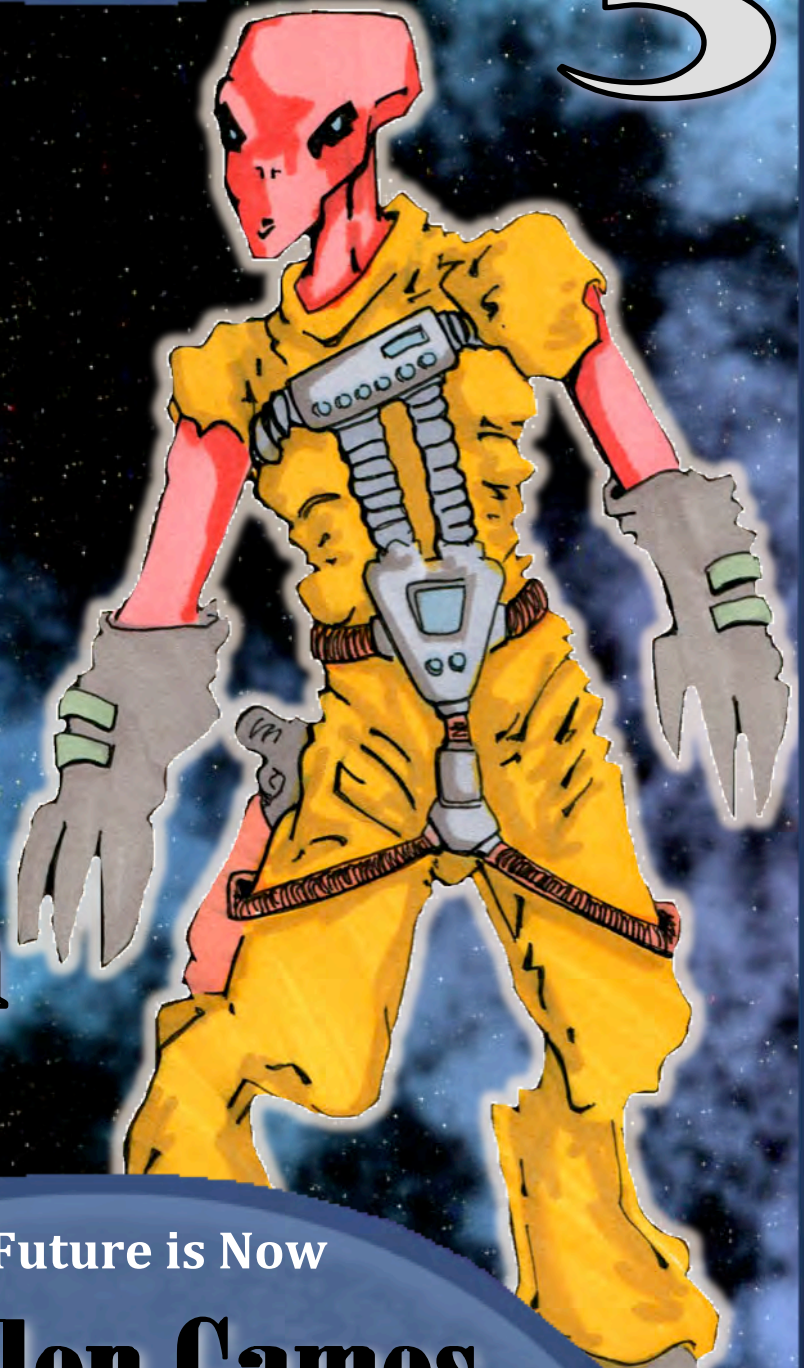


Infinite Aliens

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An
Infinite
Futures
Expansion



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Avalon Games



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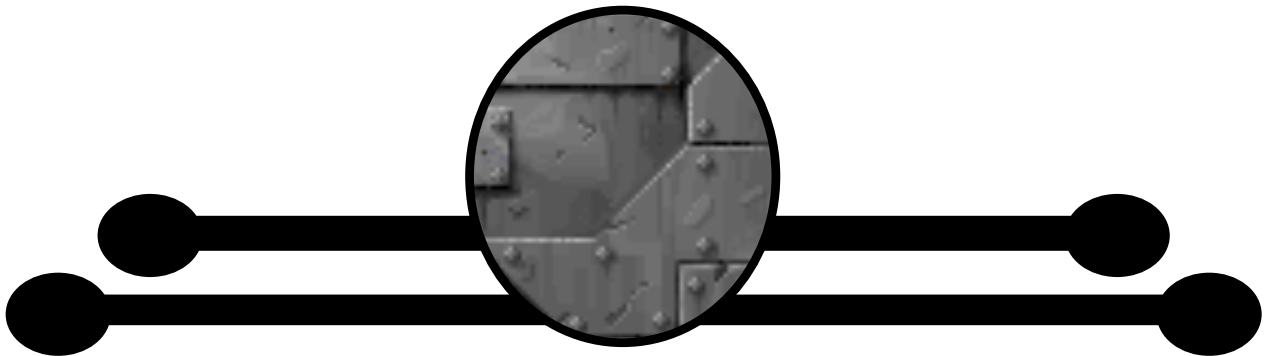
Introduction

