

## Appendix E: Star Patrol Species & Origins

This handout is intended to allow players to use these Origins in place of the standard “Alien” found in the playbooks. This is an extract from the manuscript and does not intend to be the “final” version of these rules.

Within the Infinite Galaxies Core Rules, the “default setting”, Star Patrol, is implied in several places. You will find, for example, mention of several alien species. Some of these species – those detailed below – are playable as PCs and can be used as Origins for many playbooks. When a player chooses the “Alien” Origin for his or her character, these are available as options. It is important to note that players may also create their own alien species; these are the ones made available as part of the Core Rules.

When you select ones of these Origins for your character, the benefit listed below replaces the one found for “Alien” in your character’s playbook.

## The Collective

This is a human-like species infused with cybernetic parts. All members are in constant communication with each other via a meta-mind known as the Collective.

- Explorer: Add +1 to Understand technologies unknown to your species.
- Soldier: When you must mark Ammo, you can take 1d4 Damage instead.
- Scientist: When you Repair an electronic device or robot, add +1 forward against it or its master.

## Cygnan

This human-like species is related to Earthlings. They are known to be masters of interstellar travel.

- Ace: When you return to a place you’ve been before (your call), you can get 1- Barter worth of repairs done to your starship for free.
- Explorer: When you are on a vessel’s sensors, you may roll + WIS instead of using the vessel’s score.
- Jack: When you have time to regale others with tales of your travels, add +1 to Negotiate.

## Gray

These oval-headed aliens visited Earth many times in the past and helped to guide Earthlings to their destiny in the stars.

- Explorer: When you successfully Understand a Human, add +1 forward against them.
- Leader: When you Issue Orders to grant a Gray or a Human a +1 bonus, they also recover 1d4 Vitality.
- Scientist: You may always exchange 1-Barter for 3 Uses of any Specialized Tools.

## Masskai

These red-skinned, savage humanoids are aggressive and opportunistic. They are known to be very antagonistic towards non-Masskai.

- Ace: When you destroy a vessel in combat, add +1d8 Damage forward.
- Psi: When you have Reserve, add +1 Damage.
- Soldier: You are trained in the use of the Masskai Scytheblade (Close, +1 Damage, Training, 2 Weight) and start play with one.

## Por Chantarii

These blue-furred equinoids are very social creatures. They are usually friendly, but also easily offended.

- Jack: If you have amicably traded with someone before (your call), add +1 to Negotiate with them.
- Leader: When you heal someone - by any means - their next move is affected as if you'd spent Reserve on Issue Orders to help them.
- Psi: With your Special Relationship - if you have one - you have a constant Telepathic Link, even if you do not possess that move.

## White Ape

These white-furred, four-armed simians are bestial in appearance, yet quite cunning and intelligent. They tend to despise Humans.

- Psi: If you wield two Kreth Swords, add +1 Damage.
- Scientist: For the Aid move, you treat all White Apes as if you have a Special Relationship with them.
- Soldier: If you successfully intimidate someone, you also recover 1d4 Vitality.