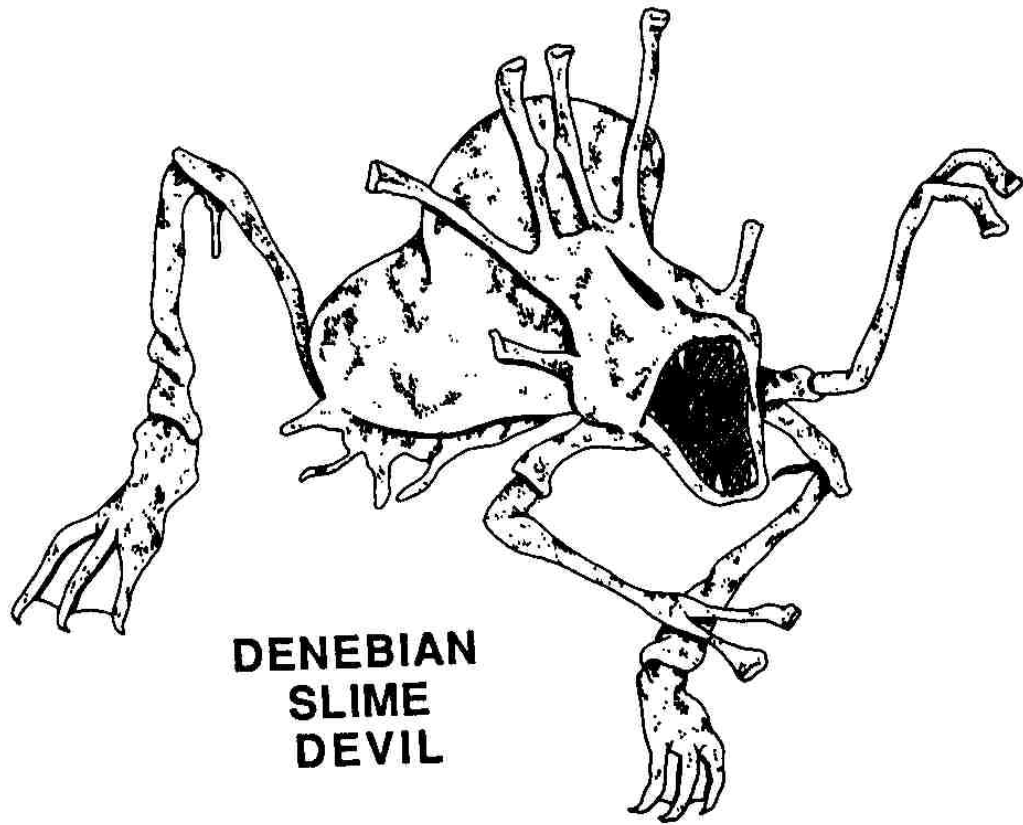


FASA Star Trek Creatures & Sentients



NON-SENTIENT

HERBIVORES

Blue Dervish

Life Form: Mammal Size: Small

Native Planet: Aleph II

Found off World: Yes

Attributes:

STR: 23 END: 28 DEX: 91 MENT: 3

Tactical Movement and Combat Statistics:

AP: 20 Combat Skill Rating: 45 Damage: 1D10-3 Armor: 1

The Blue Dervish is a genetically reengineered version of the aggressive Red Dervish. The Red Dervish produces a very powerful hormone that when refined is a fantastic natural stimulant. (1 dose acts as a heavy stimulant but with the side effects of a medium stimulant). The engineered Blue Dervish produces nearly double the hormone and is nearly docile.

The Blue Dervish was released into the environment of Aleph II and despite its timid nature managed to thrive. Several security breaches of the Federation Genetic Research Station 17 have allowed specimens to be taken off world.

The affects of widespread availability of this drug have yet to be determined and just who is profiting remains a mystery.

Blade Barnacle

Life Form: Mollusk Size: Medium

Native Planet: Aleph II

Found off World: No

Attributes:

STR: 44 END: 54 DEX: 22 MENT: 2

Tactical Movement and Combat Statistics:

AP: 2 Combat Skill Rating: 11 Damage: 2D10 (passive only from unprotected contact) Armor: 10

The Blade Barnacle is indigenous to Aleph II and not found off world other than in zoo's. When immobile this creature looks like a large rough surfaced rock. It moves slowly on twenty small legs on its underside and feeds on plant life which it crushes under its heavy body. If approached, it settles its rough shell to the ground and extends hard, incredibly sharp ridges that cover its upper surface in a radial pattern. Anything touching this surface roughly takes 2D10 damage from the sharp edges. No damage if wearing heavy gloves or boots. Otherwise the barnacle looks like a harmless rock. Blade Barnacle meat is not usually consumed.

