STAR TREK

CREATURES



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INTRODUCTION

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From its debut, Star Trek has featured a number of fabulous creatures to challenge the physical and meru tal faculties of hencis Startleet officers. These mysterious and often perilous creatures make for exciting drama, fascinating the viewers who share the thirll and wonder experienced by the stalwart crew.

In the Star Trek toleplaying game, creatures play the exact same role in epiodes of your own devising. Though perhaps not central to your series concept or weekly epiode, creatures and the challenges they present can serve as interesting subjects for roleplaying encounters. A creature can add spice and color to an exotic locale, it can be a challenge in the middle of a plot twist, or it can even be an example of how to face a particular problem.

Whereas the majority of material in this book provides a selection of ready-made creatures for you to use in your episodes, this chapter expands on the material presented in Chapter 12 of the San Tiek RPC Narator's Guide, Specifically, this chapter provides resources and guidelines to assist you in designing creature encounters for your series and episodes.

CREATURES IN STAR TREK

As explained in the Sur Terk PPC Nurrator's Cuide, a creature can play a number of node—an element of setting for narrative color, a momentary threat to occupy the Crex, a prime mover serving as the central challenge of an episode, or a red herring to sidettack the Crew from its main objective. These generic roles can also be considered applications for creatures in Stur Tek stories. As a Narratory you can either create an episode with a particular application in mind, or apply a creature encounter as a means of achieving a specific story. effect, such as presenting a diversion, introducing a mystery, establishing an antagonist, and so on,

Regardless of the purpose, once you decide to include a croature in your epitodes, you need to begin planning the encounter. There are two common approaches to planning encounters. The first involves plotting a role for a creature in an epitode, choosing or designing a creature to fill that role, and creating the elements of each scene or encounter. This methodology works well for all of the creature roles presented in the Sar TreR RPC Nurrato's Cude.

The other common alternative is to allow for nandom encounters when the Crow entries a setting where a particular creature or creatures is likely to be met, in three situations, allowing random chance to determine whether the Crow runs aloud or a strange or dangerous creature can load to a garney or dangerous creature can load to a strange or daning both types of encounters, so you can choose whichever method works best when creating an enclode for varge mem.

CREATURE ROLE REVISITED

The Star Trek RPC Narrator's Guide covers the (undamenta)s of canature design. By using the tools presented in Chapter 12, of that book you can make any variety of creatarisets to serve various roles in your stories. For example, you can create a bizarre animal to serve as a momentary threat in a single encounter, or design an enigmatic energy being to foil the Crew throughout an entire enisode.

Although you may create or select a creature to appear in numerous scenes throughout an episode or series, the creature role generally refers to the purpose of an individual encounter or scene. For example, a creature designed for narrative color won't be sufficiently detailed to serve as a momentary threat in a

EXPANDED CREATURE BOLES

The following entries present a number of functions that creatures may serve in Star Trek episodes. Although the listed options can apply to any creature role, they are most applicable to the momentary threat and prime mover roles.

CULTURAL DILEMMA

- SOCAL ISSUE: The creature's existence or treatment provokes two or more factions to clash in the political arena. The Crew must circumnavigate these issues when dealing with the creature, and perhaps arbitrate a diplomatic resolution among the opposing factions. A culture might be unknowingly hunting a creature to extinction, while that very hunting provides a culturally-important rite of passage; the Crew might try to show the values of an enlightened culture that does not focus on the hunt, or may engineer ways to improve the survivability of the creature, or might just become wealthy by breeding and selling the creature for its uses.
- SYMBOL: A superstitious society worships or exelts the creature as a cultural symbol or religious icon. In dealing with the society the Crew must confront the creatures' symbolic impact on the culture as well as with the creature itself. Seccessfully defeating the feared Astrokian sword bull in the gladiatorial arena might favorably predispose the Astrokian towards signing a treaty.

MORAL DILEMMA

EDUNCEND STATUS. The content's opeder is in diagon of because extinct. The Grew west take effects not to kill or here the construe when being with whetever chillenge its existence present. Point the creature species or its bubble sharest the progress, specifica, or convenience of a similared calture's way of life.

The Crew must wrestle with the moral dilemmas arising from the proposed methods of eliminating the pestilence.

PHYSICAL THREATS

access the area or object unimpeded.

HOST: A non-aggressive, possibly even domesticated, creature carries some parasite or disease that threatens the cohobitants of a colony, city, or starship. The Crew must eliminate the threat without becoming infected.

PREDATOR: The creature actively hunts the Crew as prey. The Crew must avoid or eliminate the threat posed by this predator.

SCIENTIFIC ENIGMA

ANOMALY: The creature demonstrates some extraordinary form, characteristic, or ability that makes it an object of curiosity and study. The Crew must locate the creature and either capture a specimen or study it in the field. MYSM: The creature is believed to be extinct and should not exist or survive in the encounter setting; yet some unknown ATAV

quality enables it to do so. The Crew must explore this mystery and eliminate any threat the creature poses.

combat encounter. Similarly, a creature designed as a momentary threat probably lacks the complexity and depth required to appear as the prime mover, or antagonist, of an entire episode.

For these reasons many Narrators view the creature role as the guiding principle when planning and narrating a creature encounter. Proceeding from the required role, the Narrator chooses a creature, plans one or more encounters, and narrates the scene or scenes-using creatures in your games can really be that simple.

But Narrators are ever in search of new and interesting methods for inserting creatures into their stories. How, for example, do you distinguish one creature encounter from the next? Certainly, different creatures present unique challenges, but what makes one momentary threat feel different from any other? What makes the new threat creature more challenging or interesting than the last one? By expanding the role to account for story nuances, it is easy to address these questions and create memorable creature encounters.

EXPANDING THE CREATURE BOLE

Differentiating a creature encounter begins by expanding the role of a creature. For example, when you assign the role of momentary threat you need to have some idea regarding what type of threat the creature poses. In many cases, creatures present physical dangers to the Crew, Creatures such as the mugato or M-113 salt vampire may attack with the intention of harming or killing members of the crew. But creatures can also pose psychological horrors, scientific mysteries, moral challenges, and even social obstacles for the Crew to overcome. See "Challenge" for more information about planning encounters and estimating difficulty, and the sidebar "Expanded Creature Roles" for more information.

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CREATING ENCOUNTERS

Once you know the purpose for introducing a creature into your epidode, you need to establish several key elements that form the basic structure of an encounter. The following sections outline the components for building encounters. See "Creature Episodes" (on page 17) for more about organizing and integrating your encounters into a storvline.

ELEMENTS OF AN ENCOUNTER

Every creature encounter consists of three fundamental elements: esting, challenge, and action. The setting describes the location where the encounter tables place, this may be the creature's natural habitat—ins hunting territory, breeding grounds, or late—or some other location where circumstances have conspined to situate the creature outside of its infigurous environment. Uncausal settings might include civilized areas bordering on the creature's habitat, zone or ecological preserves on distant planets or even standils and space stations where the creature might be studied, contined, or even bred.

The challenge of a creature encounter represents the inherent obstacle, dange, or difficulty resulting from the creature's presence, whether derived from its might, strangeness, or shere numbers, in terms of episode creation and story design, the challenge of an encounter equation to the paper of the scene or scenes in which the creature appears. Whereas every some mystery, thread, or other challenge for the Create to experime and resolve. In this sense, the challenge of an encounter requesters an estemation of its role.

Based on the setting and challenge, the action of a contaure encounter refers to what happens, not only in terms of character actions but also creature behavior before and during the scene. Presumably, creatures go about their ratatula activities until the Creve encounters them and disrupts their routine. So in a sense, most encounter action begins in mediar set, when the Creve makes. First contact and prompts the creature to respond to their presence and actions.

THE ENCOUNTER PROFILE

An encounter profile is an expanded zones curi flue has been extendined for size with creative neoneentre. See page 95 for a sample you can photocopy for personal oss. When designing an encounter, the encounter profile simplifics neutrains and record keeping. In defition to completing the entries on the form, you can use of the back of the form for making additional notes.

SETTING

There are a number of ways to stage creature encounters to make them interesting to experienced players. When planning your introduction, you should start by considering the creature's role and the location where you'd like to set the encounter.

When choosing a setting, you'll need to consider whether the encounter will take place in the creature's natural habitat, in a nearby area, or in some remote location where the Crew least expects it.

For example, while exploring an unchatted planet a survey team cold encounter the creature and learn its sterngths, weaknesses, and habits by monitoring it in its nature environment. Alternatively, the Crew might encounter a creature terrorizing a nearly settlement, or even a civilized area where the creature has escaped from confinement. Each of these situations presents a unique scenario, with a number of potential challenges stemming not only from the creature, but also the setting and local circumstances.

Habitat

A creature's habitat refers to its natural environment. Describing a creature's habitat can include any amount of detail, but if you touch on four basic aspects, you'll know everything you need in order to manage the creature through a number of encounters. The four primary aspects of habitat include climate, terain, territory, and lair.

CLIMATE: Climate describes the average temperature, humidity, and weather characterizing the creature's natural environment, You can choose from terrestrial climates presented on Table 1.1, or make up your own description such as hot and arid, cool and rainy, and so on.

TERMANE Terrain refers to the topographical features-dunes, forest, wetlands, mountains-marking the creature's native habitat. You can choose from among the Terrestrial descriptors on Table 1.1 or make up your own descriptions (ice mash, obsidian glade, toxic quagmire, and so on) to account for specific geological or extracterestrial terrain features.

TERMITORY: How large a geographical area does the creature claim as its territory? Some creatures mark and protect a specific physical region, while others only defend their immediate space. In describing the scope of the creature's territory, you can pick from Table 1.1, or make up your own description. Othen Narrators find it more useful to map a creature's territory rather than to assign a spatial measurement.

Late: Does the creature have a lair—some sort of den, warren, next, cave, pool, or other living space, where it sleeps, feeds, breeds or otherwise frequents? If so, does the creature build its latit ard lay claim to a suitable spot in its natural habitat? You can choose from among the lairs presented on Table 1.1 (including the possibility for no lair), or make up your own



description. It is also useful to make a list of the activtists the creature most often pursues while in its lair. Keep in mind, some creatures make lairs unlike their preferred territory; for example, an amphibious creature might make its lair in a dry cave next to a large body of water where its spends most of its time hunting and hiding from land-based predators.

Table 1.1 Creature Habitar lists a range of available options within each category. When designing a creature, you can choose from the table or roll randomly for each aspect. Rolling randomly may produce some strange combinations, so be prepared to provide a scientific rationale for the creature's habitat description. Once you're made your selections, you can need them on your creature profile (see page 96 for an updated Creature Profile).

Setting and Story

Regardless of whether you plan to introduce the creature in its startal surroundings, knowing about its native habitat allows you bay a rational foundation for a creature encounter, for example, if you know a creature prefers a dark, damp habitat, you might logically choose a multy animost or backshold cover as the choose a multy animost or backshold cover as the creature were to encounter a renegate spectrum in a mothy whan settlement, they might ind the contact hiding in an industrial treatment facility, or warm undergoord humel complex.

When the Crew encounters a creature in a particular setting, they can deduce information about the creature from its environment. By exploring the terrain, experiencing the climate, and discovering signs of habitation, feeding, and

ECOLOGY AND HABITAT

Except for the most exotic life-forms, most creatures play an important role in their notive ecosphere. As productors and prey, they occupy a place in the food chain and demonstrate instituctual patterns that anable them to survive in their habitat.

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magnetistic particular The important Mang to remember its their all four support of bubbles to form a broader potent of the creater's babbles to form a broader potent of the creater's babbles of the bar less boolt it, a specific and and they will fallers it is singletion. The comparison of they will fallers it singletions. The conditional is an opposite page territory for the product with an person and place territory for the product with an person and place territory for the product with an person and place territory for the product with an person and place territory for the product with an person and place to make a different similar, then the bar and the set of and its full boolean new is fully writting lata, where its of different soundering the constraints fall and the sourcements of the set statement.

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| TABLE 1.1 CREATUR | E HABITAT | |
|-------------------|--------------------------|--|
| ROLL (206) | CLIMATE | |
| 2 | arctic | |
| 3-4 | subarctic | |
| 5-8 | temperate | |
| 9-10 | subtropical | |
| 11 | tropical | |
| 12 | other | |
| ROLL (206) | TERRAIN | |
| 2 | aerial/atmospheric | |
| 3 | aquatic/aceanic | |
| 4 | desert/waste | |
| 5 | forest/jungle | |
| 6 | hills/highlands | |
| 7 | mountain/glacial | |
| 8 | plains/flatland | |
| 9 | steppe/plateau | |
| 10 | subterranean/cave | |
| 11 | swamp/wetlands | |
| 12 | other | |
| Roll (206) | TERRITORY | |
| 2-3 | none | |
| 4-6 | self* | |
| 7-8 | 1 square km | |
| 9-10 | 10 square km | |
| 11 | 100 square km | |
| 12 | migratory** | |
| Roll (206) | LAIR | |
| 2-4 | none | |
| 5-8 | natural formation† | |
| 9-11 | artificial structure † † | |
| 12 | self-built lair+++ | |
| | | |

* The creature considers the area around itself to be its current territory. The territory consists of a circle with a radius equal to the creature's Perception x 10 meters.

** The contrare negretise scress a large area, offlwappi I does not scressrip? consider all area in crosses to be its territory. The contrare industrs a networkly sccreting formation such as a core, sink hole, the ready, pair of rev, and so an. (The contrare industries and artificial structure such as include building, approaches head, densidy, query, and so a. (HT has contrare industries a line in built itself, such as a sest, break pilo, down, and so an.

nesting, the Crew can learn a great deal about a creature and perhaps anticipate its behavior.

When an encounter occurs outside of a creatture's habitat, the purpose of the encounter may not require the Crew to investigate or understand such things about the creature, but might still require them to deal with the ramifications of the creature's biological needs (such as making sure the creature doesn't prey on crewmembers or destroy sensitive equipment in its wake). Having considered a creature's habitat and the behavior another habitat is likely to produce, you can choose or create a setting that fits into the structure of your series and episode. Once you've chosen, record the location under the "Setting" entry on the encounter profile (see page 95). Make any additional notes as needed.

CHALLENGE

Like setting, the challenge element of an encounter depends largely on the nole of the cruature initiating it. Momentary threat creatures generally present less daninger and difficulty than prime mover creatures. It is also possible for momentary threat creatures to present a server challenge in the space of a single encounter, whereas a prime mover might present less immediate danger, but proves much more difficult to defeat or circumment over the course of many encounters.

In terms of planning or estimating the difficulty of a challenge, it is best to handle each encounter on its own merit. For example, even though a prime mover creature may be hand to find, difficult to rap, or impossible to kill, it can present different challenges each time it makes an appearance in an episode. From this perspective, establishing challenge and difficulty becomes much simpler when taken one encounter at a time.

There are two primary methods for handling challenge with regard to creature encounters. The first method applies to non-combat encounters, and requires only a general notion regarding what actions the creature and Crew are likely to perform. The second method applies to combat encounters, and is somewhat more involved:

Encounter Difficulty

Non-combat encounters typically require the Crew to interact with a creature in some tangential manner. A typical non-combat encounter might require the Crew to find, track, or study a creature using skills such as Observe or Science and making corresponding tests against a predetermined difficulty level.

Estimating and adjusting the difficulty of combat encountes desort work well with mathematical computation because of the large number of tests required with varying TNS. For this puppose, a special TN. Equivalent" rates the difficulty of the creature. This is an adbitrary number representing the difficulty the whether they do so in combat, by stells, the wite, or through intimidating displays of might. Sometimes a parenthetical quantity of monsters, follows the TN, representing the difficulty for a group of that size. For example, Aldebatran serpents have a listing of TN 10 (1), which means that a two of seprents counts as a TN 10 encounter for a non-

8

mal Crew. When there is no parenthetical note, the TN Equivalent represents one creature.

TN Equivalents correspond to the standard target numbers assigned to tests, with the addition of the "Legendary" level, which corresponds to creatures that even Starfleet's finest would be unlikely to defeat successfully.

TN Equivalents are useful when awarding experience points for defeating creatures. For more information see "Creature Experience Awards," on page 10.

This method of approximation must be applied in a necessarily loose manner: Characters of equal advancement can possess widely divergent combat capabilities, just as creatures of the same relative advancement values can pose vastly different levels of threat to the Crew.

When advancement pick comparisons don't yield meaningul results, you can approximate challenge difficulty by comparing the characteristics that apply to combat situations. These include Quickness and Forthude reaction levels, combat skill levels, Health, Wound levels, Defense, armor, attack damage, and special abilities that pertain to combat, injury, and recovery.

Whereas you could reduce these characteristics to advancement pick equivalencies and compare the values, some characteristics don't translate well into advancement picks, which complicates the process significantly, instead, count the number of characteristics where the creature outclasses the most able crewmember and view evers.

Lict out the areas where the Crew has members beter than the creature, and areas where the creature bas strength over the crew icourting different areas listed above such as Health, special corota tabilities, etc.). Subtract the number of Crew areas of strength from the creature's areas of strength. Finally, add this number (positive or negative) to TN 5 and deduct 5 for each cowmember you expect to participate in the encounter. The final number of the system of the encounter impricing the system will give your one idea whether an encounter you've planned will be too easy or too overhelming for the Crew in question.

For instance, if a creature has better Quickness and Stomiar reactions, better hard-both and combat skills, and better Wound levels than the crew, but lags behind in attack damage and special combat abilities, your creature has 3 advantages to the Crew 32. Subtracting the Crew's strengths (2) idom the creature's strengths (3) yields a one-point advantage in the creature's lawor. Addr this to a base TN 15, and the creature courts as a TN to challence.

Don't forget: If bypassing, capturing, or defeating a creature is also a story or scene objective, then there may be additional experience rewards for fulfilling that goal (see the Star Treek RPG Narrator's Guide, page 125).



| TABLE 1.2: | TH EQUIVALENTS | |
|--------------|----------------------|-------------------------------|
| TNEQUIVALENT | DESCRIPTION | EXAMPLE |
| 1153 2003 34 | Simple | Ceti Eel (adult) |
| 10 | Routine | Aldebaran serpents (trio) |
| 15 | Challenging | Berserker cat |
| 20 | Difficult | Consciousness Parasite |
| 25 | Virtually Impossible | Dikironium cloud creature |
| 30 | Legendary | Giant space amoeba |

ADVANCEMENT PICK VALUES

You can give a creature advancement picks to make it togher, but don't larget to adjust the TN. Since you can't assume that some creatures will commentically have certain parlessions, and that various advancements are an the "professional discount," it's best to calculate advancement pick totals with the non-professional costs:

| EFFECT | Picks |
|-------------------------------------|-----------|
| +1 attribute (over 7) | +5 |
| -1 attribute (less than 4) | -5 |
| +1 skill level | +2 |
| Skill specialty | +2 |
| Gain flaw | -2 |
| Gain edge or upgrode | +2 |
| +1 reaction | +3 |
| +1 Courage | +3 |
| +1 Health | +5 |
| +1 Renown | +2 |
| Special ability | variable* |
| "see Star Trek RPG Narrator's Guide | poge 212 |

Adjusting the Difficulty

You can always adjust the difficulty of an encounter as you play. If you find a creature is to tough, you can change the circumstances to lower the difficulty of certain tests required of the Crew. Alternatively, you could describe the situation differently to warrant increasing the difficulty of opposing actions taken by the creature. In either case, the responsibilities of seting atoms may your. If the story takes a turn for the warrance perhaps depriving the Crew of a character or piece of equipment they need to overcome an STAR TREK ROLEPLAYING GAME

encounter, then you'll have to make adjustments to your encounter on the fly.

Multiple Creatures in an Encounter

The number of creatures appearing in an encounter datically affects the overall difficulty of the encounter. In discovery or pursuit encounters, increased numbers usually lower overall difficulty because finding signs or traces of the creature becomes easier. But multiple creatures in other encounters, such as combat situations, makes the scene much more challenging because the Crew has two or more creatures to interact with and overcome.

Organizational Pattern & Social Habits

Some creatures live a solitary existence while other group into command packs or herds. While there are many ecological factors that contribute to this behavior, a creature's feeding habits can give you sufficient information to formulate some notion of its organizational pattern and social habits. For example, chasers often hunt in pairs or small packs whereas pouncers have better odds hunting alone:

Like habitat, knowing details about a creature's organizational patterns helps you create a rational context for its behavior within your story. Perhaps a solitary creature the Crew encounters is a energade, hunting for food outside of its established territory. Or maybe the creative has just been separated from its prounds. While either its data the separated from its ing encounter, the precise circumstances determine whether there's likely to be additional encounters after the Crew data with the first creature they meet.

Additionally, the organizational pattern helps to determine how many creatures populate a region of a planet or the setting for an adventure. Armed with this information, you can plan a number of encounters and provide for random encounters as the Crew explores a planetary region or parcticular setting.

Although you could just assign a number of creatures to an encounter randomly, doing or poroids enther a narraive context for the encounter nor sufficient information for players to evaluate their character's predicament. For example, if the Crew observes a matted pair of glacier cats then captures one of the creatures for study, it is reasonable for them to assume one of the cats is still out there, searching for its to mate.

Table 1.3 presents a several categories for assigning a specific number of creatures to each encounter. While creature organization can be reasonably explained by feeding habit, you may substitute another aspect of its ecological makeup as the determining factor. Creature form and special abilities may warrant certain organizational patterns, as could a number of factors associated with

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HIDDEN NUMBERS

There are many ways to give the Cree does copening the analysis of exceeds that pupped as a more. [Although signs such as fampling, term are applicable, lefters and analysis of the coperative sequences of the pupped particular sectors are the term of the coperative sectors apply applied approximative with even and a sector of a sector sector of the coperative sector of the term of a of damps experiments. Such that no ends of damps experiments with the term of a sector and a sector is for term of the sectors. Such that no ends of damps is a sector of the sector of term of the ensurement of the term of the sectors are considered and pupped in the commute works are sectors and a sector and pupped in the commute works are sectors are sectors for adaption.

| TABLE | 1.3 CREATURE | ORGANIZATION En I D |
|--------------|-------------------|----------------------------|
| DIE ROLL | ORGANIZATION | # ENCOUNTERED |
| 0-2 | solitary | 1 creature |
| 3 | mated pair | 2 creatures |
| 4-5 | hunting pack | 2-12 creatures (2d6) |
| 6-8 | small herd/flock | 6-36 creatures (6d6) |
| 9-10 | herd/flock | 12-72 creatures (2d6x6) |
| 11 | large herd/swarn | m 48-288 (2d6 x 24) |
| 12+ | colony/infestatio | n 200 x 1200 (2d6 x 100) |

creature behavior (see "Creature Demenou" page 14, for more information). Regardless of your methodology, you should assign your creature some type of organizational pattern to assist you in assigning reasonable numbers to your encounters. Once you've determined its social habits, you can choose a number of creatures for each encounter from Table 13, or determine the number randomly.

Experience Awards

The new TN Equivalent characteristic is a useful tool when the time comes for the Narrafor to hand out experience points. The rules on page 125 of the Star Tek RPC Narrafor's Catible for awarding experience based on successfully completing tests singulate that normally only one of many similar tests in a given how here prace to all best made in a necounter with the here prace to all best made in a necounter with ph/ be awarded to all player characters who participated in overcoming it. This can be done now matter how the creature was overcom—by combat steality wits, or intimidation.

When this rule is used, the TN Equivalent of a creature should be modified by other facets of the encounter before it is awarded. Some such modifications are enumerated in Table 1.4: Experience Modifiers for TN Equivalents, but Narators are free to apply additional modifications as the situation warants.

While it may at first seem that 20 experience points is poor recompense for each member of a parity that successfully overcomes fire example a Consciousness Parasite, it should be noted that—in any well thoughtout scenario, anyway-defeating a Consciousness Parasite would also represent the successful completion of a scene goal, and probably also a primary or secondary story objective, all of which would increase the party's experimence award for the vening's play.

ACTION

Planning and narrating creature encounters always comes down to action. What is a creature doing when the Crew encounters it? How does it react to their presence or intrusion? Does it have special qualities or abilities that make study, pursuit, capture, or defense dificult for the Crew? If so, what actions will crewmenbers need to take in order to overcome whatever challenge the creature presents?

This section guides you through various options in order to address these many queetions. Like any other scene in your episode, creature encounters serve a narative puppose, it is your role to describe the action so that the player Crew can discover and accomplish this puppose. Otherwise, the creature encounter may not serve the role you originally intended, perhaps resulting in a "retoriest, encounter and the provide therming" creature becoming a prime mover in a protracted subplot or even worse, resulting in a "retorated subplot or even worse, resulting in the actury of single and the protracted subplot to executive to a momentary threat.

Narrative Activity

Creatures engage in a variety of mundane activities during the course of everydly life. Use characters, creatures must eat and rest, search for food, find a home, near their young, and protect their territory. Although creatures don't necessarily give these activities much thought—in most cases, such behavior is instinctual—the pursuit of any given activity can predipose the creature to a certain demenor or mindset that is likely to affect its response when encountering the Creav.

For example, when a creature hunts it is more likely to adopt an aggressive posture and demeanor. It is more likely to give chase and attack than it might if it were grooming itself or transporting its young to a new air. Similarly, a creature partolling its territory is more likely to be alert and less susceptible to being surprised by intruders.

The following entries describe a variety of mundane activities a creature may be performing when encountered by the Crew. Each entry describes the creature's general purpose or motive, as well as the situational modifiers that apply to any tests the creature must make within the subsequent encounter.

TABLE 1.4: TN EQUIVALENT EXPERIENCE MODIFIERS

| CONDITION | MODIFIER |
|--|-----------------------|
| Creature encountered in lair | +5 TN |
| Creature encountered in beneficial native | |
| environment | +3 TN |
| Greater than normal quantity of creatures | +2 TN per doubling* |
| Creature has minions** | + (TN of minions ÷ 2) |
| Creature defeated through turn of story*** | -1 to -5 TN |
| Creature with advancements**** | +1 TN/3 advancements |
| | |

Unless otherwise noted, all modifiers are cumulative.

⁶ Eash time the number of orestrores accountered dealeles, the TH Equivalent increases by 2.7 for example, Alachhoum steprature are typically eccentered in hands of three. Thus, excenting tweetry-plot surgents increases the TB Vs for locations the house takes dealed three times (nears to air, agoint to twelve, and finally to transpirate). This represents this for the dealing the quantity of apparents rarely dealess the difficulty of defecting three. The support three players deared to account of the three players were accountered in a different team, such a rules for determining in the TH Knowledge teample.

**** If the playse characters detected the creature through some time of the story other than some virtue of theirs—dera exemple, the local primitive shamon gove them the antidate to the Aldebarran surpair's vesam—bet TM is decreased by an amount detarmined by the interactor. On the other load, if the characters plat cherryls to gain some advantage, they should not be pandiized.

**** See "Advancement Pick Values" on page 9.

NARRATIVE ACTIVITY VS. ACTIONS

Barrelies actions describe general architects the concentres cauges in descriptions are concerned and applicate or scene, Ar such, these artices dearly gene to protein second of these calles, each second arguing and any sing a special data and an architect are dear to an arthurar during matter arounds. In other workshows an arthurar during matter arounds, in any arrest around a strain articles are around and arounds which the arcsins data, when the ancounter arounds what the arcsins when the ancounter arounds what the arcsins data when the ancounter arounds what the arcsins data when the ancounter arounds in the arcsins data when the ancounter arounds what the arcsins data when the ancounter arounds around around a special around around a special arounds around around a special around around a special arounds around a special around a special around around arounds around around around a special around a special arounds around a special around a special around a special arounds around a special around a special around a special arounds around a special around a special around a special arounds around around a special arounds around around a special around around around a special around a special

Table 1.5 lists a number of estivities a creature may be sequed in when the Crev accentries it. Year on choose from the list or roll randomly to establish the averative activity that begins the encounter. In instances where that lists two possible activities, simply doese one, or coll dok (1-3 first activity listed, 4-6 second activity listed) avoid rather determine randomly. See "Activity Descriptions" for information about acto extivity.

STAR TREK ROLEPLAYING GAMI



Narrative activity imparts situational modifiers for actions and reactions the creature performs during the encounter. Determining surprise and initiative or the interpreting a creature's reaction to the Crew are but a few examples of game tests affected by a creature's narrative action at the beginning of the scene.

Activity Descriptions

The following entries describe a variety of activities creatures may be engaged in when first encounteed by the Crew. Most creatures react quickly to danger and instuders, yet: Certain activities may hinder radically different types of follow-up actions. Prenalise stemming from narrative activity rarely last beyond the first or second round of action time, nevertheles, you must judge the circumstances as you see fit and adjust the action modifies accordingly.

Feeding

The creature is either eating or feeding its young. Eating can provoke aggression in certain animals (scavengers, chasers), or heightened alertness in others (grazers, gatherers).

| | TABLE | 1.5 | CREATURE | ACTIVITY* | | |
|--|-------|-----|----------|-----------|--|--|
|--|-------|-----|----------|-----------|--|--|

| DIE ROLL | Activity | |
|----------|---------------------|--|
| 2 | Greaming or Nesting | |
| 3-4 | Resting | |
| 5-7 | Hunting or Feeding | |
| 8-9 | Prowling | |
| 10 | Playing | |
| 11 | Reproducing | |
| 12 | Traveling | |

"See "Activity Descriptions" abave for explanations of each entry and its associated game effects. MODIFIERS: Quickness reaction test -1 to +1, Willpower reaction test +2, Observe test +0, Stealth test +0

INITIAL DEMEANOR: Choose one from Table 1.6 or roll 1d6: 1-2 Aggressive/Hostile, 3-4 Calm/Relaxed, 5-6 Uncertain/Skittish. Demeanor can affect a creature's actions during the round (see Table 1.6 and Demeanor Descriptions, page 14).

ACTIONS: Feeding creatures are less likely to attack unless threatened or provoked. Some creatures may eat while prone, requiring them to spend an action to rise before moving or attacking.

Grooming

The creature is in the process of cleaning or grooming inset!. This category of activity includes molling, shedding skin, exoskeletor, or shells, and tending to injuries. If multiple creatures are encountered, such as a mother and cubs, the grooming may apply to all creatures or only a few. Grooming activity does not affect a creature's demanor, alboogh he location or other circumstances might motivate certain response behavior.

MODIFIERS: Quickness reaction test -1, Willpower reaction test -1, Observe test -1, Stealth test +0

INITIAL DEMEANOR: Choose one from Table 1.6 or roll 1d6: 1-2 Curious/Playful, 3-5 Calm/Relaxed, 6 Sick/Weak. Demeanor can affect a creature's actions during the round (see Table 1.6 and Demeanor Descriptions, page 14).

ACTIONS: Creatures engaged in grooming activities are unlikely to attack unless threatened or provoked. Most creatures sit or lie prone while grooming, requiring them to spend an action to rise before moving or attacking.

Hunting

The creature is in the process of actively finding and acquiring food. This category applies equally to all creatures that need sustemance to survive, regardless of their feeding classification thunters stalk, gatherers forage, and so on. Hunting generally disposes a creature to being alert and aggressive.

MODIFIERS: Quickness reaction test +2, Willpower reaction test +3, Observe test +3, Stealth test +2

INITIAL DEMEANOR: Choose one from Table 1.6 or roll 1d6: 1-4 Aggressive, 5-6 Uncertain/Skittish. Demeanor can affect a creature's actions during the round (see Table 1.6 and Demeanor Descriptions, page 14).

ACTIONS: While hunting, creatures are likely to attack if they identify the Crew as a potential food source. Otherwise they are likely to retreat, or flee. Only pouncers and filters typically sit or lie prone while hunting.

Nesting

The creature is engaged in some sort of lair-building activity. This may include searching for an appropriate location, gathering materials to build a nest, burrowing and tunneling, building a nest, dam, or other structure, and so on. Nesting activity generally does not affect a creature's demeanor during an encounter.

MODIFIERS: Quickness reaction test +0, Willpower reaction test -2, Observe test -1 to +1 depending on type of activity, Stealth test +0 to -3 depending on the type of activity

INITIAL DEMEANOR: Choose one from Table 1.6 or roll 1d6: 1-2. Curious/Playful, 3-5. Calm/Relaxed, 6 Uncertain/Skittish. Demeanor can affect a creature's actions during the round (see Table 1.6 and Demeanor Descriptions, page 14).

ACTIONS: no effect.

Playing

The creature is engaged in some sort of playful activity, such as chang its kinderd performing aquaric stunts, or what have your. Some creatures, life sea others, and dolphins, are obviously more playful than others files dugs and plants). But even aggressive animals may engage in play, even thought in may be lettal to one participant (as in the case of predatory felines playing with potential preys.) Play activity generally indicates the creature is more alert. In the case of predatory animals, you must decide whether to trate the activity as play or hunting, for the purposes of determining actions based on dememon.

MODIFIERS: Quickness reaction test +1, Willpower reaction test +0, Observe test -1 to +1 depending on type of activity, Stealth test +0 to -3depending on the type of activity

INITIAL DEMEANOR: Choose one from Table 1.6 or roll 1d6: 1 Aggressive/Hostile, 2-5 Curious/Playful, 6 Calm/Relaxed. Demeanor can affect a creature's actions during the round (see Table 1.6 and Demeanor Descriptions, page 14).

ACTIONS: Animals may act unpredictably while at play. Predatory creatures, for example, may be equally likely to attack viciously or turn tail and flee. Creatures are rarely prone while at play.

Prowling

If the creature guards a territory or lair, this activity refers to its routine patrolling and defense of that area. Otherwise the creature simply roams the encounter area. Prowling increases the aggressiveness and alertness of the creature.

MODIFIERS: Quickness reaction test +1, Willpower reaction test +1, Observe test +2, Stealth test +1

INITIAL DEMEANOR: Choose one from Table 1.6 or roll 1d6: 1 Aggressive/Hostile, 2 Curious/Playful, 3 Calm/Relaxed, 4-6 Uncertain/Skittish. Demeanor can affect a creature's actions during the round (see Table 1.6 and Demeanor Descriptions, page 14).

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ACTIONS: While prowling, creatures are likely to attack if they identify the Crew as a potential source of food or danger. Otherwise they are likely to hide, or flee. By definition, prowling creatures are active and on the move.

Resting

All but the simplest of life-forms need to rest. Resting activity includes sleeping and simple relaxation (such as sitting in the shade). Creatures are generally the least alert while resting in their lairs, and their demeanors can vary greatly depending on the location and circumstances.

MODIFIERS: Quickness reaction test -1 to -3, Willpower reaction test -2, Observe test -3 to +0 depending on type of activity, Stealth test n/a

INITIAL DEMEANOR: Choose one from Table 1.6 or roll 1d6: 1 Curious/Playful, 2-3 Calm/Relaxed, 4 Uncertain/Skitish, 5 Sick/Wask, 6 Injure/Fearful. Demeanor can affect a creature's actions during the round (see Table 1.6 and Demeanor Descriptions, page 14).

ACTIONS: Most creatures rest in the prone position, requiring them to spend at least one full-round action rising before moving, attacking, or performing most actions.

Reproducing

The creature is involved in the processes of mating or reproduction, including fission, flowering, budding, spore production, egg laying, and so on. During reproduction, creatures are most vulnerable; for this reason, mates, drones, or other kindred creatures may lurk nearby to defend the reproducting member.

MODIFIERS: Quickness reaction test -3 to -6, Willpower reaction test -1 to +1, Observe test -3 to +0 depending on type of activity, Stealth test -2

INITIAL DEMEANOR: Choose one from Table 1.6 or roll 1d6: 1 Aggressive/Hostile, 2-3 Uncertain/Skittish, 4-6 Sick/Weak. Demeanor can affect a creature's actions during the round (see Table 1.6 and Demeanor Descriptions, page 14).

ACTIONS: Regardless of the biological necessities, consider reproducing creatures to be prone. The creature must spend 1d6 full rounds to bring reproductive activity to a halt, after which it must spend one action to rise or recover before performing other actions.

Traveling

The creature moves toward a specific destination (as opposed to patrolling its territory). Traveling includes heading to the local watering hole, ambling to preferred hunting grounds, or even migrating to sea-

sonal breeding grounds. Most creatures remain alert while traveling, especially in unfamiliar surroundings.

MODIFIERS: Quickness reaction test +0, Willpower reaction test +0, Observe test +1, Stealth test +0

INITIAL DEMEANOR: Choose one from Table 1.6 or roll 1d6: 1-3 Calm/Relaxed, 4-6 Uncertain/Skittish. Demeanor can affect a creature's actions during the round (see Table 1.6 and Demeanor Descriptions, at right).

ACTIONS: no effect.

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CREATURE REACTIONS

Most creatures posses animal instinct and little or no reasoning ability. This makes anticipating their behavior difficult. While the Narrator can always stipulate how a creature will react to meeting the Crew or perceiving some threat, sometimes it's more fun to let chance determine how the creature responds to Crew activities.

TABLE 1.6 CREATURE DEMEANOR DIE ROLL (206) INTERACTION STANCE 2-3 Aggressive/Mestile 4-5 Carrieus/Pleyful

| 8-9 | Uncertain/Skittish |
|-------|--------------------|
| 10-11 | Sick/Weak |
| 12 | Injured/Fearful |
| | |

Creature Demeanor

With the proper inducement, even docile creatures can become aggresive. A gazer might charge an intruder to protect its young, or a scavenger might frenzy to diefend is smal. Similarly, predatory creatures can grow nervous in the face of overwhelming force or opposition, just as andrefer creature might grow curious when faced with the unknown. Demanor unmarizes a creature's overall attitude or disposition might provide the creative might anticipating creative actions and neutrons, and enables you to make credithe choices when discuting what a creature does during an encounter.

Table 1.6 presents the range of attitudes most commonly associated with creature demance. When the Crew encounters a creature you can choose its interaction stance from the table or roll andomly to simulate its unpredictable nature. Once you know a creature's demance, it's easier to describe the creature's actions each round, and even allows for random determination. Creatures without any appreciable Intellect. Perception, or Presence (attribute level n/a) do not demonstrate interaction stances:

Demeanor Descriptions

The following entries describe how a creature's demeanor affects its actions. Each entry presents a randomized method for determining actions.

AGGRESSIVE/HOSTILE: The creature is agitated and beligerent. It may be hungry, deranged, or suffering pain. To determine the creature's actions randomly, roll 1d6: 1-4 Aggressive action, 5 Neutral action, 6 Defensive action.

CURIOUS/PLAYFUL The creature is energetic and confident. It engages in playful activity, such as wrestling with siblings or folicking in the natural environment. To determine the creature's actions randomly, roll 1d6: 1-2 Aggressive action, 3-5 Neutral action, 6 Defensive action.

CALM/RELAXED: The creature is docile and still. It may be sleepy, bored, or observant. To determine the creature's actions randomly, roll 1d6: 1 Aggressive action, 2-5 Neutral action, 6 Defensive action.

UNCERTAIN/SKITTISH: The creature is timid and way: It may feel uncomfortable or disoriented in its surroundings or foresee some possible threat. Dazed or Winded creatures generally act uncertainly. To determine the creature's actions randomly, roll 1d6: 1 Aggressive action, 2-4 Neutral action, 5-6 Defensive action.

SIGC/WEAK: The creature feels unwell, exhausted, or weak. It may suffer from a minor injury (Injured wound level) or fatigue (Tred or Fatigued). To determine the creature's actions randomly, roll 1d6: 1 Aggressive action, 2-3 Neutral action, 4-6 Defensive action.

INUNRED/FEARPUL: The creature is hurt and cared. It may have suffered injury (Wounded or worse) or be extremely latgued Exhausted or worse). Regardless, the creature is prone to wild, uppredictable behavior. To determine the creature's actions randomly, roll 1dis: 1-2 Aggressive action, 3-4 Neutral action, 5-6 Defensive action.

CREATURE ACTIONS

Once an encounter begins, a creature will behave and reast according to its demonstrand and predicament. Aggressive creatures will likely threaten hostiliby, whether making a display of strength to intridate intrudes: or ferociously attacking with little warning. Fearlul creatures night time and run, or adopt a defensive posture if connered or locced to defend their young. Regardless or its adiposition defend their young. Regardless or its adiposition if its likely that you'll wort to narrate the encounter in action time, meaning that you'll need to know what actions a creature can perform and how long it takes to perform them.

Creature actions fall into one of several categories: aggressive, defensive, or neutral. These are

useful for choosing actions based upon a creature's demanot. Actions also posses an action cost, or the number of actions a creature must spend from its action allowance to attempt the feat or deed. Some actions also require tests: Falling a test means the creature spends the required actions without achieving any result. See Table 1.7. for a complete list of creature actions, their demeanor category, action cost, and test requirements.

Like player characters, most creatures have an action allowance of two actions per round. In most circumstances, it won't occur to a creature to attempt actions in excess of its allowance; but if a creature frenzies or performs actions beyond its allowance, it suffers from multiple action penalties.

Action Descriptions

The following entries describe the range of actions available to creative during action time. Many of the actions rely on the rules presented in the Star Teck RPC Maratar's Caulde, sepeciably the movement and combat rules presented in Chapter Six. Nundane activities such as hurting and feeding are not included as creature actions; these are covered under the heading. "Marative Activity" page 11. Table 17. Summarizes all creature actions in terms of category, test type, and action time.

