

Infinite Aliens

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 Alien Creation Guide is a resource for gamers who want to create custom aliens for use as player characters and adversaries. This book has everything you need to bring unique alien races to life in your science fiction campaign. Any type of creature you can imagine can be brought to life in just a few simple steps.

The Alien Creation Guide serves as guide to provide gamers with all the tools they need to create their own alien races. The book has step by step instructions that explain how to make a balanced, ready to play race using the d20 rules. The creation guidelines found in this book can be easily imported into other game systems, allowing players and GMs the opportunity to introduce these novel beings into any science fiction universe.

Chapter One: Species Concept

It is important to start with a clear idea about what you want out of your species. You need to define what your alien is and what it is not. There are a lot of details to be sorted out and it you may not be sure where to start. Nailing down your concept will be easier if you begin by asking the big questions. What do you want these aliens to be able to do? What is their physical form like? Are they a race of peaceful philosophers or barbaric interstellar raiders? What is the environment of their home planet like? What are their strengths and weaknesses?

Once you have a grasp on the general framework you will need to begin filling in the particulars. Think about how your concept translates into game terms. Perhaps your alien race possesses the ability to change colors like chameleons do. This ability sounds very impressive and provides a great description of the race, but in game terms it translates into a simple bonus to all Hide skill checks. Likewise, it doesn't matter if your aliens have horns or rows of razor sharp teeth, both of these characteristics would classify as natural weapons. Making the connection between describing the species' qualities in plain English and turning those characteristics into game rule information is the key to creating a new player-ready alien race.

Certain aspects of your aliens may be interesting and informative but won't translate into game terms. While it could be fun to note whether a certain species lays eggs or gives live birth, this distinction doesn't make a difference in game terms. Nor does it matter if the species is carnivorous, omnivorous or herbivorous. A species with three or four eyes isn't necessarily going to have better vision than a species with two eyes. These bits of miscellaneous information are helpful when you are describing the species to your fellow gamers, but they are not useful when creating rules for a new race. It is important to prioritize the features of a new alien species to determine which characteristics are truly worthy of being set into a racial trait.

Many people can find inspiration for their aliens by looking to science fiction novels, TV, movies and even comic books. Keep in mind that copying an alien race straight from popular fiction can be a bit tedious. This is especially true if the GM plans to introduce the new alien race as the primary antagonists in a campaign. A highly derivative alien can also disrupt the balance between player knowledge and character knowledge. As soon as the players encounter these creatures, they will instantly know everything about them because they are familiar with their original incarnation in popular fiction.

Other sources of inspiration might come from looking at the plants and animals found on our world. Creating aliens out of anthromorphic animals has become a cliché in both science fiction and role-playing. However, not every alien has to be a race of walking lizards or a species of cat people. Try mixing and matching different traits and survival features. Why not combine the muscular and agile body of a jungle cat with the scaly skin of a lizard? Or create a species of winged aliens that are armed with poison tipped claws. Perhaps your alien could have the upper body of an amphibious humanoid and a lower body comprised of slithering

tentacles. As you can see there are many ways to use that natural world as the inspiration for a new race without always resorting to the tired formula of an alien that is half man, half something else.

There are other concerns that need to be addressed as you move through the creation process. While everyone wants their aliens to be powerful and exciting, the rules presented here will only allow for aliens that are roughly equivalent to human beings. As you round out the concept for this new species you need to consider whether or not your alien is balanced enough to be included in a game with humans. While it may not be realistic to assume that humans and aliens will always be able to compete fairly, character balance is an important consideration in a role-playing game. This element of game balance may frustrate some players who envision their aliens as a race of invulnerable twelve foot tall super beings. The rules presented here in the main book were written with an eye of game balance and character parity. Rules for creating more powerful aliens can be found in Appendix B: Alien Racial Levels.



Chapter Two: Species Creation

Ability Score Adjustments

One of the most important features of any PC race is the ability score adjustment. Knowing what a species' strengths and weaknesses are can be a key component in understanding how playing this alien will affect character creation. Ability score adjustments are balanced, meaning that gaining a bonus to one ability means taking a penalty on another. Bonuses and penalties are always measured out in increments of +2 and -2.

A GM may give a player permission to use an ability adjustment of +4 or -4 but only if it is essential to the concept of the new species. A GM should be cautious about being too liberal when it comes to adjusting ability scores. Consider that a race with a -4 penalty to Intelligence would end up with an average Intelligence score of 6 and a maximum Intelligence score of 14. The typical members of this race would be considered mentally challenged by human standards and some of them would only be slightly smarter than non-sentient animals. On the other hand, the greatest genius to ever live among this species would barely qualify as gifted when compared to other races. It is unlikely that an alien species facing this kind of intellectual obstacle would ever develop an advanced civilization, let alone the technology to travel between stars.

Weighted Abilities

Strength and Dexterity are very important abilities that affect a number of different tasks. Both of these abilities are used in combat and are vital to a character's fighting ability. A character's Strength modifier is added to both melee attack rolls and melee damage. A character's Dexterity modifier is added to his or her Defense. Because these abilities are so useful, they are considered to be "weighted". Taking a +2 bonus to either Strength or Dexterity would require taking a -2 penalty to two other ability scores. Naturally, a bonus to one of a character's weighted abilities can be cancelled out by an equal penalty to the other.

Standard Abilities

The four "unweighted" abilities are Constitution, Intelligence, Wisdom, and Charisma. While these abilities are important to the game, they are not as useful in combat as Strength and Dexterity. Taking a +2 bonus to one of the standard abilities can be balanced by taking a -2 penalty to any one of the other standard abilities. By the same token, taking a -2 penalty to either of the weighted abilities entitles a race to a +2 bonus to two of the standard abilities.

Buying Traits

Every race has unique features that set it apart from others in the galaxy. All members of a given species possess a number of racial traits that aid or hinder that species in certain ways. Determining what species traits your aliens will have is a simple matter of selecting each trait and purchasing it by spending points out of your creation pool. Each new alien race has a total of 10 creation points that can be used to buy these various traits. Additional points can be gained by taking racial drawbacks. Taking a drawback adds points to the race's creation pool but also restricts their abilities.

Species Traits and Point Costs

Ability Score Bonus (8 points)

Members of this species have a natural gift that gives them an advantage over other creatures. Select any ability, all members of this species receive a +2 bonus to this ability. This ability score increase stacks with any bonus gained through normal ability adjustments.

Additional Sense (2-4 points)

Members of this species have access to a sense other than sight, hearing, touch, taste and smell. Perhaps the creatures' sensory organs work in a different manner than those of other species, or they may have an entirely different set of organs altogether. This trait can be taken multiple times, each time it applies to a different sense.

Listed below are the types of sensory prowess that can be gained with this trait and the point cost needed for each.

Low-Light Vision (2 points): A creature with low-light vision can see twice as far as normal in poor lighting. The creature can still distinguish colors, even in dim lighting.

Darkvision (3 points): A creature with darkvision can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and these creatures can function just fine with no light at all.

Omni-Directional Vision (4 points): A creature with this trait literally has eyes in the back of its head, or some other way of looking at everything around it. The creature is able to see 360 degrees around itself. The creature gains a +2 bonus to all Spot checks and cannot be flanked.

Other (4 points): A creature with this trait has use of a sense that is not visual or auditory in nature. The creature is able to detect the world around it through the use of echolocation, scent, telesensory detection, thermal, vibration, or some other sensation. The range of this sensory capacity is 30 feet. The creature is able to move around normally and make observations within this range. The range at which this sense is functional can be increased to 60 feet at the cost of 1 additional point. A character with this trait can detect things at longer distances or pick up on subtle sensations by taking ranks in the skill Additional Sense (see Chapter Four Racial skills).



Attack Bonus (specific type) (3 points)

Members of this species are naturally adept with a certain type of weapon. Select one of the following weapon types, all members of this species receive a +1 bonus on all attack rolls made with this type of weapon; ranged weapons (such as bows, machine guns or blaster pistols), heavy weapons (large cannons and energy beams), melee weapons (such as swords and spears), or thrown weapons (throwing daggers, small axes, hand grenades).

Base Attack Bonus (6 points)

Members of this species have an unusual martial ability. This talent expresses itself in an uncanny natural targeting system. All members of this species gain +1 to their base attack bonus at 1st level.

Bonus Feat (3 points)

Members of this species are curious and eager to learn. This inquisitive nature leads to an eclectic assortment of talents being expressed within the culture. All members of this species gain one additional feat at first level. The character must meet any prerequisites. Human beings have this species trait and therefore it is automatically figured into the character creation process when using the Infinite Futures roleplaying system.

Bonus Skill Points (7 points)

Members of this species have a natural talent for mimicry and absorbing knowledge. This ability to ape the actions of others greatly aids the learning process. All members of this species receive 1 additional skill rank at first level and 1 additional skill point per level after that. Human beings have this species trait and therefore it is automatically figured into the character creation process when using the Infinite Futures roleplaying system.

Change Creature Type (2/4/5 points)

Members of this species are not humanoids. These creatures belong to a creature type whose biology differs greatly from most other organisms. Select one of the creature types listed below. All members of this species gain the characteristics, special qualities, etc. of that creature type.

Android (2 points): Androids are artificial creatures or living machines.

* **Artificial Brain:** An android's artificial brain is sufficient for anything which has an internal computer as a prerequisite.

* **Computer port:** All androids have a cable which allows them to plug into standard computer ports. When physically connected to a computer network by this cord, an android may make Computer Use checks as a move-equivalent action. The android receives a +4 bonus to Computer Use checks if it is connected directly to the target computer.