Hummer

Life Form: Avian Size: Small

Native Planet: Aleph II

Found off World: Yes

Attributes:

STR: 14 END: 15 DEX: 38 MENT: 3

Tactical Movement and Combat Statistics:

AP: 10 Combat Skill Rating: 25 Damage: 1D10-3 Armor: none

The Hummer is a flightless ground bird like a small road runner. It has no special attack forms other than a slight pecking attack and no armor. It does manage to defend itself with its well developed vibratory organs, similar to vocal cords. The creature emits a call that is extremely irritating to most humanoid auditory systems. Any humanoid within hearing distance of a Hummer (30 meters) must save vs. INT each turn or run away from the noise. Hummer meat is highly prized and can fetch up to 300 Cr per quarter SCU.

Tribble

Life Form: Mammal Size: Very Small

Native Planet: Jorindas

Found off World: Yes

Attributes:

STR: 8 END: 7 DEX: 24 MENT: 4

Tactical Movement and Combat Statistics:

AP: 6 Combat Skill Rating: 2 Damage: 1D10-4 Armor: none

The tribble is one of the least offensive creatures in known space. Tribble's resemble small, fur covered puff balls, ranging in size from one to twenty centimeters wide. Though plant eaters in their native environment, they are somewhat partial to cereals and grains. A tribble's metabolic system is totally geared toward reproduction, which can be accelerated to dangerously high levels when food sources are plentiful. The tribble will reproduce at a rate of one birth per tribble every four hours so long as food is present. They are unique in their ability to sense humanoid emotional states, responding negatively to displays of hostility or aggression and positively to expressions of affection. If shown affection they produce a wide range of low-pitched vocal tones that have a soothing affect on humanoid nervous systems. Tribbles are known for their dislike of all types of Klingons. Domesticated tribbles are sterilized and sold as pets and in some outward areas tribble "farms" make luxury clothing items from the pelts.

False Tribble

Life Form: Mammal Size: Very Small

Native Planet: Aleph II

Found off World: Yes

Attributes:

STR: 5 END: 5 DEX: 5 MENT: 1

Tactical Movement and Combat Statistics:

AP: 6 Combat Skill Rating: 5 Damage: 1D10+3 Armor: none

The false tribble closely resembles its benign cousin although the two developed independently of each other. The false tribble lacks the distinctive purring and empathic ability of the normal tribble. If attacked or touched the soft fur covering immediately stiffens to razor sharp stiff fibers. Scientists are studying the structure of the fur but the false tribble has no commercial value as of yet.

Hugger Grass

Life Form: Plant Size: Medium

Native Planet: Aleph II

Found off World: Rarely

Attributes:

STR: -- END: 20 DEX: -- MENT: 1

Tactical Movement and Combat Statistics:

AP: 1 Combat Skill Rating: 1 Damage: Immobilizing Armor: none

A fibrous growths cover often growing to a meter in height and tens of meters in area. When disturbed by the presence of moving objects, it will cling to that object, wrapping itself around it. The surface of the plant discovered with microscopic hooked fibers (similar to natural Velcro) that catch in clothing and each other making movement extremely difficult. A held person must save vs STR or be held in place. The grass is very sensitive to heat and is easily killed by a phaser set to heat. One burst will kill a three meter circular radius.

Hindenburg Roller

Life Form: Fungus Size: Small

Native Planet: Aleph II

Found off World: Rarely

Attributes:

STR: -- END: 10 DEX: -- MENT: 1

Tactical Movement and Combat Statistics:

AP: 1 Combat Skill Rating: 1 Damage: 2D10 Armor: none

The roller has developed a unique form of locomotion into an even more unique form of self protection. The roller is a small bag of gas, self-inflated as it processes water into oxygen and hydrogen. Hydrogen is used for inflation and

the oxygen is breathed in then expelled for locomotion. The explosive nature of hydrogen is the plants defense. Rough contact sufficient to rupture the bag will cause the surface to spark and explode the roller. The explosion causes 2D10 points of damage to the attacker and 1D10 out to 2 meters. This trait causes it to be avoided by most native species. The roller has no real commercial value.

Zandan

Life Form: Mammal Size: Large

Native Planet: Zannaduu IV

Found off World: Yes

Attributes:

STR: 85 END: 80 DEX: 45 MENT: 9

Tactical Movement and Combat Statistics:

AP: 8 Combat Skill Rating: 60 Damage: 2D10+6 Armor: 8 (9)

Zandans are a common breed of horse native to Zannaduu IV but widely exported. The animal serves well as a draft horse or for casual riding. The armor value in parenthesis is when the horse is equipped with decorative leather armor. Typically a Zandan will sell for 650Cr.

