



# HARDNOVA II

## aliens: THE RUTHDII

THIS BOOK REQUIRES  
HARDNOVA II

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## THIS BOOK REQUIRES HARDNOVA II: SPACE OPERA ADVENTURES

This book contains new information about the mysterious alien species known as the Ruthdii. Two factions of the Ruthdii have already been discovered (in the core rules and Miniseries Alpha) and a third is presented in this supplement along with a new scenario incorporating them. In addition, character and starship templates have been compiled (with new ones added) for all the factions of the Ruthdii.

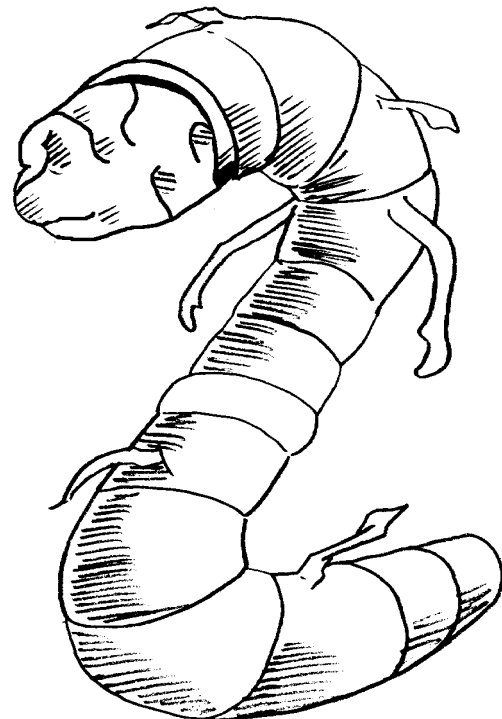
Ages ago, a swampy planet was struck by a meteor the size of Earth's moon. The enormous planet was not destroyed, but its climate did change. The area struck by the meteor was devoid of most life, except for some plants and amoebae. The most advanced life-form, a segmented, many-celled worm, was nearly wiped out by the meteor and the resulting changes to the climate. It survived, however, and was changed due to evolutionary adaptation to the new climate and the radioactive quality of the meteor.

This species became the first of the Ruthdii and developed an array of mental abilities, such as a psychic attack and rudimentary telekinesis, followed by intelligence.

The Ruthdii continued to grow in size and intelligence with each generation. They began to form social groups that eventually became the seeds of a burgeoning civilization. They became exploratory, expanding out beyond the swampy pole where they originated to visit the forests and mountains of the middle regions. They encountered no other intelligent species, but plenty of other forms of life, whether animal, avian, reptilian, and piscine. Each form of life they met, they studied and quickly dominated, either wiping it out or domesticating it.

As the intelligence of the Ruthdii grew, so did their questions, wondering how they came to be and what their purpose was. They turned to philosophy and the appreciation of art. They developed engineering skills and constructed homes, using their growing power of telekinesis as a method of manipulating tools and materials.

The planet had a very low metallic ore content and at first the Ruthdii were limited to mud daub, clay bricks, and wood for building materials. Once they discovered the science of chemistry, they developed ways to harness heat and light and produced a crude laser, which they used to carve ore from the meteoric mountain of their home swamp.



They had no written or spoken language, communicating with a combination of pheromones, body language, sonic vibration, and mental telepathy. They found the meteor of the mountain very malleable with their mental abilities. Some Ruthdii become Shapers, able to use their mental abilities to mold and shape the ore. One of the first things they constructed was a story cylinder, a device shaped from the ore that could store telepathic thoughts. They used these devices to record their past and create the equivalent of books and instructional texts to preserve history.

The Ruthdii eventually became wasteful of the ore, using it to build homes where wood, daub, and brick had sufficed. Over time the mountain diminished in size, and with it, the mental abilities of the Ruthdii diminished as well. Most were unaware that they were becoming less than they were, so caught up were they in the spirit of expansion and patriotism.

One group began to see the danger and started to warn the others; they were largely ignored. This group was comprised mostly of the Shapers, the Ruthdii who traditionally had the strongest mental ability because of the time and connection they shared with the ore. The Shapers began to formulate their own plans for the preservation of the Ruthdii, and their powers.

While the Shapers plotted their secret hope, those Ruthdii concerned with advancement made landmark discoveries, including how to use ore that had been heated and spun to make special wire. This wire retained the ore's affinity for Ruthdii mental power, and was used in vehicles and appliances as a means of power and control. A wheeled vehicle, for example, had a control center made from this wire ore, which could be activated and manipulated by the Ruthdii who was physically connected to contact points. They initially created control centers to be used without contact, but soon found the wire responding to random Ruthdii thoughts, often resulting in disastrous vehicle responses.

Around this time, there was an explosion of growth and discovery, including rudimentary flight. Next came rocket propulsion, then the ability to achieve escape velocity, and soon Ruthdii were exploring the backyard of outer space.

