

Sci-Fi Beta Kappa



“They major in nutrition.”

By Leo Marshall and Dan Marriott.

Technical details

Text set in Arial Narrow and Lucida Console.

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Acknowledgements

Many thanks to all our playtesters, who shared with us the joy of bringing this creation into being by playing hours and hours of games, making useful comments and putting forward helpful suggestions, thereby contributing to the game's continual improvement as we tweaked the system and presentation game after game until it reached the point where we felt we could confidently unleash it into the wider role-playing world. Is it now perfect? Of course not; it would be extremely arrogant of us to think so. We can only hope that with continued play, and by continuing to work on the game over several re-prints, re-editions and supplements, Sci-Fi Beta Kappa will gradually become more and more polished until it can one day take its rightful place in the pantheon of... oh all right, all right, it might do reasonably well and sell a few copies. Hmph.

Special thanks are due to those folks who took on the task of reading the draft version to weed out inconsistencies, infelicitous phrasing and, let's face it, the occasional wodge of incomprehensible gibberish- we're only human after all- without whom this document might never have seen the light of day. These include So-and-So and Blah Blah etc.

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Cover art and illustrations by Jenny Wem coming soon.

Meanwhile, cartoons and pictures herein courtesy of various clipart and other websites.

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Foreword

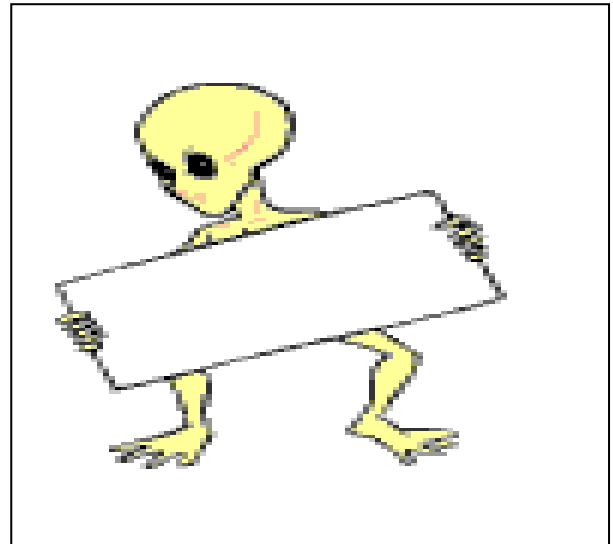
Hi! Thanks for downloading this pdf. Or, if you're *considering* downloading it, please read on to find out what Sci-Fi Beta Kappa is all about.

Sci-Fi Beta Kappa is game where players take on the role of delinquent aliens with a bunch of abilities such as power manipulation, enhanced senses, super strength etc., who, having been kicked off their homeworlds for various misdemeanors, have been exiled to a College on Terra. There, they get into all sorts of scrapes and are under constant surveillance by Dean Wurmhohler, nicknamed Dean 'Wormhole' by the students, who hates aliens and is always looking for an excuse to close down Alien House.

Essentially it's a frat house game, but you don't have to be familiar with the American frat house system to play it, nor do you have to be a student. You just have to be someone who relishes the chance to build an interesting character, think up some ideas for pranks and high jinks, and go ahead and carry them out, with the co-operation of the other players of course, who also want to have a hilariously awesome time and annoy the Dean in various ways without either getting expelled from Alien House or causing it to be closed down.

So you're now thinking 'Ok, sounds cool, but how do I play? Is it turn based? Are there dice or cards? How are events resolved?' etc. It's very simple. At various points during the game, players acting either alone or with other players decide to do something related either to their overall mission or

to a specific task, and- now here's the really radical part- they can do literally *whatever* they like, and *any* action will succeed. However, when they take an action they roll a bunch of dice against their ability in that action, and, although there's technically no pass or fail, if they roll 1-2s there are some adverse consequences, called 'damage'.



'Ok, I think I get it, but can you give me a practical example?' Sure. Let's say that you are playing Drunzi, the alien with the ability in larceny, and you want to steal a car. Fine, go ahead, go on, there's the car, break in, hot wire it* and drive it away. So you break into the car, but hang on, you roll a high number of 1-2s. The GM might narrate that when you approach the car you clock that it's one of those weird Terran vehicles, with an old-fashioned locking system, unlike the ones you're used to on Nebulon, so you have to physically smash the lock, which you do, leaving a pile of broken glass; or, as you are smashing the lock, you curse loudly and someone in a nearby apartment block looks out to see what's going on, spots a load of aliens acting highly suspiciously and phones in a report to the college.

This continues throughout the game and, at the end, the GM tallies up the damage, converts the total into 'damage dice', rolls those dice and narrates the final outcome according to the number of 1-2s they roll.

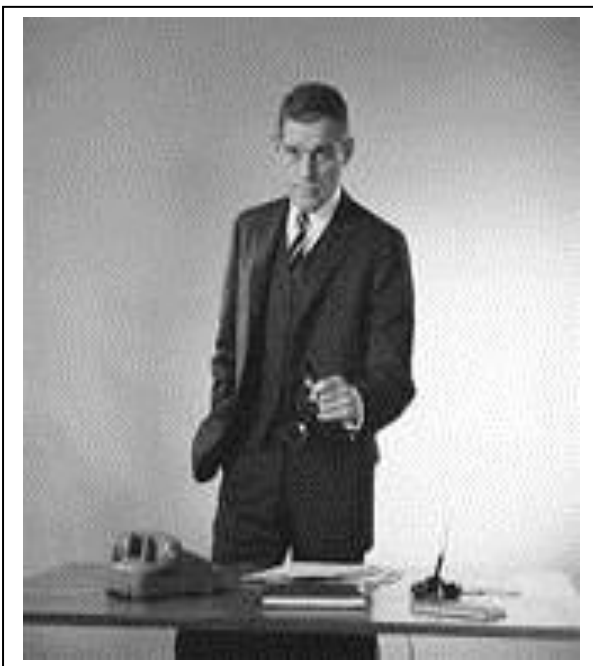
*Perhaps with the help of Zlith, the alien with the power manipulation ability.



Game setting

The year is 2187. Humans have established links with alien races across the galaxy, races that can give us access to precious minerals and technology of untold power, but there is a cost: in return, the Terran High Council has negotiated a deal with the Federation that sees aliens who have somehow fallen foul of the authorities on their homeworld billeted in towns and cities in the few remaining habitable regions on Terra. They do odd jobs, mend roads etc. Some wind up in colleges and other academic institutions. One such is the venerable, centuries-old Weber College, in Bakerstown, CT. Let's go and take a look at it...

We join the college at the start of the new academic year, and all is busyness. In the library, books are being shelved and files updated; in the gym, weightlifting machines are being adjusted and oiled; the swimming pool is receiving the first of several doses of chlorine and the filters are being cleaned. In the central admin block- which has only the day before had a fresh lick of paint applied to every room- professors are dropping off handouts to be copied, secretaries are updating student records and, well, let us leave them to their work and travel up in the lift to the seventh floor, where college officials have their rooms. We find ourselves outside a door with a metal plate affixed to it that reads Jakob H Wurmhohler, Dean. Entering the



room, we see a man in his late forties in a neat, charcoal-grey suit sitting at a desk, holding a sheaf of papers in front of him and scowling. By the door stands Arthur Crocker, the Assistant Registrar, looking nervous and uncomfortable.