Tuballoy

Life Form: Mammal Size: Large

Native Planet: Sheridan's World

Found off World: Yes

Attributes:

STR: 80 END: 85 DEX: 40 MENT: 5

Tactical Movement and Combat Statistics:

AP: 5 Combat Skill Rating: 30 Damage: 2D10+3 Armor: 5

This ox-like creature is found on many worlds serving as both a draft animal and a food source. Though normally docile if frightened the creature will become extremely fierce and difficult to control.

Sherrin

Life Form: Mammal Size: Large

Native Planet: Sheridan's World

Found off World: Export Controlled

Attributes:

STR: 65 END: 70 DEX: 40 MENT: 5

Tactical Movement and Combat Statistics:

AP: 5 Combat Skill Rating: 30 Damage: 2D10+3 Armor: 3

Sherrin are Terran wool-bearing animals bred for size and quality of fleece. Sherrin wool is particularly durable and its fine texture is either golden brown or grayish white. Sherrin flocks on Sheridan's World currently number 15,000 and export is strictly restricted to keep profits on Sheridan's World.

CARNIVORES

Red Dervish

Life Form: Mammal Size: Small

Native Planet: Aleph II

Found off World: No

Attributes:

STR: 43 END: 48 DEX: 85 MENT: 3

Tactical Movement and Combat Statistics:

AP: 18 Combat Skill Rating: 50 Damage: 1D10+2 Armor: 1

This creature has reddish fur and three mouths, each on a 30 cm stalk. The dervish moves by spinning rapidly on the bony tip of its inverted cone shape. The red dervish is highly aggressive, spinning up to humanoid size or smaller prey and attacking with its multiple mouths. The dervish will continue to attack until it has sustained half of its END points in damage. This creature is not encountered off its home world.

Pop Lizard

Life Form: Reptile Size: Very Small

Native Planet: Aleph II

Found off World: Rarely

Attributes:

STR: 25 END: 15 DEX: 82 MENT: 3

Tactical Movement and Combat Statistics:

AP: 12 Combat Skill Rating: 40 Damage: 1D10+1 Armor: 1

The pop lizard looks more like a thin starfish or octopus. It has 5-10 arms extending radially from its body. The body sports a round mouth with lots of little sharp teeth. The pop lizard buries itself just below the surface and waits for prey. When it feels the vibrations of movement above, it pops up, wraps its arms around the prey and starts chewing. This is more of an annoyance than real threat and although it can eventually chew through a boot it can be carefully removed. The pop lizard is not usually encountered off its native planet however some have been reported as being on the dinner menu of a few Caitian establishments.

Ceti eel

Life Form: Mammal Size: Small

Native Planet: Ceti Alpha V

Found off World: Yes

Attributes:

STR: 18 END: 20 DEX: 15 MENT: 2

Tactical Movement and Combat Statistics:

AP: 8 Combat Skill Rating: 35 Damage: 1D10 Armor: 10

The Ceti eel is a burrowing desert animal native to the planet Ceti Alpha V, capable of surviving extremes in its environment. The Ceti eel was the only known native survivor of the orbital shift of Ceti Alpha V following the explosion of Ceti Alpha VI.

Ceti eels incubate their larvae within the plates of their jointed carapace. Upon emergence, the eel larvae can enter the ear of a larger animal, where it wraps itself around the cerebral cortex. This causes the host extreme pain and renders them extremely susceptible to outside suggestion. Over time, as the larva matures, the subject suffers from madness and eventual death. The eels have very little combat capability and usually only enter a victim while the victim is asleep. Once infected however the victim is totally susceptible to any suggestion. The victim can attempt to resist by saving versus the average of his END and PSI score, every turn. Ceti eels are preferred method of unscrupulous interrogators. Ceti eel young can fetch over 20000Cr on the black market.

Jendrall

Life Form: Reptile Size: Medium

Native Planet: Sheridan's World

Found off World: Yes

Attributes:

STR: 60 END: 50 DEX: 50 MENT: 6

Tactical Movement and Combat Statistics:

AP: 6 Combat Skill Rating: 55 Damage: 1D10+3 Armor: 7

Jendrall are medium sized, cold blooded creatures that look like Terran monitor lizards. They are typically found near streams and river basins, where they feed on smaller life forms. Usually found in pairs, jendrall have little fear of humanoids, which they consider particularly tasty prey. Commercially jendralls have little use.