Many prominent Ruthdii began to notice that generations were being born less powerful than before, and some recalled the warnings of the Shapers. When questioned, however, the Shapers pretended ignorance. They reassured the populace that there was nothing to worry about. Despite appearances, the Shapers were concerned. They had stumbled upon so ambitious a plan for the salvation of their race that they knew the average citizen would never be able to grasp it. They intended to blow up the mountain of ore.

Using their own abilities (which, counter to the rest of the Ruthdii, were continuing to grow with each generation) and

recent advances in science, they intended to detonate the mountain in such a way as to nearly disintegrate it. They hoped to produce a cloud of microscopic dust that would cover the planet, permeating the food and water supply as well as the air the Ruthdii breathed. The meteoric dust, combined with additional radiation from the chemical compound the Shapers would use to detonate the mountain, would bond at a genetic level with the Ruthdii, ensuring their offspring would be born with their mental birthrights and no longer be dependent upon the mountain.

The Shapers lived on the mountain itself and oversaw the mining and distribution of the ore. Over time they became more and more reclusive and separated from the rest of the populace. Common Ruthdii perceived them with an air of mystery, which was heightened by their unique shaping powers and rumors of their deep, almost holy, connection with the mountain.

Meanwhile, a new, young faction was developing among the most extreme of the expansionist Ruthdii. This faction began to push for the majority of planetary resources to be devoted to the space program, to seek out new civilizations and conquer them, in the same manner the Ruthdii had explored and conquered every meter of their home world. They felt this was their destiny.

Trading on species pride and the popular sentiment most Ruthdii had for expansion, this new faction took the name Komar, which roughly translates into 'elite,' and began an ambitions and aggressive campaign to solidify their power. Over time, most Ruthdii who expressed a leaning towards one side or another became Komar.

The Ruthdii most concerned with conservative preservation of Ruthdii life reacted to the formation of the Komar by forming an organization of their own. They named their faction Solex, which is a poor translation of a pheromone response that produces a feeling of family and contentment, and is typically only experienced by offspring in the presence of parents. Over time, Solex members became able to experience this sensation with other members, regardless of family ties.

As tensions mounted between the Solex and Komar, and those unaffiliated with either feeling pressures from both sides, disaster struck. At precisely the same moment planet-wide, all Ruthdii were struck unconscious. Later estimates put the length of time down to one quarter of one Ruthdii day before they awoke. Some of the very young and very old did not awaken, but remained in a comatose state for as much as one year before dying.

The first discovery upon awakening was the absence of most of Ruthdii mental ability. It was as if a shroud had been lowered over the minds of the people, and panic was quick to come. Their panic was only increased when what was taken for bad

weather turned out to be a dust cloud that blanketed the sky, blocking the sun. The final blow was discovered soon after; every last story crystal on the globe had broken, shattered into shards and slivers of crystal.

The planet was thrown into a full-scale riot that did not subside for days. Once cooler heads prevailed, leadership began to piece together what had happened; at least as well as they could. They determined that some physical phenomenon had detonated the mountain of ore, resulting in a psychic wave of feedback, burning out the majority of mental ability and breaking the story crystals. The ore wire used to control most mechanical devices was also rendered useless, and the cloud in the sky was all that was left of the mountain. No sign could be found of the Shapers.

Because of the loss of mental ability and the bulk of Ruthdii recorded history and knowledge, the planet was thrust back into a dark age. Pieces of story cylinders became known as fragments and were priceless, even though the information held within was garbled and easy to misinterpret.

The Solex immediately sought out as much of the remaining ore as possible, finding boulders and rocks strewn mostly around the northern pole. By hoarding the ore, the Solex bought themselves a leveraging chip against the steadily growing population of Komar.

The Ruthdii slowly returned to and surpassed their pre-cataclysmic state, developing ships that could reach further into space than ever before. While their mental ability remained forever stunted (aside from the occasional throwback), they still had enough left to use new ore-wire as a means of mechanical control. The Komar pushed constantly for more ore in order to expand, and the Solex fought them at every turn, concerned they would lose what they had left of their species identity if the Komar had their way.

Ruthdii history became changed, and the Shapers became near-myth. Renamed the Orvol, which can mean 'foreign' as well as 'set apart,' the Shapers' legend changes depending on the teller, be it Solex or Komar.

The Komar eventually had enough of the Solex reticence; they launched a full-scale assault, slaughtering every Solex they could find, regardless of their involvement in managing ore supplies.

The Solex leadership responded as drastically, with a plan to destroy their ore reserves, forever stranding the Komar planet-side. In an ironic twist of fate, the Solex had stumbled across the same compound that the Shapers had used to detonate the mountain, even improving upon its power. The resulting explosion dwarfed that of the Shapers', cracking the planet's core.

In a desperate dash to safety, the Komar and Solex fled the planet. Tales are forever told of the insane rush of ships and

how the more militant of the Komar sought out and destroyed many Solex ships as they achieved orbit. The extinction of the Solex was nearly accomplished that day, but a small population managed to escape.

