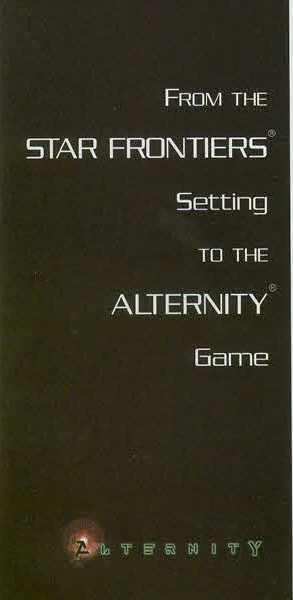
Alternate Frontiers

Many old-time gamers have fond memories of STAR FRONTIERS, a science-fiction roleplaying game TSR released in the early 1980s. Some authors who appreciated the game even brought the original races from STAR FRONTIERS back in the AD&D' SPELLJAMMER campaign setting. The apelike yarziri­ans reappeared as the hadozee, a clone of the insec­toid vrusk came back as the rastipede, a version of the dralasite showed up as the plasmoid, and the evil sathar race even resurfaced to be named the syl­lix. In time, as many great games do, STAR FRONTIERS took its place among retired RPGs. With the release of the alternity Science Fiction Roleplaying Game, however, fans once again have a chance to integrate the STAR FRONTIERS races into a totally new game. In addition to the STAR FRONTIERS aliens, here are guidelines for converting STAR FRONTIERS player characters to the alternity game.

by

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How Does This Fit in my Campaign?

Game masters have *a* few options to consider when incorporating the material presented here into their Alternity game campaigns.

Those who are familiar with the STAR FRONTIERS game might base their entire campaign in the area of space known as "The Frontier,- from the STAR FRONTIERS universe. The character and equipment conversions provided here offer an excellent opportunity to take old or existing STAR FRONTIERS campaigns into the ALTERNITY system.

The Game Master might instead opt simply to introduce some or all *of* the following races and equipment into an existing Alternity campaign. One or more of these races might have found their way into the hero's area of the galaxy. Perhaps the heroes explore an unchartered region and encounter these races. Possibly a scientist associate invents important piece *of* equipment found here, such as defensive screens, and the heroes are caught up in a game of intrigue as adversaries try to steal the designs.

Whether it is a TSR setting, such as the STAR.DRIVE“ campaign, or one of the Game master's own design, this information is flexible enough to find a place in almost any campaign.



Dralasite

The dralasite took a curious path during its evolution; rather than evolving from single-celled organisms into amphibians, reptiles, and other advanced creatures, the dralasite maintained its simple body structure. These short, bloblike humanoid creatures stand about 1.3 *meters* tall and average *one* meter wide.

The external membrane that serves as their skin is dry and has the texture of fine sandpa­per. This membrane ranges from dull gray to earth tones. Dralasites have no internal skeleton; they maintain their shape through an intricate sys­tem of muscles. This enhanced muscular system gives drala­sites strength superior *to* that of most humans.

The internal organs of a dralasite float freely within its body in a thick organic liquid. These

include numerous hearts and a central nerve bundle that functions as the brain. Dralasites do not have eyes as most crea­tures do but "see" through an elaborate conglomeration of optical nerves called "eyespots" These eyespots collect into two dense patches on what is commonly considered the dralasites head.

Dralasites have no lungs but breathe by diffusion of oxygen across the skin membrane. Not only do they breathe through the skin but also they acquire their sense of smell this way. With their entire body capable of processing odors, the olfactory ability is the keen­est sense of a dralasite. It is so refined that dralasites can often recognize peo­ple and places by scent alone. Breathing through the skin does not hinder the dralasites' ability to swim underwater. Absorbing air is a conscious act, and they can simply choose to "hold their breath" at any time- With no lungs, dralasites produce speech by expelling air past a voice box from a contracting, bellows-type organ.

History

Dralasites originate from the watery world of Flaginnor. This planet is more than 90% covered with water, with only a few land masses dotting the surface. Most of the animal life on Flaginnora con­sists of amphibians and fish, with a handful of reptilian creatures.

The history of Flaginnor is a peaceful one. Most dralasites are open to new ideas and are more concerned with dis­covery than with conflict and power. Dralasites welcomed the vrusk with open pseudopods when the insectoid species initiated first contact. Dralasites were in their Age of Reason when the vrusk arrived and had long before con­cluded that they were not alone in the universe. The vrusk saw vast potential in the insightful ameoba-like creatures, and they helpfully tried to show them the ways of business and commerce. This attempt was unsuccessful, how­ever, and it was not long before they realized that the dralasite way of think­ing was incompatible with vrusk cor­porate philosophy. The vrusk instead changed their goal to developing trade with the natives of Flaginnor.

The vrusk took it upon themselves to teach the dralasites about their advanced technology. The dralasites enthusiasti­cally absorbed the new knowledge and soon began developing technology of their own. Within a few generations, many dralasite inventions surpassed those of their vrusk benefactors. Over the next century, dralasite technology successfully evolved from a society just on the heels of scientific discovery into one that traverses the stars.