After a few minutes Dean Wurmhohler, nicknamed 'Wormhole' by the students, gets up and walks towards the window. He focuses his gaze on a ramshackle, decrepit-looking four-storey building just on the edge of his vision, and utters the single word 'Aliens'. 'Aliens, Sir?' says the Assistant Registrar. The Dean turns to face him. 'Aliens, Mr Crocker'. He looks out of the window again and enunciates slowly and deliberately, 'I hate them'. He turns to face the Assistant Registrar again, brandishing the sheaf of papers. 'This, Mr Crocker, is a report detailing all the incidents leading to Level One disciplinary proceedings that occurred in the college during the past academic year.' He leafs through the pages and reads out at random, 'the Principal's car, trashed and dumped in the swimming pool'... 'lifting gear and several yards of cable, stolen from the garage, used to hoist the statue of the founder from the courtyard and place it on top of the science block'... 'theft of final year exam papers from the admin block'... 'a line of ladies' panties found flying from the flagpost on the morning of the Founder's Day visit to the college by Under-Secretary of Education, Hermione Liefmold.'

'Mr Crocker, upon investigation, in every single one of these incidents, Alien House was found to be responsible. Well, I've had enough; I'm going to close down Alien House once and for all. As of now, they are on Open Secret Probation.' The Assistant Registrar coughed. 'But, ah, the Treaty, Sir?' 'Oh yes, the Treaty, signed by President Benitez in 2153, allowing Terra access to all Federation technology in exchange for our taking in their riff-raff.' He smiled and walked over to a filing cabinet and, opening a draw and taking out a document an inch thick, went on, 'There's a little-known clause in that treaty--' with this he removed a pair of spectacles from his jacket pocket, put them on and began rifling through the document until he found the page he was looking for, '—which states, and I quote, "In the event of an emergency, the Terran

authorities are empowered to take all necessary measures they might deem appropriate in order to restore and maintain order, nullifying the foregoing conditions of this treaty”.

He removed his glasses. ‘Mr Crocker, next year is the fiftieth anniversary of the first bi-lateral agreement between Terra and the Nebulon system, and to mark the occasion a series of events is planned, culminating in a visit to this college on graduation day by the Nebulonian Ambassador

herself. Naturally, it is crucial that nothing untoward happen in the run-up to this auspicious event; we don’t want an interplanetary incident after all. So, if something were to occur that brought embarrassment upon both the college and Her Excellency, now, I would consider that to constitute an emergency, wouldn’t you?’ Dean Wurmhohler smiled, and the Assistant Registrar attempted a nervous laugh. ‘One more incident, Mr Crocker. One more incident, and Alien House is finished.’

Three example scenes

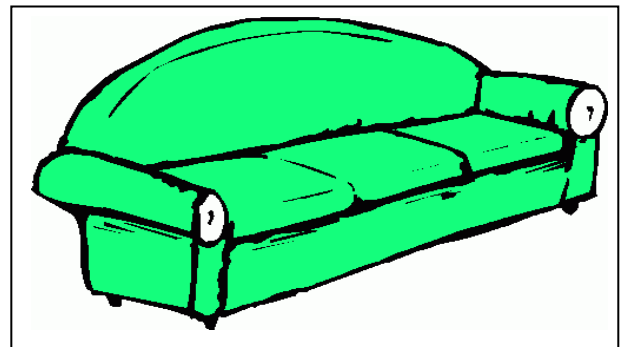
Several Alien House members are in the den, discussing plans for the upcoming party. Biptid the A’Theeni is checking the shopping list. ‘Hm.. Fifty crates of brewski, that should be enough.’ Kraag the Zarkonian snorts. He directs a contemptuous look at Biptid. ‘Fifty crates? Tcha! That won’t be enough to last me the first hour.’ ‘Come on, Kraag, you won’t get through that much alcohol.’ Kraag rises to the bait. ‘I’ll have you know that at a party in my dorm the night before my end of year exams, not only did I consume twenty litres of Zarkonian B’Aarf lager, I also got up at first light the next day, and passed my exams with flying colours.’

‘So, what did you study then?’ asked Biptid with more than the trace of a sneer. Kraag returned it. ‘I suppose you imagine that I applied my considerable intellect to some lightweight subject. Media studies perhaps. Far from it. I majored in Life Sciences; moreover, my dissertation on modern advances in xeno-biochemistry impressed my professor so much that he put me forward for a Nu’bol Prize that year.’ ‘All right then’, said Biptid, ‘let’s say 200 cases then. Kraag, can you carry that much?’

The Zarkonian’s reaction was swift. ‘You miserable worm. When I worked in my father’s bar on Zarkon I would carry several twenty-litre barrels of B’Aarf in each hand without dropping a single one. I could send you flying with a single tap of my little finger, and crush you to dust in my palm.’ He made a crushing gesture to illustrate his point, all the time glaring malevolently at Biptid. Suddeny Tatlaan the Dolfa’Zoid got up from his comfy chair and rushed over to break up the spat. ‘Yes, Kraag, sure you could, but we kind of need Biptid, you know?’ Kraag

started to calm down. He appeared to be pondering something.

‘Well,’ he said at last, ‘I shall undertake this mission, for I foresee that without me it is doomed to failure. Alien House will be closed down and I, er, that is, we will have to...’ He stopped. But it was too late; the light of recognition began to shine in the A’Theeni’s huge glassy eyes. ‘Of course,’ she said, nodding slowly. ‘You’ll be sent home to face the music.’ She grinned. ‘What exactly were you kicked off Zarkon for, Kraag?’ Anger flashed in the Zarkonian’s eyes, and then, just as suddenly, he became calm again, even appearing slightly nervous. ‘It was, a, misunderstanding.’



It’s a week after the start of the semester, and the students are beginning to settle into their new surroundings...

Harok the Vronos enters the den, humming softly to himself. He finds several house members sitting around on a motley assortment of stained, moth-eaten seats and chairs, variously eating, drinking and chatting, in some cases all three at once. As he enters, the chatter changes instantly from Terran

into a seemingly random jumble of sounds, most of them barely within the human auditory range. Everyone in the room looks round at each other, unable to make head nor tail of the gurgles, whines, clicks, tweets and rumbling emanating from various points of the room and meeting in a cacophony of incomprehensible gibberish. Everyone is puzzled.

Everyone, that is, except Zlith, the Untari, who is glaring at Harok. Suddenly he gets up, stamps over to the door, brushing Harok out of the way with 'Haarg, golak varen msar a'Taaru G'hadznafar!', raises his arms in the air and closes his eyes, appearing to concentrate intensely. After a few seconds his enormous cranium starts to glow slightly, there is a brief shudder and immediately the chatter in the room becomes recognisably Terran. Zlith glares at Harok. 'I *said*, every time you come in here doing your goddamn singing you disrupt the Babel-Fi.' He turns to the others and gestures for support, but is met with looks of blank incomprehension.

'What? How do you think you can understand each

other when we all speak different languages?' He raises a hand. 'Yes Harok, I know, you communicate by vibrating those tiny hairs on your face.' He turns back to the others. 'Well, because of the Babel-Fi of course. You know, as in babelfish?' More blank looks. 'Hitchhikers' Guide---?' He stops, exasperated. 'Don't *any* of you watch Terran television?'



As they walk back towards the car, the party become aware of a dull, clunking sound coming from just behind them. They turn to see Drunzi loping along, the voluminous pockets of his thick winter coat (which he is wearing over a tatty t-shirt with the words Kiss My SMA emblazoned on it) bulging heavily. They stop, and Drunzi realises everyone is looking at him. 'What?' he says, perplexed. Tatlaan indicates one of the pockets. 'What you got there, Drunzi?' Drunzi looks down. 'Dunno.' He fishes in his pocket and pulls out a tin, which he proceeds to examine as if seeing it for the first time. He scrutinises the label. 'Dog food.' He looks up at the party. 'What's a dog?'

