

ALIEN CLASS DESIGN

BY MIKE LIZARDI

A space opera setting usually has numerous types of alien races - but statting out hundreds of different races can be a huge problem. Hence, I present the Alien class for the X-plorers RPG. Instead of choosing from a staggering amount of predetermined races, players can use this system to develop their own PC alien and creatively fill in the gaps. Aliens use the same XP progression that all other classes use in terms of determining levels and saving throws. Players should be encouraged to roll EVERYTHING before settling on what their alien will be like - as the **CHARACTERISTICS** of the alien could help a player finalize their **BODY TYPE** description. **SKILLS** and **ABILITIES** should also play a roll in what the alien looks like. Be creative and play what you want! If you don't want to play a "freak", then feel free to choose your **BODY TYPE** and/or your **CHARACTERISTICS**.



Body Type

Roll 1d6	Result
1-2	Humanoid: the alien has a basic humanoid appearance but is obviously not human. Colorful pigmentation of the eyes/skin, glowing eyes, odd foreheads, ridges along the arms or head, head protrusions/tentacles, etc are all common features of humanoid aliens. In general, humanoid aliens will have between 1-4 eyes, some sort of breathing organ/holes and a mouth on their face and be (mostly) bipedal. A good rule of thumb is this: if it can be mistaken for a human at a distance, it's "humanoid".
3-4	Non-Humanoid: the alien has a monstrously strange appearance. These aliens will NEVER be mistaken for a human—even at a distance. Their organs may or may not be located in familiar areas, they could be wider, taller, thinner, or shorter than humans, they have obvious nonhuman features (large horns, fur, antennae, eyes/mouth/nose on stalks, etc. Use your imagination and be as creative as you like.
5-6	Cybernetic: the alien can be either humanoid or non-humanoid (player's choice) but has cybernetic parts (the extent is up to the player).

Characteristics

Roll 1d6	Result
1	Amorphous
2	Insectoid
3	Reptilian
4	Amphibious
5	Mineral-Based
6	Animal-Stock

Stat Modifiers

NOTE: it is possible to roll the same result twice - the results will stack.

Roll 2d6 Twice	Result
2	+1 AGI
3	+1 INT
4	+1 PHY
5	+1 PRE
6	-1 AGI
7	-1 INT
8	-1 PHY
9	-1 PRE
10	+1 to any (player's choice)
11	-2 to any (player's choice)
12	+2 to any (player's choice)

Skills

(ROLL 3D6 FOUR TIMES)

NOTE: there are 2 ways to do this. **ONE:** re-roll when a skill comes up that you have already **TWO:** allow a re roll to bump the skill difficulty down by 1. So, Medicine rolled twice would be a 15+, Science rolled four times would be a 11+, etc.

Roll 3d6 Four Times	Result
3	Computers—14+
4	Medicine—16+
5	Science—14+
6	Sociology—17+
7	Demolitions—16+
8	Martial Arts
9	Survival—14+
10	Pilot—15+
11	Security—16+
12	Sleight of Hand—15+
13	Stealth—14+
14	Mechanics—14+
15	Robotics—16+
16	Weapon Specialist
17	1 skill functions 1 level lower (referee's choice)
18	1 skill functions 1 level higher (player's choice)

Abilities

(ROLL D20 TWICE)

1.) Camouflage—gains the Stealth skill at 10+

2.) Multi-Limbed—roll d3

- multiple heads/eyes (player's choice): alien goes first in every round and cannot be surprised (alien has d3 extra heads/sets of eyes)
- multiple arms: alien gains an attack for each extra set of arms; may roll once for each set of arms for skill checks (that involve arms, obviously) and take the better roll (alien has d3 extra sets)
- multiple legs: add +2 m of movement for each extra set of legs (alien has d3 extra sets)

3.) Diminutive—alien is small; gains +1 AC, -1 damage in melee

4.) Large—alien is large; gains a +1 to damage in melee, -1 AC

5.) Enhanced Stats (roll d6)

- Very Agile—+2 AGI
- Very Intelligent—+2 INT
- Very Strong—+2 PHY
- Very Prescient—+2 PRE
- +2 bonus on saving throws
- Skills function as 2 levels higher

6.) Shape changer—alien may imitate any other similar life form that it has touched; does not gain abilities of said life form

7.) Armor Skin—+2 AC; -2 M of movement

8.) Night vision: the alien can see in darkness with no penalties. In bright light, take a -1 on attacks and skill checks unless wearing sun-goggles.