Far Future Campaigns

Armed with the technology introduced to them by the vrusk, dralasites are just beginning to use ships with faster-than­ light (FTL) travel about the same time as humankind is developing its own. Game masters running a campaign in the Star Frontiers setting should have the dralasite and human colonists meet in the Frontier at the beginning of Progress Level 7 (PL 7), introduced to each other by the vrusk. Other cam­paign settings can have groups of drala­sites and humans meet anywhere in space, as each of them have interstellar travel capability. Dralasites almost always embrace first contact with other species, sometimes to the point of naiveté. This attitude opens dralasites up as strong friends and allies or as targets for exploitation, depending on the nature of those they meet.

Roleplaying

Dralasite society relies heavily on intel­lectual and philosophical disciplines. Debating and analyzing situations are favorite pastimes to a dralasite. Their search for knowledge and understand­ing far outweighs the search for wealth and power, and greed is a rare attribute to find in this race. Money does not imply status in dralasite culture. The general acceptance of one’s ideas is a far more significant gauge of prestige than possessions.

Dralasite characters place a high value on humor. Unfortunately, the humor that dralasites enjoy is often dry and simplis­tic. This leads to a common phrase among other species—"Easier than amusing a dralasite"—employed when describing the simplicity of a task.

Clothing is not an important factor in dralasite cultures, as it can make breath­ing difficult. Equipment is often carried on web or utility belts. Dralasites eat by osmosis, absorbing the food into their bodies where it is digested by one of their many stomachs.

All dralasites are hermaphroditic, alternating between both male and female stages during their lifetime. By PL 5, the dralasites developed pharmaceuti­cals that allow individual dratasites to control these stages. Reproduction occurs through a process known as 'budding." The male expels reproductive spores that become attached to a female. These cells then germinate into a new individual. This embryo grows on the mother for about three months before detaching as a unique, infant dralasite.

While they are very social creatures, the nuclear family unit is unknown to the dralasites. Communities share responsibility for raising the young, and the concepts of "father,' "mother." and "sibling" are strange to them.

Ability Score Range

|  |  |
| --- | --- |
| Ability | Range |
| SIR | 7/15 |
| DF.X | 5/11 |
| CON | 6/15 |
| l.\T | 4/14 |
| WIL | 4/13 |
| PER | 4/12 |

Free Broad Skills

|  |  |
| --- | --- |
| Ability | Skill |
| Strength | Athletics |
| Constitution | Stamina |
| Intelligence | Knowledge |
| Will | Awareness |
| Personality | Culture |
| Personality | Interaction |

Special Abilities

Elasticity: Dralasites can "grow" addi­tional pseudopods to use as arms and legs, as well as enact other physical changes due to the flexibility of their amoeba-like bodies. This change can be as minor as growing a new ant or as dramatic as a dralasites absorbing all appendages and molding itself into a large, living ball. Absorbing orgrowinga new ps udopod is not an immediate process and can take tip to five (d4+1) minutes. Each limb must be added or removed individually; multiple limbs cannot be grown or absorbed simultane­ously. These changes take complete con­centration, and a dralasite can take no other action while performing the meta­morphosis (although the change can be put on hold until later if needed).

A dralasite can have up to a number of limbs equal to its Dexterity divided by two (rounded up). This allows a hero with a Dexterity of 9 to have three arms and two legs, no legs and five arms, two legs and two arms, or any other combination of five or fewer limbs. Although a dralasite can have additional arms and legs, multiple legs do not increase movement rate, and numerous arms cannot be used simul­taneously. The dralasite nerve bundle that functions as its brain can maintain control over only two arms at once. The other arms are "dormant" limbs. While these limbs can still hold things in their dormant state, they cannot manipulate objects, fire weapons, or perform other similar actions. An arm can grow smaller pseudopods that act as "fingers." A dralasite limb can be a maximum of one meter long and a minimum of ten centimeters thick, while each finger can be a maximum of ten centimeters long and a minimum of one centimeter thick.

Lie Detection: A dralasite has an enhanced ability to tell when someone is lying to them. If the dralasite is com­municating face to face with the person in question, the Game master can make a secret Awareness—intuition skill check for the hero with a +2 penalty. A successful result indicates the hero has successfully seen through the deception. A Critical Failure means the hero adamantly believes the exact opposite of the true situation (i.e., the dralasite might believe it is hearing a lie when it is hearing the truth).



Vrusk

First contact with a vrusk can be unnerv­ing. These insectoid life forms stand on eight spindly legs protruding from a 1.5 meter-long abdomen. A vrusk's torso, or thorax, extends upright from their abdomen. Two arms supporting five-fin­gered hands are attached to the thorax, with one to each side. These double-jointed arms can reach any point on the vrusk's body and can even rotate in a complete circle.

