried to drive competitors out of business. Hostilities between the corporations continued to mount until violent confrontations and corporate espionage became commonplace. When it became apparent that their society was about to tear itself apart, the vrusk sensibly backed off and went through a paradigm shift in



## Star Frontiers In Alternity

how they viewed corporate competition. Rather than trying to drive all other competitive organizations out of business, many corporations simply became specialized in what they did best, relying on other corporations to supply them with the additional services they needed. Thus were born the vrusk trade houses. Other corporations narrowed their focus to a few products and services but became completely self sufficient. Biologically related families became less important as the corporations became the "family" of their employees. As unorthodox as this social structure might seem to humans and many other species, it promoted peace among the vrusk and allowed their society to flourish.



### **Near-Future Campaign**

The vrusk invent ships capable of FTL travel while humans are at the conclusion of PL 6. If introduced in this type of campaign, the vrusk make first contact with Earth while humans are colonizing their solar system. While they view humans as occasionally irrational and unfocused, the vrusk are impressed by the progress of Earth's marketplace and immediately try to carve a profit niche in it themselves. This might cause feelings of paranoia among many humans who feel that the visitors are trying to financially take over their society (which, of course, is not the vrusk intention). Other humans embrace the opportunity to become successful by teaming with the enterprising insect species.

### **Far-Future Campaign**

If introduced in this setting, vrusk make first contact with Earth shortly after humankind has developed their own FTL spaceships. They still try to integrate with the human marketplace as they would in a near-future campaign, but humans should feel on much more even ground with the visitors in this time period. Humans and vrusk in this setting might make many joint ventures into nearby star systems. If the Gamemaster is running a STAR FRONTIERS campaign, the vrusk guide the humans to the Frontier, where they introduce the humans and dralasites.

### **Roleplaying**

The intimidating appearance of a vrusk is normally misleading. Vrusk are social creatures with a highly organized society. Vrusk are cunning at business and usually devote their entire lives to the company or organization for which they work. In, their company dictates where the vrusk lives, what type of career they have, who they associate with, and more. While most sentient races would find this arrangement

## Star Frontiers In Altermity

intolerable, vrusk welcome the company interaction, and think of .non-vrusk companies as weak and poorly structured.

Companies in vrusk society fall into two categories: conglomerates and trade houses. Conglomerates are organizations that employ all the skills necessary for the company to function with internal resources only. A conglomerate would have divisions dedicated to finance, legal, construction, sales, etc. A conglomerate rarely needs to hire out for a skill that is not already found internally. Trade houses, on the other hand, are highly specialized corporations that excel in one skill area. A single trade house might focus its entire business on travel arrangements, gridcaster manufacturing, or another specialized market. These organizations hire the needed skills from other trade houses, who have working relationships with each other. For instance, a trade house that manufactures induction engines might hire another trade house to take care of their accounting.

Vrusk heroes often begin to treat the companions they adventure with as part of their company, and as such, family. When this type of trusting relationship is built, few allies can be better than a vrusk. Their dedication to the company they work for and their friends means more to them than personal safety. The common ideal vrusk lifestyle is to be successful in business and to live in peace and harmony. They usually avoid confrontational situations but aggressively defend and fight for the success of their company.

Naturally, vrusk heroes make excellent Diplomats. Since companies need all types of services, there are appropriate vrusk careers in other professions as well. Vrusk have the potential to make good Mindwalkers. Since this position is not commonly needed in most companies, however, finding vrusk dedicated to this practice is rare. Vrusk who take on a life of adventuring are either working for the good of their company or have left their company and the standard vrusk lifestyle behind, finding it to constricting.

Ability Score Range

Ability	Range
STR	4/12
DEX	7/15
CON	4/11
INT	8/15
WIL	4/14
PER	5/13

Free Broad Skills

Ability	Skill
Dexterity	Manipulation
Constitution	Stamina
Intelligence	Knowledge
Intelligence	Business
Will	Awareness
Personality	Interaction

# Star Frontiers In Alternity

## Special Abilities

**Ambidexterity:** Vrusk automatically receive the perk Ambidextrous at no cost. This does not count against the hero's three perk maximum.

**Comprehension:** A vrusk is adept at understanding social interactions. This allows a vrusk hero the chance to understand a social dealing they observe that the player may not be able to decipher. Whenever the hero wants to attempt this ability, the player simply makes a Knowledge-deduce skill check at a +1 penalty. A success indicates the hero understands the nature of the social dealing.

For instance, Kli' Chik the vrusk is in a cantina and observes a human and a weren arguing at the next table. As the confrontation heats up, both adversaries stand up as if the situation could come to blows at any moment. The human faces the weren with poise and confidence, seemingly in control of the situation. A successful skill check by Kli' Chik reveals that the human is actually scared out of his wits, and his bravado is only on the surface.

**Swimless:** Vrusk do not breathe through their mouth, but respiration occurs through a series of holes called spiracles that run along their abdomen. This makes it impossible for vrusk to breathe while swimming, since the abdomen is almost entirely submersed.



# Star Frontiers In Alternity

## Yazirian

A yazirian looks like a tall, slender ape with a lion-like mane surrounding its head and pointed ears. Unlike an ape, however, the posture of a yazirian is completely upright, similar to a human. A membrane of flesh akin to a flying squirrel runs along both sides of its body, extending from the hands down to its lower legs. When the yazirian raises its arms, this flap of skin is stretched taut and forms makeshift wings that can be used for gliding short distances. The entire body of a yazirian is covered with short, soft hair, with the exception of the lower arms and legs, where the hair is long and shaggy.



## History

Yazirian society is centered around clans. These informal groups of related individuals were the cornerstone of early yazirian society but become less important later in their evolution. The history of the yazirian forest homeworld is filled with wars and skirmishes between rival clans. As the technology level of yazirians grew, the number of between clans fell. Cities began to spring up in the dense forests across the planet, giving rise to yazirian independence of the clans and the feuds that accompanied them. Yazirians pursued technological advancement with the same vigor they gave to the clan feuds, allowing them to emerge quickly into their Industrial Age. Eventually they developed FTL travel, though there is speculation that the yazirian designers secretly used technology from an alien spacecraft that crashed on their planet. Now capable of interstellar travel, large groups of yazirian colonists immediately began to explore and colonize the nearby systems

## Far-Future Campaigns

Since yazirians did not invent FTL spaceships until shortly after Earth created their own, yazirians can be encountered only in post-FTL campaigns. Despite their brutal past, yazirians have long since evolved past their warlike nature and peacefully and optimistically approach first contact with other species. Yazirians and humans have much in common, and these two species generally get along well.

## Roleplaying

The yazirians are an energetic species, driven by a strong passion for life. While highly motivated to the task at hand, yazirians are characteristically short tempered. Yazirians are quick to make decisions and even quicker to act upon them. This attitude makes them excellent Combat Specs and Free Agents, but few are suited to fill the roll of a Diplomat. While many make good Tech Ops, some find this profession not dynamic enough to motivate them.

## Star Frontiers In Alternity

One of the oldest traditions in yazirian culture is that of choosing a "life-Enemy." Classically, a life-enemy was a rival clan. As yazirian civilization grew, many other adversaries are chosen as life-enemies. For instance, a soldier might choose the sathar as a life-enemy, while a trader might choose a competitor. The goal of a yazirian is to defeat, in one way or another, his life-enemy. The soldier might simply desire to eradicate all sathar, while the trader tries to overcome his competitor in business. While most yazirians still follow this tradition, choosing a life-enemy is not necessary for ALTERNITY heroes.