Arbon

Life Form: Mammal Size: Medium

Native Planet: Tarab VI

Found off World: No

Attributes:

STR: 55 END: 81 DEX: 55 MENT: 8

Tactical Movement and Combat Statistics:

AP: 9 Combat Skill Rating: 60 Damage: 1D10+9 Armor: 9

Arbon resemble golden furred insects but are actually mammals. This anthropoid creature walks on all fours and has a ravenous appetite, often attacking animals twice its size, even one another. It has no commercial value and is not typically found off world.

Wennic

Life Form: Mammal Size: Large

Native Planet: Tarab VI

Found off World: No

Attributes:

STR: 95 END: 93 DEX: 85 MENT: 7

Tactical Movement and Combat Statistics:

AP: 7 Combat Skill Rating: 70 Damage: 2D10+7 Armor: 6

Except for their shaggy white fur, these large solitary hunters closely resemble Terran snow leopards. The Wennic are natural enemies of the Arbon. Wennic are extremely aggressive and hunting them is a popular sport among a few aggressive humanoid species, most notably the Klingons.

Capellan Power Cat

Life Form: Mammal Size: Large

Native Planet: Capella

Found off World: No

Attributes:

STR: 75 END: 72 DEX: 48 MENT: 9

Tactical Movement and Combat Statistics:

AP: 9 Combat Skill Rating: 88 Damage: 2D10+9 (2D10) Armor: 9

The power cat is a large tawny-colored carnivore found in the northern deserts of Capella. Noted for its viciousness, especially during its early summer mating season, the power cat has the unique ability to store electromagnetic energy. The animals defensive reflexes cause an electrical discharge of considerable strength. (2D10 damage in addition to the above 2D10+9 claw attack). Aggressive and protective of its young the power cat is not afraid of humanoids, though it only attacks when provoked. Power Cats have been domesticated by some very wealthy Orions and have been used as added security on some estates.

Mugatu

Life Form: Mammal Size: Medium

Native Planet: Unknown

Found off World: Yes

Attributes:

STR: 82 END: 85 DEX: 55 MENT: 8

Tactical Movement and Combat Statistics:

AP: 10 Combat Skill Rating: 55 Damage: 3D10+2 Armor: 5

The actual origin of the Mugatu is unknown. Distinctly similar species of this animal have been found on many planets inhabited by humanoids. The beast is a fury anthropoid standing some two-and-a-half meters tall, with a curved horn protruding from its forehead. The real threat of the Mugatu is its poisonous fangs, which inflict a debilitating paralysis on its victims, causing death in hours unless an antitoxin is administered. Scientists are presently at a loss to explain how similar species of this creature appeared on different worlds. One theory holds that the creature, like many humanoid cultures was transplanted by a race of beings similar to the preservers.

N'atolla

Life Form: Mammal Size: Large

Native Planet: Tarab VI

Found off World: Yes

Attributes:

STR: 120 END: 100 DEX: 35 MENT: 5

Tactical Movement and Combat Statistics:

AP: 6 Combat Skill Rating: 50 Damage: 2D10+5 Armor: 7

Averaging about 9 meters in length, these mammalian hunters resemble a large Terran serpent, except they are covered with a fine white fur instead of scales. The N'Atolla are solitary by nature. Their typical method of attack is to remain motionless, camouflaged by natural surroundings. They wait until the last possible instance to spring forth unexpectedly on its prey. Strong digestive juices dissolve the victim in a matter of minutes. The N'Atolla are useful for their fur and the digestive juices are used as a solvent.

Darronn

Life Form: Mammal Size: Medium

Native Planet: Tarab VI

Found off World: No

Attributes:

STR: 35 END: 50 DEX: 70 MENT: 4

Tactical Movement and Combat Statistics:

AP: 8 Combat Skill Rating: 45 Damage: 1D10+7 Armor: 3

The Darronn is a medium sized, leathery-winged mammal that lives in caves and other natural formations offering cover from the harsh Tarabian climate.

Generally active in the early morning or late evenings hours, it is a solitary hunter. The Darronn has a white, fur covered body and its piercing red eyes are set atop stalks coming from either side of the head. The creature propels itself not so much by actual flight as by gliding along the strong surface winds ravaging the surface of Tarab VI.

T'Arkonnlic

Life Form: Mammal Size: Small

Native Planet: Tarab VI

Found off World: Yes

Attributes:

STR: 35 END: 30 DEX: 70 MENT: 3

Tactical Movement and Combat Statistics:

AP: 9 Combat Skill Rating: 27 Damage: 1D10+2 Armor: none

The T'Arkonnlic is a small, burrowing creature that vaguely resembles a Terran badger. They are pack animals who generally hunt in groups of up to ten at a time (d10 per encounter). The creatures detect prey by the presence of body heat. T'Arkonnlic pelts are highly prized and the animals are hunted or raised on farms.