Right, that's the background. Now the game!

Character generation

Character generation walk-through

Let's say you want to roll up your own alien. What, don't like the pre-gens? Tsk. There's no pleasing some people. No, only kidding! Ok, so what do you do? Well, let's start with a description. How about a short, podgy chap, with orange skin, a long neck, eight arms and... No? All right, what about, er, a tall, thin, ghost-like female, with pale, streaky skin, large eyes, and a permanent expression of intense concentration on her face? Ok? Good.

Right, now, what shall we call her? Yeah, you're right, let's choose a race first. Well, ah, how about Galimandorian? No? Goodness me, you're finickity. Yes, yes, I know, it's important. Ok, well, how about Wyrzori? Good, so she's a tall, thin, ghostly-looking Wyrzori female. What's her name? Eh? *Quyxxjun*? I know mHaa-Jik's even more unpronounceable, it's just that... All right, *Quyxxjun* it is. Ok, what about her core quality? Ah, invisibility, yes, that's a good one. What about if her look of intense concentration is because on Terra her power is very unstable so if she didn't concentrate she'd constantly be slipping in and out of view? Yeah?

Excellent, right, we're almost there. Just the non-core qualities and the skill point distribution left.

Sorry, *her* non-core qualities. Blimey, you're a bit immersive, aren't you? No, I'm just saying. Anyway, what qualities would you like her to have? *Weeeell*, empathy's fine, but it's a bit traditional isn't it? After all, this is supposed to be a new kind of game. Well, ok, you're the boss, but how about something like, I don't know, *transpathy*, say? I.e. where you can transfer your feeling- whether negative or positive- about an event or a person into another person's mind? Ok with that?

Right, last one. Good with *explosives*?! Well ok, but how about we say good at chemistry? That might come in handy. She could have studied chemistry on Wyrzor, but was a bit hippy-dippy so managed to blow up the Science Block. That could be why she was expelled from her homeworld. Or for unwittingly being used by a group of Wyrzori anarchists.

After that, the player would assign their skill points (see rules on p9), ending up with something like the character sheet on p10. We're happy for players to use *Quyxxjun*, but we haven't included her in the pre-gens because she's just an example, and in any case we've worked out a mix of pre-gens that we think compliment each other nicely.

Pre-gen races and core qualities

For one-shots and con games, we recommend that players use the pre-gens on pp16-25, as character generation doesn't then eat into the game time. For longer games, campaigns, club games, or games

where all or most of the players have played SFBK before and are familiar with the rules, players may of course roll up their own alien or tweak one of the pre-gens.

RACES	QUALITIES	ATTRIBUTES
Or'od	Teleporting	Mental
Ameboids	Splitting into multiple forms	Physical
Untari	Power manipulation	PhysicalMental
Mu-khthori	Memory	Mental
Vronos	Enhanced senses	Mental
PentaNebs (5Ns)	Larceny	Physical/Mental
Dolfa'Zoids	Networking/Social skills	Mental
Zarkonians	Superstrength	Physical
A'Theeni	Analysis/Planning	Mental
I-kol	Doppleganger	Mental

Chosen some characters? Ok, let's stat them!

Qualities and attributes

Players spread 10 pts over their core and two other qualities, subject to the following restrictions: for their core quality, min 5pts, max 6pts; for their non-core qualities, min 1pts, max 4pts. Players spread a maximum of 10 points over two attributes, min 2, max 8 on any given attribute. Players may use the same power only three times without penalty. With the fourth use one die is added to the pool; with the

fifth use two dice are added. The GM may also add dice to the pool according to the location or time of day etc., or for an extended or particularly taxing use of the character's power, for example, as happened in one of our playtests, if Somog were teleporting both herself and Kraag while the latter was doing heavy lifting. (In that case it happened to be a retro fifties jukebox- such is SFBK!).

Examples of PCs and stats in a typical player party

Alien	Quality (Core)	Quality (Non-core)	Quality (Non-core)	Attribute	Attribute
Somog	Teleporting 5	Super strength 2	Enhanced senses 3	Physical 6	Mental 4
Zliith	Power manipulation 5	Memory 2	Analysis/Planning 2	Physical 3	Mental 7
Harok	Enhanced senses 6	Larceny 3	Power manipulation 1	Physical 3	Mental 7
Drunzi	Larceny 6	Enhanced senses 2	Memory 2	Physical 5	Mental 5
Tatlaan	Networking/Social skills 5	Analysis/Planning 3	Doppelganger 2	Physical 2	Mental 8
Kraag	Super strength 6	Power manipulation 3	Larceny 1	Physical 8	Mental 2

The above distribution of skill points is a suggestion only. Also, players are welcome to choose different non-core qualities. One of our playtesters remarked that, as Harok had 'long spindly fingers', he should have larceny as a non-core quality, which made sense and so we altered the pre-gen accordingly.

One thing we do recommend, though, is that the players choose aliens with qualities that compliment each other, so that the player party has a good mix

of powers, and that in any given scene they will be able to do what they set out to do.

At the same time, players should feel free to flesh out their characters, and to interpret and experiment with their powers. In another game, when boosting a car, instead of its being broken into and hot-wired, as usually happens, Somog simply teleported into it and Zlith used his memory to access data about internal combustion engines and started it normally.



Quyxxxjun

Race: Wyrzori

Description:

Tall, thin, ghost-like female, with pale, streaky skin, large eyes, and a permanent expression of intense concentration on her face.

Stats:

Quality (Core)	Quality (Non-core)	Quality (Non-core)	Attribute	Attribute
Invisibility 5	Transpathy 2	Chemistry 3	Physical 6	Mental 4

Ability:

Can become invisible pretty much at will, but her power is very unstable on Terra. Something to do with magnetism. Don't sneeze anyone- she could vanish before your very eyes!

skill point/dice pool conversion:

Skill points	1-6	7-9	10-11	12-13	14
Dice total	14	13	12	10	8

Notes:

skill checks and damage narration

During the game, the players may take any action, and will *always* succeed, but will make skill checks to reveal the possible negative consequences ('damage') of their actions. The suggested number of skill checks for a game with 4 players is 20, with 5 players 25, and with 6 players 30, although this is not a hard and fast rule, the important thing being that one of these totals is reached.

At the Epilogue, the GM either adds or subtracts x4 DPs per skill check to or from the overall total until he/she arrives at one of the totals above. For example, if they were aiming for 20 skill checks but ended up with only 22, they would simply subtract 8 DPs from the total and hey presto, they would have their 20 skill checks! In the above example, 59 DPs would decrease to 51.

During a skill check, players roll a d6 pool against their quality + attribute, according to the table below (plus any additional dice the GM might add for repeated or extensive use of powers, location, time of day etc.) The number of 1-2s rolled yields the total damage points (DPs). The GM builds a dice pool based on the overall total of DPs, which he/she rolls at the Epilogue.

Following a skill check, The GM narrates damage in the following way: let's say Kraag wanted to use

power manipulation to change the record playing on the juke-box to something a bit more 'manly'. The GM would probably judge that to be a mental attribute (not Kraag's strong suit) and, as power manipulation is Kraag's non-core ability, he would thus roll 14 dice.

