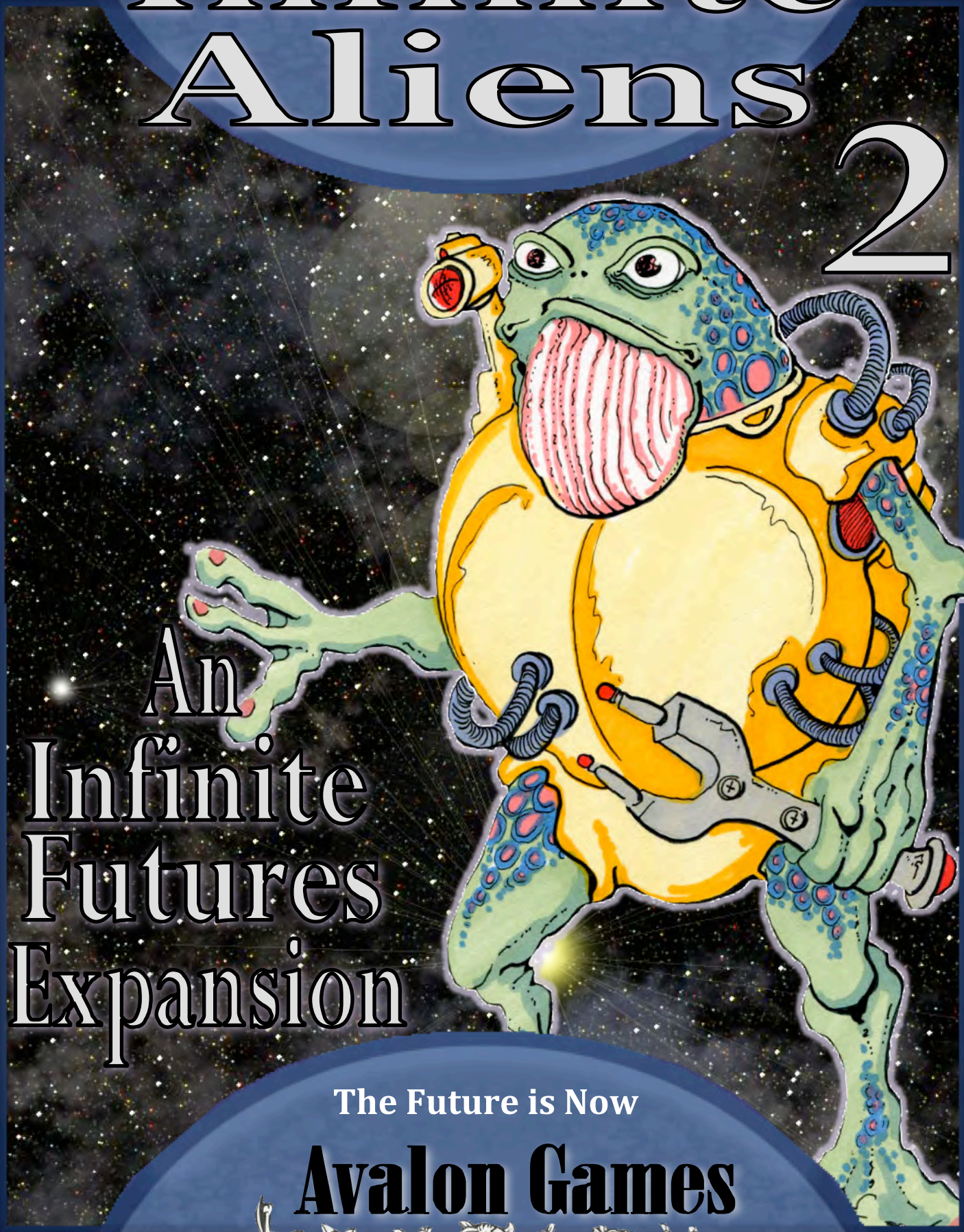
Infinite Aliens 2



An Infinite Futures Expansion

The Future is Now

Avalon Games

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Based on
Lightspeed: Alien Contact
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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.

Tsari

Physical Description: Tsari are humanoids with a large head and pronounced skull features, including a cleft down the middle of the cranial ridge.
Homeworld: Tsar
Stat Adjustments: +2 Wisdom, -2 Charisma.
Advantages: Racial Feat (linguistic aptitude), Omni-directional vision, Additional Hit Points (+1 per level), Initiative Bonus (+4).
Disadvantage: Compulsion, acquiring wealth (severe: Will save DC 18, the creature must fulfill the compulsion at least once per day), Inept (-1 penalty on all swim checks.)