### THE KOMAR TODAY

The Ruthdii Komar are very well known to other species as a dangerous and voracious enemy. Their mission is destruction and domination of any and all life, and they are ruthlessly efficient at their job. They have achieved their goal of multi-world domination, with three separate star systems under their control. Little is known to non-Komar of the inhabitants of those systems, as only Komar warships come out of them, and Komar warships are not approached by other species.

### THE SOLEX TODAY

Hidden on an aquatic, dome-filled world, the Solex want little more than to remain in peace. Their society had become what they had hoped to achieve on the Ruthdii world, one of near-utopia and benevolence, dedicated to living and advancing life. They are no strangers to war, however, having survived their vicious brethren the Komar, whose very name puts fear into the spirit of other space-faring races. They are constantly preparing for the day they know will eventually come, when they will be forced to fight to protect the life they have created.

### THE RUTHDII ORVOL

Always the fewest in number of the three major factions of Ruthdii, the ranks of the Orvol were further thinned when their failed plan at the ore mountain wiped out nearly half their number. By using advanced technology in combination with their vastly superior mental powers, the Orvol were able to save those who lived, even bringing along the bodies of those who did not, into a great mother-ship hidden inside the ore mountain. The ship never saw local space above the Ruthdii homeworld, however, but rather was warped through a tightly controlled wormhole to a preselected galaxy in uncharted space.

Here the Orvol licked their wounds and underwent a few important changes. Without the power cells consisting of ore material, their mental abilities began to recede. They eventually reverted to a shadow of their former selves, but are still powerful compared to species with no mental abilities at all.

Today, the Orvol are similar in behavior and appearance to Ruthdii Solex; they do not actively seek to conquer or even communicate with other species, they are small in number when compared to the Komar, and do not overly emphasize weaponry and warfare when developing technology. The Shapers instead turned to other obsessions, such as a way to

regain their former power and to reverse a side-effect of their initial plan they had not foreseen—the Orvol, as a species, had become sterile. They were no longer able to reproduce, and while they are exceptionally long-lived due to prolonged ore exposure and its mutating effect, they are not immortal.

As a species, the Orvol maintain a loose form of government, but for the most part, individuals or families govern themselves. Groups form to work on mutually beneficial projects, but it is not uncommon for such groups to fall apart before attaining their goal. Many Orvol simply drift away, either to other, more remote parts of their new world, or take spacecraft, seeking out new planets to call home.

As with many things among the Shapers, much of their life is a lie. There is an active core government among the Orvol, but they remain hidden, allowing the species-wide malaise to proceed in order to prevent them from learning the truth about the Core, as this micro-governmental body call themselves.

The Core was responsible for the mishap at the ore mountain and are the most manipulative of the Orvol. They retain much of their great power through hidden reserves of ore they have ingested, and are bent on finding their way back to the Ruthdii homeworld one day to obtain more. They eventually learned of the planet's destruction and now seek to find any and all remaining Ruthdii, in order to dominate and use them to reproduce.

In many ways, individual, non-Core Orvol are like the image held by the Solex, while the Core are very much like the image held by the Komar.

### THE KOMAR ON THE ORVOL

The Komar believe that the Orvol thought the same way as themselves, and were attempting a maneuver to enslave all of the Ruthdii. The Komar admire this as a worthy goal, and held up the Orvol as inspiration in their attempt to control the Solex. They think the Orvol destroyed themselves in their attempted dominance and use this as an object lesson not to overreach one's ability.

### THE SOLEX ON THE ORVOL

The Orvol have taken on a deity-like status among the Solex, who believe the Shapers reached out and detonated the crystals and the ore to prevent the Komar from misusing it, and then departed their world forever in search of a more worthy species to govern. Because the common Solex hold the Orvol as a prime example of benevolent wisdom, should they ever learn the truth of what happened at the ore mountain it would threaten the entire Solex belief system.

### TYPICAL RUTHDII KOMAR

3	2	1	3	1	FAT	I	INJ
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
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<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>

#### SKILLS

brawling 4, melee 3, firearms 3, zero-g 2, composure 4

#### GIMMICKS

heightened touch, heightened hearing, toughness (2), reduced stamina

### TYPICAL RUTHDII SOLEX

2	3	1	4	1	FAT	I	INJ
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>

#### SKILLS

athletics 5, brawling 3, zero-g 3, firearms 4, interrogation 3, survival 8, mesmerism 2, composure 5

#### GIMMICKS

heightened touch, heightened hearing, toughness (2), constitution, reduced stamina

### TYPICAL RUTHDII ORVOL

2	3	2	3	1	FAT	I	INJ
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="checkbox"/>

#### SKILLS

athletics 4, brawling 3, investigation 5, design 3, scavenging 2, engineering 3, scanning 2, survival 5

#### GIMMICKS

heightened touch, heightened hearing, toughness (2), constitution, appendages (multiple), psychokinesis, kinetic assault

## LOST AND FORGOTTEN

Kanlys was an older Orvol on the Ruthdii homeworld, back when it was pleasant to be thought of as a Shaper by the nice Solex who used to bring him plous-moss from the swamps at the foot of the mountain as a bribe. They used to delight in his lessons on the nature of Ruthdii and the Mountain, and his joviality when they would use their limbs along with their minds to play with the small creatures found nearby. Kanlys missed those young Solex, and the Mountain. He missed being called 'Shaper' with a tone of respect and a touch of awe, and felt deep sorrow that he would never see young Ruthdii again. He would happily endure the hot aggression of Komar just to be around young Ruthdii.