Ability Score Range	
Ability	Range
STR	4/12
DEX	8/16
CON	4/11
INT	4/14
WIL	6/15
PER	4/11

Free Broad Skills	
Ability	Skill
Strength	Athletics
Strength	Unarmed attack
Dexterity	Acrobatics
Intelligence	Knowledge
Will	Awareness
Personality	Interaction

### Special Abilities

**Night Vision:** Yazirians' eyes are highly sensitive to light, allowing them to see in dim light as well as a cat. This sensitivity causes bright light to be uncomfortable, and yazirians must wear dark goggles when in sunlight or in settings of intense illumination. Those who do not have protective goggles in these instances suffer a +2 penalty to all actions that rely on Dexterity.

**Battle Rage:** The adrenal gland in a yazirian is powerful and unpredictable. At the start of a scene in which a yazirian enters melee combat, this gland sometimes releases large doses of potent adrenaline into the creature's system. This causes a condition known as "battle rage," in which the yazirian attacks with a near berserk fury. Most who have seen a yazirian enter battle rage do not relish the idea of seeing it again. Whenever a yazirian enters close quarter combat, the player should make a preliminary skill check against the yazirian's Melee Weapon or Unarmed Attack skill (whichever is appropriate for the situation). If the result score is Amazing, the yazirian falls into battle rage. While in this state, the yazirian receives a -3 bonus to all melee or unarmed attacks. (Battle rage does not enhance ranged weapon attacks.) The check for battle rage is made only once, but it lasts until the end of the Combat Scene.



## Star Frontiers In Alternity

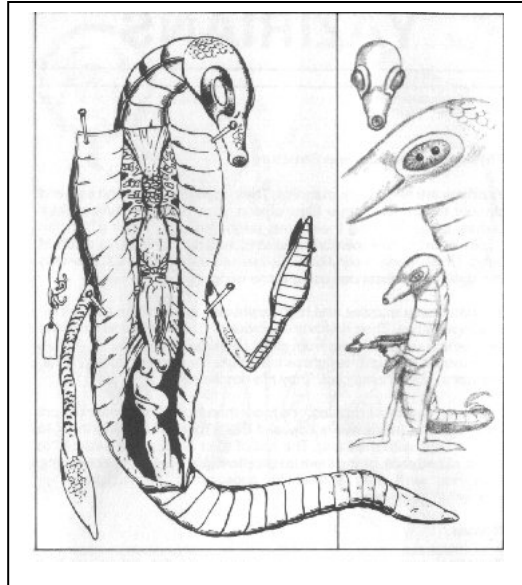
**Gliding:** The membranes on a yazirian's side allow them to glide short distances. A yazirian can glide one meter for every one meter of height they leap from in G2 gravity conditions. This distance can be tripled in environments with a gravity rating of G1. Gliding cannot be attempted on planets with gravity ratings of G3 or higher.

The yazirian can also reduce or entirely negate falling damage by using these membranes to slow their descent. Yazirians receive a -3 bonus to the Acrobatics--fall skill check.

### Sathar

The segmented, worm-like body of the sathar averages about 3.5 meters in length. A majority of the length rests on the ground, allowing it to slither like a snake, while keeping the front 1.5 meters of its body vertical. Sathar have distinct heads with one eye on either side and a round, tooth-filled mouth similar to a lamprey. The milky eyes of a sathar each have two pupils that provide a much larger field of vision than most creatures enjoy.

Four tentacles serve as appendages for a sathar. Two one-meter-long tentacles on its upper body function as arms. At the end of each of these limbs are four smaller tentacles that play the role of fingers. Two additional tentacles sprout from the lower part of the sathar's body to serve as legs. These legs have larger, flattened pads for feet. These legs are not normally used for locomotion, since sathar movement consists of a slither, but rather help to stabilize the top part of the creature while standing upright. The brownish-yellow skin of a sathar is covered with a thin layer of mucus that keeps the skin moist and protects it while slithering.



### History

It is only by a narrow margin that the sathar did not destroy their entire species ages ago. Since the sathar had only simple tools and weapons, they have been at war. Originally, two species of intelligent life evolved on the sathar home world: the sathar and a reptilian humanoid species known as the setarian. Eventually, the sathar succeeded in annihilating the setarian.

At that point, they turned their aggressions toward each other. Many sathar factions, called cadres, sprung into existence and began to war with each other. These hostilities continued for hundreds of years until, eventually, one of the more prominent cadres rose to power

and held the entire species under military control. Retaliation from the other cadres proved unsuccessful, and eventually the sathar accepted the new leadership and became a loosely united species. Although hostilities ceased, the cadre structure remained. Technology then advanced at an enormous rate, as the sathar set their sites on conquering the stars rather than each other. Originally, the sathar intention was simply to expand their species. This goal quickly changed to one of interstellar domination, however, when they discovered intelligent life on other planets.

# Star Frontiers In Altermity

## Contemporary Campaigns

An encounter with sathar in this type of campaign would be something out of an alien invasion movie. The first sathar to arrive would cautiously and covertly learn all they could about humans and other species. This would include monitoring radio transmissions, observing native life, and even abducting natives for study and testing. Sightings of sathar scout ships and some isolated encounters with the sathar would occur. When they feel comfortable with their ability to conquer the natives, the sathar forces swiftly and violently assault the planet. Although humankind is at a technological disadvantage in this campaign setting, their greater numbers and tenacity make them a powerful adversary to the sathar invaders.

## Near Future/Far Future Campaigns

While humans and sathar are at nearly even technology levels in this setting, an encounter with the sathar is no less hostile. By this age, humans and other species have reached out into space and might be traversing the stars. Thus, it is likely that first contact with the sathar in this setting occurs not on earth but in the depths of space. Sathar might be slightly more cautious of species advanced enough to have FTL travel, but the sathar inevitably try to conquer them as well. With other species traveling among the stars, the sathar go to great lengths to keep the location of their home planet secret. Sathar never negotiate, regardless of their situation, and interrogation attempts reveal no useful information.

## Roleplaying

Most sathar are extremely militaristic and warlike. Many speculate that without an enemy and their constant drive to conquer, sathar society would again turn on itself and collapse. Sathar are commonly evil and amoral, unscrupulously wiping out entire populations to obtain their resources and land, or simply for the sake of battle.

The concept of family has no meaning in sathar society. All sathar are organized into military groups called cadres. The worms dedicate their life to the cadre, which becomes both their family and career. Gender does not exist among sathar, as each is hermaphroditic. Procreation in a sathar cadre serves the sole purpose of creating new soldiers, and these soldiers are trained from their infancy.



As a general rule, sathar should normally be allowed in the game only as supporting cast. At the Gamemaster's option, however, players may be allowed to run a sathar hero. These rare sathar would invariably be outcasts from sathar society who left because they did not agree with society's malicious

## Star Frontiers In Alternity

philosophies. Most sathar heroes would still possess some the warlike ambitions of their species, but they would be greatly curbed.

Ability Score Range	
Ability	Range
STR	4/11
DEX	4/ 13
CON	4/ 11
INT	4/ 14
WIL	8/15
PER	7/14

Free Broad Skills	
Ability	Skill
Dexterity	Vehicle Operation
Constitution	Stamina
Intelligence	Knowledge
Intelligence	Tactics
Will	Awareness
Personality	Interaction

### Special Abilities

**Hypnotism:** A sathar who is able to converse with a character for ten minutes or longer in a non-combat setting has the innate ability to hypnotize them. The victim must be able to see and understand the sathar to be hypnotized. A sathar must achieve a Good or Amazing result in an Interaction-charm skill check (adjusted by the victim's Will resistance modifier) to successfully hypnotize someone. An Ordinary result fails to hypnotize the victim, but does not allow the victim to realize what the sathar is up to. A Marginal result indicates the character has seen through the sathar hypnotism attempt.

**Limited Water Breathing:** Sathar have no lungs but respire as earthworms do, by exchanging carbon dioxide for oxygen directly through the moist surface of their skin. This function allows for limited respiration underwater. Sathar can obtain enough oxygen from water to allow them to stay submerged for up to 30 minutes before coming up for air.