Let's say his roll yields 6DPs- with that dice total very possible- the GM might say 'You're able to change the track, but unfortunately you select one that is if anything even more syrupy.' Kraag might express his rage by smashing his fist down on the juke-box, completely pulverising it. If he'd got only 1 or 2 DPs, an ear-splitting roar would burst out of the juke-box, and everyone would dive for cover except Kraag, who'd be headbanging away, going 'Zarkon City Death Jam, this band ROCKS!' With 3/4 DPs, the song would change to a mildly annoying track that would have him just aiming a kick at it.

And of course, you all know what would happen with zero damage, yeah? Yep, that's right, ZCDJ would take it to 11. By the way, the first example actually happened in a playtest. Kraag destroyed the juke-box with a single blow, at which one of the other players gasped 'You've crushed Celine Dion!'

skill point/dice pool conversion

The main thing to be aware of here is the inverse ratio of skill points to dice pool. We think this table is the best way to produce both the right amount of

damage and the optimal spread of dice pools. We also find players internalise it fairly quickly. Plus it's on all the cheat sheets ☺.

Skill points	1-6	7-9	10-11	12-13	14
Dice total	14	13	12	10	8

House points

These can be given out at the GM's discretion for

- Humour in role-playing.
- Awesome narration.
- References to slacker films/tv series etc.

The player party has 1HP per player +1 at the start of the game, the GM two. All player HPs **MUST** be spent before the Epilogue, with those HPs spent on re-rolls or dice pool reduction going to the GM, who may spend his/her HPs at the Epilogue to either re-

They can be used by the players for

- Re-rolling.
- Reducing the dice pool.
- Dramatic edits.

roll or add damage dice. HPs spent on dramatic edits go back to the general pile; likewise, those given out by the GM come from the general pile. At the Epilogue, the GM may choose to spend any all or none of their HPs as above.

Epilogue: the aftermath

At the Epilogue, the GM divides the total DPs (having added or subtracted from the total in order to arrive at a suitable number of skill checks- see earlier) by 10, rounding up or down as appropriate, adding any HPs he/she has at this point (but see

p15), up to a maximum of 15. This is the number of damage dice (DD) the GM then rolls, the damage resulting from this roll (EPs) translating into final damage (FD) according to the following scale:

20 skill checks:

EPs	0	1	2-3	4-5	6+
FD	0	1	2	3	4

25 skill checks:

EPs	0-1	2	3-4	5-6	7+
FD	0	1	2	3	4

30 skill checks:

EPs	0-2	3	4-5	6-7	8+
FD	0	1	2	3	4

The GM narrates final FD according to the scale outlined below:

0FD: AH saved, and gets to head the parade.

1FD: AH saved but there is suspicion hanging over them. Allowed in the parade, but at the back.

2FD: AH strongly suspected of nefarious activities and put on absolute final warning.

3FD: AH closed, with the aliens having to go and get jobs.

4FD: AH closed *and* college authorities pass evidence to the Federation authorities.

In addition the GM narrates the individual fates of any aliens that have rolled any 6s or a high number of 5s during the game.

GM's Notes

OK, so you like the idea of SFBK- the concept, the setting, the system etc.- and you now want to run a game. Where to start? Well, the first and most important thing is to make sure that not only do you understand the mechanics yourself, but that you also feel confident that you can explain them to your players. This is important for any game, obviously, but particularly with SFBK, as the dice system and the concept of rolling for damage rather than success is a bit unusual.

Secondly, the scenario Toga! Toga! Toga!, as both it and the system were pretty much designed

around each other, is fairly easy to run. But what if you want to write your own scenario, using either the pre-gens or characters that the players have rolled up themselves?

First of all, you need to decide whether you want a co-operative mission like Toga! Toga! Toga!, or a more loosely defined, over-arching framework, within which the aliens do pretty much their own thing. This decision is particularly relevant for the Epilogue, as I'll come on to explain. I'll offer guidance on both of the above, but first let's go through the mechanics head by head.

First Principles

1) Theme and setting:

Sci-Fi Beta Kappa is set in a US frat house and follows the conventions of that setting, as seen in movies and TV programmes such as Porky's and American Pie etc., the main difference being of course that in place of the usual cast of characters we have slacker aliens. The PCs are free to visit all 'open' areas, such as the Canteen etc., without any hindrance, but accessing 'closed' areas such as the Admin Block's back offices, especially after dark, may incur a negative mod (i.e. extra dice).

The campus has the kind of buildings and locations you would expect, such as the Admin Block, the Science Block, the Library, Canteen, Gym and Swimming Pool etc., and of course the frat 'village', where a peculiarity of this game is that the Dean, hating aliens as he does, although he's required by the Treaty to have them on campus, sticks Alien House right on the edge of the frat village, on an 'out of sight, out of mind' principle.

Widening our horizons slightly we have, a short distance away (by crappy, low-tech Terran vehicles at any rate) the local small town, consisting of a number of shops including a cash & carry where the aliens can get booze and snacks etc., which they're technically allowed to do, although their visits there are viewed with suspicion by the Dean, convinced that they're always up to no good (well, let's face it, he's got a point).

Slightly further afield, and *definitely* out of bounds, and thus only to be visited after dark, is the more, how can I put it? *louche* part of town, where 'stuff' can be procured and people contacted that would certainly get the aliens into hot water were it even suspected they had been up to such things. Which brings us onto...

2) NPCs:

The first one being *Dickie Pep*, the proprietor of a shop in the Little Amsterdam district- as this part of town is known- a shop which sells, er, 'stuff'. But let us draw a veil, or at least a tie-dyed t-shirt, over Dickie Pep's 'establishment' and return to campus, pausing briefly to nod a greeting to *Officer Kovacs*, sitting in his patrol car. Officer Kovacs doesn't hate aliens as much as the Dean perhaps, but certainly looks on AH as a major irritant, seemingly put on Terra specifically to interrupt his doughnut-eating, give him stomach ulcers and generally waste his precious time.

And so we arrive back on campus, and, glancing through a small window in the Warden's Lodge as we pass through the main gates, we espy *Warden Hooper* himself, his peaked cap pushed back over his balding head, scanning lazily the sports pages of the local rag.

We continue our progress through the campus and encounter variously the Chief Librarian, *Bridget Mooney*; the Head of Ancillary Servies, *Eliza Todd*;

the secretary with a soft spot for aliens, *Suzi Pinto*; the chief of the cadet corps, *Chuck Brubakker*; the obnoxious campus snitch, *Jimmy Milo*; the rival frat house president, *John Michael Stuyvesant*; the hip, uber-cool Humanities lecturer *Professor David 'Call me Dave' Jessop*; and of course the Dean, *Jacob H Wurmholer*. As usual, the Principal is nowhere to be seen. The GM and players are encouraged to make up their own NPCs as and when necessary.

3) Character generation:

We recommend that the pre-gens be used, as with many games, either for one-shots, or with players who are not familiar with the system or each other (e.g. in a con setting) and especially when time is limited. However, players should not feel overly constrained by them, with the replacement of their abilities with others from the list, the re-distribution of skill points (subject to the overall strictures- see p9) and *fairly* liberal interpretation of their powers explicitly allowed. Also, players may of course roll up their own alien with his or her own abilities (see walkthrough on p9).

4) Skill checks:

As a rule, these should be made when the action applies either to the specific scene or to the overall mission. However, the GM may of course request a skill check at any point, provided that one of the totals listed on p9 is reached. This is important for calculating the Final Damage at the Epilogue (see previous page). In a given task, any player with an appropriate ability, whether core or non-core, may attempt a skill check, except in the final scene,

where they are tested on their *core ability only*.