Kanlys tore himself away from his musing and the porthole window against which he was lying, allowing his sensory band to absorb the points of lights that signified the stars. Half slinking, half propelling himself with a good number of his many limbs, Kanlys looked less like the sleek, strong Ruthdii he remembered and more like a cilia-covered pond frond found in the same swamps as the plous-moss.

Pushing aside the hunger pangs he felt when he thought of the red moss of his homeworld, Kanlys tumbled through a doorway interrupting the curving hall that ran the length of his spheroid ship. The room beyond opened into a cavernous space, and the ship's artificial gravity pulled the massive Kanlys towards its center. Reaching out with his mind, the Orvol slowed his descent, giving him time to choose his landing spot as well as allowing his sensory band to survey the work going on below. Upright, bipedal creatures that seemed to be made entirely of writhing limbs moved among tables and vats, each of which either contained a bubbling liquid or, in the case of the tables, sported a strapped-down creature of one species or another. Nearly every one of the creatures on the tables was vivisected and laid still; one or two twitched feebly when prodded by one of the limb-creatures wielding a sharp instrument.

Kanlys changed his mind about landing in his work area; there seemed no point. It was obvious now that the experimentations he performed in the name of Orvol preservation had yielded nothing of value. His massive bulk moved back towards the ceiling and the doorway to the outer hall, his many limbs twitching and feeling for a purchase that was not to be found suspended in air.

As Kanlys tumbled, rolled, walked, and slithered back towards the porthole, determined to slip back into his pleasing, diverting daydreams, a purplish itching sensation exploded in his sensor band. All thoughts of returning to plous-moss picnics vanished, swept away by a surge of excitement. The proximity sensor was sounding off. The sensor was keyed to

only respond to vehicles under power, and that meant one of two things; either he was in danger of discovery by fellow Orvol or some other hazard, or new subjects for his experimentation had arrived. Either way, young, jolly, Shaper-worshipping dream-Ruthdii could wait—it seems there was work to do after all.

### KANLYS

4	3	3	4	2	FAT	I	INJ
					<input type="checkbox"/>	-	<input type="checkbox"/>
					<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	-	<input type="checkbox"/>

### SKILLS

athletics 2, brawling 5, investigation 6, design 6, scavenging 5, engineering 4, scanning 4, survival 6

### GIMMICKS

heightened touch, heightened hearing, toughness (2), constitution, appendages (multiple), psychokinesis, radiance, kinetic assault

### THE SCENARIO

A ship carrying the characters has come close enough to Kanlys' ship/laboratory to alert him to their presence. The party has been hired to either search an asteroid belt for survivors of a vanished supply run, or to scavenge cargo from a vanished supply run, depending on the party's outlook on life. Kanlys tries to capture them to use for his experimentation.

The asteroid belt is placed just far enough out of the way that it is occasionally used by the less-lawful members of the United Sovereign Worlds. The belt served as the first of Kanlys' experiments when his ball-shaped ship took up residence nearby. The scrapped freighters on the surface of some of the larger asteroids are the remains of the Orvol's victims.

When contacts were lost, and all ships investigating the disappearances of the contraband also disappeared, it became clear to the underworld that the authorities had tagged the belt and were busily snapping up any foolish criminal who graced it with their presence. Kanlys was able to continue his occupation of this parcel of space, but at a cost, as his supply of warm bodies began to dry up.

William Toens, however, is determined to get his crew/cargo back, regardless of what might lay in wait in the belt. He is the businessman who hired the characters for their mission, offering a good deal of pay. If the characters are bent towards the law, this is a rescue mission. Otherwise, it is a salvage mission. Either way, it puts them within Kanlys' meaty grasp.

Kanyls is actually the only Ruthdii aboard his ship; his minions are actually parts of himself. They are the cast-off limbs he has grown, spliced together and given rudimentary sentience by his combined genetic and telepathic manipulation. They are fairly bipedal, and in pressure suits can be easily confused for humans or any other non-Ruthdii species.

### LIMBS (A MULTITUDE)

Use the *Extras Rules*—limbs have a fitness of 3; those in suits have an armor rating of 3 against both fatigue and injury.

