

Infinite Aliens 3

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.



Karnic

Physical Description: What appear to be eye stalks are actually specialized neuro-clusters that aid the Karnic with their telesensory perception.

Homeworld: Indus Chi V

Stat Adjustments: -2 Strength, +2 Charisma and Wisdom.

Advantages: Additional Sense (other: telesensory), Natural Psychic Powers, Saving Throw Bonus (+2 on all Will saving throws), Skill Bonus (+4 on all Medical checks)

Disadvantages: Blind

Intelligence Rating: 5.4

Technology Rating: 7.3

Militancy Rating: 4.9

Economic Rating: 5.9

Individuality Rating: 4.3

Social Organization: The Karnic species lives communally. A number of extended families will live and work together in a tightly knit community that usually consists of a few hundred members.

Government: Indus Chi V is a theocracy ruled by a priestly caste. Those who are born into this caste are trained from birth to fulfill their roles as the spiritual and political leaders of the planet. Each small commune is served by one or more priests who act as advisors and counselors. Priests who have risen further up the ranks of the Karnic Temple are in charge of progressively larger territories and wield progressively more authority. A temple council rules the planet as a whole and their authority is absolute. Each of the priests who serve on the council is in command of a small army of warrior priests. These holy warriors are zealous fanatics whose martial skill is only rivaled by their psionic powers. It is the warrior priests who are ultimately responsible for keeping the peace and enforcing the will of the Karnic Temple.



Ecology/Environment: Indus Chi V is a very hot planet that whose surface alternates between tropical rainforest and desert depending on the amount of precipitation in the area. The planet's geography has produced a number of plateaus and large mountain chains. These elevated areas are home to a more temperate climate.

Overall Description: The Karnic species is well known for their mental abilities and their inherent talent with the healing arts. It is said that the race's telesensory perception allows them to sense the discomfort of their patients and respond appropriately. Karnics who venture out into space are often recruited to serve as medical technicians and diplomatic staff. This species enjoys favorable relations with many planets and they have conducted a great number of joint exploration missions with these allies. The theocrats of Indus Chi V have never provoked a violent incident with another world due to their culture's pacifistic religious values. On the other hand, militarily aggressive worlds have gone out of their way to avoid violating the territorial rights of the Indus Chi government. The reputation of their psionic warrior priests is a fearsome deterrent against attack, especially among races that do not understand such abilities.

The great temple-hospitals of Indus Chi V are known throughout the galaxy for the extraordinary quality of care that is found there. The skill of their medical priests is legendary and the planet boasts impressive research facilities for unraveling the mysteries of biological life. The leadership of the planet welcomes alien visitors to their places of healing as this gives them an unparalleled opportunity to learn about the anatomy and physiology of other species.

Typical Personality: The Karnic species is known for their gentle disposition and friendly demeanor. While they are as capable of violence as most other species, the Karnic culture places a great deal of emphasis on peace. Because they lack eyes, Karnics make full use of their other sensory abilities. They are very "touchy-feely" and listen intently when others are speaking.

Role Playing Notes: A Karnic NPC should seem to be eternally at ease and untroubled by the problems of the day. He or she should project an aura of serene calm and patience. This NPC should do perform every task slowly and with deliberate thoughtfulness.

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

* A Karnic ambassador senses that one of his elite guards is plotting to assassinate him. His telepathy is not fine tuned enough to pin point the culprit. Because he cannot trust his own people, the ambassador is seeking the help of outsiders to unravel the conspiracy.

* A player character is afflicted with an alien disease that threatens his life. No conventional treatment has had any effect on the strange malady. His or her only hope is to travel to Indus Chi V and seek the help of the great hospital-temple in the capital city.

* A visitor to Indus Chi V has angered a member of the Karnic Temple's high council with an act of unwitting blasphemy. This outraged cleric has ordered his warrior-priests to track down the blasphemer and execute him. The player characters are assigned to get the visitor back home without creating a further diplomatic incident. They may attempt to sway other members of the temple council to intervene or they may try to find the wanted man and smuggle him out without alerting the authorities.