The players should be made fully aware that, in a co-operative scenario, *any damage incurred at any skill check, by whichever player, will count towards the final damage total, and therefore will affect the overall fate of Alien House*. If this is not clearly spelled out at the start, the players may delight in all the hilarious anarchy (which of course is fine in itself), oblivious to the damage build-up, only to be shocked to be told at the end 'Sorry guys, because of your actions Alien House was closed'.

5) Damage narration:

Although in this game there is no actual success or failure in the traditional sense (as explained in the Foreword, all actions are successful), the narration of damage in fact corresponds pretty closely to the standard normal, good and critical success/failure as in the example of Kraag and the juke box given on p10, 0DPs being roughly equivalent to a critical success, 1-2DPs to a good success, 3-4DPs either normal success or normal failure, 5DPs bad failure and 6+DPs critical failure.

Again, we must stress that players should not think of damage as failure, but rather that their action will be given a 'twist' by the GM according to the above scale, although all damage will count towards the denouement. Also, if any alien scores a particularly high (or low) rate of damage, either in a specific scene or in the game as a whole, we recommend that the GM include this in the Epilogue, so that the players feel that their actions count, a point made very clear to us during playtesting.

Running games: co-operative scenarios

As mentioned above, there are two main types of scenario, co-operative ones, such as *Toga! Toga! Toga!*, and the more free-form ones, such as *Toga! Toga! The Hangover*. The former divides roughly into four parts, as follows:

1) The establishing scene:

Here the GM introduces the scenario, sets the initial scene and explains the nature of the mission. In the case of *Toga! Toga! Toga!* this entails him or her placing all the PCs in the Den, explaining the dressing down that AH has just received from the Dean, and asking the players what they plan to do

about it, hinting in as unrailroady a way as possible that they might want to have a toga party. In one playtest, Biptid (the 'knowledgeable' one) informed the other PCs about this place on Terra called Ancient Rome where they made clothes out of sheets, and had parties where they got riotously drunk etc.

2) The body of the game:

This is where most of the action takes place and where the PCs perform various tasks that will contribute to the execution of the overall mission, e.g., in the case of *Toga! Toga! Toga!*, obtaining

supplies (both legal and not so legal), inviting all the cool students, preparing for the party itself by rigging up lighting, cooking food and setting up the sound system and so forth. During campaigns or longer games this section can include a variety of skill check-light side tasks and freeform 'downtime' where the players can develop their characters and establish inter-character relationships in a leisurely fashion.

3) The final scene:

Here the players carry out the task they've been preparing for throughout the game, and in it each player rolls against their *core quality only*, although they can obviously choose their action, providing it's

consistent with the overall flavour of the scene. Damage from this scene is added to the total as normal.

4) The Epilogue:

At the Epilogue, the GM adds up the total damage, does the jiggery-pokery with the score as outlined on p15 and narrates Final Damage (FD) according to the scale given on p15. One more thing: the HPs held by the GM at this point are *not necessarily* to be spent on adding to or re-rolling the damage dice pool, but to balance out the FD to more accurately reflect the amount of damage built up during the game. Alternatively, the GM can always use them to be an evil ***** (Mwa-ha-ha-ha...).

Running games: individual trajectory scenarios

In this type of scenario the aliens all have different trajectories, while keeping contact with each other during the game and engaging in activities either together or separately. The main difference will be seen in the Epilogue, where the PCs receive their come-uppance as individuals. The first scene will still be an establishing one, with the scenario introduced by the GM saying Such-and-such has just happened.

Let's take as an example the Toga! Toga! Toga! The Hangover scenario. AH has been closed down and all the aliens have had to go and get jobs. The GM explains that the players can do whatever they like, but that they should be warned: under the terms of the Benitez Treaty, all aliens on a warning have to report once a week to a Probation Officer, in this case *Mrs McDougal*: beige twin-piece suit, hair in a tight bun, horn-rimmed glasses.

If they have committed further offences, depending on their severity, they will either receive a further warning, or have to do community service, or some time in prison (Xeno Wing), or, at worst, their treaty rights will be instantly annulled and they will be sent straight back to their homeworlds. If they get OFD, they might even receive a Model Citizen Award from the mayor, and/or have their record wiped.

Next the GM says Ok, so where are you, and what

do you want to do? Thereafter play proceeds in the normal way, with the aliens all doing various things and rolling for damage, but without specific scene divisions, and with skill checks being on an ad-hoc, play-it-by-ear basis. The Epilogue sees the aliens shuffling one by one into Mrs McDougal's office to hear the result, narrated as above.

The other big difference will be in the skill checks, where there is no need to add up the overall total, just the total for each alien; however, the GM will still need to roll damage dice, and then convert the resulting damage into FD (see p15). Therefore we suggest each alien make at least five skill checks during the game.

Let's say this yields a total of 16 DPs. You multiply that by four- equating to 20 skill checks- giving 64, giving you six DDs (not including any HPs you might have). You then roll the DDs and calculate the FD in the normal way, et voila! You have the individual fate of that alien. If however you end up with seven or eight skill checks, say, you just add or subtract multiples of 4, as explained on p9.

Finally: House Points. Thematically, they should be given out individually, say two to each player and two to the GM. But there could be a big disparity in DPs incurred during the game so we suggest that they be given out all together, as explained on p10.

DP Totals

Test 1:

Alien	DPs	DPs	DPs	Total
Kraag				
Tatlaan				
Somog				
Harok				
Drunzi				
Zlith				
Vuff				
mHaa-Jik				
Dahod				
Biptid				

Total DPs:

Test 2:

Alien	DPs	DPs	DPs	Total
Kraag				
Tatlaan				
Somog				
Harok				
Drunzi				
Zlith				
Vuff				
mHaa-Jik				
Dahod				
Biptid				

Total DPs:

Test 3:

Alien	DPs	DPs	DPs	Total
Kraag				
Tatlaan				
Somog				
Harok				
Drunzi				
Zlith				
Vuff				
mHaa-Jik				
Dahod				
Biptid				

Total DPs:

Test 4:

Alien	DPs	DPs	DPs	Total
Kraag				
Tatlaan				
Somog				
Harok				
Drunzi				
Zlith				
Vuff				
mHaa-Jik				
Dahod				
Biptid				

Total DPs:

Test 5:

Alien	DPs	DPs	DPs	Total
Kraag				
Tatlaan				
Somog				
Harok				
Drunzi				
Zlith				
Vuff				
mHaa-Jik				
Dahod				
Biptid				

Total DPs:

Test 6:

Alien	DPs	DPs	DPs	Total
Kraag				
Tatlaan				
Somog				
Harok				
Drunzi				
Zlith				
Vuff				
mHaa-Jik				
Dahod				
Biptid				

Total DPs:

Scenario: Toga! Toga! Toga!

Having received a massive dressing down from the Dean, spirits at Alien house are low. What better way to lift them than with a toga party? After all, what could possibly go wrong?

Scene 1- In the Den, planning the party.

Challenge 1: Boost car, drive into town to sort supplies of food and booze, then return to AH without being spotted and challenged.

- Test 1- Boost car.

Suggested abilities: *power manipulation* to hot-wire the car, *larceny* to drive it and *enhanced senses* to keep watch.

Three characters approach car. Depending on the location, time of day etc., GM adds negative modifiers.

Possible damage:

Power manipulation- leaves evidence (burnt-out lamp-post).

Larceny- leaves evidence (broken glass etc.). Or, not being used to Terran vehicles and crashing it, or being a complete dufus and parking it right outside AH.

Enhanced senses- failed to keep eye on nearby house, where they are seen by householder, who reports aliens acting suspiciously to the college.

- Test 2- Arrive at shop and procure supplies.