The bulbous head of a vrusk is entirely insectlike, complete with two antennae, large multifaceted eyes, and (our mandibles around its mouth. A vrusk's eyesight is roughly equivalent to that of a human, with the same field of vision. Vrusk antennae function as olfactory organs, giving them a slightly better *sense of* smell than humans have. The mandibles of a vrusk are used for tearing and manipulating food. Although they carry a sharp edge, they inflict no more damage than does a human's bite.

A hard, chitinous exoskeleton covers the vrusk body. While the exoskeleton protects a vrusk from the minor scrapes and bruises to which a human would be susceptible, it is not strong enough to prevent stun, wound, or mortal *dam­age.* Every few years during adulthood, and much more frequently in youth, vrusk molt to gain a new carapace. Vrusk also have an internal skeletal *sys­tem* made of calcium phosphate to sup­port their large frame.

Vrusk females give birth by oviparity, laying a clutch of one to three leathery eggs. The eggs are then incubated by one of the parents until they hatch. Machines that can incubate the eggs are available by FL 4, but most vrusk disapprove of this method of bringing offspring to term.

History

Vrusk society developed into structured organizations early in their history. As early as Progress Level 2 on their homeworld of K’arek-Kar, capi­talism was nearly universal. Corpora­tions had already begun to shape society, and sovereign power had given way to business elected democracies. Businesses continued to grow in Size and power until the vrusk Industrial Age and the time of the Corporate Wars. This conflict stemmed from heavy con­tention between the major oligopolies as each tried to drive competitors out of business. Hostilities between the *cor­porations* continued to mount until violent confrontations and corporate espionage became commonplace. When it became apparent that their society was about to tear itself apart, the vrusk sensibly backed off and went through a

paradigm shift in how they viewed *cor­porate* competition. Rather than trying to drive all *other* competitive organiza­tions out of business, many corporations simply became specialized in what they did best, relying on other corporations to supply them with the additional ser­vices they needed. Thus were born *the* vrusk trade houses. Other corporations narrowed their focus to a few products and services but became completely self sufficient. Biologically related families *became* less important as the corpora­tions became *the* "family" of their employees. As unorthodox as this social structure might seem to humans and many other species, it promoted peace among the vrusk and allowed their society to flourish.

Near-Future Campaign

The *vrusk* invent ships capable of FTL travel while humans are at the conclu­sion of PL 6. If introduced in this type of campaign, the vrusk make first contact with Earth while humans are colonizing their solar system. While they view humans as occasionally irrational and unfocused, the vrusk are impressed by the progress of Earth's marketplace and immediately try to carve a profit niche in it themselves. This might cause feelings of paranoia among many humans who feel that the visitors are trying to finan­cially take over their society (which, of course, is not the vrusk intention). Other humans embrace the opportunity to become successful by teaming with the enterprising insect species.

Far-Future Campaign

If introduced in this setting, vrusk make first contact with Earth shortly after humankind has developed their own FTL spaceships. They still *try* to integrate with the human marketplace as they would in a near-future cam­paign, but humans should feel on much more even ground with the visitors in this time period. Humans and vrusk in this setting might make many joint ventures into nearby star systems. If the Game master is run­ning a Star Frontiers campaign, the vrusk guide the humans to the Frontier, where they introduce the humans and dralasites.

Roleplaying

The intimidating appearance *of* a  
vrusk is normally misleading. vrusk  
are social creatures with a highly  
organized society. Vrusk are cunning

at business and usually devote  
their entire lives to the company or  
organization for which they work.  
In turn, their company dictates  
where the vrusk lives, what  
type of career they have,  
who they associate with,  
and more. While most sentient

races would find this arrangement intolerable, vrusk welcome

the company interaction, and think of non-vrusk companies as weak and poorly structured.

Companies in vrusk society fall into two categories: conglomerates and trade houses. Conglomerates are organiza­tions that employ all the skills necessary *for* the company to function with inter­nal resources only. A conglomerate would have divisions dedicated to finance, legal, construction, sales, etc. A conglomerate rarely needs to hire out (or a skill that is not already found inter­nally. Trade houses, on the other hand, are highly specialized corporations that excel in one skill area. A single trade house might focus its entire business on travel arrangements, gridcaster manu­facturing. or another specialized market. These organizations hire the needed skills from other trade houses, who have working relationships with each other. For instance, a trade house that manu­factures induction engines might hire another trade house to take care of their accounting.

Vrusk heroes often begin to treat the companions they adventure with as part of their company, and as such, fam­ily. When this type of trusting relation­ship is built, few allies can be better than a vrusk. Their dedication to the com­pany they *work* for and their friends means more to them than personal safety. The common ideal vrusk lifestyle is to be successful in business and to live in peace and harmony. They usually avoid confrontational situations but aggressively defend and fight for the success of their company.