Morakos

Life Form: Mammal Size: Medium

Native Planet: Daros IV

Found off World: Rarely

Attributes:

STR: 51 END: 50 DEX: 84 MENT: 4

Tactical Movement and Combat Statistics:

AP: 12 Combat Skill Rating: 64 Damage: 1D10+9 Armor: 5

This lion sized carnivore aptly nicknamed the Shadowkiller lurks in silence beneath overhanging rocks and lefges for its prey. Its dull black fur blends perfectly with the shadows cast by Daros Ivs bright, white sun. Even in attack, the Shadowkiller will make no sound whatever.

Korgasant

Life Form: Arthropod Size: Medium

Native Planet: Daros IV

Found off World: Yes

Attributes:

STR: 99 END: 94 DEX: 85 MENT: 2

Tactical Movement and Combat Statistics:

AP: 11 Combat Skill Rating: 56 Damage: 2D10+8 Armor: 20

The Tentacled Mauler as it is called on Daros IV is a man sized arthropod covered in sickly yellow-orange scales. It has 6 claw like limbs and a pair of formidable mandibles. Huge multi-faceted insectile eyes cover almost its entire small, bony skull. The creature is found on many planetary back waters feeding on carrion and humanoids when available.

Denbian Slime Devil

Life Form: Amphibian Size: Large

Native Planet: Deneb

Found off World: Yes

Attributes:

STR: 68 END: 58 DEX: 68 MENT: 6

Tactical Movement and Combat Statistics:

AP: 14/10 Combat Skill Rating: 60 Damage: 2D10+4 Armor: 5

The slime devil is a particularly loathsome creature that inhabits the numerous swamps and freshwater lakes of Deneb as well as few similar areas off worl. The slime devil requires large amounts of protein daily. Measuring between five and six meters in length the amphibian slime devil is amazingly agile on land (14 AP) and in water (10 AP). It attacks anything within ten meters, constricting its prey with its multiple sucker lined tentacles. The slime devil is nocturnal and prefers to rest on the muddy bottoms of swamps, rivers and ponds during the day. Slime Devils were introduced into several eco systems off world through careless shipping practices.

OMNIVORES

Draconian Air Dragon

Life Form: Avian Size: Large

Native Planet: Sigma Draconis

Found off World: Rarely

Attributes:

STR: 75 END: 62 DEX: 58 MENT: 7

Tactical Movement and Combat Statistics:

AP: 13 Combat Skill Rating: 60 Damage: 4D10 Armor: 25

A native of the planet Sigma Draconis, the air dragon is the largest of the planet's many avian species. A nocturnal hunter, the creature inhabits the mountain ranges of the planets southern hemisphere. Though avian in its use of multiple pairs of wings to fly, the air dragon is also covered in tough scales, which lend the beast its name. Though not aggressive towards humanoid settlements when food is scarce it will actively hunt humanoids. Some Vulcan's claim to have used their psionic abilities to domesticate these wild creatures, though no air dragon has ever survived for long in captivity.

Mellitus Cloud Creature

Life Form: Amorphous Size: Medium

Native Planet: Alpha Majoris

Found off World: Rarely

Attributes:

STR: 35 END: 90 DEX: 84 MENT: 5

Tactical Movement and Combat Statistics:

AP: 12 Combat Skill Rating: 62 Damage: 2D10+1 Armor: 2

This timid creature is often mistaken for the vampire cloud creature that once inhabited the Tycho System. Unlike that predatory creature, which consumes hemoglobin from its victims blood, the Mellitus cloud is an omnivorous scavenger that ingests proteins from non-living organisms and some mosses and plants. It can assume different shapes depending on its reaction to its environment. When frightened or in motion, it assumes a bluish-green gaseous form. When at rest it is a grayish semi solid mass. Some experimentation is being conducted on heavily urbanized worlds using Mellitus creatures to assist in sewer pipe cleaning.

Nyops

Life Form: Avian Size: Small-Medium

Native Planet: Sheridan's World

Found off World: Yes

Attributes:

STR: 40 END: 30 DEX: 60 MENT: 7

Tactical Movement and Combat Statistics:

AP: 10 Combat Skill Rating: 35 Damage: 1D10 Armor: none

The nyop is a multicolored beautifully-plumed avian resembling Terran peregrine falcons. This aggressive avian typically preys on small rodents and water life, though it has been known to gather in swarms to attack larger mammals when food is scarce. Nyops are found on numerous worlds occasionally hunted for sport.

