

BOON'SHEH

Physical Appearance and Structure

The teal-skinned Boon'sheh are slim, bipedal mammals, usually standing at least a head above humans. Their skin is soft to the touch, and they are completely hairless except for patches of fur on their shoulders and forearms. Boon'sheh have long tails.

Their faces are not expressive and almost skeletal, as they have very little muscle in them. Their noses are square, with tiny nostrils, and their ears are pointed and long, giving them a somewhat feline appearance.

Boon'sheh bodies are built for running, and as such they have little mass compared to other sentient species. What physical weakness they have as a consequence, they make it up with their great speed.

Senses

Boon'sheh senses are very well-developed, particularly, their sight, hearing and sense of smell. Tests performed by Terledrom scientists indicate that the regions of the Boon'sheh brain that deal with these three senses are in a permanent state of overdrive, and that their sensory organs are always absorbing more data than the conscious brain can process. This has resulted in the Boon'sheh developing a 'danger sense', their unconscious selves picking up warning signals from eyes, ears and nose, and forcing their bodies to act before they consciously notice what is happening. While some individuals tend to think of the Boon'sheh as 'fidgety' (or even paranoid), their danger sense has saved them and their colleagues from certain death more than once.

Speech

Boon'sheh speak in high-pitched tones, and their native language is very dependent on them. They also use many palatal and alveolar clicks when talking. While their language appears to be complicated at first, most people can learn it in two or three weeks.

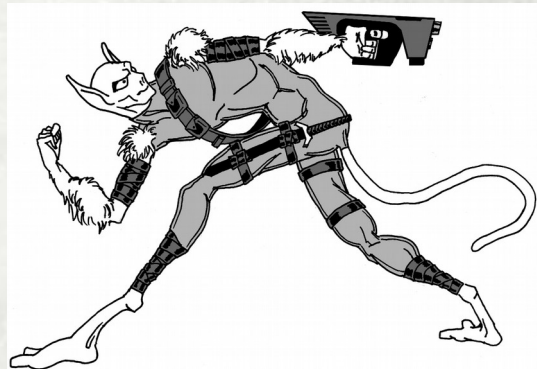
Their names commonly have two or three syllables and are always preceded by the prefix "Boon-" which stands for 'person', as in Boon-Shube or Boon-Gurenn. This prefix is usually dropped in informal conversation.

Society and Customs

The Boon'sheh were very close to developing system ships when their planet was discovered by vrusk and dralasite prospectors from Terledrom. They were never a prolific species to begin with, so they had no problem with the newcomers once they agreed to their somewhat arcane terms of commerce and to leave their cities alone.

While prehistoric Boon'sheh were individualistic nomads, their current society is urban and based around clans. The average clan holds around 200 people, most of which live in the same city district. There are no true Boon'sheh 'families': all children are raised by the clan as a whole, and the parent-child bond is unknown to them. Boon'sheh

worship their clans and fight fiercely for them, whether in the battlefield or in the negotiation rooms, and those that do not hold up to a clan's expectations are often cast out of their districts. Most of the star-faring Boon'sheh are such outcasts.



Attitude

Boon'sheh get along well with dralasites and vrusks, as they were the first star-faring peoples they had contact with. This feeling is mutual, though the foreign miners are amused by their lack of facial expression. Local dralasite colonists are known to use the idiom 'To see a Boon-sheh smile' when talking about mirages and illusions.

They're mildly distrustful of humans and yazirians, as the former's curiosity (Boon'sheh call it 'deathwish') and the latter's aggressiveness tend to set off their danger sense more often than usual.

BOON'SHEH

Homeworld: Unknown

Attribute Dice: 12D

DEXTERITY 2D+2/4D+2

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 1D+1/3D+1

TECHNICAL 2D/4D

Special Skill:

Perception Skills:

(A) *Danger Sense*

Time to Use: Rounds to minutes.

Boon'sheh's keen senses can subconsciously alert them to perils they aren't aware of. Whenever a Boon'sheh is endangered, the referee secretly rolls a Danger Sense skill check, a success means that the Boon'sheh becomes aware of danger (though not able to pinpoint its exact source) and can warn others of it. No matter how keen the senses of a Boon'sheh, there is always a slight chance he can be duped.

Move: 20

size: 2 meters long, 55 kilograms

Average Lifespan: 75 years

Source: The Star Frontiersman, Issue #3, stats by Oliver Queen

BORA-KAI

Physical Structure

The Bora-kai are bipedal, with two arms, similar in external shape to humans. Their skin is leathery, grey, dense and covered with fine bristly hairs (much like the skin of an elephant). They grow no larger thicknesses of hair anywhere on their bodies.

Their heads have a single row of ridges that begin at the front of their foreheads and trail down the back of their necks, then all the way down to their tailbone. These ridges are bony protrusions that have no known function.

Although their bodies are not meant for speed, they are strong and durable, able to carry heavy loads and do so for a very long time.

On the inside, they are very different from humans. The bora-kai possess a complex web-like network of interconnecting bones and cartilage that serves as a powerful protective layer against outside harm. They have two hearts, one that takes over for the other at even intervals (a monthly cycle), though if one fails they can operate off the other indefinitely. Several other organs are redundant as well.

Bora-kai females have four breasts, and men have four nipples. They often produce two or more children per birth and the mother requires this level of nutrient provision to care for her young.

Senses

The Bora-kai have poor senses of touch; their dense skin lacks any decent level of tactile feedback. This also increases their tolerance for pain. The fine hairs on their bodies can sense slight changes in air current and pressure, however.

The Bora-kai have narrow eyes with all-black cornea, retina, and pupil. These dark pools of ink see well in the dark, yet have very little trouble in full daylight. Even by starlight, the Bora-kai can see as well as in the daytime. They cannot see in total darkness.

Their senses of hearing, smell, and taste are virtually the equal of humans.

Speech

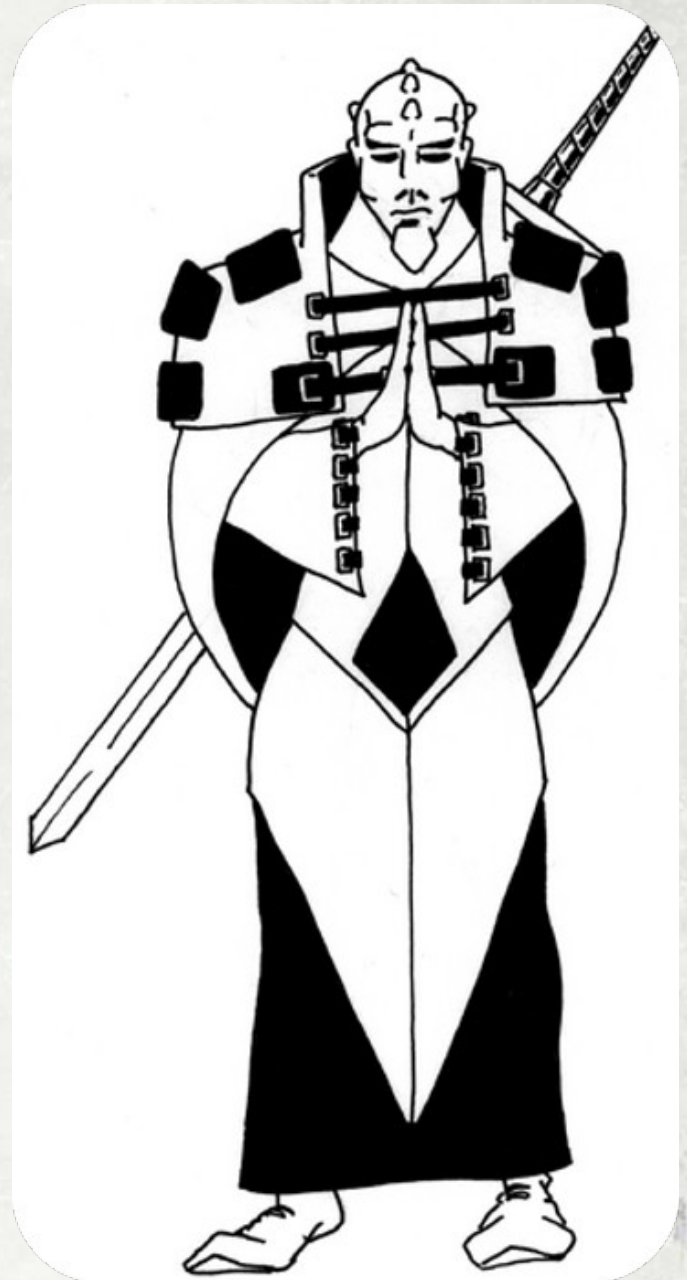
These beings have a traditional larynx and vocal system capable of producing normal ranges of sound, but their voices tend to be extremely low in frequency. Their deep baritones make incredible melodies when they choose to sing the songs of their homeland. Their speech is slow and careful-sounding, giving the impression of wisdom.

Society and Customs

During the second Sathar war, several Sathar ships and outposts were destroyed, many of which crashed on various worlds. In order to prevent their technology or the mysteries of their existence from being known, they all self-destructed... except one.

On 87PF during the siege of Sathar Outpost #1 (a fortified space station with its own moons), Strike Force

Nova noted two large escape pods that jettisoned. They sent detachments to eliminate the escape vessel but were surprised to find not Sathar inside, but something else entirely.



The Bora-kai were a captive race, used for a hundred generations as slave labor by the dreaded Sathar. These bora-kai were all that remained, and they wanted to live. Strike Force Nova took them captive and tried in vain to learn some secrets about the Sathar from them.

The Bora-kai were never a star-faring race, and their understanding of space and its physics is limited. They come from a world long destroyed by the Sathar (no remaining Bora-kai has any memory of his homeland). Their society was feudal, and their king and queen are long dead. The living remnants of this once proud if primitive society are all descendants of knights once in the

employ of their queen.

The Bora-kai of today were raised in tyranny and treated poorly for ten years by UPF, before political pressure encouraged their release. They all agreed to split up and explore the Frontier, learn from these people who have conquered their enemy the Sathar and secured their rescue. They hope to find a place for their people to thrive, and seek any evidence that others of their species survived the destruction and captivity of the dreaded worms.

Bora-kai are honorable and intelligent. They are primitive only in their political views. Bora-kai of today have learned to get along in a Frontier society, even if they still think Void space is a magical place.

They prefer the use of melee weapons over anything else, and tend to shun technology in preference to simpler things. Battling with a great sword (modifier +0, damage 4d10, Initiative Modifier -1) is a matter of personal expression and strength, and the Borakai knights make their own (a craft passed on through the generations, even in captivity).

Attitudes

The Bora-kai get along well enough with all races they encounter. Because of their antiquated viewpoint, they often draw parallels to ancient wisdoms that modern people would miss. Because of this, many people consider them more warrior poets or scholars than military assets.

Vrusk have taken a special interest in the Bora-kai, and there is a non-profit organization called the VBO, Vrusks for Bora-kai Organization, dedicated to the understanding

of this ancient people and aiding them in their pursuit to seek roots or plant new ones.

BORA KAI

Homeworld: Unknown

Attribute Dice: 12D

DEXTERITY 1D+2/3D+2

KNOWLEDGE 1D+2/3D+2

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 2D+2/4D+2

TECHNICAL 2D/4D

Special Abilities:

- *Night Vision:* The Bora-kai can see in the dark without penalty, as long as it is not total darkness. Their eyes adapt too quickly to be flash-blinded and their dark eyes absorb errant light and keep it out of their pupils.
- *Durability:* Probably the main reason the Sathar used them for slave labor is their incredible durability. Their redundant organs and advanced network of bones and cartilage result in being able to sustain more damage than their Stamina score would normally allow. Double every number on the damage chart: stunned is 0-6, wounded 7-16, etc.

Move: 8

Size: 2.1 (male)/2.0 (female) meters tall, 125 (male)/95 (female) kilograms

Average Lifespan: 80 (male)/120 (female) years

Source: Star Frontiersman #2, stats by Oliver Queen

DRALASITE

Physical Structure

Dralasites are short, rubbery aliens that have no bones or hard body parts. Their skin is a flexible membrane that is very tough and scratchy. It generally is dull gray and lined with dark veins that meet at the Dralosite's two eyespots.

The internal structure of a Dralosite is very different from the other races. The Dralosite's central nerve bundle (brain), numerous small hearts and other internal organs float in a pudding-like mixture of protein and organic fluids. Dralasites breathe by absorbing oxygen directly through their skin, so they have no lungs. They are omnivores, but eat by surrounding their food and absorbing it, so they also have no digestive tract or intestines.

All Dralasites go through male, female and neutral stages during their lives (these phases can be controlled with medicines). Males release spores into the air, which drift until they become attached to a female. A young Dralosite then "sprouts" from its mother, eventually maturing and dropping off.

Senses

The most important sense for a Dralosite is smell. They breathe directly through their skin, and the entire membrane is sensitive to odors. Their sense of smell is so keen they can identify persons by smell alone and can recognize familiar smells on objects or persons. The membrane also is sensitive to touch and to vibrations, allowing Dralasites to hear and feel.

Black & White Vision: Dralasites see only in black and white. They see shapes and light and darkness very clearly, and can see a difference between distinct colors (blue and green, for example) because one is darker than the other, but they do not see actual colors.

Speech

Dralasites have a voice box, but it works like a bellows because they have no lungs. A Dralosite's voice can vary from a soft whisper to a thundering roar and from a bass rumble to a piercing screech. Among themselves, they also use shapes, odors and touch to communicate.

Society and Customs

Dralasites are philosophical and thoughtful. Their communities are small, and many Dralasites prefer to live alone. Dralasites do not care about wealth, power or status symbols. They judge themselves by the quality of their ideas and their ability to discuss important ideas wisely. Dralasites often hold large public meetings to discuss new ideas. Discussions and debates are among their favorite ways to relax.

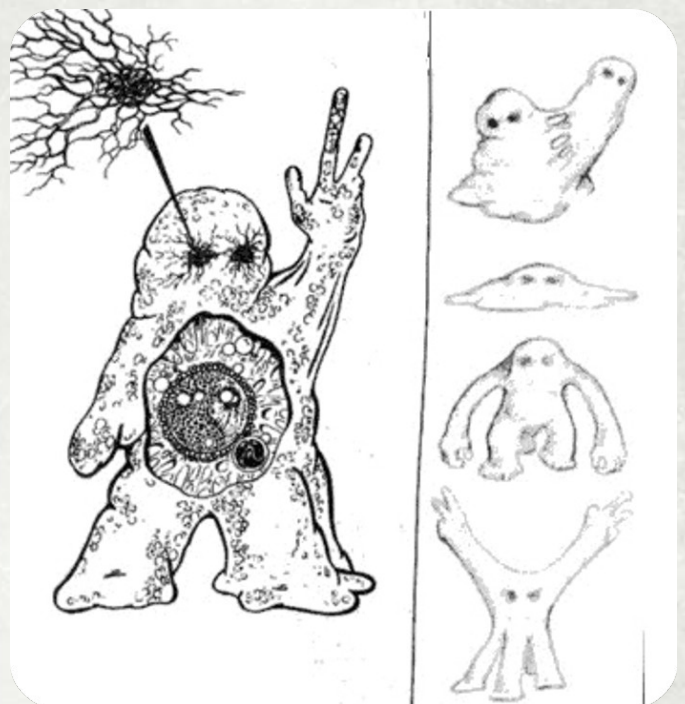
Steam baths are another favorite Dralosite recreation. They mix perfumes and intoxicants with the steam. These affect Dralasites the same way alcohol does a Human or Yazirian.

Dralasites are widely known for their strange sense of humor. They love old jokes and puns that make Humans groan. Many Human comedians who could not find work in Human cities have become rich performing on Dralosite worlds.

Dralasites do not normally wear clothing, because it makes breathing difficult and interferes with their sense of smell. They usually carry their equipment on web belts. When they must wear clothing to protect themselves, they use special materials that let air reach their skin.

Attitudes

Dralasites are very fond of Vrusk, because they think Vrusk have funny shapes. They get along well with Humans but are careful not to upset Yazirians, who they consider too violent.



DRALASITE

Homeworld: Fromeltar

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 1D+2/3D+2

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 3D+1/4D+1

TECHNICAL 2D/4D

Special Abilities:

- **Elasticity:** A dralosite's skin is stretchable and supported by a sophisticated muscle system. This allows the being to change its body shape, as well as stretch or contract limbs within limits.
- **Enhanced Sense of Smell:** Because of their unique respiratory and olfactory system, a dralosite's sense of smell is very perceptive. They

receive a +1D bonus to skill checks related to smell.

- *Extra Limbs:* A Dralasite may have limbs (arms and legs) equal to their Dexterity+2. A Dralasite with Dexterity 4D could have three arms and three legs, but no more than six limbs total.
- *Sense Deceit:* Dralasites have the unusual ability to tell if someone is lying to them. The Dralasite must be communicating face-to-face with the target in order to use this ability. This requires a difficult Perception skill check or opposed skill check using Perception, con, or willpower.

Story Factors:

- *Indecision:* A philosophical people, Dralasites will give any course of action or problem serious thought unless pressured.
- *Odd Sense of Humor:* Dralasites enjoy jokes and puns that would make any sentient groan. Humorists and comedians who can't find work on other worlds often find lucrative contracts on dralasite worlds.