Naturally, vrusk heroes make excel­lent Diplomats. Since companies need all types of services, there are appropri­ate vrusk careers in other professions as well. Vrusk have the potential to make good mindwalkers. Since this position is not commonly needed in most com­panies, however, finding vrusk dedi­cated to this practice is rare. Vrusk who take on a life of adventuring are either working for the good of their company or have left their company and the stan­dard vrusk lifestyle behind, finding it too constricting.

Ability Score Range

|  |  |
| --- | --- |
| Ability | Range |
| SIR | 4/12 |
| DEX | 7/15 |
| CON | 4/11 |
| IN] | 8/IS |
| WIl. | 4/14 |
| I'ER | 5/13 |

|  |  |
| --- | --- |
| Free Broad Skills | |
| Ability | Skill |
| Dexterity | Manipulation |
| Constitution | Stamina |
| Intelligence | Knowledge |
| Intelligence | Business |
| Will | Awareness |
| Personality | Interaction |

Special Abilities

Ambidexterity: Vrusk automatically receive the perk Ambidextrous at no cost. This does not count against the heroes three perk maximum.

Comprehension: A vrusk is adept at understanding social interactions. This allows a vrusk hero the chance to understand a social dealing they observe that the player may not be able to decipher. Whenever the hero wants to attempt this ability, the player simply makes a Knowledge-deduce skill check at a -1 penalty. A success indicates the hero understands the nature of the social dealing.

For instance, Kli’Chik the vrusk is in a cantina and observes a human and a weren arguing at the next table. As the confrontation heats up, both adversaries stand up as if the situation could come to blows at any moment. The human faces the wenen with poise and confidence, seemingly in control of the situation. A successful skill check by Kli Chik reveals that the human is actually scared out of his wits, and his bravado is only on the surface.

Swimless: Vrusk do not breathe through their mouth, but respiration occurs through a series of holes called spiracles that run along their abdomen. This makes it impossible for vrusk to breathe while swimming, since the abdomen is almost entirely submersed.



Yazirian

A yazirian looks like a tall, slender ape with a lionlike mane surrounding its head and pointed ears. Unlike an ape, however, the posture of a yazirian is completely upright, similar to a human. A membrane of flesh akin to a flying squirrel runs along both sides of its body, extending (cone the hands down to its lower legs. When the yazirian raises its arms, this flap of skin is stretched taut and forms makeshift wings that can be used for gliding short distances. The entire body of a yazirian is covered with short, soft hair, with the exception of the lower arms and legs, where the hair is long and shaggy.

History

Yazirian society is centered around clans. These informal groups of related indi­viduals were the cornerstone of early yazirian society but become less impor­tant later in their evolution. The history of the yazirian forest home world is filled with wars and skirmishes between rival clans. As the technology level of yazirians grew, the number of conflicts between clans fell. Cities began to spring up in the dense forests across the planet, giving rise to yazirian independence of the clans and the feuds that accompa­nied them. Yazirians pursued technolog­ical advancement with the same vigor they gave to the clan feuds, allowing them to emerge quickly into their Indus­trial Age. Eventually they developed Ftl travel, though there is Speculation that the yazirian designers secretly used technology from an alien spacecraft that crashed on their planet. Now capable of interstellar travel, large groups of yazirian colonists immediately began to explore and colonize the nearby systems.

Far-Future Campaigns

Since yazirians did not invent FTL space­ships until shortly after Earth created their own, yazirians can be encountered only in post-Ftl campaigns. Despite their brutal past, yazirians have long since evolved past their warlike nature and peacefully and optimistically approach first contact with other species. Yazirians and humans have much in common, and these two species gener­ally get along well.

Roleplaying

The yazirians are an energetic species, driven by a strong passion for life. While highly motivated to the task at hand, yazirians are characteristically short-tempered. Yazirians are quick to make decisions and even quicker to act upon them. This attitude makes them excellent Combat Specs and Free Agents, but few are suited to fill the roll of a Diplomat. While many make good Tech Ops, some find this profession not dynamic enough to motivate them.

One of the oldest traditions in yazirian culture is that of choosing a "life-enemy." Classically, a life-enemy was a rival clan. As yazirian civilization grew, many other adversaries are chosen as life-enemies. For instance, a soldier might choose the sathar as a life-enemy, while a trader might choose a competitor. The goal of a yazirian is to defeat, in one way or another, his life-enemy. The soldier might simply desire to eradicate all sathar, while the trader tries to overcome his competitor in business. While most yazirians still follow this tradition, choosing a life enemy is not necessary for Alternity heroes.

Ability Score Range

|  |  |
| --- | --- |
| Ability | Range |
| STR | 4/12 |
| DDC | 8/16 |
| CON | 4/11 |
| INT | 4/14 |
| WIT | 6/15 |
| PER | 4/11 |

Free Broad Skills

Ability Skill

Stnngth Athletics

Strength Unarmed attack

Dexterity Acrobatics

Intelligence Knowledge

Will Awareness

Personality Interaction

Special Abilities

Night Vision: Yazirians' eyes are highly sensitive to light, allowing them to see in dim light as well as a *cat.* This sensitivity causes bright light to be uncomfortable, and yazirian must wear dark goggles when in sunlight or in set­tings of intense illumination. Those who do not have protective goggles in these instances suffer a +2 penalty to all actions that rely on Dexterity.

Battle Rage: The adrenal gland in a yazirian is powerful and unpredictable. At the start of a scene in which a yazirian enters melee combat, this gland some­times releases large doses of potent adrenaline into the creature's system. This causes a condition known as-battle rage," in which the yazirian attacks with a new berserk fury Most who have seen a yazirian enter battle rage do not relish the idea of seeing it again. Whenever a yazirian enters close quarter combat. the player should make a preliminary skill check against the yazirian's Melee Weapon or Unarmed Attack skill (whichever is appropriate for the situa­tion). If the result score is Amazing, the yazirian falls into battle rage. While in this state, the yazirian receives a -3 bonus to all melee or unarmed attacks. (Battle rage does not enhance ranged weapon attacks.) The check for battle rage is made only once, but it lasts until the end of the Combat Scene.

Gliding: The membranes on a yazirian's side allow them *to* glide short distances. A yazirian can glide one meter for every one meter of height they leap from in G2 gravity conditions. This *dis­tance* can be tripled in environments with a gravity rating of G1. Gliding can­not be attempted on planets with gravity ratings of G3 or higher.

The yazirian *can* also reduce or entirely negate falling damage by using these membranes to slow their descent Yazirians received -3 bonus to the Acrobatics—fall skill check



Sathar

The segmented, wormlike body of *the* sathar averages about 3.5 meters in length. A majority of the length rests on the ground, allowing it to slither like a snake, while keeping the front 1.5 meters of its body vertical. Sathar have distinct heads with one *eye* on either side and a round, tooth-filled mouth similar to a lamprey The milky eyes of a sathar each have two pupils that pro­vide a much larger field of vision than most creatures enjoy.

Four tentacles serve as appendages for a sathar. Two one-meter-long tenta­cles on its upper body function as arms. At the end of each of these limbs are four smaller tentacles that play the role of fingers. Two additional tentacles sprout from the lower part of the sathar's body to serve as legs. These legs have larger, flattened pads for *feet.* These legs are not normally used for locomotion, since sathar movement consists of a slither, but rather help to stabilize the top part of the crea­ture while standing upright. The brownish-yellow skin of a sathar is covered with a thin layer of mucus that keeps the skin moist and pro­tects it while slithering.

History

It is only *by* a narrow margin that the sathar did not destroy their entire species ages ago. Since *the* sathar had only simple tools and weapons, they have been at war. Originally, two

species of intelligent life evolved on the sathar home world: the sathar and a reptilian humanoid species known as the setarian Eventually, the sathar succeeded in annihilating the setarian.

At that point, they turned *their* aggres­sions toward each other. Many sathar factions, called cadres, sprung into exis­tence and began to war with each other. These hostilities continued for hundreds of years until, eventually, one of the more prominent cadres rose to power and held the entire *species* under mili­tary control. Retaliation from the other cadres proved unsuccessful, and eventu­ally the sathar accepted the new leader­ship and became a loosely united species. Although hostilities ceased, the *cadre* stricture remained. Technology then advanced at an enormous rate, as the sathar set their sites on conquering the stars rather than each other. Origi­nally, the sathar intention was simply to expand their species. this goal quickly changed to *one* of interstellar domina­tion, however. when they discovered intelligent life on other planets.

Contemporary Campaign

An encounter with sathar at this type of campaign would be something, out of an alien invasion movie. the first

sathar to arrive -would cautiously and covertly learn all they could about humans and other species. This would

include monitoring radio transmis­sions, observing native life, and even abducting natives for ,study and testing. Sightings of sathar scout ships and some isolated encounters with the sathar would occur. When they feel comfortable with their ability to conquer the natives, the sathar fortes swiftly and violently assault the planet. Although humankind is at a technolog­ical disadvantage in this campaign set­ting, their greater numbers and tenacity make them a powerful adversary to the• sathar invaders.

Near Futu*re/*Far Future

Campaigns While humans and sathar are at nearly even technology levels in this setting, an encounter with the sathar is no less hostile. By this age, humans and other species have reached out into space and might be traversing the slats. Thus, it is likely that first contact with the sathar in this setting occurs not on earth but in the depths of *space.* Sathar might be slightly more cautious of species advanced enough to have FTL travel, but the sathar inevitably try to conquer them as well. With other species travel­ing among the stars, the sathar go to great lengths to keep the location of their home planet secret Sathar never negotiate, regardless of their situation, and interrogation attempts *reveal* no useful information.