Sehlat

Life Form: Mammal Size: Large

Native Planet: Vulcan

Found off World: Rarely

Attributes:

STR: 70 END: 65 DEX: 58 MENT: 7

Tactical Movement and Combat Statistics:

AP: 10 Combat Skill Rating: 55 Damage: 2D10+3 Armor: 6

The Vulcan sehlat is a large furry mammal often described as an enormous teddy bear with huge fangs. In ancient days, Vulcan's domesticated sehlat to serve as sentries and personal bodyguards. This animal has the ability to forge strong mental links with its master. In these more civilized times; the sehlat has been reduced to the role of pet. Sehlat do not form the same type of intense loyalty in non Vulcan's. On average a sehlat "pup" will sell for 800Cr.

Slethi

Life Form: Reptile Size: Small

Native Planet: Daros IV

Found off World: Yes

Attributes:

STR: 13 END: 14 DEX: 59 MENT: 2

Tactical Movement and Combat Statistics:

AP: 10 Combat Skill Rating: 55 Damage: Special Armor: none

A Slethi is a very small, cat-sized reptile with bright red eyes and a brownish-yellow hide. Its dorsal cooling fins serve as gliding surfaces for attacks from above. Although its teeth cannot do much damage by themselves, any puncture will inject a lethal venom into the victim's bloodstream. Once it has injected venom, the slethi will scuttle for cover. It will then trail its dying prey, waiting for the inevitable collapse. Slethi venom is a complex poison giving 1D10+5

damage immediately and a like amount D10 times at intervals of D10 minutes. Each time the poison does damage the victim will be wracked with immobilizing pain lasting for 1 minute.

The effects of the poison are cumulative if bit by more than 1 slethi. Contamination has spread the slethi among many of the worlds in the Triangle.

Beatelgesean Bore Worm

Life Form: Worm Size: Tiny

Native Planet: Unknown

Found off World: Yes

Attributes:

STR: 01 END: 03 DEX: 80 MENT: 0

Tactical Movement and Combat Statistics:

AP: 12 Combat Skill Rating: 05 Damage: Special Armor: none

This pest is the bane of many traders more costly than tribble's, more damaging than a horde of starving Mugatus. This pest was first encountered in the Betelgeuse system. Then quickly spread system by system. The worm or rather worms can bore through most SCU containers, hull plates and flesh. Once one is visible it's usually an indication that millions are onboard eating perishable cargo, conduit insulation, and duotronic circuits. The creatures are extremely mobile and can rapidly infect an area thought to be safe from contamination. In some systems the presence of a ship infected with bore worms is met with total destruction of the vessel. Individually the worm inflicts only 1 point of damage however 1 worm is never encountered. A infestation of bore worms will devour a humanoid in 8 turns. Phaser stun has no effect on the worms. Better equipped Docking Stations can quarantine the ship and decontaminate the pests at a very high price usually 1MCr per 1000 MT.

PARASITES/SPECIAL

Flying Parasite

Life Form: Special Size: Small

Native Planet: Unknown

Found off World: Yes

Attributes:

STR: 30 END: 30 DEX: 115 MENT: 0

Tactical Movement and Combat Statistics:

AP: 18 Combat Skill Rating: 00 Damage: 1 + Special Armor: special

These creatures are flat, gelatinous and on average 25cm in diameter. Each resembles a large gooey cell. They are extremely resistant to energy attacks, either absorbing or dissipating such attacks. Disruptor weapons or phasers on Disrupt do 40 points of stun damage. Physical attacks do half damage, as stun damage. High Intensity ultraviolet light, including UV lasers destroys the creature. A successful attack by the creature will allow it to inject parasitic material into the victim, bringing the host under the creature's mass mind.

Morenan Tree Bear

Life Form: Mammal Size: Small

Native Planet: Morena

Found off World: Yes

Attributes:

STR: 30 END: 45 DEX: 48 MENT: 7

Tactical Movement and Combat Statistics:

AP: 10 Combat Skill Rating: 12 Damage: 1D10 Armor: 2

A timid creature resembling a furry Terran kangaroo, the Morenan tree bear inhabits the forests of Morena's southern continent. The creature does not eat, in the usual sense. Instead, it subsists on energy emitted from positive emotions such as affection and love that the life form gives off. By a process still not entirely understood the tree bear forms a symbiotic relationship with its host, returning sensations of calm and peacefulness for those sensations it receives. For this reason tree bears are highly prized as pets often selling for 5000 Cr each.