ADVANCE: The creature steps cautiously toward a crewmember. ACTION COST: 1

CHARGE: The creature charges a crewmember or other creature. Conduct the charge using the rules presented on page 87 of the Star Trek RPG Natrator's Guide. Injured or enraged creatures often charge into combat. ACION COST: 2

Crease: The creature attempts to chase a feeing commember or creature. The creature performs consecutive move actions until it catches its opponent or gives up the chase. Each chase action enables the creature to move a distance equal to its charge distance, modified by Size category (see page 209 of the Saar Teek RPC Narraro's Caide). If a creature does not catch its pery aid e 2 consecutes feel In-ounds, it must make a Willpower test (TN10) or abandon pursuit. Actoro Cores I to move action

CRAWL: The creature crawls toward or away from the crewmembers. Each crawl action enables a creature to move a distance equal to its height or length, whichever is greater. Once a creature becomes Wounded, it must crawl in order to move. Action Cost: 1

CROUCH The creature crouches prone and hides while preparing to pounce or run. Make a Stealth (Hide) test to determine how successfully the creature conceals itself. When crouching, a creature does not need to spend an action to riss/stand prior to crawling, stalking, or pouncing. PREMOUNTES: Stealth skill. Action cores 1

| INDER 11 | OUFUIOUF | | No. of Concession, Name |
|-----------------|------------|-------------------|-------------------------|
| ACTION | CATEGORY | ACTION COST | REQUIRED TEST |
| Advance | aggressive | and the second | none |
| Charge | aggressive | 2 | Unarmed Combat |
| Chose | aggressive | Competent name | Willpower (TN10)* |
| Crawl | neutral | 1 | none |
| Crouch | neutral | Harris Selection | none |
| Detect | defensive | F/R | Observe test |
| Deter | defensive | Water Transer | none |
| Ensnare | aggressive | variable* | special* |
| Flee | defensive | 0 | none |
| Frenzy | aggressive | 0 | none |
| Grapple | aggressive | F/R | Unarmed Combat* |
| Move | neutral | 1 | variable* |
| Natural Attack | aggressive | and some number | Unarmed Combat |
| Pounce | aggressive | 1 | Athletics (Jump) |
| Psionic Skill | noutral | F/R | variable* |
| Ranged Attack | aggressive | 1 | Ranged Combat |
| Retreat | defensive | Southern Designed | none |
| Special Attack | aggressive | 1 | variable* |
| Special Defense | defensive | and the second | variable* |
| Stalk | aggressive | 1 | Stealth |
| Tramplo | neutral | | Unarmed Combat |
| Warning | defensive | 0 | none |

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TABLE 1.7 PREATURE APTIONS

DETECT: The creature stops whatever it's doing and devotes its full senses to observing its immediate surroundings. The creature makes an Observe test with a +3 modifier to determine the presence of threat or intruders. Patterogustris: Perception 1+. ACTION COST. 2

DETER: The creature makes a show of aggressive behavior, such as roaring, restring up on two feet, brisling its pelt, flaring its nostrils, and so on. In an attempt to frighten or deter oppositor. Conduct this action as per the Deterrent special ability in the Star Trek RPG Narrator's Guide (page 215). Pettergustres: Deterrent special ability. Actione Cost 1

Enstance/TnaP. The creature uses a special ability (Natural Weapon or Trap-building to attempt to emnane or trap crewmenbers. Conduct the action according to the rules presented for the appropriate special ability uses *Star Teck RPC Naturator's Caule*, page 221: Characters may not Dodge to benefit from actions unless they uccredit at a Cherner Spott net. The 10-**Purcogrammers** Natural Weapon Trap-building special ability. Across Cone: variable (determined by special ability or 1).

Fice: The creature turns tail and runs from the forces or other source of perceived threat (an approaching vehicle, loud noise, and so on). The creature spends both of its actions moving at its charging pace. The creature canot make an Observe Spot test to notice what's happening in the area its' lifeeing. Once a creature flees, it must make a Willpower reaction test



(IN 10) to perform any action other than Flee. Action COST: free action.

FRENZY: The creature lets loose with rapid, furious attacks: When a creature frenzies, roll 1d3 to determine the number of additional actions it attempts to perform in the current round. All actions must be spent attacking or moving toward creavmembers. PREREQUENTES: Multiple Attacks special ability. ACTION CORF. free action.

GRAPPLE/CONSTRICT: Some creatures have natural weapons or special abilities that enable them to grapple or constrict a crewmember. Grappling requires a successful Unarmed Attack test to grasp an opponent. Thereafter, the creature may retain its hold until its prey/opponent wins an opposed Strength test, or suffers damage equal to its Health rating. While grasped, a character is considered to suffer the modifiers for being prone. In the case of constriction, the character suffers normal asphyxiation damage (potentially modified by the Creature's strength) for each consecutive round that the creature maintains its hold. If the hold is broken then reestablished, begin counting asphyxiation rounds from the most recent grapple attack. PREREQUISITES: Natural Weapon or Prehensile Appendage special ability. Action cost: 1 action to grab, full-round to hold/constrict.

MOVE: The creature performs one move action at any of the following pacters walk, jog, or run. The action requires no test, but the distance moved varies according to creature size and related movement modifiers. See page 209 "Movement Actions" and page 205 "Size Modifiers" in the Saar The APC Modifier Variant Saar Saar Saar Saar hy the creature must succeed at an opposed Studiet Now Silently that. To climbin, jump, or swinn, the creature must make an Athletics test using the appropriate speciality. Accrease Const. 1

NATURAL ATTACK: The creature makes a close combat attack against a crewmember. Resolve the attack as an Unarmed Combat test. PREREQUISITES: Natural Weapon special ability. ACTION COST: 1

Pounce: The creature leaps upon a crewmember or other creature with the intention of attacking. To pounce, a creature performs an Athletics (Jump) test to land on its target the distance leaps depends on creatture size and movement modifiers). If the creature scores an fortherminary Success on its Athletic test, it may also knock the character prone. Roll an opposed Strength test doubling the pouncer's Strength modifiers. If the creature wins the test, the character is the creature may speed another action to attack the character gaining a +5 homes to the Unamed Combat test multiple attack nearble may another. Acrono. Strength modifier to multiple attack nearble may another the speed another action to attack the character gaining a +5 homes to the Unamed Combat

PSIONIC SKILL: The creature makes a psionic attack against a crewmember. Resolve the attack as a skill test using an appropriate psionic skill. PREREQUESTRE: Psionic trait and an appropriate psionic skill. ACTION COST: 1

RANGED ATTACK: The creature makes a ranged attack against a crewmember. Resolve the attack as a Ranged Combat test. PREEQUISITES: Ranged Attack special ability. ACTION COST: 1

RETREAT: The creature cautiously backs away from the crewmember or perceived threat. It spends one action moving away at a walking pace. ACTION COST: 1

SPECIAL ATTACK: The creature uses one of its special abilities in an offensive capacity. Choose which ability the creature uses and observe the rules and action cost listed for the ability. **PEREQUSTES:** an appropriate special ability. **ACTON COST:** variable

SPECIAL DEFENSE: The creature uses one of its special abilities in a defensive capacity. Choose which ability the creature uses and observe the rules and action cost listed for the ability. Evasion, which enables a creature to perform Dodge actions, is the most common ability used during special defense actions. Persponsers: an appropriate special ability. Action cost variable

STAUG. The creature slowly and stealthily moves toward its prey. Stalling enables a creature to move silently and remain hidden while moving, prompting separate Stealth (Move Silently) and Stealth (Hide) tests, respectively. When stalling, a creature moves the same distance as when crawling. PREMOUSTRE: Stealth skill. Actions const 1

TRAMPLE: The creature runs and tramples anything in its path. The creature spends 2 movement actions running, crossing an amount of distance equal to its charge movement rate (see page 209 of the Star Trek RPG Narrator's Guide). If the creature runs over a prone character, it can make one Trample attack as a free action. Conduct the trample attack as an Unarmed Combat test, with a -5 multiple action test penalty. If successful, the creature inflicts 1d6 base damage per pair of legs it possesses, plus an amount of damage equal to the creature's Strength modifier resulting from Size (see page 205 of the Star Trek RPG Narrator's Guide). Normal Strength modifiers do not increase the damage further, but any damage conferred by the Natural Weapons special ability may substitute for the base damage. PREREQUISITES: an appropriate creature Form, ACTION COST: 2

WARNING: The creature cries to alert its mate, young, or pack-members to the presence of intruders and possible danger. ACTION COST: free action.

CREATURE EPISODES

Once you know how to build and run a creature encounter, lifs a relatively simple matter to build episodes centering on creatures and their activities. Most creature episodes follow a standard formula, with variation occurring mainly in the number of encounters and the purpose and handling of the scene.

A typical creature episode reveals a structure somehing like this: the Crev makes 'finst contact' with the creature, usually indirectly through tellulaeigns of its presence or some mysterious devel 1 perpertated. This encounter is followed by several 'interlude' scenes in which the Crev mestigate the area, while the creature goes about its activities 'off-camera'. 'Eventually the Crev mests the creature or creatures lace-to-lace in a 'turning point' encounter, which the creature usually survives by fleeting or which the creature usually survives by fleeting or which the creature usually survives by fleeting or build, the creature usually survives by fleeting or point, until the Crev sensatial makes 'final cores tact' with the creature and overcomes whatever challenge it presents.

TERRESTRIAL CREATURES

The following entries represent but a few sample creatures that are narive to the planet Earth. You can use the following templates to model many similar creatures for example, if you need to determine the statistics for a bull because one of the Crew needs to prove bimself in the arena of a primitive culture, you can create one based on the Herd Animal base template. 58-880

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Apes include a variety of large or intelligent simans, such as gorillas, conquistas, and chimpanzees. Simply modify the attributes and derived characteristics of the base template, and you're ready to go. Some apes are omnivorous, meaning they eat meat as well as vegetation. If you use the template to model monkeys, don't forget to add the Prehensile Appendage special ability to account for their trails.

SAMPLE APE (GORILLA) FORM: ANIMAL (PRIMATE) DIFT: HERRIVORE FEEDING HABITS: GATHERER SIZE: 5 (MEDIUM) (1.4-2.0 M TALL) ATTRIBUTES: STR 12 (+3), INT 3 (-1), AGL 7 (+0), VIT 9 (+1), PRE 4 (0), PER 7 (+0) REACTIONS: MIK + 0. SAVY + 0. STAM + 4. WIL + 1.MOVEMENT: 6 M/40 M/10 KM LIFTING/CARRYING CAPACITY: 240 KG MAX/80 KG LIGHT LOAD DEFENSE 7 HEALTH: 12 WOUNDS: 5 WOUND LEVELS SXILLS: ATHLETICS (CLIMB, JUMP) + 9, OBSERVE + 3, STEALTH + 2, SURVIVAL + 3. UNARMED COMBAT (NATURAL WEAPONS) + 4 SPECIAL ABILITIES: NATURAL WEAPON (FISTS 106 + 3 DAMAGE)



87 28 ARACHNID, VENOMOUS

Venomous spiders, as well as scorpions, are common to many regions of earth. While their size and attributes reveal little variation among species, the toxicity of the venom can vary greatly.

STAR TREK ROLEPLAYING GAME

SAMPLE STUELES (BLACK WOONN) SET CANNON SET CANNON SET CANNON SET CANNON SET LANNON

SULE ATTELTS (CLUB) + TC, DESNOF + J, TENATI INUE + TC. Sundown + D, Manner Chanky Charlen Mershor Roboth - 5 Pecka. Adulter Enkadon, Mathema Mershor Roboth - 5 Time: To N Nursc, Preibly + 4, Mannuss + 4; Testinett + 6; Heffett To Names, Taber J, Schmart Heff, - 1 William, Trad-Buller (MES) Meffetthe Admitt LIF, Finder Mith Strehett 1 of Desters).

TN: 10

... BIRD OF PREY

Earth fosters many different types of bird of preyfrom eagles and factors, to havks and ovek. Marine varieties such as pelicars and sea havks could be created using this template, as well as other large scavenger birds such as ravers and buzzards. Most birds of prey quality as influe creatures (as opposed to "small") even though their wingspan and increased movement rate belie this fact.

SAMPLE BIRD OF PREY (HAWK) FIRM: ANIMAL (BIRD) DIFT: CARNIVORE FEEDING HABITS: POUNCER SUF 3 (ITTE) ATTRIBUTES: STR 1 (-3), INT 0 (-8), AGL 12 (+3), VIT 2 (-2), PRE 0 (-8), PER 15 (+4) REACTIONS: DUIK +4 SAW +4 STAM -1. WILL -1 MOVEMENT: 18 M/102 M/32 KM* LIFTING/CARRYING CAPACITY: 20 KE MAX/5 KE LIGHT LOAD DEFENSE 7 HEALTH- 12 VICUNOS: 3 WOUND LEVELS SIDLLS: ATHLETICS (FLY) + 12, OBSERVE + 12, SURVIVAL + 5, UNARMED COMBAT (NATURAL WEAPONS) +8 SPECIAL ABILITIES: EVASION, NATURAL WEAPON (TALONS 108-2 DAMAGE). EXTRAORDINARY SENSE (NIGHT VISION), FLYING" (UPGRADE: 2X MOVE-MENT), SPEED (UPERADE 2)* 18:5

RAT, PREDATORY

Lions, tiges and parthers are the largest of earth's producty cats. You can account for physiological differences by modifying the attributes and characteristics of the tiger template. Smaller cats, such a pumas, cougars, and mountain can be created by adjusting size and seeding habits journhers and pumas would qualify as pouncers, for example, Cheetahu would also have at least one upgate to the Speed special ability. Xono prediatory cats also have at least one of the following special abilities. Camoudipse, Cuming, or frenzious.

SAMPLE CAT (LION)

FORM: ANIMAL (FELINE) DIFT- CARNINIRE FEEDING HABITS: CHASER SUPP 5 (MEDIIIM) ATTRIBUTES: STR 8 (+1), INT 1 (-1), AGL 9 (+1), WT 10 (+2), PRE 2 (-2), PEB 8 (+1) REACTIONS: DIEK +1 SAW +1 STAM +2 WILL +2 MOVEMENT: 12 M/80 M/20 KM LIFTING/CARRYING CAPACITY: 180 KG MAX/40 KG LIGHT LOAD DEFENSE 7 EATE 11 WOUND: 5 WOUND LEVELS STOLLS: ATHLETICS (CLIMB, RUN, JUMP) + 9, OBSERVE (SPOT) + 8, STEALTH + 5. SURVIVAL + 3. UNARMED COMBAT (NATURAL WEAPONS) + 8 SPECIAL ARLITTER: FEROCIOUS, NATURAL WEAPON (UPGRADE: CLAWS 208 + 2 DAMAGE), SPEED

TR: 10

DOG, LARGE

Many species of canines populate earth. The following template can be used for large hunting dogs, guard and attack dogs, and even wolves. Smaller dogs can be modeled by reducing the size, attributes, and derived characteristics.

SAMPLE DOG (GUARD DOG) Frank mark, Nort Campanye Frank mark) Size Small Markiel Stra 3 (-1), NT 1 (-3), AG, 7 (+0), NT 8 (+0), ME 1 (-3), Fra 10 (+2) Sociations Com (-2, Saw +2, Stan +4, WLL +1

MOVEMENT: 6 M/40 M/10 KM*

UFTING CARMYNE CAPACIT: DA KE MAX/15 KE URHT LIAD UFFINE: 7 Honora: A Wonn Levels Nalle: Atherica (NNI) + 2, Obsene (sident) + 8, Suknival + 8, Umaane: Combart (Nathal Weavins) + 4 Pyelsa: Aulite: Nathal Weavins) + 4 Dyelsa: Aulite: Nathal Weavins) + 4 Dyelsa: Aulite: Nathal Weavins) + 4



There are virtually dozens of terrestrial creatures that quality as large herd animals. Horses, bulls, zebras, deer, gazelle, and the like can all be generated by varying aspects of the Herd Animal template. Smaller, fleet herd animals, such as Impala, often possess one or more of the following additional special abilities: Camoudlage, Evision, Speed (upgrade).

SAMPLE HERD ANIMAL (HORSE)

FORM: ANIMAL DIET: HERBIVORE FEEDING HABITS: GRAZER SIZE: 8 (LARGE) ATTRIBUTES: STR 15 (+4), INT 1 (-3), AGL 8 (+0), VIT 12 (+3), PRE 1 (-3) PEB 7 (+0) REACTIONS: DUIK + 0, SAW + 0, STAM + 4, WILL + 3 MOVEMENT: 18 M/120 M/30 KM* UFTING/CARRYING CAPACITY: 300 KG MAX/75 KG LIGHT LOAD DEFENSE: 7 HEALTH: 18 WOUNDS: 8 WOUND LEVELS (2 LEVELS HEALTHY) SKILLS: ATHLETICS (RUN, JUMP) + 10, OBSERVE (HEAR) + 4, SURVIVAL + 2. UNARMED COMBAT (NATURAL WEAPONS: HOOVES) + 2 SPECIAL ABILITIES: NATURAL WEAPON (HOOVES/KICK 108 + 4 DAMAGE), SPEED* TN: 5



Alligators and crocodiles are the largest of the terrestrial lizards surviving from the Jurassic period. You can use the template to create other large, lizards such as komodo dragons, but may need to modify attributes, characteristics, and special abilities to account for size differences, skill uses, feeding habits (some carnivorous lizards behave more like scavengers) and unique abilties, such as toxic in the komodo has a vinited thiet.

SAMPLE LIZARD (CROCODILE)

FORM: ANIMAL (REPTILE) DIFT: CARNIVORE FFFDING HARITS: POUNCER SIZE: & (LARGE) ATTRIBUTES: STR 6(+0), INT 0 (-6), AGL 6 (+0), VIT 12 (+3), PRE 0 (-8), PER 8 (+1) REACTIONS: OUIK +1. SAVY +0. STAM +3. WILL +3 MOVEMENT: 9 M/R0 M/15 KM LIFTING/CARRYING CAPACITY: 120 KG MAX/30 KG LIGHT LOAD DEFENSE: 7 HEALTH 12 WITCHNES: 6 WOUND LEVELS (2 LEVELS HEALTHY) SKILLS: ATHLETICS (SWIM) + 10, OBSERVE (SCENT) + 6, STEALTH (HIDE) + 8, SURVIVAL + 4. UNARMED COMBAT (NATURAL WEAPONS: TEETH) + 5 SPECIAL ABILITIES: COMMING, NATURAL WEAPON (BITE 306 + 4 DAMAGE) TN: 10



Many varieties of veromous snake are native to the plane Earth. The following template covers everything from cobras to rathernakes, as well as aquatic septents such as vater morecasins to sea snakes. Note that you can reflect varying degrees of venom toxicity by adjusting the breakery rating of the toxin (and advancement pick value). You can also add the swim specially to the Athletics saill to reflect the added mobility of marine makes when in the water. To model spitting cobras, be user to add the Ranged Pattck special halfity. Athlough many venomous snakes can reach lengths exceeding 2 meters (medium size), most poisonuos snakes are considered Little to account for their relatively low Health and wound levels.

SAMPLE SNAKE (RATTLESNAKE)

EIRE AUMAG (REFLESSIPHIT) EIRE CANANGE ELEDINATIONE PARCEL 822 JUTIE) ATTRUITE SETTI F-10, TRT (=-0, ALR (+1), MT 3 (-1), ME NA, ME ID (+1) MERICIEN (DN +-3, DN +-1, TAM --1, MT --1, MT

(ONSET TIME: 103 HOURS; POTENCY + 4, DIAGNOSIS + 0; TREATMENT + 0; EFFECT 106 DAMAGE; STAGES 7; SECONDARY EFFECT: -1 VITALITY).

STAR TREK ROLEPLAYING GAME



Approximately 80 kilograms in mass, and between 2 and 3 meters in length, the Aldebaran serpent is the largest reptile on its home planet. Its three heads each possess a full complement of sensory organs, and poisonous fangs set in powerful jaws. Dark blue-black in color, the Aldebaran serpent can easily lie concealed in shady streams or rivers. The creature's four-lobed brain resides in the thorax, below the joining of the three heads. The middle head, optimized for breathing and daylight vision, usually remains above water, either held erect to smell the air (with its tongue, just like Terran serpents) or just below the waterline for stealthy observation. The two lateral heads have much smaller valved blowholes, which can totally seal themselves and remain submerged for days at a time. These heads' eyes have much greater light-concentration capacity, and can see as well in the dark underwater as the middle head can on the surface in full daylight. All three heads have a "pit" (like the Earth pit viper) for sensing changes in pressure: the three together form an incredibly precise triangulating pressure-location system that can spot every fish (or swimmer) in a river for hundreds of vards in either direction.

CREATURE STATISTICS

FIRM A MANA FIRMA TO BO THE AND A MANA TO BO THE ATTACK THE AND A MANA TO BO THE ATTACK THE AND A MANA TO BOTTOM TH

TN EDUIVALENT: 5 (3)

DESCRIPTION

Three-headed serpent, dark blue-black in color, averaging 2.5 meters in length and massing 80 kg.

ENVIRONMENT: The Aldebaran serpent lives in the rivers and freshwater estuaries and lagoons of the southern continent of Aldebaran III. A hot world fairly close to its orange giant sun, only the south and north polar continents are cool enough to support complex ecologies; the two ecosystems are almost totally isolated from each other. The low, marshy southern continent's creatures mostly have three heads and either six or no legs.

Betwardin: Although the blue Aldebaran serpert occupies much the same ecological niche on Aldebaran that the crocodile does on Earth, It backs up its relatively weaker muscles with toxing ilands in the lower jaws of all three heads. Between its large size and its poisonous glands, it has no natural predators. As a result, it will aggressively attack anything its ensoftum recognizes as a fish ignerably, anything sourming in the river unless it has recently eaten to repletion. Aldebaran seprestim mait in triplicate two malles the female. A single Aldebaran serpent is usually a hungy lune mula unable to drive of one of a made triples if two Aldebaran serpents, are encountered, a third is almost certainly very nearby.

ALDEBARAN SERPENT VENOM: This slow but deadly toxin initially affects the respiratory system of the victim, who often drowns before the venom takes ful effect. Typer Juny; Ornet: 1: minute; Potence; -6 TN; Treatment: +8 TN+3 TN: (diagnosis/treatment, sawming familiarity with; or databanks on, Aldebaran wildlife; Effect: 1d6+1 damage; Secondary Effect: half damage; Stages: 10.

ENCOUNTERS

Aldebaran serpents will likely serve as momentary threas in most episodes. Some of the primitive tribes of Aldebaran III worship the serpents as gods, incarnations of their own triume deity (representing Aldebaran and its two dim companions). A landing party that has offended the tribe (or committed the blasphemy of suggesting that life exists on worlds orbiting other stan) may be fed to the sacred snakes.



A feasome sight, the Andorian forest spiler has a low-slum; atcheder annafilie of powerkil cartilized and sinew set below two narrow, oxal eyes and twin glenoid antennae like many. Adordina like forms, its eight legs are surprisingly thin for a half-meter wide creature massing 20 kilograms, much of its lower abdomen is a "crash web" of multiply-enintored sinews hung from a cantilevered bone superstructure. Even with this powerful shock absorber in place, the Andorian forest spiler cannot spend a lot of time running across the ground without tiring and collapsing, it scuttles from tree to tree, haaning irom the branches by its clawed feet. Its cunningly-plaited blue fur both blends in with conifer vegetation and keeps the creature warm in Andorian winter nights.

CREATURE STATISTICS

FORM: ANIMAL DIFT: RI DOD OR JUICES FEEDING HABITS: POUNCER SUTE SMALL (5 M WIDE) ATTRIBUTES: STR 2 (-2), INT 5 (±0), AGL 14 (+4), VIT 3 (-1), PRE 2 (-2), PER 7 (±0) REACTIONS: OUK +7, SAVV ±0, STAM -1, WILL -1 MOVEMENT: 12 GROUND, 24 TREETOPS LIFTING/CARRYING CAPACITY: 4 KG DEFENSE: 11 HEALTH: 1 WOUND LEVELS: 4 SILLS: ATHLETICS (CLIMB) + 8, BITE + 5, OBSERVE (SPOT) + 7, STEALTH + 8 SURVIVAL (TAIRA) + 8 SPECIAL ABILITIES: ALERT. CAMOUFLAGE, CUNNING (STALKING PREY IN FORESTS). DRAIN (BLOOD (VIT)), EXTRAORDINARY SENSE (IR VISION, VIBRATION

SENSE), NATURAL WEAPON (MANDIBLES, 1DB—3), SPEED, TOXIN Th Equivalent: 10

DESCRIPTION

Eight-legged creature with short, bristly blue "fur"; 0.5-0.6 meters across, massing 20 kg.

ENVIRONMENT: The several species of Andorian forest spide line in the coniferous taing zone along the northern coast of both of Andoria's main continents. The spider's liquid diet gives it the concentrated protein i needs to survive Andoria's cruel winters, and its claws resemble miniature plans for gripping tree branches through snow, rist, or i.e. Prietchyl adapted to its taiga home, the Andorian forest spider can travel twice as fast through the trees as it can on the ground.

BELEAVOR: The Andorian forest spiker feeds on small marmads, binks, and other similar peets, tacking their body heat with its infared-sensitive eyes, or feeling their noting passage through the trees with its antennae. However, it is frencely territorial and will attack. Andorians for other humanonido who enter its hunting grounds. Foelsh enough to believe Andorians are preys, the Andorian forest spiker is comning enough to strike stragglers or weakened Andorians from concealment without varing. This habit of senek attacks and other tricks gave the Andorian forest spiker a demonic reputation among primitive Andorians; Andorian witches supposedly transformed into or tamed these creatures.

When it has felled its prey with a poison bite, it lingers over the paralyzed victim, slowly sucking out the blood and other nutrient-ich fluids from the stillliving body until only a frozen, paralyzed husk remains. As the victim becomes colder, the spider switches to eves, antennae, and other soft tissues, devouring them tartare. Its Andorian name, the glikar'ma, means "any death is preferable."

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ANCORPAN FOREST SPICER VERIONE INStanty fatal to most small animals, the venous of the glidaring can paralyze even beavisized animals. Type: Injury: Omst: Immediate Pethency: +10: Frament: + a TN-13: Omst: Immediate Pethency: +10: Frament: + a TN-13: databanks on, Andorain wildliffe; Iffect: 1-fdcaut-10 TN every 10 minutes to throw off: Secondary Effect: -1 wound level plus paralysis for survivors (Stamina test at +10 TN every 5 minutes to throw off: Stamina test at +10 TN every 5 minutes to throw off: Stages: 0, Bitten characters remain paralyzed until they throw off the paralysis, are devoured, or rescued.

ENCOUNTERS

CREATURES

A momentary threat to a prepared Crew, being trapped by forest spikers can be the prime mover of an episode centered on isolation and emotional tensions. Andorian characters might hallucinate their feared stohybok "demon spiker" at inoportune times, or a telepathic shapeshifter might read this fear-form in an Andorian character's subconscious.

#7 #8 ALGORIAN MAMMOTH

The Algorian mammoth resembles a four-meter tall, shambling mound of hair. A non-prehensile snout and tooh-tusks poles out from its from end, and a stubby tail sticks out from its hindquarters. Pointed ears and stumpy eye-stalks raise its sensory organs above its coating of musty fur.

CREATURE STATISTICS FORM: ANIMAL DIET: HERBIVORE (VEGETATION) FEEDING HABITS: GRATER SIZE: LARGE (4M TALL) ATTRIBUTES: STR 12 (+3), INT 1 (-3), AGL 4 (±0), WT 8 (+1), PRE 2 (-2). PER 5 (±0) REACTIONS; DUIK +1, SAVV ±0, STAM +3, WILL +1 MOVEMENT: 9 M/B0 M/15 KM LIFTING/CARRYING CAPACITY: 240 KG MAX (24 KG ORAL)/BO KG LIGHT DEFENSE: 7 HEALTH: 11 WOUNDS: 6 WOUND LEVELS (2 LEVELS HEALTHY) SKILLS: ATHLETICS (RUN) + 2. SURVIVAL + 8. UNARMED COMBAT: NATURAL WEAPONS +4 SPECIAL ABILITIES: ARMOR (THICK HIDE, DEFLECTS 4 DAMAGE), NATURAL WEAPON (TUSKS, 108 + 3 DAMAGE) TN FOURVALENT: 10

DESCRIPTION

Mammoths evolved in Algor's broad grasslands, where they found plentiful sustenance and space to identify, avoid, and fend off predators. Wandering

herds pose little danger unless directly threatened. Angered mammoths charge perceived adversaries, gouging with their tooth-tusks.

SITE: MEDIUM (2.1 M LONG)

ATTRIBUTES: STR 8 (+1), INT 3 (-1), AGL 1 (-3), VIT 2 (-2), PRE 1 (-3), PER 5 (±0)

> REACTIONS: QUIK ±0, SAVV ±0, STAM +1, WILL ±0 Movement: 6 m/40 m/10 km

LIFTING/CARRYING CAPACITY: 180 KG MAX (18KG ORAL)/40 KG Light

DEFENSE: 4

HEALTH: 3

WUUNDE: 5 WOUND LEVELS SKULES ATHLETICS (CLIMB) + 4, DESERVE + 3, SURVIVAL + 7, UNARME COMBAT: NATURAL WEAPONG + 3 Special Adultes: Adman (Scaler Hoe, Deflects 3 Damage), Camurcase, Matural Weapon (Clamb, 106 + 1 Damage), Trati (Low

ENERGY LEVEL)

TN EQUIVALENT: 5

DESCRIPTION

Core sloths inhabit resource regions with lash vegations heltering plentful incer populations. The rugged terrain provides crags for shelter during dormancy. Solitary solidos agont femewises when the gdiknew and enter a deep slumber to digest food and regain energy. They often block mountain paths or passion. Solidary previous to advect and advecturation sciences. Solidary previous to advecturation activprised, but fend off advecturates with their class if cornered.

Ancient Algorians raised mammoths for meat and wool, later exporting them to nearby systems as herd beasts. Today these beasts remain a colorful feature of the rolling Algorian meadows, curiosities for passing tourists and minor obstacles for ground transports.

alvanian cave sloth

Travelers often mistake Alvanian cave sloths for slow-moving trocks. An active sloth ambles about on six stubby legs. Long claws dig through soil and bark to uncover tasty insects. An elongated, toothy snout seeks bags in nexts. A garyish brown, scal'y hide wards off biting insects and provides camouflage during hibernation.

CREATURE STATISTICS

FORM: ANIMAL DIET: CARNIVORE (INSECTS) FEEDING HARITS: GATHERER

🚛 ALVANIAN SPINE MITE

These tiny crustaceans seem like harmless spores in their dommat state. When in contact with a potential host, they emerge and slowly burrow toward the main conduit for neural impulses: the spinal column. Their swage, insection faces posses jarged gripper princers. Barbed legs and a fan tail help them move their segmented bodies through a host.

CREATURE STATISTICS

FIRE CANAL ET ELEGY (MURIC NAPULE) HENNE AND LE OLIVET SE MANDEL E OLIVET ATTAUETE STR 2 - P. INT 1 - D. AL 1 - D. VIT 2 (−1), PHE 0 - D. PR1 1 - D. SECTORE CON-2, SIM - P. STM + 1, PML = D. MURICITÀ COMPARIE DAVID UTIME, CANANTE CONTENT. VA SECTORE CONTENTE DAVID UTIME, CANANTE CONTENTE VA SECTORE CONTENTE DAVID SECTORE CONTEN

SIGLIS: BURVINAL + 8, UNARMED ATTACK (NATURAL WEAPONG) + 2 SPECIAL ABULTIES: ANALESIOG RESPIRATION (NO RESPIRATION REQUIRED), Burdwing (Flew), Natural Weapon (Pincers, 1 Damage) The Humanet: 10

IN COURALENT. TO

DESCRIPTION

Although they feed on infinitesimal amounts of neural energy, their presence in the spiral column causes the host constant pain. If the host fails a Slamina test with a -8 Tx modifier, he suffers a -1 penalty to all tests (as if dazed); after a number of years equal to the subject's Viality, the penalty increases to -3 (as if injured). Diagnosis tests gain +5 Tx modifier, treatment tests have a +7 TX modifier.

Due to their tiny size, Alvanian spine mites are easily overlooked in the outdoors, and they often latch on to victims while the victims sleep. If discovered outside of the body in small quantities, the mites are easily avoided or killed.



These fat-bodied insects have brown, shiny carapaces. Their leg joints and mandibles click when active. A dung-heap hive looks like a shimmering mass and emits a chorus of rhythmic clicking.

CREATURE STATISTICS

FORM: ANIMAL DIET: CARNIVORE (SINGLE-CELL MICROBES) FEEDING HABITS: GRAZER SIZE: MINISCULE (1 CM LONG) ATTRIBUTES: STR 2 (-2), INT 1 (-3), AGL 2 (-2), VIT 1 (-3), PRE 1 (-3), PER 3 (-1) REACTIONS: QUIK -1, SAVV -1, STAM +1, WILL -2 MOVEMENT: 6 CM/40 CM/100 M; BURROWING 3 CM/ROUND LIFTING/CARRYING CAPACITY: N/A DEFENSE: 5 HEALTH: 1 WEUWES: 1 WOUND LEVEL SKILLS: ATHLETICS (CLIMB) +2, STEALTH +1, SURVIVAL +5, UNARMED COMBAT: NATURAL WEAPONS +1 SPECIAL ARILITIES' RURSOWING (DUNC) NATURAL WEAPON (MANDIR FS. 106-7 DAMAGE), RESISTANCE (RADIATION) TH FOUNALENT: 5 (10)

DESCRIPTION

These beetles find sustenance in dung from the Alverian ruegongs that roam the plains. When they've exhausted one pile, beetles swarm to another one. The beetles' exoskeletons synthesize hyronalin from dung nutrients, making them a delicacy among Alverians seeking to deter the effects of radioactive ores in their planet's mineral-rich mountains. Those eating the bitter beetle mash gain a +2 bonus on all Stamina tests to resist the effects of radiation for one day.

18 HE

These avians ride thermals above the Arbazon wastelands on broad wings. Long feathers and a fourmeter wingspan keep them aloft and provide maneuverability, while tufts of fuzz along the leading wing edges, bellies, and thighs cool their bodies in the desert heat. Dun-colored feathers also reflect sunlight. Vultures retract their snake-like necks during flight, but can extend them while feeding to access hard-to-reach places inside carrion. Serrated beak edges and hooked tips tear flesh from carrion. Enlarged nasal cavities lined with sensitive cilia detect the scent of decaying flesh wafting aloft on winds several kilometers from carrion. Pointed claws provide firm footing waddling on the ground, perched in thorn trees, or hopping over a rotting corpse. Whip-tail feathers give maneuverability in flight and balance on land.

CREATURE STATISTICS

 EXAMPLE

 WIT LANDARGE

 WIT LANDARGE

TN EDUNALENT: 10

DESCRIPTION

ENVIRONMENT: Advacon vultures inhabit their planet's aid balands, feeding off any wretched creatures who wander there. They make their aeries in vast thom trees or the craggy reaches of the desert mountains, building disorderly nests from scrub, duk-brush, and dead thom branches. The nest-warres provide protection agains predators and the wasteland's heat.

BEHAVIOR: Conserving energy and cooling one's body present challenges in Arbazon's desert regions.

STAR TREK BOI EPI AVING GAME

Vultures spend much of their day resting in their aeries, sniffing the atmosphere for traces of dead or dving organisms that would provide food. When they catch a scent, they ride thermal air currents high into the sky, seeking their meal. They descend on weak or helpless creatures, picking at flesh with their jagged beaks. When food becomes scarce, they range farther from their nests, sometimes into more verdant terrain. where they feast on carrion or any food left in the open there. During severe famines, communities of vultures band together and hunt in packs of up to 15 avians, attacking and consuming any living creature they encounter in their territory.

Although they drink at stagnant watering holes. the scarcity of liquid in the wastelands compels them to fly into any clouds passing above their territory to gather water vapor on their wings, which they absorb into their bodies through quill pores.

ENCOUNTERS

Travelers in Arbazon's desert regions must take care to avoid vultures. During feeding they become extremely territorial, attacking anyone approaching their food source. They also assault unwise peo-

ple who try penetrating their nest-warrens. Vultures lurking in the skies take notice of all desert dwellers. but leave alone those fit enough to resist attacks. Their keen olfactory senses detect chemical body changes. including those caused by sickness, fear, confusion, and injury. Wanderers suffering from these conditions invite attack, even if they can still offer capable resistance.

Desert dwellers know to avoid the sparse watering holes when flocks of vultures drink, usually at dawn and dusk. The avians defend their drinking rights as they do their carrion, by viciously tearing at intruders with their beaks.

During famines communities bordering the wastelands take care to guard against vulture flocks seeking food left in the open. Farmers gather crops early and lock up food stores, children avoid playing outdoors, and settlers venture out only in armed groups.



The Ba'ku rhyl combines the features of a juvenile canine with that of a Terran flying squirrel. Large flaps of skin connect to the creature's appendages along the length of its elongated body, forming vestigial wings. Upon study by Federation scientists, it was noted that it was possible that an ancestor or other subspecies of rhyl might be able to glide.

CREATURE STATISTICS

FORM: ANIMAL DIFT HERRIVORE

FEEDING HABITS: GRAZER

SITE: SMALL (.51 M LONG)

ATTRIBUTES: STR 1 (-3), INT 0 (-8), AGL 1 (-3), VIT 0 (-6), PRE 0 (-8), PER 3 (-1)

REACTIONS: DUIK + 0 SAW -1 STAN -8 WUI -8 MOVEMENT: 3 M/20 M/5 KM

LIFTING/CARRYING CAPACITY: 20 KG MAX (2 KG ORAL)/5 KG LIGHT DEFERINGS- 4

HEALTH: 1

MIND LEVELS: 4

SKILLS: ATHLETICS (CLIMB) +2, DESERVE +2, STEALTH

+3 SURVIVAL +6

SPECIAL ABILITIES: CAMDIEL AGE

TH FOREVAL FAT

5 (4)

The first rhyl encountered by the Federation were found in the Briar Patch on the Ba'ku planet. These peaceful grazers seemed to be native to every environment on the planet. They are also known to use the strange effects of the metaphasic particles bombarding the planet as a way to camouflage themselves by slipping into a kind of "slow time." When frightened, to outside observers, the rhyl becomes very still and then disappears from view. From in-depth analysis, it appears the rhyl slips into "slow time" and then moves. unobserved, a short distance away from the predator.



Long flight feathers and shorter, rigid scales cover this predatory avian's body. Plumage patterns range from dun-colored along wing surfaces, light-blue along the belly, and blood red at the head and tail. Darker coloration around the slit-eves and a series of protecting and enhanced evelids endow the bird with keen vision and the ability to scan the infrared spectrum. Baneriam hawks stand slightly taller than half a meter. but possess a wingspan of nearly 1.5 meters. The wings

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fold flush against their body, increasing their aerodynamic form when diving on game. Strong legs also retract into their plumage for speed in flight, but can extend to snatch prey or rake adversaries. Padded feet protect the hawk from its own curved talons, which thin out into edged claws with sharp points.

CREATURE STATISTICS

FORM ANIMAL DIFT: CARNIVORE FFEDING HARITS' CHASER STE: SMALL (1.5M WINGSPAN) ATTRIBUTES: STB 4 (± 0), INT 1 (-3), AGL 8 (+ 1), VIT 1 (-3), PRE 1 (-3). PER 8 (+1) REACTIONS: OUIK + 3, SAVV + 1, STAM + 3, WILL + 1 MOVEMENT: FLY 60 M/ROUND, TRAVEL 20 KM/HR LIFTING/CARRYING CAPACITY: 80 KE MAX (8 KE ORAL)/20 KE LIGHT DEFENSE 8 HEALTH: 1 HOUNDS: 4 WOUND LEVELS SIGLLS: ATHLETICS (CLIMS) +1, STEALTH +1, SURVIVAL +3, UNARMED COMBAT: NATURAL WEAPONS +4 SPECIAL ABILITIES: EVASION, EXTRAORDINARY SENSE (INFRARED VISION). FEROCIOUS (DEFENDING TERRITORY), FLYING, NATURAL WEAPON (TALONS,

108 BAMACE) TN EBUIVALENT: 5

ENVIRONMENT The hawks inhabit Baneria's highlands: jagged mountains overlooking vast plains and forests filled with game. The hawks build aeries in rocky crags sheltered from the wind, though their feathers and scales provide adequate protection from the elements. They range from their nests seeking prey, their metabolisms requiring one small-sized creature every few days for sustenance. The birds prefer clear, cool water from bubbling streams running down mountainsides.

For centuries the Baneriam people captured and trained wild hawks as hunter and guardian beasts; today they export them as luxury pets. These domesticated birds still possess their ferocity, but bond with and obey a particular master who keeps them in relative comfort, providing a cozy perch, frequent meals, and worshipful affection for the noble birds. Baneriam hawks thrive in such conditions if their owners frequently exercise. train, and care for them, and lose none of their natural flying abilities and hunting prowess.

BEHAVIOR: In the wild Baneriam hawks range from their highland aeries seeking prey. A hawk soars high, using its keen vision to spot and follow game. When its prev moves into vulnerable terrain, the hawk retracts claws and wings, diving on its victim with incredible speed. It slows only to extend its wings to maneuver over the prey and snatch it up with gripping talons. The avians prev on creatures close to their size and smaller. When defending themselves against larger adversaries, they lash out with talons, attempting to gash their opponents. Although hawks attack prev with speed and precision, they defend themselves, their young, and their masters with even greater ferocity.

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In captivity, hawks scrutinize everyone who passes beneath their gaze, whether sitting regally on their perches or flying a sentry patrol. Good trainers can teach hawks to discriminate between friend and foe, screech at intruders, and attack adversaries.

ENCOUNTERS: Unless threatened Baneriam havks rarely attack humanoids in their natural environment: however, intruders may inadvertently stumble into a get. People more frequently encounter trained hawks guarding mansions and luxury vachts throughout the galaxy. Some keep the intimidating birds as exotic decoration, but most use them as sentries and attack beasts that react to intruders, foes, or anyone engaged in underhanded activities within their territory.

BARDAKIAN PRONGHORN MOUSE

This amphibious beast blends into its native swamps with a shaggy wool hide. Spindly legs, broad, webbed feet and a paddle tail help it negotiate waterways. Its forked pronghorn helps dredge up underwater vegetation.

CREATURE STATISTICS FORM ANIMAL DIET: HERBIVORE FEEDING HABITS: GRAZER STE MEDIUM (1.7 M TALL) ATTRIBUTES: STR 10 (+2), INT 1 (-3), AGL 4 (±0), VIT 4 (±0), PRE 1 (-3), PFB 3 (-1) REACTIONS: DUIK +1, SAVV -1, STAM +2, WILL ±0 MOVEMENT: 6 M/40 M/10 KM LIFTING/CARBYING CAPACITY: 200 KE MAX (20 KE ORAL)/50 KE LIEHT DEFENSE: 7 HEALTH B WOUNDS: 5 WOUND LEVELS SKILLS: ATHLETICS (RUN, SWIM) +1, OBSERVE +2, STEALTH +1, SURVIVAL + 8. UNARMED COMBAT: NATURAL WEAPONS + 2 SPECIAL ABILITIES: CAMOUFLAGE, DETERBENT (ROAR), NATURAL WEAPON (PRINCHORN, 108 + 2 DAMAGE) TN EQUIVALENT: 5

Moose herds wander Bardak's marshlands, consuming aquatic plant-life and generally avoiding other creatures. They ward off predators with their terrifying roar fueled by air forced from their tremenSTAR TREK ROLEPLAYING GAME

dous lungs and gasses belched from their cavernous stomachs. Bolder adversaries force the herd to retreat while a few bold males fend off attacks with their pronghorns.