His ship is well hidden in the belt, and he immediately sends out a shuttle filled literally with his limbs. The shuttle is piloted by two limb-creatures in pressure suits, and they are all that the players see if hailed on visual channels. The audio is filled with distortion, and Kanyls has a direct link to speak for the pilots, essentially playing on any story the characters tell to get them aboard, or allow the limb-creatures to board. Should the players allow the shuttle to dock, they are quite surprised by the flood of writhing limbs they find in the shuttle. The limbs attempt to pin every character down, rendering them immobile. The minions in the suit stand by, only assisting on the off chance they are needed. It should appear that the minions are controlling the limbs, or otherwise separate from them.

### KANYLS' SHUTTLE

SPEED	HANDLING	SENSORS	FRAME	SHIELDS	MEC	I	STR
-3	0	0	1	0	<input type="checkbox"/>	-	<input type="checkbox"/>
					<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	+4DIFF	<input type="checkbox"/>

#### WEAPONS

none

#### GIMMICKS

none

The limbs should succeed in dominating the characters, and the minions can slave the characters' ship(s) to the shuttle, taking them back to Kanyls. If somehow the characters fight them off, or refuse to dock with or board the shuttle, the minions pilot the shuttle back to Kanyls regardless, counting on being followed. Kanyls refuses to respond to hails in that case, counting on a boarding party to come within his reach. Any boarding party is overwhelmed by a sea of limbs.

### KANYLS' SHIP

SPEED	HANDLING	SENSORS	FRAME	SHIELDS	MEC	I	STR
+1	+3	+1	1	2	<input type="checkbox"/>	-	<input type="checkbox"/>
					<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>
					<input type="checkbox"/>	+4DIFF	<input type="checkbox"/>

#### WEAPONS

1 laser battery (forward)

#### GIMMICKS

hyperspace generator (supralight: +1)

Once held by the Ruthdii and strapped to examination tables in a hellish lab, the characters find Kanyls completely mad, and very talkative. They should be able to talk him into releasing them if they volunteer to help and keep him company. He is as lonely as he is obsessed with his work, and waffles back and forth between his desires for companionship and conversation, and those for fodder for his experiments.

Through freakish dinners, seared protein meals served by unsuited minions, and surreal talks around the spheroid ship in the company of their host, the characters learn as much of the history of the Ruthdii and their three factions as the gamemaster wishes. It should become clear to them, however, that Kanyls is completely insane, and eventually the novelty of having guests will be overpowered by his hunger to work again.

During their stay on the ship, the characters can discover that there is a hold filled with the cargo of every ship taken by the Orvol, mostly intact. This includes the cargo they were hired to recover.

Through observation, they can learn that, while possessing some sentience in the minions, the limbs that move and live free on their own only respond to stimuli and are harmless unless either controlled by Kanyls or stumbled upon en masse. The only way to escape is to overcome the mad, giant Ruthdii. While the powers of the Orvol have diminished from their time of glory, Kanyls is still a very dangerous foe; mental abilities combined with an army of limbs and minions, and his own grotesque girth, make for a dangerous foe. Careful planning is required if the characters hope to escape.

If the characters act before their captor tires of them, he expresses surprise at their rude treachery, and turns wroth. If they wait until he tires of them, he actually gives them slight forewarning, with his conversation turning wistful and sad, and talks of returning to his work replacing reminiscing of past glory.

Should the characters survive in the end, they have a vast treasure to take with them; the deep knowledge of the Ruthdii and their history, as well as the knowledge of the existence of the three factions. The contents of Kanlys' hold should also provide ample opportunity for a gamemaster to outfit the party any way he sees fit.

### RUTHDII KOMAR-USU CONFLICT





## HARD [[NOVA

RUTHDII KOMAR  
ZERO-G TROOPER

1

INFLUENCE

5

FITNESS

1

CREATIVITY

3

REACTION TOTAL

AWARENESS

2

REASONING

The majority of Ruthdii Komar are soldiers.

### FATIGUE

/

### INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

athletics 5  
zero-g 6  
survival 6  
composure 7

brawling 4  
interrogation 3  
mesmerism 4

### GIMMICKS AND GEAR

heightened touch  
toughness (2)

heightened hearing  
reduced stamina

## HARD [[NOVA

RUTHDII KOMAR  
OFFICER

2

INFLUENCE

4

FITNESS

1

CREATIVITY

4

REACTION TOTAL

AWARENESS

3

REASONING

Ruthdii Komar officers are hard to distinguish from regular troopers.

### FATIGUE

/

### INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

athletics 5  
zero-g 4  
survival 7  
composure 7

brawling 4  
interrogation 6  
mesmerism 6  
scavenging 5

### GIMMICKS AND GEAR

heightened touch  
toughness (2)

heightened hearing  
reduced stamina

## HARD [[NOVA

RUTHDII KOMAR  
CHIEFTAIN

3

INFLUENCE

4

FITNESS

2

CREATIVITY

3

REACTION TOTAL

AWARENESS

3

REASONING

Ruthdii Komar chieftains would be the equivalent to human admirals. They wield fantastic authority not only over their soldiers, but also entire territories and the reproductive habits of their people.