Roleplaying

Most sather are extremely militaristic

and warlike: Many speculate that without an enemy and their constant

drive to conquer, sathar society

would again turn on itself and col­lapse. Sather are commonly evil and amoral. unscrupulously wiping out

entire population, to obtain their resources and land, or simply *for* the

sake of battle‑

The concept of family has no meaning in sathar society. All sathar are  
organized into military groups  
called. cadres.-The worms dedicate  
their life to the cadre, which  
becomes both their family and career,

Gender does not exist among sathar, as each is hermaphroditic. Procreation in a sathar cadre serves the sole purpose Of creating *new* soldiers, and these soldiers are trained from their infancy

As a general rule, sathar should nor­mally be allowed in the game only as supporting cast. At the game master's option, however. players may be allowed to run a sathar hero. These rare sathar would invariably be outcasts from sathar society who left because they did not agree with society's mali­cious philosophies. Most sathar heroes would still possess some the warlike ambitions of their species, but they would be greatly curbed.

Ability Score Range

|  |  |
| --- | --- |
| Ability | Range |
| silt | •/11 |
| DEX | 4/13 |
| CON | 4/11 |
| INT | 4/1.1 |
|  | 8/15 |
| PER | 7/14 |

Free Broad Skills

Ability Skill

Dexterity Vehicle Operation

Constitution Stamina

intelligence Knowledge

Intelligence Tactics

Will Awareness

Personality Interaction

Special Abilities

Hypnotism: A sathar who is able to converse with a character for ten minutes or longer in a noncombat setting has the innate ability to hypnotize them. The

victim must be able to *see* and under­stand the saltier to be hypnotized. A sather must achieve a Good or Amazing result in an Interaction—charm skill check (adjusted by the victim's Will resis­tance modifier) to successfully hypnotize someone. An Ordinary result fails to hypnotize the victim. but does not allow the victim to realize what the sather up to. A Marginal result indicates the char­acter has seen through the sather hypno­tism attempt.

Limited Water Breathing: Sathar have no lungs but respire as earthworms do, by exchanging carbon dioxide for oxy­gen directly though the moist surface of their skin. This function allows for lim­ited respiration underwater. Sather can obtain enough oxygen from water to allow them to stay submerged *for* up to 30 minutes before coming up for air.

Converting Existing Characters

Conversion of old star frontiers characters to the Alternaty game system is relatively simple. Regardless of whether

you use the *Alpha Dawn* or *Zebulon Guide* rules, follow these steps:

Profession

Simply select an alternity profession that matches your character's training and background. As a general rule, a star fronteirs character with a Military Primary Skill Area (PSA) should select a Combat Spec. technological PSA should choose Tech Op, and those with the Biosocial PSA would normally select either a Tech Op or Diplomat as their profession. The background and func­tion of some characters might make them more appropriate as Free Agents. A gamemaster can help make the final judgment about what profession best suits these characters. The player can then select a Career for the hero.

Ability Scores

Use the Ability Scores Conversion Table to convert Ability Scores. Round up all fractions.

Ability Score Conversion Table

ALTERNITY Star Frontiers

Strength Strength + 5

Dexterity (Reaction Speed + Dexterity) + 10

Constitution Stamina + 5

Intelligence Logic + 5

Will Intuition +5

Personality (Personality + Leadership) + 10

Skills

Most Star Frontiers skills have similar counterparts in the Alternity game that can be selected once the skill purchasing potential *of* a character is determined. As with all new ALIFRNIIY heroes, each

converted STAR Frontiers character receives a number of starting skill points determined by his or her Intelligence scores (see Table P5 in the Alternity *Player's Handbook).* Thus, a yazirian with an Intelligence score of 9 would have 40 starting points to purchase skills.

Besides starting skill points, converted characters also receive achievement points according to the experience points (XP) they earned adventuring in the STAR FROWLERS game system. To deter­mine how many achievement points the hero should have to purchase skills due to previous adventuring, simply, find the sum of all experience points the charac­ter spent on their Star Frontiers skills, then divide by four (round down).

Example: *Yetrigar, a Yazarian,. has a STAR FRONTIERS PSA of Biosocial. His Level 3 Environmental skill requires 30 XP to* earn, *his Level 1 Medical costs a total of 5 XP, and his Level 2 Beam Weapons costs 18 XP. This gives Yetrigar a total of 53 experience points he earned under the STAR FRONTIERS rules*

*Yetrigar converts to the* ALTERNITy *game with 13 advancement points* (53 + 4 13, *rounded down). This puts Yetrigar at Level 3 in the Alternity game system, with* 13 points *to buy additional skills.*

Once these points are converted, a player can simply use his or her pool of points to purchase new alternity game skills. The skills chosen should reflect the abilities the character possessed in STAR frontiers. For instance, those who possessed medical skills should pur­chase the Medical Science broad skill and associated specialty skills. Charac­ters with the STAR FRONTIERS beam weapons skill should choose the Mod­em Ranged Weapons broad skill and any appropriate specialty skills. If possi­ble, those who earned higher skill levels in STAR FRONTIERS should buy higher ranks in Alternity specialty skills.