Today Bardakians use various elements from the moose —wooly hide, leathery stomach lining, pronghorm—for luxury clothing, medicines, artwork, and lucky talismans.



These Bajoran insects look like tiny aphids, with near-transparent wings, delicate legs, and segmented bodies. Mandibles allow them to munch on mineralrich Bajoran foliage, while a stubby stinger helps them defend against predators.

CREATURE STATISTICS

FORM: ANIMAL DIET: HERBIVORE FFFDING HARITS- CRATER SIZE: MINISCULE (.10 CM) ATTRIBUTES: STR 1 (-3), INT 0 (-8), AGL 1 (-3), VIT 1 (-3), PRE 1 (-3), PER 2 (-2) REACTIONS: QUIK -2, SAVV -2, STAM -3, WILL -3 MOVEMENT: R CM/40 CM/100M- FLY 150 M/HR LIFTING/CARRYING CAPACITY: N/A -OFFFREE 4 HEALTH-1 WOUNDS: 1 WOUND LEVEL SKILLS: ATHLETICS (CLIMB) + 2, OBSERVATION + 2, STEALTH + 1, SURVIVAL + 5. UNARMED COMBAT: NATURAL WEAPONS + 2 SPECIAL ABILITIES: BURROWING (EARTH), FLYING, NATURAL WEAPON (STING, 108-3 DAMAGE), RESISTANCE (TUXIN) TN EQUIVALENT: 5 (4)

DESCRIPTION

These insects burrow hives in earthen mounds called barrows, from whence they life to genety feed off nearby foliage. High mineral content in Bajoran plants keeps them sated; but when inadvertently brought to other worlds with lower plant nutriens, they defoliate entire regions by gogring themselves. Environmentalise leither eracicate barrows or fertilize nearby plant life until they can find some other solution to exterminate the hardy insects.

#2 ## BAZGAN FLOATER

These vast plants float through the smoky skies of the Class-K planet Bazgan II. Much of the bulk consists of a gigantic gasbag that allows a floater to casually cruise the skies, seeking the mineral-rich plumes from volcanoes. Gas from the digestive system fills the bag and keeps the floater airborne. The plant's diet affects the bag's exterior, giving it extra resilience and a striking swirl of colors from various elements it absorbs. A floater's system finds little use for certain elements. which accumulate on the bag's exterior as metal "tumors." These substances often include precious dense metals such as silver, gold, and latinum, Eventually these ore formations grow too large and peel off the plant's skin, falling far to the ground. Several vent orifices allow excess gas to escape. A floater frequently outgases instinctively to better maneuver in the direction of potential sustenance.

A pulpy torso beneath the bag provides ballast to remain upright, a complex mineral-extraction "digestive" system, and a decentralized nervous system. A forest of tentacles hangs down from the knobby brown torso containing absorption nodes that filter needed elements from volcanic smoke.

CREATURE STATISTICS

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 MARCHEN L'ANA ARAN VITTA (A RAV, NITTA (-0), PARE NA, FEB1 (-0)

 MARCHEN L'ANA ARAN VITTA (A RAV, NITTA (-0), PARE NA, FEB1 (-0)

 MARCHEN L'ANA ARAN VITTA (A RAV, NITTA (-0), PARE NA, FEB1 (-0)

 MARCHEN L'ANA ARAN VITTA (A RAVINA (-0), PARE NA, FEB1 (-0)

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PAIN THRESHOLD)

TN EQUIVALENT: 15

DESCRIPTION

ENNRONMENT Bazgan II's floaters evolved from calderas in the planet's more stable regions. Here microorganisms combined to form a handful of primitive life-forms capable of migrating to and surviving in the hards volcanic terrain that covers most of that world. Floaters flourished in the mineral-rich hot springs, then roue into the skies to take advantage of

nutrients in the steam and smoke from the planet's numerous magmatic features. Clusters of giant floaters hover in and near smoke plumes, though some wander too close and become caught in unexpected volcanic eruptions.

BEHAVIOR: Floaters congregate near vented gas, smoke, and steam from volcances, geysers, hot springs, and mid-occas ridges. They hover so their tentacles immerse themselves in the most mineral-rich parts of the smoke. When volcanic features cease outgassing, floaters ride the winds and maneu-

ver themselves toward new sources of sustenance.

Floaters propagate by finding hot springs into which they deposit a spore that develops on their puby toroso. Drawing on the heat, chemicals, and ores in the water, the spores grow into juvenile floaters. They sphore gas to initially fill their tags directly from the searning watch of most occuries of in watch to the searning supers.

For miners working in Bazgan II's treacherous environ-

ment, floaters represent a source of renevable wealth. Some mining operations focus on extracting minesals from the open lava floes, but others concentrate on the "tumors" of valuable ore growing on floateness skin. Rather than wait for these blobs of precious media to drop off and fall to the tempestuous, volcanic surface, float-mines follow a floater and use low-powered phasers to dislodge the tumors. Fractor beams catch the magets and draw them back to the mining ship.

Since they possess only limited instincts, Bazgan's floaters do not react well to external threats. The hardy plants resist many corrosive substances and radiation, but sustain physical damage from lava and rock shot into the sky by volcanic eruptions, or weapons. Their primary defense remains flight.



Although the term "berserker cat" frequently refers to many species of vicious feline, it particularly describes the variety of lurking predator found on Errikang VII. Fur covers its two-meter long body in mottied green-and-brown patterns reflecting the ingule terration twich it hurst. Oversized noortischep it broather and analyze the air for the scent of prey. Urblinking dark reyes sense the usual visual spectrum as well as infrared. Steepide are senhance hearing and equilibrum. A stubby tail nub also assists maintaining balance without trailing behind to become tangled in underbrank. Four well-mucicle logs end in soft-padded feet with restarable class.

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CREATURE STATISTICS FORM: ANIMAL DIET: CARNIVORE FEEDING HABITS: POUNCES SOTE: MEDIUM (2 M LONG) ATTRIBUTES: STR 4 (±0), INT 1 (-3), AGL 5 (±0), VIT 6 (±0), PRE 0 (-6), PEB 4 (±0) REACTIONS: QUIK +3, SAW ±0, STAM ±0, WILL +1 MOVEMENT: 8 M/40 M/10 KM LIFTING/CARRYING CAPACITY: 80 KE MAX (8 KE ORAL)/20 KE LIGHT **BFFFNSE-7** HEALTH: 6 RELATE & WOUND LEVELS STOLLS: ATHLETICS (CLIMB, JUMP, RUN) + 3, STEALTH + 5, SURVIVAL + 8, UNARMED COMBAT: NATURAL WEAPONS + 4 SPECIAL ARIUTTES: CAMOUELAGE EXTRAORDINARY SENSE (CHEMORECEPTION INFRARED VISION, SUBSONIC HEARING), NATURAL WEAPON (CLAWS, 108 DAMAGE) TN EBUINALENT: 15

DESCRIPTION

ENVIRONMENT: Beserker cats lurk in Errikang VIISlush jungle regions, which are filled with plentiful game and adequate cover for ambushing it. The solitary felines softy pad along tree limbs, through tunnels formed by massive roots, and across overgrown and ancient ruins. They frequently make their liars in natu-

ral caves, among the root systems, or in the shelters created by tumbled megaliths. Their dens offer havens where they sleep off eating binges, raise their young, and nurse wounds from their sometimes ambitious attacks. A typical lair contains a constricted entrance a cat can easily deriend, a pile of brush for sleeping and a depression where moisture collects from rain and foliage condensation.

Betewards: Soltary cass spend much of their day steeping lighty, regaining and conserving energy for the hunt. They frequently position themselves for an ambuha, using the dense ingels follogie of cover. Here they wait patiently between naps for a vincelebeast or other gazer to wander past. When they poince, the cash become a blur of nillfield for and slashing daws. The beasts sometimes even attack adversaries larger than themselves, especially when detending their hunting territory from other bereskere at do predatory intrudees. Luckily the felines rarely tolerate one another (except during mating season) and do not hunt in packs.

ENCOUNTERS

Berserker cats pose a hidden danger for anyone venturing deep into Frinkang VII's jungles. They consider any living organism passing before their hiding places fair game. Archaelogists working among the region's ancient ruins frequently travel to the interior with armed exorts, who also clear exeavation sites of lurking berserker cats. Expeditions maintain constant guard to keep new cats from moving into secured areas.

Settlers on Ernkang VII tried unsuccessfully to domesticate the carls for gard beast, usually with rather violent results. Today they cultivate a lowary business of leading daring off-worlden into the jungles to hunt cats. Only the weathly can aiford these dangeous slatis, which include guides and sentries experienced in spotting benerier cat ambuscades. Hunters Ludy enough to survice derive with hairraising tales of combat. The mothed hides made impressive tupbings, though little enough exposttions, though agreesive hunting. Some cultures nevere the claws, incorporating them into jewely meant to endow the weare with some degree of the benerker carls proves, courage, and speed.

#7 ## BULGALLIAN RAT

The fierce Bulgallian rat grows upwards of 2.5 meters long, with 1.5 meters consisting of its fearsome, whip-like tail tipped with a flourish of slender spines. Similar spines coat the rodent's pudgy torso, laying flat against in flesh until angered, when they stand out to inimidate frees and reinforce: is own flesh. An angry mouth dominates its head, with small eyes, ears, and nostrils placed around a maw filled with a disarray of teeth used for cutting, tearing, and gouging meat from the creases of carrion. Front legs end in shorelshaped foreclaves used to burrow through earth, powerful hind legs provide short bursts of mobility and constantly thrashes about, ripping across anything that particularly annow the rat.

CREATURE STATISTICS

FORM: ANIMAL HET: CARNIVORE

FFFDING HARITS' SCAVENGER

SIZE: MEDIUM (1 M LONG)

ACC. MICDIONI (1 M LUNO)

ATTRIBUTES: STR 4 (±0), INT 0 (-6), AGL 5 (±0), VIT 4 (±0), PRE 0 (-8), PER 5 (±0)

REACTIONS: QUIK + 2, SAVV ± 0, STAM + 4, WILL + 2

MOVEMENT: 6 M/ 40 M/10 KM; BURROW 1.5 M/ROUND

LIFTING/CARRYING CAPACITY: 80 KG MAX (8 KG ORAL)/20 KG LIGHT

DEFENSE: 7 HEALTH: 4

WORINDS: 5 WOUND LEVELS

SKULLS: ATHLETICS (CLIMB) +2, STEALTH +2, SURVIVAL +4, UNARMED Commat: Natural Weapons +3

SPECIAL AGUITIES: ARMOR (BODY SPINES, DEFLECT 3 DAMAGE), BURROWING (DIRT), DETERRENT (FEARSOME APPEARANCE), FERDIDOUS (WHEN STAR-TLED), NATURAL WEAPON (TAIL SPINES, 106 DAMAGE)

TN EQUIVALENT: 5 (8)

DESCRIPTION

ENVIRONMENT Rats evolved in Bulgar's wasteland terrains-field bogs, gloory tundar, and ard forestsduring past ages when larger predators prevailed and provided a plertilui source of carrion. Their spiny hides and tails and a fierce demeanor deterred adverarise. Although their numbers decreased as the planet's other creatures died off, rats still managed to survive of organisms dring in their territory.

Aside from their hardy and protective physiology, the rats endure using a clever system of warrens, Communities of two to twelve rats burrow subterranean nests accessed through concealed entrances. Covers offer safe hovers in which to consume carcasses, raise young, and drink from pools of water that drain underground. Basages connecting the chambers sometimes range up to one kilometer, offering the rats a great deal of hidden mobility.

Betwaron: Budgallian rats range from their warrens at all times of days trundling off in search of carrion. Their low profile and quiet passage help them traverse terrain without arousing notice of other creatures, which sometimes brings them into sudden contact and triggers an instant defensive rage. It bares a foaming mouth of teeth, hisses and growing, clenches well-mus-

CREATURE STATISTICS FORM: ANIMAL DIET: ENERGY (ELECTRICITY) FFFENNS HABITS: SCAVENGER

SUTE LARGE (3 M LONG)

ATTRIBUTES: STB 2 (-2), INT 0 (-8), AGL 3 (-1), VIT 5 (±0), PRE 0 (-8), PER 5 (±0) REACTIONS: DUIK +0 SAVV +0. STAM +4. 54 AK

WILL ±0

MOVEMENT: 9 N/80 N/15 KM Lifting/Carrying Capacity: N/A Defense: 6 Health: 3

Its tail at perceived adversaries. Body spines bridle erect, increasing its apparent size, reinforcing its hide, and presenting hand-to-hand aggresors with a painful surface to hit. The rat continues this vicious display until the other party backs away: if attacked, the rat responds with forcity as it flings itself at opponents.

ENCOUNTERS

Travelers wandering anywhere from Bulgal's settled areas have the best chance to stumble across a rat or its waren. The varied environment of bogs and forests conceals the animal's low profile, often until unwary hikers stumble upon a vayward rat. Local guides often hire themselves to visitors to ravigate this terrain, thumping their heavy validing stares against the ground to frighten off nearby rats.

Most outlying settlements near rat territory maintain low valis and gates to keep them from inadvetently wandering into towns seeking food. When carrion becoms scare or warrens flood out, rat packmove closer to villages, burrowing near well-rood roads and paths, and I some cares diging their warrens beneath walls to reach storage basements and gabage heago of the structures within. Settlement security forces train to compare their fears and exterminate intruding rats.



These long eels glide on land or water by rippling ambulatory muscles beneath their smooth skin. Their sucker-mass feed off low-level electricity. The eels' digestive systems act as natural capacitors, storing energy and regulating it to required body functions. They bite when threatened, discharging a mild current to shock (see before flexing. HORING: E WOUND LEVEL (2 LEVELS HEALTHY Skull: Attreftic: 4, Stellth +2, Sonwal +4, Unamed Comer: Natural Heading -2 Special Adulte: Adsortion (106), Europa Attack (Electrical), Inviduerable (Energy Headins), Natural Headin (Smick, 106 Banage)

TN EQUIVALENT: 10

DESCRIPTION

Caldorian eels inhabit their planets' mineral-rich swamps, consuming electrical static discharges between the waters and outcopping of surgeore strata. They frequently seek other energy rich environments such as settlements and starships. Although they rarely depted large energy sources, they can sighton off enough electricity to impair interfaced systems or dain small devices. Some beings domesticate them as pets, offering them affection and a regular source of subtenance.



... CARNIVOROUS RASTIPOD

This Bajoran carnivore suffers from a rare genetic mutation called casipodia, in which a creature's forward orientation shifts 90 degrees to one side. Its two spindly left lega and stubbier right ones give it an awkward gait when leaping on prey. A flexible neck and powerful jaws allow the rastpool to snake after and subdue prey. Its motified skin provides camouflage for blending in whit is surroundings.

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UTTINE CANNER CAVADY: THE KE MAK (19 KE BAKA) 44 KE LERT FRANK 7 FACILE & MAKILE & LERTER (100) - 1, STEALT + 5, DERVINA, + 8, DAAREH SONGAT: MUTTINE, MERINGE + 4 MUTTINE, CANNER + 4 FRANDE (NOR HERE: CANNER/LAK, DITAMA MERING, MUTTINA, MERING HERE, 104 + 1 JAMARE)

DESCRIPTION

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Solitary rastipods inhabit Bajor's forests. Here they conceal themselves, waiting to ambush prey with particular ferocity. Occasionally they mistake sapient beings as prey, but usually realize their error before they clamp their javs down on some unsuspecting hiker's neck.



Cave-rats use their oversized nostrifs, sharp claws, and needle-toothed jaws to find, reach, and consume carrion to fill their chubby, fur-covered bodies. Although they rarely exceed 35 centimeters, they rely on superior numbers when seeking food or defending their lairs.

CREATURE STATISTICS

FORM: ANIMAL **DIFT: CARNIVORE** FEEDING HABITS: SCAVENGER SIZE: LITTLE (35 CM LONE) ATTRIBUTES: STR 1 (-3), INT 0 (-8), AGL 2 (-2), WT 4 (±0), PRE 1 (-3), PER 5 (±0) REACTIONS: DUIK + 0 SAW + 0 STAM + 4 WILL + 0 MOVEMENT: 1 M/7 M/2 KM: BURROW 0.75 M/ROUND LIFTING/CARRYING CAPACITY: N/A DEFENSE: 5 HEALTH-1 WOUNDS: 3 WOUND LEVELS SXILLS: ATHLETICS (CLIMB) +2, STEATH +2, SURVIVAL +5, UNARMED COMBAT: NATURAL WEAPONS +2 SPECIAL ARILITIES: RURROWING (STONE) INVILLNERARLE (DISEASE) NATURAL WEAPON (TEETH, 108-3 DAMAGE), TOXIN (XENOPOLYCYTHEA) TN EDUIVALENT: 5 (8)

DESCRIPTION

These rodents infest caves on several M-class planets. Here they seek sustenance from dead animal matter. Sometimes they venture out of their caves in packs to seek carrion. Typical of many vermin, their filthy diet creates a thriving environment for disease (in this case, xenopolycytheia), which they transmit to others through their bite.

Spelunkers take great caution when venturing into caverns on worlds with cave-rat populations, including protective clothing, sonic pest repellers, and antidote (where available).



... CETI EEL

This parasitic arthropod remains the only indigenous creature from Ceti Alpha V to survive Ceti Alpha VI's explosion and subsequent alteration of the former planet's orbit. Its body consists of chitinous plates tapering from the wide, hooded segment that protects the small head to the diminutive tail. A set of crushing mandibles dominates the face, with two slit eyes set above a maw from which a tongue darts for feeding. Ten sets of small pincers beneath the body provide locomotion and climbing ability. The eel reproduces by spawning larva between its plates when its nutrients exceed its physiological needs. These miniature eels, only one or two centimeters long, exist in a dormant state by extracting small amounts of nutrients from the adult. They leave the protection of the adult's segments only when they find a suitable host.

CREATURE STATISTICS FORM' ANIMAL DET: CARNIVORE FEFENING HARITS: PARASITE STE LITTLE (D SM LONE) ATTRUBUTES: STR 3 (-1), INT 0 (-8), AGL 1 (-3), VIT 4 (±0), PRE 0 (-8), PER 1 (--3) REACTIONS: DUIK -3. SAVV -3. STAN +1. WILL ±0 MOVEMENT: 1 M/7 M/ 2 KM: BURBOWING 7 5 CM/BOUND LIFTING/CARRYING CAPACITY: N/A DEFENSE: 4 HEALTE 3 WOUNDS: 2 WOUND LEVELS SILLS: ATHLETICS (CLIMB) +2, STEALTH +2, SURVIVAL + 8, UNARMED COMBAT: NATURAL WEAPONS + 2 SPECIAL ABILITIES: BURBOWING (SAND), DRAIN (-1 STR: -1WILL: SEE TEXT),

AFEGNEL ASHLTIES: BURNOWING (SANNO), URANN (-1 STR, -1 WILL, SEE T Natural Weapon (Mandibles, 106-1 Damage) TN Founalent: 5 (adult), 15 (Larna)

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DESCRIPTION

Environmenter: The eeds developed in their homeworld's original quartic regions, creeping along sail flats, marshes, and sandy shores of slow waterways. This environment provided ample hosts for feeding and breeding, Arto Ceti Alpha Vs orbit shifted the eels quickly adapted to survive in the sandy, windwayen barned to converve energy and nutrients, entering domain states until potential hosts passed nearly. Now they range across Cet Alpha V- does not not be the sandy of the sandy of the sandy of the sand environments. Those cars speciments taken into captivity manage to survive with limited food in nearly and environments.

BEHAVIOR: An eel lurks just below the sandy surface until it detects an organism nearby, then scurries to latch on with its strong mandibles. It feeds on the host, draining one point of Strength from its victim each round until dislodged or killed. While the adult maintains its grip, one of its young awakens from its dormancy and migrates to the subject's skin. It attempts to reach the victim's cerebral cortex by penetrating the nearest external orifice, usually ears or nostrils, crawling 1.5 centimeters per round. If it enters the subject's brain pan, it wraps around the cerebral cortex and begins feeding. Although the larva consumes only small amounts of nutrients from the host, the intense pain drains one point of Willpower each round until reduced to zero. After five days, the larva grows large enough to begin feeding as an adult, and slowly kills its host.

Hosts can remove gripping adults through normal attacks, but curing a subject of a larva requires delivering an amount of damage to kill the imbedded creature (with 1 Health and 1 Wound Level) without harming the host. Medical procedures can accomplish this with a treatment modifier of +7 TN.

ENCOUNTERS

Cett eels pose a threat to anyone foolish enough to beam down to Cett Alpha V. Despite a near-universal ban on trading in such lethal organisms, unscrupulous hunters sometimes capture them for sale to weality eccentrics with a penchant for collecting deadly, enigmatic creatures. Unvubstantiated rumors claim that some Cardassian interrogators use the larvae to corece unwilling priorens.

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... CIRCASSIAN CAT

"Cat" loosely describes these Circassian-bred creatures that look like amorphous balls of fur with two sensory tentacles that "wag" when they become excited. Hair comes in a colorful variety of patterns; the tips possess some degree of adhesiveness, allowing cats to climb most surfaces.

CREATURE STATISTICS

FORM: ANIMAL **NET: ENERGY (EMOTIONS)** FFFDING HARITS' GATHERER SIZE: LITTLE (0.5 M DIAMETER) ATTRIBUTES: STR 3 (-1), INT 3 (-1), AGL 3 (-1), VIT 2 (-2), PRE 4 (±0), PER 5 (±0), PSI 4 (±0) REACTIONS: DUIK ±0. SAVV ±0. STAM -1. WILL +1 MOVEMENT: 1 M/7 M/ 2 KM LIFTING/CARRYING CAPACITY: N/A DEFENSE: 8 HEALTH-1 WOUNDS: 4 WOUND LEVELS SKILLS: ATHLETICS (CLIMB) + 2, EMPATHY + 1, OBSERVE + 3, STEALTH + 3, SURVIVAL + 5 SPECIAL ARLITTES: AMORPHOUS, DETERBENT (SROWLS, PUFFED RODY), TRAIT (PSIONIC) TN EQUIVALENT: 5 DESCRIPTION

As domesticated pets, these cats easily adapt to most environments their matters frequent. The Circasaians bred them as companion creatures for relaxation and enterhaimment, much like Terran cats. With a minimal degree of poincit sensitivity, they thrive on encolosis, positive feelings provide healthy sustemance files starch; while more destructive errortice matters advance, cats wander of weeking errortional "rood," an activity that frequently leads them into trouble.

CONSCIOUSNESS PARASITE

Scientisk innov little about this non-corpored lifeform because in theirs is host on guidky and quieky. It consists of a microscopic spark of energy that invades the host's consciousness seconds before death. Given the other-traumatizing experience leading tor death, few victims realize the parasite has entered their brain's neural impubse. Limited experience shows that thoron emissions harm the parasite's cohesiveness and distate it.

CREATURE STATISTICS

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FORM' FINERCY DIET: ENERGY (EMOTIONS) FEFRING HARITS: PARASITE SITE: MICROSCOPIC ATTRIBUTES: STR N/A, INT 3 (-1), A&I N/A, VIT 2 (-2), PRE 3 (-1), PER 18 (+7) PSI 4 (+1) REACTIONS: OUIK +2, SAVV +2, STAM -1, WILL +2 MOVEMENT: FLY 30M/HB LIFTING/CARRYING CAPACITY: N/A DEFENSE: N/A HEALTH: 1 WOUNDS: 1 WOUND POINT SXOLLS: STEALTH +1, SURVIVAL +4, TELEPATHY +5 SPECIAL ABILITIES: ENERGY BODY, FLYING, INCORPOREAL, RESISTANCE (PHYSICAL DAWAGE), TRAIT (PSIONIC), VULNERABILITY (THORON EMISSIONS) TN EDUIVALENT: 20

DESCRIPTION

ENANCEMENT: Consciourness parasites inhabit an extra-dimensional matrix that serves as their homes and a repository for the conscious emotional energy they lare there. Some theorize this other dimension formed around a nexus of neural activity, possibly from the sudden death of billions of lite-forms, or perhaps from the hous of a galaxy-sized energy creature that extinguished tiseli. The parasites float through this matrix feeding and existing. When food supplet dodidie, they emerge into this dimension through portals from their own. Nobody knows if the matrix creates these entrances, using some greater intelligence to channel parasites toward potential vicitms, or if the parasites themselves (individually or through a collective intelligence navigate into this dimension directly to specific traumatized consciousnesses or wander in search of potential hosts.

Besearcher, The traumatic feelings humanoids experience at death attract conscionsones parasites. A sensitivity for emotional energy and perhaps a higher form of intelligence directs then to thote at death's door. A parasite finds a potential host and infiltrates their consciousness seconds before death. To do this its relegative ability to manipulate the hosts preceived consciousness to comvince it to separate from the host is extra dimensional home. Although the paratite asset adimensional home. Although the paratite a seemingly normal pace, thanks to the paratite from the ultitor of neural immulses.

A parasite manipulates the host's consciousness by tapping into familiar thoughts, especially those related to the trauma leading to death. It may cause the vicilin to replay events in or out of sequencially those related entering that against the entering the second second second their right against death. The subject has little chance to resist and flave realize something say't right, usualby wheen a parasite uses images and influences contrainy to the host's memory or instinct. Chece the vicilin manafest by mission theory of the second second parasites by mission theory and the second second register the parasite and returns their consciousness to the task of willing their body to recover.

ENCOUNTERS

Consciousness paraites can emerge from their matrix anywhere they sense deady trauma. Some believe they form the basis for many religious beliefs of an afterilie where familiar faces urge them to turn their back on life in this dimension and proceed to a better existence. Since scientists have had little opporturity to study these creatures, they cannot definitive ly report on the frequency of parasitic infections in the nanoesconds before death.



Observers often mistake the aboreal Corvan gilvos for a tree branch or piece of dead wood on the rainforest floor. A long, root-like snout allows it to reachtaxy innects it detects with a set of primary and secondary stick-like antennae. Small, dark eyes reside in recesses in its knobb head. Spindly, segmented legs easily resemble twigs. The gilvos's grayish brown skin allows it to blend easily into its habitat.

CREATURE STATISTICS

HIDE ZANNAL HERDE KANNAL HERDE KANNAL ZITURE (14 MARS) ZITURE (14 MARS) ZITURE (15 MARS) HERDE (15 MARS) HERDE

DESCRIPTION

ENTROTATE The glives evolved in the rainforests of Carona III, where petitul insect life and five arboreal predators created a nuturing habitat. Gilves played an important role in the jungle ecosystem, maintaining a balance between destructive bugs and the immense tress that supported the bionetwork among the leady cancey. The creatures' voracious appetites kept insect populations in check and prevented massive detorestation at the hands of warms.

The rise of settlement and industry on Corvan II impriled the glybox habita. Development and consumption of the rainforests natural resources diminished their retroit, eliminated their aboreal honese, and exterminated their natural food sources. Industrial pollutans further impacted their environment and slowly killed many giloxs. By 2368 only 14 giloxs remained. The species survives only through Federation intervention; the U.S.S. EnterpriseD transported two giloxs to the wildlife preserve on Brentalia in the hopes of transplanting the creatures to reproduce in a correcter labilate.

BEHAVIOR: Gilvos move slowly, ensuring their footing and maintaining their camouflage. They constantly adjust their antennae, seeking sounds of bugs moving along tree surfaces, beneath the bark, or in loose, rich soil. They probe into these surfaces with their tube-like snout sucking up insects into their mouths for digestion.

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The creatures have a sense of self-preservation paralleled by a degree of curionity. Should they sense dange, the glivos immediately freeze until they can assess the situation or the threat passes. Their constant search for nourishment sometimes brings them in contact with technologo—the hum from a pattern enhancer, sensor array, or field modulator sounds deceptively like a swarm of insects.

In captivity the gilvos exhibit similar behavior as in the wild. They spend their time slowly exploring their surroundings seeking tasty bugs, becoming immobile should they perceive any potential threat.

ENCOUNTERS

Few Gilvos still exist on Corvan II. People encounter them more data in biological research centers or private collections of exotic vilidilie. Athough these captive cerustrus enjoy a stable environment and plentiful food, they serve as constant and sad reminders of how rapid advancement, industry, and colonization frequently overruns and destroys the environment for countless species throughout the galaxy. Several scientific programs attempt to breed gilvos for reintorication to natural habitas, especially on worlds with rampant insect populations resistant to conventional count on theorem of the several section of the several section of the several section of the several section of the several sections of the several section of the several section of the section section of the section section of the s

Given their near-extinct status, gilvos sometimes fall prey to unscrupolos traders essenito to obtain a sell the creatures to wealthy collectors. They make interesting exotic pets fand control nearby insect populational, but their possession by private individuals violates several galactic species protection laws. The Ferengi grand nagus upportedly keeps a gilvos as a pet, though nobody encountering him diplomatically ever suggests he enjoys its company illegally.



The inhabitants of Acamar III employ these taillegged, grounded avians as domesticate beasts of burden. The creatures stand around three meters tail, supporting a spherical torso on two spindly legs knotted with muacke. Wide, splayed teet provide solid forching and clench into a hard fus for kicking adversaries and abusive handless. They tuck two vestigial wings close to their bodies, flexing them for balance while running. A stuby tail-bual soo matinis equilibrium

STAR TREK ROLEPLAYING GAME

for the bipedal birds. Their reptilian necks way when they walk, but provide enough fieshility to gather gass from ground level and pick parasites from any part of their bodies. Broad bills protrude from feathered head for grasping, uprototing, and munching on grass. Short feathers cover their torsos and heads, while compact scales protect their necks and legs.

CREATURE STATISTICS

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FORM: ANIMAL DIFT HERRIVORE FEEDING HABITS: GRAZER STF: LARGE (3 M TALL) ATTRIBUTES: STR 4 (\pm 0), INT 0 (-8), AGL 4 (+0), WT 2 (-2), PRE 1 (-3), PFR 4 (+ fl) REACTIONS: OUIK + 2. SAW ± 0. STAM + 2. WILL -2 MOVEMENT: 13.5 M/R0 M/22.5 KM LIFTING/CARRYING CAPACITY: 80 KE MAX (8 KG OBAL)/20 KG LIGHT DEFENSE 7 HEALTH: 2 WOUNDS: & WOUND LEVELS (2 LEVELS HEALTHY) SXILLS: ATHLETICS (RUN) + 2, OBSERVE + 2, SURVIVAL + 8. UNARMED COMBAT: NATURAL WEAPONS + 2 SPECIAL ARLITTES' EVASION, NATURAL WEAPON (KICK, 108 RAMAGE) SPEER

TN EQUIVALENT: 5

DESCRIPTION

ENVIRONMENT: Scientists believe

crallucks evolved from flying avians with wider migratory ranges that settled in Acamar III's vast grasslands. Generations of nesting in the same territory, without wandering between habitats seeking food, slowly changed them into flightless birds. Without flight they developed powerful legs to evade predators. Their snake-like necks helped them reach vegetation on the ground or in taller bushes and trees. When the Acamarians began building their civilization, they captured and domesticated many flocks. The birds lived sheltered lives in paddocks until needed as beasts of burden-even with exacting culinary preparation their meat still tasted tough and sour. Today some flocks roam what's left of Acamar III's grasslands, but most crallucks exist as pampered domesticated beasts.

BENAVOR: Wild callucks roam the swonnas in flocks of 20 or more birds. They spread out to feed on grass and other foliage. But clump together when traveling great distances or fending off predators. Since their savage lick can only affect targets behind them, they frequently form small groups, tail-nubs facing outward, so they can better kick at enemies.

In captivity crallucks seem responsive to trainers' commands, accepting a container harness slung over the wing muscles that knot up into their bodies where their snake-like necks begin. They usually emit a calm

bonking noise thought to communicate with each other, but screech and squawk when confronted with danger, painful burdens, or abuse. If upset, a cralluck turns its tail toward a perceived threat, waggles its vestigial wings for balance, and kicks with one of its muscled legs. As a rule, handlers stay to the front or sides, and move quickly to avoid the creature's posterior. A special saddle allows trainers to ride along with cralluck herds and offer a greater degree of control.

INCOUNTERS

People usually encounter crallucks as domesticated beasts obtention a carsmer III. They haul a variety of goods that fit into their harness-carries. Flocks lader with goods stampede between settlemens, heredd by handles riding alongside. Toose unfamiliar with cralluck defensive behavior sometimes receive a kck if they act threateningly around the beasts by shouting, poking them, or discharging papers."

Ba DALVIN HISSING BEETLE

These segmented beetles often grow up to 21 centimeters long. Their chitinous bodies range from black, brown, and tan with lighter speckling, enabling them to blend in with soil. Antennae connected to resonance chambers give them particular sensitivity to sound.

CREATURE STATISTICS

FORM: ANIMAL DIET: HERBIVORE (FUNGUS) FEEDING HABITS: SCAVENGER SIZE: TINY (21 CM LONG)

ATTRIBUTES: STR 1 (-3), WT 0 (-8), ABL 3 (-1), VT 2 (-2), PRE 0 (-8), PER 5 (±0)

REACTIONS: QUIK ±0, SAW ±0, STAM +2, WIL -2 Movement: 30 cm/2 m/ 250 m; Burrowing 7.5 cm/round

UTTING CARAFTINE GARATTI IA/A BERARE B HEALTE 1 MUNITE 2 NUMBI LAPELS Solile Attentis (CANB) + 2, TSHAH + 2, Shiwaya - 4 Solile Attentis (CANB) + 2, TSHAH + 2, Shiwaya - 4 Solile Attentis (CANB) + 2, TSHAH + 2, Shiwaya - 4 Shiwaya - 4

DESCRIPTION

Hissing beefles inhabit the lower reaches of forests, consuming wegetable derivtus in the humus covering the ground. They infest fallen trees, decaying bogs, and piles of mossy leaves. Although their bodies blend into their natural surroundings, the beeties intimulate does with their fineers. Although their short distraction to allow them to escape by burrowing into the soft earth. Schools sometimes keep them as pets to demonstrate the regenerative power of ecosystems.



Shaggy fur coats keep these eight-legged hethivores warm, while flexible howes and equilibrium from four ears maintain their footing and balance. Flexible long lips help them gather moss and leaves from hard-to-reach places. They use bony horns on their snouts and foreheads to loosen cliff rocks to reach tasty fungus growing in creasses.

CREATHRE STATISTICS FORM- ANIMAL DIFT: HERRIVORE FEEDING HABITS: GATHERER SIZE: SMALL (1 M TALL) ATTRIBUTES: STR 4 (±0), INT 1 (-3), ASL 11 (+2), VIT 4 (±0), PRE 0 (-8), PER 4 (±0) REACTIONS: QUIK +2, SAVV ±0, STAM ±0, WILL +1 MOVEMENT: 3 M/20 M/5 KM LIFTING/CARBYING CAPACITY: 80 KG MAX (8 KG OBAL)/20 KG LIGHT DEFENSE: 9 REALTH & WOUNDS: 4 WOUND LEVELS SKULLS: ATHLETICS (CLIMB) + 5, OBSERVE + 2, STEALTH + 1, SURVIVAL + 4, UNARMED COMBAT: NATURAL WEAPONS + 3 SPECIAL ABILITIES: EVASION, FEROCIOUS (DEFENDING TERRITORY), NATURAL WEAPON (HORNS 1DR DAMAGE)

TN EQUIVALENT: 5

DESCRIPTION

CREATURES

These creatures bound along the crags of Degeb IV's mountains seeking the sparse vegetation. They sometimes shower rocks on unsuspecting hikers below and block rugged trails, but can reveal the best climbing paths to sharp observers.

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The foul-tempered, territorial goats use their horns to fend off intruders. They flee when faced with superior foes, relying on their sure footing and keen balance to scurry off across the mountainsides.



The Demehan slime devil at first appears to be all mouth. Its "face" is a wide mass lined with needlesharp testic, allower it is a borny first similar to an Earch centapoian and one enthers vide unofid large, swiveling ears. It has no eyes, depending on sonar and hearing to track fish or cruatacans for food, lits tough, horrible-tasting flesh and minicities ferocity both discourage predators. It is webbed hind feet propel it through water and must with roughly equal facility; its forelimation the tracking strategies and the strategies of the spear its prey on long, curved single class. It hody is mostly guilet, dais stretched over a dignetive tube and flexible, tough rins. The largest Demebian slime devils mass up to 26 kg.

CREATURE STATISTICS

DIET: CARNIVORE (ANY, PRIMARILY FISH AND CRUSTACEANS) FEEDING HARITS: POUNCER SIZE: SMALL (120 CM LONG) ATTRIBUTES: STR 8 (+1), INT 3 (-1), AGL 15 (+4), VIT 7 (±0), PRE 1 (-3), PFB 9 (+1) REACTIONS: DUIK +7 SAVV +1 STAM ±0 WILL -1 **MOVEMENT: 8 WALKING, 12 SWIMMING** LIFTING/CARRYING CAPACITY: 180 KG (DRAGGED WITH CLAWS) DEFENSE: 11 HEALTH 8 WOUND LEVELS: 4 SIULLS: ATHLETICS (SWIM) +2, OBSERVE (SONAR) +8, STEALTH +4, SURVIVAL (MARSH) + 8, UNARMED COMBAT: NATURAL WEAPONS (CLAWS, RITE) + R SPECIAL ABUITIES: ANAEROBIC RESPIRATION (COMPLETELY AMPHIRIOUS) EXTRAORDINARY SENSE (SONAR), FEROCITY (DURING MATING SEASON), MULTIPLE ATTACKS (BOTH CLAWS), NATURAL WEAPONS (CLAWS 108 + 4 EACH. BITE 108 + 1) TN FOUNAI ENT: 10
DESCRIPTION

Fleshy, pinkish creature resembling an Earth moray eel with webbed rear feet and two harpoon claws on telescoping forelimbs. 10 cm to over a meter in length, they mass up to 26 kg.

Environmenter: As their name indicates, Denchain sime devils live in the simily marshes, tick pools, and awangs of Deneb V, which othis the white supergiant Deneb 1500 light years from Earth. Most of the life on Deneb V and the other works in the system has a very high metabolic rate, this makes prefators highly aggressive, as they must consume more food for their body weight than most Earth Creatures. Most Denebian slime devils live along shorelines, but some have found their way to inland ponds or lakes, and there have been reports of albino slime devils living in the cave systems of Deneb V, where their somar would give them powerful advantages over sighted previncient.

Benavrone, Demekian slime devils are totally amphibious, and will eat arthing smaller than themselves from fish to crustaceans to shore birds to burrowing marmats. If it can, a slime devil will even try to bring down a larger creature and bite off great bloody chucks of its flesh util it, too, can be comeniently decoured or left for scavengers. Always eager to attack anything in sight, the Demekian slime devil becomes completely uncontrollable during its mating season, from fall to spring.

The combination of rapacious hunger, mindless feeculty, and general ugliness has made "Develbain slime devil" a popular schoolyard taunt all over the quadant; even Klingon propaganda has been known themselves use the slime devil as their slamg for lawyers, swindlers, and hypocritise; their culture strongly disapproves of fraud, and as late as the mid-24th centur, the slime devil was in some danger of becoming extinct as a hunted, hated, deeply symbolic pest.

ENCOUNTERS

Denebian slime devils make good momentary threas: they are especially dargences in dark caves or underwate, where humanoid characters will be at serious disakdanesses. The taut of "Denebian slime devil" makes excellent narative color, of course. Slime devils" makes there especially ecologically dangenous—either unscrupulous smuglers or naive conservationis do gooders might endanger other worlds by transporting slime devils to them.



TRANSITE

Called the "Denevan neural parasite" after the plant where Sartheff rist encountered the creature in 2567, these creatures are actually the individual cells of a large, discoprote colony "brain". They resemble large fred eggs (about 30 cm across, massing around 1 kg), and can cling to celling, walks, and other surfaces with timy nootless similar to cilia. They can fly from place to place possibly by teledinicsi and attacks, sentient beings. If need be, they can fly from place to place to possibly the teledinicsi and attacks, sentient beings. If need be, they can fly from intescellar bazards except for very powerful ultraviolet radiation such as that in a surfy culter comonaphere.

CREATURE STATISTICS

FREM: ANIMAL COLONY **MET SENTIENT NEURAL ENERGY** FFFFBIRG HARITS: PARASITE SIZE: LITTLE (30 CM) ATTRIBUTES: STR 3 (-1), INT 8 (AS COLONY, +1), AGL 8 (±0), VIT 9 (+1), PRE 12 (+3), PER 14 (AS COLONY, +4), PSI 8 (AS COLONY, ±0) REACTIONS: DUIK +7, SAVV +4, STAM +1, WILL +3 MOVEMENT: 1 CRAWLING, 10 FLYING LIFTING/CARRYING CAPACITY: N/A DEFENSE: 7 HEALTH & WHEN IFVES 3 SXILLS: ATHLETICS (FLY) +1, ATTACH +8, OBSERVE +2, STEALTH (HIDE) +8 SURVIVAL (SPACE) + 8. TELEPATHY (AS COLONY) + 3 SPECIAL ARLITTER: ANAFRORIC RESPIRATION (NO RESPIRATION REDUIRED), FLYING (OR PSYCHOKONESIS), GANGLIA, INVULNERABLE (COLD, VACUUM, COSMIC RAYS) PSIGNIC SPEED (FLYING), VILLNERABILITY (POWERFUL UV RADIA-TIEN

TN EQUIVALENT: 15

DESCRIPTION

Single-celled flying blastules of an unpleasant yellow-pink color; approximately 30 cm across, massing up to one kilogram.

Environmenter: The neural parasite is probably analyte to a wolf well custide the Milky Way Galaxy; it may have evolved to prey on the overwhelming paionic energies given off by the Kelvans of Andormeda or some other species: The known track of Indestation in our Galaxy passed through the Beta Ponclan system, wying out its civilization certuines ago, and drove the world levinius V into mass insanity in 2067. After destroying civilization on theta Cyapi XII, the infestation struck Federation colonies on Ingularm Bin 2265 and Denvea in 2267.