9.) Prehensile Tail—acts as an extra arm, grants an extra attack as it may hold a pistol or one handed melee weapon

10.) Regenerative—roll D3

- Alien regains 1 HP every 2 rounds
- Alien regains 1 HP every round
- Alien regains 2 HP every round

11.) War Cry—once per combat, alien may grant allies a +1 hit/damage for 1d6 turns

12.) Quilled—alien has quills all over his body—adds +2 damage if the character has the Martial Arts skill; otherwise quills may be wielded as daggers

13.) Ability Booster—1/day per level can boost any ability 1d3 points

14.) Heal Self - 1/day per level may heal self for 1d6 points of damage

15.) Warlike Demeanor—+1 to hit/damage in combat

16.) Gestalt Symbiote—alien is actually 2 life forms working as one; may make 2 rolls and take the best result.

17.) Deadly Marksman—+2 to hit w/ ranged; +1d6 damage

18.) Mind Link—link to other characters within 6m (1 character for every point of PRE mod; minimum of 1—add bonuses for combat or skills the alien possesses. This lasts for 1d3 rounds and the alien must do nothing else but concentrate.

19.) Telepathic: alien may wordlessly communicate with any single life form within 10m; if unable to communicate (doesn't speak language, target is an animal, etc) may spend 2 rounds establishing link—communication then possible. After the 2 rounds, referee should roll a d6—on a 1-2, target creature becomes angry at the mental intrusion and attacks.

20.) Alien Hero: roll twice more on this table

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ROBOT CLASS DESIGN

BY MIKE LIZARDI

Sometimes robots become sentient—it's a staple of many sci-fi and pulp stories. Even some “stock” robots in popular fiction seem to be “more” than they were intended to be. This is a class for those players who wish to play a robot that is “more” than the stock options presented in the X-Plorers core rules. This class does not replace the stock robots as those robots are NPCs and are (for the most part) subject to the First Directive. The characters made by this generator are NOT beholden to the First Directive.

WARNING: These characters will be more powerful in some ways than standard characters. It is recommended there be a limit placed on how many sentient robots are allowed in an X-Plorers team. Robots may also wind up with scores above 18—you'll have to adjust their bonuses accordingly.

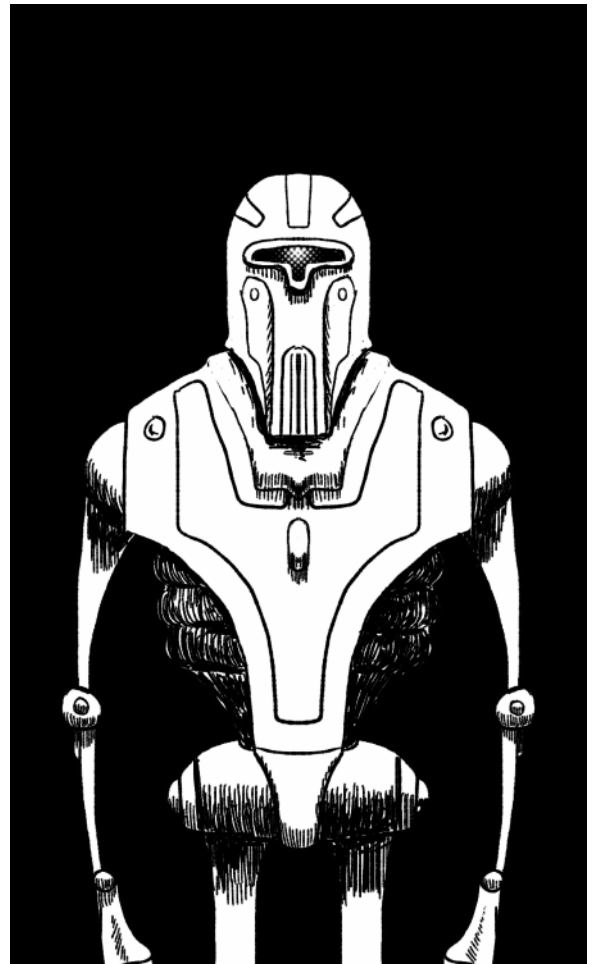
All of the following robot types are assumed to be humanoid in shape. Their locomotion and arms can be determined by the following tables:

Locomotion

Roll 1d6 (once)	Result
Hover	The robot hovers up to 1m off the ground; will not set off traps that are ground based; may NOT fly away.
Wheels	The robot gains +2m to move; may have trouble with stairs.
Treads	No terrain is difficult terrain for this robot.
Legs	No Modifiers
Multiple Legs	Add +2 m of movement for each extra set of legs (robot has d3 extra sets).
Two Forms of Locomotion	Roll twice on this table (ignoring results of 6).

Arms

Roll 1d6/2	Result
No Arms	Retractable, form functioning tools emerge from the robot's body when needed.
Two Arms	No modifiers—standard limb package.
Multi-Armed	The robot gains an attack for each extra set of arms (if he can at-tack); may roll once for each set of arms for skill checks (that involve arms, obviously) and take the better roll (robot has 1d6/2 extra sets of arms)



Next, determine the robot's body condition and its main function. Each of the functions are explained on the following pages.