### FATIGUE

/

### INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

athletics 4  
survival 4  
composure 5  
commodities 4

crafts 5  
mesmerism 4  
scavenging 4  
performance 4

### GIMMICKS AND GEAR

heightened touch  
toughness (4)

heightened hearing  
reduced stamina

## HARD [[NOVA

RUTHDII SOLEX  
DEFENSE PROCTOR

1

INFLUENCE

4

FITNESS

2

CREATIVITY

3

REACTION TOTAL

AWARENESS

4

REASONING

The Ruthdii Solex employ highly-trained warriors to oversee their defense and security. Most are armed with ep rifles or captured blaster carbines.

### FATIGUE

/

### INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

athletics 7  
zero-g 3  
interrogation 3  
mesmerism 2

brawling 6  
firearms 6  
survival 6  
composure 5

### GIMMICKS AND GEAR

heightened touch  
toughness (2)

heightened hearing  
reduced stamina

## HARD [[NOVA

RUTHDII SOLEX  
SPACE PROCTOR

1

INFLUENCE

3

FITNESS

1

CREATIVITY

3

REACTION TOTAL

AWARENESS

4

REASONING

The Ruthdii Solex enjoy a large space fleet, although it is no match for that of the USU or the Ruthdii Komar.

### FATIGUE

/

### INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

athletics 3  
zero-g 5  
gunnery, piloting, astronavigation, or advanced engineering 5  
mesmerism 1

brawling 3  
firearms or scanning 4  
composure 4

### GIMMICKS AND GEAR

heightened touch  
toughness (2)

heightened hearing  
reduced stamina

## HARD [[NOVA

RUTHDII SOLEX  
WORKER

1

INFLUENCE

2

FITNESS

1

CREATIVITY

3

REACTION TOTAL

AWARENESS

3

REASONING

Most Ruthdii Solex workers are either laborers, designers, or experimenters.

### FATIGUE

/

### INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

scavenging 5  
zero-g 3  
athletics, design, commodities, computers, or sciences 5

brawling 3  
mesmerism 2

### GIMMICKS AND GEAR

heightened touch  
toughness (2)

heightened hearing  
reduced stamina

## HARD [[NOVA

RUTHDII ORVOL  
TESTER

1

INFLUENCE

3

FITNESS

3

CREATIVITY

3

REACTION TOTAL

AWARENESS

3

REASONING

The Ruthdii Orvol testers are charged with developing new technologies as well as maintaining those already developed.

### FATIGUE

/

### INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

athletics 2      investigation 5  
design 4      scavenging 4  
advanced engineering, engineering, or sciences 5  
scanning 2      survival 4

### GIMMICKS AND GEAR

heightened touch      heightened hearing  
toughness (2)      constitution  
appendages (multiple)      psychokinesis  
kinetic assault

## HARD [[NOVA

RUTHDII ORVOL  
CORE

2

INFLUENCE

3

FITNESS

4

CREATIVITY

3

REACTION TOTAL

AWARENESS

4

REASONING

Members of the Ruthdii Orvol Core oversee all aspects of Orvol life.

### FATIGUE

/

### INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

athletics 3      brawling 4  
investigation 5      design 7  
scavenging 4      advanced engineering 6  
scanning 6      survival 5  
sciences 4      mesmerism 2

### GIMMICKS AND GEAR

heightened touch      heightened hearing  
toughness (3)      constitution  
appendages (multiple)      psychokinesis  
kinetic assault

## HARD [[NOVA

RUTHDII ORVOL  
OVEREN

1

INFLUENCE

2

FITNESS

2

CREATIVITY

3

REACTION TOTAL

AWARENESS

3

REASONING

The vocations of Ruthdii Orvol citizens are diverse, taking on whatever chores are needed in order to help the family. The heads of the families and sub-families are the providers and perform most of the work—they are called overen.

### FATIGUE

/

### INJURY

DAZED ☐

-

☐ BRUISED

STRESSED ☐

+1DIFF

☐ SPRAINED

STRAINED ☐

+2DIFF

☐ WOUNDED

EXHAUSTED ☐

+3DIFF

☐ MAIMED

UNCONSCIOUS ☐

—

☐ INCAPACITATED

### SKILLS

athletics 4      brawling 3  
investigation 5      design 3  
scavenging 2      engineering 3  
scanning 2      survival 5

### GIMMICKS AND GEAR

heightened touch      heightened hearing  
toughness (2)      constitution  
appendages (multiple)      psychokinesis  
kinetic assault

HARD [NOVA

RUTHDII KOMAR  
SCOUT SHIP A

3

SHIELDS

+4

SPEED

+3

HANDLING

+2

SENSORS

1

FRAME

This is one variant of a small interstellar scout.