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BEHANDIN: Once upon a world, neural parasites spread out through air vents, mass transport, and other systems to infest as many sentients as possible in a rapid, overwhelming assault. Neural parasites often attempt to striker from blind spots behind or above their victims, flying toward the back or neck in a low, swooping glide to attach themselves.

When the neural parasite attaches itself to a sentient victim, it immediately shoots thousands of tiny tendrils into the sentient's central nervous system. A target must succeed at an an immediate Ouickness reaction test against a TN equal to the parasite's Attach test result to be able to pull the parasite loose, and loses his next action if successful. (Surprised characters cannot resist in time.) Once fully attached, the parasite controls its host through direct neural stimulation backed up with intense pain. To resist the parasite's commands, the host must succeed in a Willpower reaction test opposed by the parasite's Presence. (Characters with High Pain Threshold may add +2 to this test.) After each failure, the host loses 1 point of Willpower, until he reaches automatic failure on the test and permanent enslavement.

The collective hive mind breeds parasite cells until an entire world is under its control; it then gavens and its offspring flies through space to another world. If the hive mind controls a technically advanced world, as it id on Ingaham B in 2265, it may force mass emigration in spacecraft to a new planet rather than risk the lengthy interplanetary voyage.

ENCOUNTERS

A neural parasite infestation is a potential prime more: Although the U.S.S. Entergine destroyed the Denevan colony with UV satellites, it might have spawned earlier while outside feedation territory even centuries ago on Beta Portolar. The parasite massmird might have learned subdiety from the Denevan failure, and work from within as a subdle complicate of the controlled, convincing host surgeous sheller from UV light. Crease might have to investigate the parasite-haunded runs of REB Potolan for further weaknesses of the colonies, never knowing when their fellows have been infected.

" DIKIRONIUM CLOUD

Also known as the "vampire cloud," the dikironium cloud creature is a semi-corporeal entity (composed of the gaseous compound dikironium) that feeds on hemoglobin. It can after its molecular structure at will, making it immune to almost all weapons including ship's phasers, and can only be recognized by its samprism and its characteristic sickly-weet door, like rotting hones, It most often resembles a whitsh fog, and displaya glistering highlights when it feeds, probably as an energetic byproduct of the conversion of hemoglobin to dikronium molecules.

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CREATURE STATISTICS

THRUE LASSING HETHOM RANGEN HETHOM RANGEN ATTRUDIES TO ALGE DE VIANALE GUALIT, DAMANDITIO ATTRUDIES STIR J = 0, IN TE (+ 1, 1), AL 12 (+ 2), VIT 14 (+ 4), PEE (1 + 3), PEE 18 (- 1)) PEE (1 + 3), PEE 18 (- 1)) PEE (1 + 3), PEE 18 (- 1)) HETHOM LONG THE ATTRUK MARK STIR STIR HETHOM LONG THE ATTRUK MARK STIR HETHOM LONG THE ATTRUK MARK

SPECIAL ABILITIES: AMORPHOUS, ANAEROBIC RESPIRATION (NO RESPIRATION Required), Orsulcandin (See Belink), Drawin (Hendollonk) (5 VIT Per Romod), Evasion, Flynks, Gasebus Body, Invulnerable (Energy Waravors, Fire, Physical Lomade, Radiation).

TN EQUIVALENT: 25

DESCRIPTION

Semi-corporeal gaseous cloud entity occupying between 1 and 10 cubic meters; mass unknown.

ENVIRONMENT: The vampire cloud can travel through interstellar space by means of gravity pressure and alteration (which mechanism probably allows it to fly on a planet and keep itself together in strong winds). The cloud creature can even flow along gravity wells into the time continuum-possibly by finding quantum black holes in subspaceand loop itself back in time for up to 30 seconds. This ability argues that the vampire cloud evolved in another dimension and "fishes" in this one for hemoglobin. The dikironium cloud creature destroyed by Captain James Kirk in 2265 with an antimatter bomb centered its activities on the planet Tycho IV, but vampire clouds as a species may not have "home planets" as such. Alternatively, Tycho IV may have held a micro-wormhole through subspace to the

PER 4 (±0) Reactions: Quix ±0, Saw ±0, Stam -2, Will -2 Movement: 1 M/7 M/2 KM Lifting-Carrying Caractit: N/A Differs: 2 Health: 1

HOUNDS: 3 WOUND LEVELS

SKILLS: ATHLETICS (CLIMB) + 2, OBSERVE + 3, SUBVIVAL + 5 Special Abilities: Extraordinary senses (chemoreception) Th equivalent: 5

DESCRIPTION

Drathans domesticated puppy ligs as playful companions that enjoy playing, tickling, and climbing all over their owners. Mobility cilia act as natural biofilters, scouring surfaces they traverse of microbes

that form the ligs' diet. Anyone with an affectionate lig pet has exta protection against diseases transmitted through skin contact. The lig makes a Stamina reaction test as it tasts harmful microbes on the owner's skin. If a lives, the lig consumes all remaining traces in contact with its master, if it dies, it serves as an indicator of deadly microbes nearly.

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The doynorms of Antos IV sometimes reach lengths of 20 meters. Their physiology consists of silicon compositions annyed into circular hands forming the creatures' elongated backs. Anterior searcy nodes contain mineral concentrations that function as visual, auditory, and seismic searce organs, leeding information to please that and the search of the search of the search of the more strongly descent terrain and hand the search of the sard by wagging its head and driving forward on contracted and expanded silicon hody segments.

CREATURE STATISTICS

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cloud's home dimension, and the cloud remained nearby out of habit or convenience.

BEHAMOR: The vampire cloud will feed on any and all sources of hemoglobin in the area until sated; during its 2257 attack on the U.S.S. Faragut it took the blood of 200 Humans to fill it to repletion. Like many predators, the cloud probably teeds to capacity whenever it can, and slowly expends its stored energies in an expanded huming spiral outrom its base planet.

ENCOUNTERS

The dikinonium cloud creature will likely be a prime mover for an episode, given its hunger for bload and relative immunity to damage. A vampire cloud attacking the citizens of a thickly populated urban colony would pose a very grave challenge indeed setting off an antimatter bomb in such a setting would kill more people than the cloud!



This 30-centimeter long arthropod moves on soft mobility cilia covering its underside. The puppy lig's forward nodule contains small sensory nibs and two fan-like antennae that flap according to its moods. Its flat, teardrop shaped body possess earth-tone coloration.

CREATURE STATISTICS

FOIM: ANIMAL UICT: CARNINGE (SINGLE-CELL MICROBES) FEEDING INTE: SATHEFER Szez LITTLE (30 CM LUNG) Attributes: Str 2 (-2), INT 1 (-3), AGL 4 (±0), VIT 1 (-3), PBE 1 (-3),

CREATURES

SPECIAL ABILITIES: ANAEROBIC RESPIRATION (NO RESPIRATION REQUIRED), ARMOR (Sulcon Hige, deflects 13 damage), Burrowing (Sand), Energy Attack (electrical discharge, 100 damage), Mineral Body TV Ediwality: 20

DESCRIPTION

ENVIRONMENT: Dryworms emerge from Antos IV's coreward regions, burrowing up toward the planet's deserts that form their adult habitat. By passing their rippling body surfaces through or across the fluid sand they generate the static electricity that serves as nourishment. The sand provides friction against their bodies to generate current, but also fuses on their hard exterior to fill in wounds, reinforce their rocky, armored exterior, and add new segments to their bodies. As anaerobic creatures, the dryworms have no need to return to the desert surface to breathe. When a worm reaches a maximum size (around 23 meters) it instinctively burrows back down into the planet's lower crust, where intense magmatic heat helps it divide itself into many smaller dryworms that burrow back toward the surface.

BERAVOR: A dyworm's body acts as a giant capactor. It les domant beneatin the dunes, burrows withig in the sand, and bursts out to skim along the surface as its institutes for the best current-generating terrain dicate. Their simple brains know when to gather, store, and dickare energy required for their body functions. Sometimes one accumulates enough to leave its natural desert habitat for short periods, surgilands. Although they feed of energy created by frition, dryworms do not seek sources of pure energy their immeral capacitor "diggettine" systems only absorb electrical current generated between their own bodies and other slicate surfaces.

Few predators on Antos IV bother dryworms, but the dull-wirde creatures often inadvertently disturb other desert denizens. When attacked, the dryworm thrashes its head at the threat, then discharges an energy burst from capacitor chambers within its body, sending an electrical current along its armored surface. After distracting enemies with a few energy shocks, the worm tries escaping back under the dunes.

ENCOUNTERS

Most visitors to Anto NYs desert regions spot surfacing dysvoms from Jar, marveling at their vast size as they burst from beneath the sands. Anyone camping in these regions, however, runs the risk of accidentality encountering a dysvorm as it runbias across the dunse or bursts from beneath. Although the worm takes little notice of those it taktursh, it can elicit a violent reaction from others, in these cases, it tries shocking one or how adversaries before beating a lastyretreat.

Some exploitative entrepreneurs believe they can rig a dryworm into a specialized environment to become a giant energy core, though few have managed to locate, capture, and export a worm for such an abusive purpose.

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PHYSICAL DESCRIPTION: This unsusal creature resembles a crystalline scorpion, with a vide flat boly, three pairs of legs and a curving tail ending in a thick, bub. The entire creature is made of crystal, and shimmers in the light, it has no visible features, but under close examination a faint spark of light can be seen dancing from facet to facet throughout the body, and is bodh brighter and more active in the storach region.

CREATURE STATISTICS

FEEM: MINERAL HET: ENERGY FEEDING HABITS: GRAZER SITE LARGE (3M TALL) ATTRIBUTES: STR 8 (+1), INT 2 (-2), AGL 2 (-2), VIT 12 (+3), PRE 4 (±0), PFR 2 (-1) REACTIONS: DUIK ±0. SAW ±0. STAM +4. WILL ±0 MOVEMENT: 5 M/30 M/8 KM; BURBOWING 5 M/30 M/8 KM LIFTING/CARRYING CAPACITY: 160 KE MAX (16 KE ORAL)/40 KE LIGHT DEFENSE: 5 HEALTH: 13 WOUND LEVELS: 8 (2 LEVELS HEALTHY) SKILLS: ATHLETICS (CLIMR JUMP RUN) +1, ORSERVE +3, RANGED COMPAT + 8. STEALTH + 2. SURVIVAL + 8. UNARMED COMBAT: NATURAL WEAPONS + 8 SPECIAL ABILITIES: ARMOR (CRYSTALLINE BODY, DEFLECTS 5 DAMAGE), BURROWING (ROCK), EXTRAORDINARY SENSE (ENERGY), INVULNERABLE

(ENERGY), MINERAL BODY, NATURAL WEAPONS (LASERS 206), RANGED Attack, speed (Burrowing)

TN EQUIVALENT: 15

DESCRIPTION

ENVIRONMENT: Found deep within the mines of Dytallix 8, in the Mira star system, this crystalline animal moves from cave to cave, seeking out radioactive materials. It also travels the tunnels and mineshafts, sometimes creating new passages in its travels.

Betwavore: Dytallic laser-beasts survive on energy, specifically radiation and heat. They seek out the deeper mine shafts, which come close to the planet's core and thus have a higher ambient temperature. They are also drawn to radiacative minerals. When leveling, the absorbed energy can be seen reflecting from face to face, growing stronger with each reflection. Finally the light reaches the creature's central nervous system, located in its wais, and the energy is

then portioned out throughout the body. The laserbeast gets its name from its ability to channel stored energy through its claws or tail, in the form of laser beams. These beams can be used offensively, but the creature also uses them to cut through stone walls and other impediments.

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Laserbeasts reproduce by laying crystalline eggs. They wander the mises in search of particular rock formations, and whenever one of sufficient size is located the laser-beast imbeds the tip of its tail in the rock and breaks it of, leaving it there. The tip acts like and egg, and over the next few weeks it grows in size. Finally the egg begins to enti weak laser beams, which cut it free from the wall—the shell shatters upon impact, revealing a small but complete laser-beast.

Encounterins: The Dytallix Mining Corporation abandoned Dytallix B for unknown reasons. Rumos claim the laser-beasts appared when miners sank a patricularly deep shaft, and that the creatures then appeared, menacing and killing miners until the company was forced to give up its operations there. Most likely the laser-beasts were born close to the planet's cone, and were relaxed when the misers operand the more in packs of werety individuals. Claiming an entire area of shafts and attacking an intruders.



These three-meter-long reptilian avians gain their name from the rook of long wing-scales running door the right and left sides of their sinuous bodies. By undulating their bodies and fluttering their wing-rook they cannot also the carefully along the ground or in trees. Flexible mouths filled with grinding teeth help them gather and consume vast amounts of folage. The state of the single and the single single single single them gather and consume vast amounts of the single mount of the single and there single single single single single solar visual and a sulfator organs in the head. There whip-like tail provides halance and steering in atmostheres and servers as a defensive wapon if provides.

CREATURE STATISTICS

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FIRE A ANNU. HETHING MARKE HETHING MARKE BEL LANGE (3 M LONG) THE 33 4 − 17 HE 33 − 17 HE 33 − 17 HE 34 − HEALTH: 2

WOUNDS: 8 WOUND LEVELS (2 LEVELS HEALTHY)

SNILLS: DBSERVE + 2, SURVIVAL + 8, UNARMED COMBAT: NATURAL WEAPONS + 2

SPECIAL ABULTES: ANAEADOIC RESPIRATION (NO RESPIRATION REQUIRED), FLYING, Involmerable (vacuum), natural weapon (Whip Tail, 10g-2 Dam-Age), Speed

TN EQUIVALENT: 5

DESCRIPTION

ENVIRONMENT. Elebirds were cave-dwelling reptiles in the kilomete-high mountains of Begulus V that evolved into avians capable of traversing great planetary and interplanetary distances. The caves where they breed and hach are close enough to verdant vegetation to provide lush sustemance but high enough that they develop in the low-gravity zone.

Eel-birds inhabit their homeworld's forests and those of the planet's several jungle moons. Depending on the orbital disposition of the system's other habitable planets, the creatures sometimes migrate to these worlds seeking vegetation.

BENAMOR: Although they breed and hatch in high-altitude cases on Regulae V eel-birds spend most of their lives feeding in terrain with heavy foliate, or migrating between feeding grounds. Once they locate an area of abundant flora, hey descend and sither among the plants, consuming as much as possible and taking heir fersz curled up in high tree branches.

Many eeblvirds fly to the planet's close-orbiting moons, sparsely inhabited satellites covered in loak follage. If the system's other planets pass nearby, the creatures also atterned migating there to find new food sources. The eeblvirds fly slyward at their maximum sjeed, their bodies rippfing and their wingscales filts, tering. Their anaerobic physiologies and protected organs help them survice in space. After stabilishing their momentum and escaping the gravity well, they fold themselves into balls to conserve body energy during the space flight. Complex astrographical institutes allow them to plot their course between Regulav Ji is satellites, and other nearby planets in the system.

Every 11 years flocks of eel-birds institutively converge on the high caverus on Regulus V where they hatched. Those on the moons or planets in the Regulus system time their journey to arrive during the mating tronzy. Atter depositing eggs to tach the next generation, the eel-bird parents disperse to new feeding grounds.

ENCOUNTERS

Eel-birds pose little threat to other organisms in their feeding areas. They shy away from confrontations, preferring to whip with their tails as they fly away from adversaries. During migration, however, masses of eel-birds traveling through space create navigational hazards for ships operating near Regulus during mating season. Larger vessels must avoid sucking the creatures into their engine nacelles. Collisions with the eei-birds can seriously damage smaller craft.

These creatures constantly intrigue scientists with their intense instinctive urge to return to their hatching caves every 11 years. Biologists take keen interest in the eel-birds' navigational intuition.



The construct execomp consists of an octagonal media body mounted on two foot-like antigaru units that provide locomotion. The body tapers in the forward section to a tool node upon which it replicates tools required to peeclic duties. Side-mounted sensor pods, a red photoreceptor, and several anternae provide the means to proceive its environment and communicate basic data to operators. Its sensor capabilities minit chose found in a 24th-century Sartleet tricorder.

An integrated microreplicator can form a variety of tools on the excompls forward node, including gravitic calipters, hiperspanners, magnetic probes, micro-grippers, and plasma torches. Their high onboard intelligence and ability to learn allow exocompts to acquire the profiles of new devices after examining samples or downloading computer specifications for them. To replicate a specific device requires a TN 5 Construct test; replicating more estoric tools requires a higher TN.

Their programming enables exocomps to tackle most technical duties. They possess a capacity to learn new skills and behaviors both through experience and download programming; however, they can only apply skills their bodies have a capacity to perform.

CREATURE STATISTICS

FIRM: CONSTRUCT DIET: ENERGY (POWER) FEEDING HABITS: N/A SIZE SMALL (1 M LONG) ATTRIBUTES: STR 5 (±0), INT 3 (-1), AGL 2 (-2), VIT 4 (±0), PBE 1 (-3), PEB 4 (+0) REACTIONS: QUIK ±0, SAVY ±0, STAM +1, WILL +1 MOVEMENT: 3 M/20 M/5 KM: FLY 4.5 M/ROUND LIFTING/CARRYING CAPACITY: 100 KG MAX (10 KG OBAL)/25 KG LIGHT DEFENSE: 5 HEALTH: 4 WINNING 4 WOUND LEVELS SKILLS: CONSTRUCT + 5. ENGINEERING: STRUCTURAL + 1. ENGINEERING: SYSTEMS + 1, REPAIR + 5. SPECIAL ABILITIES: FLYING, MECHANICAL BODY TN EDBIVALENT: 5

DESCRIPTION

ENVIRONMENT: Exocomps operate in high-technology facilities, often in areas hazardous to biological life-forms. Operational overseers dispatch them to carry out routine technical maintenance or specific repairs to damaged systems. Their compact size offers them easy access to cramped engineering spaces such as Jefferies tubes.

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Dr. Farallon created exocomps in 2369 specifically for technical durits in hazardous areas of an experimental particle fountain mining facility on Tyrus VIIA. Initially treated as programmed machines, Farallon and the *EnterpriseD* crew eventually realized they possessed an adequate level of intelligence for consideration as sometime life-forms. Several now serves as coworkers with biological technical crews in industrial operations with hangerous durits.

BERMORE Exocomps carry out their assignments dutifully thants to their programming. Their mechanic cal nature also makes them tireless workers. Orboard intelligence gives them an affinity for creative thinking when facing new challenges. They sometimes engage in independent and obstitute logic, expectably when asked to complete task of uncertain moral nature. Despite their orbotic origins, escoomps maintain a particular concern for preserving biological life-forms, even at the expense of their own well-being.

ENCOUNTERS

Exocomps serve as trusty repair units in a pinch, assuming people place faith in their abilities. They

might function in any high-risk environment where they assist biological beings in maintaining and fixing technologically sophisticated systems, Researchers developing new industrial fields employ them as workers in hazardous areas. "Malfunctioning" or "subbom" exocomps sometimes rebel when asked to perform ethically questionable duties. Keen observes might see rebellious behavior in these constructs as symptomatic of a greate problem.

The industrial and scientific community oversees and protects creation of additional ecocomps and their deployment at installations throughout the Federation. Some criminal organizations and belligerent governments seek to abdue ecocomps, modifying them for harardous construction duties for projects that might harm. Inving beings: controversit bioweapons, destructive power generating projects, or operations that directly durange sentient creatures.

sz zz FAN-FERN

Standing upwards of four meters high, the fan-fern of Duibus VI looks like a giggards, white lare fanfern of branch off from the main stem and repand along a flat axis. Eventually some nearby branches hegin combining to form thicker, more realistic fundas. A closer look reveals that stem and "leases" consist of accretions of thousands of time, fingly segments. The hardy fungus waves gently in breezes hat cannot move of its own accord.

CREATURE STATISTICS

FORM PLANT DIET: ENERGY (LIGHT) AND MINERALS (SOIL NUTRIENTS) FEEDING HABITS: FILTER SITE LARGE (4 M TALL) ATTRIBUTES: STR N/A. INT N/A. ASL N/A. VIT 8 (+1) PRE N/A. PER 1 (-3) REACTIONS: DUK +3, SAVE ±0, STAM +2, WILL +1 MOVEMENT: N/A LIFTING/CARRYING CAPACITY: N/A DEFENSE: 7 HEALTH: 3 WOUNDS: 8 WOUND LEVELS (2 LEVELS HEALTHY) STULLS: N/A SPECIAL ABILITIES: GANGLIA, IMMOBILE, INVULNERABLE (SPORE CLOUD), TOXIN (SPORE CLOUD, ONSET TIME 108 MINUTES, POTENCY + 5, TREATMENT + 5. EFFECT 206 DAMAGE, STAGES 1, SECOND EFFECT 106 DAMAGE), TRAIT (HIGH PAIN THRESHOLD)

TN EQUIVALENT: 10

DUS

DESCRIPTION

EIMIRONMENT: Fan-ferns emerge from stagnant pools or earthen bogs in the swamps of Duibus VL Widely spaced forests of the fungus align their broad fronds to best drink in surlight. Given its resilient constitution, fan-fern sometimes migrates to other areas with plentiful light and minerals. Bits torn from it or spores clinging to clothing can travel long distances from the main plant in a dormant state, allowing the fungus to spread to marshy environments on other planets.

Since fan-fern extracts minerals from the muddy water and sodden earth near its base, it doesn't to closer than five meters to another large plant or fanfern. The broad, vertical fronds provide cover for swampland grazers and predators who evolved with an awareness of the plant's natural defenses.

Betavorne: Fan-ferrs cannot move on their own, but developed a deviene mechanism to ward off attackers. Should anything touch the fungus strongly enough to cause even the slightest damage, the entire plant discharges a fixe-food diameter cloud of spores that instanty fills the air. These gones affect anyone who inhales them as a toxin. The cloud remains airbone around the fan-frangs for 2df orund while the spores settle to the ground. Any breeze disperses the cloud in half the normal time. The fan-ferren plenishes its spore scapply rapidly, and has enough to discharge another cloud whilm fice minates.

ENCOUNTERS

Although native to Duibus VI, fan-ferns frequently ingiate and grow in markly regions on other nearby worlds. Left alone to flourish, the ferns quickly seed themselves throughout any ideal environment. Removing aust forests of the fungus process: a difficult operation unless undertaken by adequately protected professionals aware of the fan-fern's reflexive speed discharge.

The fan-fern's great size and intricate leaf structure draw admires, but pose a danger to those unfamiliar with its natural defense mechanisms. On developing worlds, workers inadvertently seed spore clouds into the air when they clear the fungus from settlement sites. Some Lanckapers on wealthy estates try breeding the fan-fern as floral decoration that doubles as a means to protect the inhabitants from trepassers.

Some unscrupulous scientists believe the fungus and its spores have profitable applications as medicines or poison. Cathering specimens from a fan-fern often proves a deadly occupation, but one gladly accepted by desperate indigents, petty criminals, and others who have little to lose.



The flitterbird of Rhymus Major blends into its lush habitat with a coat of dappled green feathers, a lighter green beak, and stick-like legs.



CREATURE STATISTICS

FORM: ANIMAL

DIET: CARNIVORE

FEEDING HABITS: POUNCER

SIZE: TINY (17 CM LONG)

ATTRIBUTES: STR 2 (-2), INT 2 (-2), AGL 5 (±0), VIT 1 (-3), PRE 1 (-3), PER 4 (±0)

REACTIONS: QUIK +-3, SAVV ±-0, STAM --1, WILL --1 MOVENEY: CAREFUL 45 CAVIDUND, CRARES 3 M./RBUND; FLY 38 M./HB Liftnic/Carefyng Carefyng / KS Max(4 KS GRAL)/10 KS LIGHT DEFENSE: 7

HEALTH: 1

WOUNDS: 2 WOUND LEVELS

SKILLS: ATHLETICS (JUMP) + 3, INFLUENCE + 3, STEALTH + 5, SUBVIVAL + 5, UNARMED COMBAT: NATURAL WEAPONS + 3

SPECIAL ABILITIES: FLYING, LURE (SONG), NATURAL WEAPON (BEAK, 106-2 DAM-Age)

TN EQUIVALENT: 5

DESCRIPTION

Flitterbirds wait in tree branches, blending into the foliage, and emit a flittering warble that attracts Rhymus Major's sonically attuned humming centipedes, the birds' dietary staple. The birds lance prey with elongated beaks, then flutter back to their nests on wings that seem slightly too short for their bodies.

Visitors picnicking in the planet's verdant expanses enjoy spotting the flitterbirds and listening to their pleasant song. Couples believe embracing beneath a warbling flitterbird is a lucky sign. GARANIAN BOLITES

These tiny arthropods trundle along on ten barbed legs, pushing their feathery antennae and prickly maw suckers forward in search of tasty microbes. Spines emerge from their segmented bodies to ward off larger predators.

CREATURE STATISTICS

 FIRM:
 ANNUAL

 FEC ADAMANGE CONSULT:
 ANTIANCEL

 MERDING:
 ANTIANCEL

 Sci MINISCUEL (CO LUNAD)
 ANTIANCEL

 ATTINUEL'S STRE (-0), ATTI (-1), ME E (-0), FE3 3 (-1)
 FE3 4 (-1)

 REALTING:
 ANNUAL (-1), ATTI (-1), ME E (-0), FE3 3 (-1)

 REALTING:
 ANNUAL (-1), ATTI (-1), ME E (-0), FE3 3 (-1)

 VIENTIAL CONTRACT, ANNUAL (-1), ME (-1), FE3 3 (-1)
 FE3 3 (-1), FE3 3 (-1)

DESCRIPTION

Bolines thrive anywhere filthy microbes flourish, including untareal foliage, dung heaps, and animal paddocks. They migrate toward unclean environments like unwashed clothing and skin where hordes of microbes thrive. Although easily washed or bushed of shorty after initial contact, blobles scannible deeper between layers of clothing useking sustemance closer to one's skin. Their thomy hodes and heristly massy initiate and discolor bare skin, requiring anyone infested with them to make a 1N 15 Will(hower test or suffer a -1 penalty to all Intellect. Agility, Presence, and Procention tests until decontaminated.



These hulking herd animals have 10 stubby legs supporting a massive body. A whip-like, spiny tail and chitinous skin plates provide protection against preda-

tors. Sunken eye slits peer over flat bills with low tooth ridges that help gettle consume thorn grass and other tough vegetation.

CREATURE STATISTICS

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776.2

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FORM: ANIMAL DIET: HERBIVORE FFFRING HABITS: GRAZER SIZE: LARGE (3 M LONG) ATTRIBUTES: STR 10 (+2), INT 0 (-8), AGL 1 (-3), VIT 8 (+1), PRE 2 (-2), PER 2 (-2) REACTIONS: QUIK -1, SAVV -2, STAM +2, WILL +1 MOVEMENT: 9 M/80 M/15 KM LIFTINE/CARRYING CAPACITY: 200 KG MAX (20 KG OBAL)/50 KG LIGHT DEFENSE- 4 HEALTH: 10 WOUNDS: 6 WOUND LEVELS (2 LEVELS HEALTHY) SILLS: ATHLETICS (RUN) +2, OBSERVE +1, SURVIVAL +4, UNARMED COMBAT: NATURAL WEAPONS +2 SPECIAL ABILITIES: ARMOR (CHITINOUS PLATES, DEFLECTS & DAMAGE), NATURAL WEAPON (TAIL 108 + 2 DAMAGE)

TN EQUIVALENT: 5 (4)

DESCRIPTION

Gettle herds roam Cardassia's arid tundra, munching whateve britlehur, thom grass, and rostbush they can find. In times of drought and famine they burn fat from their huking bodies and chittorous plates. During intense winters, they huddle together to share warmth. When threatened, gettle form a circle with their heads on the inside, their spiny tails flailing at adversaries along their perimeter.

The First Hebitian civilization hunted gettle, using their hide for armor and flesh for food.

REAL BRANCH

Microbes in secretions from humanoid skin attract this tiny Klingon insect. Glob files filter around on tiny wings, land on pin-prickly legs, and suck at sweat, mucus, and tears with ticklish proboscises. About half the size of Earth mosquitoes, they possess a delicate yet nimble body structure.

CREATURE STATISTICS

8745

FROM: ANNUAL UIET: CARAVIVANE (SURSEL: SELL MICROBES) FERMIN BALLT: CATHERER SIZE MINISOLIE (B.12 CM LONG) PRE 0 (-0), PER 4 (±0) PRE 0 (-0), PER 4 (±0) REALTINKS (DUK +2, SIXM -3, WILL -3 WIDEREN'S (GM AND REY 153 M/RB

LIFTINE/CARRYING CAPACITY: N/A Defense: 7 Health: 1

WOUNDS: 1 WOUND LEVEL Skills: Surwal + 7 Special Aguites: Evasion, Flying, Resistance (Toxin) Th Equivalent: 5

DESCRIPTION

Glob files breed anywhere filth abounds. Although they frequently settle for microbes festering in sewage or growing on food, they prefer single-cell organisms emanating from living creatures, especially targ, though humanoids will do.

The fly's buzzing flight and annoying attempts to feed on microbes often distracts its subjects. Those it tries feeding from must make a TN 10 Willpower test or suffer a –1 penalty to all Intellect, Presence, and Perception tests until they repel or kill the fly.

", GRINT HOUND

This fearsome four-legged creature resembles a Terran hound the size of a horse. It stands close to two meters at the shoulder, with short dense fur the color of granite and teeth as long as a man's hand. The grint hound's head is overly large, with powerful javs and a double row of razon-sharp teeth.

> CREATURE STATISTICS FORM: ANIMAL DIET: CARNIVORE FEEDING HARTES

> > CHASER SIZE: LARGE (2.6M

CREATURES

ATTRUMENT: BIT 14 (-4.), BIT 2 (-2.), ARE 1 (-1), MIT 10 (-2.), FRET (-3), FRET 5 (= 0) BESCHING: BIN + 2, BAY + 2, BARM + 10, MIL + 1 MIL + 10, M

DESCRIPTION

The grint hound roams the plains of Qo'noS, mainly hunting at night, and anyone wandering the area should be wary of these enor-

moun hounds. They travel in pack of two to sis, and follow the lead of their alphamale, the deadlises of their number-most grint hounds bear scars from their attempts to win this position. The hounds approach openby, letting their presence spook their prey into running, and then leap after, enjoying the chase before closing, the gap and clamping their powerful

jaws around the prey's neck. Once

their jaws tighten, grint hounds jerk to a sudden stop and snap the prey's neck from the impact. They then carry their catch back to the rest of the pack.

This dark-skinned, Kilingon carnivare often grows up to two netes from snot to tail. A protective carapace covers much of its lean torso, leaving the four, powerful legs free for classing and felling prev. Whit is razor class on each paw and a jaw full of jagged tech, agrinhar car powers a threat to any organism it encounters. Flared notrils, long, pointed ears, and red-linged over gave the boars an emacing appearance and keen perception of its surroundings. The rdiged call heles maintein balaner when leasing after game.

CREATURE STATISTICS Form: Animal Diet: Carnovore
 HERRING ADMITE
 DAMAGE

 MERRING VALUATION
 ATTIGUETES STATE (1-2), MR1 (-2), MR1 (-1), VR1 (+1), VR1 (-1), VR1 (-2), VR1 (-2),

DESCRIPTION

ENVIRONMENT: These animals flourish in the harsh regions of the Man's

Ring on how exbanc provide the second packs of five to twelve. Their wellmuscled badies, armored carapace, and claved feet allow them to adapt to a variety of emvitor a variety of emvigame, including broken

mountains, and savannas, and dense forests. Possessing a high degree of intelligence and keen senses, they use terrain and their powerful bodies to track and attack their quarry. After scouting a new region and marking their territory, grishmar cat packs establish a vell-defended lair among caves, fallen trees, or watering holes from whence they sortie in search of food.

Over the centuries several Klingon families made their name training grithmar cats as domestic guard beasts. These creatures live in relative comfort, enjoying affection from their handlers, plentifui food, and the company of equally ferocious Klingons. Despite these amenities, these trained beasts behave no less swagely than their wild counterparts.

Benavorn, Wild gridmar cats venture from their lains (requerity an inglist, to hurd for game. The pack frequently spreads out, communicating by subtle growts who noe encounters prov. The creatures regroup and plan their attack, often using ambash techniques. Cristmar cats chase fleet/societ game, using their superior speed and endurance to exhaust proy. Once they dispatch game, the cats enter a feeding fremy until asted; the bloated beasts hauf any remaining meat black to their laif for consumption by

their young. A well-organized pack can bring down game much larger than any individual cat.

Trained grishnar cats lounge around their masters' domain, often an estate, but sometimes albacard ship. They fight amongst themselves to maintain their combat expertise and physical provess. Those conditioned for sentry duty often languish near sensitive areas, ready to pounce on any unauthorized personnel (who hey're conditioned to identify by sight and smell).

ENCOUNTERS

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One rarely sees grithnar cats unless interacting with Klingons. Those kept as pets lend a menacing air to any meeting, and frequently deter or deny entry to vital security locations. Many respond instantly to their master's commands, so the more unruly one's often have chains limiting their movement.

People rarely encounter wild grähnar cats unless visiting a Kingon world. Some weaklik Kingon families transplant entire packs to nature preserves or estates to provide hundring diversions or familiar wildlie. Crabnar shell stew holds an homerd place in Klingon culinary culture: although masters never condemn their cherished pets to such a fate, they have no qualma about hunting their wild cousins for barbaric sport.



PHYSICAL DESCRIPTION: Septentine in shape, but with paddle-like appendages along either side, the land eel stretches four meters from snout to tail. Its rubbery skin is a mottled brown, similar to the veining of the native rock, and when motionless the land eel is almost invisible. Most victims never even see its hinged javo or the rows of teeth inside.

CREATURE STATISTICS

SENSE (FLIPPERS CAN SENSE MOTION), NATURAL WEAPONS (TEETH AND SNUUT 306 + 1) TN ERVIVALENT: 10

A COMANICAL IO

DESCRIPTION

Environmentation The Hanonian land eel makes its home in cares and crevices along the occare, preferring those whose floors are partially submerged. The creatures have poor eyesight and cannot handle bright light—their cares provide sheltering tackness, and the water keeps the temperature cool. The serpentine carnicores can silter across the rock but wirm more easily, and partol the water around their care at least once each day.

Beseavore, Land eels never venture far from home. They are solitary creatures, gathering together only to they mate—once fertilization is complete the male departs, leaving the female to hach the eggs. At each haly ee sis horn, the mother tosses it into the water, forcing it to symin immediately. These timy creatives, barely a halfmeter long, swim away, never venturing far from the coastine, until they locate an uncocquied case of their own. Then the newborns turn their attention to huntims.

The flippers along their sides are particularly sensitive to motion, and the eels can detert moving creatures up to one hundred meters away and gain a general sense of size as well. Once it locates an approaching creature of the right size ino larger than the land eel inself, the eel hunst. It moves to the mouth of its lair and waits, where it relies on its coloring and lack of motion to make it almost invisible tabling our queckly with its houd. The land eel states with its shard fart, utiling at difficurength to sturn its prey then latches on with its sharp teeth and tears the victim apart.

ENCOUNTERS

Hanonian land eels are dangerous for their strength, their speed, and the way they remain hilden until they strike. People are a favorite pres, especially since tourists are often attracted to the charm and sighteening. A land en is formidable neough to lill two or three unsuspecting people in a matter of minutes, provided they don't escope its vicinity. Like Feran sharks hurting along particular coastal waters, these creatures could before and call meance if they tain near a town or village. One land eel, once it lays eggs, could send its offspring throughout the area, thus endangering local fishing, depopulating the environment, and threatening nearby residents.

The threat a land eel poses is not limited to aquatic life. Because they are adapted to land movement, they can chase their quarry inland, and frequently make their lairs in crevices between rock outcroppings

CREATURES

along the coast. They have been known to take livestock and people when hunting in the ocean provides little food.

** HARA CAT

Hara cats have long, silky fur the color of falling leaves, a shifting pattern of red and gold and brown. Their large, expressive golden eyes suggest some intelligence, and their pointed ears barely peak above their heads.

CREATURE STATISTICS

FORM: ANIMAL DIET: CARNIVORE FEEDING HABITS: CHASER SITE SMALL (1.4M LONG, PLUS TAIL) ATTRIBUTES: STR 2 (-2), INT 3 (-1), AGL 11 (+2), VIT 2 (-2), PRE 1 (-3), PER 5 (±0) REACTIONS: OUIK +4, SAVV -1, STAM +2, WILL ±0 MOVEMENT: 8 M/40 M/10 KM LIFTINE/CARRYING CAPACITY: 40 KE MAX (4 KG ORAL)/10 KG LIGHT DEFENSE: 9 HEALTH-1 WOUND LEVELS: 4 LEVELS SIGLLS: ATHLETICS (CLIMB, JUMP, RUN) +3, STEALTH +3, SURVIVAL +8, UNARMED COMBAT: NATURAL WEAPONS + 4 SPECIAL ABILITIES: CAMOUFLAGE, EVASION, NATURAL WEAPON (CLAWS AND FANGS, DAMAGE 108 + 1), SPEED TN EDUIVALENT: 5 (8)

DESCRIPTION

Hara cats are native to Bajor, and live primarily within its forests. These nimble felines climb trees with ease, and speed most of their time high above the ground. They prey mainly on birds and other arboreal animals; a hara cat will pursue its victims from tree to tree, leaping across the branches at full speed.

Hara cats are sociable creatures, and gather in large packs. They divide into pairs and trios to hunt, each group taking a different area. They share their food, bringing their kills back to the pack, and the cats sleep together nestled against broad tree trunks. They pairs chose the same hunting ground they fight until one gives up and finds a new location.

These felines show little fear of people, and are surprisingly friendly when approached openly. They can be trained as pets, though separation from the pack is difficult. If a cat is threatened, the entire pack attacks, leaping down from the trees or swatting from low branches. 87

xm INTERPHASIC ORGANISMS

When visible, this nonsentient life-form resembles a gray-green amoeba with tiny, groping tentacles. Normally, however, these organisms are invisible and immaterial, and can only be detected through an interphasic scan—tricorders do not register the tiny organisms' presence.

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CREATURE STATISTICS

FIRM: PLANT **DIET: CARNIVORE (CELLULAR PEPTIDES)** FEEDING HABITS: PARASITE SITE MICROSCOPIC (LESS THAN .01CM) ATTRIBUTES: STR N/A, INT N/A, AGL N/A, VIT 1 (-3), PRE N/A, PER 4 (±0) BEACTIONS: OUIX -3, SAVY N/A, STAM -5, WILL N/A MOVEMENT: 1 MM/7 MM/20 MM: FLYING 50 MM LIFTING/CARRYING CAPACITY: N/A DEFENSE: 4 HEALTH: 1 WILLING LEVELS: 1 SULLS: SURVIVAL + 3. UNABMED COMBAT: NATURAL WEAPONS + 2 SPECIAL ABILITIES: ANAEROBIC RESPIRATION (NO RESPIRATION REQUIRED), ORAIN (CELLULAR PEPTIDES. -1 VITALITY), FLYING, INCORPOREAL, INVISIBLE (ALL EXCEPT INTERPHASIC SCAN), VULNERABILITY (INTERPHASIC PULSE) TN EQUIVALENT: 15

DESCRIPTION

Originally from Thanatos VII, this lifeform has migrated by creeping into various warp core components built on that planet. The organisms lay dormant until the warp core is activated. Interphasic organisms exist out of phase with the material world, and can pass through solid matter unhindered. They seek out living beings and attach themselves to the outer skin, anchoring themselves with their tentacles and feeding on the host's cellular peptides. This eventually weakens the host's cell structure, and can become fatal if not stopped. They are vulnerable to high-frequency interphasic pulses, and become visible and material as they die. When the organisms reproduce, their offspring automatically seek a new host. If not caught, the creatures could easily spread from a single starship to an entire colony, or across the galaxy if carried onto other starships.



This Vulcan snake is small but deadly. Two meters long, the *k*-karee is most noted for its black-tipped, diamond-shaped head. The rest of the snake's body is a pattern of brown and red scales, ranging from crimson and burgundy to pale pink and beige. The *k*-karee's front fangs are fixed in its upper jaw, and do not retract.

CREATURE STATISTICS

FORM: ANIMAL DIET: CARNIVORE

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 Artisuitze Stra 1 (-3), NT 2 (-2), AK 11 (+2), WT 1 (-3), PKE 1 (-3), PKE 5 (-2)

 Machine Call
 An Unich Call

 Microsoft Call
 An Unich Call

ING), INVULMERABLE (TDXIN), NATURAL WEAPONS (FANGS 108), RANGED ATTACK (TDXIN, $0/1/2/3/ \pm 1$), TDXIN (CONTACT: PIXKS 8, ONSET TIME 108 BOUNDS, PUTENCY ± 1 , TDXIN (CONTACT: PIXKS 8, ONSET TIME 208 DAMAGE, STAGES 1, 200 EFFECT HALF DAMAGE) THE FOUNDATIOT: 2

DESCRIPTION

Environment Kizere are found only on Vulcan, in the arid deserts and foothills of places like Xial, Go'an, and Tai'la. The snakes prefer the heat and lack of humidity, and their coloring blends well with their surroundings. The Kizere prefer the daytime, and sleep during the night, within holes they dig into the ground—this helps them

retain the sun's warmth, and protects them from nighttime predators. BEHAVIOR: The snakes are solitary creatures, though a father kkaree will hunt for its mate while she warms the eggs. Once the eggs hatch the father departs and the mother raises the young until they mature enough to hunt themselves. They are not especially territorial.

These venomous snakes are clever hunters. When diawn comes, they rise up from their holes, crawl about fong enough to warm their bodies, and then sink hack tail first into their next. Whith all but the bead concaled, the k*aree stops and lays back, so that its lower/aw is facting up. It waits for its previo appraach, straking when it comes to within three meters of the snake. It split is venom, contained in two ass' located beneath its jaw, then launches its entire body from animals are not fast enough to step back from this sudden attack.

Though it does not feed on humanoids, preferring rodents and birds, they have been known to strike out of fear when their burrows are approached. Numerous travelers to the desert suffer poisoning and bites, and while not fatal *k/karee* poison is painful.