Intelligence Rating: 5.6
Technology Rating: 7.9
Militancy Rating: 5.1
Economic Rating: 8.7
Individuality Rating: 4.9

Social Organization: The Tsari live in matriarchal clans that may include several dozen members. The matriarch is responsible for overseeing the well being of the family members and maintaining the honor of the clan as a whole. The Tsari culture places a great deal of emphasis on tradition and the matriarch's job is to teach these traditions to the young and strictly enforce them among the adults. Tsari clans are known to participate in "honor killings." Family members sometimes murder each other over seemingly minor breaches of etiquette or tradition. The governmental authorities officially frown on this practice but do not take any legal action against the killers.

Members of this extended family are bound by tradition to tithe a portion of their earnings to the matriarch who is supposed to set these funds aside for the benefit of the clan. A matriarch who spends this money extravagantly or wastefully is considered an embarrassment to her clan. Ideally the matriarch is supposed to save this money, usually by purchasing precious metal and gemstones to be stored in a family vault.

While the clan matriarchs rule over their families with an iron fist, there is no other place in Tsari society where women are allowed to hold power. They are officially barred from holding public office and they are strongly discouraged from participating in the work force.

Government: Tsar is governed by a constitutional monarchy with the monarch acting as a figure head with quasi-divine status. The governing power is held by an elected body called the Grand Congress. Technically anyone is permitted to seek a seat within the Grand Congress but in actuality only the wealthiest and most powerful individuals could ever fund a political campaign. These elections are fiercely contested and often involve slander and political espionage.

The central government has a great deal of policing authority but law enforcement tends to be focused on the poor and disenfranchised. When it comes to the wealthier classes, the courts and law enforcement agencies generally defer to clan matriarchs. If a wealthy Tsari is suspected of murder, the police and civil authorities will discretely meet with the matriarch of that clan and present their evidence to her. In order to prevent a humiliating public trail, the matriarch will take the matter into her own hands and arrange for a proper punishment to be met out. Often times the matriarchs will preempt the authorities in these matters, taking care of the culprit before the official investigation has been completed.

The Tsari military has only a very small standing force and most of their manpower is provided by reservists. The local militias are fiercely loyal to the monarchy but they are poorly trained and equipped. Military officers are held in high esteem but an individual's family connections and political affiliations are the key to advancement up the ranks. Talent and ability are secondary considerations. For this reason the Tsari often employ mercenaries to bolster their forces during expeditions to other planets.

Ecology/Environment: Most of the planet Tsar is cold and arid. A great deal of the planet's water exists as glaciers and polar ice. Vast frozen deserts and arctic tundra dominate the landscape. The Tsari themselves tend to live in the equatorial regions where the temperatures are warmer and rainfall is more common than snow or hail.

Overall Description: The Tsari culture is focused on the pursuit of wealth and their interactions with other cultures reflects this. Their foreign policy has a decidedly mercantilist bent and they make no excuses for their desire to economically dominate other worlds. All out warfare is rare but the Tsari will bring military force to bear in order to protect their interests and expand their sphere of influence. The Tsari government is careful to only pick fights with undeveloped worlds that are less able to fight back. The Tsari way is one of subtlety and they prefer to exert their influence by corrupting foreign governments, dominating the local economy, and quietly disposing of anyone who objects.

Typical Personality: Tsari have a tendency to be arrogant and they carry themselves with an air of superiority. They are psychologically compelled to acquire wealth and scheme nonstop to this end. Their antiquated traditions and draconian code of honor require very precise etiquette. Tsari are easily insulted and they do not forgive these slights, often waiting years to exact some form of revenge.

Role Playing Notes: A Tsari NPC should be very formal, polite, and stuffy but also greedy and backstabbing. A Tsari doesn't insult you to your face, he whispers behind your back.

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

* A Tsari businessman hired the player characters to sabotage the operations of an off-world competitor.

* A character accidently insults a clan matriarch, sparking off an intense feud. Byzantine political maneuvering and honor killings threaten everything that the characters hold dear.

* A political campaign on a Tsari colony engulfs the characters in a world of espionage and assassinations.