MECHANICAL STRESS		/	STRUCTURAL DAMAGE	
ENGAGED	<input type="checkbox"/>	-	<input type="checkbox"/>	DENTED
DISTRESSED	<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>	IMPAIRED
OVERWORKED	<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>	BREACHED
OVERHEATED	<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>	COMPROMISED
DISABLED	<input type="checkbox"/>	+4DIFF	<input type="checkbox"/>	WRECKED

WEAPON SYSTEMS

2 laser batteries (forward)  
2 rocket batteries (1 forward; 1 aft)

GIMMICKS AND NOTES

hyperspace generator (supralight speed: +2)  
reinforced systems

HARD [NOVA

RUTHDII KOMAR  
SCOUT SHIP B

2

SHIELDS

+4

SPEED

+3

HANDLING

+1

SENSORS

1

FRAME

This is one variant of a small interstellar scout.

MECHANICAL STRESS		/	STRUCTURAL DAMAGE	
ENGAGED	<input type="checkbox"/>	-	<input type="checkbox"/>	DENTED
DISTRESSED	<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>	IMPAIRED
OVERWORKED	<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>	BREACHED
OVERHEATED	<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>	COMPROMISED
DISABLED	<input type="checkbox"/>	+4DIFF	<input type="checkbox"/>	WRECKED

WEAPON SYSTEMS

1 ion cannon turret  
1 rocket battery (forward)

GIMMICKS AND NOTES

hyperspace generator (supralight speed: +2)

HARD [NOVA

RUTHDII KOMAR  
ASSAULT CRAFT

3

SHIELDS

+4

SPEED

+4

HANDLING

+2

SENSORS

2

FRAME

When the Ruthdii Komar attack, they do so in waves of these fast and powerful attack craft.

MECHANICAL STRESS		/	STRUCTURAL DAMAGE	
ENGAGED	<input type="checkbox"/>	-	<input type="checkbox"/>	DENTED
DISTRESSED	<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>	IMPAIRED
OVERWORKED	<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>	BREACHED
OVERHEATED	<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>	COMPROMISED
DISABLED	<input type="checkbox"/>	+4DIFF	<input type="checkbox"/>	WRECKED

WEAPON SYSTEMS

2 laser batteries (forward)  
2 rocket batteries (1 forward; 1 aft)

GIMMICKS AND NOTES

hyperspace generator (supralight speed: +2)  
cloaking device  
reinforced systems

## HARD [[NOVA

RUTHDII KOMAR  
CUTTER



This is a small but fast, long-range cruiser.

### MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED <input type="checkbox"/>	-	<input type="checkbox"/> DENTED
DISTRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> IMPAIRED
OVERWORKED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> BREACHED
OVERHEATED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> COMPROMISED
DISABLED <input type="checkbox"/>	+4DIFF	<input type="checkbox"/> WRECKED

### WEAPON SYSTEMS

3 laser cannon turrets

### GIMMICKS AND NOTES

hyperspace generator (supralight speed: +3)  
shuttle bay

## HARD [[NOVA

RUTHDII KOMAR  
FRIGATE



Frigates are used to patrol regions believed to be overrun by enemy spacecraft. They are well-armed and carry a large number of skock troops. Frigates are slow at sublight speeds, but excel at supralight travel.

### MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED <input type="checkbox"/>	-	<input type="checkbox"/> DENTED
DISTRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> IMPAIRED
OVERWORKED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> BREACHED
OVERHEATED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> COMPROMISED
DISABLED <input type="checkbox"/>	+4DIFF	<input type="checkbox"/> WRECKED

### WEAPON SYSTEMS

3 laser battery turrets  
1 particle cannon (forward)  
2 rocket battery turrets

### GIMMICKS AND NOTES

hyperspace generator (supralight speed: +3)  
troops bay

## HARD [[NOVA

RUTHDII KOMAR  
BATTLECRUISER



The ultimate class of vessel in the Ruthdii Komar space fleet. They are extremely slow at sublight speeds, but pack quite a punch.

### MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED <input type="checkbox"/>	-	<input type="checkbox"/> DENTED
DISTRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> IMPAIRED
OVERWORKED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> BREACHED
OVERHEATED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> COMPROMISED
DISABLED <input type="checkbox"/>	+4DIFF	<input type="checkbox"/> WRECKED

### WEAPON SYSTEMS

9 laser batteries (1 forward, 8 turrets)  
3 particle cannon turrets  
1 hunter-killer missile launcher (forward; 25 missiles)

### GIMMICKS AND NOTES

hyperspace generator (supralight speed: +3)  
fighter bay (10-20fighters)  
remote network  
troops bay  
shuttle bay (some models only)

HARD [NOVA

RUTHDII KOMAR  
FIGHTER

1

SHIELDS

+4

SPEED

+4

HANDLING

0

SENSORS

1

FRAME

This is the current hi-technology fighter class used by the Ruthdii Komar.