Move: 5

Size: 1.3 meters, 65 kilograms

Average Lifespan: 250 years

Source: Star Frontiers Redux (p.32-33), Zeke's Revised Guide to the Frontier Vol. 1 (Alpha Version), Oliver Queen

EDESTEKAI

The Edestekai are one of the three so-called Volturnian "Eornic Races" genetically engineered by the Eorna.

Homeworld

Volturnus, in the Zebulon system.

Physical Appearance and Structure

Edestekai are an intelligent race genetically engineered from Volturnian arthropods. They are trilaterally symmetrical, that is, if their bodies were divided lengthwise into three equal parts, the parts would be mirror images of each other.

The body of an Edestekai is shaped like a giant peanut with three bulbous lobes on top. Three eyes are arranged in a circle around the narrowest part of the body, at the midpoint or "waist". The eyes are arranged in such a way that they have a 360-degree field of vision.

They have three lower limbs arranged like a tripod. The first and largest joint on each of these limbs is covered with a hard extension of the shell and serves as a foot. The limb continues to the second and third joint which are roughly analogous to a human elbow and wrist. Below the third joint are three tentacles which are used for grasping and manipulating objects.

Underneath their bodies, Edestekai have a number of special thick cilia or hair-like filaments. These cilia are used as a base to support the body when the limbs are extended completely straight. Except for their tentacles, cilia, and eyes, their bodies and limbs are encased in an exoskeleton made of chitin, a hard shell-like material. The mouth of an Edestekai is located near the base of the body and is hidden by the cilia.

There are two physiological factors which have greatly influenced Edestekai culture: the fact that they are trilaterally symmetrical and the fact that they have three sexes. The three sexes of the Edestekai are the "Egg Layers" who produce eggs, the "Fertilizers" who fertilize the eggs, and the "Nurturers" who then carry the eggs internally and actually give birth to live young.

Senses

Edestekai senses of sight, taste and touch are about the same as those of humans. Their sense of hearing relies on their cilia to detect and interpret sound. Edestekai have olfactory receptors located near their mouths, although their sense of smell seems to be less than that of a human.

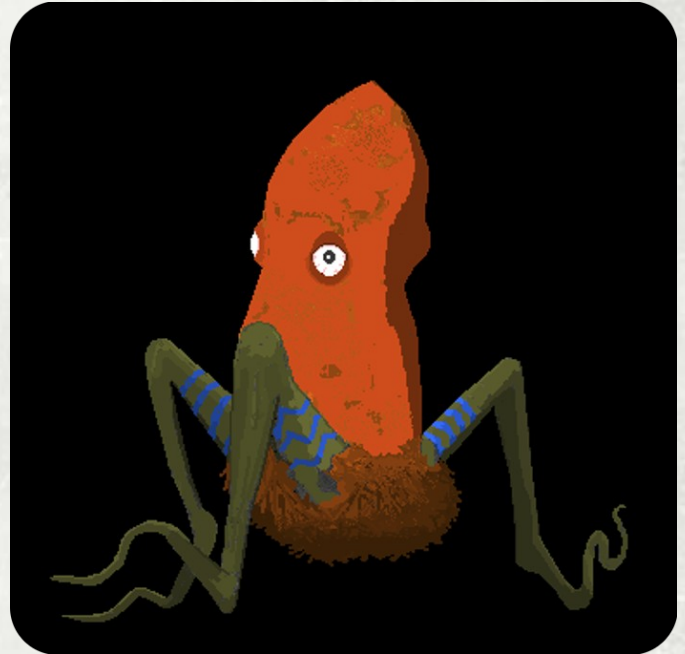
Speech

Edestekai communicate by means of a language composed of shrieks, whistles, groans, and other sounds combined with clicks of the limbs and signs with the grasping tentacles.

Society and Customs

The primary values of the Edestekai are: order, fertility, abundance of lands and crops, and peace. They abhor killing and violence. Any act of violence (except in self-

defense) is strictly punished and requires a lengthy ritual of purification. Edestekai will defend themselves if attacked, and have been known to fight with an almost insane fury when their religious principles are at stake.



Edestekai prefer to remain isolated from the other intelligent species on Volturnus, and would bar outsiders from entering their villages if this did not conflict with their values of non-violence and peace. Because of these values, they will tolerate outsiders provided the outsiders do not violate Edestekai law or interfere with their religious rituals. If an outsider becomes accepted into their society, that individual's role in the rituals of the race is decided by the High Priest.

Edestekai are vegetarians, believing that meat should be eaten only by the gods. This makes them intensely dislike the Kurabanda, who hunt for meat, seeing the them as ignorant savages. They hate the UI-Mor because the UI-Mor manhood ritual involves trying to kill a quickdeath.

The Edestekai farm the hills of Volturnus, cultivating fields of a tuber called morda and several varieties of a grain known as arbon.

In addition, the Edestekai keep large numbers of blotes, docile amphibians about the size of a dog and similar in appearance to a salamander. Blotes are hosts for a parasitical fungus called krume. Krume looks something like shelf fungus and grows profusely on the skin of blotes. The Edestekai cultivate krume on their blotes and harvest it about every six weeks.

Edestekai also use irrigation to create stagnant ponds where they grow green algae called squill.

Edestekai live in dug-out stone houses. Viewed from ground level these houses appear to be only a few feet high, but inside they are quite spacious. The houses often continue into the hillside for quite some distance. The trisex family is the basic unit of Edestekai society.

Nurturers are expected to remain in the household and perform child-rearing and maintenance duties. Egg Layers are expected to cultivate crops and assume general responsibility for maintaining the food supply. Fertilizers are free to become skilled workers, artisans, idol-makers or even priests.

Although technologically primitive, the Edestekai have an advanced, theocratic social structure. Religion is the dominant factor in their lives, with over 60,000 gods or other beings they believe influence the material world. The gods represent the forces of nature: sun, moons, stars, winds, creatures, oceans, etc. There are three gods which are most important among these.

Edestekai mythology teaches that Egarit ("Light") and Elenehet ("Darkness") created the world. Nothing could live or grow in this world; the sun and stars would not stay in place; the oceans would not keep to their boundaries, etc. But the goddess, Edesti ("Order") intervened and the world in its present form came about to crown the creation. Edesti nurtured the "Chosen Ones" (the Edestekai). These she made trilaterally to reflect nature of ultimate divine authority. The lesser gods were then given control of various areas of functioning in the universe

Edestekai believe that they have a special mission to magically assist the gods in the constant struggle against chaos. The gods receive their power from magical rituals which they perform. Most of these rituals take place on specially consecrated grounds, and involve group singing, chanting and very intricate patterns of dancing.

Religious rules, rituals, and beliefs control almost all facets of daily life. There are rituals for almost all aspects of Edestekai life: a ritual of rain, a ritual of planting, a ritual of harvesting, a ritual to prevent or cure disease, a ritual for protection from enemies, etc.

Nothing is allowed to interfere with the performance of these rituals at the proper time, because the Edestekai believe that if the rituals are not performed at the proper time, there is a chance the gods will lose too much power, causing the world to end as stars fall from the skies, oceans flood the world, and all life ends. Non-Edestekai are not allowed to participate in these rituals. The sacred grounds where rituals are performed may not be touched or walked upon by any outsiders.

While they are not warlike, the Edestekai do have cadres of trained warriors who fight with long spears. Edestekai warriors usually fight in formations of massed spearmen.

There is no distinction between the government and the religious authorities - in Edestekai society, the priests are the government. The bulk of their social structure is focused on the village level. A typical village contains about a thousand individuals. Organization above the village level is in the hands of the elected High Priest and his immediate followers. They live in the holy city, near the Crystal Stonehenge. It is believed that their "god of justice" takes the form of a quickdeath, who also lives in the City.

All religious teaching and ritual is under the control of

priests, who are equal in authority and power. The supreme ruler of the Edestekai is a High Priest who lives in the supreme temple near the Crystal Stonehenge. This High Priest is elected for life by vote of all the other priests.

Sometimes priests see visions or hear unknown voices. The Edestekai believe these revelations have been sent to reveal the will of the gods. Such revelations are called True Visions. There is no appeal from any judgment made by a priest who has had a True Vision concerning the case in question. However, the people as a whole must agree that the priest/ judge's hallucination is, in fact, a True Vision, and not merely a fantasy of the priest's own creation. Priests who have seen an authentic True Vision are regarded as living saints.

Each year a certain number of individuals from each village are sent to the holy city to labor for the High Priest. The pilgrimage and work time are considered holy. Any individual who has worked in the holy city is held in special reverence.

Edestekai villages and houses are filled with idols of the various gods. Each idol must be given proper reverence. It is a crime punishable by death to steal an idol belonging to any Edestekai.

The Edestekai legal system is based upon belief in oracles, communications from the gods. Accused persons are put on trial before judges who are also priests. Evidence and testimony are taken, but the final decision is left to the priest, based on what the priest believes to be the will of the gods. If the accused does appeal, the priest picks a sheaf of arbon grain at random and counts the number of kernels on it. If the number is odd, this is believed to be a special sign from the gods that the accused is innocent. If the number is even, the accused is not only guilty of the original crime, but has offended the gods by appealing to them to cover up his or her guilt.

The Edestekai believe that their god of justice takes the physical form of a quickdeath. For Edestekai, these animals are messengers of the god of justice and are holy animals. Priests always wear a shawl of quickdeath hide when hearing a case. A live quickdeath is always kept (in captivity) in the main Edestekai temple near the Crystal Stonehenge.

Punishments for crimes require the offender to pay back to the person he or she harms something of equal value to the harm done. In extreme cases, the punishment may be legalized slavery. Death is administered by staking the criminal out with three stakes to be eaten alive by a quickdeath.

Attitudes

Edestekai will react with great anger and hostility to any show of force, violence, or sacrilege by non-Edestekai. Other races will find it difficult to make suggestions to them, as they see all other races as obviously inferior creatures who must be tolerated. They will react favorably to evidence of sustained, peaceful hard work, artistic

craftsmanship, great wealth, or extreme religious piety.

EDESTEKAI

Homeworld: Volturnus

Attribute Dice: 12D

DEXTERITY 2D+2/4D+2

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 1D+1/3D+1

STRENGTH 2D/4D

TECHNICAL 2D/4D

Special Abilities:

- *Panoramic Vision:* Due to their wide field of vision, Edestekai are not blindsided by rear attacks.
- *Natural Armor:* They are encased in an exoskeleton made of chitin, a hard shell-like material that provides a degree of protection from physical attacks (+1D).

Move: 10

Size: 1.6 meters, 55 kilograms

Average Lifespan: 70 years

Source: SFAD1 "Volturnus, Planet of Mystery", SFAD2 "Starspawn of Volturnus", stats by Oliver Queen

HELIOPE

Homeworld

The Heliopes, are inhabitants of Starmist (of the Sundown system), are actually from a different system. They were slaves of a race called the Clikks, resembling the Vrusk, who explored the Sundown area. One of the military exploration vessels, mapping in the region of Starmist, had problems that required dumping any extra weight. Unloaded on Starmist were a war tank of advanced design and all nonessential personnel. Nonessential personnel included the Heliopes. Before leaving, the Clikks subjected the Heliopes to a mindwipe that caused amnesia. Heliopes who survived on the planet filled in their missing past by making up legends and stories that eventually became their history. Culture among the Heliopes is shallow since they have developed on Starmist for only 600 years. The Heliope religion is focused around the tank and relics left by the Clikks.

All Heliopes on Starmist are descendants of the original group. Now there are nearly 200 tribes spread out over five large rifts. These rifts are those explored by the Clikk ship.

Physical Appearance and Structure

Heliopes stand erect and average two meters tall. They look slightly reptilian. The head is man-shaped with a long, sensory, whip-like antenna dropping down from the rear and curving back up into the air. Heliopes have superb hearing because this appendage is sensitive to atmospheric vibrations.

Heliopes are omnivores, having large teeth and mandibles for chewing and cutting. Heliopes have one, large central eye that is protected by bony ridges and two nictating membranes. Heliopes possess two long arms with average strength but the 'hands' are two pincers, slightly rigid, with a sharp nail along the edges. Two extremely powerful legs dominate the lower body. A long tail sweeps up like a scorpion's, to rest over the shoulder. The Heliopes are neither right nor left handed but right or left shouldertailed. The feet are large, long, and splayed. All Heliopes seem awkward and clumsy in confined spaces and look totally unsuited to riding in vehicles or on animals. They are excellent swimmers.

Heliopes have translucent skin. The normal network of upper musculature and veins is visible and Heliopes vary in colors from violet to deep purplish red. The whip-tail changes color toward the tip to opaque, shiny black. Because of their body chemistry the Heliopes are immune to normal electric current and will take only one-half damage from lasers. Because of their antennae, Heliopes take double damage from sonic weapons. Both pincers and mandibles deliver a 1d10 bite. The damage from the mandibles is subtracted from a skeinsuit value but the damage from a pincer is against the character through the skeinsuit. The tail is not prehensile and it cannot strike. Heliopes carry pouches of small stones that they can throw with terrific force. The bullet/stones cause 1d10 of

damage if they hit. Inertia shields and skein suits will affect the missiles. Although Heliopes use harpoons to fish, they are not adept with such tools as weapons.

Senses

Their range of senses have yet to be fully studied.

Speech

Their speech pasterns have yet to be fully studied.



Society and Customs

The basic social unit of the Heliope tribe is the family. Marriage ties cause complex relationships. Government is a simple system of chiefs and subchiefs chosen for ability in combat and leadership. Priests have great influence on the tribe but no official power.

All Heliopes enjoy color and collect gemstones, polished rock crystals, and similar baubles. They are superb sculptors and do intricate, detailed work on wood and bone. They paint and decorate their tails and mandibles in patterns that differ from tribe to tribe.

They typically live in villages located next to a river and contains reasonably complex homes, or they are nomadic. The buildings house families and their primitive government.

Do to their lack of history and understanding, they have formed a cargo cult around an old, discarded Clikks War Tank. Its defense field gave them a pleasant sensation

when touched, and they built a wooden pyramid over it.

Heliopes are superb fighters, and they have competed successfully for food and space with native plant and animal life. Because of this, warfare and violence among the tribes are common. With military victory, they keep prisoners as slaves, and take items of the defeated as spoils. Slaves are not well treated, and trying to help a slave is a grievous offense.

Attitudes

They are war-like and primitive. The sudden exposure to "strangers from the sky" (a Frontier expedition by the four core races) have not changed their thinking much, and they have not known the aliens long enough to form a real opinion.

HELIOPE

Homeworld: Starmist

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 2D/4D

TECHNICAL 2D/4D

Special Abilities:

- *Immune to Energy Damage:* Heliopes take one-half damage from blasters.
- *Sonic Susceptibility:* Take double damage from sonic-weapons.
- *Clawed Hands:* STR+2 damage, but they lack the ability to hold items like a human hand (cannot fire a pistol or use a game controller).

Move: 10

Size: 2 meters, 70 kilograms

Average Lifespan: 70 years

Source: SF3 "Sundown on Starmist", stats by Oliver Queen

HUMMA

Humma are a space-faring sentient marsupial species which inhabits the worlds of the Rim Sector.

Homeworld

Hum, in the Fochrik system.

Physical Appearance and Structure

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.

Senses

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.

Speech

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.

Society and Customs

Humma history is steeped in civil and interspecies war. The Sathar incursions, however, drove the Humma to finally join the Rim Coalition. 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.

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 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.

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.



Attitude

Most Frontiersmen do not like Humma, and even their fellow Rim dwellers are not overly fond of them. That is fine with the Humma, because they do not care for the other races, either. Humma are rude, crude, lewd, pushy, and arrogant. The only races they enjoy working with are the Yazirians (Humma admire their battle rage) and Osakar (because no one likes them either).

Humma evolved from an extremely warlike society. They were welcomed into the Rim System and eventually allied with the UPF because they are much more desirable as allies than enemies. Since the First Sathar War their hatred for the Sathar has run a close second to that of the Ifshnit. This is obvious from the term they use to refer to Sathar: "meat."

HUMMA

Homeworld: Hum

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 1D+1/3D+1

STRENGTH 2D+2/4D+2

TECHNICAL 2D/4D

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. 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 club for damage. It is strong enough to support a Humma's body, but only for a number of turns equal to the Humma's D in Strength x2.

Move: 10/25 spring

Size: 2.5 meters long, 90 kilograms

Average Lifespan: 210 years

Source: Zebulon's Guide to Frontier Space, stats by Oliver Queen

IFSHNIT

The Ifshnit are a space-faring humanoid race which inhabits the worlds of The Rim.

Homeworld

Ifshna, in the Capella system.

Physical Appearance and Structure

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 of 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.

Senses

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.

Speech

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).

Society and Customs

Ifshnits are the major race in the Capella system. They founded the Capellan Free Merchants and still control the organization. Their strange, polite 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!"



Attitude

Ifshnits are intelligent, brave, patient, and tolerant of other races, and members of most other races like them instantly. Unfortunately, Ifshnits prefer being alone or with other members of their clan. They harbor an intense hatred for the Sathar and any who serve them. This is due to their past dealings with the Sathar Though details are hard to get, apparently the Sathar plagued the Ifshnits since their history began. This leads many historians to believe that the Ifshnits (or a branch of that race) at one time inhabited Sathar space. Ifshnits have been known to risk life and limb many times over to eliminate Sathar and their agents.