ENCOUNTERS

K'aree are dangerous, but their fangs cannot penetate thick leader, and they only titke a victim once before retreating—thus a well-prepared person should be safe from their venom. They can pose a serious threat when just hatched, as several smaller makes will then be grouped in a close area, and younger K'arce are more likely to attack Humans and even to purson flening prov. There is a high demand for these snakes on the black market, as their venom is a favorita smong central massisms, particularly since few non-Vulcans can identify the poison or its antidute. The Vulcan government imposes strict fines against the safe of *K'arce* to discourage packers, believing it illiogical to capture such a dangerous predator.



The name of this creature is misleading, since it resembles neither a ferran tiger nor a bat. They look more like large winged spiders, with round, segmented bodies, small, clustered eyes, and oversized mandbles. The tigesbat is lightly furred, banded with gray and deep horow stripes that resemble those of a tiger. The creature's front legs end in a single talon each, for digging into prey, while the other two pains have wide splayed feet to better purchase on rocky fedes.

CREATURES

CREATURE STATISTICS

FORM: ANIMAL DIET: CARNIVORE (BLOOD) FEEDING HABITS: CHASER SIZE: SMALL (1.3M WINGSPAN) ATTRIBUTES: STR 2 (-2), INT 1 (-3), AGL 10 (+2), VIT 4 (±0), PRE 1 (-3). PER 8 (± 0) REACTIONS: OUIX +4, SAVV ±0, STAM +1, WILL-2 MOVEMENT: 3 M/20 M/ 5 KM: FLYING 20 KM LIFTINE/CARRYING CAPACITY: 40 KE MAX (4 KE ORAL)/10 KE LIGHT DEFENSE: 9 HEALTH: 2 WOUND LEVELS: 4 LEVELS SKILLS: ATHLETICS (CLIMB, JUMP) +3, STEALTH +2, SURVIVAL +5, UNARMED COMBAT: NATURAL WEAPONS +4 SPECIAL ABILITIES: DRAIN (BLOOD, -1 STR), EVASION, EXTRAORDINARY SENSE (INFRARED VISION), FEROCIOUS (WHEN ATTACKING), FLYING, NATURAL WEAPON (MANDIBLES 108 + 1: TALONS 108 + 1). SPEED (FLYING) TN EQUIVALENT: 5 (8)

DESCRIPTION

Environment Tiger-base are found on the planet Kavarai, in a star system located near the Badlands. They live in the "mountainous regions", so, and bright light blinds then. Kavarains Tiger-basis live in swarms, ten or twenty to a so-per-bine's way mapped ing when the second their bodies for warms hand added protection.

BEHAVIOR: Tiger-bats are carnivorous. and actively hunt prey. The entire swarm ventures forth together, leaving behind only a handful to guard the gueen and any young. The rest of the swarm flies low to the ground. searching for warm bodies; their eves see into infrared spectrum, and at night other creatures stand out easily against the cold. When they sight prey, each tiger-bat latches onto its victim with its front legs and bites with its mandibles, and then begins to drain blood. (Roll to drain blood on the subsequent round after the initial, successful mandible attack). A swarm of tiger-bats can reduce a humanoid to a dried husk in a matter of minutes. Fortunately, tiger-bats only attack until they're full, returning to their cave lair after feeding. The queen and guardians clean the fur of returning hunters to gain their sustenance.

Within the swarm, tigre-bats have a tight hierarchy. The sole female in a warm serves as the queen, while the oldest and strongest male determines when to hunt, which direction to take, and when to attack. Beneath him, the fastest tigge-bats operate as scouts, sent slighty abad to locate pery. The slowest are left behind to guard the caves. The swarm leader claims mating rites with the queen

ENCOUNTERS

Cardiassian colonists on Kavaria first encountered tige-hats, and never developed an effective countermeasure. The Obsidian Order likes to use tiger-bats as a torture device, locking an informant in a sealed room with one or two specimens. Visitors often mistakenly believe these creatures hurt by sound and vibration. like Terana bats, and use sonic shielding as protection. Since they detect their prev through infrared vision, however, this often ne protection, and many unway travels have ded as a result. Maguis tions, and had some success with portable force fields. Since the tige-bats were attracted to the fields because of their host signature, the Maquis eventually abandomed the planet.

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A kazaloh coalecce from concentrated traumatic neural energy, Scientist shave hald evo opportunities to study these rare creatures, so they know lintle about their estation or physiology. Under normal conditions most humanoids and instruments cannot detect a kazaloh: engineering tricorders might detect negligible energy fluxes, but nohing to arouse suspicion during a routine scan. Exposure to mid-level nucleonic radiation reveals a seven-meter amorbas cloud of

blue energy fraught with angy red neural discharges. The creature crawls or files along, passing through barriers or even drifting through space while seeking emotional sustenance. Although resistant to most physical forms of damage, it remains vulnerable to nucleonic radiation like that found in replicator units.

CREATURE STATISTICS

FORM: ENERSY DIFT: ENERGY (EMOTIONS) FEEDING HABITS: PARASITE SIZE: MAMMOTH (7 M DIAMETER) ATTRIBUTES: STR N/A, INT 3 (-1), AGL N/A, VIT 4 (±0), PRE 0 (-8), PER 8 (+1), PSI 8 (+1) REACTIONS: DUIK +1. SAVV +1. STAM +1. WILL ±0 MOVEMENT: 24 M/180 M/80 KM LIFTING/CARRYING CAPACITY: N/A DEFENSE 7 HEALTH: 4 WOUNDS: 7 WOUND LEVELS (3 LEVELS HEALTHY) SXILLS STEALTH + 2 SURVIVAL + 4 SPECIAL ABILITIES: AMORPHOUS, DRAIN (NEGATIVE EMOTIONS, -1 VIT), ENERGY BODY, FLYING, INVISIBLE, PSYCHOKINESIS (STR 4, AGL 4), RESISTANCE (PHYSICAL DAMAGE), TRAIT (PSI), VULNERABLE (NUCLEDNIC RADIATION)

TN EQUIVALENT: 20

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Description

ENVIRONMENT: A kazaloh spawns in the presence of any violen outburst of traumatic emotions, usually the scenes of mass pain and death: battlefields, prison camps, massace vistes, Elements in the atmosphere combine with extreme feelings and fuse through some means thypically massive energy discharge. It drawn life from these emotions, but eventually requires additional subsence. A kazaloh fith shi food in the form of negative feelings and outburst, which if feeds upon from living beings. The creature often migrates vast distances over long periods to find ample supplies of nourishwert in cites, settlements, and starships.

Betwarner, Atter inding a suitable source of potential negative feelings, a kazalah hoves over those most likely to have emotional outbursts. Sometinse it passes from one possible host to another while seeking an accumulation of tension. The kazaloth other interferes itself, using its psychohierica tabitiets to manipulate the environment nearby to increase stress. It repeats anything that leads to an increase in negative emotional energy, for instance, a shipboard kazaloth might hower in the engineering department, causing small malfunctions or short circuits that annoy crew members.

Unlike physical parasites, the kazaloth drains its victims when they become provoked into violent emotional outbursts: open weeping, shouting, even exercises to relieve stress. During any eruption of negative feelings, the kazaloth may attempt to drain Vitality from the participants (see the Drain rules on page 215 of the Narrator's Guide).

A kazaloth avoids replicators and any other source of nucleonic radiation that might make it visible and weak.

ENCOUNTERS

These energy creatures wander anywhere they can find or create negative

> emotional energy. Often those near the creature's terrain become short-tempered and prone to outbursts. Small inconven-

iences annoy them, and the slightest mistake, annoyance, or misunderstanding could send them into a tirade. They feel weary after such

KFROSH

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unrestrained expressions of emotions. Only when inexplicable and annoying occurrences increase does a kazaloth arouse suspicion. At this point its victims try reigning in their emotions while uncovering and eliminating the kazaloth through scientific means.

A single kazaloth can haust entire cultures without the technology necessity to reveal and dispatch the creature. The creature feeds off such primitive societies for generations, soving discord, strife, and distruct to mold an angy, warlike civilization that provides attributed polergesit-like occurrences near the centuries-old death camps on Guzman III to a kazaloh created by that location's violen past.



This four-legged beast stands as tall at the shoulder as a grown Romulan. Its striped, blue-green hide and tendency to stand motionless make the kerosh difficult to see among the grain fields it frequents.

CREATURE STATISTICS

FORM: ANIMAL DIET: HERBIVORE FEEDING HABITS: GRAZER SIZE: MEDIUM (2M TALL, 2.5M LONG) ATTRIBUTES: STR 8 (+1), INT 0 (-6), AGL 2 (-2), VIT 4 (±0), PRE 1 (-3). PER 4 (±0) REACTIONS: QUIK +1, SAVV ±0, STAM ±0, WILL -3 MOVEMENT: 6 M/40 M/10 KM LIFTING/CARRYING CAPACITY: 180 KG MAX (18 KG BRAL)/40 KG LIGHT OFFENSE: 5 HEALTH: 5 WORND LEVELS: 5 LEVELS SKILLS: ATHLETICS (RUN) + 3, OBSERVATION + 3, STEALTH + 1, SURVIVAL + 6, UNARMED COMBAT: NATURAL WEAPONS + 2 SPECIAL ABILITIES: ARMOR (THICK HIDE, DEFLECTS 3 DAMAGE), CAMOUFLAGE. NATURAL WEAPON (HOOVES 206 + 1)

TN EDUIVALENT: 5

DESCRIPTION

Kerosh are one of the major sources of meat on Romulus. These large, docile beasts are content to graze on tikrik

grass, even when approached by people, and are easily left to pens or other locations. Kerosh are nonwiolent by nature, and stand stock-still if threatened, attempting to hide amidd the tail grain. Kerosh are not much threat to people, unless something panics them enough to cause a stampede. When pressed, their large triangular hooves can do serious damage. They live in herds, and follow the direction of the herd leader, usually the oldest and largest male among them.



This hideous creature looks like a snake but is actually a risht. Its stimu yclindrical body can grow up to 1.5 meters in length, and the long dorsal fin helps it steer. Its body ends in a beak-like mouth, filled with iny sharp teeth, with small beaky eyes set just behind. The eel gives off a noxious stench, which it can use as a defense mechanism.

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CREATURE STATISTICS

FORM: ANIMAL DIFT: OMNIVORE FFFDING HARITS' SCAVENCER SIZE: SMALL (1.5M LONG) ATTRIBUTES: STR 1 (-3), INT 0 (-8), AGL 2 (-2), WT 5 (±0), PRE 1 (-3), PER 8 (+1) REACTIONS: QUIK -2, SAVV -3, STAM +4, WILL -3 MOVEMENT: SWIM 6 M/40 M/10 KM; BUBROWING 10 KM LIFTINE/CARRYING CAPACITY: 20 (ORAL LIFTING 2)/5 (LIGHT LOAD) DEFENSE: 5 HEALTH 2 WOUND LEVELS: 4 LEVELS SKILLS: ATHLETICS (SWIM) + 5, STEALTH + 3, SURVIVAL + 8, UNARMED COMPAT: NATURAL WEAPONS + 3 SPECIAL ABILITIES: ANAEROBIC RESPIRATION (GILLS), BURROW (WET SOIL AND PEAT BOGS), CAMOUFLAGE, DETERRENT (DOOR), NATURAL WEAPON (BEAK 108-3), PREHENSILE APPENDAGE (TAIL), SPEED (BURROWING, SWIMMING) TN EQUIVALENT: 5

DESCRIPTION

The Klabrian eel lives on the swampy world of klabra, hough it is rarely seen. The creative facors we tool and peat bogs, and swims through these semi-liquid areas as a fortain fish swims through water. The eel serves a useful uppose, ingesting rotting organic materials and recycling them more quickly as its own waste. It rarely surfaces, disliking light and open air. Klabrian eels can more quickly

> across the muddy ground, and prefer to avoid c on fron tations by using emitting a foul odor to ward off

predators. If attacked, they wrap their bodies around the assailant and rear up to bite with their beaks.



The kolar beast stands as tall as the average Klingon, with a squat build, large broad head, and short, thick tail. Its powerful arms trail the ground, and its paws sport sharp, curved claws. The kolar beast has thick, black armored plates, and its jaws are wide and exteremely powerful.

CREATURE STATISTICS

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 ETEDEME ANALYSE

 ETEDEME ANALYSE

 ATTRUBUTES SATURFIESE

 EXECUTION TO ALLO

 ATTRUBUTES SATURFIESE

 EXECUTION: COM + 1, SAVE ± 0, SAVE + 10, WILL ± 0

 MURELENT: 21, VARIA VEZ 50 MAIL + 5, WILL ± 0

 UTTINUE CARACTER: 220 KE MAX (22 KE GARL/SS KE LIDET

 EVENUES - 12

 MURILENT: 12

SPECIAL AGULTUES: ARMOR (FUR, DEFLECTS 3 DAMAGE), CAMUUFAASE, DETEMEENT (LOUD SCREEDRES), ECTRADROMARY SEASE (NURT-VASION, CAN SEE NOR-Mally at Nurt; Chemoresefton), Natural Weapon (teeth 200 + 2), SPEED

TN EQUIVALENT: 15 (8)

DESCRIPTION

Kolar beasts are native to Qo'no5, where, as scavenges, they often steal prey from other creatures; they can smell blood on the air and travel toward its source. An

a d u l t

beast can run very quickly, even over rocky terrain, by dropping on all fours. They announce their approach with a loud, blood-carding screech, and most predators abandra a meal rather than face a pack of *kala* beasts. While their arms are strong, the *kala* beasts greatest wappon is its jaws and tereb—it can bite through solid bone with a single crunch. The creatures traced in packs, dominated by their strongest male member. They only tavel at night, preferring the darkness and the cooler temperature.



This scaleless eel would be a terrifying foe if it were not a vegetarian. Its gray-blue skin makes it difficult to spot, and its blunt snout conceals a wide mouth with a triple row of small but sharp teeth.

CREATURE STATISTICS

FORM: ANIMAL DIFT' HERRIVORE FFFOING HARITS: GATHERER STE: LARGE (4M LONG) ATTRIBUTES: STB 3 (-1), INT 3 (-1), AGL 4 (±0), VIT 3 (-1), PRE 2 (2), PER 5 (±0) REACTIONS: OUIK ±0. SAVV ±0. STAM -1. WILL ±0 MOVEMENT: 9 M/80 M/15 KM LIFTING/CARRYING CAPACITY: 60 KE MAX (6 KE OBAL)/15 KE LIGHT DEFENSE: 7 HEALTH ? WOUND LEVELS: 8 (2 LEVELS HEALTHY) SIGLES: ATHLETICS (SWIM) + 5, OBSERVE + 5, STEALTH + 1, SURVIVAL + 8, INARMED COMPAT: NATURAL WEAPONS + 3 SPECIAL ABILITIES: ANAEROBIC RESPIRATION (GILLS), CAMOUFLAGE, CORROSION (ATTACK, ONSET 1D6 ROUNDS, POT. ±0, 106 DAMAGE), NATURAL WEAPON (TEETH 108 + 2) TN EORIVALENT: 5

DESCRIPTION

A native of Drayan II, the Kallinian Fel is found along the edges of the Kallin Seas. This creature looks terrifying, but is actually harmless unless threatened. The eel feeds on certain types of seawed, and geneds its time swimming along the shore, searching for food. In order to penetate the thick, ropes waswed II likes to consume, the Kallinian eel secretes a powerful carrowise to bite through the statk. It generally ignores other creatures, only attacking in self-defense or to claim food.



Despite its name, this creature is not felinoid-it is actually a simian, boasting thick green fur and dark brown stripes. Taller than a man, and with a powerful tail, the Kryonian tiger has surprisingly delicate features, similar to a Terran lemur

CREATURE STATISTICS

FERM: ANIMAL **DIFT CARNIVORE** FEEDING HABITS: POUNCER SIZE: MEDIUM (2.4M LONG, PLUS TAIL) ATTRIBUTES: STR 8 (+1), INT 2 (-2), AGL 9 (+1), VIT 3 (-1), PRE 2 (-2), PER 4 (±0) REACTIONS: QUIK + 3, SAVV ± 0, STAM + 2, WILL ±0 MOVEMENT: 12 M/80 M/20 KM LIFTING/CARRYING CAPACITY: 180 KE MAX (16 KE ORAL)/40 KE LIEHT DEFENSE 8 HEALTH: 4 WOUND LEVELS: 5 LEVELS SIGLLS: ATHLETICS (JUMP, RUN, SWIM) +4, STEALTH +3, SURVIVAL +8, UNARMED COMBAT: NATURAL WEAPONS + 5 SPECIAL ABILITIES: EVASION, FEROCIOUS (WHEN HUNTING), MULTIPLE ATTACKS. NATURAL WEAPONS (CLAWS AND TEETH 206 + 1), PREHENSILE APPENDAGE (TAIL), SPEED

TN EBUIVALENT: 10

The Kryonian tiger was discovered on several worlds nearly simultaneously, which suggests someone introduced them to these planets deliberately. It lives among jungles and forests, hiding high among the trees. An avid carnivore, the tiger drops down on its prey, wrapping its tail around a limb and attacking quickly with claws and teeth. Unfortunately, the creature has been hunted almost to extinction for its thick fur, and most surviving Kryonian Tigers live in the zoos of Brentalia. A program to reintroduce these creatures to their native habitat is underway, with Starfleet slated to transport several to Kryon V.



The Kurlian bear is a large, lumbering creature with an almost comical appearance-rotund body, short limbs, broad snout, and small, rounded ears. The hard,

emerald-green shell encasing its back and limbs, and its sharp, curved claws at the end of each massive paw expose its dangerous defense mechanisms.

CREATURE STATISTICS

FORM: ANIMAL DIET: OMNIVORE FEEDING HABITS: GATHEBER STE LARGE (4 M LONG) ATTRIBUTES: STR 10 (+2), INT 2 (-2), AGL 3 (-1), VIT 10 (+2), PRE 4 (±0), PER 4 (+0) REACTIONS: QUIK ±0, SAW ±0, STAM +1, WILL ±0 MOVEMENT: 9 M/80 M/15 KM LIFTING/CARRYING CAPACITY: 200 KG MAX (20 KG ORAL)/50 KG LIGHT **DEFENSE: 6** HEALTH: 12 WOUND LEVELS: 8 (2 LEVELS HEALTHY) SIGLLS: ATHLETICS (CLIMB, JUMP, RUN, SWIM) + 5, OBSERVE + 3, STEALTH + 2. SURVIVAL + 9, UNARMED COMBAT: NATURAL WEAPONS + 5 SPECIAL ABILITIES: ARMOR (SHELL, DEFLECTS 7 DAMAGE), CORROSION (NATURAL WEAPONS, ONSET: 108 ROUNDS, POT ± 0, 108 DAMAGE) FERICIDUS (WHEN TERRITORY IS VIOLATED), EXTRAORDINARY SENSE (CHEMORECEPTION), NATURAL WEAPONS (BITE AND CLAWS 208 + 2) TN EDUIVALENT: 10

The Kurlian bear is native to the planet Kurl, which was once home to a sophisticated civilization. These creatures possess a mild nature, and they prefer quiet and solitude. When its territory is intruded upon the Kurlian bear becomes ferocious, however, It secretes a corrosive substance that it discharges through its bite. Federation archeologists studying Kurlian ruins know to avoid these creatures.



These small creatures resemble Terran bats in many ways, although their fur glows a faint green at night. Harmless fruit-eaters, the lala'vel only fly at night, creating an impressive flurry of tiny lights against the night sky.

CREATURE STATISTICS FIRM: ANIMAL DIET: CARNIVORE (INSECTS) FEEDING HABITS: GATHERER SIZE: LITTLE (.5M WINGSPAN) ATTRIBUTES: STR 1 (-3), INT 2 (-2), AGL 5 (± 0), VIT 1 (-3), PRE 2 (-2), PER 5 (+0) REACTIONS: OUIK ±0. SAVV ±0. STAM -3. WILL -1 MOVEMENT: FLYING 2 M/14 M/4 KM LIFTING/CARRYING CAPACITY: 20 KG MAX (2 KG OBAL)/5 KG LIGHT

CREATURE STATISTICS

FORM: ANIMAL

DIET: HERBIVORE

FEEDING HABITS: GRAZER

SIZE: TINY (UP TO BEM LONG)

ATTRIBUTES: STR 1 (-3), INT 1 (-3), AGL 3 (-1), VIT 1 (-3), PRE 0 (-6), PER 3 (-1) REACTIONS: DUIK -1, SAVV -1, STAW -3, WILL -2

MOVEMENT: 30 CM/2 M/250 MM

DEFENSE: 6

HEALTH: 1

WOUND LEVELS: 2 LEVELS

SOLIS ATHEFTCS (CUAM, JUMP RUN) +4, OSSINE +3, STEAT +2, SURVAL +7, UNAMEE COMMAT RUNAL INEPUNS +2 SPICIAL ACUTE BORKDING KOUTO ANP PLAT FREE, CORRESIN (SHELL GATING AND CAUSTIC SALVA: 4 PLCS, ONSET TIME 108 MONRS, PTEINCY =0, EFFECT 108 DAMAGE, MATERIAL URGANCS) TH COUNCERN'S

DESCRIPTION

Natives of the planet Rinas, lawallies live deep within the vedtands, and appear mainly during the hot summer months. These insects feed on plant sap, and burrow deep within stalks and trunks, where they can eat and lay their eggs. The lawally's touch can burn flesh as well as plant matter, though they only attack when their hive is threatened. Lavaffles are mainly an iritmant, though if lef unchecked they could reach epidemic proportions. An individual lavafly does not consume enough to kall life plant thome, but a swarm could decimate the vegetation in an area. In times of drought, lavallies have been known to index gain stores. And their burning touch is an iritant to travelers through the readings.



This deadly feline is longer than a man is tall, not counting its tail. The *le-matya's* fur is a deep rust, with a single yellow stripe down its back and diamondshaped yellow markings along its sides.

CREATURE STATISTICS

HERNE AURAUL HER CLANARONE HER CLANARONE HER LANGE (2011 LONG THE BALL HER LANGE (2011 LONG THE BALL HER LANGE (2011 LONG THE LANGE HER LANGE HER LANGE HER LANGE (2011 LONG THE LANGE HER LANGE HER LANGE HER LANGE (2011 LONG THE LANGE HER LANGE HER LANGE HER LANGE HER LANGE LANGE HER LANGE HER LANGE HER LANGE HER LEDIT HER LANGE LANGE HER LANGE HER LANGE HER LANGE HER LEDIT HER LANGE LANGE HER LANGE HE



SILLS: ATHLETICS (CLIMB, JUMP) + 2, OBSERVE + 4, STEALTH + 2, SURWIVAL + 7, UNABMED COMBAT: NATURAL WEAPONS + 3 Special Agulitics: Echandrumany sense (Ultraviulet Vision), Riyng, Invulgerable (Rauntion), Natural Weapons (Fangs 106), Speed Th Enumatient -

DESCRIPTION

Natives of the Alpha Centauri system, the Ida' vel are small, quick winged marmula whose roots can be found in mountain caves. They hibernate during the colder months, and only energe again with the first warm weather. The caves favored by Ida' vel are mildly radiacative, and over entruits of breeding the creatures developed their phosphorescence. In the duringht or under bright light, the constance fin is a dull brown ounder bright light, the constance fin is a dull brown systems for inversity of the radia across the sight day, appearing, as stress of light for which the insects are attracted, Lavers like to speed hours sitting on hillsides watching lad'svel.

RAT LAVAFLIES

These bugs can grow up to 6cm long. Their thick, segmented shells are the color of hot lava, and burn to the touch, giving the creatures their names (and also makes their carapaces a desired commodity for ornamentation). Lavafiles do not fly, but rather jump, using all six legs together to leap prodigious heights.

CREATURES

DEFENSE: 9

WOUND LEVELS: 8 (2 LEVELS HEALTHY)

SOLET CHIEFENS (AMP) AND, SMID) - 54 (SIGRAFC (SHEL)) - 7, TEATH + 8, SIGNINAL, + 8, UNAMES (SHARE), SHITAA, HAVING + 7 PENA, MAURIC A MANNER, COMMIN - 18-30, MAURIS MET, MANNER STRALT (MIR) - TEATS, UTANAMANY RESS (SHEMMAS/THIN), WALARSHALL (THEN, UTANAMANY RESS (SHEMMAS/THIN), WALARSHALL (THEN, UTANAMANY RESS (SHEMMAS/THIN), WALARSHALL (THEN THE NEW AND MARKET FINANAMANY AND ANAL (THEN THE SHEMMAS), SHERE 3, 200 FFET - 1 WALAYO

DESCRIPTION

ENVIRONMENT: The le-matva lives in the wildernesses of Vulcan, predominantly deserts and volcanic plains. They roam freely, afraid of nothing. They make their lairs in rocky caves and shallow depressions in the sand. Nearby settlements often license hunters to patrol the surrounding area and kill any of the beasts within a designated distance, to prevent the cats from posing a threat to the inhabitants

BEHAVIOR: Lematya hunt singly or in pairs, and are daytime hunters. They are solitary creatures, and only travel with their chosen mate and their young offspring. The male is dominant when

hunting, but the female takes charge over the linter. When two makes meet, they fight for territory, with the loser banished from the immediate area. Often, his mate remains with the victor, though she will fight as well if her cubs are threatened. Their excellent sense of smell can detect minute pheromone traces alerting them to the approach of other animals, waking the 6maty in time to tack or move to a different location.

When hunting, these large cats lay in wait atop high rocks or concealed behind available cover, their fur blending into their surroundings, and sniff for the approach of prey. The *le-matya* pounces on its prey and gashes with both claws while biting at the neck and throat. Few creatures can survive the *le-matya*'s toxin, and once dead the *le-matya* feast where its quarry fell. Their favored meal is the sehlat.

58-821

AND IN

ENCOUNTERS

The *le-matya* is one of Vulcan's most dangerous predators, and many off-worlders rightly fear them. Vulcans do not share this emotion, although they

> guard against the animal's encroachment on populated areas. It would be illogical for them to be hunted to extinction, though it is equally illogical to allow such a dangerous animal to roam close to settlements. The lematra's rich and coloriul fur fetches a high price from certain collectors, and the Vulcan government remains vigilant against

The Vulcans once kept *lemata* as hunting cats, before the Time of Assakening, and some prominent families still continue the practice. Itmays take time and patience to train as guardians, though they make excellent watch-animals. Vulcans, who long since eschewed the practice of eating meat, no longer use *lematy* to hurt.

These creatures pose a danger to anyone entering the wilderness, and one can easily kill a small group of men and women. Fortunately, *le-matya* rarely travel in groups larger than two adults and three to five cubs.



These enormous beasts can grow up to 6m tall, and can weigh over 6 non. Their thick hide is dappled green, gay, and brown, and their impressive trunks (a combination of nose and upper lip) can extend up to 2m in length. These creatures have thick tusks that protrude from either side of their trunks, and inty pointed cars similar to house a l'arran car. Their thick legs end in four stubby toes, which the mastodom uses to grasp the ground more firmly. They have no tails.

55

CREATURE STATISTICS Form: Animal DIET: Herbivore

FEEDING HABITS: GATHERER Size: Mammoth (BM Tall) Attributes: Str 16 (+5), INT 4 (±0), AGL 3

(-1), VIT 14 (+4), PRE 5 (±0), PER 4 (±0)

REACTIONS: QUIK ± 0, SAW + 1, STAM + 6, Will + 1

MOVEMENT: 24 M/180 M/40 KM Lifting/carrying capacity: 320 Kg Max (32

KG ORAL)/80 KG LIGHT Defense: 6

HEALTH: 19 WOUND LEVELS: 7 (3 LEVELS HEALTHY) SAULS: ATHLETICS (RUU, SWIM) + 3, OBSERVE + 3, Stealth + 2, Survival + 7, Unarmed combat: Natural Weapons + 3

SPECIAL ABILITIES: ARMOR (THICK HIDE, DEFLECTS 8 Damage), camduflage, natural Weapon (Tusks108 + 5; feet 208 + 5), prehensile Limb (Trunk)

TN EQUIVALENT: 10

7785

DESCRIPTION

ENVIRONMENT: Native to Ligor VII, these large creatures live deep within its vast forests. In appearance they resemble Terran elephants, though their skin is closer to a cheetah's in appearance and their ears are similar to a feline's. The creature's coloring allows it to blend into the forest, making it almost invisible to

sight, but the mastodon's size

makes it noisy, and it can be heard crashing through bushes and trampling vines and fallen branches long before it arrives.

BEHAMORE Ligorian mastodors roam the forests, feeding on tender young leaves from upper branches. They are solitary creatures, each establishing its own territory, and they protect their area against competitors. These creatures have a brack for only taking as many leaves as three can alford to lose, and then moving on to a different tree—they carefully leave enough for each tree to survive and thrite.

Mustodons gather in small groups once each year, with every animal in the region arriving in quick succession. How they know when and where to meet remains a myskery—the statuses communicate with one another through series of low squarks and whistles, and through the use of their trunks, but these require close proximity. While gathered, the large creatures determine a mating hierarchy, through a playful series of trunk-wars where the mastodons pair off and ducl by wrapping their trunks around each other and pushing. The winner of each ducl proceeds to the next round, and the most successful veretiles pair off and mate. The strongest male becomes the herd's leader, and researchers believe that, In times of crisis, he may be able to summon the entire group and issue commands for relocation or defense.

> Female mastodons take over a year to give birth, and only have one or two offspring at a time. The male abandons his calves to the female's charge. They keep these babies close until they reach their full height at ten years. Then they are set loose to find their own territory.

ENCOUNTERS

Ligarian mastedomis don't pose a danger unless levels par entrestened. Humanoli intraders receive a vaoring, a shrill (zr.) to see heir territory before being charged. They are very cardel about not septing a galling. The mastedon is sometimes humef for food, or for its durable skih and batter-colored tusks. Animal rights activities often protect this, citing the mastedori's obvious agend that its should be recoragened that its should be recor-

nized as a sapient species.

EXECUTE A CONTRACT OF A CONTRA

Much like the Terran trantula, this creature is an arachnid with a thick hairy body and eight long legs; lycosa trantulas vary in color, ranging from brown, black, and tan to red, yellow, and orange. They have eight eyes, grouped in threes on either side of the face and a pair in the middle, and have a pair of curved fangs beneath this cluster.

CREATURE STATISTICS

FRIME ANNUAL URT: CAANVURE Feature NAMTI: PUONDER Size: Timy (2020) Acooss) Althuettes (311: (-3), NIT 2 (-2), AGL 10 (+2), NIT 1 (-3), PNE 2 (-2), PER 8 (+ D) PX 4 (+ D)

REACTIONS: QUIK + 5, SAVV ±0, STAM -3, WILL -4

TN EQUIVALENT: 5

DESCRIPTION

Found on the planet Lycox VII, these hand-sized arachnidis are primarily noturnal. They locate holes in the sandy ground, or dig a burrow themselves, and then hide within, facing outward. When an animal a psings, wrapping its leags around the preys and biling deep with its fangs. The fangs inject poison into the victim, weakening it. Then the tacantula wraps its prey in a tight silken web. But these creatures do not feed on flehr. They are psycholoxes, and feast on the emtions of their victims, deliberately tertifying their prey to produce more feast and narries.

Through fearsome in appearance, tycosan tarantulas arent dangerous to peopler they only attack significantly larger animals in self-defense. Lycosan tarantulas can be trained as pets and make an excellent protection against smaller insects, though because of their speed and fangs unscrupulous owners train them for Lycosan spiler rights.

... LYNARS

Ivnars resemble Ferran bats, although they differ significantly. Their small, black holdes possess is linels with flags of skin between them. Like the Ferran thying squirrel, they use these to glide, though they can also flag their wings to thy. Their mouths are located eventrally, with four fangs that they use to pierce plant fields. Their tails are enologized for grouping cave valls, and they wrap their arm-wings around whatever they feed upon.

CREATURE STATISTICS

FORM: ANIMAL OVET: HERBIVORE FEEDING HABITS: GATHERER SIZE: LITTLE (.SM WINGSPAN)

| Al INDUICA, &E | 1 1 (−3), MI Z (−Z), ABL 3 (± 0), VII I (−3), ME Z (−Z), |
|-----------------|---|
| PER 5 (= | ±0) |
| REACTIONS: QUI | $K \pm 0$, SAVV ± 0 , STAM -3 , WILL -1 |
| MOVEMENT: FLY | ING 2 M/14 M/4 KM |
| LIFTING/CARRYI | NG CAPACITY: 20 KG MAX (2 KG ORAL)/5 KG LIGHT |
| BEFENSE: 7 | |
| HEALTH: 1 | |
| WEUND LEVELS: | |
| SXULS: ATHLETI | CS (CLIMB, JUMP) +2, OBSERVE +4, STEALTH +2, SURVIVAL |
| +7, UN | IRMED COMBAT: NATURAL WEAPONS + 3 |
| SPECIAL ABILITY | CAMOUFLAGE, CUNNING (WHEN FLEEING), EXTRAORDINARY |
| SENSE (II | (FRARED SENSE), FLYING, NATURAL WEAPONS (FANGS 106-3), |
| PREHENS | LE APPENDAGE (TAIL) |

9.40

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TN EQUIVALENT: 5 (8)

DESCRIPTION

ENVNOTMENT Clefts III, deep within Cardasian space, is barren and uninhabited on the surface. Below ground, however, the planet teems with life. One of the dominant creatures is the hyrat, a small black-winged mammal. These beasts cling to cave walls and cellings and sleep during the day, wrapped tightly in their durable wings. Upon awakening, they the through the underground cavern is nearch of food.

BEHAVIOR: Lynars live in swarms of several hundred, and their caves are filled with the sound of a thousand tiny rustles and squeaks while the creatures sleep. When they fly, the sound is similar to an ocean wave, a roaring rush of wind and air filled with thousands of separate beats. Lynars are vegetarians, and seek out underground plants for their meals. They cannot see, but create a mental image of the space around them by sensing the heat given off by volcanic vents. lava fungus, and surrounding cave walls. Plants grow in clusters throughout the caves, which the lynars descend upon. Their sharp, hollow teeth pierce the skin and suck up the plant's juices. Interestingly, lynars don't completely drain plants, and they only target fully grown specimens, so their feasting weakens the plant but does not kill it.

Each lynar swarm controls a specific region within the cavers, and fight any invading swarm or creature. Pack leaders, who dominate through size, strength, and assertiveness, control the swarms. Lynars bear their young one at a time, but the swarm sually raise es a hundred or so oflspring all together, and these are left huddled black in their home cave. The hunters carry extra lood back to those left behind to tend the young and their charges.

ENCOUNTERS

Lynars are considered harmless, since they only eat plant sap. When confronted, lynars prefer to flee rather than hold their ground, retreating deeper into darker caverns or high cave ceilings. They will attack any intruders who approach their home cave, however, They pose a nuisance to Cardassian miners digging for

unidium ore on Celtris III; they often mistake power conduits for plants and chew through cables, causing frequent power failures. Occasionally, a lynar or two has become sealed in a unidium ore container and transported off-world. Like voles, these refugees have been known to inhabit Jeffrise tube access corridors, attracted by the infrared heat, and cause similar power floctuations.



The mellitus' natural form is a cloud of gas, up to 3m in diameter, and fairly blue in color. When at rest, however, the mellitus coalesces into a solid form, becoming a large lump of gay-blue matter similar to wax or clay in composition, and slightly damp and slick to the touch. The creature has no visible organs or sensory equipment, and floats through the air without any obvious means of support or propulsion.

CREATURE STATISTICS

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FIRM GASENIIS DIFT: ENERGY FEEDING HABITS: FILTER SIZE: LARGE (3 METERS ACROSS) ATTRIBUTES: STB N/A, INT 2 (-2), ASL 2 (-2), WT 5 (+0), PBE 4 (+0), PEB 2 (-2) REACTIONS: DUIK -2, SAW ±0, STAM +1, WILL ±0 MOVEMENT: FLYING 18 M/120 M/30 KM LIFTING/CARRYING CAPACITY: N/A DEFENSE A HEALTH: 5 WOUND LEVELS: 6 (2 LEVELS HEALTHY) SIGLLS: STEALTH + 3. SURVIVAL + 2. UNARMED COMBAT + 1. SPECIAL ABILITIES: ABSORPTION (ENERGY 1DB ± 0), AMORPHOUS, ANAEROBIC RESPIRATION (NO RESPIRATION REDUIRED). EXTRAORDINARY SENSE (ENERGY DETECTION), FLYING, GASEOUS BODY, INVULNERABLE (ELECTROMAGNETIC ENERGY), RESISTANCE (PHYSICAL DAMAGE) TN EQUIVALENT: 10

DESCRIPTION

ENDROMMENT Found on Alpha Majoris II, the mellitus inhabits the planet's bare, rocky terrain and jagged hills. The planet has only a trace atmosphere, high density, and hot climate. The atmosphere across these broad open areas, abutoring solar andiation from the system's sun. At night, mellitus become increasingly lettingic and dense until they finally transform into a solid structure and rest wherever they land.

BEHAVIOR: Mellitus live on energy, absorbing it in any form. Their natural food is solar energy, and

Alpha Majoris II's thin atmosphere and strong sun provide a great deal of food. For this reason they avoid shadows. These creatures are not aggressive. and simply float along in random directions, collecting energy as they travel. Once a mellitus gains enough energy to reproduce, it splits off a smaller portion of itself like a cell dividing. This offspring mellitus accompanies its parent, growing as it feeds, until it finally reaches maturity and departs to wander on its own. Mellitus are not common, and they are solitary, though if two of the creatures inhabit the same area they will co-exist peacefully since they don't have to fight over food or mates. The mellitus have no apparent social hierarchy-each creature exists independently, and does not define a specific territory that it must protect.

ENCOUNTERS

Mellitus have the ability to detect energy, and they are drawn to it. Normally, these creatures feed on surlight. Bot if a stronger energy source appears, any nearby mellitus will investigate, including energy signatures from tricoders or phases. The creatures cannot drain energy from an object or person—they only absorb it through direct contact. A phase firled at a mellitus will make it stronger and larger, and cause the creature to approach again in hopes of a second meat. Once the mellitus becomes large enough tripling its starting Healthi is phils; creating a second creature.

Because Alpha Majoris II possesses rich mineral wealth, mining colonies on the planet make a favoritu target for mellitus. Though they may not be dangerous, they can be intrating, particularly since most weapons and around any mining equipment and power generators. The biggest danger they pose is to communications, which they aboot (since radio waves are a form of electromagnetic radiation; they also affect sensors and tricorders in this wav.



Resembling a recl-faced farth gorilla with long, while fur, a ridge of spines along its back, and a tall born protructing from the top of its head, the mugato is a fearome beast even when calm. It is seldom calm, being just intelligent enough to be excited by almost any stimulus, and just dim-sighted enough to be unable to tell if the stimulus is an achta threat. The male mugato has a larger horn, but both have venomous glands in their lower jaws.

5

CREATURES

CREATURE STATISTICS

FORM: ANIMAL DIET: CARNIVOROUS (PRIMARILY LARGE MAMMALS) FFEDING HARITS' POUNCER SIZE: MEDIUM ATTRIBUTES: STR 11 (+2) INT 4 (+0) AGI 12 (+3) WIT 8 (+2), PRE 2 (-2), PER 7 (±0) BEACTIONS: DUIK + 8. SAVY ± 0. STAM + 2. WILL ± 0 MOVEMENT: 100/BOM/19KM LIFTING/CARRYING CAPACITY: 220 KG DEFENSE: 10 HEALTE: 10 WOUND LEVELS 5 SKILLS: ATHLETICS (JUMP) +3, BITE +4, CLAWS +4, STEALTH + 5 SUBVIVAL (FIBEST) +7 SPECIAL ARIUTTER: FERICITY (MALES) NATURAL WEAPONS (RITE 106 + 4 AND CLAWS, 106 + 4), SPEED, TOXIN TN FREINALENT: 15 (2)

DESCRIPTION

White-furred apelike carnivore; the horn and spines are more prominent in the male; 2 meters tall, massing about 150 kg.

ENVIRONMENT: The mugato is native to the temperate forests and assumants of the planet Neural. Its white fur lets it stand out and warn away the few animals stupid erough to during the sequence of the site mating ground. As a result, the weightain in mugato mating ground is unusually lush and can reproduce itself without worying about predation; this has allowed Neural's bizarre ambulatory plant life to floarish.

BEHAVIOR: The mugato lives and hunts in mated pairs: the male is especially ferocious in defense of its hunting ground. Mugato often attack humanoids (including the indigenous inhabitants of Neural) because they believe the humanoid is a rival mugato after its mate. During male estrus (the hottest part of the Neural summer), the males battle with their horns for mates: at other times, they use paws and teeth. The mugato's venom is rarely necessary to subdue its prey, being likely an evolutionary holdover from the mugato's smaller, more vulnerable ancestors. It primarily acts as a digestive aid for younger mugato fed kills by their parents, but is still potentially quite deadly for humanoid bite victims. The Kahn-ut-tu people of Neural have a hereditary blood enzyme that can be catalyzed into an antidote by the hallucinogenic mako root, but picking and using this ambulatory vegetable requires substantial skill in local herbalism-successful tests against World Knowledge (Neural) and Life Science (Botany) at TN 20.

MUGATO VENOM: Type: Injury; Onset: 1d6 rounds; Potency: +6 TN; Treatment: +15 TN; Effect: Unconsciousness and -2 Vit; Secondary Effect: Medium stun and -1d6 damage; Stages: Every hour until venom is purged.

ENCOUNTERS

The mugato is likely to serve as a momentary threat, but it will be a common one in any guerrilla episode on the planet Neural, as its range and the front lines of Neural's civil war coincide closely. Mugato will attack Klineon or Federation "advisers" with impunity, and an episode might see the two sides thrust together by mutual danger or competing to win the services of a local Kahn-ut-tu shaman. Mugato venom would also make a good untraceable, barely-treatable poison for assassin characters to obtain-and hunting one through a gunnowder civil war and active Federation and Klingon measures would be an episode in

itself.