SENTIENTS

Life and Civilization Log

World Name: Janus VI

Technological/Sociopolitical Index: 000000-59

Race: **Horta**

Life Form: Silicone Based

Found off World: No

Average Attributes:

STR – 100 END – 125

INT – 65 DEX – 50

CHA – N/A LUC – 40

PSI – 15

Average Combat Statistics:

To-Hit Numbers:

Damage: 10D10 (special)

Acid Spray: 50

AP: 8

Armor: 10

The Horta are a highly intelligent non-tool using silicone based species native to Janus VI. The creatures live in rather than on the planet tunneling through solid rock with ease by secreting an extremely powerful acid. The Horta feed off of the mineral content of the liquefied ore as it moves. The Horta were first discovered by the Janus Vi Corporation a commercial venture to mine pergium from the planet. Pergium is used in many Small Output Fusion Reactors. This initial contact with the Horta was hostile however relations between the Horta and the miners are now beneficial. When used in combat the acid spray has a 3 meter range and does full damage until it is neutralized by washing it off for 10 turns. The hatchlings acid spray is just has deadly but only has a range of 1.5 meters. Unless threatened or its young are threatened the Horta are a pacifistic race, they have neither technology nor a need for any. Likewise with any sort of government all adult Horta are equal in status.

Horta Hatchling:

Average Attributes:

STR – 30	END – 20
INT – 30	DEX – 65
CHA – N/A	LUC – 40
PSI – 15	

Average Combat Statistics:

To-Hit Numbers:	Damage: 10D10 (special)
Acid Spray: 25	AP: 9
Armor: none	

Hatchlings are curious and do not fully understand the concept of other life forms beyond their own.

Life and Civilization Log

World Name: Broz

Technological/Sociopolitical Index: 122323-33

Race: **Brozul**

Life Form: Medium sized, Mammalian Omnivorous Humanoid

Found off World: No

Average Attributes:

STR – 60	END – 48
INT – 38	DEX – 61
CHA – 27	LUC – 22
PSI – 24	

Average Combat Statistics:

To-Hit Numbers:	Bare-Hand Damage: 1D10+6
HTH: 62	AP: 8
Armor: none	

The Brozul are ape-like primitive omnivores who support themselves through primitive agriculture and fishing. They are traditionally led by local shamans. Recently, the local shamans have been organized

and are dominated by a Supreme Shaman. Some think this leap of governmental structure is a result of outside influences.

Life and Civilization Log

World Name: Niic IV

Technological/Sociopolitical Index: 022233-23

Race: **Niicali**

Life Form: Medium sized, Mammalian Herbivore

Found off World: No

Average Attributes:

STR – 38 END – 48

INT – 64 DEX – 76

CHA – 62 LUC – 45

PSI – 21

Average Combat Statistics:

To-Hit Numbers: Bare-Hand Damage: 1D10+5

HTH: 49 AP: 13

Armor: none

This race of marsupial-like herbivores with prehensile tails are the tenders of the moss of Niic IV. They are a member culture of the Association of Outer Free Worlds (AOFW), but prefer to keep their simple, non-technological lifestyle. The Niicali are led by hereditary civil servants who are mostly female. (Female Niicali traditionally are the decision-makers for the culture). They worship their planetary wide system of moss as an intelligent deity, similar to Gia worshippers on earth.

Life and Civilization Log

World Name: Valtor

Technological/Sociopolitical Index: 012322-13

Race: **Jileacea**

Life Form: Large sized, Mammalian Omnivorous Humanoid

Found off World: Yes

Average Attributes:

STR – 30	END – 35
INT – 40	DEX – 65
CHA – 75	LUC – 10
PSI – 05	

Average Combat Statistics:

To-Hit Numbers:	Bare-Hand Damage: 2D10+2
HTH: 56	AP: 9
Armor: 3	

Native to Valtor, the Jileacans are a race of tall humanoids with large lightly furred wings. Originally these majestic beings numbered in the tens of thousands but now only a mere 1000 are on the planet with another few thousand scattered throughout the Klingon sphere of influence. Valtor is a Klingon planet and the jileacans are now a slave race subservient to the empire. They average over 2 meters in height with a wing span of 3 meters. They have normal humanoid features and blue skin lighter than the average Andorian.

Life and Civilization Log

World Name: Unknown

Technological/Sociopolitical Index: Unknown

Race: **I'lglii**

Life Form: Amorphic Omnivore

Found off World: Yes

Average Attributes:

STR – 45	END – 75
INT – 55	DEX – 35
CHA – N/A	LUC – 25
PSI – 00	

Average Combat Statistics:

To-Hit Numbers:	Bare-Hand Damage: 1D10
HTH: 35	
Beam: 35	AP: 6
Armor: none	

By far one of the most unique and unusual species encountered are the space traveling, amorphous beings called the I'lglii. Little is known of these creatures. They are space faring using a natural form of propulsion. They live in colonies and have a formal language that is almost indecipherable to a Universal Translator. The I'lglii are nearly impervious to all forms of attack, cut and thrust weapons (guns included) do only half damage. Phaser stun or any stun device has no effect, Disrupt settings or any disruptor or blaster do only 30 points of damage. Disintegrate settings or High Power disruptor shots do 40 points of damage. I'lglii do not like heat however. Heat weapons/settings (lasers included) do no Permanent damage but will have a stunning effect (40 points of stun damage). They are quite intelligent and will aggressively pursue any hostile life form either bashing it with formed pseudo pod or using its natural beam weapon similar to a phaser on stun.
(Range: short/1-4 med/6-10 long/11-15 extr/15-20 Graze 30 infinite ammo)

The I'lglii have a ravenous appetite and nearly any organic matter is considered food. In fact the I'lglii have little concept of other beings, being non-food. They prefer food that doesn't fight back but in a pinch any food source will do including humanoids.

Currently no Official attempt has been made by the Federation or any other government to contact the I'lglii. They are simply being monitored.

Life and Civilization Log

World Name: Aleriad

Technological/Sociopolitical Index: 453542-67

Race: **Alerian**

Life Form: Medium sized, Humanoid Omnivore

Found off World: No

Average Attributes:

STR – 60 END – 65

INT – 55 DEX – 60

CHA – 55 LUC – 30

PSI – 45

Average Combat Statistics:

To-Hit Numbers: Bare-Hand Damage: 1D10+3
HTH: 55 AP: 12
Archaic: 55
Armor: none

The Class M planet Aleriad was destroyed on Reference Star Date 2/1104. The planet Azheril exploded sending a massive debris field to impact with Aleriad. The collision vaporized the surface of the planet, destroying nearly all life. The rescue operation mounted by Star Fleet was wrought with problems. Star Fleet's response was slow to get started and minimal in scope. Not nearly enough ships were deployed to the region to evacuate the Alerian people. After Action Reports site a number of communications blunders and a lack of resources necessary for a nearly planet wide evacuation. The second problem was the Alerian people themselves. Communication was difficult the Alerian culture was unresponsive to the idea of evacuation and certain factions blocked Star Fleets efforts. Ultimately only a few hundred-thousand Alerians were saved. These were resettled on the independent planet Akers IV in the Triangle.

Physically Alerians resemble humans. They are bi-pedal humanoids averaging 1.4 meters in height and 70 kilos in weight. They are septadigital and have two opposable thumbs. Their skin is a light copper color. They have elongated heads and torsos with sparse fine body hair. Alerians have a gifted psionic ability that is used for much of their communication. Alerian technology was a mix of late 19th century and early 20th century terran equivalent with a smattering of cultural contamination 23rd century equipment. Today the Alerians have lost most of their own technology and have adopted out of necessity modern 23rd century technology.

The reservation set aside for them on Akers IV allows them to maintain a semblance of their culture.

Sadly the Alerians are a dying race. Their once proud civilization is gone as is any hope to renew it. Though they are grateful for their new home many Alerians feel it would have been better for the race to die on their home world than live as a sham of their former selves. Few Alerians venture out from their reservation many are addicted to a variety of harmful substances.

Alerian psionic ability is well developed but is starting to show signs of atrophy.

Alerians communicate thoughts and feelings to each other. This can make communication difficult since they all appear to have a blank stare while in reality they can be highly angered or enamored. Alerians can also use their psionic ability to project a stunning field into the targets mind. This field can be from a simple annoying buzz hindering concentration to a mind stunning psionic blast that lasts for 1D10 minutes. Some gifted Alerians have a form of precognition warning them of imminent danger seconds before its about to happen. In a combat situation an Alerian may make a roll versus PSI to avoid an attack during the combat round.

Life and Civilization Log

World Name: Unknown

Technological/Sociopolitical Index: Unknown

Race: **Dacronite**

Life Form: Small sized, Humanoid, Possibly Amphibian Omnivore

Found off World: Yes

Average Attributes:

STR – 80 END – 60

INT – 50 DEX – 30

CHA – 10 LUC – 20

PSI – 20

Average Combat Statistics:

To-Hit Numbers: Bare-Hand Damage: 2D10

HTH: 30 AP: 8

Armor: none

Very little information is available on the Dacronite race. Physically they resemble muscular humanoid amphibians. They are bi-pedal and average 1-1.5 meters in height. Although intelligent they have no culture or technology of their own and are used as slave labor by the Orions. No information on their home world is available.

Dacronites are found primarily in the Selka system but have been seen throughout Orion space and even within the Triangle. The Federation is trying to determine where the Dacronites came from

and their history. When it can the Federation prosecutes owners and traders of Dacronite slaves zealously.