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.



Ovarl

Homeworld: Karharg

Physical Description: The Ovarl are humanoids with angular heads and flat faces. Their hands are three pronged pinchers and their legs bend backwards at the knee.

Stat Adjustments: None.

Advantages: Fast Healing.

Intelligence Rating: 5.6

Technology Rating: 7.9

Militancy Rating: 5.9

Economic Rating: 7.4

Individuality Rating: 6.1

Social Organization: Ovarl live together in large extended families that resemble clans or tribes. Every member of the family network is responsible for helping raise and care for all of the children that are born into the clan. Some clans number as large as several hundred members. A clan is headed by a council of elders that oversees the daily life of the family and ensures that traditional laws of behavior are upheld. Ostracism and even physical punishment await those who refuse to follow tradition. Being that the Ovarl have a tendency toward self-centeredness, only this constant reinforcement keeps the family functioning. Those individuals who chafe at the restrictive atmosphere of clan life are free to leave at any time.

When a young Ovarl reaches young adulthood, he or she is required to live alone for a period that ranges from one to three years. Traditionally this person was left in a remote wilderness area. However, in modern times there are few wild areas that are appropriate for this ritual and far too many young Ovarl for there to be any real isolation. For this reason many Ovarl spend their exile in space; living among aliens is considered to be its own form



of isolation. After the allotted time has elapsed, the young Ovarl is free to return and take his or her place as a full fledged member of the clan. Those who wish to remain in isolation are free to do so without consequence.

Government: The planet Karharg exists in a state of near anarchy. Every few years a new planetary government is proposed and then collapses. The resulting power vacuum results in political infighting and even civil war. The economy of the planet has been stagnant for centuries because of the

lack of stability and centralized authority. Trade is hampered by the fact that the planet is divided into a series of rival territories and the borders between them are constantly shifting.

The lines of conflict on Karharg are ideological as well as geographic and entire cities are sometimes paralyzed by tensions between the various political factions. The traditional method for settling these disputes includes hand to hand combat between faction leaders. As one might expect, these duels only serve to stoke the flames of hatred until widespread violence breaks out.

Ecology/Environment: Karharg is a hot, humid world that is characterized by swamps and tropical rainforests. The equatorial belts are the most densely populated areas of the planet.

Overall Description: Many Ovarl have left their world in order to escape the restrictive culture or the lack of opportunities. Still others have fled in order to escape political enemies. It has become something of a tradition for these expatriate Ovarl to work as mercenaries and bounty hunters in the employ of other powers in the galaxy. Private military companies and similar businesses have set up permanent recruiting stations on Karharg in order to tap into this ready supply of manpower.

Typical Personality: The Ovarl have a tendency to be reckless and will go to great lengths to prove that they are not afraid of something.

Role Playing Notes: An Ovarl NPC should be full of bravado. This character has no desire to follow the rules that are set by other people and considers this type of conformity to be a weakness. This character may be a loner by nature and probably looks out for number one first and foremost.

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

- * A case of mistaken identity puts an Ovarl bounty hunter on the trail of one of the player characters. Unfortunately, this hired gun has no intention of being talked out of his quarry.

- * The player characters are hired to find the location of a long lost alien artifact. The last person to see this object was an Ovarl mercenary who has since returned to his homeworld. When the player characters attempt to locate him, they learn that they are not the only ones looking for this person. Many of the mercenary's allies assume that the PCs are old enemies looking to settle a score and they do everything they can to slow them down.

- * A galactic power has grown tired of the destabilizing effect that Ovarl mercenaries have on interstellar politics. This stellar nation has concocted a bold plan to bring stability to Karharg and dry up the seeming endless supply of Ovarl fighters. The player characters are assigned to safeguard this top secret peace mission and defend the diplomats against the multitude of political factions and regional warlords that may want to disrupt the mission.