NORPIN FALCON

The Norpin Falcon has long pointed wings, a sharp hooked beak, and wicked talons. Its plumage is a steely blue across the back and wings, shading to black at the wingtips and down the long, narrow tail. Its head feathers are completely black, and its underbelix, talons, and beak are a pale blue-gray.

| CREATURE STATISTICS | |
|--|--|
| FORM: ANIMAL | |
| DIET: CARNIVORE | |
| FEEDING HABITS: CHASER | |
| SUE: MEDIUM (2M WINGSPAN) | |
| ATTRIBUTES: STR 5 (±0), INT 3 (-1), AGL 18 (+5), VIT 3 (-1), PRE 2 (-2), | |
| PGR 7 (±0) | |
| REACTIONS: QUIK +8, SAW ±0, STAM +2, WILL ±0 | |
| NOVEMENT: 6 M/40 M/10 KW; FLYING 24 M/180 M/40 KM | |
| LIFTINE/CARRYING CAPACITY: 100 (OBAL LIFTING 10)/25 (LIGHT LOAD) | |
| DEFENSE: 12 | |
| HEALTH: 3 | |
| WOLND LEVELS: 5 LEVELS | |
| SIGLLS: ATHLETICS (DIVE) + 9, OBSERVE + 5, STEALTH + 6, SURVWAL + 7, | |
| UNARMED COMBAT: NATURAL WEAPONS + 5 | |
| SPECIAL ABRUTTES: ENERGY ATTACK (ELECTRICAL 108-1), EVASION, | |
| | |

EXTRAORDINARY SENSE (KEEN VISION, DOUBLE PERCEPTION RANGE), Flying, Natural Weapons (Beak and Talons 106 + 3), speed Th Equivalent: 10

DESCRIPTION

These predators from the Norpin colonies are renowned for their aerial agility and their amazing reflexes. The falcon feeds mainly on aquatic life, swooping down on its prey and gasping it in its powerful talons. It then uses a remarkable bioelectric hock to stun its vicitm. The bird lives among the rocky cliffs overlooking the planet's oceans, and frequently roots on the mass of sailing vessels. where it begins to feed. Once garged on Ing tissue, the creature lays dozens of eggs, which hatch within days and also feed. Someone infested with Orillian lung maggots can die from lung failure within a matter of days. Roll for the creature's Drain effect once per day. beginning 1d3 days after infestation, to represent an attack by the entire oppulation.



About 5-10 centimeters long, with four membranous wings and an oozing, snail-like body, the Orion wing-slug is one of the least appealing creatures in the known Galaxy. Worse yet, during mating years it travels in vast swarms—millions of wing-slugs—across the

habitable surface of the planets of the Rigel system. In Rigel's heat, the swarms soon reek of the foul smell of wing-lug sime, as does everything they touch or pass during their migration. Orion wing-slugs are usually a brownish green, but different varieties have different revolting color schemes from purplish tage to bruise black.

CREATURE STATISTICS

ТОТИК АЛАКА, БРАКАН ПЕТ С АЛАКОВ ПЕТ С АЛАКОВ ИТЕ С ИТЕ С

DESCRIPTION

Four-winged slug of repellent appearance; 5-10 cm long, 10-20 g mass. ENVIRONMENT: Orion wing-slugs breed on

Rigel II, III. V and VII. Each word claims the wingslug is native to a different planet, and when local conditions allow. Lunches massive eradication campaigns against the horendous pests. Wing-slugs tend to prefer wetter areas such as canals, mashes, and lakes: in Rigel VII's deserts this often leads to the unpleasant choice of death by thirst or braving a

... ORILLIAN LUNG MAGGOT

Tiny gray-white oblongs with ringed bodies and dozens of paired legs, the Orilian lung maggot feeds on the lung tissue of its victims. Lacking outside sensory organs, their only visible facial feature is its tiny circular mouth.

CREATURE STATISTICS

FORM: ANIMAL DIET: CARNIVORE (LUNG TISSUE) FEEDING HABITS: PARASITE STE: MINISCHIE (10M LONG) ATTRIBUTES: STR 1 (-3), INT 1 (-3), ASI 2 (-7). VIT 4 (±0), PRE N/A, PER 2 (-2) REACTIONS: DUK -2. SAW -2. STAM -1. WILI -3 MOVEMENT: 8 CM/40 CM/100 M LIFTING/CARRYING CAPACITY: N/A DEFENSE: 5 REALTH: 1 WOUND LEVELS: 1 LEVEL SKILLS: ATHLETICS (CRAWL) + 2, STEALTH + 2, SURVIVAL + 8. UNARMED COMPAT-NATIBAL WEAPONS + 4 SPECIAL ABILITIES: BURROWING (FLESH), ORAIN (LUNG TISSUE -1 VIT) NATIBAL WEAPON (TEETH 108-3), REGENERATE (RECOVER 1 WOUR POINT EVERY HOUR WITH SUCCESSFUL STAMINA TEST)

TN EQUIVALENT: 15

DESCRIPTION

A native of the planet Orillia, lung maggots are surprisingly dangerous for their size. They live in water and can burrow through flesh, which appear as insect bites. Once inside the body, the lung maggot makes its way through the circulatory system and into the lungs

SWARMS

Greatures that normally wouldn't be much of a threat—army ants, Norway rats, Orion wing-slugs—can be deadly if massed in a swarm. Ordinary clothing (such as Starfleet uniforms) or armor protects against a swarm of Minuscule or Tiny wenn for 146-3 reads; rightly fitted blak dohlag preters for 166-3 reads. (For larger creaters, see the standard amor and protection cites.) After that, they are user to parents. Forchilds, fully coll-castined environment with, etc. protect defense against sweare—some createres may be able to correde these defenses given than, howevers: Somers are initial mensely attick all durates within the sweare within a parallelite. For "whitpie" attacks, har will only ottack wy given dur-

For the effects of swarms, first determine how big a swarm is using Table 2.1. This will depend on the number of creatures in the swarm, and on the creature's Size. (A swarm of a dozen rats can be deadly—a swarm of a dozen bees is relatively all his young, man and creativers size, (a yourn of a backet for can be advanged a yourn of a back beer is readivery insignificant.) A "Horde" is a vertable linka blacket of the creativers; no character in the path of (reading a world being blicks or otherwise attracted, and any othock as on Horde (with an effective weapen) will bit. Then, apply the system increment on fields 2.2 to derive new statistics for the whole system is creativers. (For example, a Swem 3 of 10,000 iny Orion wing-slugs would "attack" with an Athletics (Fly) of +5, do 6 points of damage per round, and increase its ner nal venem Potency to +5 TN.) Where no values are given, assume any stat or skill increases by +2 for each increment although a summ of rots is not actually much smarter than a single rat, that effective intellect is greater since there are more said to ity more aptions. Marcates may astropolate from these rules for stempeding hards or for other groups of large, pix our analy downerse, minute.

Onion Wine-Stue Micros: Type: Center; Oncet: 1 reand; Polency: +3 The Effect: 1 point of damage. Once a synam has taken damage equal to half its collective around, this will force a Willpower reaction test each round (a 2 Th mark accessive reand), against a Th equal to be essential damage points does by any single character in the more ion test each round (at recent conduct roots, will the livest or the second is gene. Add the creator's latellet modifier to the TN of the test-ametic conducts are now likely to retreat. A follow will drive the rest of the second nutr retore to the test-world the demanders above powerfully correlated parts are at head (the barrow lives lives powerfully interactions). they are standing on the spewning growd of the owarm in question, st.). The Narretor may choose to model there contin genetics by lowering the TM of the Willpower reaction test, using the following modifiers ar guidelines: character is actively instretering with Appending Mic contents's ingiration paths areast, 2 × NN [ond, 4 TK mains opportunity, 5 TM.

ABLE 2.1: SWARM INCREMENT

CREATURE SIZE

TERRAN EXAMPLE Mites, Fleas

Minuscule Tiny Little

Ants, Bees, Droponflies Rats, Bats, Piranha, Crows Eagles, Wild Dogs

SWARM 1/SWARM 2/SWARM 3/HORDE 10,000/100,000/1 million/10 million 100/1.000/10.000/100.000 12/50/100/1,000 6/12/20/100

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TABLE X2.2: SWARM INCREMENTAL EFFECTS

| VALUE | SWARM 1/SWARM 2/SWARM 3/HORDE |
|------------------|-------------------------------|
| Defense | */1/2-5/No defense** |
| Unarmed Combat | +2/+4/+8/Automatic hit |
| Damage | x2/x3/x6/x8 |
| Potency TN*** | ±0/+1/+2/+4 |
| Health | +1/+3/+6/+12 |
| Wound Levels**** | +1/+2/+4/+8 |

Characters in the midst of a swarm suffer the following environmental TN modifiers (except for Stamina tests to avoid or recover from injury) to all tests, including attacks against the swarm: Swarm 1, TN +1: Swarm 2. TN +3: Swarm 3. TN +5: Horde, TN +7.

"Swarms of Minuscule or Tiny creatures are effectively immune to beam weapons (except for weapons set on wide beam), melee weapons such as bat'leths or clubs, and projectile weapons. Swarms of Little creatures take only half damage from such

weapons (and can make Quickness reaction tests to reduce damage to a quarter). Wide-beam energy weapons, chemical weapons, flame, and force or pressor weapons do normal damage against sworms.

""Even with "No defense," a Horde has a minimum Defense equal to the greater of 2 or the individual creature's Defense -8, for the purpose of calculating ranged attacks from outside the Horde, Narrators may also simply wish to extrapolate based on the swarm's Size, considering each swarm increment to be one further Size larger, (For example, a Swarm 3 of Little creatures would count as a Large target for such purposes.)

***Many swarms carry disease, venom, or other contamination. This indicates the increase in Potency TN for such poisons from the multiple bites typical in swarms at larger increments.

****All wound levels above 5 add one Healthy level, as in Table 12.1 on page 205 of the Star Trek Narrator's Guide.

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horde of wing-slugs to reach an oasis. The dapper Orions often make quite a show of the dilemma, and may not necessarily be entirely joking.

Betavore, Orion wingstugs taxel in swarms, and during mating years, migrate in enormous hordes. Wing-slugs primarily repel predators by their avrul smell and even more revoling taxets: should those fail, wing-slug slime is mildly caustic and causes a lingering, horthle burning sensation in soft tissues like mouths, eyes, and so forth. On normal exposed skin, it, takes a fair number of wing-slog impacts to raise a rash, but the rash will also last for days of subtle but burning intration.

ENCOUNTERS

Although using them as narrative flavor is a natural (as scenery or as invective), a giant swarm of Orion wing-slugs could be an actual hazard to characters piloting aircraft through it. Wing-slugs can jam senosts, choke air intakes, splatter across view ports, and otherwise make an unholy mess out of a diplomat's brand new shutlercraft.



The plasma gator resemble a Terran alligator in basic shape—it has a long flat body, almost diamondshaped, narrowing to a near-point at both tail and snout, and two short stubby appendages on either side. Its body is composed of pure energy, however, usually either golden or bluish-white in hue, and no features or organs are visible.

CREATURE STATISTICS

FORM: ENERGY NET ENERGY FFFDING HABITS: CHASEB STF: LARGE (4 M LONG) ATTRIBUTES: STR 8 (+1), INT 4 (±0), AGL 14 (+3), WT 12 (+3), PRE 8 (+1), PER 11 (+2) REACTIONS: QUIK + 8, SAW + 3, STAM + 8, WILL + 2 MOVEMENT: 38 M/240 M/160 KM LIFTING/CARRYING CAPACITY: 160 KC MAX (80 KC OBAL)/40 KC LIGHT DETENSE: 10 HEALTH: 13 WOUND LEVELS: 8 (2 LEVELS HEALTHY) SKILLS: ATHLETICS (JUMP. SWIM) +8, STEALTH +2, SURVIVAL +6, UNARMED COMBAT (ENERGY ATTACK) + 3 SPECIAL ARUITIES: ARSORPTION (ENERGY 108 + 2) ANAERORIC RESPIRATION (CAN BREATHE ANY GAS), ENERGY BODY, EVASION, EXTRAORDINARY SENSE (GAS SENSE CAN DETECT COMPLEX GASSES), FLYING, INVILLNERARLE (ENERGY WEAPONS), RESISTANCE (PHYSICAL DAMAGE), SPEED VALENT: 10

DESCRIPTION

Environmenter: First sighted in the Beta Renner system, the plasma gator is an unusual creatures composed entirely of energy, and "swims" through atmospheres much the same way a true alligator would swim through water. Whether plasma gators meed to rest remains a mystery, but they often conceal themselves among clouds within a planet's atmosphere. No one has ever seen a baby gator, and it is uncertain whether these creatures reproduce.

BERAVIOR: Plasma gators are usually found on gas giants, and feed on various gases. They can survive on hydrogen and helium, but prefer more complex gasses like oxygen, hitogen, and lihium. The last is definitely their favorite, and plasma gators have caused trouble for lihium mines on several planets, diving in and eating the gasses before the mines can harvest them. Some gators have even attacked gas storage containers, cracking their containment fields gators are ingrown on environ engrithes, and gators approve are ingrowneed more than the store of radiation can harm them. however,

ENCOUNTERS

Researchers are still arguing whether the plasma gator is truly sentent, and any proof one way or the other would be immensely valuable to the scientific community. The question of the creature's reproduction is also a hot topic, and not only scientists but also collectors would pay a high price for a baby plasma gator. Encounters with one of these creatures can be doubly but the gators are not malicious, just hurgy if offered a meal such as a canister or other ready source of gas the gator would likely alandon in spasaid of the individual. The gator's speed and agility are impressive, and they seem to detect gas from a disvocude have more sensitive scanners than those carently available.



Quasi-energy microbes are space borne life-forms that exist in flux between matter and energy and can live in a transporter's matter stream. They are amorphous in shape and appear as sparkling cascades of energy.

CREATURE STATISTICS FORM: ENERGY DIET: ENERGY FEEDING HABITS: FILTER

Date

SIZE: MICROSCOPIC (VARIES, LESS THAN .01 CM) ATTRIBUTES: STR N/A, INT N/A, AGL 0 (-6), VIT 2 (-2), PRE N/A, PER 0 (-8) REACTIONS: DUIK -8. SAVV N/A. STAM +1. WILL N/A MOVEMENT: N/A UFTING/CAREVING CAPACITY: N/A DEFENSE: N/A REALTER 1 WOUND LEVELS: 1 SKILLS: SURVIVAL + 1, UNARMED COMBAT (ENERGY ATTACK) +1 SPECIAL ABILITIES: AMORPHOUS, CAMOUFLAGE*, ENERGY ATTACK* (108-2).

ENERGY BOBY (PLASMA), RESISTANCE (PHYSICAL DAMAGE) TN EQUIVALENT: 15

Originally found in the plasma streams of the binary stars of the Igo Sector. these microhes are believed to be native to a number of different plasma environments. Since their discovery 2369, six different sub-species have been discovered, each with their own unique biophysical variation. Some Federation scientists have hypothesized these microbes may be part of the evolu-

tionary process that led to pure energy life-forms like the Medusans or the Redjac.

Since quasi-energy microbes possess the ability to exist within the matter stream of a transporter. Federation personnel are cautioned to be extremely careful around these organisms, as the microbe's feeding habits have been proven to be damaging to Federation technology.

When detected, these creatures appear as sparkling cascades of energy that occasionally flux into a dark crystalline form. The Camouflage ability reflects the difficulty to identify the microbes with sensors not specifically calibrated to detect them. The Energy Attack ability reflects the damaging effect of these microbes feeding on elements common to technological devices. The microbes use these elements to maintain the physical aspect of their form.

RAKONIAN SWAMP RAT

With slick ebony fur, the Rakonian swamp rat is known for its toothy smile and penchant to escape capture. Oil glands under the swamp rat's fur produce a foul smelling liquid that provides protection against

the chill of the swamp water and is also an effective deterrent to other predators.

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CREATURE STATISTICS

FORM ANIMAL DIET: OMNWORE FFFDING HARTS' SCAVENGER SITE SMALL (.75 M LONG) ATTRIBUTES: STB 1 (-3), INT 0 (-8), AGL 4 (±0), VIT 4 (±0), PRE 2 (-2), PER 8 (+1) REACTIONS: DUIK +1. SAW +1. STAM +4 WILL + D MOVEMENT: 3 M/20 M/5 KM UFTINE/CARRYING CAPACITY: 20 KE MAX (2 KE ORAL)/5 KE LIGHT DEFENSE: 7 HATE 1 WOUND LEVELS: 4 SHOLLS: ATHLETICS (CLIMB, RUN, SWIM) +2, STEALTH +2. SURVIVAL + 6. UNARMED COMBAT: NATURAL WEAPONS + 2

SPECIAL ARILITIES: CUNNING (ESCAPE) DETERBENT (OIL WILL TEST VS TN 11 TO APPROACH ANIMAL)*, EVASION*, EXTRAORDINARY SENSE (CHEMORECEPTION), NATURAL WEAPON (TEETH 108-2) TN EQUIVALENT: 5

Native to swamps on Bajor, Rakonian rats are expert scavengers who also occasionally supplement their diet with live prey. The stench of their oil is well known and the smell of it has a tendency to stick to anything it comes into contact with, confusing predators with acute senses. Characters can tell whether a Rakonian rat has recently passed through an area with a successful TN 10 Perception test.

Rakonian rats are best known for their furtive behavior, lurking at the fringes until an opportunity presents itself-then acting. They often steal into camps and nearby villages, attracted by food and garbage. Although scavengers, they have been known to attack when hungry and defend themselves when cornered. When assaulted, their oily skin makes it difficult to grasp them and even technological traps have often proven ineffective.



The ratar is an imposing bird with a body as long as a dial-grown komulan and a wingspan twice that. Its plamage is red, running crimson along the wingips and tail and depenning to rust along the body—the head is dark red except for a crimson ring around its neck. The beak and talons are reddish gold in color, and the entire bird seems drenched in blood.

CREATURE STATISTICS

FIRM- ANIMAL DIET: CARNIVORE FFEDING HARITS: CHASER SUTE LARGE (AM WINKSPAN) ATTRIBUTES: STR 12 (+3), INT 3 (-1), AGL 9 (+1), VIT 8 (+1), PRE 4 (±0), PER 8 (±0) REACTIONS: DUIK +3. SAVV ±0. STAM +7. WILL +1 MOVEMENT: FLYING 38/240/80 LIFTING/CARRYING CAPACITY: 248 KG MAX (24 KG BRAI)/RB KG LIGHT DEFENSE: 8 HEALTH: 11 WOUND LEVELS: B (2 LEVELS HEALTHY) SKILLS: ATHLETICS (DIVE) + 5, OBSERVE + 5, STEALTH + 4, SUBVIV +7 IINARMED COMBAT: NATURAL WEAPONS +8 SPECIAL ABILITIES: ARMOR (FEATHERS, DEFLECTS 5 DAMAGE), CAMOUFLAGE, DETERBENT (SHRILL CRY), EVASION, EXTRADROINARY SENSE (NIGHT-VISION, CAN SEE NORMALLY AT NIGHT). FEROCIOUS (WHEN HUNTING), FLYING NATURAL WEAPONS (BEAK AND TALONS, 206 + 3), SPEED TN EDUVALENT: 10

DESCRIPTION

ENVIRONMENT: The ratar is perhaps the most famous devize or Komulus, its image immontatives on the underhelly of the Romulan bird-of-prev and emulated in the enthlem of the Romulan Sate Empties The ratar lives on mountain sides and citifs of the *Karehakts* and Tearler hanges and hunks accoss neighboring valleys and plains. The creature builds its nest by dragging rocks and boulders into a rough ring, and then tayes the center with grass, twigs and branches the rocks help hule is home and an vess from view.

BERMANDER Ra'tars are nocturnal hunters, when their own vision and dark coloring give them an advantage; witnesses have described the attack of a ra'tar as a crimono blue, like a sweep of blood descending from the sky. It devotes most of its waking hours to hunting and reading itself to provide the reserves of energy in needs to chase down prey. These birds fly over their chosen territory, eyes alert for the slabelst movement. The a'tar orefers to hunt small. mobile prey such as the gerik (a type of field mouse) and danat (a weasel-like animal).

Upon sighting prey, the *ra'ur* descends, its shull cry splitting the night air in order to starle the vicini and deter other *ra'ur* from attacking the same creature. It also uses its cry to wan *away* intruders on its territory, it delights in the hunt, and typically wheels and returns to give its prey a chance to raw. When the *ra'ur* ires of the game, or the prey begins to false, it was have a single and the same of the prey begins to false. It was have been also also also the form in the hunt, it desert tay is use usific.

Although solitary by nature, with a male defining its hunting terri-

> which they share with their mate and clutch, ra'tar will coordinate their attacks to overwhelm larger animals, such as humanoids and kerosh.

ENCOUNTERS

Romulans view the *ra'tar* with a respect close to worship, and consider hunting them to be a crime. The *ra'tar* is a symbol of the warrior, because the creatures are featless and

proud, and rely on their own strength and speed. In ancient days, Romulan nobles kept ratar as hunting pets, and the practice continues among traditionminded Romulans to the present. The ratar is most likely to be encountered in the wild on Romulas, though the bird has been transplanted to several Romulan colony worlds. Several generines have been smuggled across the Neutral Zone for zoos and private collectors.



A vicious avian with a skull-like face, the Rectilian vulure is an avian from the Delta Quadrant that swoops down quickly on its prey. With a wingspan of over 6 meters, this immerse bird is best known for its 'dualhooked' beak and five barbed latons. Its head lacks feathers giving it a gaunt, skull-like appearance that the natives of its labent equate with the good of death, and is nicknamed Sky Death for its savage and persistent attacks.

FERING UNDER CRAZER Stre: MAMMOTH (ON NUL) AttroButte: Stre: 11 (+-5), INT 2 (-2), ASL 8 (+1), VIT 3 (-1), PRE 0 (-6), PER 4 (±0) BEACTORS: QUK +2, SAW ±0, STAM +5, MIL -1

MOVEMENT: 24 M/180 M/40 KS

CREATURE STATISTICS FORM: ANIMAL

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TN EQUIVALENT: 10

DESCRIPTION

Native to Rectos IV, the Rectilian vulture is primaily a detert animal, though variants of it can be found throughout its homeworld in any hot climate. An extremely active and cruel predator, it has been known to track its prey for days, taking opportunities to slash at its quarry and weaken it whenever the vulture can. A number of unway families on Rectos IV have load their young to these animals before they could drive them off, earning the nicksame 'sky death."



The Rectyne Monopod is a grey-skinned, singlefooted beast with several thick tendrils just above its mouth that serve the same purpose as trunks on a Terran elephant. Native to a Klingon colony world it has been exported to Qo'noS for use as a beast of burden and source of food.

CREATURE STATISTICS FORM: ANIMAL DIET: HERBIVORE LIFTING/CARRYING CAPACITY: 320 KG MAX (32 KG ORAL)/80 KG LIGHT 52-821

TODE A

DEFENSE: 8 HEALTH: 8

WOUND LEVELS: 7 (3 LEVELS HEALTHY)

SKILLS: ATHLETICS (JUMP) + 2, DISSERVE + 2, SURVIVAL + 8, UNARMED COMBAT: NATURAL WEAPONS + 3

SPECIAL ARILITIES: ARMOR (THICK HIDE, DEFLECTS 8 DAMAGE), EVASION (JUMP), Multiple Attacks (Trunks), Natural Weapons (Trunks 100 + 5 per Trunk), Prehensile Appendage X 3 (Trunks)

TN EQUIVALENT: 5

DESCRIPTION

For centuries, Klingon have used Rectyne Monopoda sa beast of barden and occasionally as food. They are easily trainable though they must be treated with respect as an enraged Monopod can a lumvary people are klield every year to 2-don stomps. It also has an assorment of moath trunks, each able to perform individual task, Klingon ski this, and a second the second strength of the these trunks can be used to pull an universe that these trunks can be used to pull an universe that these trunks can be used to pull an universe that these trunks can be used to pull an universe the canobia large animals, can produce intolerable cephalic pressure in the Monopol canazing in head to explode.



These avian scavengers are noted for their long orange feathers and bright yellow crest. Their wedgeshaped beaks are crimson in color, leading many to think these birds vicious killers. Their long wings have a pink underside, as do their bellies, and the feather fringe around heir crimson talons are also pink.

CREATURE STATISTICS

FORM: ANIMAL DIET: CARNIVORE

145

1.11

FFEDING HARITS' SCAVENGER

SITE MEDIUM (2M WINGSPAN)

ATTRIBUTES: STR 8 (+1), INT 2 (-2), AGL 4 (±0), WT 12 (+3), PBE 2 (-2), PER 8 (+1)

HEATTINGS UNIX +1, SAW +1, STAM +7, INLL-2 Muytherit Plynk 8 hvod M/15 km Hennix Caranta Caractarit, 160 kg Max (18 kg Gral)/40 kg light Hennix 7 Health 13 Mutur 14EHS, 5 Lifter Substantier 12, 0 bestry + 8, survival + 8, unarmed commen:

NATURAL WEAPONS + 4 Special Abilities: Cunning (When Fighting to Acquire Food), deterrent

(SHRILL CRY), EXTRAOROWARY SENSE (KEEN VISION; DOUBLE RANGE FROM Perception), Flying, invulnerable (disease), natural weapons (beak and talons, damage 100 + 1)

TN EQUIVALENT: 10 (12)

DESCRIPTION

Environment: Best-hawks are naite to Agraha, located in the Camma Quadrat. Restahawks live in flocks of eight to fourteen birks, and peter to hurin loper country, but usually nest and bered in light woodlands and thickes. They build ther nests in loc teres and thick bushes, and the entire flock lives together—when out hurting hey entrus their young to a handlid to older or slower resta-hawks, who remain behind. The flock hurdles together, wings overlapping to hurter compare faulties even routed slightly in then compare faulties even routed slightly in the negative flock hurdles together even routed slightly in more.

BEHAVIOR: Reeta-hawks are not predators, as many people think, but scavengers. They will kill smaller animals if sufficiently hungry, but most of their food comes from carrion. They commonly steal the kills of other animals, banding together to soar along thermals in search of food. When any of the birds sight food, they communicate with the rest of the block and decord en masse. The birds screech to encourage the product that actually brought down the animal to abandon their meal, or warn away other scavengers who might be attracted to the carcass; most animals are smart enough to ran, for while the reeta-hawk doesn't slil to act they will right to drive off competitors. The flock surrounds the carcass to feed, using their beaks to pick at internal organs.

The largest and strongest member leads the flock and determines mating rights, hunting patterns, and eating order. Fights occasionally break out over leadership, which are rarely to the death. Reeta-hawks only mate every other year, and produce a single egg per mating pair.

ENCOUNTERS

Reeta-hawks are easily spotted, thanks to their bright plumage. The flock is easy to avoid, and won't attack large. living creatures (even if starving). They will fight to defend their roosts, however. Reeta-hawks, like most scavengers. can show where something has died or lies dving. and their cries can be heard over a great distance. The reeta-hawk's body is immune to most natural diseases, and it can process them without harm. Scientists think the bird may provide a useful source for antibodies that could cure some of the most virulent diseases. Unfortunately, the birds are dying out-as Argrathan society becomes more civilized, wilderness becomes scarcer, and the scavengers have a harder time locating enough food to survive. A live reeta-hawk is worth a great deal to conservationists and scientists alike.



The Regalian Fleaspider is a twelve-limbed arachink known for its impressive leap and venorous bite. Brownish-black light fur resembles the color of dirt. The fleaspider's eyes, which serve as heat detectors, ring its entire body. Its venorous: mouth is an extendible tube that extrudes from the rear of the creature to feast off of its victim's blood.

CREATURE STATISTICS

FERM: ANIMAL EIET: CARNIVORE FFFDING HARITS- POUNCER SIZE: LITTLE (28 CM LONG) ATTRIBUTES: STR 1 (-3), INT 1 (-3), A&L 5 (±0), VIT 4 (0), PRE 0 (-8), PER 4 (±0) REACTIONS: QUIK ±0, SAVV ±0, STAM ±0, WILL ±0 MOVEMENT: 1 M/7M /2 KM LIFTING/CABRYING CAPACITY: N/A BEFENSE: 7 HEALTH: 1 WREND LEVELS: 3 SKILLS: ATHLETICS (CLIMB, JUMP) +3, STEALTH +5, SURVIVAL +8, UNARMED COMBAT: NATURAL WEAPONS +4 SPECIAL ARELITIES: CAMOUELAGE DRAIN (READD, DRAINS 1 VIT PER ROUND AFTER SUCCESSFUL ATTACK WITH TOXIN), EXTRAORDINARY SENSE (INFRARED VISION), INVULNERABLE (FLEASPIDER TOXIN), NATURAL WEAPONS (FANGS 108-5), TOXIN (INJECTION, ONSET: 108 ROUNDS, POT. -2, DIAG. ±0. TREAT ± 0. EFFECT -3 VIT. 3 STAGE. 2ND EFFECT: -1 VIT)

TN EQUIVALENT: 5

DESCRIPTION

Once a common sight among the Regalian crystal falls, the feasplict now stands on the verge of esticition due to the accidental introduction of the Orion emerald finch to its habitat. The Regalian Neasplice is a hernovore, esisting on a diet of blood. Its toxin acts as metabolic stimulant and an anti-coagulant making whatever prey is injected with the toxin bleed much laster and much more proloachy han moral. The filesplice then uses in near products to data the blood of the Regality was used as a toxin of carassination but in more enlightened times, its primary use is as a medicine to improve circulation. ** REGULAN BLOOD WORM

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ACC

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The Regulari blood voom most closely resembles an imgularly-shaped leech, and its metatolism is much imgularly-shaped leech, and its metatolism is much its many layers of symbiotic hacteria fibering out any conceivable toxin or heavy element before diggeting its much. It is naturally transluent, but more other colored a darker shade of its most recent meal redditi-brown for Human blood, objec for VLand shood, deep purple for Klingon blood, indigo for Andoran blood, etc.). It has a small bat efficient "back" that allows it to break the skin of its victim, and a sucker modif haf innesh the blood into its storader with no solilaer.

CREATURE CRATERIES CREATURE AURIL USE: Handward Rudo Hermin Baute: Panate: Rudo (array): Rate (array): Array (array): Rate (array): Rate (array): Restance: Rudo (array): Rest

UFTING CARAVING CAPACITY N/A INTENSE 5 Restr 4 Mondu Fores 3 Subject Areites 4 Subject Areites (Sonno) + 1, Bite +4, Subvina (NHO) + 3 Specia Aruites Daan (RLDD () NT Per Nork), Antikal Wemons (Souches North, 2), Resistance (Polsan & USSASE) In Sonna (AT) 5

DESCRIPTION

Soft, shapeless annelid usually the color of its most recent meal; 1-50 cm long, 1-1000 grams mass.

ENVIRONMENT: Regular blood worms live in the warm mud of the subtropical seas, rivers, and marshes of Regulus V. They prey on all large animals in their habitat, efficiently filtering out the viruses, nitrite compounds, and other contaminants endemic to life in that active survy.

Beseavore: The Regular blood worm unsuly attacks sleeping, wimming, or similarly easy targets. The worm finds, a good spot away from clavs or teeth the shoulderblack, there ard the thingh, and the grins are popular spots, attaches itself, and begins to feed. Regular blood worm blave at naesthetic sime that numbs sictims to the timp piprick of the first bite fonding al blood worm blave at the time is a TN 20 Chieseve freel test. This illime also serves as a powerfial adhesive: enrowing a feeding blood worm does Id6 points of damage to the host without TL 6 or better medical treatment at a TN 15 sase difficulty. A blood worm will guzzle up to double its own Vit before detaching from the host and slithering away too spawn. Baby worms then hatch from the parent's body (Regulan blood worms are hermaphroditic) and the cycle continues.

ENCOUNTERS

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Although Regular blood worms for creatures like them are likely to be momentary threats, if that, in most episodes, they can serve other purposes. In Denobular medicine, for example, holdisc biophysicians use Regulan blood worms to filter toxins out of patients anther than mechanical transfueers or separators. A blood worm that has fed on a wanted criminal for prominent diplomati might be the target of a despentie search through the swamps to recover a sample of his DNA for testing, duplication, or tracking purposes.



The rippervorm is a vicious, segmented worm that grows from about a half meter to one and a half meters in length. Multiple rows of teeth and bazhed spines comprise the first quarter of its body, with chilnous plates covering the last three quarters. Rippervorms have no apparent central sensory organs; instead, some spines located on the front of the body are specialized to detee the the.

CREATURE STATISTICS

FIGHL KINNEL HETC RANNAGE HETCH KINNEL RETORN KINNEL ATTRIBUTES (M. 14) PEG (-0, H) (-10, NI 1(-2), AGL 5 (± 0), WT 8 (-0), PEG (-0, H) (-10, KIN ± 0, KIL + 1) HEATTRING (M. +2, SIM) ± 0, KIL + 1) HEATTRING (MARTING CARGING) (M. 00, HB HETTRIC (ALARYING CARGIN) (M. 14), KIL HETT

LUART HEALTE: 1 HEALTE: 1 Souly: Antificies common - 1, structur + 1, survival + 4, unarmes common: Matting Healthow + 2 Hyporn: Antifica: Allenger Expansion (Nettage Back Naste), Estamburgar Sase (Narman Voido), francos (Feisnic), Mattigal Healthow (Inter 1967 - 9, Aussi Common), des Mattigal Healthow (Inter 1967 - 9, Aussi Common), des Mattigal Healthow (Inter 1967 - 9, Aussi Common), des

DESCRIPTION

ENVIRONMENT: Native to the ecologically devatated Nauxican homeword: rignerowners exist whereever large amounts of fresh organic waste can be found. They feed primarily on the bacteria that thrive in such matter, taking in huge amounts of nutrients similar to a lifter feeder. Unfortunedly, while this allows the rignerowner to survive in such an environment, it does not allow them to thrive. In order to do so, they must find a larger source of nutrients, geneally by hunting larger animals (including unducy) humanolds. Rippervorms use their heat-sensing spins to detect prov, but due to the relatively high heat of decaying waste, their senses work best when the target is mobile.

Rippervorms are extremely efficient feeders and a swarm of these creatures can decount their proy whithin minutes and leave no discernible remnants. Immediately after such a meal, the rippervorms go domant in preparation to breed. Once they avake, they matte in large clutches known as egg-awarms. After depositing the now feritle eggs in the muck, the rippervorms scatter away from the breeding ground to look for new places to hunt.

Interestingly, few rippervorms can survive outside of waste-rich environments. There simply aren't enough nutrients in most other ecosystems to support them. Also, unlike their 'cousins' toxic slugs, ripperworms have no innate resistance to toxic wastes or

radiation and can be poisoned by them like any other animal.

BEHAVIOR: Federation scientists have compared the ripperworm to a shark, and this is a fair analogy. They're constantly the on move, and the need to feed seems to be overwhelm. ing. Upon locking on

> to the heat signature of a victim, ripperworms converge on it as quickly as possible, even devouring

other to get to their prey. The same kind of ruthlessness applies to any wounded ripperworms-they are eaten as quickly as their brethren can find them.

The easiest way to deal with a ripperworm swarm is to give them another heat target to follow. One away team accomplished this through timed phaser blasts, which heat up nearby rocks enough to give the rippervorms a more tempting target.

ENCOUNTERS

The most common place ripperworms are encountered is on Nausicaa itself. Unfortunately, these nasty creatures have been exported offworld for various reasons. Several Orion crime bosses (including the notorious Kaldo Pell) have used vats of these creatures to dispose of opposition. Nausicaan ships, which do not use waste matter reclamation systems, employ ripperworms as "cleaners" to prevent bacteria buildup in the shin's waste tanks. A number of Ferengi crimelords have found these creatures to be suitable guardians for their swampy domains on Ferenginar. Finally, and most frighteningly, some of these creatures have appeared on Pakled ships, having apparently stolen Nausicaan waste technology without understanding the dangers. An away team from the U.S.S. Potemkin answered a routine distress call from a Pakled ship only to find themselves knee deep in waste and ripperworms because the system malfunctioned.



Over a meter tall at the shoulder and three meters when standing this union creature possesses raziou sharp quills, impressive claws, powerial jaws, and a cunning intellectorbidering on sagietic regiments. It also possible to the standard state of the standard state a potent regenerative system typical to many Klingon (life-forms: Will spatish-bown intra and the ability to flatten intell out (leaving only its yellow-garg vers to look for danger, the solarbe barc razio also virtually disappear in its environment, making it a significant challenge for any varior brave encough to hum it.

CREATURE STATISTICS

EIRINE AMANLE HEIRINE AMANTE SATTHEENE HEIRINE AMANTE SATTHEENE MILE LAMBE ON MILLI HEIRI 4 (± 0) SECTIONE (1004 + 1, 1004 + 2, 1014 + 1) HEIRI 4 (± 0) SECTIONE (1004 + 1, 1004 + 2, 1014 + 1) HINTISHETE AMANTE SATTISHE LINKER OF AKE MERLI VIE HEIRINE HINTISHETE AMANTE SATTISHE LINKER OF AKE MERLI VIE HEIRINE

DEFENSE: 8 Health: 7

MOUND LEVELS: 8 (2 LEVELS HEALTHY)

SIGLIS: ATHLETICS (CLIMB, RUN) +2, DBSERVE +3, SURVIVAL +7, UNARMED Commat +3

SPECIAL ADMILIER: CAMMIE ALSE COMMINS (INFEMMINS TEARTISMY), Extraardinary Sense (Subsonic Heaning), Extraardinary Sense Commingery Tangara (Commission), Engening (Norman, Teartism), Antana, Meaning (Faniss 200 + 2), Oullis 200 + 2), Reseneration (Recover 1 Beatty Per Norma) (Normality Per Norma)

a conversion 19

DESCRIPTION

ENVROPMENT: Long held as a sacred animal, the sable bear can be found only on the slopes of Kang's Sumiti on the Klingon homeworld. In the past, sabler bears fixed throughout the higher mountain ranges of Qo'noS but time and excessive hunting have led to a sharp decline in their population. Presently, they are a protected species with hunting permits only given to the greatest of Klingon various.

Sabre bears are, by nature, fishers and hunters that supplement their diet with nuts and roots. They frequently clash with packs of ferro-wolves and targs over similar foods, perhaps causing their extreme territoriality.

115

BERAVIOR: Under normal circumstances, sabre bears are relatively peaceful, gathering and eating food to support their enormous bulk. Their ferocious aspect

comes into play when those the animal perceives as a threat violates their territory. When they try to track this creature down many an unprepared Klingon has found himself the prev rather than the hunter.

ENCOUNTERS

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Since before recorded history, the greatest of Klingons have hunted the slave bear as a test of their warrior skills. Upon the near estinction of the species, stirct ritualities guidelines were imposed to moderate the hunt. A warrior who wishes to hunt the sabee bear may use no weapons except LairKeit, mark kelt, and d^2k Lufg. They are also espected to leave an offering fish from the salare bear's territory is best, though bear nuts and tild a rook are acceptable as well.

Under normal circumstances, the hunt for the salter bear is a solitary quest—the journey itself is as important as the hunt and even unsuccessful hunts have resulted in a spiritual availening in young warriors. The land around Kang's summit is a harsh and beautiful one and many have said that in many ways it reflects the Kilmon soul.

Safity, unscrupulous merchants have exported safer bears to other environments and some can be found on private hunting preserves. These animals tend to be misenable and more prome to recklesness than their (20 inoS counteparts. Though they are undeniably masters of their domain, there is some element missing from other environs which safer bears pick up on and react to. There is a famous modern Kingo opera in which a varrior rescues a safer bear against great odds from such a preserve.

WOUND LEVELS: 4

SHLLS: ATHLETICS (JUMP) + 3, STEALTH + 5, SURVIVAL + 6, UNARMED COMBAT + 4

SPECIAL ADILITES: CAMOUR ABE, EXTRADROMARY SENSE (EDOLLOCATION), Ryyng, Invulneradle (Sandbat Todon), Natural Weapons (Fangs 104-9), Specia (fynng, Itom (Naketion, Okset: 106 Rounde, Pot. ±0, UAB. ±0, Therit ±0, Effecti -1 Vit, 1 State, 2nd Effect: None) Th Foundation: 5 do

DESCRIPTION

ENVIRONMENT: Sind bats are noclumal prediators indigenous to the technically active crystal elsers of your of Manark IV. These strange little creatures are relatively low on the food chain and, to protect themselves, heye have adapted a unique protective routine. Specifically, sand has produce a neurotoxin that, when exposed to air, becomes sticky like a kind of glue. After hunting, the sand bat lifes its wings and groups nised? to coreits body and head in this sticky toxin, which hardens into a rock-like bell. The net effect is that, by the end of the process, the flock appears as a collection of small rocks living on the ground.

When they hunt, the sand bat's normal prey consists of small, hopping insects and lizard-like creatures. They only attack larger prey if disturbed. Their poisonous bite injects a paralytic neurotoxin capable of causing nausea and numbness in humanoids, though it is arrely fatal. Unfortunately, these animals attack in groups, the initial attack by one bat alering the rest of the swarm to danger.

BEHAVIOR: Sand bats spend the day sleeping in whatever shade they can find, coming out at night to hunt. Then, they are

R SAND BATS

Appearing to the untrained eye as small rocks when nesting, sand bats can quickly uncurl themselves into a snarling mass of teeth and wings with vulpine features.

CREATURE STATISTICS

2185+8

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CREATURES

distinguished by impressive leaps followed by long glides as they search for food or possible nesting sites for next day's rest.

Their most impressive behavior occurs during the mainte period in the rainy season. Then, sowarns of the bast awaken at survise and surveit and rise into the air in great clouds that refract and shine as they perform a complicated mating dance. The 'winnes' of the dance entrage themeshes in a jumble of wings and lega and plummet towards the ground. Often, the impact sturs the mating pair and they lay there, semi-conscious, for several hours. This is when exobiologists have been able to safely collect specimens for study.

The mating rituals are of note because, removed from their native desert environment into a more water-ich one, sand bats become prolific. A typical pol of 100 sand bats can double their population in as little as three days if left without natural predation or the rigors of desert like. Fortunately, water can also be anathema to sand bats, as too much water will overwheim their desert-evolved system and drown them.

ENCOUNTERS

Sand bats are native to most of the desens on Munark V: though they could be encountered elsewhere in the galaxy. An enterprising ferengi merchant mitotok some stumod bats for unusal crystals and tried to sell them offworld. Once the bats awakened, the stantic customers simply discarded them. The bats proved to be effective prediators in a number of environments and an ecological danger before Federation officials helped solve the situation. Starfiert Medical believes the sand bat's paralytic neurotoxin could be synthesized into a local anesthetic, and plans to send an ecobiology temportune to collect live percliment.