Action Checks and Durability

Once the Ability Scores are determined, simply reference Chapter 2: Hero Cre­ation in the *Alternity Player's handbook* to determine durability, action check score, movement, actions per round, and other appropriate information.

New Equipment

With the vast expanse of worlds and alien species in the galaxy, there *are*

endless possibilities for new equipment in the Alternity game. The following is a description of equipment that many characters might have possessed in the STAR Frontiers game. All equipment described below has a weight of less than one kilogram.

Anti-Shock Implant

This tiny device is surgically implanted into the spine of the recipient at the base of the neck. Once implanted, it prevents all damage from stun-based weapons such as stun batons, stutter guns, and Stun grenades.

A stun-based weapon is one that is capable of producing only stun damage. The antishock implant does not protect against a weapon that can produce both stun and wound damage.

The implant qualifies as cybernetic gear and costs two cyber tolerance points.

Progress Level:6

Cost 2,000 (Price does not include implantation; see surgery costs in the Cybertech chapter of the *Play•r's (landfill(\*)*

Chronocom

A chronocom is simply a short-range radio, watch, and calculator combined into a wrist-watch-like device. It has a communication range of 5 kilometers and scrambled, selectable frequencies to insure privacy. A chrono­coin has a rechargeable battery good for two full weeks of use.

Progress Levet6

Cost: 2U)



Poly-Vox

This highly advanced, computerized device is worn around the neck and is designed to translate alien lan­guages. When activated, the poly-vox translates and repeats all speech it hears. Thus a hero can

speak in his own language and have it translated and repeated in the alien species language (assuming the poly-VOX is programmed with the language), All poly-voxes come automatically pro­grammed with the languages *for* com­mon species found in the *Player's Handbook.* At the Gamemaster's option, it may also come programmed with the languages of the new species found in this article.

If the poly-vox is not pre-pro­grammed with a language it receives, it must first analyze and learn the lan­guage. Fora poly-vox to loam a new lan­guage, it must first be programmed with key phrases of the language, which requires a successful Culture—first *encounter* skill check. An Ordinary sue cess allows the poly-vox to be pro­grammed in 100 hours, a Good result allows the user to accomplish program­ming in 50 hours, and an Amazing success-demands

only 10 hours. A Failure

indicates the hero is unable to program the poly-vox to accept the new language. The poly-vox contains a rechargeable bakery good for 200 hours of SC. :

Progress Level: *7*

Cost: 3,000

Solvaway

The sole purpose of this chemical is to dissolve the polymer threads of a tangler grenade (See below). One vial of solvaway contains enough liquid to dissolve the threads of one tangler grenade.

Progress Level:6

Cost: :30

Toxi-rad gauge

This sensor is usauly worn worn on the wrist like a watch, It detects and measures nearby environmental dangers. The device indicates the suroundin atmospheric content, including poisonous gasses and radioactivity. The gauge can be set to alert the wearer when any of these conditions exceed safety tolerances levels. It comes preprogrammed with all acceptable limits for all of the common species found in here and in the *players handbook* and it may be programmed to include other species aswell.

Progress Level:6

Cos[: 75



New Weapons

Most of the weapons found in the Star frontiers rules have a similar counter­part in the Alternaty game. the laser pistol, laser rifle, fragmentation grenade. Incendiary grenade, and other weapons thst have identical names and descriptions in both settings. Simply convert directly over to the new game system. Other weapons have different nomes but essentially identical functions, the Weapon Convertion chart shows the relationships of these weapons.

Some star frontiers weapons do not yet hove equivalents in the alternity game. they are detailed below:

Sonic Sword

The sonic sword consists of a small, flash Iight-shaped cylinder that, when activated, emits a one-meter long blade of intensely focused sound waves, this blade is incredibly powerful and can Cut Through solid steel. For game purposes, the sonic sword has statistics identical to those of a star swod. the weapon produces a high-pitched whine while functioning. making it a poor weapon for covert situations. Due to its reliance on sound waves to produce the blade, a sonic sword does not function within a vacuum.

Cost:6,000

progress Level:7

Skill: Mele weapons-powered

Availability: controled

Needler pistol

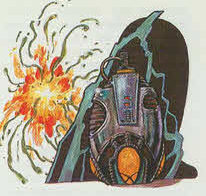
Although not particularly deadly, the needler pistol call be a painful and effective weapon. A miniature version of the scattergun, a needler fires clusters of 5 cm long needles- that are propelled at high velocities by intence magnetic repulsion burst. This makes the needler a very quit weapon emitting no more than a weak cough' when discharged.

two types of ammunition are available: anesthetic and barbed needles, Barbed needldes contain numerous tiny razor­ sharp edges that inflict small jagged wounds in the victim. Aesthetic needles do not inflict as much damage but are coted with a potent tranquilizer. Anyone struck by an anesthetic needle must immediately make aresolve-physical resolve skill check.. A Failure result causes the victim to mark off all remaining fatigue points and immediately suffer the effects of a knockout. An ordinary success causes the victim to lose two fatigue points, a good success forces a loss of only one While an Amazing success means the victim can shrug off the effects of the anesthetic needle without any effects.