Suggested abilities: *super strength*, *enhanced senses* and either *networking/social skills* or perhaps *larceny* (if they fail to convince shop-owner that they're legit).



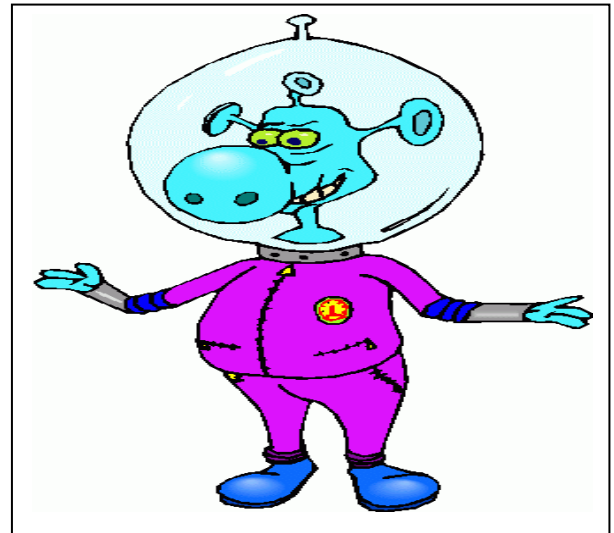
The PCs walk into shop and attempt to procure necessary supplies.

Possible damage:

Networking/social skills- convinces shop-owner to sell them booze and snacks but shop-owner is suspicious and rings college. Maybe there's been a general alert to all

retailers to be on their guard against dodgy aliens from Weber: cue relevant alien saying 'These are not the aliens you're looking for.'

Super strength- drops some of the supplies, with



his/her DNA on it. Likely to blame one of the other PCs.

Enhanced senses- as above.

Larceny- shop-owner spots him shoving bags into his pocket- *networking* manages to charm shop-owner into letting them go, but shop-owner rings college. or the player is caught on CCTV, the image resolution depending on the amount of damage.

- Test 3- Return to Alien House without being seen/challenged.

Suggested abilities: *networking/social skills* to get past the warden at the gate, *enhanced senses* and *larceny* to pick locks if gates to college are shut.

Possible damage:

Networking/social skills- suspicious warden quizzes them as to where they've been and what they've been doing. Allows them in but reports breach of curfew (AH is on Open Secret probation, remember).

Enhanced senses- some internal or external condition prevents him from operating at full capacity so fails to spot Warden watching them as

they try to creep past the Warden's Lodge.

Larceny- manages to break in but drops tools behind in his hurry to get inside.

Scene 2- In the Den, deciding who to invite and how to promote the party.

Challenge 2: Sorting invites and publicity, and persuading the cool, popular students to attend.

- Test 1-. Produce and distribute invites.

Suggested abilities: *analysis/planning* to work out the optimum number for the party overall plus optimum ratio of male/female, different races, juniors/seniors etc.; *networking/social* to charm one of the secretaries into letting them use the office printer, alternatively *larceny* and *teleporting* to break into the admin block at night to make copies and evade night watchman if necessary; *multiple forms* to distribute flyers to as many locations as possible in the shortest time.

Possible damage:

Analysis/planning- failed to take some factors into account and as a result the party will have the wrong mix of people.

Networking/social- secretary realises afterwards that she'll get the blame for improper use of office equipment so decides to report the incident.

Larceny- Doesn't have experience with antiquated Terran security systems ('What the hell kind of system is this? On Nebulon 5 we use...'), so is able to break in eventually but smashes the door/breaks the lock etc.).

Teleporting- teleports into a hostile location, e.g. (depending on the degree of failure) the main Reception, Warden's Lodge, Dean's office etc.

Multiple forms- various staff members report seeing him in several places at once and that, bizarrely, he is looking a lot, well, *smaller*, than usual.

- Test 2- Persuade the hippest dudes to come to the party.

Suggested abilities: *networking/social*; maybe *multiple forms* and/or *teleporting* to get round as many people as possible, thus making up for in

speed what they lack in social skills); *doppelganger* to persuade students that's someone really cool and popular etc.

Player party either 1) goes all together to the canteen and other cool student hang-outs, or 2) splits up, with one going to the canteen, another to the library, yet another to the gym, sports field, other frat houses etc. Obviously multiple forms could go to several places at once (but see under consequences of failure). Depending on the number of locations visited, the GM adds negative mods for going to places (e.g. the library) where they're less likely to encounter cool students.

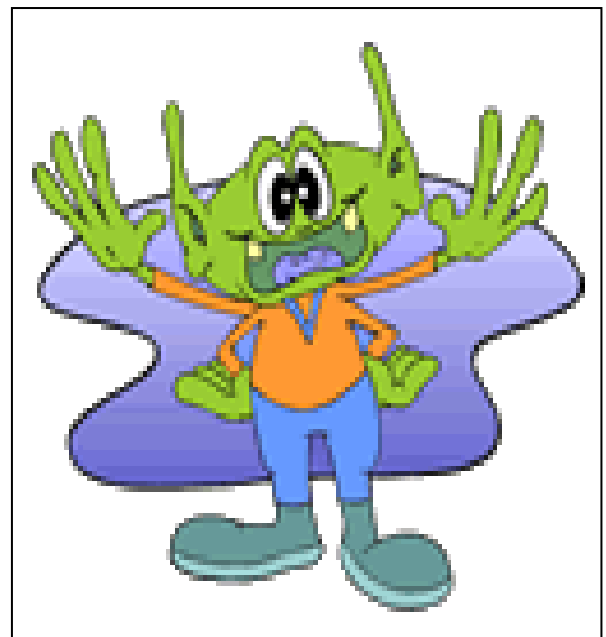
Possible damage:

Networking/social- applies ability indiscriminately and ends up inviting the wrong kind of people.

Multiple forms- gets reported, as above.

Teleporting- teleports into wrong location, as above.

Doppelganger- rummaging inside someone's mind, mistakenly picks the college nerd.



Scene 3- In the canteen, discussing hiring musicians and a stripper.

Challenge 3: Hire stripper and/or musicians for the party.

- Test 1- Find out who to contact to hire a stripper.

Suggested abilities: *network/social skills* (to find out where the contact lives), *memory* (to remember the address and follow the directions, as the contact lives in an out-of the way part of town), *Networking/social* goes to canteen with *memory* to find out who can procure a stripper.

Possible damage:

Netetworking/social- by mistake asks the college snitch, who tells them where the contact lives, but dobs the party in to the Dean.

Memory- accidentally shuffles the files in his mind and 'remembers' the contact being one of the college cadets, who hate Aliens nearly as much as the Dean. College cadet gives them directions, but, delighted to have an opportunity to catch Alien House members engaged in nefarious activity, dobs them in to the Dean.

- Test 2- Visit contact to hire stripper.

Suggested abilities: *memory* (to remember the address and the very complicated directions, as the contact lives in an out-of-the-way part of town) and/or *analysis/planning* (to navigate their way around an unfamiliar part of town); *networking/social*, (to fast-talk the contact into hiring the best stripper at the best rate); *teleporting* (to take them back without being spotted, in which case GM adds modifier because of the distance) or *enhanced senses* (to keep a watch out as they make their way back, again with some modification due to the distance).

Possible damage:

Memory- the party passes an electricity sub-station

which briefly scrambles his files, so they end up going round in circles for a while, unfortunately passing on the way Detective Nettles, sitting in an unmarked car, drinking coffee and eating doughnuts. He questions them briefly then lets them go, but informs the college authorities the next day.