An animal analogous to the Terran horse and used for many of the same purposes throughout Mitigon bhitory, the sark has a decidedly canine appearance. Noted differences are the three toes on the sark's leet, the elongaged snoat, and scaled plates that cover the sark's head, shoulders and sides (which are used primarly in heat regulation. Also, unlike Terran horse; the sark possesses sharp teeth used in tearing apart meat, which they au irregularly.

CREATURE STATISTICS

FORM: ANIMAL DIET: OMNIVORE FEEDING HABITS: GRAZER SIZE: LABSE (2.7 M TALL) ATTRIBUTES: STR 10 (+2), INT 1 (-3), AGL 4 (±0), VIT 8 (+1), PRE 0 (-8), PER 3 (-1)

2.001

INCOME: N

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REACTIONS: QUIK +1, SAVV -1, STAM +3, WILL +1

MOVEMENT: 9 M/80 M/15 KM; RUNNING 30 KM/HR

LIFTING/CARRYING CAPACITY: 200 KG MAX (20 KG ORAL)/50 KG LIGHT DEFENSE: 7

HEALTH: 10

WOUND LEVELS: 8 (2 LEVELS HEALTHY)

SIGLLS: ATHLETICS (JUMP, RUN) + 2, OBSERVE + 2, SURVIVAL + 8, UNARMED COMBAT: NATURAL WEAPONS + 3

SPECIAL ADILITIES: ABMOR (SCALED PLATES, DEFLECTS 5 DAMAGE), FERDIDIOUS (NEFENSE), NATURAL WEAPON (HOOVES 200 + 2, TEETH 100 + 2), SPEED (RUMANING) TIN EDIWALENT: 5

Description

ENVIRONMENT: It is not known precisely where the sark originated—kingon legends claim they sprang full-formed from the blood of a slain god. Wherever Klingons traveled, however, they did so on the back of sark, seemingh bref or conflict, the sark thrived across Qo'noS, from its plains to its volcanic mountains, and, often, even beyond. Sark can be found wherever Klingons have colonized, usually in the stables of vestility House lords and farmers.

Its three-toed feet are best suited for mountain riding and they are more sure-footed than most quadrupeds. They make terrible swimmers though, as the plates on their upper torso tend to unbalance the sark.

BELANDOR: In both song and verse, sarks have been used as metaphors for the Kilingon soul. The sark is primarily a grazer, feeding on anything it can find rokeg, tika rocks, gad)—but are as capable of consuming meat. Unlike the typical grazer, sark are anything but slow mowing or passive: like all wildlife on Qo'nos, the sark must be able to contend with the barsh environment.

Left to their own devices, they are aggressive, short-tempered, and tenacious, particularly when guarding their herd and territory. In captivity, Klingnos found that there is no process of true "domestication" with sarks. Either a sark allows a rider or it work. Once a sark has bonded itself to a diret hough, they make a ternidable pair. Klingon and sark act as one, terrible to see in war and nearly unstopable on the battlefield. The two remain together unstopable to ask or its rider makes the journey to Silvi-V-&c. It order to idetermine whether a sark bonds in a characwidth the TK equal to the character's Presence. Stories of the horn KarCha and his faithful sark Tagras are poordar among Klingon childen.

Sarks used as beasts of burden typically come from among those who are either too old to fight or who have been exiled from the herd for one reason or another.

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ENCOUNTERS

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Unfortunately for most, the closest they will ever come to riding a sark is inside a holosuite. Real sarks. however, can be found on most Klingon colony worlds. and, of course, on Qo'noS itself. There, though their numbers are lower than in antiquity, they are still treated with respect and used in impressive races and battle contests taking place throughout the year. The largest of these spectacles is Qui'nos, the Festival of 3toes, which takes place on Muraka VII. There, the finest of the sark breed are displayed and raced on a six-day endurance run across a number of terrains. The winners and their riders are then pitted in several gladiatorial contests for a second six days punctuated by extravagant celebrations. Finally, visitors might see a Klingon lord surveying his lands or hunting from the back of his sark or stumble on a herd while camping on the Klingon homeworld.



Although it has been described as "a teddy bear with six inch fangs," the Vulcan sublet most closely recembles a bear-sized tup to 2.5 meters long, and 350 kilograms lamh bobcat. Beisdes the fangs (which do draw the attention of onloakers), the sehila's most distinctive features are its delicate, tutile ears, sehilat the word is both singular and plural) usually run on all four logs, although they can stard upright or sit back on their humches if need be—usually to reach food. usually in a disputed or medical charged tamp and lent instalar against the bright hoat and stark colds of the Vulcan high desert.

CREATURE STATISTICS

FORM: ANIMAL DIFT: OMNIVOROUS FEEDING HABITS: CHASER SIZE: MEDIUM (2M LONG) ATTRIBUTES: STR 11 (+2), INT 8 (±0), AGL 12 (+3), WT 13 (+3), PRE 8 (+1), PER 12 (+3) REACTIONS: QUIK + 5, SAVV + 1, STAM + 8, WILL + 7 MOVEMENT: 10 LIFTINE/CARRYING CAPACITY: 220 KB DEFENSE: 10M/BDM/19KM HEALTH: 15 WOUND LEVELS: 5 SXILLS: ATHLETICS (JUMP) +3, CLAWS +5, FANGS +4, OBSERVE (LISTEN) + 5, STEALTH + 2, SURVIVAL (DESERT) + 4 SPECIAL ABILITIES: CAMOUFLAGE, EVASION, FEROCIOUS (PROTECTING MATES OR FAVORED VULCANS). MULTIPLE ATTACKS 2 (CLAW-CLAW-RITE) NATURAL

WEAPONS (CLAWS, 208 + 4; FANGS, 306 + 4), SKULL FOCUS (KEEN

HEARING, KEEN SMELL). TN EDWWALENT: 10

DESCRIPTION

Gray-to-gold furred quadruped with long fangs; 1-2.5 meters long, 70-350 kg mass.

ENVIRONMENT Selful are native to the scrub mountains and hardy forests of Valcarks temperature zones, but have adapted to life in all hat the hanhest of Valcark's mogical descris. Selful argues are tough and malleable, able to expand to support the beast on shifting sands, but also capable of numing over sharp volcanic rocks without being sliced up. Selful eyes posess the inclutions; to make the most of the thin the forms on Valcars, solidar eass are keener higher life forms on Valcars, solidar eass are keener

BEHAVIOR: Sehlat are omnivorous, using their claws and fangs to uproot cir-cen cacti or to chew through tough gespar rind more often than to fight off foes or bring down living prey. In the wild, sehlat prefer to dig burrowing mammals out of their warrens and feast on the trapped beasts rather than the hot, tiring work of hunting more elusive game. However, the vast majority of sehlat on Vulcan are domesticated pets. and live on prepared nutrients or vegetables with no discomfort or ill health. Both domestically and in the wild, sehlat live in packs but often hunt individually: sehlat mate for life, which usually lasts 70 or so years. Primitive Vulcans trained and bred the sehlat as guard animals and coursing hunters; even on modern Vulcan, sehlat of those old lines (usually attached to equally old Vulcan families) combine fierce loyalty and sharp hunting skills found in few creatures on or - off the planet.

ENCOUNTERS

An episode involving a sehlat is likely to use it as narrative color, to establish the personality of its Vulcan master, Sehlat and their owners often share a certain empathic link, even more so than Earth pets and their owners. (True psionic abilities, however, are rare in sehlat.) Unlike modern Vulcans, sehlat do not abide by codes of logic and emotional restraint; a careful observer may notice a sehlat displaying emotions its master would prefer to hide. If the seblat is the prime mover of an episode, it can play a role analogous to the faithful dog in any number of tales from Old Yeller to Lassie to Call of the Wild. A threat to a beloved sehlat (either a kidnapping for ransom, harm during an intrusion, or theft for breeding purposes) might cause Vulcan characters to examine assumptions about logic and emotion that often break down in pet owners.



Skin frogs appear as small, elongated creatures with short front logs, longer back legs, splayed feet, and wide, triangular heads. They lack eyes, instead relying on their ability to detect heat to navigate their environment, and their mouths consist of a ring of sharp teeth under their heads, In their natural habitat they are faint, sickly green in color with a mottling of brown and pink.

CREATURE STATISTICS

FORM- ANIMAL DIET: CARNIVORE FEEDING HARITS: PARASITE STP TINY (8 CM LONG) ATTRIBUTES: STR 1 (-3), INT 2 (-2), AGL 5 (±0), VIT 4 (±0), PRE 0 (-8), PER 2 (--2) REACTIONS: DUIK ± 0. SAVY -2. STAM ± 0. WILL -3 MOVEMENT: 30 CM/2 M/250 M LIFTING/CARRYING CAPACITY: N/A **DEFENSE: 7** HEALTH: 1 WHIND LEVELS: 2 LEVELS SHILLS: ATHLETICS (CLIMB, JUMP, RUN, SWIM) +7, STEALTH + R, SURVIVAL +8. INVARMED COMBAT: NATURAL WEAPONS +2 SPECIAL ABILITIES: CHAMELEON (+ 3 STEALTH (HIDE, SNEAK)), DRAIN (PERSPIRATION, -1 FATIGUE), EXTRAORDINARY SENSE (INFRARED SENSE), NATURAL WEAPONS (MOUTH 108) TN EDUIVALENT: 10

DESCRIPTION

EINTROMMENT: First discovered on the planet Minos, the skin fog is an unusual beast. It lives in swamps and the forests, clinging to trees and vines or swimming through the water. They use their ability to seeme heat sources to orient themselves relative to the sun, climbing upwards to find a suitable location. Skin frogs often select trees with thinner back as their home, because their skin can better match the barks texture. They prefer warmer, more hundi regions.

Betwarden Skin frogs are parasites. They hing the limbs or visces of faid on the surface of water, waiting for victims to pass, then either dop down or club their pres, They ruickbed in it on acth the body's dire color, making them difficult to detect. The skin frog for a falling lead. Once the skin frog makes contact, it begins to feed by absoluting the matters the host body expels as perspiration. In other words, it lives off the nutrients and minerals produced by physical activity.

The skin frog absorbs perspiration through its skin, in some animals, this cause veskedness and fatigue, as the skin frog absorbs nutrients more quickly than the body can actually puth them out. When the skin frog body can actually puth them out. When the skin frog assumes that though the syntheed from fatigue level. Thus, even while engaging in relaxed activities, the target loses fatigue levels and suffers from the associated penalties. A character could collapse from actual level of activity, skin frogs are performed for actual level of activity, skin frogs are performed by and prefer to signen off functions the creature attacks with its wide, circular month.

CORRECT:

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ENCOUNTERS

Because Minosian civilization was destroyed by its own automated weapons systems, fore people have vizited the planet, and the skin fog has remained undisiced the planet, and the skin fog has remained undiscovered. Taveleyes to the planet, particularly the wamps and jungles, could inadvertently carry these could lead doctor. Their ability to held in with their's fatigue could lead doctor to suspect some kind of all endisease. Additionally, the skin forg makes a unique kind of weapon useful to rogues and assume -ome that incapacitates its target without the use of easily detectible drugs. It may be possible that the kindmain themasheses marketed skin forgs to off-world traders for this very purpose.

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Smog wasps have cylindrical segmented bodies, multiple legs (smog wasps have two sets, both below the waist), a triangular head, feelers, and translucent wings. They range between ash gray and black in color.

CREATURE STATISTICS

FORM: ANIMAL

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DIET: MINERALS (CARBON MONOXIDE) FFEDING HARITS: FILTER STTF: SMALL (1 METER LONG) ATTRIBUTES: STR 2 (-2), INT 0 (-8), AGL 5 (±0), VIT 2 (-2), PRE 1 (-3), PER 2 (-2) REACTIONS: DUIK ± 0. SAW -2. STAM -1. WILL -3 MOVEMENT: 8 M/40 M/10 KM LIFTINE/CARRYING CAPACITY: 40 KS MAX (4 KS ORAL)/10 KS LIGHT DEFENSE: 7 HEALTH: 1 WOUND LEVELS: & LEVELS SKILLS: ATHLETICS (CLIMB, JUMP, RUN, SWIM) + 2, STEALTH + 1, SURVIVAL +3. IINARMED COMPAT: NATURAL WEAPONS +1 SPECIAL ABILITIES: ABSORPTION (TOXIN), FLYING, INVILNERABLE (TOXIN), NATURAL WEAPON (WINGS, DAMAGE 208-2) TN FILIVALENT'S

DESCRIPTION

Originally found on Gideon, these creatures have since spread to several other workfich. The creatures spend most of their time flying aboat, lillering the air through their bodies to feed on politication. They aboat carbon monoside from the *air*, and smog ways are useful on heavity populiated and industrialized workfich. The creatures are so well suited for this task that some researchers support they were genetically designed to ensurchers support they were genetically designed to On tran occusions, simg ways heccure discovered and fail to ground level; these can become diagrouss to humanoids in their confused state. They attack by buffeting vicinities with their wings:



An ebon-colored beetle known for its unusual song and usefulness as a pollinator, spawn beetles possess an iridescent shell and barbed legs. The legs are hollow and used to produce an unusual chirping that has a profound effect on other species.

CREATURE STATISTICS

| IENE: ANIMAL |
|--|
| ET: CARNIVORE |
| EDING HABITS: POUNCER |
| ZE TINY (10 CM LONG) |
| TRIBUTES: STR 1 (-3), INT 1 (-3), AGL 5 (±0), VIT 0 (-8), PRE 10 (+2), |
| PER 4 (±0) |
| ACTIONS: QUIK +3, SAVV +2, STAM -8, WILL -4 |
| OVEMENT: 30 CM/2 N/250 N; FLYING 375 M/HR |
| FTIME/CARRYING CAPACITY: 20 KG MAX (2 KG ORAL)/5 KG LIGHT |
| FENSE 7 |
| EALTH: 1 |
| RUND LEVELS: 2 |
| OLLS: ATHLETICS (BUN) +1, INFLUENCE + 8, STEALTH + 5, SURVIVAL + 8, |
| UNARMED COMBAT (NATURAL WEAPON) +4 |
| PECIAL ABILITIES: BURROWING (EARTH), EXTRAORDINARY SENSE |
| (CHEMORECEPTION), FLYING, LURE (X8), NATURAL WEAPON (PINCERS |
| 108-4) |
| I EQUIVALENT: 10 (SWARM) |

DESCRIPTION

Environment: Spann beelles originate in the temperate plains of ku on the planet of Rilka in the Detal Quadrant. There, warms of the creatures can be heard singing at inght. Juring per to them. They became known as the plath or death singers in the local tomge. In their years, after the inhabitants of population, these singing inacts were deliberately used as entertainment, as their night song had the effect of simulating certain emotional responses in all humanoids.

BEHAVIOR: Spawn beetles tend to be most active in a temperate climate at night. There, they move as a unit, searching for food to devour. The swarm spreads out over a small area and begins to "sing" by forcing air through specialized tubes in their legs. This singing activates sections of the lateral hypothalamus (or related equivalent in other species)-that section of the brain that deals with pleasure. Affected animals (and humanoids are affected as well) are attracted by this lure and approach the area. Once in range the swarm envelops its victim and feeds. Once feeding begins the lure effect halts immediately and stronger animals have been known to pull free with relatively little damage. Weaker or younger quarry have much more difficulty, however, and are usually overwhelmed by the feeding frenzy.

Interestingly, this "pleasure lure" is not reproducible. People listening to recordings of spawn beetles song find it interesting but don't feel the intense pleasure and overwhelming need to find the source of the sound that most victims report. This has led some scientists to conclude that sound is only a part of the

lure. Because of the effect the beetles have on humanoids, they are sometimes kept as pets by the elite of Rilka and often offered as gifts between prospective lovers.

During the wintertime, the spawn beetles die off, leaving eggs in the ground to hatch later in the year. Their mineral-rich corposes form rich fodder for both the eggs and local plant-life and the places where swarms die in the winter become exceptionally fruitful in the springtme.

ENCOUNTERS

As superb pollinators and "gardrenes" their constant eating of deal vegetation is healthy for plants, the inhabitants of RIIa have exported spawn bettles to a number of planets in the Delak Quadrant. Some cultures snack upon them as a delicacy. A few infamous "pleasure" planets have found unique ways to use spawn beetles to entertain guests with their song. Some of he less savoy of these establishments have used the same beetle song to lure customers to an unitmely death. Finally, as these beetles have proven to be popular gifts among the upper class, they are ofine sold by unscrupulous mechanics, who neglect to mention to their customers the more embarransing side-effects of the beetle's song.



With half-meter long logs and mottled stone-colored skin, this allicate spidler presents a horitic appearance. This creature lacks a discernable face, deoid of apparent eyes or mandibles. Its gaping mouth ringed by sharp teeth is located on its underhely; when the falarian hook spidler rears up, it looks like an uparised pain with a gapathing, gaping hole in its center. The front two of its eight legs consist of two hooked claxes, which it uses to gap onto prepre-

CREATURE CHARTENES RATE MARIES, MANNER MAT, BARROS, MANNER SER, UTTE COD MUNIS SER, UTTE COD MUNIS SER, UTTE COD MUNIS REGISTRE URC - 2004 - 2004 SERCITE (STR - 2004 - 2004 - 51

+7, UNARMED COMBAT (NATURAL WEAPON) +2

SPECIAL ADILITIES: ABSORPTION (HEAT), CORBOSION (ONSET: 108 DAYS, POT. +1, 208, NETAS AND PLASTICS), JORAN (HEAL, DAWAS 1 VIT.), Invinciasadiau) (Taes), Invinciasadiau) (Yorokosyose Correspondences Bons), Minema Body, Natura, Weapons (nook claws 100–3), Trap-Boulding (Netbons) Bounda (Netbons)

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IN EQUIVALENT: 1

DESCRIPTION

ENVIRONMENT: Found on Talaria TX, these bizare silicate creatures originate among the lava vents of Knut, formed by the nearby Monlynne volcano. An ingenious method of heat regulators and the ability to drain heat from others allows the spider to acclimate to less suitable for allicates climates. While they prefer, in general, volcanic territory, they have adapted reasonabily well to urban file. The lads of natural predators combined with the abandance of heat in technocanie environments. They infest but discs, deforplasma conduits, and fusion reactor plants making them a danger in technologically advanced societies.

Hook spiders cannot survive in any kind of cold environment and even a mild winter can devastate any non-volcanic population.

BEHAVIOR: Talarian hook spiders are thermovores—they derive much of their energy requirements by absorbing heat. In volcanic temperatures they are quite active, on par with other arachnids. In climates more conducive to carbon life, however, they tend to be more sluggish unless startled.

Other than heat, hook spider require certain trace minerals to survive. Generally, in urban environments, this comes from insects that they catch in fine crystalline mesh webs. Unlike that of other anachnids, this webbing is not strong, designed more to collapse around the insect and trap it temporarily. The hook spider then uses its large, curved claws to drag the col-

lapsed web towards itself and methodically devour both the web and its contents,

Typically, hook spiders keep to themselves. If startled or disturbed, by a suddenly opened access panel, for example, the spiders retreat to a dark corner or deeper into electrical circuity. But if cornered, they usually attack with their hooks and stinging bite.

ENCOUNTERS

Beyond the lava vents of their homeworld, Talarian hook spiders are sometimes encountered in Jeffries tubes, behind access panels, or in cramped conduits, where they nest near sources of heat.

The hook spider's webbing tends to disrupt delicate isolinear technology found near their heat sources. This typically appears as a series of random glitchea and power interruptions, as the hook spiders webbing cortods circuitry over the course of 1d6 days. Given enough time and energy, both of which may be plentiful in a starking environment, the hook spider's webbing inversibility meths and fases with isolinear circuitry, mandating its immediate replacement.

DESCRIPTION

Despite their high-strung behavior and jussy tendencies. Tanchee cats are the favored pets of the Nechisti Order of monks on Nechani. Tarchee cats are psychically sensitive, able to sense

TARCHEE CAT

Though undeniably feline, these furless, heavily wrinkled cats have a significantly sharper, more angular face and larger eyes than a Terran cat.

CREATURE STATISTICS

FORM: ANIMAL **DIFT: CARNIVORE** FEEDING HABITS: POUNCER SIZE: SMALL (1.8 M LONG) ATTRIBUTES: STR 1 (-3), INT 1 (-3), AGL 5 (±0), WT 0 (-8), PRE 0 (-8), PER 4 (±0) REACTIONS: QUIK + 3, SAVV ± 0, STAM -3, WILL -4 MOVEMENT: 2 M/20 M/5 KM LIFTING/CARRYING CAPACITY: 20 KG MAX (2 KG ORAL)/5 KG LIGHT DEFENSE: 7 HEALTH 1 WOUND LEVELS: 4 SKILLS: ATHLETICS (JUMP) +3, STEALTH +5, SURVIVAL +8, UNARMED COMBAT: NATURAL WEAPONS +4 SPECIAL ABILITIES: EXTRAORDINARY SENSE (PSIONIC SENSITIVITY). NATURAL WEAPONS (CLAWS 108-3) TN EQUIVALENT: 5

the presence of the paranormal, such as supernatural entities like the Ancestral Spirits of Nechisti or the use of psionic powers. The cash display a range of reactions in these circumstances, from becoming agitated or attracted to staring wide-eyed at apparent nothingness.

Though most commonly found in the company of Nechisti monks, Tarchee cats have been known to turn up among places strong in psychic or other unusual 'energies. The monks ôf Nechani claim this ability can be used to find places of spiritual power.



Targs are one of the most well-known animals originating from the Klingon homeworld of Qo'noS. These porcine creatures have thick, bristly hides with spikes jutting from their back along their spines. A pair of wicked tusks jut out from their snouts, vaguely reminiscent of a Teran boar.

CREATURE STATISTICS

FIDINE ANNAUL DIET: GAMANUDE Status Gautiti: Gatherer Stat: Meindun (15 m Long) Atthebutel: Str & (± 0), (mt 1 (-3), Agl. 1 (-3), VIT 4 (± 0), PRE 0 (-6), PER 3 (-1)

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DESCRIPTION

Environment Targs prefer to like in a cooler, dayer climate commonly found on Qo'noS' mountain ranges, though Klingons have introduced them to many other environments as well. Herds of targ scamper among rocky outcroppings and high slopes much like farth's mountain goats. Primarily fiels netters, they root around for insects and small rodents but can stomach eating vegetation if necessary.

To the Klington, these nasty creatures serve many purpose, from meal to pet to gazdina. Heat of a targ is a traditional Klington disk, other consumed at important events such as the Klington Day of Honor. Most Klington weddings have at least one targ sacrifice planned before the wedding least, more if the party is large. Tallow made from targ shoulders is used in fashioning proper var Hama candles.

Belavance. Targs are best known as vicious and illutempored animals. They comgester in small bestand migrate annually between favored feeding grounds, which they defend viciously against intruders. When rooting for food targ herds have been known to upprot trees in their endbussen. They frequently shapen their tasks on rocks, and deep gashes, in stone are a sure sign a herd has passed by. If they are disturbed, they prefer to defend thermshow and animals targs do not give up easily, no matter the size of their economer, and

many Klingon hunters have been gored by a charging targ.

ENCOUNTERS

The targ can be found wherever Klingons go. On board their standpins, ratg herds provide freshly stuggtered nourishment (and several cargo holds are typically used as cornsols. On Klingon colony worlds, targ herding is a common profession and wild targs are introduced to the environment to provide hunters with game. Move tradition-minded Klingon commanders use targs as watch animals, often forming targ patrols consisting of a single animal and two handless. Apparently, among Klingon, the targ's destructive antics are perfect for growing warriors and many young Klingon keep targs a perfs.

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On Qo'no5, targ hunting is a favored pastime. Visitors to the Klingon homeworld can participate in one of these hunts, though engaging the services of a qualified guide is recommended. Similarly, campers traveling to the mountains may encounter a herd of targ, and are advised to move on.

One enterprising Ferengi merchant attempted to keep a herd of arcs on band his silv to sell to Klingon deep-space scouts. Unfortunately, he had little experience dealing with the animals and a number of them escaped their pen and ran rampant along the ship's conducts. Several days later, a klingon cruiser came klingons rescued the thoroughly embarrased Ferengi and nosi the merchandise of this hands. The Ferengi's story became the inspiration for the 'Ballad of the 4loded ferengi drinking song.

TARGHEE MOONBEAST

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Targhee monoheasts are known for possessing twodistinct forms. The first is a short-snotted, furred marsupial-like creature with wide monohile eyes and graving hands. The second form, which occurs durte certain conjunctions of the Targhee moons, is that of a long targhee face with vicious teeth, claved hands, and slitted silver-colored eyes.

> CREATURE STATISTICS FORM: ANIMAL DIC: HERBIVORE/CARNIVORE FEEDING HARTS: GATHERER/CHASER (FULL MOON DNY)

SIZE: SMALL (1.75 N LONG) Alternative Stra 5 (±0), INT 1 (-3), ASL 5 (±0), VIT 0 (-6), PRE 1 (-3), PER 4 (±0) Reactions: QUIX + 2, SAVY ±0, STAM + 3, WILL + 1 MOVEMENT: 3 M/20 M/5 KM; RUNNING 10 KM/HR Lifting/carrying capacity: 100 kg max (10 kg oral)/25 kg light

DEFENSE: 7 HEALTH: 1

WILLING LEVELS: 4

SKILLS: ATHLETICS (CLIMB) +2, DBSERVE +3, STEALTH +1, SURVIVAL +7, UNARMED COMPAT: NATURAL WEAPONS +2

SPECIAL ABILITIES: EXTRA FORM (MIMICEY, LIMITED TO ONE FORM), Extraordinary Sense (Ultraviolet Vision)", fericious (Moon Form)", Natural Weapons (CLAWS 200, Fangs 200)", speed (Ruinning)"

* ALL OF THE MOONBEAST'S SPECIAL ABILITIES REFER TO ITS 'MOON FORM' ONLY. TN EQUIVALENT: 10 (4)

DESCRIPTION

ENVIRONMENT: Originating on Targhest IV, esobiologists believe these creatures to be the result of genetic experimentation intended to remake beasts from Targhee legend. Although the true origins of these animals are lost to history, the moonbeasts form a vital part of the Targhest ecosystem.

Monobeasts prefer to live in a tropical environment, though a subspecies is known to exist in temperate climes. They are equally at home on the ground and in trees. Monobeasts make common prey for some of the larger animals in Targhest's jungles, notably the Targhes cheetable. In "moon form," however, these creatures play a pixotal role in keeping down the population of jungle predators.

BELWAYON: The Targhee moorbeasts behavior is tied closely with the cycle of Targhest's three moons. Throughout the year, moonbeasts are diurnal gatheren. Because they spend time and energy searching for and consuming particular nuts and roots, they migrate in small packs. Moonbeasts are not especially territorial and they keep to themselves, preferring to take flight in tall trees. When the Targhest IV's moons begin moving into alignment (which occurs twice a year), their behavior changes. First, the sleeping habits of the moonbeast shift gadually from daytime atchivity to nocturnal. Next, their feeding habits change from hethivicous to carnivorous and they become more aggressive. During the three-day alignment of the planest moons, the moorbeast actually shifts is form and it is at this stage that hay are at their most dargrooss.

In full "moon form," the small pack hunts together, working to bring down larger prey. They develop the ability to see into the ultraviolet spectrum, allowing

them to hunt effectively at night. Because they consume more energy-rich sources of protein, they have the capacity to chase down their prey and they don't give up easily. They hunt anything that strays into their path, in particular their favorite food—the Tambee cheetah.

Finally, during this period, in order to coordinate their activities they possess a sophisticated form of communication. The famous braying of the Targhee moonbeast can be heard for miles and most humanoids find the sound eerie and unnerving.

ENCOUNTERS

The Targhee moonbasst is most often encountered in the jungles of Targheet IV. Statist to the region are a popular tourist attraction. Occasionally, a pack of moonbasst descends upon a neighboring settlement while in moon form, nequiring hunters to put theme down. The worst incident involving these creatures took place when an escape pod created into the jungle during a lunar alignment; no survivors were located.

Because of the fascination with the monoheast's polymorphic form, several have been solipped of the a number of zoos on those planets where such entertainments are enjoyed. Outside of their natural habitat, however, monoheasts exhibit none of their shapechanging tendencies and end up living a greatly abbreviated lites/bec. There are exceptions to this, though—under certain gravitic conditions, the moonbeast's unusual polycial condition may assert itself.



Very similar to the extinct European vulture of Earth, the Tarkalean condor has drab plumage, a long, thin neck, a cruelly-hooked beak, and an enormous wingspan (better than 4 meters). Its body, by contrast, is small (1 meter long), plump, and stocky, with two ungainly but strong double-pionted hind legs that emerge from the condor's back and fold up on the side in flight. Individual condors may have colorful wattles or crowns of loose skin resting off center on their nearly-bald heads. Only in flight does the Tarkalean condor appear graceful.

CREATURE STATISTICS

FORM: ANIMAL

UNET: MEAT, ESGS, AND CABRION Freinig Hantis: Pouncery Scavenger Size: Meduum (Am Winisspan) Size: Meduum (Am Winisspan)

(±0), PER 8 (+1) REACTIONS: QUIX +1, SAW +1, STAM +4, WILL-1 Movement: Rying 200/1400/33km Lifting/carrying compatibility: 140 kg Defense: 8

HEALTH: 8

WOUND LEVELS: 5

SOLLS: ATHLETICS (FLY) + 4, STEALTH + 1, SUBWINAL (MOUNTAINS) + 3, BEAK + 2 Special Abilities: Flying, Natural Weapons (Beak, 106 + 3) Th routvalent: 5

DESCRIPTION

ENVIRONMENT: Native to the mountainous valleys of Tarkales, the Tarkalean condor prefers catching updrafts of warm air as they tear through the ravines and past the cliffs of that young workd. Tarkalean is stul undergoing major tectonic, solcanic, and geologic changes: its mountainides are cargo, steep, and shurp. Tarkalean mosses, lichens, lerns, and furzes posses astanishing nuritive value, and support a seemingly impossible animal-heavy ecology wherever they grow. Akain line has evolved fait anded or other life bird satilogs known to surveys—wandhologists theorite that only in the normall-preventions air is there enough evolutionary competition and pressure to force rapid change and apecies development.

BetANOR: In this environment, the Tarkalean condor survives on size, fring ability, and meanness, Tarkalean condors will glady eat the eggs of other birds, and even the young hatchillings if they can. More usually, they dine on carrion from other birds' fills, or on Tarkalean sheep iatcallard y aind of feathered tapic) that fall off the mountainside during storms or cyclones. With the great fill of their vings, even while gliding Tarkalean condors can stay aloft longer than most birds; this less them take the advantage in contests over fresh corpses or prime nesting spots. They primarily strike with ther beaks, using their talons to place and balance particularly choice carrion on their backs.

ENCOUNTERS

Tarkalean conders are large, stupid, and aggressive enough to pour potential problems for sincrat oppening in the Tarkalean skies, Shapeshifters wanning a strong, powerful life might consider this as a form, if they don't mind looking bad. A Tarkalean condor might also pick up some shim, but vial, object for is nexrequiring either difficult mountaineering famil tectorically unstable cargo is vver tricky prinorit transporter work to get to a peak-top next and retrieve the difficiult moder formation to the difficult mountaineering and a strong moder of the difficult mountaineering and the difficult mountaineering strong and the difficult mountaineering and the difficult mountaineering strong and the difficult mountaineering and a strong and strong and the strong and the strong and the strong and strong and the strong and the strong and the strong and strong and strong and and strong and strong

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Uncannily resembling an Earth hawk, the Tarkalean hawk shares the characteristic swept wings, paler "hood" of feathers, independent eyes, cruel talons, and brownish plumage of its Terran analog. Around half a meter in length and wingspan and 3 kilograms in mass, the Tarkalean hawk is a compact, but deadly, raptor.

CREATURE STATISTICS

FIRM ANMAL DIET: SMALL ANIMALS FEEDING HARITS: POUNCER STE LITTLE (SM LONG) ATTRIBUTES: STR 2 (-2), INT 3 (-1), AGL 10 (+2), VIT 3 (-1), PRE 2 (-2), PER 9 (+1) REACTIONS: DUIK + 5, SAW + 1, STAM -1, WILL -1 MOVEMENT: FLYING 35M/220M/BBKM LIFTING/CARRYING CAPACITY 4 KG DEFENSE: 9 HEALTH: 1 WOUND LEVELS 3 SOLLS: ATHLETICS (FLY) +2, OBSERVE (SPOT) +5, STEALTH +4, SURVIVAL (PLAINS) + 2. TALONS + 4SPECIAL ABUTTES: FLYING, NATURAL WEAPONS (TALONS, 108 + 2), SXULL FOCUS (KEEN SIGHT) TN FOUNALENT S

DESCRIPTION

Brownish avian raptor; .5 m long, 3 kg mass.

ENNERNMENT: Native to the avian paradise of Tarialea, the Tarialean havis is a lacewise of anisotrasis, hunters, and bird fanciers on many surrounding worlds, Tarialean havis must be raised from infancy, on a given planet to adjust to air pressure, trace atmospheric elements, magnetic field differences, and so forth, or else they will go off their feed and languish. Hence, a luccute market in smuggline, gags and fledgling off Tarialea draws Orions, Ferengi, and other species eager to "spread galactic tibiothesist"). and earn a nice payday doing it. Basically an efficient predator, the Tarkalean hawk often adapts too well to new worlds, killing valuable biopesticidal shrews or earth-turning "nitrate voles" on agricultural planets.

Bestavorine, Like Earth hawks, the Tarkalean hawk hovers high over the ground seeking a small, moving target and then dives on it at ferorcious speed, swatching the prw, up in its talons and returning to its peech to consume it. Tarkalean hawks mate only during mating season, and do not prefer any given mate the next vaca. Combined with their wide potential range, this leads most ubapecies of Tarkalean hawk to interbreed, reducing the risk of genetic drift or overspecialization. This also means that owners who wart happy Tarkalean hawks in their mews need to obtain at least a docen of each sex.

ENCOUNTERS

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Although wild Tarkalean hawks pose little or no realistic threat to any landing party is its not impossible for a deranged trainer to teach Tarkalean hawks to attack Humans tor Andorians, or Romalians, or whiteevert. Such attacks would have to involve poison spurs on the hawk's talons, shrinking the teaper down to the size of a att which would also avoid the need for taining, or some other means of evening the odds between a 3 kilogram bird and a 80 kilogram humanoid. Concelentious Startlere envolution any of dozen of work's removing them will possibly offend local dignataries as well as killing the bird in question thy now killy accumated to its incorrect planet—leving them alone might do untold damage to the work's ecosystem.

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. TARKASSIAN RAZORBEAST

The body of this lithe predator resembles a very large is need rough Tarhwolvenier, covered in glowy brown far, However, like much of the mammalian lite on Tarkas IX, the razofteast has large, ballies wings iaround a 5 meter spani jost behind its shoulders, secured with a neomous knot of supercharger murcle the "second heart" and capped with biomholis. for earta aeration, Khouwinged higher lite forms on Tarkas IX are becapoidal, with six limbo; bis sungs are meable spin-tarked from the customer's spini aloruum and perestanal horse. New with relatively light bones and its long cardingtons tail and "sterral keep" providing subbilization, this 500 kilogram creature can not actually fly, but rather longs into a long glike.

CREATURE STATISTICS

FORM: ANIMAL DIET: FISH AND SMALL ANIMALS

FLEDING HABITE: POUNCER

SIZE: LARGE

ATTRIBUTES: STR 15 (+4), INT 3 (-1), AGL 8 (+1), VIT 9 (+1), PRE 10 (+2), PER 7 (±0) BEACTIONS DUIK +4. SAVY ±0. STAM +4. WILL ±0

NOVEMENT: 2000/13000/39KM (RUMUNIS), 100/3600/18KM (GUDING) Liftne;/carryng capacity: 300 kg defense: 8 Health: 13 Wound Lefell: 6 (2 Levels Healthy)

SOLIE: ATHEFICS (JUMP) +8, CLAWS +3, OBSERVE (SPOT) +3, STEALTH +4, Surinval (Mountains) +3, Wing Slash +4 (Males Only) Special Anuter: Fedicidus (Portecting Coes, During Matting Session), Flying, Inatural Verpois (Claws, 106 +2, Wing Spore, 206 +2

(MALES ONLY)), RESISTANCE (METAL POISONING)

TN EQUIVALENT: 15

DESCRIPTION

Brown-furred, four-legged predator with large spiny wings; 6 m long, masses 500 kg.

ENNORMENT: The azorbasit is uniquely united for like in the lash, warm moutanits foress of Tarkas IX, a light gavity world with an anomalously thick atmosphere due to a very energient angetophere. This maynetosphere increases the charged-netal content of the air and, hence, the water and plant like. Most of the lower life forms on Tarkas IX can metabolize or safely excrete this increased metal content, higher marmulas usailly allow it to build up in their bones and then "sheet" at hough the skin in a painful molking process each spring. With the male razorbast, however, the relatal is surelevola accreted into long azorbashp regled sprines (similar to dagger blacks) that emerge from the sprinal column and the pretoratial bones in the wings.

BEHAVIOR: Male razorbeasts use these spines in mating battles and to defend their nests in rocky declivities. Female razorbeasts do most of the hunting swooping down on smaller mammals (especially the Tarkassian hexapig) and fish. Humanoids are too large (and smell too weird) to be considered prev by female razorbeasts, but if a female is in heat, any nearby male razorbeast may attack a humanoid between himself and his love object. Similarly, any visitor-humanoid or not-to a razorbeast nest (especially if there are cubs present) will suffer a fanatically fierce attack. The male razorbeast maintains a pride of five to ten females, who adopt a new male when theirs dies (male life spans are less than half that of female razorbeasts. possibly due to metal buildup in key organs), usually after a ferocious all-comers hattle

ENCOUNTERS: A Tarkassian razorbeast is large and powerful enough to be a momentary threat, but is unlikely to be the prime mover of the episode. However, the energetic, metal-rich troposphere of

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Tarkas IK could bring down a shutteczaft, especially during an ion storm in nearly space. A carabilanded Crew with no weapons except what they can improvie would face azorbeass on far more even terms, especially if they are slowed down by an injured comrade for b% Supporting Cast ecologis insisting that killing razorbeasts will damage the Tarkasian biosphere. Ferengi trades might follow the runnos that somewhere on Tarkas IK a family of razorbeasts lives with extunded Taluma spines...

Teleraptors are impressive birds with dark brown feathers and a golden-brown crest. Their hooked beaks and talons are also golden-colored, and many have faint gold highlights in their tails and at the tips of their broad wings.

TELERAPTOR

CREATURE STATISTICS

DIET: CARNIVORE FEEDING HABITS: POUNCER SIZE: MEDIUM (2 M WINGSPAN) ATTRIBUTES: STR 5 (±0), INT 5 (±0). AGL 11 (+2), VIT 3 (-1), PRE 3 (-1), PER 8 (±0), PSI 4 (±0) REACTIONS: OUIK + 5, SAW ± 0, STAM + 3, WIL + 1 MOVEMENT: FLYING 12 M/80 M/20 KM UFTING/CARRYING CAPACITY: 100 KG MAX (10 KG ORAL)/25 KE LIGHT DEFENSE: 9 HEALTH: 3 WOUND LEVELS: 5 LEVELS SXILLS: ATHLETICS (DIVE) +3 OBSERVE + 8, STEALTH + 3, SURVIVAL + 8, TELEPATHY + 4 UNARMED COMBAT: NATURAL WEAPONS +4 SPECIAL ABILITIES: EVASION, FEROCIOUS (WHEN ATTACKING), FLYING, NATURAL WEAPONS (BEAK AND TALONS 108 + 3), TRAIT (PSIONIC) **TN EQUIVALENT: 10**

DESCRIPTION

ENVIRONMENT: The teleraptor is native to the planet Rigel VII, and are the favored pets of Orion princes. These birds are usually found in wooded areas near large streams or rivers, and frequent small colonies, villages, and outposts. They build nests in tall trees or along low cliffs to maintain a good view of the area and good defensibility. Teleraptors are daytime hunters, and prefer to attack at dusk, when their coloring makes them more difficult to see. Because of this, most Orions are careful not to wander into the woods in the early evening hours.

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BEHAVIOR: The teleraptor is a solitary creature by nature, but it does form life-long mating bonds. The pair typically hunts together, and the two attack on either side of their prey simultaneously. Meat is carried back to the nest for any offspring, who typically cannot leave the nest until six months after hatching.

Telesaptos are carrivorous hunters, and prefer fish, woodland animals, and marlle briefs for their prey, they have been known to attack humanoids should the opportunity present itself. These creatines are telepatifitand hunt with their mind more than their other senses. They wheel on the thermals in widenting cricics around its nest, carding its thoughts over the area in search of prey. When they detect another mind, the telegaptor drops into a steep dire. At the last instant the creature brokes, flaring the wings backward so its talons strike incir. Then it uses its long beak to stab at the victim, generally striking the face and eyes. If possible, the telegaptor may graps its quary, fly up a hunderd meters or so, and then dop it. repeating this process until is dead.

While the telepaper can sense the minds of its provis 1st houghs remain on the level of an animal. It cannot communicate intelligently, Domesticated leepapots have been known to communicate basic needs to their women-hunges, septimeses, fatgue, a desire to hunt or fb. Characters with telepathic ability can communicate with a telepaptor, thought its acceptive understand is limited. Finally, trying to convince a heipathicatily is affected by the canture's facility and the pathical by is affected by the canture's facility and the pathicatily is affected by the pathicatily is affected

ENCOUNTERS

Teleraptors make dangerous opponents. Travelers to the forests of Rigel VII could easily fall prev to one or more teleraptors; the creatures aren't influenced by size. More commonly, the teleraptor is found in the company of Orion merchant princes, who keep the exotic, golden bird as a sign of status. They enjoy the teleraptor's ability to detect the minds of others. and often employ domesticated specimens as personal guardians against intruders and assassins. Other telepathic species appreciate the bird's abilities, and the chance to share a mental bond with their pet

81

Native to Romulus, the ter'ak is an agile feline measuring one meter long with large eyes and ears, brownish-green fur, and vicious claws.

CREATURE STATISTICS

1115.