MECHANICAL STRESS		/	STRUCTURAL DAMAGE	
ENGAGED	<input type="checkbox"/>	-	<input type="checkbox"/>	DENTED
DISTRESSED	<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>	IMPAIRED
OVERWORKED	<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>	BREACHED
OVERHEATED	<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>	COMPROMISED
DISABLED	<input type="checkbox"/>	+4DIFF	<input type="checkbox"/>	WRECKED

WEAPON SYSTEMS

1 linked pair of laser cannons (forward)

GIMMICKS AND NOTES



HARD [NOVA

RUTHDII KOMAR  
FIGHTER (OLD)

0

SHIELDS

+4

SPEED

+4

HANDLING

0

SENSORS

1

FRAME

This is an older model of fighter used by the Ruthdii Komar. Many are still in service.

MECHANICAL STRESS		/	STRUCTURAL DAMAGE	
ENGAGED	<input type="checkbox"/>	-	<input type="checkbox"/>	DENTED
DISTRESSED	<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>	IMPAIRED
OVERWORKED	<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>	BREACHED
OVERHEATED	<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>	COMPROMISED
DISABLED	<input type="checkbox"/>	+4DIFF	<input type="checkbox"/>	WRECKED

WEAPON SYSTEMS

2 laser cannons (forward)

GIMMICKS AND NOTES



HARD [NOVA

RUTHDII SOLEX  
SCOUT SHIP

2

SHIELDS

+3

SPEED

+3

HANDLING

+2

SENSORS

1

FRAME

This is a small scouting vessel used by the Ruthdii Sorex.

MECHANICAL STRESS		/	STRUCTURAL DAMAGE	
ENGAGED	<input type="checkbox"/>	-	<input type="checkbox"/>	DENTED
DISTRESSED	<input type="checkbox"/>	+1DIFF	<input type="checkbox"/>	IMPAIRED
OVERWORKED	<input type="checkbox"/>	+2DIFF	<input type="checkbox"/>	BREACHED
OVERHEATED	<input type="checkbox"/>	+3DIFF	<input type="checkbox"/>	COMPROMISED
DISABLED	<input type="checkbox"/>	+4DIFF	<input type="checkbox"/>	WRECKED

WEAPON SYSTEMS

1 laser cannon turret (linked pair)

GIMMICKS AND NOTES

hyperspace generator (supralight speed: +1)



## HARD [[NOVA

RUTHDII SOLEX  
ATTACK CRUISER

3

SHIELDS

+2

SPEED

+1

HANDLING

+3

SENSORS

3

FRAME

The Ruthdii Solex are not a very creative species, and to demonstrate, their space fleet consists of mostly this class of vessel.

### MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED <input type="checkbox"/>	-	<input type="checkbox"/> DENTED
DISTRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> IMPAIRED
OVERWORKED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> BREACHED
OVERHEATED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> COMPROMISED
DISABLED <input type="checkbox"/>	+4DIFF	<input type="checkbox"/> WRECKED

### WEAPON SYSTEMS

4 laser cannon turrets (linked pairs)  
4 rocket batteries (1 forward, 1 port, 1 starboard, 1 aft)

### GIMMICKS AND NOTES

hyperspace generator (supralight speed: +1)  
cargo bay  
shuttle bay

## HARD [[NOVA

RUTHDII SOLEX  
COLONY SHIP

4

SHIELDS

-2

SPEED

-2

HANDLING

+4

SENSORS

3

FRAME

The Ruthdii Solex are paranoid. They maintain colony ships on stand-by in case of an attack by the Ruthdii Komar. These vessels are not armed, but are just about the fastest in the galaxy at supralight speeds.

### MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED <input type="checkbox"/>	-	<input type="checkbox"/> DENTED
DISTRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> IMPAIRED
OVERWORKED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> BREACHED
OVERHEATED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> COMPROMISED
DISABLED <input type="checkbox"/>	+4DIFF	<input type="checkbox"/> WRECKED

### WEAPON SYSTEMS

### GIMMICKS AND NOTES

hyperspace generator (supralight speed: +4)  
cargo bay  
shuttle bay  
passenger quarters  
stasis chamber

## HARD [[NOVA

RUTHDII ORVOL  
PRIVATEER

1

SHIELDS

+1

SPEED

+2

HANDLING

+2

SENSORS

1

FRAME

Most Ruthdii do not travel between the stars. Those who do make use of whatever scavenged craft and parts they can find. This craft is a generic form of escape for most space-faring Ruthdii Orvol.

### MECHANICAL STRESS / STRUCTURAL DAMAGE

ENGAGED <input type="checkbox"/>	-	<input type="checkbox"/> DENTED
DISTRESSED <input type="checkbox"/>	+1DIFF	<input type="checkbox"/> IMPAIRED
OVERWORKED <input type="checkbox"/>	+2DIFF	<input type="checkbox"/> BREACHED
OVERHEATED <input type="checkbox"/>	+3DIFF	<input type="checkbox"/> COMPROMISED
DISABLED <input type="checkbox"/>	+4DIFF	<input type="checkbox"/> WRECKED

### WEAPON SYSTEMS

1 laser cannon turret or 1 rocket battery (forward)

### GIMMICKS AND NOTES

hyperspace generator (supralight speed: +1)