Analysis/planning- while having a pointless, circular argument with [*networking/social*] about which one of them has made the biggest contribution to the organising of the party, gets flustered and motions the party down a side street that leads directly to the police station.

Enhanced senses- is adversely affected by full moon and fails to spot the police car approaching the party, who get stopped and questioned. If *networking/social skills* manages to convince Officer Kovacs that they're not up to no good, no problem, if not then the police let them go but call in a report about 'a bunch of aliens acting suspiciously in the vicinity of [area of town]'.

Teleporting- gets the co-ordinates wrong to begin with, and manages to teleport the party into a local police station, rival frat house, Dean's study etc.

- Test 3- Get back to AH without being spotted and challenged (see above).

Scene 4- The party!!

Challenge: Impress the boys/girls with witty conversation, dancing ability, using their various powers etc.

- Test- each PC rolls against *core quality*.
Possible damage:

For every PC: Lose popularity by looking foolish.
Alien House pledges don't metabolise alcohol well and so, when they're all well-oiled...

Teleporting- keeps disappearing and then reappearing in odd places- on the roof, in someone's room as they're making out, in the toilet etc.

Multiple forms- similar to above.

Power manipulation- manages to blow up the sound system.

Memory- keeps forgetting girls' names.

Enhanced senses- he's fine with alcohol, after all, on Vronos it's common for even young children to regularly imbibe the ghastly local brew, Gra'hai. However, the disco lights and loud music play

havoc with his sight and hearing, resulting in a variety of embarrassing faux-pas.

Larceny- is spotted picking party-goers' pockets.

Network/social skills- comes out with cheesy chat-up lines etc. and all the boys/girls laugh at him.

Super strength- Kraag demonstrates his heavy lifting ability but in his excitement drops barrels, sofas etc. on people's feet.

Analysis/planning –fails to efficiently diarise all the dates he's arranged and so ends up double- and triple-timing boys/girls.

Doppelganger- inadvertently makes girls think he's a college nerd/cadet/that weird male student who's been stalking them all semester.



who's who in the House: Pre-gen characters

Well, there is **Somog**, an Or'od: blue, white and sparkly, swirly-patterned skin, fairly lithe and agile. Bi-pedal humanoid with tail. When teleporting, the patterning on their skin shifts- becomes cloudy and indistinct, and the sparkly bits sparkle. What to say about Somog? Not much, really. She keeps herself pretty much to herself, and no-one's quite sure why she's here. Maybe some dark secrets? Who knows.

We have **Vuff**, an ameboid: basically an amorphous blob that can assume any shape, and, when necessary (and, sometimes, embarrassingly, when most *unnecessary*), can split into multiple forms. When doing so, an ameboid will coalesce back into blob form, and then split into many, slightly smaller ones. Easily pleased and happy to help, among all the aliens, Vuff is the most amiable, easy-going and very hard to dislike, although Zlith does his best. Ah yes, **Zlith**, our resident Untari...

Picture in your mind a mad scientist character. Wild, flowing, light grey hair, with an extended cranium, which glows when employing power-manipulation. Doesn't suffer fools gladly, in fact is only on Terra due to a Justice Department mix-up on his homeworld. Biding his time, surrounded by all these imbeciles, he waits for this 'mix-up' to be rectified. Funny thing is, he's been waiting three years so far. Oh well, Untar bureaucracy I guess.

Then **mHaa-Jik** the Mu-khthori: huge cranium, three eyes, and a head disproportionate to the rest of his body, a body so small that he needs transporting in an anti-grav sedan chair. With his capacity to rapidly internalise and retain vast amounts of data, mHaa-Jik is an extremely handy dude to have around at times. Shuttle timetables, mathematical formulae, pi to 1'00 decimal places; in short, anything that needs remembering (along with plenty that doesn't), he'll soak it up like a sponge. Come to think of it, he looks a bit like a sponge.

Then there's **Harok**, the Vronos. Harok is blessed with extremely large ears and eyes. Humanoid but with a covering of fine fur, two sets of long, spindly arms with long, thin fingertips. Every sense is super-enhanced; however, although possessed of razor sharp sight and hearing, he often seems oblivious to the world around him. In a world of his

own, you might say. However, he *does* bake a mean mran'haaz cake. What's mran'haaz, you ask? Er, better not. Just eat it, it's good for you (maybe).

Drunzi*, the PentaNeb: think hoodie, and you're halfway there. Scrawny, weedy figure, about 5ft tall, with an upturned nose and bad, pimply grey skin. A kleptomaniac with absolutely zero common sense, he'll steal anything and everything, and in fact does. *An abbreviation. His name's actually one of those really long Nebulonians, but doesn't tend to go well with 'Quick, the cops are coming. Cheese it!'

Tatlaan, the Dolfa'Zoid: wet shiny skin, with an enviro-helmet and collar. Knows just about everyone on campus, and has friends in some very unusual places. Diplomatic, a peacemaker. Seems able to combine effortlessly his/her* hectic social life with his/her studies.*It's hard to tell, and *most* people are too polite to ask.

Kraag, the Zarkonian: huge, muscly, eight foot tall, a proud warrior type. Can often be seen pumping iron in the gym. Hang on, did I say iron? Sorry, I meant osmium. Spends a great deal of his time trying to cop off with Princess N'Zala (the coolest Zarkonian female on campus) and boring everyone stupid with endless stories about 'when he worked in his father's bar on Zarkon'.

Biptid, the A'Theeni. The A'theeni are a high-brow, intellectual species, with owl-like features. They are famed for their devotion to philosophy, sciences and the arts, with an emphasis on long, involved sagas, and operas with tortuous, incomprehensible plots. Bip would happily go to all sorts of lectures about music, poetry, painting etc.... but, somehow, never seems to find the time. Curious, that. She does like to sing in the shower, however, to the intense annoyance of everyone else.

Finally, we have **Dahod**, the I-kol, a humanoid but with squid-like appendages, hidden under debonair, long, flowing robes. Her ability to reach into people's minds and make them think she's someone else is astounding... although she does get distracted easily and forget the data she's supposed to be looking for, with sometimes rather, well, let's just say, *interesting* results.

Somog

Race: Or'od

Description:

Blue, white and sparkly, swirly-patterned skin, fairly lithe and agile. Bi-pedal humanoid with tail. When teleporting, the patterning on her skin shifts- becomes cloudy and indistinct, and the sparkly bits sparkle. What to say about Somog? Not much, really. She keeps herself pretty much to herself, and no-one seems quite sure why she's here. Maybe some dark secrets? Who knows.

Stats:

Quality (Core)	Quality (Non-core)	Quality (Non-core)	Attribute	Attribute
Teleporting 5	Super strength 2	Enhanced senses 3	Physical 6	Mental 4

Ability:

Can teleport across open space and in and out of rooms. In addition, can carry with her up to three other aliens without penalty; beyond that, or when carrying excessively heavy loads, the dice pool increases at the GM's discretion.

skill point/dice pool conversion:

Skill points	1-6	7-9	10-11	12-13	14
Dice total	14	13	12	10	8

Notes:

Vuff

Race: Ameboid

Description:

An amorphous blob that can assume the *outward* form of any person he has seen, and, when necessary (and, sometimes, embarrassingly, when most *unnecessary*), can split into multiple forms. When doing so, an ameboid coalesces back into blob form, and then splits into many, slightly smaller ones. Likes to experiment with copying college characters. Easily pleased and happy to help, among all the aliens, Vuff is probably the most equable, extremely easy-going and very hard to dislike, although Zlith does his best.