Body Condition

Roll 1d6/2	Result
Scrap Heap	This robot appears to have seen a lot of action! (-1 PHY, PRE, AGI; +3 INT)
Factory	This robot appears as if it just stepped off the showroom floor! (no modifiers).
Enhanced	This robot has had some extensive aftermarket work done! (+3 to one attribute of player's choice).

Main Function

Roll 1d6	Result
1	Infiltration
2	Repair
3	Ambassador
4	Medical
5	X-ploration
6	War

What follows is a description of the 6 main forms of sentient AI. Most have a limited skill set- but all have abilities that can be used 1+lvl times per day. So, a 4th level robot could use his abilities 5 times/day.

Robots level up just like all other characters. Robots cannot buy skill software, but they may purchase upgrades. Robot skills drop in difficulty by 1 for each level attained.

INFILTRATION

These robots were designed to move about unseen as spies and assassins. These are some of the most feared rogue robots in the universe.

SKILLS: Security 15+

WEAPONS: Infiltrators come equipped with a laser rifle and a sonic dagger.

Recon Drones: Infiltration robots can deploy scanning drones to survey the area. These small, baseball-sized drones will hear and see everything that is not cloaked, invisible, or successfully using the Stealth skill in a 24m radius around the robot. After 2 hours the drones must return to their host and recharge for 1d3 hours.

Holographic Terrain: This hologram changes the appearance of the terrain into the semblance of what the robot desires. A hill can be made to disappear, or could be replaced with an holographic forest, for example. The robot can project these holograms out to a range of 70m. They last until someone makes contact with them.

Time Dilation: Infiltration robots can warp the space/time continuum so that they are moving much faster than everything around them. As a result of this, they may take double the actions normal to them. This effect lasts for 1d6 rounds.

Cloaking: Infiltration robots are equipped with powerful cloaking fields—they become invisible to both normal vision and to darkvision. The robot cannot be attacked unless its approximate location is known, and all attacks are made at -4 to hit. If the cloaked robot makes an attack, the cloaking field drops. Otherwise, it lasts until the robot drops the field.

Holographic Images: Using their hologram projectors, infiltrators can create 1d6/2 holograms of themselves, which act in perfect synchronization—like mirror images. Attackers cannot distinguish the images from the robot, and may attack one of the holograms instead of the robot himself (determined randomly). When a hit is scored upon one of the holograms, it disappears.

Smokescreen: The robot is able to vent smoke out to a distance of 8m—it lasts for 1 round/level. It obscures all sight (even night or darkvision). Anyone attacking into or out of the smokescreen suffers a -4 to hit.

Project Holographic Image: The robot projects a holographic image of himself, to a maximum range of 240 ft. The projected holographic image will mimic the robot's sounds, gestures, and actions. It lasts for 1 hour.

REPAIR

These robots were designed to repair pretty much anything mechanical—including other robots.

SKILLS: Mechanics 13+; Computers 15+

A repair robot gains a +4 to their INT score.

Repair Damage: Repair robots can fix vehicles, starships, and other robots for 2d6 points. Each vehicle, ship, or robot can benefit from this ability ONCE per day.

Interface: Repair robots are able to interface with mechanical objects (robots, computers, spaceships, security systems) in order to run diagnostics. This interface allows the robot to ask the GM any 3 yes or no questions about the connected device. This can even be accomplished with destroyed equipment (such as crashed vehicles and starships, smashed tech, etc) as the interface very briefly brings the tech back online. In this case, the robot may only ask the GM 1 question.

AMBASSADOR

Ambassador robots were designed to make communication possible among the varied species of galactic civilization. They are programmed for etiquette, protocol, and cultural knowledge.

SKILLS: Sociology 16+

An ambassador robot gains a +4 to their INT score.

Communication: An ambassador can read and speak virtually any language. If the robot comes into contact with an alien language that is somehow NOT known to them, they may attempt to decipher it by studying it. Once an hour, the robot may make a Sociology roll to decipher the language. For every hour spent studying the robot gains a +1 to the roll. A natural 1, however, ends the attempt in failure.

Communication is possible with ANY life-form - plant, animal, etc. For species like plants or animals, use of this ability allows the player to ask the GM 3 yes or no questions.

Subliminal Suggestion: Ambassador robots are always looking to give the species they represent an edge in galactic matters. They also have very powerful self-preservation programming. To this end, they may attempt to plant subliminal hypnotic suggestions into the minds of those beings that they are dealing with. The robot simply speaks the hypnotic suggestion to his intended victim. If the victim fails a saving throw, he will carry out the suggestion (as long as it can be performed within a week). The suggestion might not call for the action to be carried out immediately. A suggestion that the victim kill himself is only 1% likely to be obeyed.

