Infinite Aliens 4

An Infinite Futures Expansion

The Future is Now

Avalon Games

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Introduction

Alien life forms have been a core feature of science fiction since the genre was conceived. Since then the human mind has dreamed up countless speculations about what these creatures might look like and how they might interact with us. Not only has science fiction inspired us to daydream about meeting beings from another planet, we have also created alien heroes to admire and emulate.

The Infinite Aliens series is a resource for gamers who want aliens for use as player characters and adversaries. These books have everything you need to bring unique alien races to life in your science fiction campaign.

The Infinite Aliens series serves as guide to provide gamers with all the tools they need to play or use one of the alien races presented in this book, offering detailed information on the races society, government and hits for plying them and using them in a game.

The information presented here is based upon Avalon Game's Infinite Futures RPG, but they aliens can easily be converted into other RPG systems.

Derotiki

Physical Description: Lithe and agile, the Derotiki are a furry race that is characterized by their glossy coats, of which they are quite proud. They have sharp angled faces with pointed muzzles.
Homeworld: Coryander
Stat Adjustments: +2 Dexterity, +2 Intelligence, -2 Wisdom
Advantages: Ability Score Bonus (Intelligence), Skill Bonus (+2 to all Climb checks).

Intelligence Rating: 6.7
Technology Rating: 8.4
Militancy Rating: 6.3
Economic Rating: 7.1
Individuality Rating: 7.4

Social Organization: Derotiki live in small family groups that consist of parents, offspring, and sometimes grandparents. Female Derotiki usually give birth to two or three offspring at a time, though single births are not unheard of. The young Derotiki leave home as soon as they are able and do not form close bonds with their extended family or even their siblings.

Government: The government of Coryander is a highly technocratic bureaucracy where political power is divided between the economic planners and the technical elite. These two forces shape plan out the development of the planet in terms of s cience and infrastructure to varying degrees of effectiveness. The positive outcome of this governing system is that the planet provides continual support for scientific research and theoretical development. The negative side of the arrangement manifests itself in the inefficient and bureaucratic processes of the centralized economy.

Straddling the gap between the economic council and the technocrats is a small political bureau made up of social scientists, psychologists, and historical scholars. The political bureau has no direct authority over either of the main governing bodies, instead they exert influence on them through the pressure of public opinion. When the political bureau is able rally enough support for or against a particular proposal then they can directly shape the political landscape of the planet. However, if the bureau fails to convince the populace that action is needed then the political bureau invariably falls to irrelevance and bitter infighting.

Fiercely independent by nature, the population of Coryander does not tolerate laws that restrict the rights of the individual. The government must restrict its activities to public works projects and educational directives or they risk provoking popular revolt and anarchy. So internally focused

are the Derotiki that most of the governments in the planet's history have failed and left the population in a state of lawlessness and chaos. The current technocracy has survived solely because of its limited power and its ability to provide basic public services, however ineffectually.

One of the biggest challenges that the government of Derotiki faces is the reluctance of the public to pay any form of tax. Usage fees and other monetary measures provide the government with an inconsistent funding source and the technocracy often teeters on the edge of bankruptcy. The combination of lack of resources and the desire of some Derotiki to be left alone has turned the remote frontiers of Coryander into lawless zones where governmental authority does not exist.

Ecology/Environment: Coryander's landscapes are dominated by alternating bands of temperate and tropical forest.

Overall Description: Derotiki colonies are spreading at a slow but steady pace. While Coryander has impressive technological capabilities, the planet does not have the economic infrastructure necessary to support massive off world construction projects. Derotiki have decided to overcome this shortfall by seeding a large number of small, low tech colonies throughout their sector of the galaxy.

Some of the Derotiki colonies have made contact with other worlds. One colony in particular, D'tikistan, lies at the intersection of a number of galactic trade routes. The colonists of D'tikistan have bartered away their small handful of high tech devices in order to gain the raw materials needed to develop their planetary infra-structure.

Derotiki crewmen are recruited by ship captains who need explorers, scientists, and field technicians. The species' combination of a keen intellect and fast reflexes is highly desirable in dangerous environments and unpredictable situations. However, many employers are reluctant to accept Derotiki employees due to their anti-authoritarian attitude.

Typical Personality: A typical Derotiki is haughty, arrogant, and self-centered. They are not highly social creatures and tend to work best when they are left alone. . This species also has pronounced stubborn streak and they butt heads with anyone who disagrees with them. While the Derotiki are highly intelligent individuals, they lack common sense and are prone to overconfidence.

Role Playing Notes: A Derotiki NPC should look down upon others and only show respect to those who have demonstrated superiority in some field. This character will not like being told what to do and will pay only the faintest lip servie to rules and regulations. A Derotiki NPC always thinks that he or she is right and isn't likely to be open to contrary arguments.

Plot Hooks: The following plot hooks can be used by a GM to introduce this species or their homeworld to a campaign.

* A group of Derotiki living on a foreign space station have run afoul of the law on countless occasions. While they are not career criminals by any means, the Derotiki arrogantly flaunt the rules of station life and cause chaos wherever they go. Attempts to deport the group have caused outrage among some of the other aliens that inhabit the station. The player characters are asked to diffuse the situation and find a solution that does not lead to further strife.

* A Derotiki colony world has been invaded by a militant alien species. The characters are called in by a third party who does not wish to see the invaders expand their territory. The PCs are tasked with the daunting challenge of organizing the scattered Derotiki resistance groups into a coherent force that is able to deal with the invaders. Personality conflicts and the independent nature of the Derotiki conspire to keep them from uniting.

* A Derotiki colony has become a pirate haven as the lawless planet shows indifference to crimes committed in deep space. Worse, the Derotiki colonists have acquired their own ships and whole heartedly thrown themselves into the piracy trade.