IFSHNITS

Homeworld: Ifshna

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D+1/4D+1

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 1D+2/3D+2

TECHNICAL 2D/4D

Special Abilities

- *Nictitating Membrane:* Ifshnits cannot be blinded by any light, as their inner eyelids snap shut instantly. They cannot see during the round a light flashes brightly, but their eyesight will be normal the following round.
- *Innate Skill:* Because of their unique culture, which is heavily based on barter, Ifshnits learn about trading at an early age. At character creation Ifshnit get a +1D bonus for the first dice they place in the skills: value, gemology, or

bargain.

Move: 6

Size: 1 meter, 30 kilograms

Average Lifespan: 150 years

Source: Zebulon's Guide to Frontier Space, stats by Oliver Queen

KURABANDA

The Kurabanda are one of the Eornic Races developed by the Eorna on Volturnus; they are a sentient species with a neolithic level of native technology.

Homeworld

Volturnus, in the Zebulon system.

Physical Appearance and Structure

A Kurabanda stands 1.2 meters tall and looks somewhat like a tarsier monkey. It has large round eyes and large pointed moveable ears. It can swivel its head around and look behind its back. A Kurabanda's hands and feet have special pads for better grasping. These pads are filled with blood storage vessels, and permit more blood to be kept in the fingers and toes, allowing for a better grip than any Human could manage, since the muscles are less subject to fatigue. A Kurabanda's tail is prehensile. In the course of evolution, Kurabanda have lost some of the heavy fur which originally covered their bodies. A Kurabanda's torso is covered with fur, but its head, hands, feet and tail are bare. Its arms and legs are covered with fine hair that looks like soft down.

Senses

Kurabanda senses are similar to those of Humans, although they will demonstrate superior vision in dense woodland environments. The Kurabanda's enhanced field of vision makes it difficult creature to surprise, an ability that helps to give them an edge over most of their predators or adversaries.

Speech

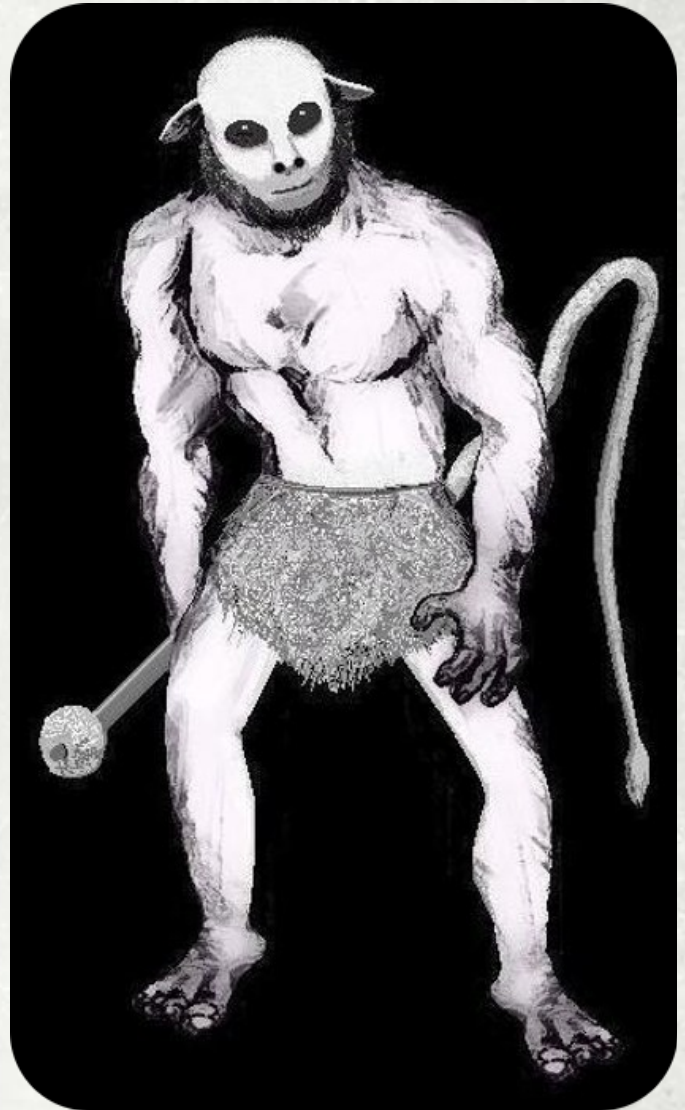
The Kurabanda use varied means of communication and use calls which are often associated with territorial maintenance and group spacing. Its "loud call" is a piercing single note. When content, it emits a sound similar to a soft sweet bird-like twill. And when several Kurabanda come together, they have a chirping, locust-like sound.

Its vocal communication ranges from a primitive language among adults to distress calls made by infants when they are separated from their mothers. There are also loud whooping warning calls made by males to other Kurabanda males. Its olfactory communication is the marking of a scent from the circumoral gland which the female uses to mark her mate with the gland located around the mouth. It is also the marking of a male's personal territory or items with the use of urine. Its tactile communication is the social grooming done when one Kurabanda grooms the other, removing dead skin and parasites, observed in females on adult males, as well as in females on their offspring.

Society and Customs

Kurabanda hold physical prowess and the glory of dangerous exploits as ideals. Their value system is based on the perceived image of honor. A respected Kurabanda is one who is a good hunter, a good fighter, and an individual who upholds the honor of the family. A

Kurabanda who does not hold to these ideals or who does not take revenge for an insult is disgraced in the eyes of his family and his clan.



In Kurabanda society, if one Kurabanda is harmed, his or her entire family is considered to have been insulted. Blood feuds are not common, but do occur. To avoid feuds it is usually necessary to pay compensation to the injured parties. Clan blood feuds can also be avoided by a system of ritualized vengeance. The vengeance is aimed at forcing the victim to lose prestige.

Kurabanda constantly try to outdo each other with showy displays of wealth. A family will put on an incredibly lavish feast to honor its ancestors and show its neighbors how successful the family is. Occasionally, the feast may be part of ritualized vengeance. A guest of honor may actually be mocked by an excessive display of wealth. It is difficult for outsiders to tell the difference between mocking a guest of honor and honoring the guest, but Kurabanda always know. An insulted guest can take revenge at the feast by presenting the host with even more lavish gifts. A blood feud can also be declared at a later time.

Kurabanda are also natural jokers. Practical jokes are common, usually played on non-treedwelling guests. Some typical practical jokes are:

1. The Fake Vine Joke: Non-Kurabanda guests are given a vine which will break when used to swing from limb to limb. Hidden below the area is a safety net to catch the victim.
2. Snipe Hunting: Guests are invited to hunt some mythical creature. They will be told to remain in one spot while the Kurabanda drive the creature into the trap. The Kurabanda will then go back to the village to have a good laugh while the victim waits in vain.
3. The Fire Joke: A group of Kurabanda will wave phosphorescent torches simulating a fire. They will yell that the forest is on fire and will lead guests on a harrowing escape which circles around only to end back at the original village.
4. Flea Joke: Kurabanda put small biting insects in the guest's bed so they can watch the victim itch. The Kurabanda live in the bachanda tree forest.

They hunt not only in the forest, but also in the adjacent dry plains and rocky barrens. Kurabanda often hunt in large packs and surround their prey. They also hunt with various types of traps, or by hiding at frequented spots, such as waterholes, and waiting for game to arrive. The Kurabanda increased the range of their hunt by inventing a type of hang glider. Kurabanda live in tree- villages. The villages consist of a number of large houses made of branches, leaves, and vines. Each house is that of a different extended family.

Also in the village are the men's hut and women's hut, which are special buildings for one or the other sex. These two huts are something like club houses for each sex, and serve as places of relaxation outside the house. Each clan also maintains a special hut.

Kurabanda society is based on the family and kinship. Without understanding the importance of family ties, one cannot understand Kurabanda society. An individual's family relationship also defines that individual's rights and duties. Kin terms are exact. Instead of "cousin" a Kurabanda has Father's Brother's Sons, Mother's Brother's Daughters, etc. Each relationship is somewhat different. For example, a man could count on his Father's Brother's Sons to stand by him in battle but he could only count on his Mother's Brother's Sons for a small amount of financial support in times of extreme emergency.

The basic kin group is the extended family. An extended family would include a patriarch and his kin. A patriarch is usually the oldest married male. Living with him would be his wives, their adult sons, the sons' wives, the adult grandsons, the grandsons' wives, all unmarried adult daughters, and all the children of the various marriages.

An extended family averages 20-40 people, but could range from 10 to 100 individuals. A patriarch can order the family to be divided if the number of people living in his household becomes too large.

The next most important group is the clan. A clan is all the extended families with the same last name. All members of the clan are descendants of the one who gave his name to the clan. The actual descent is sometimes hard to trace since the clan founder is sometimes a mythical individual directly related to the gods. All Kurabanda families who live in one forest form a tribe. The final organization is that of the Kurabanda people, who are all descended from Kurabanda, "The First Ancestor".

Kurabanda have a strong sense of territoriality. The hunting area belongs to the tribe and other tribes may not trespass. Each clan and extended family also have their smaller hunting territories inside the Tribe's territory. One of the most prevalent types of cases in court is a suit involving boundaries between hunting territories. Kurabanda trace their descent through the male line and all children have their father's last names. Married sons remain in the household of their father while married daughters join the households of their husband's fathers. It is illegal for anyone to marry a member of the same clan. A male may have as many wives as he can support. In fact, a male's social standing increases if he has many wives, but it is a great dishonor to have more wives than can be supported. A marriage is not seen as primarily a love relationship between two individuals, but as an alliance between two families. The goods that are exchanged before a marriage ceremony are gestures of good faith on the part of both families. Despite the rather formal method by which marriages are arranged, the concept of love is not unknown to the Kurabanda. In fact, a common theme throughout Kurabanda literature involves two lovers defying their families in order to remain together. Many long-running feuds have such situations at their roots.

Each Kurabanda tribe has a chief. When the old chief dies, his eldest son becomes chief, provided that he is willing to fight for the chieftainship. If no one in the tribe challenges the right of the candidate to be chief, the candidate automatically becomes chief for life. Any male who is the head of an extended family may, however, challenge the candidate to trial by combat. If several individuals challenge, there is a preliminary fight which eliminates all the challengers except one. That challenger then fights the candidate for the chieftainship. The winner is the new chief. All challenge matches are to the death. If a chief possesses the Sacred Idol, he is proclaimed chief of chiefs and is entitled to lead all the Kurabanda if the need should arise. Kurabanda law is based on tradition and custom. Cases are tried by a council of elders chosen from the major families of a clan. The council interprets the traditional law for all cases. Kurabanda religion is influenced by "magic", controlled by experts known as

shamans. Shamans often try to shift the blame to innocent victims when "magic" doesn't work, accusing the scapegoat of being an evil witch.

The Kurabanda believe in the magic of "power objects". These ward off evil and give good luck. The objects may be anything: an odd shaped pebble, a dried leaf, and so forth. The most important power objects, however, are art objects left over from Eorna civilization. One such object is the Sacred Idol. The Keeper of the Sacred Idol is the only individual who can unite all the Kurabanda. The closest thing to worship for the Kurabanda is the cult of the ancestors. Every Kurabanda house has its own shrine where the ancestors of the family and clan are honored. The chief is responsible for the care of the tribal shrine. Kurabanda consider that the ancestors can help the family after death, much as they did during life. If anything, ancestors will have increased power, since they now live in the realm of the spirits. Sacrifices are made to obtain the goodwill of the ancestors.

Attitude

Attitudes and behavior that will be likely to cause an unfriendly reaction in the Kurabanda include poor sportsmanship, an angry reaction to a practical joke, declining to accept a gift, and giving a valuable gift to a

Kurabanda without allowing a good chance of paying it back. On the other hand, the Kurabanda will be unsure how to deal with Humans. Dralasites and Kurabanda have in common a rather overdeveloped sense of humor. Usually, the two races will get along fine. The Vrusks will seem so alien to the Kurabanda that they will be viewed with a mixture of suspicion and curiosity. The Yazirians will be well-received by the Kurabanda because of the physical similarities between the two races.

KURABANDA

Homeworld: Volturnus

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 2D/4D

TECHNICAL 2D/4D

Move: 10

Size: 1.2 meters, 30 kilograms

Average Lifespan: 70 years

Source: SF1 "Volturnus, Planet of Mystery", stats by Oliver Queen

MECHANON

The Mechanon are one of the Eornic Races created on Volturnus. They evolved from intelligent robots.

Homeworld

Mechano, in the Mechan system. Originally from Volturnus, in the Zebulon system.

Physical Appearance and Structure

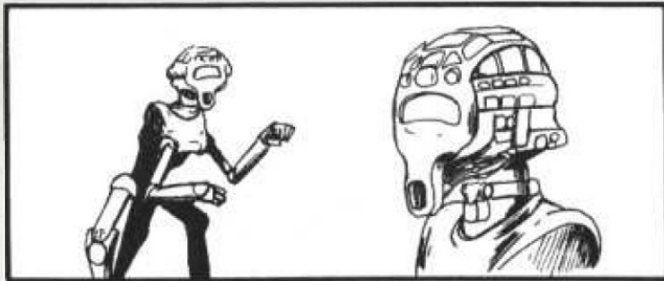
Mechanon are roughly humanoid in stature. Their bodies vary in shape and size, and are developed according to caste and function, but are generally of a similar height and weight.

Their brains are made of variously colored crystals that form an artificially intelligent storage and computing device; a technology unknown to and much sought after by the other races.

Senses

Mechanon are usually equipped with sensors that give them visual and audio input roughly equivalent to Human eyes and ears. The warriors are also equipped with infra-red and night vision and have heightened hearing. The thinker class is believed to be equipped with all available optical enhancement devices and have extremely heightened hearing.

Though they can sense chemical compositions and touch pressure, Mechanon cannot appreciate smell, taste or sensation.



Speech

Mechanon have built-in poly-voxes and can be programmed with almost any language. The higher orders, warriors and thinkers, can learn new languages. The Mechanon voice is high and always sounds mechanical.

Society and Customs Edit

Mechanon evolved on Volturnus from primitive Eorna-built robots into a sapient race which could propagate mechanically. The robots used on the Frontier in everyday life are to the Mechanon what baboons are to the Yazirians: there is a certain similarity, but far more differences.

What little is known about Mechanon society indicates that it has a complex, strict caste system which does not allow for advancement from a lower caste to a higher one. More intelligent Mechanon occupy higher castes, and vice versa.

Mechanon use standard robots to perform menial tasks,

just as the other races do. Philosophy and the arts are completely non-existent and Mechanon cannot understand what organic beings see in these pursuits. Mechanon have no sense of public vs. private property. Supplies simply are created, exist, and are used as needed. There is no family unit.

There are few laws in Mechanon society. Every Mechanon is programmed with specific behavioral directives during construction. Noticeably fewer restrictions are placed on members of higher castes. At present, the Mechanon's crystalline technology is the envy of every government and mega-corp in the Frontier.

Attitude

Mechanon are beings of pure logic, so their motivations are based on where their logic takes them. If they find it logical to accompany a band of adventurers, they will do so for a purpose having a specific line of reason and oft times in fulfillment of a mission set forth by the brain Mechanon of Mechano

Mechanon society once had an aggressive tendency to seek to control or destroy organic life forms. Eventually that drive resulted in a schism in their society on Volturnus in FY 54, and the emigration of bulk of the Mechanon race to their present home.

Their fascist tendencies appear to have waned since they colonized their own planet. Recent studies have shown that of 100 randomly tested Mechanon, only five showed any signs of animosity or superiority complexes relating to organic sapients, and that on the whole they are trying to become respectable members of the UPF community. Many people who have dealt with them in the last decade testify that they are no more difficult to work with than any other race and are possibly easier to deal with than the Humma.

Others, though, maintain the belief that the Mechanon are planning the overthrow of all biological races in the Frontier and cite their past cooperation with the Sathar as proof. The matter is hotly contested, and only time will settle it.

MECHANON WORKER CASTE

Skill Dice: 12D

DEXTERITY 2D

KNOWLEDGE 3D

MECHANICAL 2D

PERCEPTION 2D

STRENGTH 2D

TECHNICAL 2D

Equipped With:

- Humanoid (2 arms, 2 legs, head, chest)
- Crystal storage and computing artificial intelligence (can improve and learn new skills)
- Visual and audio sensors (human range)
- Ambidextrous: Vrusk can use any of their hands with equal skill, and suffer no off-hand penalties.

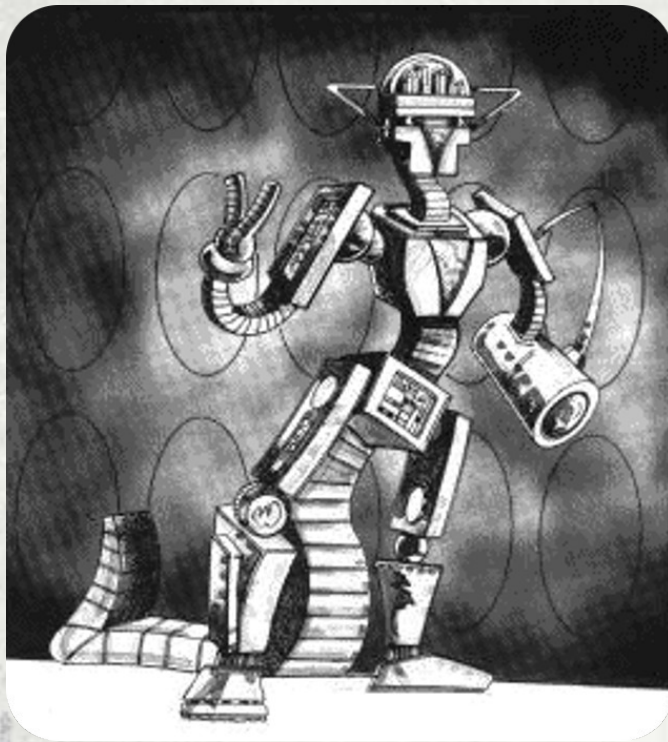
Story Factors:

- *Logical:* Mechanon are beings of pure logic, so their motivations are based on where their logic takes them. Philosophy and the arts are completely non-existent and Mechanon cannot understand what organic beings see in these pursuits. Mechanon have no sense of public vs. private property. Supplies simply are created, exist, and are used as needed. There is no family unit.
- *Caste System:* What little is known about Mechanon society indicates that it has a complex, strict caste system which does not allow for advancement from a lower caste to a higher one. More intelligent Mechanon occupy higher castes, and vice versa.

Move: 8

size: 2.2 meters, 100 kilograms

Average Lifespan: Unknown



MECHANON WARRIER CASTE

Skill Dice: 10D

DEXTERITY 3D

KNOWLEDGE 2D

MECHANICAL 2D

PERCEPTION 2D

STRENGTH 3D

TECHNICAL 2D

Equipped With:

- Humanoid (2 arms, 2 legs, head, chest)
- Crystal storage and computing artificial intelligence (can improve and learn new skills)

- Auditory sensors (+2 skill check when making Perception based hearing rolls)
- Infrared and night visual sensors (can see in darkness without penalty)
- Ambidextrous: Vrusk can use any of their hands with equal skill, and suffer no off-hand penalties.
- Built-in blaster (5D, 3-10/25/50)

Story Factors:

- *Logical:* Mechanon are beings of pure logic, so their motivations are based on where their logic takes them. Philosophy and the arts are completely non-existent and Mechanon cannot understand what organic beings see in these pursuits. Mechanon have no sense of public vs. private property. Supplies simply are created, exist, and are used as needed. There is no family unit.
- *Caste System:* What little is known about Mechanon society indicates that it has a complex, strict caste system which does not allow for advancement from a lower caste to a higher one. More intelligent Mechanon occupy higher castes, and vice versa.

Move: 8

size: 2.2 meters, 100 kilograms

Average Lifespan: Unknown

MECHANON THINKER CASTE

Skill Dice: 11D

DEXTERITY 2D

KNOWLEDGE 4D

MECHANICAL 2D

PERCEPTION 2D

STRENGTH 2D

TECHNICAL 2D

Equipped With:

- Humanoid (2 arms, 2 legs, head, chest)
- Crystal storage and computing artificial intelligence (can improve and learn new skills)
- Auditory sensors (+1D skill check when making Perception based hearing rolls)
- Visual sensor array includes infrared, night visual, and macro capabilities (can see in darkness without penalty, and see up to 1 km)
- Ambidextrous: Mechanon can use any of their hands with equal skill, and suffer no off-hand penalties.

Special Abilities:

- *Persuasion:* Thinkers are skilled debaters, at the time of character creation, a Mechanon character receives a +1D bonus for the first die placed in persuasion.

Story Factors:

- *Logical:* Mechanon are beings of pure logic, so their motivations are based on where their logic

takes them. Philosophy and the arts are completely non-existent and Mechanon cannot understand what organic beings see in these pursuits. Mechanon have no sense of public vs. private property. Supplies simply are created, exist, and are used as needed. There is no family unit.

- *Caste System:* What little is known about Mechanon society indicates that it has a complex,

strict caste system which does not allow for advancement from a lower caste to a higher one. More intelligent Mechanon occupy higher castes, and vice versa.

Move: 8

size: 2.2 meters, 100 kilograms

Average Lifespan: Unknown

Source: Zebulon's Guide to Frontier Space, stats by Oliver Queen

NAGANA

Homeworld

Leen, the largest of the three moons of Terledrom, which is in the Fromeltar system.

Physical Appearance and Structure

The Nagana (both singular and plural) are evolved from a sea race, though their bodies are more snake-like than fish-like. Their lower body is a long tail, ending with a slight vestigial fin that doesn't really help them swim anymore. Their upper bodies appear more humanoid, with two long arms and a wider chest.

Skin coloration ranges from stark white to near black, with shades of gray being the most common. The skin reflects coloration from light sources, though, and they are very aware of this fact.

There is webbing under the arms of the Nagana, stretching from near elbow to near waist. On females, the fins have coloration but on males they are the same color as the rest of their bodies. In many respects, this takes on the role of luxurious hair does on a female among Humans.

The forearms and three-fingered hands of the Nagana are quite thin, presumably to allow less resistance in water. The neck sports gills, which are actually functional. Eyes are well-shielded by forehead ridges.

Senses

Nagana senses are similar to those of a Human, though their hearing is quite keen and their dual larynxes are worthy of note.

They are able to hear and speak in frequencies that exceed Human hearing and vocal ability. Some scientists believe that they once emitted a form of homing sonar when underwater but this ability has diminished over time in favor of using their mouth to communicate.

Nagana are annoyed by constant sonic disturbances (and therefore shun the use of sonic-based weapons and devices). When around such things (sonic swords, for example), they have a -10 penalty on any Intuition or Logic check because of the distraction. Ear plugs common to many industrial settings are sufficient to prevent this penalty.

Speech

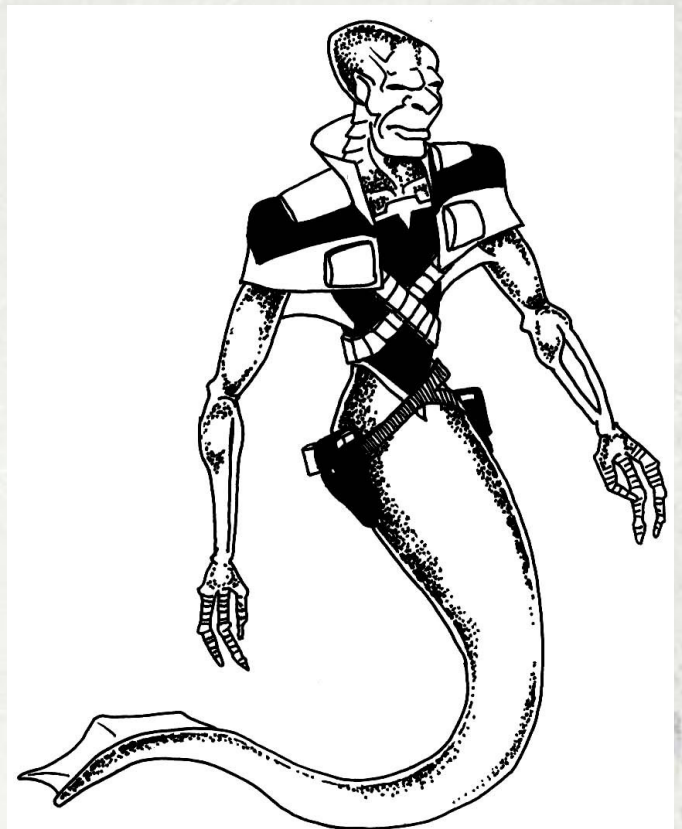
Nagana speech is not very elegant by most other race's reckoning. They don't use harsh consonant sounds, having far too many vowels and "n" and "m" sounds in their language. It is not a complex speech pattern, and people from any race can learn it if given the time.

Nagana names tend to be full of vowels, and the letters "n," "m," and "s." All female names end in a hyphen followed by the suffix "na," while ruling caste have the prefix "An" followed by a hyphen. For example, a female ruling council member in Spyre (the capitol native city on Leen) might have the name An-molah-na.

Society and Customs

The Nagana are not a space faring race. In their coral cities clustered around the larger lakes on Leen, the largest of the three moons of Terledrom (in the Fromeltar system), they have never developed any kind of faster-than-light drive. They haven't even developed the ability to reach the planet around which their home moon revolves. Their personal understanding of technology ends with simple mechanical ground and water vehicles. Their own weapons of war have been limited to simple projectiles: bows, spears, and within the past hundred years, automatic pistols and rifles.

The Nagana are generally peaceful and value art and beauty above all else. Their cities are works of coral splendor, with high spires erected in shapes that would seem chaotic alone but when looked at as a whole, the city is one giant piece of art. When Dralasites from Terledrom colonized on Leen, they met a nice coexistence with the Nagana and information, art, and sciences were exchanged.



They are not plentiful throughout the Frontier. When encountered, it is because some event has led one to leave the beauty of his homeland. As are all artists, the Nagana are driven by acts of passion and curiosity to understand and sense the environments around them. This sometimes drives them into the stars.

Despite the fact that they have not developed high technology on their own, they seem more than able to grasp its concepts. When encountering one in the Frontier, it is not impossible to find one with high tech professions or equipment.

Despite the fact that they, as a whole, are a peaceful species, historians and psychologists will agree that sometimes a race driven by passion can be more dangerous than one driven by greed.

During the second sathar war, the first fleet of Sathar moved to Terledrom and occupied it for some time when routed from Madderly's Star. The Sathar did not attack a single Nagana, instead opening trade negotiations with them.

Attitude

The Nagana get along with all the other races, and tend not to judge people by their appearance. However, since the Vrusk tend to look similar to the sammanasa (predators from Leen), they find themselves distrustful and sometimes fearful of the insectoids. In fact, when found on Terledrom, they often have difficulties dealing with the ruling Vrusk council (the Pak) and only seem willing to associate with the elected Dralasite council (the Draog).

NAGANA

Homeworld: Leen

Attribute Dice: 12D

DEXTERITY 2D+1/4D+1

KNOWLEDGE 1D+2/3D+2

MECHANICAL 2D/4D

PERCEPTION 2D+1/4D+1

STRENGTH 1D+2/3D+2

TECHNICAL 2D/4D

Special Abilities:

- *Amphibious:* The Nagana can breathe equally well in water and in air. They can exist in either for unlimited durations.
- *Ultrasonic Communication:* The Nagana can choose to speak at a higher, falsetto frequency. When doing this, only they can hear one another. They cannot use this ability to speak at ranges beyond which they otherwise could have spoken if using their normal, lower vocal frequency. Their double set of vocal cords (one tuned for use under water, one tuned for use through air) can actually allow them to speak two different things, one in each vocal frequency range, at the exact same time.

Story Factors:

- Nagana are annoyed by constant sonic disturbances and therefore shun the use of sonic-based weapons and devices. When around such items, they have a -1D modifier to all skill checks because of the distraction. Ear plugs common to many industrial settings are sufficient to prevent this penalty.

Move: 10

size: 1.8 meters long, 60 kilograms

Average Lifespan: 125 years

Source: The Star Frontiersman, Issue #1, stats by Oliver Queen

OSAKAR

The Osakar are one of the four major races of The Rim.

Homeworld

Osaka, in the Osak system.

Physical Appearance and Structure

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.

Senses

Osakar have vision, hearing, and a sense of touch comparable to that of Humans. They have the finest sense of taste and smell on the Frontier.

Speech

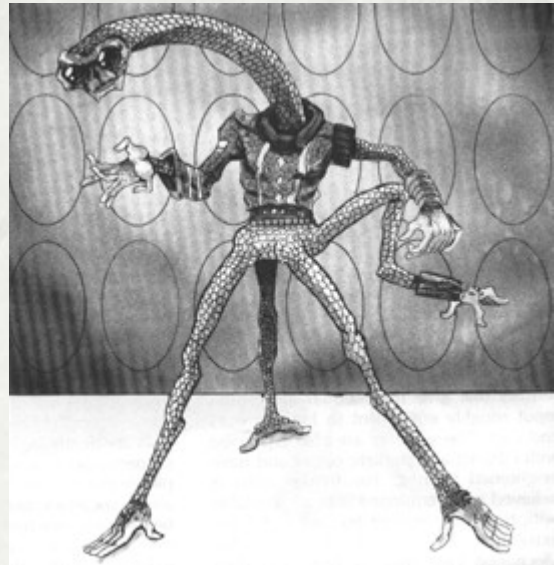
Osakar speak a strange language that is quite beautiful. The two tongues produce sounds no other race can make and the use of their baffled nose-hole adds exotic fluting which is entrancing. They have no problem learning to speak new languages.

Society and Customs

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 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.

This 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



Attitude

Osakar try to get along with everyone, but some of the other races are barely able to tolerate the Osakar, probably because of their appearance. Most Humans are afraid of Osakar (because of their "spidery" legs) and the two races never live close to each other. The only races that get along with them are the Ifshnits (after centuries of trade and interaction) and the Humma (because no one likes them either).

OSAKAR

Homeworld: Ifshna

Attribute Dice: 12D

DEXTERITY 2D+1/4D+1

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 1D+1/3D+1

STRENGTH 2D+1/4D+1

TECHNICAL 2D/4D

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. Osakar gain a +1D to tracking skill checks involving sent..
- *Advanced Linguistics:* Because of their unique mouth structure Osakar can duplicate all known

languages. The Osakar are the finest linguists known. At character creation Osakar characters get a +1D bonus for the first die they spend in languages.

Move: 25

Size: 3 meters, 100 kilograms

Average Lifespan: 225 years

Source: Zebulon's Guide to the Frontier, stats by Oliver Queen

SAPE

Bred by Renouf Associates at Hakosoar, in the Scree Fron system.

Physical Appearance and Structure

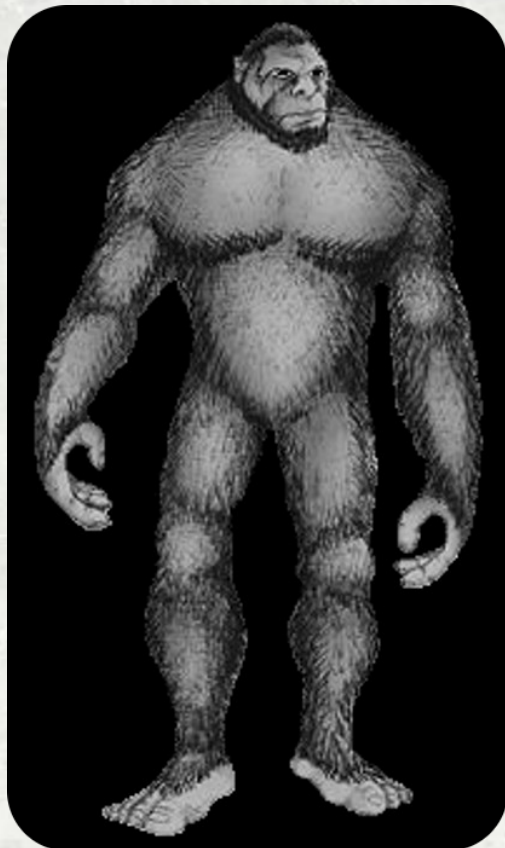
Sapes (or "super apes") are a specially-bred strain of 2-meter-tall, muscular, ape-like creatures originating on the Yazirian world Hakosoar. They have two long arms with five fingers on each hand, and two legs with five toes on each foot. Overall joint and muscle placement is similar to that of Humans or Yazirians. Long thick fur covers the entire Sape's body except for the face, palms of the hands and soles of the feet.

Senses

The Sape's senses of sight, hearing, taste, touch and smell are similar to those of a Human's.

Speech

Sape speak their own language which consists entirely of simple, one- or two-word phrases, and normally wear poly-voxes programmed to translate Sape into Pan-Galactic and vice-versa.



Society and Customs

Despite their breeding, sapes retain vestiges of their primitive origins and will resort to violence under extreme conditions. They have been bred by Renouf Associates of Hakosoar (Scree Fron) as an alternative to robots in certain applications. Sapes are currently being tested in a wide variety of settings (hidden from the prying eyes of the larger corporations). Renouf Associates hope to be able to sell sapes on the basis of their cheapness (about 2,500 credits each), low running costs (about 10Cr/day), versatility, strength and agility. The corporation also maintains that members of the major races (especially Humans and Yazirians) will prefer sapes to robots, especially when working in isolated situations. At present, however, sapes are generally mistrusted by people and governments.

Ownership of a sape is illegal without a license, and such licenses are only granted to large corporations. Sapes are about as intelligent as a four-year-old Human and learn quickly, especially by mimicry.

Attitude

They are bred to be docile and obedient and will normally obey any one- or two-word command given by a member of one of the major races unless this will expose the sape to obvious danger. Thus sapes will not normally obey orders to attack, and they will never attack other sapes. Sapes will ignore commands given via intercoms etc., or from robots.

SAPE

Homeworld: Scree Fron system

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 2D/4D

TECHNICAL 2D/4D

Special Abilities:

- **Battle Rage:** A sape can attack with bare hands and feet-either to kick/punch or wrestle. At the start of any combat, sapes have a 50% chance of going into battle rage which gives them a +1D modifier to brawling, brawling melee, melee combat, and melee parry, but they cannot perform no other actions while in the rage.