* **- 4 to Identity Tolerance.** An android's brain is more developed but less adaptive than humans, so they have trouble coping with after market modifications.

* **Immunity to disease, aging, poisons, and death effects.**

* **Supernatural Immunity to any supernatural power with the word 'Person' in the title.** Androids are not natural people. They can however be affected by supernatural powers which target AIs or machines.

* **No Air requirements:** Androids do not need to breathe, but many go through the motions to make humans more comfortable around them.

* **No Healing:** Androids can't heal damage. The Engineering skill must be used to restore damage to them.

* **Recovery Systems:** Androids don't bleed to death, but they can lose their data if badly damaged. An android reduced to negative hit points is unconscious and inoperable. At this point, the automated systems try to recover the android's data before it is lost, various system errors and misexecuted commands in this process cause the android to lose one hit point every round. This continues until the android successfully backs up its data or becomes damaged beyond repair. Each round the android makes a Will save DC 10. The character takes a penalty on this roll equal to his

negative hit point total. If this check is successful, the android successfully backs up its data. Another character can help an android recover its data by connecting to the android's internal computer and making a successful DC15 Computer Use skill check. An android reduced to -10 or fewer hit points has lost its data. Even if the body can be repaired, it will never operate under its own will again.

Once an android's data has been successfully backed up, the body ceases operation, and can lay dormant for literally years until salvaged and rebooted. Androids do not have a chance of spontaneously waking up while in this state. When the android is repaired and revived, if a Computer Use check was used to backup the android's data, the computer used to make the check must be present, or else the android wakes up with all of its skills and feats, but a case of amnesia until the data from the computer can be downloaded into its internal computer.

* **Limited Battery life:** An android needs to recharge its battery regularly. During a 24 hour day it must physically plug into a sufficient power source and enter an idle state similar to sleep for at least eight hours. The android sets the amount of time it will recharge when it starts. Disconnecting the android from the power supply causes it to revive instantly. If the android fails to recharge, it enters a power save mode and suffers a cumulative -1 penalty on all attack rolls, ability checks, skill checks, saving throws each day until it has a chance to fully recharge.

At 1st level all androids are granted a number of extra hit points according to size. Small constructs gain an additional 5 hit points, medium-size constructs gain an additional 10 hit points, and large constructs gain 20 hit points.

Elemental (5 points): Elementals are creatures formed from non-organic matter and energy. These creatures are typically formed from air, earth, water or fire.

*Non-organic: Elementals are immune to poison, sleep, paralysis, and stunning. They are not subject to critical hits or flanking.

Plant (4 points): Plants are sentient beings composed of vegetable matter.

*Non-animal: Plants are immune to sleep, paralysis, stunning, and mind-influencing effects. They are not subject to critical hits.

Damage Reduction (3 to 8 points)

Members of this species are extremely tough and resistant to injury. Possessing this trait means that the creature ignores the first point of damage from most weapons and natural attacks. All members of this species gain damage reduction of 1/- for a point cost of 4. The amount of damage reduction can be increased to 2/- for a total point expenditure of 6 or 3/- for a total expenditure of 8 points.

The cost of this trait can be reduced by 1 point by placing a restriction on the types of damage to which the damage reduction applies. Select a type of damage (bludgeoning, energy, piercing, or slashing). Attacks that deal this type of damage negate the damage reduction and thus, deal full damage.

Damage Reduction Point Cost

1/damage type	3
1/-	4
2/damage type	5
2/-	6
3/damage type	7
3/-	8

Dodge Bonus (2 points)

Members of this species have a knack for avoiding danger. An inherent object avoidance mechanism in the creatures' brain helps them to get out of the way when faced with an attack. All members of this species gain a +1 dodge bonus to Defense. This trait can be taken multiple times, its effects stack.

Fast Healing (10 points)

Members of this species have an incredibly fast healing process that allows them to recuperate from serious wounds in a matter of minutes. These creatures regain hit points at an exceptionally fast rate. All members of this species gain Fast Healing 1, meaning that they regain 1 hit point of damage per round. Fast healing stops working when a creature is reduced to -10 hp or fewer. Fast healing works just like natural healing.

Fast healing doesn't provide any benefit against attack forms that don't deal hit point damage (such as poison). Fast healing also doesn't restore hit points lost to starvation, thirst, or suffocation, and it doesn't allow a creature to regrow or reattach severed body parts.

Grappling Ability (2 points)

Members of this species are built for wrestling and tackling. All members of this species gain a +2 bonus to all grapple checks. In addition the creature gains +2 bonus to trip attacks and bull rush attempts. This trait can be selected multiple times, its effects stack.

Hit Point Bonus (1 or 6 points)

Members of this species are hardy and durable. These creatures gain a number of bonus hit points. The exact number of hit points gained depends on the number of points spent on this trait.

1 point: All members of this species gain 1 additional hit point at 1st level.

6 points: All members of this species gain 1 additional hit point per level.