Stats:

Quality (Core)	Quality (Non-core)	Quality (Non-core)	Attribute	Attribute
Multiple forms 5	Networking/Social skills 3	Enhanced senses 2	Physical 5	Mental 5

Ability:

Can copy the appearance of any human or alien, either on or off campus, providing he's seen a clear image of them. Also, can split into multiple forms; however, the more he splits, the greater the risk of people noticing how much smaller he is and communicating their concern.

Skill point/dice pool conversion:

Skill points	1-6	7-9	10-11	12-13	14
Dice total	14	13	12	10	8

Notes:

Zlith

Race: Untari

Description:

Wild, flowing, light grey hair, with an extended cranium, which glows when employing his power. Doesn't suffer fools gladly, and is only on Terra due to a Justice Department mix-up on his homeworld. Biding his time, surrounded by all these imbeciles, he waits for this 'mix-up' to be rectified. Funny thing is, he's been waiting three years so far. Oh well, Untar bureaucracy I guess.

Stats:

Quality (Core)	Quality (Non-core)	Quality (Non-core)	Attribute	Attribute
Power Manipulation 5	Memory 2	Analysis/Planning 2	Physical 3	Mental 7

Ability:

Can divert energy from its source to a piece of equipment he wants to use. He can also 'store' any energy he has 'downloaded' for a limited period of time. Is very knowledgeable about, and interested in, equipment and machinery in general and can cannibalise and convert equipment to serve a different function.

skill point/dice pool conversion:

Skill points	1-6	7-9	10-11	12-13	14
Dice total	14	13	12	10	8

Notes:

mHaa-Jik

Race: Mu-khthori

Description:

A huge cranium, three eyes, and a head disproportionate to the rest of his body, a body so small that he needs transporting in an anti-grav sedan chair. With his capacity to rapidly internalise and retain vast amounts of data, mHaa-Jik is an extremely handy dude to have around at times. Shuttle timetables, mathematical formulae, pi to 1'000 decimal places; in short, anything that needs remembering (along with plenty that doesn't), he'll soak it up like a sponge. Come to think of it, he looks a bit like a sponge.

Stats:

Quality (Core)	Quality (Non-core)	Quality (Non-core)	Attribute	Attribute
Memory 5	Doppelganger 4	Multiple forms 1	Physical 2	Mental 8

Ability:

Can internalise and store large amounts of any kind of data and reproduce it at will.

Skill point/dice pool conversion:

Skill points	1-6	7-9	10-11	12-13	14
Dice total	14	13	12	10	8

Notes:

Harok

Race: Vronos

Description:

Blessed with extremely large ears and eyes. Humanoid but with a covering of fine fur, two sets of long, spindly arms with long, thin fingertips; however, although possessed of razor sharp sight and hearing, he often seems oblivious to the world around him. In a world of his own, you might say. However, he *does* bake a mean mran'haaz cake. What's mran'haaz, you ask? Er, better not to. Just eat it, it's good for you (maybe).

Stats:

Quality (Core)	Quality (Non-core)	Quality (Non-core)	Attribute	Attribute
Enhanced senses 6	Larceny 3	Power manipulation 1	Physical 3	Mental 7

Ability:

Every sense (sight, hearing, smell, touch and taste) is super-enhanced, making him useful for look-out duty, where he can see and hear people and vehicles approaching from a long way off. He can also detect movement in the distance by touching the ground and feeling for minute vibrations. His enhanced sense of taste and smell are obviously very handy for his 'cooking'.

skill point/dice pool conversion:

Skill points	1-6	7-9	10-11	12-13	14
Dice total	14	13	12	10	8

Notes:

Drunzi

Race: PentaNebulonian (PentaNeb)

Description:

Think hoodie, and you're halfway there. Scrawny, weedy figure, about 5ft tall, with an upturned nose and bad, pimply grey skin. A kleptomaniac with absolutely zero common sense, he'll steal anything and everything, and in fact does.

Stats:

Quality (Core)	Quality (Non-core)	Quality (Non-core)	Attribute	Attribute
Larceny 6	Enhanced senses 2	Memory 2	Physical 5	Mental 5

Ability:

Is able to steal and conceal objects without being detected. Can pick locks, and knows where to hide things from potentially prying eyes.

Skill point/dice pool conversion:

Skill points	1-6	7-9	10-11	12-13	14
Dice total	14	13	12	10	8

Notes:

Tatlaan

Race: Dolfa'Zoid

Description:

Wet shiny skin, with an enviro-helmet and collar. Knows just about everyone on campus, and has friends in some very unusual places. Diplomatic, a peacemaker. Seems able to combine effortlessly his/her* hectic social life with his/her studies.

*It's hard to tell, and *most* people are too polite to ask.

Stats:

Quality (Core)	Quality (Non-core)	Quality (Non-core)	Attribute	Attribute
Networking/Social skills 5	Analysis/Planning 3	Doppelganger 2	Physical 2	Mental 8

Ability:

Knows exactly where to go and who to contact for any required item or person, whether licit or otherwise. Has a good manner, is very tactful and able to convince and persuade people when necessary.

skill point/dice pool conversion:

Skill points	1-6	7-9	10-11	12-13	14
Dice total	14	13	12	10	8

Notes:

Kraag

Race: Zarkonian

Description:

Huge, muscly, eight foot tall, a proud warrior type. Can often be seen pumping iron in the gym. Hang on, did I say iron? Sorry, I meant osmium. Spends a great deal of his time trying to cop off with Princess N'Zala (the coolest Zarkonian female on campus) and boring everyone stupid with endless stories about 'when he worked in his father's bar on Zarkon'.

Stats:

Quality (Core)	Quality (Non-core)	Quality (Non-core)	Attribute	Attribute
Super strength 6	Power manipulation 3	Larceny 1	Physical 8	Mental 2

Ability:

Heavy lifting.

skill point/dice pool conversion:

Skill points	1-6	7-9	10-11	12-13	14
Dice total	14	13	12	10	8

Notes:

Biptid

Race: A'Theeni

Description:

The A'theeni are a high-brow, intellectual species, with owl-like features. They are famed for their devotion to philosophy, sciences and the arts, with an emphasis on long, involved sagas, and operas with tortuous, incomprehensible plots. Bip would happily go to all sorts of lectures about music, poetry, painting etc.... but, somehow, never seems to find the time. Curious, that. She does like to sing in the shower, however, to the intense annoyance of everyone else.

Stats:

Quality (Core)	Quality (Non-core)	Quality (Non-core)	Attribute	Attribute
Analysis/Planning 6	Memory 3	Doppelganger 1	Physical 3	Mental 7

Ability:

Good at planning and organising complex activities, and has an extensive knowledge of Terran history, culture and customs.

Skill point/dice pool conversion:

Skill points	1-6	7-9	10-11	12-13	14
Dice total	14	13	12	10	8

Notes:

Dahod

Race: I-kol

Description:

Humanoid but with squid-like appendages, hidden under debonair, long, flowing robes. Her ability to reach into people's minds and make them think she's someone else is astounding... although she does get distracted easily and forget the data she's supposed to be looking for, with sometimes rather, well, let's just say, *interesting* results.

Stats:

Quality (Core)	Quality (Non-core)	Quality (Non-core)	Attribute	Attribute
Doppelganger 6	Multiple forms 2	Super strength 2	Physical 6	Mental 4

Ability:

Can make people think she's someone else, whether it be a fellow student, a member of the ancillary staff, a college official, even the Dean himself.

skill point/dice pool conversion:

Skill points	1-6	7-9	10-11	12-13	14
Dice total	14	13	12	10	8

Notes: