

# Infinite Aliens

# 6

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.





## Fu'herl

**Homeworld:** Fu'rus

**Physical Description:** The Fu'herl were once humanoids but they have undergone a stark transformation early in their history. Soon after the species entered into its technological age, the Fu'herl began experimenting with biotech weapons and symbiotic armor. These experiments progressed at an out of control rate until now the entire species has been integrated with self replicating bio-weaponry. The organic battle systems have been incorporated into the species' DNA. All Fu'herls are born with traces of biotech in their bodies. As the young Fu'herl grows, the biotechnology takes over, enveloping the body in a shell of organic armor.

Often times this process radically alters the humanoid form until the Fu'herl is transformed into a monstrous living weapon. Each Fu'herl has a unique combination of biotech features, usually a combination of features inherited from parents.

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

**Advantages:** Additional Sense (darkvision), Damage Reduction (1/-), Natural Armor (+4 armor bonus to Defense), Natural Weapons (these creatures are able to deal 1d6 points of lethal damage with a successful unarmed attack).

**Disadvantages:** Compulsion, physical violence (severe: Will save DC 18, the creature must fulfill the compulsion at least once per day).

**Intelligence Rating:** 5.1

**Technology Rating:** 7.9

**Militancy Rating:** 8.4

**Economic Rating:** 6.1

**Individuality Rating:** 5.1

**Social Organization:** Young Fu'herls belong to the state. Every child born on Fu'rus is officially designated as a biological weapon system and they are raised in state owned nurseries where they begin absorbing military programming at an early age. Fu'herls who do not take well to this programming are "decommissioned." As the young ones near physical maturity, they are transferred to reserve military units where they finish out their training with a combination of live fire drills and actual combat experience. No one is allowed to graduate from this course of training without registering at least one confirmed kill. After completing their tour in the reserve units, fully grown Fu'herls are transferred to front line combat units where they will spend the rest of their short lives.

Any combat soldier who disobeys orders or is grievously wounded in battle is lobotomized and put to work as an industrial slave. These living robots perform all of the economic activity that is needed to support the state's endless military campaigns.

**Government:** The planet Fu'herl is governed by five warring factions that are constantly engaged in a combination of all out warfare and Byzantine diplomacy. These governments have a tendency to quickly swap sides against their allies. The battle has been raging for so long that none of the factions can remember what provoked the initial conflict. Currently the only objectives worth fighting for are the resources that are needed to sustain military activity. The warring states continually battle over a small number of resource rich areas, taking and retaking the same positions over and over again. Some of these factions are ruled by a military junta while others are controlled by a nominally civilian dictatorship. Civilian dictatorships may be run by a single leader, a council of party elites, or both. In all of these cases, loyalty to the state is held as the highest virtue and any perceived disobedience is punished severely.

**Ecology/Environment:** Fu'rus is a blasted hellscape that has been decimated by centuries of war and unchecked industrial pollution. The only reason that the Fu'herls are able to survive here is because of their extensive biotech integration. Very little native life is left on the planet and soon not even the resilient Fu'herls will be able to survive here.

**Overall Description:** The planet Fu'rus is dying and there seems to be no way to slow its slide into lifelessness. The heads of the state factions know that time is running out and so they are all making plans for a "glorious conquest" of a nearby world. However, the constant battle over resources makes it hard for any one faction to gather the economic resources necessary for such a campaign. It seems that none of the warring factions will be able to escape the dying world without achieving victory over the rival factions. This paradox means that the factions remain locked into the same unending conflict that destroyed their ecosystem to begin with.

**Typical Personality:** Killing and violence are literally programmed into the Fu'hurl psyche. They automatically sort anyone they meet into one of two categories; ally or target. While the Fu'hurl retain the capacity for reason and independent thought, biotech hardwiring combined with a lifetime of political indoctrination is hard to overcome. An adult Fu'hurl is almost always psychologically scarred. The only thing that keeps them functioning is the biotech programming that rewards successful kills with a burst of pleasure-inducing hormones. After a certain age, a Fu'hurl has devolved past sentience and has literally become a mindless killing machine.

**Role Playing Notes:** A Fu'hurl NPC should be a walking weapons platform. The most likely interaction between this NPC and the characters will be bloody combat.

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

\* A civilian ship has crash landed on Fu'rus. The team must evacuate the helpless survivors before they are massacred by the native inhabitants.

\* A small group of Fu'hurl scouts have landed on a nearby world and begun launching a series of raids to test the planet's defenses. The local authorities fear that this attack is the precursor to an all out invasion. The player characters are assigned to stamp out this landing force before they can report back to their homeworld.

\* A military power is interested in obtaining the secret to the Fu'hurls' bioweaponry. The player characters are hired to travel to Fu'hurl and capture as many living specimens as possible.



