

Alien Compendium

The core **Alternity** rules provide guidelines for creating alien player characters. The *Player's Handbook* details five alien species (our core aliens, as it were). The *Gamemaster Guide* gives information on creating new alien species to use as player characters or supporting cast.

Note that the information provided on the five core alien species is purposely general. Future campaign settings will provide specific details based on the settings themselves. And remember, whether a particular alien - or any aliens at all - is available in your game depends on the campaign setting and the decision of the Gamemaster. Each alien is discussed in two different contexts; the near-future and the far-future campaign.

This preview of **Alternity's** core aliens, which started with the t'sa and weren, continues with the fraal and sesheyan. Concept sketches of these species, lovingly crafted by artist rk post, can be seen below. Condensed write-ups appear below. See the upcoming **Alternity Player's Handbook** for complete information.

Fraal

Quiet and peaceful, the fraal (pronounced "frah!"") appear calm and composed in even the most chaotic situations. Averaging about 1.5 meters tall, the fraal are thin humanoids with large eyes; pale, almost luminous skin; and swept-back ears. Even the youngest fraal adults have an ancient, wizened look that can be as intimidating to humans as it is disconcerting.

The nomadic fraal reached Earth more than 10,000 years ago. From hidden bases, the fraal set out to explore the planet and meet its inhabitants. These meetings led to the birth of many of Earth's greatest legends. Eventually, in the 21st century, the fraal joined forces with the humans, helping to lead humanity to the next great plateau. Both sides prospered, and they soon merged to become a united society.

Fraal are a deeply spiritual people. They aren't pacifists, but they do believe that violence should be the last resort of an intelligent, civilized species. They are naturally psionic, believing that the solution to every problem is a literal meeting of the minds.



Sesheyan

Standing approximately 1.7 meters tall, sesheyans (pronounced "se-shay-un") are humanoid only in the broadest sense of the word. A bulbous head encircled by eight small eyes and capped by large, pointed ears flows into a light, muscular frame. Great wings spread from the sesheyan's back, and a long tail with an expandable wing of its own provides stabilization while in flight.

Still in an aboriginal stage of development, everything is mystical and magical to the sesheyans. They consider themselves to be the greatest hunters in their world - a world that was severely rocked when the starfaring species arrived. Technology is new and alien to the sesheyans.

Most humans can't help but feel uneasy in the presence of the decidedly alien sesheyans. Though the typical hunter maintains an outward appearance of confidence and power, a sesheyan struggles to stay brave in the face of so many frightening, strange, and seemingly magical things - including starships and charge weapons.

T'sa

Humans are reminded of motion when they look at t'sa (pronounced "t-sah"). Even when standing absolutely still (something that's almost impossible for a t'sa to do), a t'sa conveys an impression of speed and constant activity. Standing 1.4 meters tall, a t'sa is lightning-



quick, with a fast mind to match his fast body. Sleek, with a reptilian form and the legs of a runner, a t'sa has a fine covering of interlocking scales that provide a modicum of natural protection. With their expressive eyes and childlike exuberance, the t'sa are extremely likeable.

Rising from a world that duplicated Earth's prehistoric era, the t'sa evolved into an intelligent species. Spurred on by natural curiosity and an undeniable lack of patience, the t'sa eventually established a star-spanning society. They are motivated by a simple desire to see what lies in the next star system rather than by greed, power, or expansionism.

Everything a t'sa does, he does quickly. He's always on the move, always asking questions, always seeking answers. Although he's often misunderstood, a t'sa is nonetheless eager to please and make friends.

Weren

You can't miss a weren (pronounced "wear-enn"). He stands 2.2 meters tall and weighs in at a hefty 150 kilograms. Covered in thick fur, he has a powerful form and wicked claws that make him a formidable opponent even when he's not carrying a weapon. A great mane of hair flares from his head, and his fur ranges from black to shades of gray to almost white.



The weren have only reached a level of development equal to Earth's Renaissance. The printing press, the flintlock, the scientific method - these are the accomplishments of weren society. This age of enlightenment doesn't deter the weren from pursuing their true forte: war. Philosopher-warriors, weren appear to be a dichotomy of enlightened scholars and noble savages. They have combined the two ways of life well, effortlessly debating with words one moment and with claws and flintlocks the next.

Weren approach life with amazing intensity. When they embrace a new idea or belief, they become zealots. They profess the tenets of those beliefs with word, deed, and claw. Built for battle, they also love to talk and share ideas. They have a strict code concerning honor, combat etiquette, and noble acts.