MEDICAL

Medical robots were designed to be mobile hospitals

SKILLS: Medicine 15+

Illumination Drones: These small drones launch from the robot out to a distance of 48m. They produce light as bright as sunlight in a 24m diameter.

Create Food & Water: Complex matter printers within the medical robot give it the ability to produce life sustaining nutrient bricks. The robot also carries a large store of water - additional water can be synthesized from an atmosphere. Enough food and water to feed 5 human sized creatures for 1 day can be created with each use of this ability.

Treat Disease: Medical robots can treat virtually any ailment. This ability cures the recipient of any diseases (at the GM's discretion, of course). Its application takes 4 hours.

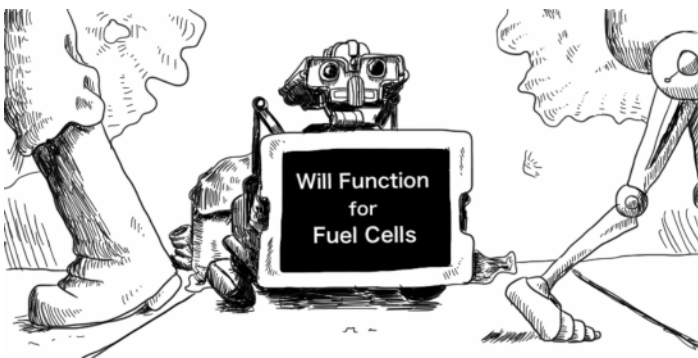
Healing: Medical robots can perform miraculous surgery in a very short amount of time. A medical robot may heal a life-form for 3d6+ the robot's level in hit points. A lifeform may only benefit from this ability ONCE per day. The procedure takes 4 hours.

A medical robot may also perform minor surgery in a matter of seconds. The robot may heal any life-form for 1d6 points of damage. The life-form may only benefit from this ability ONCE per day.

Purify Food & Water: A medical robot can emit energy that scours all toxins from both food and water. Enough food and water for up to a dozen people is made safe per use of this ability.

Necrotech: Medical robots can inject recently slain corpses with necronanites—these nanites repair dead systems, close mortal wounds, and reactivate the nervous system of the corpse. This procedure takes 8 hours to take effect and may only be performed on a life-form that has been dead for less than 48 hours. A lifeform may only benefit from this procedure ONCE per adventure.

Necrocomm: A medical robot is able to access the DNA of a dead life-form and can "see" into its life before dying. This allows the robot can ask a the corpse of a once sentient life-form a yes or no question.



X-PLORATION

An X-Ploration robot was designed to explore previously unknown planets. These robots are adaptable and tough - and function just as well solo as they do when they are part of a group.

SKILLS: None

WEAPONS: an XP robot comes with a laser pistol

Recon Drones: XP robots can deploy scanning drones to survey the area. These small, baseball-sized drones will hear and see everything that is not cloaked, invisible, or successfully using the Stealth skill in a 24m radius around the robot. After 2 hours the drones must return to their host and recharge.

Nightvision: XP robots can see without a light source.

Rocket Pack: An XP robot can activate its rocket pack and fly (48m per round). This lasts for 1d6 rounds per use.

Locate: XP robots are programmed with an encyclopedic knowledge of plants, minerals and animals. Activating this power allows the robot to find what is scanning for by discerning the direction and distance.

Weather Prediction: Activating atmospheric sensors allows the XP robot to predict the weather over a large area (2 km/ per level radius). However, weather can be unpredictable (especially on unknown worlds) and there is a secret 10% (or higher) chance that the prediction will be wrong.

Teleport: An XP robot can bend the space/time continuum for quick escapes - it can teleport up to 144m away from its present location. It must be able to see the spot it's teleporting to.

WAR

War robots are perhaps the most feared of all robots. Their appearance on the battlefield is often enough to make the enemy surrender without a single shot being fired.

SKILLS: none

WEAPONS: A warbot comes with a laser rifle & a sonic mace

ARMOR: Warbots have the Armor Plating Upgrade (+2 AC)

Roll a d6. On a 1-4, the warbot is normal sized.

On a 5-6 it's a Titan Class Warbot. It then becomes Large-sized adding +1 to all damage dealt but -1 to AC.

Rockets: The warbot fires smart rockets that auto-seek their targets. These rockets hit automatically for 1d3+1 points of damage. The warbot fires 1 for every odd level it has achieved (1 at 1st, 2 at 3rd, 3 at 5th, etc).

Force Screen: The warbot projects a force screen that moves to deflect incoming attacks. It grants the warbot a +5 to its AC. The screen lasts for 1d6+1 rounds.

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