TER'AK

FORM: ANIMAL DIFT: CARNIVORE FEEDING HABITS: POUNCER SIZE: SMALL (1 M LONG) ATTRIBUTES: STR 1(-3), INT 1 (-3), AGL 5 (±0), VIT 0 (-8), PRE 0 (-8). PER 4 (±0) REACTIONS: DILK + 3 SAVY + 0 STAM - 3 WILL -4 MOVEMENT: 3 M/20 M/5 KM LIFTING/CARRYING CAPACITY: 20 KG MAX (2 KG ORAL)/5 KG LIGHT DEFENSE: 7 HEALTH: 1 WOUND LEVELS: 4 SKILLS: ATHLFTICS (JUMP) + 3. STEALTH + 5. SURVIVAL + 8. UNARMED COMBAT: NATURAL WEAPONS +4 SPECIAL ARHITIES: CAMOUFLAGE, CUNNING (HUNTING), NATURAL WEAPONS (CLAWS 206-3) TN EQUIVALENT: 15 (3)

DESCRIPTION

Native to the forests of Central Valcaria on Romulus, these creatures hunt in packs of three and have been known make upprovoked attacks. They lie in wait high in the trees to take advantage of camouflage. with each animal staking out a particular location from which to strike. They tend to coordinate their attacks, which consist of an initial assault by the dominant hunter aimed at eyes or other vital spots with subsequent assaults by the rest of the pack occurring from unexpected directions. If they don't make the quick kill, the casts vanish back, into the forest to avail another opportunity or easier prey. This style of attack has earned the ter'ak the nickname "ghost car" and there is a net entire school of miitary strategy devised around their hunting style. Albough only found no Romulas, some Romulan commanders have been known to take feal specimens as a pet.



The Tiberian bat closely resembles a large Earth tar-

sier, without eyes and with batlike wings instead of upper limbs. Its head is very large for its size, with a long, narrow nasal organ and flattened ears wrapped almost all the way around its skull. Its triangular mouth can (and does) emit a wide variety of sounds.

CREATURE STATISTICS

FORM: ANIMAL

DIET: INSECTS (SPECIFICALLY THE TIBERIAN FEN MOTH)

FEEDING HABITS: CHASER SUZ: SMALL Attributes: STR 3 (-1), INT 6 (±0), AGL 11 (+2),

VIT 3 (-1), PIE 8 (+1), PEB 11 (+2)

> REACTIONS: QUIX + 4, SAVV +2, STAM +3, WILL +1 Movement: 12 Flying, 6 Treetops Lifting/carrying Earpeoty: 6 Kg

DEFENSE: 9 HEALTH: 2 HIBLIND LEVELS: 4

SINTLE: ATHLETICS (FLY) + 3, OBSERVE (SMELL) + 5, STEALTH + 1, SURVIVAL (FORESTS, FENS) + 5

SPECIAL ABILITIES: CUMNING, EVASION, EXTRADISIONARY SENSES (CREMORECEPTION, SOMAR), FERICIOUS (DEFINSE IF ITS MATE), RLYING, SKILL FICUS (KEIN SMELL), SPECI TH EDUVALENT, S

DESCRIPTION

Brownish, large-headed biped with prehensile toes and wide, leathery wings; wingspread up to 1.5 m, massing up to 30 kg.

The Tiberian bat mates for life, after about a decade of maturation and adolescence Its primary prey, the Tiberian fen moth, is migratory; the Tiberian bat has evolved a very complex navigational and tracking ability with very sophisticated ground and weather recognition. Tiberian bats now eat many different kinds of moths, grubs, and worms, and can lead each other to colonies or flocks of food over thousands of kilometers. Some biologists believe that in a short time. evolutionarily speaking, the Tiberian bat could

evolve to true sentience.

RI XN TIKA CAT

With its wide eyes and equally oversized paws, this small, timid looking feline grows to an adult size no bigger than that a Terran kitten. It produces a strangely beautiful trilling.

CREATURE STATISTICS

FORM: ANIMAL DIFT: CARNIVORE FEEDING HABITS: POUNCER STE SMALL (.75 M LONG) ATTRIBUTES: STR 1 (-3), INT 1 (-3), AGL 5 (±0), VIT 0 (-8), PRE 4 (±0), PER 4 (+0) REACTIONS: QUIK + 3, SAVV ± 0, STAM -3, WILL -4 MOVEMENT: 3 M/20 M/5 KG LIFTING/CARRYING CAPACITY: 20 KG MAX (2 KG ORAL)/5 KG LIGHT DEFENSE: 4 HEALTH: 1 WINNING LEVELS: 4 SHILLS: ATHLETICS (CLIMB) +3, INFLUENCE +1, STEALTH +5, SURVIVAL +8, UNARMED COMBAT: NATURAL WEAPONS +4 SPECIAL ABILITIES: EXTRAORDINARY SENSE (ULTRASONIC HEARING), LURE (TRILLING), NATURAL WEAPONS (CLAWS 106-3) TN EDHVALENT: 5

DESCRIPTION

The tilk cat comes from the arboral zones of obside V in the Delta Quadran, and s widely known for being a timid hunter. In tuth, since unch of its subtrance comes from eating plentiful with the tilt of a tilk cat to get aggressive. They live and hunt in small prices of no more than 16 da animals. The inhabitants of solitice IV encurage them to live for some the tilt frame, where the tilt a cat keeps down the population of selecturder magnet beels.

This are best known for their ultrasonic hearing and trilling vocalizations. A tika cat can bear sounds much higher than those registered by humanoid ears, which aid it in hunting. And heir trilling serves both as a lure to the beetles that form the bulk of their diet as a mating call. Every year 9-80

and the

during the springtime, tourists visit the lakes fed by the Sibilene glacier to hear the cats call to each other throughout the night.



A dark green invertebrate that can grow up to three meters in length, the toxic slug has silver-grey colored orbs for vision and specialized cilia growing around the circumference its mouth.

REATURE STATISTICS

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TN EQUIVALENT: 10

DESCRIPTION

The so-called toxic slog is a distant relative of the Nausicaan rippervovm. Like its more infamous cousin, the toxic slog burrows through and feeds on the immerse amounts of waste produced by the Nausicaan economy. Unlike the roppervorm through, the toxic slog has a far higher tolerance to potentially lethal chemical waste for radiation. In fact, the toxic slog's own processing of

what it eats produces a far safer byproduct. Federation scientists have been studying the slug as a potential response in cleaning up severe chemical spills or hazardous wastes.



This hulking, horriying creature stands up to 4 meters tall at the shoulder, armored with a carapace bristling with spikes, and possessing hooked doublejointed "hands" and cruel, intelligent eyes. It can walk upright but prefers to walk hent over on its hooks, simiar to a Terran gorilla.

CREATURE STATISTICS

FIRML NUML

ETER CANANGE

FIRMUM SANTE: CANSES

Status (at 4 N Rul)

ATTIMUTE: STATE (+ 1), NT 4 (± 0), AR.7 (± 0), VT 4 (± 0), PE 0 (-0), PE 4 (± 0)

FEA 4 (± 0)

VER4 (± 0)

VER4 (± 0), NT 4 (± 0), AR.7 (± 0), VT 4 (± 0), PE 0 (-0), PE 4 (± 0)

VER4 (± 0)

VER4 (± 0), NT 4 (± 0), AR.7 (± 0), VT 4 (± 0), PE 0 (± 0), VER4 (±

SPESAL ABUTTLE: ANNUM (CAMAPACE, BELLER'S UMANGE), EUTAMUMUMAT ESPESE (ULTANDLET VISION), DEROCIDES (VIENE DERVINIST EISENTIENT), INATURAL WEAPAN (HOMS 206 + 1), BESENERATE (REGIVER 1 PUINT OF MAMAGE PER MINUTE), RESISTANCE (DERIST WEAPANIS), SPEED (RUMAINE) THE GUIVALENT 20 (4)

DESCRIPTION

Native to the Delta Quadrant, the *trayken* beast originates from Psion VIII. Large, powerful, and difficult to kill, it was the

master of its environment until the Hirogen arrived. Pre-sentient, the travken led early Hirogen on several excellent so they seeded other worlds with these creatures to provide them with different environments.

 They can be found on Hirogen worlds throughout the quadrant.

A carnivorous chaser, small bands of

trayken beasts live and hunt together, charging out of underbush to attack their quary. They prefer to hunt at night, making use of their ultraviolet vision, and their terrible hooting screams can be heard piercing the darkness. Their short bursts of speed and ferocity when defending their territory makes them dangerous prev.



An emerald colored serpent with distinct black and red coloring around its head and eyes, the *trelka* is native to the planet Remus. Known as the "striking fang" the *trelka* is notorious for its lightning strike and virulent poison, and its leaps of up to 10 meters to catch prev.

ENGAINEE STATUSTICS HILT: CANNAN HILT: CAN

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HEALTH: 1

WOUND LEVELS: 5

SULLS: ATHLETICS (JUMP) + 3, STEALTH + 5, SURVIVAL + 8, UNARMED COMBAT: NATURAL WEAPONS + 4

SPECIAL ABILITIES: INVULNERABLE (TRELKA TOXIN), NATURAL WEAPON (FANSS 10G-2), SPEED (JUMPING), TOXIN (INJECTION, ONSET: 106 ROUNDS, POT.

 \pm 5, DIAG. \pm 0, TREAT \pm 0, EFFECT 308, 3 stage, 2nd effect: nalf) th equivalent: 5

DESCRIPTION

ENVIRONMENT: The trelka is a serpent native to the swamps of the Korex Delta on the southernmost part of Valis'Shar on the planet Remus. Due to the swamp's dangerous environment, Romulan settlements are few and the *trelka* has remained the swamp's dominant predator.

Trefkar are arboral croatures and can usually be found in tress usuality here food and the cooling for birds or bird eggs their primary source of food. Trefka hunt alone, waiting in the trees, hiding among the foliage, for the opportunity to stike. Hungyr teck, however, have been known to go to ground to ferret out small marmhals and lizards. Trefka can swallow prey apo four times their size by unhinging their java and sizety taking in their utim while coulding its bornes.

BEIAVIOR: Trelka are extremely patient, moving from tree to tree with languorous motion and infinite care. They are feeders of convenience, striking at whatever prey comes their way; when they sense the presence of a small animal, they curl themselves into a tight coil and wait for their quary to arrive. They then strike quickly and efficiently, leaping out and injecting their venom. Their poisonous bite is one of the deadliest found on Remus. Once the victim has stopped moving, the *trelka* devours its meal whole and digests it over the course of several days.

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Interestingly, refi&a are highly protective of their young, with females typically guarding their initial clutch of eggs for up to three months until they hatch. Then, the young attach themselves to her neck through a series of specialized blood nodes' which sere as a the nutritional source for them for another three months. Afterwards, their fangs and poison ascs grow in and they detach from the mother to head off into the swamp on their own.

ENCOUNTERS

Treflax, of course, do not make a habit of eating humanois because of their size. They are easily startled however, and frequently bite those who disturb them. Most encourtes: occur in the snake's naive habitat, usually by incatious Romulan sightneses. Recently, a submitizion has encourached on the edges of the Kores swamp, arelia have been found in the city of Cathras. Sciros of half starved, angy reflat occupying freight shipped from Cathras remain unconfimed though datustring.

While trelka have not migrated to other planets either inside or beyond Romulan space the way some other species have, a few have been reported. The Tal Shiar sometimes like to use them as a means of assassination, particularly when they wish to send a mes-



TRAYKEN BEAST

sage to the victim. And at least three deaths in a vendetta between the Orion Syndicate and a Romulan organized crime group have been attributed to *trelka* bites.

DESCRIPTION

ENVIRONMENT: The Terlian crocodiles in the to the skit fast of Terlius'. There, they have adopted unique methods to cope interpret the skit fast are hot and unforgilag and the rivers crossing there are unusually suffurous. Those creatures making their homes here survive on minima vater and regulie specific mechanisms to protect themselves from the heat. For the Terline crocodile tith means a vater on Terline crocodile tith means a vater on

armored plates that serve as heat regulators and protection from predation.

Because they inhabit the sources of water on the sulf tas, Trellan crocodiles make the only truly successful predator in the region. Nuch of their success results from their ability to convert the sulfurous view water to concentrated sulfuric acid. They swallow river water and strain it through

their teeth, collecting the sulfur and some water in special sacs behind their mouth, to which they add specialized enzymes.

During egg-laying season, the Trellan crocodle burrows into the rocky landscape to create a nest, and their claws are strong enough to dig easily through most stone. They have been known to tunnel underground during the dry season to find water and escape the heat.

BERMANDE: Trellar crocodiles usually hunt alone and make patient hunters. They luck beneath the water's surface, waiting for prey to approach, then spring out and seize the croature in their powerful jaws. With the victim trapped and struggling, the crocodile releases some of its suffirst acid to peretate through any armor the prey may have to get to the soft fields underneath. Large hends of animals approaching the water to dirik have been known to cause a feeding ferony. The yatck anything no matter is size, and follow their quarry should it attempt to escape further inland.

During egg-laying season, the female of the species becomes extremely protective, even attacking their mates. The strongest males survive this period and live to the next mating season, while weaker males are culled from the breeding pool. Other times of the year, the "relian cocodie is n't specially territorial.

ENCOUNTERS

The crocodile's ability to form acid saliva and other adaptations to its harsh environment has long made it a research subject by Federation scientists. Each year, several researchers set up camp on the salt flats to study the creatures in their native habitat.

** TRELLAN CROCODILE

The Trellan crocodile is an immense crocodile-like creature, 8 meters or longer in length, with massive jaws, vicious claws that can burrow through solid stone, and sacs in its jaws that allow them to secrete acid.

CREATURE STATISTICS

FORM: ANIMAL DIFT: CARNIVIRE FEEDING HABITS: POUNCER SITE: MAMMOTH (8 M LONG) ATTRIBUTES: STR 15 (+4), INT 2 (-2), AGL 5 (±0), VIT 3 (-1), PRE 0 (-8), PER 4 (±0) REACTIONS: DUIK +3 SAVV +0 STAM +4 WILL-7 MOVEMENT: 24 M/180 M/40 KM LIFTING/CARBYING CAPACITY: 300 KE MAX (30 KE ORAL)/85 KE LIENT DEFENSE: 7 HEALTH 7 WOUND LEVELS: 7 (3 LEVELS HEALTHY) SXILLS: ATHLETICS (JUMP, SWIM) + 3, STEALTH + 5, SURVIVAL + 8, UNARMED COMBAT: NATURAL WEAPONS +4 SPECIAL ARILITIES: ARMOR (TRUCH HIDE DEFLECTS & DAMAGE) RURROW (RDCX) CAMOUFLAGE, CORROSION (BITE, ONSET: 106 MINUTES, POT: +5, EFFECT) 206 ROCK & CONCRETE), INVILINERABLE (CORROSION), NATURAL WEAPONS (TEETH 306 + 4, CLAWS 206 + 4),

(ILLIII 300 T 4, 6LAINS 200 T

TN EQUIVALENT: 15

A recent mineral discovery in the region by Trellan engineses throstens to endanger the coxystem and the crocodile population. Their tendency to burrow through rock during the dry season concerns mining operators, while the direction of water resources to accommodate mining worries scientists and conservationists. The Terlan want to excavate the zenite deposits, and have a plan to relocate the animals farther down-river.



Cutdly, soft, harmless furballs in colors from calico to auburn, tribbles seem like the ultimate pet hey're clean, they freely show affection, and they eat anything. And everything. And convert this nutrition into more tribbles. And more tribbles. And more tribbles.

CREATURE STATISTICS

FIDE: CANNAL

FIED: ADMARKED, CAN SEE AND BEAME

FIED: ADMARKED, ADMARKED, ADMARKED, METAL

FIED: ADMARKED, ADMARKED

DESCRIPTION

A small ball of fluff; 5-20 cm long, massing 30-2000 g.

In their wild state, tribbles must have existed in an almost insupportably predator-tich environment. Stow, weoponiese, and tasy, their sole defense is a kind of trilling, which creates a state of happy calm most marmals. Only Klingons seem resistant to it, the two species react with in stata mutual dislike Wilfpower reaction test against TN 2.5 to resist recoiling. For this reason, the Klingon Defense force wiped out the which have a state of the most number of the state work underse by high works of the state of the state of the the vocage in 2373.

™ ™ TWO-HEADED MALGORIAN

With a large, bloated body covered in rough hide and two heads perched atop long, snaky necks, the two-headed malgorian looks like a bizarre and vaguely comical creature.

CREATURE STATISTICS

FERSE ANIMAL DET: HERBIVORE FEEDING HARITS: GATHERER STE LARGE (3 M LONG) ATTRIBUTES: STB 2 (-2), INT 1 (-3), AGL 1 (-3), WT 2 (-2), PRE 0 (-8), PER 3 (-1) HEACTIONS: QUIK -1, SAW -8, STAM -2, WILL -1 MOVEMENT: 9 M/80 M/15 KM LIFTING/CARRYING CAPACITY: 40 KE MAX (4 KE ORAL)/10 KE LIGHT IFFFRSF- 4 HEATE 1 HOUND LEVELS: 8 (2 LEVELS HEALTHY) SXIIIS ATHIFTICS (SWM) + 2 DRSERVE + 4 SURVIVAL + 7 UNARMED COMBAT: NATURAL WEAPONS +2 SPECIAL ASILITIES: GANGLIA, PREHENSILE APPENDAGE (EXTRA HEAD), MULTIPLE ATTACKS (EXTRA HEAD), NATURAL WEAPON (TEETH, 108-2) TN EQUIVALENT: 5

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DESCRIPTION

Native to Bajor's Serrilian wamps, the two-headed malgorian wanders about its environment grazing on water plants. They typically spend their days submerged in the water, much like the Terran hippoptamus. Their short, stumpy legs give them a graceless, shambling gait, but keep the creature from becoming stuck in the mud.

Neurologically, the animal only possesses one brain, located in its upper obtet, with a veries of diffuse ganglar relaying messages to its mouths and sensory apparature. Their two heads allow them ample opportunity to sample foliage on both sides of their bodies. Because the heads lack independent brains, however, they sometimes become tangled or appear to be moving in opposite directions, which has carred the twoheaded malgorian the dubious distinction of being unable to make up its mind.

IIIS



A rodent native to Vulcan, the valit has sand-colored fur, large frontal claws, oversized ears, and a strangely intelligent-looking face. The valit is a small burrower able to tunnel through solid rock.

CREATURE STATISTICS

FORM' ANIMAL DIET: OMNIVORE FEEDING HABITS: GATHERER SIZE: SMALL (.75 M LONG) ATTRIBUTES: STR 1 (-3), INT 3 (-1), ASL 4 (+0), VIT 0 (-8), PRE 0 (-8), PER 5 (±0) REACTIONS: DUIK ± 0. SAVV ± 0. STAM -3. WILL ± 0 MOVEMENT: 3 M/20 M/5 KM LIFTING/CARRYING CAPACITY: 20KG MAX (2 KG ORAL)/5 KG LIEHT DEFENSE: 7 HEALTH: 1 WOUND LEVELS: 4 SIGLLS: ATHLETICS (BUN) +2. OBSERVE (LISTEN) +3 STEALTH + 3, SURVIVAL + 7 SPECIAL ABILITIES: BURROWING (VOLCANIC ROCK). CUNNING (HIDING FROM PREDATORS) EXTRAORDINARY SENSE (SUBSONIC HEARING) TN EQUIVALENT: 5

DESCRIPTION

This strange little rodent is found predominantly on the volcanic plains of Vulcanic Valitz live primarily on insects; guids, and the few plants growing in the region, such as the through three. It is harvon for its devotion to its harvon for its devotion to its hard call the strategies of the through tough volcanic rock to build their extensione dense sequence cracks in spond rozotations to get ford.

The valit frequently infests Vulcan homes and contemplative rock gardens. Their hearing is exceptional, and their nests extensive, making them difficult to root out. Vulcan scientists have searched for years for a successful way to eliminate valit infestations.

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** ** VICARIAN RAZORBACK

The razorback is a cross between a lerran wolf and porcupies, its lupine back covered with hristing quills. Its mouth boasts three rows of sharpened teeth, which it uses to tear at its prey. They are vicious illers able to chose down their quarry over land, and make expert hunters at night through the use of echolocation.

CREATURE STATISTICS

FORM: ANIMAL DIFT: CARNINDRE FEEDING HABITS: CHASEF STE LARGE (2.8 M LONG) ATTRIBUTES: STB 9 (+1) INT 3 (-1) AGL 5 (+0), VIT 8 (+1), PRE 0 (-8). PER 4 (±0) REACTIONS: DUIK +2, SAVY -8, STAM +4, WILL +2 MOVEMENT: 9 M/R0 M/15 KM: RUNNING 20 KM/HR LIFTING/CARRYING CAPACITY: 180 KE MAX (18 KE ORAL)/45 KE LIGHT DEFENSE: 7 HEALTH 9 WOUND LEVELS: 8 (2 LEVELS HEALTHY) SKILLS: ATHLETICS (JUMP, RUN, SWIM) +1, STEALTH +1, SURVIVAL +4. UNARMED COMBAT: NATURAL WEAPONS +2 SPECIAL ABILITIES: ARMOR (BONE QUILLS, DEFLECTS 5 DAMAGE), CUNNING (HUNT-ING) EXTRAORDINARY SENSE (ECHOLOCATION), NATURAL WEAPON (BITE 208 + 1, QUILLS 108 + 1), RANGED ATTACK (QUILLS), REGENERATE (RECOVER 2 DAMAGE PER 1/2 HOUR), SPEED (RUNNING) TN EQUIVALENT: 10 (6)

ENVIRONMENT: The Vicarian razorback first originated in the jungles of Vicar IV, but migrated from its natural habitat into a number of different biomes. To protect itself from the wide variety of leaping predators in the Vicarian jungles, the species evolved bony, feather-shaped quills. Wide, long and hollow, these quills are razor-sharp and can be flung with lethal force. This makes the razorback the premier predator in its environment

Due to the darkness beneath the unusually thick foliage in the jungles of Vicar IV, razorbacks utilize an alternate means to locate prey, employing a primitive form of sonar to supplement its vision: razorbacks in other environments retain this ability. They prefer areas uninhabited by other predators, to limit competition for resources, but remain in areas where civilization encroaches and must be relocated; since the species also has an extremely efficient regenerative system, they are hard to get rid of as well.

BEHAVIOR: The razorback spends most of its waking hours to hunting. Carnivorous, they chase down just about anything they can catch, though they prefer smaller game because of the amount of energy required to run them down. Because of their ability to hunt through sound, they are nocturnal.

They are social animals, living, hunting, and playing in family groups. They have a sophisticated method of communication that relies on their echolocation to tell each pack mate where others in the group are located. Unlike Terran wolves, the Vicarian razorback does not back down from confrontation. Rather than flight, razorbacks defend themselves and the security of their pack. Even if the dominant animal, male or female, is killed, the pack continues to fight (leading some Humans to compare them to badgers or Tazmanian devils).

Vicarian razorbacks hunt in packs throughout the year and they make cunning adversaries. Although the number of razorback attacks on humanoids are rare, they have been known to occur when their territory has been encroached upon. A few scientists have attempted to capture a specimen to study its regeneration ability and have suffered razorback attacks. As one of the more dangerous animals in the Alpha Ouadrant, the razorback has found its way into a number of private preserves (often illegally) and makes a favorite target of Klingon hunters.

More troubling, as the inhabitants of Vicar IV increasingly move into the razorback's territory, so do the number of reports of attacks on people. Some fear the animals will be hunted to extinction, upsetting the delicate ecological balance by resulting in an increase in the very animals the razorbacks hunt.

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Voles are six-limbed, hairless rodents hailing from Cardassia Prime. Large, red eyes and teeth able to chew through power conduits round out the creature's appearance.

CREATURE STATISTICS

FORM- ANIMAL

DIFT: OMNIVORE FFFFINES HARITS- SCAVENCER

SZE: SMALL (.85 M LONG)

ATTRIBUTES: STR 1 (-3), INT 0 (-8), AGL 1 (-3), VIT 3 (-1), PRE 0 (-8). PER 5 (±0)

REACTIONS: DUIK ±0. SAW -8. STAM +3. WILL -1

MOVEMENT: 3 M/20 M/5 KM

LIFTING/CARRYONG CAPACITY: 20 KE MAX (2 KE ORAL)/5 KE LIGHT

DEFENSE: 4

HEALTH 1 WOUND LEVELS: 4

SXELS: ATHLETICS (CLIMB, JUMP, RUN) +2, STEALTH +2, SURVIVAL +8. INARMED COMPAT: NATURAL WEAPONS + 7

SPECIAL ABILITIES: ANAEROBIC RESPIRATION (NO RESPIRATION REQUIRED, LIMITED TO 3 HOURS), ARSORPTION (ELECTROMAGNETIC FIELDS), ARMOR (TOUGH HIDE DEFLECTS 1 POINT OF DAMAGE) RURROW (CONDUIT PIPING). INVULNERABLE (RADIATION), NATURAL WEAPON (CLAWS 108-3, TEETH 388-7 TN EQUIVALENT: 5 (8)

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DESCRIPTION

ENNROMMENT Voles originate on the fire plains of Cardasia Prime but, much like rats on tarth, they spread across the planet. They nest almost anywhere they can find food, often infesting food stores and waster reclamation systems found in civilized areas. Like rats inhabiting the holds of tarth's ancient sailing vessels, voles take up residence on board Cardassian stankips and bases.

Their teeth are extremely powerful; they have been known to chew through power conduits. Voles fan from their nests in waste reclamation systems and food stores as their population increases. They are apparently attracted to electromagnetic fields and can be found throughout a vessel's superstructure.

Betsworten: Voles live in large packs and are prolific inverdes. When their population excereds the capacity of the environment to sustain them, they simply feed on each there until they establish equilibrium. Coministrous scavengers, they feed on whatever detritus or carroin they find—aintial or weightelic. They do not normally attack anything larger than itemselves, resched. A targoped value stild data anything to survive however and when cornered they can become vicious.

ENCOUNTERS

Beyond Cardassia Prime and other Cardassian colonies, volse can frequently be found in Cardassian stanhips and space stations. If left unrended for too fong, voles text through the power condusits to get to the electromagnetic fields within, which can cause power interruptions and outright damage. The problem is not limited to Cardassian vessels, however, as the prevalence of interstellar traces has introduced voles to Surfleet, Klingon, and Vuican stanhips as well. Environs are the most likely to encounter voles:

Vole fighting is a popular sport among the less savoy establishments along the frontier, particularly where Cardassian gamblers congregate. Starved voles are thrown into a small ring, where they fight to the death. On at leasen low cocasion, several voles escaped their cages and infested the severs of a Klingon colony. The Federation considers such games to be inhumane and banned them but this has not stopped the practice.

Wherever they are found, voles make tenacious vermin. They have the ability to stop breathing for a limited period of time, which means simply flooding a vole nest with toxins doesn't always work. And their ability to absorb energy makes them difficult to stun. The only sure way to eradicate a vole nest appears to be phasering each one individually.

* VORIAN PTERODACTYL

With its bottle nose and liquid black eves, the head of the Vorian pterodactyl closely resembles that of the Earth dolphin. The resemblance ends at the blowhole; two ropy, muscle-bound flippers double as legs, and the "dolphin's" ribcage unfolds into two enormous delta wings. With its legs tucked up beneath its abdomen and its thick tail straight out, the pterodactyl almost becomes a single "lifting body," intensely aerodynamic (and hydrodynamic for underwater travel). A Vorian pterodactyl can actually lift six times its weight. and given a favorable updraft, can even carry this load some way up a cliffside. To maintain these muscles (and the equally powerful ones that drive and stiffen its wings), the Vorian pterodactyl must hunt and eat almost constantly. Its iridescent green hide matches the pattern of an algae drift from above, and the green sunlight of Vor Prime on the water from below.

CREATURE STATISTICS

FERM: ANIMAL DET: RSH FFFFIRE HARTS CATHFREE SITE MAMMOTH ATTRIBUTES: STR 30 (+12), INT 3 (-1), AGL 9 (+1), VIT 14 (+4), PRE 3 (-1), PER 8 (+1) REACTIONS: QUIK +1, SAVV +1, STAM +4, WILL +5 MOVEMENT: 24 FLYING/BLIDING, 18 SWIMMING, 2 WADDLING LIFTINE/EARRYING CAPACITY: BOO KE -**EFFENSE: 8** HEALTH 28 HEREINE LEVELS: 7 (3 LEVELS HEALTHY) STULS: ATHLETICS (RY, SWIM) + 3, BITE + 3, SUBWIVAL (OCEAN) + 3, TAIL SI AM + 5 SPECIAL ABULITIES: FLYING, NATURAL WEAPON (BITE, 108 + 4; TAIL SLAM, 708 + 8)

TN EQUIVALENT: 20 (4)

DESCRIPTION

Iridescent green pterocetacean with a powerful tail; 15 m wingspan, 100 kg mass.

ENVIRONMENT: Voria III orbits the bright green starVor brine. Slight yaarner, and much wetter, than Earth, its temperate zones extend almost all the way to its poles; a powerful set of circulator currents even out global temperatures except in the true tropics. The Vorian percodaction Hose on the occasin Calif sides of Vorian III's many rocky, volcanic slands. Like the cencerase of Earth, it can dive and swim underwater for up to an hour without surfacing. Vorian pterodacts's dime well on the rich boury of curatecause.

fish, and other sea life that gather in the coastal currents and eddies of the Vorian seas and channels.

BEHAVIOR: Vorian pterodactyls spend almost all of their waking hours hunting for fish. Generally, they dive from their clifftop nests or from nearby cliffs, swoop down, and grab the largest fish they can find with their feet or beak without breaking the water's surface for long. They then catch updrafts and return to their nest to devour their catch; after feeding, the cycle begins again. Even the rich fisheries of Voria III might suffer under such intense predation were the Vorian pterodactyl not migratory-every winter, they swim south to new feeding grounds where they also mate and breed. By the end of the winter, the young are old enough to feed themselves, and can make their way back north without hardship. The few predators willing to attack a Vorian pterodactyl must deal with not only the powerful flippers and tail of their target, but the eager willingness of any pterodactyl in range to come to the assistance of attacked fellows. A flock of pterodactyls is a match for even the largest eel-shark, which soon becomes sushi for the victorious cetaceans.

ENCOUNTERS

A single Vorian pteroducyl is a momentary threat; a lock could conceivably cripple a shufficeriat on the surface if they attacked when the doors were open and the phasers powered down. Nore likely, thus evoraclous carnivores would strike after a storm or hurricane had already thrown the shufficerial against the rocks, as the crew paddle around in the shuflows looking for subspace transponders or any order-ail-agaidable componentiations gate. Some Vorlan pteroducyls use componentiations gate. Some Vorlan pteroducyls use things: in sustant of such a striker a preording throws the went stop up some promising piece of wrecklage which just happens to he the corcial component needed for a rescue and fly it to the top of the cliffs 400 meters above.



Like many of the creatures of Betazed, the Wannoi tracehoud veys closely resembles its Terran analog, the the hunting mastifi. Its limbs are slightly differently proportioned, with the hind legs somewhat longer and stronger. The other major difference (aside from the tracehound's light grav color is the hick ring of muscle around the tracehound's throat and javes. Tracehounds come in all sizes from 57 cm long "ratters" to "loghounds" that stand neotly 1.5 m high at the shoulder. Minor differences in various breeks exist. but the purebred Wanoni (the finest tracker of all Betazoid tracehounds) can be easily distinguished by its wide, almost spatulate nostrils.

94-880

CREATURE STATISTICS

FORM: ANIMAL DIET: CARNIVORE FFFDING HARITS' CHASER (DOMESTIC) SIZE: SMALL ATTRIBUTES: STR 5 (±0), INT 5 (±0), AGL 8 (+1), VIT 10 (+2), PRE 8 (+0) PER 18 (+8) REACTIONS: OUIK + 8, SAVY + 8, STAM + 2 WILL + 8 MOVEMENT: 3M/20M/SKM LIFTING/CARRYING CAPACITY: 100 KG DEFENSE: 8 HEALTH: 10 WOUND LEVELS: 4 SIGLLS: ATHLETICS (RUN) + 5, BITE + 8, INVESTIGATE (INSPECT) + 5, OBSERVE (SMELL) +7 SPECIAL ABILITIES: EXTRAORDINARY SENSE (CHEMORECEPTION), FEROCIOUS (WHILE ON SCENT), NATURAL WEAPON (BITE, GRABS AND HOLDS TARGET), SKILL

UN SCONT, NATURAL WEAVUN (BITE, BRADS AND HULUS TARGET), SVUL FOCUS (KEEN SMELL) Tin Equivalent: 10 (6)

DESCRIPTION

Gray, low-slung quadruped; 1 m long, masses 18-20 kg.

EVANORMENT: Wanneli tracebounds, like most Betzaeid canines evolved as pack hunters in the savamabs and plains of Betazed. Their waterproof coat evolved to help them ignore Betzaudis frequent ainstorms, and to allow them to track game through swmps and river—the Wannel tracheolund can actually filter water through its norrils and detect traces of its previp assages Betzaeid hunters of the Wanno history, many of the beasts have also been herd for finpath (PM stat 0.2, Ermathy stal) of +41.

BEHAVIOR: Domestic tracehounds are trained to grab and hold their quarry; they carry out their Bite attack as a Grapple (see box), but hold on at Strength + Willpower rather than Str alone. They do not slam their prey, but merely hold it until their handler can approach and deal with the animal.

ENCOUNTERS

Wanoni tracebounds have spread everywhere in the Galaxy that Betazoids have. Any character, from a Starfleet officer asking too many questions on a frontier world to a ferengi rogue with an unfortunate choice in trespassing options might find themselves trying to elude a Wanoni tracehound for more than a momentary threat.

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Wentlian condor snakes are beautiful creatures with elongated, eel-like bodies, a pronounced ridge running down their backs, and incredible lacey wings measuring up to two meters in length. Their skin color ranges from pearly-white to silver and their wings are often light brown.

Like some snakes, their jaws can distend and open up to over twice the reptile's size.

CREATURE STATISTICS

FORM: ANIMAL

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DIET: CARNIVORE FEEDING HABITS: CHASER

SIZE: MEDIUM (1.55 M LONG)

ATTRIBUTES: STR 2 (-2), INT 1 (-3), AGL 5 (±0), VIT 1 (-3), PRE 0 (-8),

PER 4 (±0)

REACTIONS: QUIK +2, SAW ±0, STAM +1, WILL -2 Movement: & M/40 M/10 km Flying 15 km/Hr

LIFTING/CARBYING CAPACITY: AN KC MAX (A KC MRAL)/10 KC LIGHT

DEFENSE: 7

HEALTH: 1

WOUND LEY

SKULS: ATHLETICS (FLY) + 1, STEALTH + 1, SURVIVAL + 4, UNARMED COMBAT (NATURAL WEAPON) + 2

SPECIAL ABUTTES: FLYING, INVULNERABLE (CONDOR SINARE TOCON), INATURAL WEAPON (BACK SPINER, IDB-2), TOCAN (INJECTION, ONSEE: IDB ROLINDS, POT. + 5, DIAG. ±0, TREAT + 3, EFFECT STUNNED, 3 STAGE, 2ND EFFECT: NONE)

TN EQUIVALENT: 5

DESCRIPTION

ENVIRONMENT: The Wentlian conder snake is a native of the mountains of Palamar. They nest in crevices and caves at night, coming out during the day to homt small birts. They have few natural predators, When they hunt, they rarely land, riding the thermals for hours until they say suitable press. They swood down on their victims with lightning speed, relying on their manexweaking to take our and inject a neuronther manexweaking to take our and inject a second structure of the second structure of aparts of the second structure of the second structure aparts (have his in rest.

Local inhabitants harvest the condor snake for its toxin, primarily for use as an analgesic. The toxin also makes the condor snakes an interesting delicacy. If properly prepared, it produces a numbing and ingling effect in the extermities. This toxin can be dangerous to humanoids, however, and several die each year from poorly prepared condor snake. BEHAVIOP: Wentlian condor snakes typically live and hurt alone or in mard pairs. Like reptiles on other planets, the condor snake is not especially territorial hough it will fight to defend its nesting grounds. They do not normally attack creatures larger than themsleves because they can't act them. When cornered, however, they have been known to bite prior to taking flight.

During the mating season, male specimens will perform elaborate aerial actrohatics to attract a female. They arely light with each other. After mating, the male continues to hunt while the female protects the clutch of eggs. Once the infants reach the age of maturity, they leave the rest to find their own territory, often located nearby. Once per year, soon after mating, condor snakes molt, shedding their skin and feathers. During this period, they become aggressive, attacking intruders.

ENCOUNTERS

Wentlian condor snakes are most often encountered on their home planet, where a cottage industry has arisen around "snake watching" and catching specimens for food and byproducts. The local inhabitants of villages near the species' habitat specialize in catching and milling the snakes for their venom. The toxin may provide some relief for Gunji burning lever and Rigelian skin rot and it cannot be replicated.

Unfortunately, the popularity of these creatures has left to their possible demise. Pocadems harvest large numbers of condor snakes for their meat favored by Klingons in patricular) and skins, and many are illegally exported each year to be sold as pets. The Regent of Palomar has attempted to impose till penalities to poaching established a licensing system, and set strict limits on the number of annubs laber each year, chasers of illegal condor snake products and work, with Federation personnels to tarak down smugglers.

GRAPPLE

This strekk action can be attempted by any dimeter by does consider; it is an estical, not a beyr mill or wildl. Carry out the Dummed Cambet strekk as second; if new confidy are have graded space apparent. The more are attends, he must first defect you is an appared Strength bits estimated once per roand. Once grapping, you may be attempted once per roand. Once grapping, you may be attempted once per roand. Once grapping, you may bits registering and you exposure at takes its samethings (plus any odditional descept how long dammed into ratios. can be dough exposure at takes 102 damage (plus any odditional damage from long dammed into ratios, can be dough exposited.



A small short-haired, dun-colored canine, the wompat makes a popular pet among Cardassian children.

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DESCRIPTION

Native to Cardassia, this pet's natural habitat is the planet's temperate climes. Herbivorous grazers, wompats consume moss growing on the sides of Cardassian sword trees. They live in large groups among the underbrush and survive by virtue of an unusual defense mechanism—mimicry.

Much to the delight of children, these docile animals can produce a variety of sounds mimicking those of other animals and far loader than their size would suggest. They can mimic sound as simple as the chattering of a vole, as crued as a Cardastan riding hound, or as load as an angur, father. Wompstare sasily domenicated and make fine, fatildrens are easily domenicated and make fine, fatildrens to use their mimicity in distracting ways and flow parents can stand the constant chattering wompats can produce when upset.

For adult Cardassians, wompats can make strangely effective watch-animals if trained properly. They can be taught to make specific sounds when an intruder (someone other than the owner) enters the area and many Cardassians used wompats as a low-tech security option.



As its name suggests, the yak bear is an ursine creature with large horns reminiscent of a Terran yak. 52.02

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CREATURE STATISTICS

FERM: ANIMAL **NET CARNIVORE** FEEDING HABITS: CHASER SIZE: LARGE (2.8 M TALL) ATTRIBUTES: STB 10 (+2), INT 1 (-3), AGL 5 (±0), VIT 2 (-2), PBE 0 (-8), PER 4 (±0) REACTIONS: DUIK +2, SAW ±0, STAM +5, WIL -1 MOVEMENT: 9 M/80 M/15 KM LIFTING/CARRYING CAPACITY: 200 KG MAX (20 KG ORAL)/50 KG LIGHT DEFENSE: 7 HEALTH 4 WOUND LEVELS: 8 (2 LEVELS HEALTHY) SIGLES: ATHLETICS (RUN) +1, STEALTH +1, SURVIVAL +4, UNARMED COMBAT (NATURAL WEAPON) +2 SPECIAL ABILITIES: ARMOR (THICK SKIN, DEFLECTS 5 DAMAGE). FERDEDUUS (HUNT-INS/DEFENDING TERRITORY), NATURAL WEAPON (HORNS 208 + 2), **RESISTANCE (ENERGY WEAPONS)**

TN EQUIVALENT: 20

DESCRIPTION

The yak bear is a native of the planet Gaia, a temporally unstable planet briefly inhabited by the crew of the U.S.S. Defiant in a alternate time line. This unpleasant predator, which lived primarily in forested, temperate areas, proved a great hardship to the people of Gaia.

¹Unused to the presence of humanoids, it considered them prey and hunted crewmembers who stayed into its territory for a number of years. Resistant to energy weapons, the yak bear proved difficult to corral or warn away. Only a dedicated effort on the part of the *Defiant's* crew ultimately kept the creature at base.

Yak bears work within a defined territory, hunting a variety of small animals within it. They are solitary hunters and meet other yak bears only once a year to mate.



The Yridian yak is a truly impressive being reminiscent of a Terran mastodon, though it lacks a trunk. Instead, the yridian yak uses an excessively long tongue with which it feeds. The yak also boasts an immense pair of curved horns used in defense or mating rituals.

CREATURE STATISTICS

FORM: ANIMAL DIFT: HERRIVORE FEEDING HABITS: GRAZER SIZE: MAMMOTH (6M TALL) ATTRIBUTES: STR 14 (+4), INT 0 (-8), AGL 1 (-3), VIT 3 (-1), PRE 0 (--8), PER 3 (--1) REACTIONS: OUIK ± 0, SAW -1, STAM +4, WILL -1 MOVEMENT: 24 M/180 M/40 KM LIFTING/CARRYING CAPACITY: 280 KG MAX (28 KG ORAL)/70 KG LIGHT DEFENSE: 4 HEALTH: 7 WOUND LEVELS: 7 (3 LEVELS HEALTHY) SKILLS: ATHLETICS (RUN) +3, OBSERVE +2, SURVIVAL +6, UNARMED COMBAT (NATURAL WEAPON) +2 SPECIAL ABILITIES: ARMOR (TOUGH HIDE, DEFLECTS 10 DAMAGE). NATURAL WEAPON (TONGUE 108 + 4), PREHENSILE APPENDAGE (TONGIE) TN EQUIVALENT: 10

DESCRIPTION

Native to the Yridian homeworld, the yak ranks as one of the largest terrestrial creatures known. Though once driven almost to extinction, the Yridians instituted a rigorous program to bring these creatures back to prominence.

In the past, these beasts were used as gigantic pack animals and war chariots. Now herds are allowed to peacefully graze on the tundra preserves on which they thrive. It has been rumored that unscrupulous Yridian game wardens allow yak hunts for the right price but definitive proof has yet to be offered.



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"Not precisely, Doctor. On Vulcan the 'teddy bears' are alive and they have six-inch fangs." —Spock to McCoy, *Journey to Babel*

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