Move: 10

Size: 2 meters tall, 100 kilograms

Average Lifespan: 60 years

Source: SF5 "Bugs in the System", stats by Oliver Queen

SATHAR

Physical Structure

Sathar are long, worm-like creatures. Their bodies are divided into segments, like an earthworm's. They do not have a skeleton. Instead, they support their bodies hydrostatically, by pumping liquid into the segments so they become hard. A shiny, clear slime coats their skin. Scientists believe they are warm-blooded, but no live specimen has ever been studied.

A Sathar's head tapers toward its mouth, which is circular and ringed with teeth. Each of their two eyes has two pupils. Four tentacles, two on each side of the body, are arranged about 1 meter below the head. The first pair is slender and weak-looking, and about 1 meter long. These end in four smaller finger-like tentacles. The second pair of tentacles is stronger and about 1.2 meters long. Both of these tentacles end in a paddle-like pad. This second pair is used for heavy lifting, while the smaller tentacles are used for fine work and for holding small weapons.

A Sathar moves by slithering across the ground with the first meter of its body raised. They also can coil like a snake, raising 1.5 meters of their bodies from the ground.

The color of Sathar skin varies from yellow to brown. The tentacles are the same as the body, but with a slight greenish tint. The underbelly is pale pink. A pattern of dots, speckles and stripes decorates the back of the head. These patterns are natural on some Sathar, but are tattoos on others.

Some survivors of Sathar attacks have reported that Sathars are not affected by electrical shocks or doze grenades, but these reports have never been confirmed.

Senses

The Sathar's double pupils give it very wide angle vision. They can see objects in front of them and to both sides at the same time. They smell through two pits in front of their eyes. The sharpness of their senses is not known, but UPF biologists assume their hearing, smell and taste is about the same as a Human's.

Speech

Captured recordings show that Sathar can speak Yazirian and Human languages as well as PanGalactic. They hiss and lisp when they speak. Their native language has never been translated.

Society and Customs

Almost nothing is known about Sathar society. They have tried to kill every alien creature they have met in the Frontier, usually with alarming success. No one knows why the Sathar attack so viciously or what they hope to gain. All attempts to contact the Sathar peacefully have failed. No Sathar has ever been captured alive, because they kill themselves before they

can be taken. In one case, an entire Sathar ship self-destructed to avoid being captured. Freeze fields have been applied to several dead Sathar in an attempt to have them revived, but biologists have not been able to find a revival technique that works on them.

Scientists have proposed several theories, based on reports from observers. The most widely accepted was written by Gdtlask Gltak, a Vrusk sociologist. Gltak's theory states that all Sathar belong to military units called cadres. The markings on the back of the Sathar's head identify its cadre. Each cadre trains its members as soldiers from the time they are born. Gltak theorizes that Sathar attack alien worlds because their military society would fall apart if there was no enemy to fight.

Readers are warned that this is only a theory. Until a Sathar is captured alive, their true motivation will not be known.



Attitudes

All Sathar should be considered hostile and dangerous. Citizens of the Frontier who encounter Sathar are required by law to report the incident immediately. If escaping is impossible, citizens are advised to attack on sight, as friendly approaches have

always failed in the past.

Sathar also are known to use Dralasite, Human, Vrusk and Yazirian agents to overthrow Frontier governments, terrorize citizens and disrupt trade. Like the Sathar themselves, these agents are extremely dangerous. Suspicious beings should be reported immediately. Citizens are discouraged from attacking Sathar agents, as most are trained and experienced killers.

SATHAR

Homeworld: Unknown

Attribute Dice: 12D

DEXTERITY 1D+2/3D+2

KNOWLEDGE 1D+2/3D+2

MECHANICAL 2D/4D

PERCEPTION 2D+2/4D+2

STRENGTH 2D/4D

TECHNICAL 2D/4D

Special Skills:

Perception Skills:

(A) *Hypnotism*

Time to Use: Rounds to minutes.

A Sathar can hypnotize a character by talking to him in a non-combat situation. The character must make

a willpower check; if he fails, he is hypnotized. A hypnotized character will think the Sathar is his friend, and will want to cooperate with it. He will see things the way the Sathar describes them, if his other senses do not contradict what the Sathar tells him. (For example, a character would not believe that a fire was a pool of water). A Sathar can command a hypnotized person to do something at a specific time, and to forget that he has been hypnotized until that time. For example, a character could be commanded to turn off a security system at midnight.

Technical Skills:

Cybertech

Time to Use: Minutes to hours.

This skill at using invasive medical techniques to install cybertech.

Genetic Engineering

Time to Use: Several minutes to hours

The manipulation and modification of genes.

Move: 10

Size: 3.5 meters long, 55 kilograms

Source: Star Frontiers Redux (p.97-98), Zeke's Revised Guide to the Frontier Vol. 1 (Alpha Version), Oliver Queen

SAURIAN

Homeworld

The Saurians hail from the planet Kischen, an oceanic world many light-years from the Frontier. For a time they lived in peace, enjoying profitable trade with nearby races. Soon, however, the Sathar became aware of the Saurians, regarding them as both a threat and a challenge to be overcome.

The Sathar descended in waves on the unsuspecting Saurians and their neighbors, destroying whole populations in the process. Unused to war, the Saurians nevertheless fought bravely against the worms. In the end, their efforts were futile.

With their defenses decimated and racial destruction imminent, the Saurian governments prepared dozens of starships to transport hundreds of thousands of citizens on a massive exodus. To save as many as possible, the ships were filled to capacity with passengers placed in stasis.

The majority of the computer-guided vessels were launched in the direction of the Frontier, although ships were sent out in many other directions. The Saurians had earlier intercepted radio signals from the Frontier that were part of a plan by the Pan-Galactic Corporation to contact other sentient races, in hopes of developing more interstellar trade. The Saurians did not send all of their ships in that direction, though, lest the signals prove to be a Sathar trick.

The main body of Saurian starships eventually entered the Theseus system and were boarded by crews from UPF vessels. Only a few thousand Saurians were brought out of stasis at first, until space could be found on other worlds on which they could settle. At present, two hundred thousand Saurians now live and work throughout the Frontier, but nineteen Saurian starships (with over five hundred thousand colonists aboard, in stasis) remain in solar orbit at Theseus. Finding space for these beings is still a problem, though plans are underway to ship them to Lossend (Timeon).

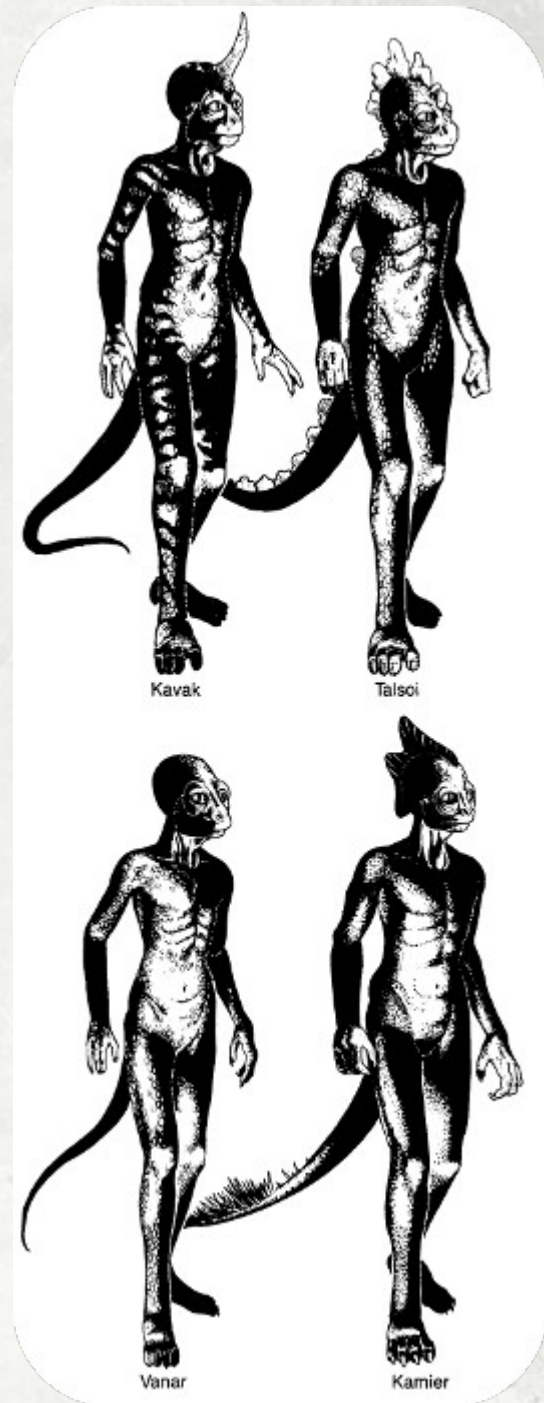
Physical Appearance and Structure

Saurians are bipedal reptilian humanoids that stand 2.1 meters high. Each of them has two hands, each with three fingers and an opposable thumb. Each foot has four toes; feet, as well as hand, are webbed. Saurians have small scales, as per their reptilian ancestors, but they are warm-blooded as mammals are. Saurians are omnivorous and have rather flat teeth.

Being semi-aquatic creatures, Saurians feel at home both above and below water. As part of their aquatic adaptations, Saurians have a gill slit on each side of their throats which filter oxygen, out of fresh and salt water. Saurians also possess underwater vision of exceptional quality.

Saurians still have certain physical defenses inherited from their prehistoric ancestors. One of these is the set of claws on fingers and toes. Although these claws have

degenerated, they can still be used to some effect. When a Saurian uses its claws, consider the attack to have punching damage but add 1 point of extra damage. The tail can also be used as a weapon; it has a -10 to hit any target, but it does 2d10 damage on a strike.



The internal structure of a Saurian is similar to that of a Human, with the functions and positioning of a Saurian's organs approximating those of a human. The respiratory system is adapted for air and water breathing, and no Saurian organ corresponds to a Human appendix.

Saurian Races

The Saurians evolved from a highly adaptive creature

that humans have called a "land dragon". This creature was found in a variety of habitats on Kischen and developed into the four known races of Saurians: the Kavak, the Kamier, the Talsoi, and the Vanar.

The Kavak

These Saurians have green scales, a long tail, and a short, curved horn protruding from the top of their skulls. The horn varies in color from one Saurian to another, from white to green; it is light colored at birth and darkens gradually as the Saurian grows older.

The Kamier

While the other races of Saurians have small but visible scales, the Kamier have the appearance of smooth skin, their scales being visible only under magnification. Coloration is green to green-brown, and this variety of Saurian also sports a large crest of red or orange skin that runs from the base of the neck to the tip of the skull. Another unique feature of the Kamier is its snout, which is much shorter than those of the other races, being almost flat.

The Talsoi

A Talsoi has beige to dark brown scales, a heavy tail, and a horny ridge running from its extended snout to the tip of the tail. They developed from the forest and plains-dwelling land dragons, that used the coloration for camouflage to improve their hunting skills. Talsoi enjoy freshwater rivers, seas, and lakes.

The Vanar

Vanar are bright to dark green and have a very narrow, whip-like tail. They are descendants of the land dragons that were native to the jungles and rain forests of Kischen. Vanar have thin limbs and are lighter than other sorts of Saurians.

Senses

Saurian senses are roughly equivalent to those possessed by humans. They have a slightly more acute sense of vision and, as noted before, can see well underwater. Saurians do have a more acute sense of smell than humans, about equal to a vrusk's.

Speech

Saurians are able to speak in the same manner as Humans, and many can communicate in Pan-Galactic, Human, and yazirian languages with ease. Saurians tend to lisp, though their hissing voices are distinctly unlike those of the Sathar. When angered, Saurians hiss loudly and bare their teeth.

Society and Customs

Saurians stress two beliefs above all others in their society: individuality and the freedom of choice. Saurians detest dictatorships and prefer very loosely structured governments, having an uncaring attitude for authority, though they will obey it if convinced it is for the common good. Their belief in self reliance made it hard for the Saurians to accept the aid of the UPF at first, though they really had little other choice. Saurians in the Psycho-Social

field will not hypnotize unwilling beings; only the most evil and vile of Saurians would do so.

Saurian have large, extended families. Because their young develop so rapidly (reaching adult size in five years), "nuclear families" would be short-lived. Education and socialization of the young are handled within each clan, or svik, which may consist of hundreds of individuals living within the same general area. Saurians are inter-fertile despite their racial types, and a svika may have members of all four races within it. Svika may compete with each other over business or personal matters, but violent crime among them is almost unknown; they are too aware of their own near extinction as a race from the Sathar's attacks.

Saurians are extremely touchy about comments regarding them as a species. Any insult against a single Saurian is easily taken as a slur against the race as a whole, even if the Saurian in question belongs to another svik. Saurians tend to be overprotective of their fellow clan members, even as they recognize the importance of standing on one's own two feet. This causes such stress for them that they will not willingly discuss it with someone of another species, such as a Human or Yazirian.

Saurians are something of a paradox to other races, as they are both gentle and kind as well as vengeful and brutal. Among friends and their svik, a Saurian is pleasant, cheerful, and absolutely loyal. But in the presence of a hated enemy such as the Sathar, a Saurian's rage and fury can be frightening (although Saurians do not receive any bonuses for rage in combat). A wrong done to a Saurian will not be forgotten by any of them, and making amends can be difficult (or impossible, depending on the offense). Should the offending party make an appropriate apology, the Saurians will grudgingly accept it and continue with the business at hand though forgetting about the incident will -take months or years.

The horrifying losses that they took in their war with the Sathar have made Saurians a militant race. They tend to purchase large quantities of arms, and groups of them have expressed interests in creating their own military force, with which to raid Sathar bases and ships. Saurians hope to someday locate the Sathar homeworld and destroy it; they also wish to return to their old homeworld of Kischen and retake it from the Sathar. For cultural reasons, Saurians have a marked fondness for weapons that others see as archaic (swords, pole arms, crossbows, etc.).

Saurians have from three to four names. The first two are the common and svik names, comparable to a first and last name. If the Saurian performs an important deed, he or she may receive an honorific to signify this accomplishment. The most important of all names, however, is the tarish satimu ("sacred name"). According to Saurian religious beliefs, the tarish satimu is a part of the owner's very soul. Only the individual Saurian and his svik will ever know the Saurian's sacred name. Should

someone somehow discover a Saurian's tarish satimu, it is considered an insult of the most terrible kind, and the Saurian will try to regain his honor through a duel of some sort, often to the death. This practice has eroded under contact with the races of the Federation, though sacred names are still considered very important.

Attitude

Saurians are respectful of the other races, but they particularly enjoy and are fascinated by Dralasites. They respect Vrusk for their drive, but find it hard to make friends with them; the vrusks are too practical and structured. Saurians find humans fairly easy to get along with.

Yazirians are another matter. Though yazirians and Saurians are alike in certain social, political, and family matters, the Saurians find the former to be rude, insulting, and pushy. Fights between individuals of the two races have tended to turn into widespread brawls as clan members from either side are drawn into the conflict, and even in the short time that Saurians have been in the Frontier, several remarkable feuds have developed. When it happens that a yazirian and a Saurian become friends, however, they become friends for life.

Saurians dislike S'sessu greatly, because of the latter's similarity to Sathar and amoral business practices. S'sessu dislike Saurians in turn. Other races are generally friendly toward the Saurians, despite their touchiness, but some humans are slightly nervous around Saurians, particularly if they have an aversion to reptiles. This reaction is fortunately rare.

Mental Resistance: Because of their nervous structure, Saurians have a pronounced resistance to hypnotism or mind control of any kind. A Saurian will receive a + 15 bonus in his favor to resist the control, depending on the exact nature of the mind-affecting power. In addition, a Saurian has a +15 bonus to any roll enabling him to notice the control attempt (or to a normal Intuition roll if the noticing roll is not normally allowed). Note that if experience is used to increase this resistance, the bonus to notice the attempt will not automatically be increased (and vice-versa). Each ability must be given experience separately.

Additional Data

All Saurians encountered in the Frontier will be able to speak Pan-Galactic, since they were hypno-trained in its use after they were released from stasis. They were also taught some of the common cultural idiosyncrasies and customs in order to integrate them into society. Some Saurians have remained aboard their old starships, and

are using them as transports in their own commercial dealings.

SAURIAN

Homeworld: Kischen

Attribute Dice: 12D

DEXTERITY 1D+1/3D+1

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 2D+2/4D+2

TECHNICAL 2D/4D

Kavak Special Abilities:

- *Claws:* Does STR+2 damage.
- *Horn:* Can be used as a weapon, causing STR+1D damage.
- *Camouflage:* The Kavak evolved from a grasslands and use the green coloration for camouflage (+1D hide checks in grasslands).

Kamier Special Abilities:

- *Claws:* The claws of the Kamier are more developed than those of the other Saurians, doing STR+1D damage.
- *Tail:* The tail of a Kamier is covered with horny spikes which does STR+1D+2 damage.
- *Camouflage:* The Kamier evolved from a swamp dwelling land dragon that had to contend with particularly dangerous swamp predators. The head crest, which resembles a native marsh plant, was used to help the Kamier with concealment (+1D to hide skill checks in swamps).

Talsoi Special Abilities:

- *Claws:* Does STR+2 damage.
- *Tail:* Does STR+1D damage.
- *Camouflage:* They developed from the forest and plains-dwelling land dragons, that used the coloration for camouflage to improve their hunting skills (+1D hide checks in forests).

Vanar Special Abilities:

- *Claws:* Does STR+2 damage.
- *Whip Tail:* Does STR+1D damage.

Move: 10

Size: 2.1 meters long, 100 kilograms (male)/90 kilogram (female), Vanar (-15 kilograms)

Average Lifespan: 240 years

Source: Dragon Magazine #103, "The Saurians", stats by Oliver Queen

S'SESSU

Note: During the development of the Star Frontiers RPG by David "Zeb" Cook, the S'sessu were a fifth playable race. A shift in the game's development resulted in Cook removed from the project, major changes to the game's setting and design by other people, and the S'sessu was replaced by the Sathar, for the sake of an NPC antagonist.

Physical Appearance and Structure

S'sessu are almost identical in appearance to Sathar, the most obvious difference between them being body coloration. A Sathar's skin is yellow or brown, but a S'sessu has a bright pink- or green-tinted skin. The S'sessu do not have the patterns of dots or stripes on their heads that the Sathar have. Otherwise, all other descriptive information on Sathar can be applied to S'sessu.

Senses

A S'sessu's sense of hearing is equal to a Human's. Its sense of taste is slightly better than a Human's, but its sense of smell is somewhat less well developed. A S'sessu's double pupils give it superior all-around vision, allowing it to see in several directions at once.

Speech

S'sessu speak with a hissing lisp. They have quickly learned Galactic basic since their existence was discovered, and they can speak it normally. They can also speak the language of their own race.

Society and Customs

In general, S'sessu are extremely competitive and self-centered. Each individual does what it wants, caring little for others except for those who can help the S'sessu achieve its goals. Power and possessions are only for those S'sessu who can take and keep them. This would seem to create a society where murder and violence are rampant, but this is not the case. Indeed, at times S'sessu can be highly organized and cooperative, and violent crime is an uncommon occurrence among them.

If a S'sessu believes there is some sort of personal gain to be had in doing so, it will work cooperatively with other beings. A group of S'sessu might pool their money to build an interstellar spaceship, and another group might hire a police force to protect them from robbery or murder by others. However, S'sessu will have only one leader among them in most situations. Thus, a S'sessu company is controlled by one extremely powerful boss; the captain of a S'sessu spaceship is the absolute leader of all beings aboard that ship. S'sessu philosophies are based on getting and keeping power, not on what is right or wrong. To a S'sessu, the only actions that are "wrong" are those that keep it from reaching its goal in the best and safest manner possible.

The discovery of the S'sessu has presented a puzzle for xenobiologists. The S'sessu have no explanation for their similarity to Sathar and were in fact unaware of the existence of the Sathar until contact with the UPF. The

current theory held among scientists is that the S'sessu are an offshoot of the Sathar race, and this seems well-supported. If this is true, the separation between the Sathar and S'sessu would have to have occurred more than 20,000 years ago, long before the Sathar or the S'sessu are known to have developed space travel. It has been speculated that an ancient unknown race of aliens (possibly the group known to xenoarchaeologists as the Tetrarchs) transplanted a small group of S'sessu to their present homeworld at that time.

S'sessu only hold claim to a small region of space, consisting of two stellar systems (each with one small inhabited planet) lying ten light years from the Gruna Garu system, on a line running from Dixon's Star to Gruna Garu and on to the S'sessu worlds. Due to their similarity to the Sathar, it was only through luck and careful diplomacy that they were not immediately attacked as hostile aliens by the rescue force that found their homeworld. Little is known about the S'sessu's history, as friendly diplomatic relations have only recently been established.



The S'sessu are extremely aggressive business dealers. In their attempts to gain an equal footing with the other races in the Frontier Sector, they have hired adventurers to spy on, infiltrate, steal from, or suppress activities the S'sessu deem "unfriendly" in the Frontier systems closest to them. This has caused Star Law to take an active interest in certain foreign and business affairs of the S'sessu, though the race as a whole is not regarded as dangerous or hostile.

Attitude

The S'sessu are essentially amoral (neither knowing nor caring about the difference between good and evil). It is a good bet that a S'sessu will always do exactly what is best for it, even to the extent of betraying others without a

second thought to save itself. This "every-worm-for-itself" attitude makes the S'sessu disliked, especially by the Vrusk (who have suffered in certain business dealings from the S'sessu love for "dirty tricks").

Nonetheless, the other races have learned to work with the S'sessu, often with great success and mutual benefit for both sides. S'sessu adventurers often work well as team members, especially if they see their chances of finding personal gain and wealth are improved through cooperative effort. Of course, a better offer might always be made by someone else, leaving the door open for possible treachery.

S'SESSU

Homeworld: Unknown

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D+2/4D+2

MECHANICAL 2D/4D

PERCEPTION 1D+1/3D+1

STRENGTH 2D/4D

TECHNICAL 2D/4D

Special Skills:

Knowledge Skills:

(A) *Insight*

Time to Use: Rounds to minutes.

Because of the extremely competitive nature of S'sessu society, individuals have developed the ability to judge the strengths and weaknesses of opponents. The S'sessu must see his opponent actually doing something

related to that ability score before he can make this judgment, difficult skill check. Example: A S'sessu, sees a smuggler outside a spaceport. The smuggler is trying to shoot a beam weapon at a guard robot. Asphenomenas secretly watches the smuggler, and the player tells the Referee that Asphenomenas wants to use his Insight skill to determine the smuggler's blaster skill (based upon the smuggler's shooting ability). The Referee secretly rolls the skill check. If successful Asphenomenas will have learned the smuggler's blaster skill. This ability may only be used once per game hour, simulating the intense concentration required to use it.

Special Abilities:

- *Enhanced Vision:* A S'sessu's double pupils give it superior all-around vision, allowing it to see in several directions at once, +2 modifier to initiative checks.

Story Factors:

- *Amoral:* In general, S'sessu are extremely competitive and self-centered. Each individual does what it wants, caring little for others except for those who can help the S'sessu achieve its goals. Power and possessions are only for those S'sessu who can take and keep them.

Move: 10

size: 3.5 meters long, 55 kilograms

Average Lifespan: Unknown

Source: 25th AER Star Frontiers Rulebook, stats by Oliver Queen

UL-MOR

The UI-Mor are one of the Eornic Races developed by the Eorna on Volturnus; they are a sentient species with a neolithic level of native technology.

Homeworld

Volturnus, in the Zebulon system

Physical Appearance and Structure

UI-Mor resemble octopi adapted to life on land. Like octopi, UI-Mor have eight large limbs. Each limb ends in five small tentacles useful for grasping and manipulation. They walk on the four largest limbs, using the other four to hold weapons and tools. The UI-Mor also have a ninth limb, a tentacle about 30 centimeters long, used for communication.

Senses

UI Mor have keen eyesight. They also have an excellent sense of touch. An UI Mor's suction cups are equipped with chemoreceptors so that it can taste what it is touching, so the sense of taste is also excellent. The UI Mor's senses of hearing and smell, however, are substantially less sensitive than those of Humans.

Speech

The UI Mor's 30 cm-long ninth tentacle is an extension of their spinal cord. The end contains a hard cartilage point encasing a series of nerve endings. The UI-Mor can insert the tip of this tentacle into the fatty tissue surrounding the spinal cord of other creatures, achieving a nerve link which allows them to communicate directly with the creature's mind. The UI-Mor use this tentacle so effectively they can achieve a direct mind-link with any being. They do not have a complex spoken language, since they communicate with each other using mind-link. The UI-Mor have, however, developed a secret sign language used in situations where mind-link proves impractical.

Society and Customs

The UI-Mor are pastoral nomads inhabiting the deserts and rocky barrens of Volturnus, where they herd kwidges and cactus whompers. While tending their flocks, the UI-Mor ride a four-meter tall bipedal dinosaur called a loper. They control these animals using mind-link, and, as a consequence, very close ties develop between rider and beast. They also make use of herd-hoppers, small, kangaroo-like reptiles that act as herd dogs, helping the UI-Mor tend to their herds.[1] The UI-Mor's high regard for lopers is apparent to anyone associating with them. Much of the UI-Mor culture is based on their religion. They believe in the "One Who is Many", a deity that encompasses all things. Though there are many different forms of the One, the UI-Mor believe that all objects, no matter how strange, are part of the One.

As an UI-Mor matures, he identifies with a particular object (such as a tree, rock, or bush). When he dies, he is buried near this object, and is believed to have been transformed into that object. The object is then named

after the dead UI-Mor. In this manner, the UI-Mor avoid considering a tribe-member dead. Instead, dead UI-Mor merely assume a new form of the One. A special historian, called a Rememberer, memorizes the names and locations of those who have assumed a new form of the One. Usually, these names include a capsule history of the individual's life.



UI-Mor life is filled with pageantry and ritual. The most important ritual is the Time of Oneness. When the two moons of Volturnus enter conjunction with its sun, the capacity for mind-link is increased greatly. The UI-Mor then have a tribal mind-link known as the time of Oneness. During this mind-link, they undergo a mystical experience, seeing everything as a part of the great Oneness. Another important ritual is the Great Game. At the end of each year, UI-Mor males ride their lopers in a very rough contest called the Great Game. This contest is similar to a cross between polo, rugby, and fox hunting. The new year is then named after the victor.

The basic social unit of the UI-Mor is the "clutch," a marriage unit consisting of several UI-Mor that have found themselves compatible during the "Time of Oneness." The adult males of the clutch care for the herds and prepare themselves for combat, while the females take turns incubating the clutch's eggs and maintaining the camp. Though most decisions affecting UI-Mor life are made on the family level, they do have tribal and inter-tribal councils. These councils make decisions affecting the tribe and the nation. If a family does not agree with a council decision, they may leave the tribe and do as they please. The UI-Mor legal system is strongly objective, making no allowances for extenuating circumstances. Because the law is designed to protect the tribe, the UI-Mor feel that extenuating circumstances are unimportant. If an individual violates the law, he has injured the tribe and must be punished. Punishment usually emphasizes compensation for injury inflicted upon the tribe.

Some crimes, however, are so serious that the individual can never compensate for his transgression. Such crimes include wasting water, breaking eggs, and desecrating

sacred objects. The punishment for these crimes is always banishment. (Most banished UI-Mor quickly die without the comfort of mind-link.) Though the UI-Mor are basically communal beings, they maintain a facade of individualism. The UI-Mor often wear brightly colored headdresses with dyed kwidge feathers, have decorative body tattoos, and engage in a form of ritualized theft designed to display their cunning and battle prowess. An individual may attempt to steal anything he wishes from any being who is not a friend of the tribe's. If he succeeds, the thief divides his prize among all members of the tribe. The easier it is to divide the prize, the more impressive the UI-Mor consider the theft.

Attitude

Like most explorers meeting a new race, the player characters will find their smallest actions are likely to provoke strong reactions from the UI-Mor. Any selfish or greedy action will be regarded with distaste by the UI-Mor. The UI-Mor will take immediate and forceful action to prevent wastage, but will not punish a character unless he does the same thing several times in a row. Any character who desecrates a sacred object or steals from a member of the tribe, however, will immediately be stripped of his equipment and left to die in the desert. (If an UI-Mor marriage unit is willing to repair the damage and take

responsibility for the character, however, the UI-Mor will give the transgressor another chance.) Any character who gives them gifts and cooperates easily will be well-liked, and treated with courtesy. A character who exhibits courage, battle prowess, or a showy display of ostentation will be greatly admired. The UI-Mor will go to great lengths to impress this character.

UL MOR

Homeworld: Volturnus

Attribute Dice: 12D

DEXTERITY 2D/4D

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 2D/4D

TECHNICAL 2D/4D

Special Abilities:

- *Mind Link:* The UI Mor can communicate with any species using their ninth tentacle to establish a direct mind link.

Move: 10

Size: 1.4 meters, 50 kilograms

Average Lifespan: Unknown

Source: SFO "Crash on Volturnus", stats by Oliver Queen

VIMH

The Vimh are scavenging mammalian creatures found throughout the frontier. Even the casual observer can see their rodentia ancestry. Each of the major frontier races has their own name for the race, usually quite derogatory in nature. The human term, 'ratling' is one of the least offensive terms, although they prefer to call themselves 'Vimh' (both singular and plural). Although not a proper scientific classification, Rodentia-Sapiens is the term that civil rights minded individuals have termed the Vimh.

Physical Structure

The Vimh are descended from some sort of rodent ancestry. Humans describe them as essentially having the appearance of a nearly man-sized rat. They have the typical rat-like face with sensitive whiskers, small but deft hands, and lower limbs that appear more primitive and animalistic than the Human or Yazirian humanoid form. Vimh have long hairless tails that are quite strong, but non-prehensile.

When standing completely upright a Vimh is almost 2 meters tall, although this is not their natural posture. They stand hunched over and appear roughly 1.5 meters tall, or roughly a little shorter than the average human. Internally, the organs of a Vimh are quite similar to the Human and Yazirian races, although the digestive system seems more robust than either of those mammalian races.

Vimh eyes are quite dark, generally described as beady. The whiskers on the Vimh face are quite sensitive to touch and vibration.

The hands and feet of a Vimh have some webbing between the digits – making the Vimh quite good swimmers. Even in cold water, a Vimh can swim for extended periods, as their furry coat is well developed for heat retention.

The skin color of Vimh is typically pale and pinkish to grayish, but the fur can vary wildly. Solid coats of browns, blacks, and grey tones are the most common fur colors. Less common are spotted coats or all white coats. Albinism is overall quite common as well, although not typical.

Senses

Descended from tunneling rodents, the vision of the Vimh is not quite as good as Human sight in well lit areas, and not quite as good as Yazirian eyesight in darkness. However, the Vimh's acuity for close up details is remarkable. Sensitive facial whiskers enhance this close range vision, allowing the Vimh to detect even minute movements in close proximity. Distance vision is blurry and indistinct, so Vimh do not handle ranged-weapons well.

Vimh sense of smell is quite superior to humans, generally on par with Dralasite olfactory ability. Vimh can differentiate individuals by their smell alone. Vimh may also track by scent alone, although this requires training (i.e. environmental skill, tracking).

Speech

Vimh speech is accomplished in a manner similar to that of Yazirians and Humans. Air from lungs is forced through a larynx producing a variety of sounds. Their own tongue has a rodent-like skittering quality to it, as one would expect. Vimh language is quite advanced when describing qualities of smell, taste, food, and associated topics. Visual descriptions of landscapes, scenery, or objects at range are more difficult for a Vimh to convey, as they simply don't have as much vocabulary describing that kind of stimuli.



Society and Customs

The Vimh are a prolific race found throughout the frontier. Their home world is a mystery, even to the Vimh. They just seem to appear wherever the other civilized races build settlements, apparently catching rides or otherwise stowing away on transport vehicles. Many speculate that the Vimh do not actually have a world of their own, but were genetically engineered on one of the core worlds. The unknown home world and lack of distinct Vimh culture seem to support this hypothesis. Regardless of origins, the Vimh are an ever-present part of life in urban slums of many worlds.

They live their lives day to day as scavengers, traders, and various criminal activities. Prodigious eaters, the Vimh find great amount of pleasure in food, so one could say that Vimh family relations are generally formed around the dinner table. If Vimh have a culture to speak of, it seems to be borrowed from the immediate surroundings. Vimh do not seem to care much about maintaining extended family relations beyond their immediate nuclear family members. Vimh produce many offspring, birthing almost every year if

food supplies allow, with often three to four siblings per birthing.

The Vimh do not seem to have technology of their own, borrowing this and that from the major races. The occasional Vimh who ascends out of poverty has a great love of gadgetry and technology. When educated, Vimh gravitate to the technological trades. Because of their limited vision, Vimh combatants prefer melee and hand to hand combat tactics.

Attitudes

The Vimh have varied attitudes towards the frontier races. Some Vimh get along quite well with any of the races, while other Vimh seem soured by their second class status and despise the other races equally. Being mammalian, they generally will get along well with Humans and Yazirians if given a chance to overcome their social class stigma. Vimh do not care much for Dralasites, as they have very different concepts of what smells and tastes are pleasant, often causing arguments. Vimh and Vrusk have strained relations, as the Vrusk find them rather repulsive vermin that their corporations often try to remove from their premises. Surprisingly, even the Sathar seem to be unable to eradicate Vimh presence around their hidden bases.

VIMH

Homeworld: Unknown

Attribute Dice: 12D

DEXTERITY 2D+1/4D+1

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 1D+1/3D+1

STRENGTH 3D+1/5D+1

TECHNICAL 2D/4D

Special Abilities:

- *Iron Constitution:* In addition their great stamina, Vimh are naturally resistant to infections, diseases or toxins.
- *Nearsighted:* The Vimh do not have clear distance vision, -1D for any visual based action more than 20 meters away and cannot see more than 40 meters under any circumstances.
- *Olfactory Sense:* The Vimh sense of smell and taste is very keen. Even in total dark they can rely on their scent to identify specific individuals, follow the trail left behind by someone's specific scent, or identify trace elements that would go unnoticed by others, +1D to any skill check involving a sense of smell.
- *Swimming:* Vimh are superior swimmers, +1D. They can swim faster and longer than many other races.

Move: 10/15 on all fours

Size: 1.9 (fully erect)/1.5 meters natural posture, 70 kilograms

Average Lifespan: 60 years

Source: Star Frontiersman #5, stats by Oliver Queen

VRUSK

Physical Structure

Vrusk look like large insects. Eight legs grow from their abdomen, four on each side. Their torso is upright in front of the abdomen. The torso is humanoid, with two arms connected at the shoulders. The head is above the shoulders. Vrusk hands are circular pads with five fingers spaced evenly around the edge. A Vrusk's shoulders are double-jointed, so they can rotate their arms in a full circle without straining any muscles. They can reach any point on their abdomen or behind their backs easily.

A Vrusk's body is covered by a carapace (hard shell). This shell is jointed at the Vrusk's elbows, hips, knees, etc. The carapace protects the Vrusk from bruises, cuts, scratches and other minor injuries. Unlike insects, Vrusk have an internal skeleton to support their bodies. Young Vrusk have a blue carapace with bright orange near the joints. As the Vrusk gets older, its carapace changes to dull green with yellow joints.

Vrusk have large eyes that are protected by a hard, clear covering. The mouth is surrounded by four eating mandibles. The two larger mandibles hold food while the small ones tear it apart and place it in the mouth. They are omnivores. Vrusk have lungs, and breathe through many small nostrils under their abdomens. This arrangement makes it difficult for Vrusk to swim.

Senses

Vrusk have very good color vision, but they see more of the short wavelengths (blue and ultraviolet light) than Humans do, and less of the long wavelengths (orange and red). Their sense of smell is centered in their antennae, and is slightly better than a Human's. They also can touch with their antennae. Their hearing is about the same as a Human's.

Speech

Vrusk speak by combining clicks produced by their mandibles and buzzes produced by a plate in their mouths.

Society and Customs

Vrusk are hard-working and practical. Their society is organized around independent corporations. To a Vrusk, the company he works for is his family and his nation. The company determines everything about the Vrusk's life; who he lives with, what his job is, where he travels, etc. Vrusk give their company name before their personal name.

Vrusk have two types of corporations: conglomerates and trade houses. Conglomerates have business interests in many areas. A single conglomerate might have divisions that build computers, operate farms, train lawyers and set up colonies. A Vrusk that works for a conglomerate usually works for only one division, and

might not even know what other divisions the company owns. Trade houses, which are more common in the Frontier, specialize in one type of business. Because all Vrusk working for a trade house do the same work, trade houses usually work together. For example, a trade house that builds farming equipment would hire accountants from an accounting house to keep their financial records. Business between companies is regulated by laws that are so complex no one besides Vrusk have ever fully understood them.

Vrusk also love beauty, harmony and order. The goal of most Vrusk is to become wealthy, collect art, and live in peace. Their love for beauty makes them unwilling to get into fights that do not involve their company. However, Vrusk that are defending their company will do anything to remove the threat permanently.

Vrusk adventurers, however, do not belong to a company. Some are independent businessmen, some are company employees who were fired and some are just too rebellious to put up with company rules. A few start their own companies and eventually become leaders in their communities.



Attitudes

Vrusk get along well with the other three races. They respect the Yazirian custom of choosing a life enemy, and feel at ease around Dralasites because they are careful and skillful planners (though they are annoyed by the Dralasites' sense of humor). They understand Humans the least because, to a Vrusk, Humans seem unpredictable and a little lazy.

VRUSK

Homeworld: Xagyg Dust Nebula (Kizk', Kar, K'raken-Kar, and K'tsa Kar)

Attribute Dice: 12D

DEXTERITY 1D+2/3D+2

KNOWLEDGE 2D+1/4D+1

MECHANICAL 2D/4D

PERCEPTION 2D/4D

STRENGTH 2D/4D

TECHNICAL 2D/4D

Special Skills:

Knowledge Skills:

(A) *Comprehension*

Time to Use: Round to several minutes.

Because Vrusk have such a complicated society, they are able to understand all sorts of social dealings. The Vrusk characters makes a Difficult skill check to figure out any type of social dealing that the player himself can not. Example: a Vrusk is following a Human he

thinks is a spy for another company. He follows the Human into a bar and sees him talking to a group of rough-looking Yazirians, occasionally glancing over his shoulder. Then the Human hands some money to the thugs and leaves the bar. The Vrusk player is not sure what the Human was trying to do, so he tells the referee he wants to use his Comprehension ability. If he is successful the GM tells him that the Human paid the Yazirians to attack the Vrusk if he tried to follow the Human from the bar.

Special Abilities:

- *Chitinous Armor:* +1D vs physical damage.
- *Ambidextrous:* Vrusk can use any of their hands with equal skill, and suffer no off-hand penalties.

Story Factors:

- *Poor Swimmers:* Increase swimming difficulty by one rank.
- *Language:* Because their mouths are not designed for it, Vrusk require the use of a voxbox in order to speak languages other than their own.

Move: 15

Size: 1.5 meters tall, 1.5 meters long, 85 kilograms

Average Lifespan: 175 years

Source: Star Frontiers Redux (p.36-37), Zeke's Revised Guide to the Frontier Vol. 1 (Alpha Version), Oliver Queen

YAZIRIAN

Physical Structure

Yazirians are tall, thin humanoids. They have long arms and legs and slender torsos. Two large flaps of skin grow on either side of their bodies, attached along their arms, torso and legs. When a Yazirian raises its arms, this membrane is stretched tight and forms a sort of wing. Under certain conditions (explained under Gliding). Yazirians can glide short distances using these wings.

Yazirians have muzzles and high foreheads, giving them an animal-like appearance. Their heads are surrounded by manes and collars of hair, which varies in color from glossy black to pale yellow. Their skin color ranges from gray to light tan. Because their bodies do not sweat, Yazirians pant to keep cool. They are omnivores.

Yazirians have four knuckles (one more than Humans) on their fingers and toes. The inside toe is opposed like a thumb, allowing them to grasp things with their feet. The tips of their fingers and toes end in broad, ribbed pads, giving them an excellent grip. These characteristics, combined with their animallike appearance, earned them the nickname "monkeys."

Senses

Because they evolved from nocturnal hunters, however, their eyes are adapted to seeing in dim light. They can not see in complete darkness. They usually wear dark goggles when they must work in sunlight. Yazirians' senses of hearing, smell and taste are equivalent to a human's.

Speech

Yazirians have no trouble speaking Human languages or Pan-Galactic. Their own language is a combination of Human-type sounds and snarls and growls.

Society and Customs

Yazirian communities are divided into large, loosely organized clans. All the members of a clan are related to each other. In the past, clan ties were very strong. The clans had traditional enemies and allies, and they struggled constantly for power and land. Since the Yazirians moved into space, they have learned to cooperate more and the clans have become less important. Despite this, Yazirians still have a reputation throughout the Frontier as proud, fierce fighters.

A custom Yazirians have kept intact is the selection of a life-enemy. When a Yazirian chooses a life-enemy, he dedicates his life to destroying, overcoming or outdoing that enemy as completely as possible. In the past, a Yazirian would choose an enemy clan or clan member as his life-enemy, but now the choice is much wider. A Yazirian scientist could name an incurable disease as his life-enemy, or a Yazirian trader could choose a

competing company. The scientist would try to find a cure for the disease; the trader would try to build up his own company so it is more powerful than his enemy's, or even try to drive the other company out of business.

A Yazirian gains honor by striving to defeat his enemy. Yazirians with powerful life-enemies are respected and admired. A Yazirian that defeats its enemy does not need to choose another, but some Yazirians do. There is no set point in a Yazirian's life when he must choose a life-enemy, and some Yazirians never choose one. A Yazirian that dies without having chosen a life-enemy is considered unlucky.

Typical Yazirian clothing is a large, brightly colored cape and tunic, a waist belt and two belts crossed over the chest. Dark goggles are worn in the daytime. Yazirians do not like shoes, but when necessary they wear mitten-like shoes.



Attitudes

In general, Yazirians like Vrusk and Humans. They occasionally lose their patience with Dralasites, because they are slow and would rather discuss ideas than act on them.

YAZIRIAN

Homeworld: Unknown

Attribute Dice: 12D

DEXTERITY 1D+2/3D+2

KNOWLEDGE 1D+2/3D+2

MECHANICAL 2D/4D

PERCEPTION 2D+2/4D+2

STRENGTH 2D/4D

TECHNICAL 2D/4D

Special Abilities:

- *Nightvision:* Having descended from nocturnal hunters, Yazirians can see well in dim light, but not in complete darkness. During the daylight, they must wear tinted goggles. If a Yazirian is in the daylight without their goggles, they suffer a -2D penalty to all skill checks.
- *Gliding:* Yazirians can glide short distances using membranes along their sides, stretching from their arms to their legs. On standard-gravity worlds, they can glide up to 15 meters per round; on light-gravity worlds they can glide up to 30 meters per round and on heavy-gravity worlds, that distance is reduced to five meters.
- *Battle Rage:* When provoked, facing an enemy, or when something they love is threatened, Yazirians can enter a battle rage. Becoming a berserker, they gain a +1D bonus to brawling, brawling parry, melee combat, and melee parry skill checks, but while in this rage cannot perform any other skills. The Yazirian must make a moderate Perception roll to calm down

from this rage while the threat is present. If the threat has been eliminated, they must make an easy Perception roll. They receive a -1D Perception penalty for this (separate from the -2D penalty listed above) and roll a minimum of 1D.

Story Factors:

- *Life Enemy:* Yazirians select a life enemy at some point during their lives and then spend their life destroying, overcoming, or outdoing the enemy as completely as they can. A Yazirian scientist could name a plague or disease as his life enemy, while a warrior could name criminals or an entire species as his enemy. Yazirians gain honor by striving to beat their enemy and those with powerful life enemies are respected and admired. A Yazirian who defeats their life enemy does not need to choose another one, but some do. A Yazirian who dies without selecting a life enemy is seen as unlucky. The GM and player must work out who or what the character's life enemy is and assign the appropriate disadvantage related to it.

Move: 10

Size: 2.1 meters tall, 50 kilograms (male)/60 kilograms (female)

Average Lifespan: 140 years

Source: Star Frontiers Redux (p.38-39), Zeke's Revised Guide to the Frontier Vol. 1 (Alpha Version), Oliver Queen

YINNI

Physical Structure

These small sentient creatures are basically bipedal (they can walk on two legs, and have two arms) but also have a pair of batlike wings protruding from their shoulders.

The Yinni's bodies are very small. From the top of their heads to the bottom of their feet seldom measures greater than 30cm (males only). Their wingspans are always double their height (around 60cm). They have rigid exo-skeletons that are covered with a thin dermal layer, giving the false impression of softness while protecting their inner organs well. Their forearms and lower bodies are covered with a layer of fine fur.

The eyes of the Yinni are quite unusual. They protrude on muscular nodes, normally facing forward to give a predator's uni-directional stare. However, these eyes can move around on their nodes, looking to the side and almost directly behind them. They are very difficult to sneak up on because of this.

The hands and feet are webbed – but not for aquatic living. They help the Yinni make fast direction changes while in flight, grasping at the onrushing wind and shoving it to the side to facilitate a rapid roll or pitch change. They are very effective flyers.

The wings have a very non-dextrous pair of hand-like digits, giving a limited ability to hold or grip things with the wings themselves. When not in the air, the Yinni fold their wings around themselves and clasp their digits like a human might fold his own hands together. The end result appears as if the Yinni is wearing a heavy leather cloak.

The skin color ranges from pale grey to rich brown, and the hair is typically a few shades darker. The wings are the same color as the flesh at the shoulder and even down to their wing digits, but fade to near black at the ends of the wing structure.

Senses

The vision of the Yinni is not far, but the field of peripheral perception is amazing. They are able to see forward and to the sides equally well, with independent focusing capability with each eye. They can't see directly behind them, however, and have trouble differentiating between greens and browns.

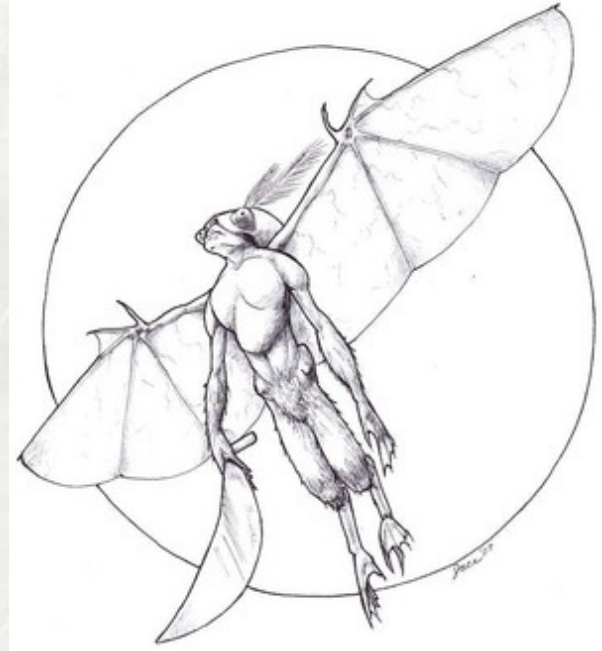
Yinni have two featherlike wispy antennae (similar to a moth) protruding from their dermal-covered chitinous heads. These are actually how the species smells its surroundings, and it's quite effective if short of range.

Speech

The vocal components to the Yinni are located more on the sides of its head rather than in the throat. It breathes air through a chamber on either side of its neck, which makes a hollow sound like blowing over the holes of a wooden pan flute. The vocal organs have muscles to help control the opening (much like blowing into a different

hole in a pan flute). The mouth moves to give shape to the sound effects.

The entire effect is very melodious but difficult to understand. They can approximate most speeches, and can accomplish PanGal, but all of this is with difficulty. Players playing a Yinni should speak in simple words unless conversing with other Yinni.



Society and Customs

The Yinni are a primitive people. Their society is built around a Queen, which is catered to by a hive of workers and soldiers. There are also domestic and royal castes. Queens maintain various levels of peace, trade, and feud, and the politics of their species are somewhat complex.

Only the queens can reproduce, and they require their royal castelings to facilitate this biological function. They are fertilized by a royal caste of servitors who spend their entire lives living with the queen and being pampered. When the queen is finally pregnant, she gives birth to a few dozen eggs, each of which is cared for by one of these royal castes.

The Yinni are comprised of a system of castes. There are four basic castes: domestic, worker, soldier, and royal. Caste is immediately recognizable at birth by looking at markings and shapes of the head dermal plate. This seems random, but there is a series of genetic patterns that can be followed.

Domestic castelings take care of the domicile. They feed the young, raise them and train them in the duties of their caste. Domestics are considered the lowest members of the hierarchy.

Worker castelings take care of creating, building, repairing, and engineering. They are surprisingly versatile. The domiciles of the Yinni can range from simple hexagonal structures to complex networks of double helix

shapes. Workers who create well are treated well.

Soldier castelings are the most durable of the lot, possessing a doubled-over layer of sub-dermal chitin. They are very well protected against both the elements and their enemies. Soldiers are treated harshly and are expected to become tough, capable, and serious. Few of them ever develop a sense of humor, and they're normally very intense and severe of both purpose and action. They are beings of action, not beings of thought.

Royal castelings have violet markings on their skin and around their eye nodes. They are given the luxury of fertilizing the queen whenever she's ready. They give their lives in service to the queen, and are treated well because of it. They are often used as diplomats who must keep the others in line, each having a domain over which they govern. They are thinkers and planners, able to coordinate everyday life and negotiate trade and commerce.

Queen is a special case. She grows to twice the size of the others, and lacks wings. She's the only female and won't give birth to another female until it is her last egg to fertilize. She'll know when she's given her last, and when a new queen is coming. When she gives birth to the new queen, it's a day of celebration and mourning as she will not last the rest of the day before she breathes her last and therefore abdicates to the infant queen.

If a queen is killed prior to birthing her last egg, the caste is ended and dishonored, its members wandering out into the wilderness to accept their own fates, alone or in small groups, dishonored and without hope.

Despite the fact that they come from a primitive culture, the Yinni are quite intelligent. In fact, their workers are probably brighter than the minds of some civilized modern races in the Frontier. Given exposure to technology, a Yinni character need not adhere to the primitive roots from which he came.

A Yinni character who has lost his caste because of a slain queen is a very likely candidate for a player character. He has no reason to remain behind in the world from which he was born. He can embrace technology and learn to understand it. Given enough time and effort (and money) he may even be able to invent or pay for the construction of technology suited for his size: miniature beam weapons and stun weapons, electro-helibode blades, tiny suits of ballistic material designed to protect like a skeinsuit, etc. Such pieces of technology would cost up to ten times what a normal piece of equipment would cost because it would be custom.

The favored weapon of the Yinni soldier caste is the helibode blade – an oddly shaped sword. Its blade is given a shape and edge that makes it ideal for hurling. As it flies through the air it is quite deadly. When the hurl reaches its apex, it hovers for a moment then begins to fall like helicopter-like seedlings from some trees. Once in its descent, the blade is twirling differently and may be caught by a swooping soldier in flight. Even when not thrown, it is quite deadly when used in their hands.

In a pitched battle between rivaling domiciles, these blades can be seen spiraling down in great numbers, so metal ringlets are placed in the handles of the blades so that they make different noises specific to a single domicile. This way a soldier can differentiate between blades while they fall by their sound alone. A soldier would never catch and use an enemy's helibode, not even to save their own lives.

In game terms, the weapon is treated as a knife (STR+2 damage, thrown range 1-5/10/15) that can be caught in the turn directly following the throw but not thereafter.

Attitudes

The Yinni haven't encountered the other sentient races yet. They are out there, waiting to be discovered by an intrepid group of explorers.

YINNI DOMESTIC CASTE

Attribute Dice: 12D

DEXTERITY 2D+2/4D+2

KNOWLEDGE 2D+1/4D+1

MECHANICAL 2D/4D

PERCEPTION 1D+2/3D+2

STRENGTH 1D/2D+2

TECHNICAL 2D/4D

Special Abilities:

- *Flight:* A Yinni can fly at very fast speeds. They are excellent flyers, able to glide as effectively as fly, and able to make nearly any directional change desired while in full speed.
- *Discriminatory Scent:* The wispy antennae can smell things quite well, just not at a great range. They provide a discriminatory sense to the species (just like sight is discriminatory for humans). Even in total dark they can rely on their scent to identify specific individuals, follow the trail left behind by someone's specific scent, or identify trace elements that would go unnoticed by others, +1D to skill.

Move: 5/20 flying

Size: 25 centimeters (50 centimeter wingspan)

YINNI WORKER CASTE

Attribute Dice: 12D

DEXTERITY 2D+2/4D+2

KNOWLEDGE 3D/5D

MECHANICAL 2D/4D

PERCEPTION 1D+1/3D+1

STRENGTH 1D/2D+2

TECHNICAL 2D/4D

Special Abilities:

- *Flight:* A Yinni can fly at very fast speeds. They are excellent flyers, able to glide as effectively as fly, and able to make nearly any directional change desired while in full speed.
- *Discriminatory Scent:* The wispy antennae can

smell things quite well, just not at a great range. They provide a discriminatory sense to the species (just like sight is discriminatory for humans). Even in total dark they can rely on their scent to identify specific individuals, follow the trail left behind by someone's specific scent, or identify trace elements that would go unnoticed by others, +1D to skill.

Move: 5/20 flying

Size: 25 centimeters (50 centimeter wingspan)

YINNI SOLDIER CASTE

Attribute Dice: 12D

DEXTERITY 2D+2/4D+2

KNOWLEDGE 1D+2/3D+2

MECHANICAL 2D/4D

PERCEPTION 2D+1/4D+1

STRENGTH 1D+2/3D+1

TECHNICAL 2D/4D

Special Abilities:

- *Flight:* A Yinni can fly at very fast speeds. They are excellent flyers, able to glide as effectively as fly, and able to make nearly any directional change desired while in full speed.
- *Discriminatory Scent:* The wispy antennae can smell things quite well, just not at a great range. They provide a discriminatory sense to the species (just like sight is discriminatory for humans). Even in total dark they can rely on their scent to identify specific individuals, follow the trail left behind by someone's specific scent, or identify trace

elements that would go unnoticed by others, +1D to skill.

Move: 5/20 flying

Size: 25 centimeters (50 centimeter wingspan)

YINNI ROYAL CASTE

Attribute Dice: 12D

DEXTERITY 2D+2/4D+2

KNOWLEDGE 2D+1/4D+1

MECHANICAL 2D/4D

PERCEPTION 3D/5D

STRENGTH 1D/2D+2

TECHNICAL 2D/4D

Special Abilities:

- *Flight:* A Yinni can fly at very fast speeds. They are excellent flyers, able to glide as effectively as fly, and able to make nearly any directional change desired while in full speed.
- *Discriminatory Scent:* The wispy antennae can smell things quite well, just not at a great range. They provide a discriminatory sense to the species (just like sight is discriminatory for humans). Even in total dark they can rely on their scent to identify specific individuals, follow the trail left behind by someone's specific scent, or identify trace elements that would go unnoticed by others, +1D to skill

Move: 5/20 flying

Size: 25 centimeters (50 centimeter wingspan)

Source: Star Frontiersman #4, stats by Oliver Queen

ZETHRA

Physical Appearance and Structure

Zethra are rubbery, ball-like creatures with high elasticity and durability, possessing a number of tentacle-like appendages. Six of these are retractile, strong, dextrous arms, capable of manipulating both large, heavy objects and tiny, intricate controls or items; their length varies from 1-4 meters. These project from the body in a ring about its widest circumference. A ring or crown of four small (.5m long) sensory tentacles projects from one end of the ball, parallel to (but separated from) the ring of arms.

Zethra are a mottled greenish-gray with a few orange patches, but they can alter the pigmentation of their skin cells by rearranging internal supplies of chemical substances, to blend with their surroundings. Although they are able to match all color hues exactly, they cannot alter their low reflectivity or the soft texture of their skin, and so cannot gleam or become rigid.

Of the five major spacefaring races, Zethra most closely resemble Dralasites internally, due to the amorphous nature of their body parts. A Zethra's brain is located beneath its crown; feelers from the brain's green, oval mass extend down throughout the rest of the body like countless tiny threads, directing body activities and supplying necessary energy. Energy storage nodes, resembling star-like clusters of green threads, are located about a Zethra's body. They can be moved by the brain to avoid loss, if particular body areas are threatened or injured. Zethra move by rippling and rolling their ball-like bodies, pushing themselves along, or pulling at their surroundings for propulsion.

Zethra are hermaphroditic; they mate by tentacle contact, and one or both partners may give birth by budding. A bud grows in a bubble-like shape from the skin wall of the parent, until at length it breaks free to become a miniature, independent, and fully capable Zethra.

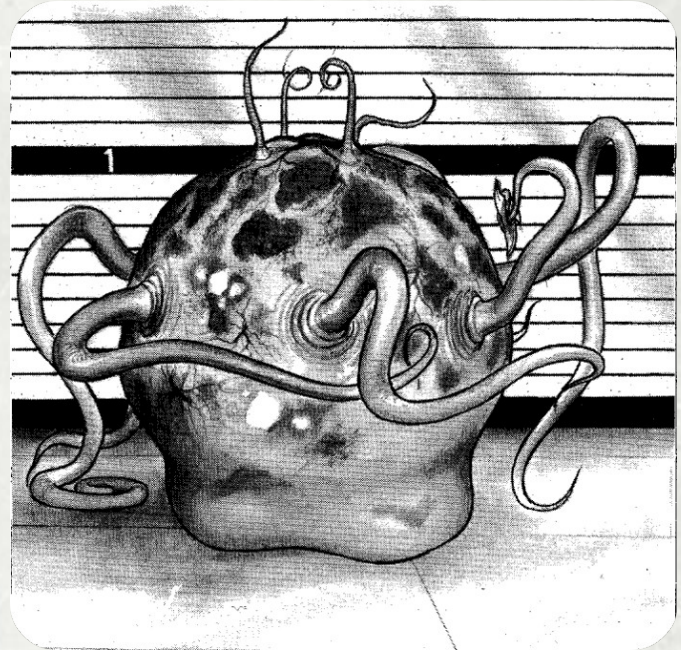
Senses

Zethra sense heat, light, and electrical energy, and can distinguish variations in the same with great sensitivity through their four see-feelers, or seefers (as Humans call these organs). They can also sense vibrations and energy fluctuations through parts of their bodies, but entirely lack a sense of smell. Like Dralasites, they also lack the ability to see or appreciate colors, detecting them only as differences in shading.

Speech

Zethra have no audible speech, instead using a rapid, complex language of electrical energy pulses with which they communicate with other Zethra through any good conductor (e.g., ferrous metals), or through direct seefer contact. Zethra can communicate with Humans, Dralasites, Vrusk, and Yazirians through a code-like series of clicks; they hear sounds in return by sensing and interpreting air vibrations.

Zethra create clicks by silently tapping someone with a tentacle, or by banging on a surface with a held object. They may also pass electrical pulses or mild shocks through conductive materials (a painful form of communication for non-Zethra), or cause a machine to emit sounds through the use of electrical pulses. Any Zethra who has practiced with a poly-vox can cause it to emit a message through the use of energy pulses. They appear to comprehend unfamiliar languages rapidly and with ease.



Society and Customs

Zethra appear to be very self-interested and amoral. Rare in the extreme, they seem to lack any organized society or racial goals, although they will readily cooperate with their own or with other races for rewards. Zethra desire supplies of energy, or organic matter with which to produce it.

Zethra also like information, and appear fascinated by trivia from all races and planets: odd bits of poetry, music and lyrics, catch-phrases, rumors, and apparently inconsequential facts. Such information is used for personal enjoyment and to achieve some unknown goal or future scientific development, but they will divulge nothing of their personal plans or preferences. All information can be retained perfectly for later recall and use.

The few Zethra encountered have readily joined Frontier life. As noted above, they appear to have come from a planet in an unidentified sector, spreading through space by using a derelict spacecraft built by Vrusk, which they found, studied, and then piloted by use of their special abilities. They do not appear to have had the materials necessary to construct their own spacecraft.

Attitude

Zethra are not allies of any particular race, and refuse to cooperate with either the Sathar or any UPF organization,

such as the Star Law rangers, the Pan-Galactic Corporation, or the smaller interstellar companies. Their true feelings are difficult to identify, but they seem to get along with all creatures who do not hinder their activities. Zethra do not appear to understand humor on the part of any creature. Rarely offended by the words or deeds of others, they are commonly thought of as emotionless. They can, however, become the friends or enemies of individuals of other races.

ZETHRA

Homeworld: Starmist

Attribute Dice: 12D

DEXTERITY 2D+1/4D+1

KNOWLEDGE 2D+1/4D+1

MECHANICAL 2D/4D

PERCEPTION 1D+2/3D+2

STRENGTH 1D+2/3D+2

TECHNICAL 2D/4D

Special Abilities:

- *Eidetic Memory:* A Zethra's perfect memory, inquiring mind, and reasoning intellect aid it in its understanding of the manufacture, handling, and repair of machinery and mechanical tools or aids. This allows a Zethra to add +1D when using Technical skills.
- *Energy Conversion:* Zethra can, at will, consume organic matter and convert it to energy, using it for continued activity, healing, and rejuvenation. This is done by some inexplicable natural process which remains a mystery to Frontier scientists of all races, even after exhaustive physical and field examinations. Zethra can store such energy in internal battery-like organs, using or releasing it when necessary to move, think, act, manipulate items, or as a weapon against other creatures. Lost limbs or body organs will regenerate very slowly; a tentacle, for instance, takes 3-6 months to be replaced, and a seefer 1-4 months. Given enough time and food, a Zethra can always rebuild itself so long as most of its brain and at least one storage-star cell cluster survives. It will patiently absorb all organic matter around it until able to regrow the damaged parts of its body. It must be emphasized that Zethra can only absorb organic matter, and will convert it entirely to energy with few byproducts. Different materials will, of course, yield different amounts of energy (live intelligent creatures seem to yield the most energy, per given amount of mass, though Zethra will refrain from treating companions or obviously intelligent beings unless such beings are enemies).
- *Energy Discharge:* Zethra can also transmit energy by contact, with great precision. These pulses can activate or deactivate computers,

security systems, and droids. The pulses will duplicate the effects of throwing the on switch, or of giving certain command words; they may also simply blast or jolt the machinery past the point of its safeguards. Unfamiliar equipment and large computers often cannot be knocked out in such a manner, but a Zethra can always cause a droid to malfunction by a discharge. A Zethra discharge is less potent than a beam weapon, doing 3D damage or stun (1-2/3/9). Zethra discharges must be by direct contact or through a metal conductor.

- *Energy Immunity:* Zethra are immune to all electrical and radiant energy attacks, and can drain a powerclip, beltpack, or backpack in 1D rounds. Laser, electrostunner, stunstick, and shock glove attacks all provide Zethra with energy, rather than damaging them. Fire and sonic attacks do half-damage to them. Physical attacks do full damage.
- Zethra may use all tentacles with equal facility; they have no handedness. They also lack a back side, and can move in any direction with equal ease, rarely losing control in weightless conditions.
- Zethra cannot be stunned, but are otherwise affected by non-electrical beam weapons as noted above. They can bounce as effectively as other creatures leap, but are affected by wounding, falling, and explosives.
- Zethra can tolerate a range of atmospheric pressures (though not the vacuum of space) and absorb any needed materials from surrounding gases through their skins. They have no lungs, and don't require oxygen or other specific gases. They cannot drown unless drained of energy and imprisoned underwater with no food available.
- Inert (noble) gases do not yield the materials Zethra need, but they can tolerate them for short times. Poison, smoke, or doze grenades will not affect Zethra. Stimdose, Staydose, and power screens have normal effects on them, however.
- Zethra cannot wear defensive suits, but can wear belts, with pouches, linked from the base of an arm around the curve of their bodies to the base of another arm. In this manner they can carry screens and other items. Some Zethra have ID cards issued by local authorities to keep track of their movements and activities, but Zethra have no distinctive Personalized Recognition Attribute (such as a fingerprint or voice pattern).

Move: 15

Size: 1.5 long meters, 60 kilograms

Average Lifespan: 400+ years

Source: Dragon Magazine, issue #84, stats by Oliver Queen

ZURAQQOR

The Zuraqqor are a space-faring race of intelligent, bipedal insects, each having small, vestigial wings, two compound eyes, and two antennae.

Homeworld

Unknown. Zuraqqor are thought to originate from a world near Zebulon, as all assaults on Federation shipping have been made in that area since the new trade route was opened.

Senses

Zuraqqor have near-human sense of touch, heightened sense of smell and diminished sense of taste. Zuraqqor see in 280 degree vision with little sensitivity to light, but is equal to humans in that too bright of light can obstruct their view.

Speech

Zuraqqor speak using whirs, clicks, and flapping their wings in short rapid bursts. They can speak Vrusk and simulate speech in a similar way to Vrusk.

Society and Customs

Zuraqqor live in vast communal buildings called Hives. Each Hive houses 100,000 or more individuals. Zuraqqor planets are divided into Hive Districts, each controlling several Hives.

Zuraqqor society is divided into five classes, called orders: Worker, Warrior, Technician, King, and Queen. The class of each Zuraqqor is determined at birth. The five orders have slightly different physical structure that distinguish them from one another. Individual Zuraqqor do not have much personality; they act as members of their class.

Attitude

The Zuraqqor are one of the Sathar's allies. They are cunning and dangerous and see the universe as their garden and hair-covered beings as disruptive to its order.

About 75% of all Zuraqqor are workers. Workers do the basic labor of Zuraqqor society. The task could be simple, such as on an assembly line, or complex, such as a merchant banker. Workers might use machines as part of their jobs. However, they will never repair, direct, or command machines or robots. Such work is the prerogative of the technician class. Workers are sexless creatures with a heavier build than the other orders.

Warriors are the fighters of Zuraqqor society. They are sexless and make up about 10% of the Zuraqqor population. They are heavier and stronger than all orders except workers. Warriors are more agile than other orders, and are the only ones normally allowed to bear weapons (other Zuraqqor can bear arms if the threat of death is immediate). Zuraqqor warriors repair and maintain their personal weapons, but the heavier weapons and equipment are maintained by a few technicians attached to the squad.

Technicians are technological experts and have a

monopoly on science and technology in Zuraqqor society. They have larger brains than warriors or workers, but are not as strong as either. Technicians have gender, but they are sterile. Technicians make up about 10% of Zuraqqor society. Over the years, technicians became more important as technology became more complex. Technicians now enjoy privileges that workers and warriors do not have. Technicians have a decisive role in society and try to limit kings and queens to figurehead status. Rival groups of technicians often stage palace revolutions to put their own candidates on the thrones.

Queens are the leaders of the worker order (although their power, like that of the Kings, is now limited by the powerful technician order). Each Hive contains one Queen. The Hive Queens elect one District Queen yearly and the District Queens elect a Planet Queen every ten years. Aside from their leadership duties, the queens mate with kings to produce each generation of Zuraqqor. The queens bear thousands of young several times per year. Zuraqqor young are born in a primitive embryo stage then mature in



the Hive hatcheries.

Kings lead the Zuraqqor warriors, just as queens lead the workers. There is one King in each Hive. Kings have an organization similar to that of the queens (Hive King, District King, and Planetary King).

ZURAQQOR

Attribute Dice: 12D

DEXTERITY 2D+2/4D+2

KNOWLEDGE 2D/4D

MECHANICAL 2D/4D

PERCEPTION 1D+1/3D+1

STRENGTH 1D+1/3D+1

TECHNICAL 2D/4D

Special Abilities

- *Speedy Flight*: Flight is automatic for a Zuraqqor. Their ability to fly 20m round makes them dangerous opponents.
- *Reactive Vision*: Due to their secular bug eye vision and fast reflexes, Zuraqqor get +1D against surprise checks.

Move: 10/20 flight

Size: 1.3 meters, 65 kilograms

Average Lifespan: 225 years

Source: Mini-module "Assault on Starship Omicron", 25th AER Star Frontiers Rule Book, stats by Oliver Queen