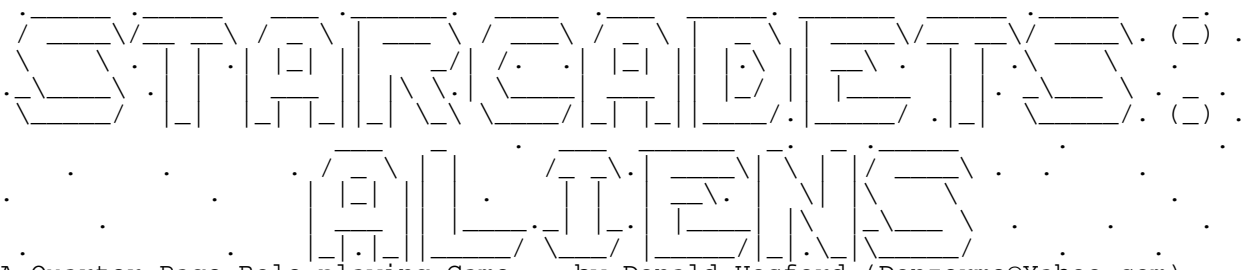


This game is Free! Really! Give copies to your friends! (Written: Nov-21-1998)
 Printing Instructions: If using DOS, just send it to the printer. Otherwise
 use no margins, and a proportional font (all characters are the same size).
 Needed materials: StarCadets: Basic Rules.



A Quarter-Page Role playing Game by Donald Hosford (Donzerm@Yahoo.com)
 Filename: OldSCALIENS.DOC With comments by Edward Golupski.

-----<Generating Aliens>-----

CREATING ALIENS: Alien characters have traits that make them different from humans. These traits cost experience points. The total of all chosen traits is the Racial Cost. Each character of this race must pay off the racial cost before any new skill levels can be purchased.

PREFERED ENVIROMENT: Decide if the race prefers hot, average, or cold weather. Live on land or in the water. High, average, light or low gravity. There no costs for these. They just flesh out the race.

APPEARANCE: Decide on the appearance of the race. This must take into account the traits chosen.

CULTURE: This is a description of the race's home culture. Things that should be covered: Family life, government, law enforcement, and how they relate to other races.

HISTORY: This is a short list of the most important events in their history. Like: When they achieved spaceflight, developed a stardrive, when they were contacted, important wars, etc.

-----<Racial Traits>-----

Trait	Cost	Description
+1 strength point	3	This is added to the Strength dice roll.
+1 brains point	2	This is added to the Brains dice roll.
+1 move point	2	Better runner. Adds 1 to move.
Extra-limb	4	Extra arm or leg.
Extra-eyes	6	Gives all-around vision.
Night-Vision	2	Can see normally in low light, and day light.
Infrared-Vision	3	Can see heat sources, day or night.
Gliding skins	5	Can glide a short ways. Flight move: 2 x move. Will drop 1 Yard down for every 4 yards moved forward.
Wings	10	Can fly/hover. Flight move: 4 x move.
Prehensil tail	2	Can use as a half-strength hand.
Large tail	3	Can slap at full strength. Can't manipulate things.
Heavy fur	2	Feels comfortable in very cold environments.

-----<Alien Race: Freyans>-----

RACIAL COST: 18
 TRAITS: +3 strength, +3 move, Infrared-Vision.
 PREFERED ENVIROMENT: They enjoy the same environments that humans do.
 APPEARANCE: Humanoid, with silver/blond hair color being common. Average height is 6 to 7 feet. Females being slightly shorter, with more silver hair. Skin is a thick and leathery. Colors range from a light to deep blue.
 CULTURE: They prefer to work in groups. Their government is organized around "direct need". This means it's

CULTURE (continued):
 structure changes as their needs change. Only a few things are permanent: The Chosen (the ruling council), the Peacekeepers (police), the tenants (the ancient laws), the Warriors (military force), and the Chosen of trade (merchant council).
 HISTORY: First spaceflight in 1857. First starflight 1982. First contact with humans in 2220. Tensions were high at first, but things settled out with time. Joined the republic in 2234.