Progress Level: 0

Skill:,Modern ranged weapons

Availability: Controlled



tangler grenades

Originally developed as a nonviolent methodl of capturing animals the tangier grenade has become just as effective In combat situation. An exploding tangler

Discharges hundreds of strong

.'.

sticky polymer threads that adhere to everything they touch, The threads become semi hardened immediately capturing any victim trapped within them. A target’s acrobatics-dodge skill maybe used to modify the attackers success scorewith a tangier grenade attack. severity of entanglement is determined by the attackers’ athletics=throw. score*.* An Ordinary hit indicates that the threads only partially corer Ilk• victim, reducing movement by 25% and causing =2 penalty on actions that require mobility. A good hit reduces the victims movement rate to 0 and gives a \*3 modifier to any physical actions. An amazing, hit completely immobilizes the target and prevents any ,actions or attacks. It also covers firearms, rendering them useless, . The polymers of a tangler grenade lose cohesiveness in 30 minute, freeing anyone who was trapped within them. Large or powerful creatures might break fir of tangier threads in one round, .at the game maters option.

Progress Level: 6

Skill Athletics--throw

Availability: Controlled

New Armor

the two types of protective clothing in the star frontiersgame are the skein-suit and albedo stilt, In the Alternity game, these convert into the CT's softsuit and energy *web,* respectivly..

Another type of protective device is the defensive screen. these screens are small, mechanized boxes normally worn on a belt. When activated they tune into the unique electrochemical signature of the weaner and create a specialized force field that surrounds and moves with the body. the field is thin, extending no

SO

New Ranged Weapons

Skill Acc Md Range Type Damage (O/G/A) Actions Weight Clip Size Clip Cost Hide Cost

Needier Pistol 0 F/B 10/20/40 HI/O 3 1 10 20 +2 500

Barbed d6s/d4w/d6+2w

Anesthetic d4s+anesthetic

Tangier Grenade +1 F Per STR N/A Special 2 0.5 = - +3 200

|  |  |
| --- | --- |
| Weapon Conversions |  |
| STAR frontiers Weapon  Automatic rifle  Gyrojet pistol  Machine gun  Needier rifle  Rocket launcher  Shock gloves  Sonic devastator  Sonic stunner  Stunstick | Alternity Equivalent  Rifle, Ilmm charge  15mm rail pistol  Machine gun,.30 cal. Autoflechette shotgun Bantam launcher  Power cestus  Stutter cannon  Stutter pistol  Stun baton |



more than *four* centimeters around the wearer's body. No two types of screens may be active on the same person at the same time, and savors do not work in conjunction with energy webs.

Defensive screens are powered by energy cells identical to those found in an ablative harness. A fully charged screen provides 50 points of protective energy. Defensive screens requires a high amount of energy to (unction and drain 1 point of energy every round they are activated. In addition, all damage the screen prevents also drains a portion of this energy. For every stun point of damage negated, I point of energy is used; 2 points are drained for every point of wound dam­age absorbed; and 3 point; for each mor­tal damage point absorbed. The power cell of a defensive screen can be recharged through any standard power some, requiring one hour of charging per 10 energy points restored.

All defensive screens are Progress Level 8 technology with the following statistics

Skill:N/A

AP: 0

Type:0

Hide: +3

Weight: I

Availability: Military

Cost 4,000

Albedo Screen

This screen creates *a* shimmering, reflective field around the user. This fkld completely diffuses laser beams and negates damage to the wearer. The screen offers no protection against damage other than laser weapons but does protect against laser-based weapons such as the star sword. The mirror like field reflects only external blasts, allowing the wearer to fire laser blasts out of the field unhindered.

Gauss Screen

The field generated by a gauss screen provides the wearer total protection from electrical attacks. This includes damage from the pulse baton, stun baton, arc gun, quantum guns, and other electrical attacks. The protective field is invisible except (or a bright flash when the screen is hit by an electrical attack.

Inertia Screen

An inertia screen creates a dampening field around the wearer that partially

protects against all physical attacks. This damage includes all LI and HI meter and ranged weapons that use solid projec­tiles, blades, shrapnel, or similar types of attacks. The field does not protect against energy weapons or weapons that use electricity, sonic force, or similar methods to inflict damage. The inertia screen absorbs half of all damage inflicted by physical alias, rounding up, draining its *energy* cell appropriately according to the amount of damage taken. The wearer suffers the other half of the damage.

Sonic Screen

Also known as a hush field, the sonic screen completely stops sound waves from passing through it. This effect negates damage from stutter guns, sonic swords, or other sound-based weapons A hero inside a sonic screen can neither hear external noises nor be heard by those or aside the field. These devices are used both to protect the wearer from sonic damage and to assist in situations in which stealth is required.



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