

JUSTIFIERS RPG: The

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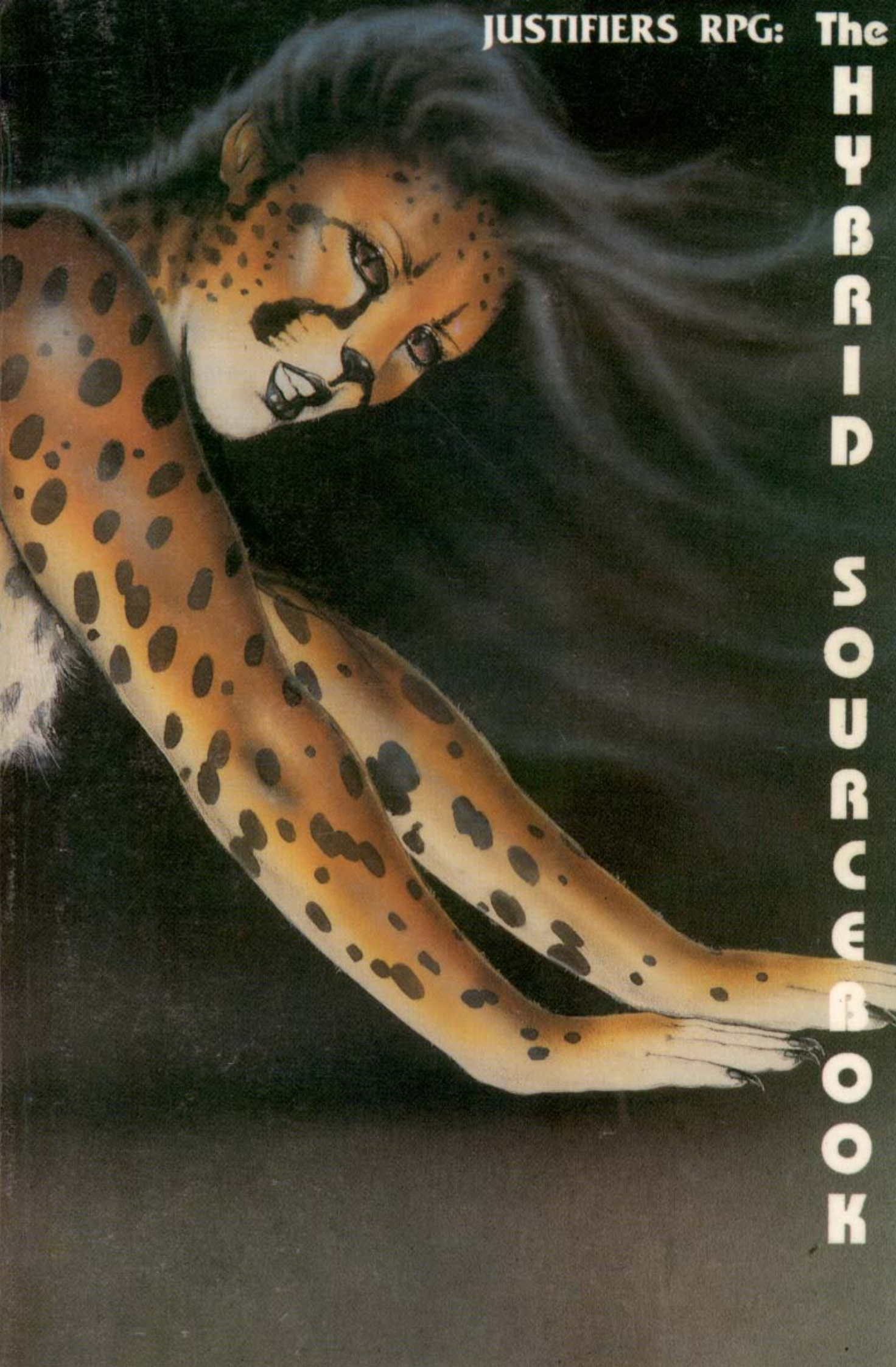


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INTRODUCTION

Welcome to the *Hybrid SourceBook*. This is the fourth sourcebook for use with **Justifiers RPG**, and it will allow you to generate a whole new type of **Justifiers** character. In addition to the hybrid Beta racial types we have included several new alien animal Betas. Both hybrids and aliens will offer you potential abilities that are not available to the standard terrestrial Beta.

We have included information, stats, and illustrations on the root animals for the alien Betas, as well as illustrating at least one type of every Beta-hybrid species. Everything you'll need to develop your own Beta-Hybrids is here.

Many players have been creating their own Beta races. Please continue to do so. The hybrid table and its listing of Betas should not be taken as definitive. Use what is here and build upon it.

Six more years have passed in the **Justifiers Timeline**. It is now the year 2320. This is important since we have included a special section on the Beta Colony worlds and their cultures. There is also expanded background information on leaders in Beta society.

Remember; Have fun!

Gideon



HYBRIDS?

True hybrids are born as the result of the mating of two different species of Betas. These Beta hybrids are hybrids in the most significant meaning of the term: they are unable to bear children of their own.

Hybrids are in fact relatively rare. At least three factors must combine to create the proper conditions for a hybrid to be born. First both Beta parents must be capable of producing children. Since more than 40% of all Betas are sterile, this alone would be enough to make occurrences of hybrids unusual.

The second factor necessary is the presence of unusually unstable genetic matrixes in both parents. Interspecies matings most often (75% of the time) produce twins, one of each species. These twins seldom have any hybrid characteristics, though most have at least some of the non-dominant parent's genetic structure.

The third factor is a societal one. Interspecies matings are very rare, far rarer than human interracial marriages. The greater the differences between the species, the less likely a mating will occur. It is a simple matter of societal pressure.

To achieve all three of these factors in combination is unlikely and Beta Hybrids, or "Breeds" as they are known, are very rare. GMs are advised to carry this through in their games. PC and NPC breeds should not be an every day occurrence. A limit of perhaps one or two per party (GM's discretion) is recommended.

Betas and Breeds

It may be due to their own subservient state. Perhaps it is an ingrained xenophobia held over from the primeval past of all humans and animals. Whatever, Beta reaction to Breeds is far less than positive. In fact, there are rumors of infanticide on some Beta-colony worlds.

Such behavior is discouraged in human colonies. In part for humanitarian reasons, but primarily for the research value that such hybrids have. Corp geneticists swarm around every birth, poking, prodding and testing. Hybrid buy-backs are far higher than normal (x2) due to their inherent significance.



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Humans and Hybrids

Surprisingly enough humans seem far more tolerant of Breeds than most Betas. Though curious and cautious when dealing with Breeds they treat them no better or worse than their "normal" Beta counterparts.

The exceptions to this are Mutts or Mutants (see Mutants). The members of that group of hybrids exhibit bizarre physical and mental aberrations due to their extremely unstable genetic structure.



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HYBRID RACES

The process of creating a hybrid character is somewhat more complex than that by which conventional Justifiers characters are created. Hybrid generation requires several additional steps to determine the nature and abilities of the hybrids. Much is dependant on the player's choice of parents. Careful regard to the Hybrid Generation Chart is advisable, as great differences (*such as between reptiles and mammals*) can lead to bizarre mutations (*see Mutts*).

Neo-mythicals (Neos)

The Neo-Mythical class of hybrids are those which, in one way or another, are reminiscent of mythical animals and deities from humanity's past. These races have been named for their resemblance to these fanciful creatures, though many within a given racial type are markedly different.

Gryphon

Any offspring produced by the mating of a bird-type Beta and a furred predator (such as feline, or canine) is likely to be referred to as a Beta-Gryphon. Examples of these pairings would be:

- Lion/Falcon
- Wolf/Owl
- Bear/Hawk
- Tiger/Bat

Dragon

Typically the offspring of a winged Beta and a reptilian beta. Examples of these pairings would be:

- Bat/Komodo Dragon
- Hawk/Salamander
- Owl/Alligator

Wyvern

An apparent relative of the Beta-Dragon, but without wings. This type of hybrid is produced as a result of mating between any reptilian beta and a mam-



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malian carnivore. Examples are:

- Crocodile/Wolf
- Komodo Dragon/ Polar Bear

Tarasque

The offspring of a feline and a reptilian mating. This most often refers to a turtle or tortoise and a feline, but can be any reptilian/ feline mating. Examples are:

- Alligator/Lion
- Turtle/Tiger

Pegasus

The offspring of a winged Beta and a hoofed Beta. Examples of these pairings would be:

- Hawk/Antelope
- Owl/Bull
- Bat/Ram

Hippogryph

The offspring of an feline Beta and hoofed Beta. For example:

- Lion/Antelope
- Tiger/Bison

Hippocampus

The offspring of an aquatic Beta and a hoofed Beta. For example:

- Salamander/Antelope
- Alligator/Bison

Minotaur

The offspring of any hoofed beta and any carnivorous beta. For example:

- Bison/Bear
- Antelope/Wolf



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Near-Humans (Gammas)

Human Beta matings are not rare, but are rarely productive. Never are twins produced and only 5% of all Beta-Human matings will produce a hybrid child. Of these there is a much greater chance than normal (x2) that the hybrid child will be a Mutt (*see mutants*).

Of those Human-Beta matings that do produce pure hybrids most will physically resemble their human parent with only minor animal features. For example, a beautiful woman, normal in every way, might have a feline tail.

Gammas suffer the very worst kind of abuse and prejudice. They are not welcome in human or Beta society. It is left to the GameMaster to determine the exact nature of the physical features of the Gamma.



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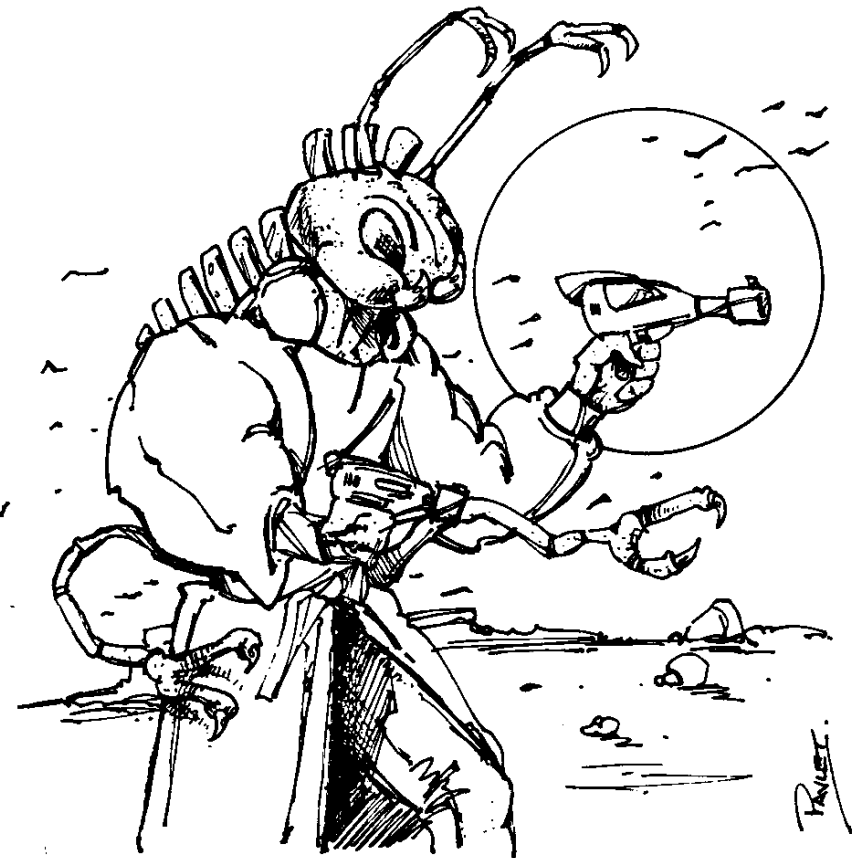
Mutants (Mutts)

Mutants (or Mutts as they are generally known) are those hybrids which carry spontaneous mutations. These genetic aberrations are the result of the Beta's naturally unstable genetic structure. Many breeds are Mutts of some kind. If the PC is a Mutt there will be no way to hide it. The Corp Psis will know almost immediately after the child is born and the Corp will begin watching to determine the type and extremity of the mutation.

Spontaneous mutations follow no pattern, no rhyme or reason. They do, however, fall into one of two categories: Trilobal or Corporeal.

Trilobal mutants have a third prefrontal lobe in their brain. This can result in advanced psionics, or advanced psychosis, or unfortunately, sometimes both in the same individual.

Corporeal mutants possess some unique physical features, or attributes. These can run the gamut from enhanced reflexes, to severe disfigurement.



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Hybrid Characters

Making a Hybrid PC is a two step process. First consult the chart on page 13. By cross referencing the parents of the Hybrid PC you will find a number. This is the number of times you must roll on the Spontaneous Mutations Table.

Then roll a D6 to determine if the PC is a Corporeal or a Trilobal and roll on the appropriate table the required number of times. The further away the two species of the parents are on the table, the greater the chance of a spontaneous mutation developing in the offspring.

Example: Andy wants to roll up a Beta-Gryphon Character. He begins by determining that his parents were a male lion and a female hawk. By cross-referencing feline and avian, he finds that he must make 1 roll on the SM Table. He rolls a D100 and gets a 25. Checking the table he finds that he has no mutations. He is a true Neo-Gryphon.



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After any mutations have been taken care of and incorporated into the character, have the player roll a D% to determine the dominant character. Anything less than 50% is mother dominant; more than 50% is father dominant.

Example: Andy rolls a 45% to determine his dominant characteristics. This makes his mother (the Hawk) dominant, but not by much (only 5%). The GM determines that Andy's character will not have wings, but does have hawk's head with a lion's body and the hawk's talons.

To determine any special bonuses (such as Speed, Agl, Str, or Track by Scent) take all the racial bonuses of each race and average them. Natural armor and weapons are a factor of the dominant parent.

Example: Since Andy's Neo-Gryphon has a lion's body his natural armor is Hv. Fur. and his weapons are 2 large claws.

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Spontaneous Mutations Table

As previously stated the further away the parent creatures are on the following table, the more likely that spontaneous mutations will result. To use the following table consult the definitions section to find the letter codes for the family of animals representing the parents. Then cross reference them to find the number of time it will be necessary to roll on the Spontaneous Mutations Table.

Family Codes

The code letters below represent various families of creatures. Scientifically certain species are closely related to certain others. Therefore we have classified various creatures together under a single letter to simplify the construction of this table. Although some pairings will seem strange, they are all the result of careful research and represent scientific families.

Please note that the Mantis-Beta is not represented on this table, neither are the alien animal Betas presented later in this book. None of these creatures are capable of crossbreeding and producing viable offspring.

- A Ursines. All members of the bear family.
- B Felines. All members of the cat family, including lions, house-cats, etc.
- C Canines. All members of the dog family, including wolves, foxes, etc.
- D Weasels. Including otters and wolverines.
- E Reptiles. Including all reptiles. Snakes, lizards, etc.
- F Avians. All birds.
- G Primates. All species related to apes, and the human races.
- H Amphibians. Including alligators, turtles, frogs, newts, etc..
- I Procyonids. Including raccoons and pandas.
- J Perissodactyla. Includes horses, rhinos, and odd toed ungulates.
- K Artiodactyla. Includes antelopes, bison, sheep and swine.
- L Pinnepedia. Includes seals, and sea lions.
- M Rodents. Including rats, rabbits, beavers, squirrels, etc.
- N Edentata: Armadillos, sloths, and anteaters
- O Monotreme. Includes the platypus and echidna.
- P Marsupials. Including kangaroos, koalas, and opossums.



P	3	3	3	2	4	3	2	4	2	3	3	3	3	2	0
O	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
N	3	3	2	2	3	4	4	3	2	4	4	3	3	0	3
M	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
L	3	2	3	3	3	3	3	3	2	3	3	3	3	2	3
K	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
J	2	3	2	2	4	4	3	4	3	0	3	3	4	4	3
I	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
H	4	4	4	4	3	2	2	0	4	4	4	3	3	3	4
G	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
F	4	4	4	4	2	0	0	2	4	4	4	3	3	4	3
E	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
D	2	2	3	0	4	4	4	4	3	2	2	3	2	2	2
C	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3
B	3	0	2	2	4	4	2	4	2	3	3	3	3	3	4
A	4	3	0	0	3	3	0	3	3	3	3	3	3	3	3





	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P
A	0	1	1	2	4	4	2	4	1	2	2	1	3	3	4	3
B	1	0	2	2	4	4	2	4	2	3	3	2	3	3	4	3
C	1	2	0	1	4	4	2	4	1	2	2	1	3	2	4	3
D	2	2	1	0	4	4	2	4	1	2	2	1	2	2	3	2
E	4	4	4	4	0	2	4	1	3	4	4	3	3	3	5	4
F	4	4	4	4	2	0	3	2	4	4	4	3	3	4	5	3
G	2	2	2	4	3	0	0	2	3	3	2	3	4	4	2	2
H	4	4	4	4	1	2	4	0	4	4	4	3	3	3	5	4
I	1	2	1	1	3	4	2	4	0	3	3	2	1	2	3	2
J	2	3	2	2	4	4	3	4	3	0	1	3	3	4	4	3
K	2	3	2	2	4	4	3	4	3	1	0	3	4	4	4	3
L	1	2	1	1	3	3	2	3	2	3	3	0	2	3	2	3
M	3	3	3	2	3	3	3	3	1	3	4	2	0	1	4	3
N	3	3	2	2	3	4	4	3	2	4	4	3	1	0	2	3
O	4	4	4	3	5	5	4	5	3	4	4	2	4	2	0	2
P	3	3	3	2	4	3	2	4	2	3	3	3	3	3	2	0



Mutants

All hybrids could technically be considered Mutts, since it is due in large part to the beta's genetic instability that hybrids can be produced at all. However we will deal here with only those Mutts that fall into the categories we have established.

Please note we are also ignoring a large percentage of so called Lemutes, or lethal mutations. These are Mutts with lethal genetic aberrations. Some survive for minutes...even hours, but all have physical and psychological deformities too great to ever enter society.

On each chart a roll of 00 produces a Lemute, but with a recessive lethal gene. This PC will die inexplicably at some point during his life. The GM is to roll D% once at the start of each game session. On a roll of 00 the PC drops dead.

Any rolls between 1 and 25 have no resulting mutation.



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Spontaneous Mutations

Roll on the following charts the required number of times to determine if you have any the aberrations. First, roll a D6 to determine the type of mutation (Trilobal or Corporeal). No character may have both types. This is strictly an either/or proposition. 1-3 is Corporeal and 4-6 is Trilobal.

Corporeal

(Physical mutations. See pages 17-19 for a complete description)

- **Extra Limb**
 - Tail 99-98
 - Hand/Arm 97-95
 - Foot/Leg 94-88
- **Enhanced senses**
 - Smell**
 - Subtle 87-79
 - Faint 78-72
 - Trace 71-69
 - Electrical 68-65
 - Taste**
 - Subtle 64-60
 - Faint 59-50
 - Trace 49-45
 - Sight**
 - Infra-red 44-40
 - Starlight 39-37
 - Hearing 36-32
- **Body Mass 31-30**
- **Body Size 29-27**
- **Body Armor 26-25**



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Trilobal

(Mental Mutations. Full Descriptions on pages 20-22)

- Proximity Sense 99-98
- Psi-tap 97-90
- Cata-psi
 - Anchor 89-75
 - Static 74-50
- Broadcast Empath 49-40
- Probability Manipulation 39-35
- Energy Absorption 34-30
- Harmonic Disruption 29-25



Mutation Descriptions

Corporeal

• Extra Limb

Extra limbs are tantamount to painting the word "MUTT" across a character's forehead. We are not talking about the Beta-monkey's tail, or even the non-prehensile tail of a Feline Beta. These are extra tails, arms, etc. that don't belong on the species in question.

Tail: Tails can be prehensile or not, at the GM's discretion. They can be forked. A character can even have more than one. The general rule is: the stranger the better.

Hand/Arm: This would be a third arm and hand, or tentacle, or whatever seems appropriate. It can be located anywhere on the upper torso and attached in any way. It is entirely the province of the GM.

Foot/Leg: As above, but located anywhere on the lower torso.



• Enhanced Senses

A more subtle mutation, enhanced senses are not without their problems. In a close environment (*lots of people*) an enhanced sense of smell is definitely, not an advantage.

Smell: An enhanced ability to sense airborne odors. Add the numbers indicated below to the character's Track by Scent. We have included the ability to smell electricity, This would include bio-electricity such as that given off by nearby animals or people.

Subtle +2D10

Faint +3D10

Trace +4D10

Electrical D100 (Electrical only)

Taste: An enhanced ability to distinguish the tastes of various substances. This ability can be averaged with Cuisine to determine the exact nature a substance. People with this ability are very hard to poison. Use the percentage indicated for the character's ability to taste individual elements of a concoction.

Subtle 40%

Faint 50%

Trace 60%

Sight: These powers represent enhanced visual abilities. They are usually (*GM's Discretion*) accompanied by a tell-tale difference in the character's eyes.

Infra-red: The character sees heat patterns instead of colors. Using this ability a character can see any living creature (*even in pitch dark*).

Starlight: Enhanced nightvision. This goes beyond even some Beta's ability to see at night. Using this power, a character sees in pitch dark as if it is full daylight. However, characters with this ability are unusually sensitive to bright light (*GM's Discretion*).

Hearing: Much like Starlight vision, enhanced hearing can be as big a negative as it can be a positive. Characters with enhanced hearing have the ability to hear faint noises at great distances, can use echo location (*much like a Bat's sonar*) to move about in the dark, etc. Yet they are also sensitive to loud noises, and vulnerable to sonic weapons (*x2*).



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• Body Mass

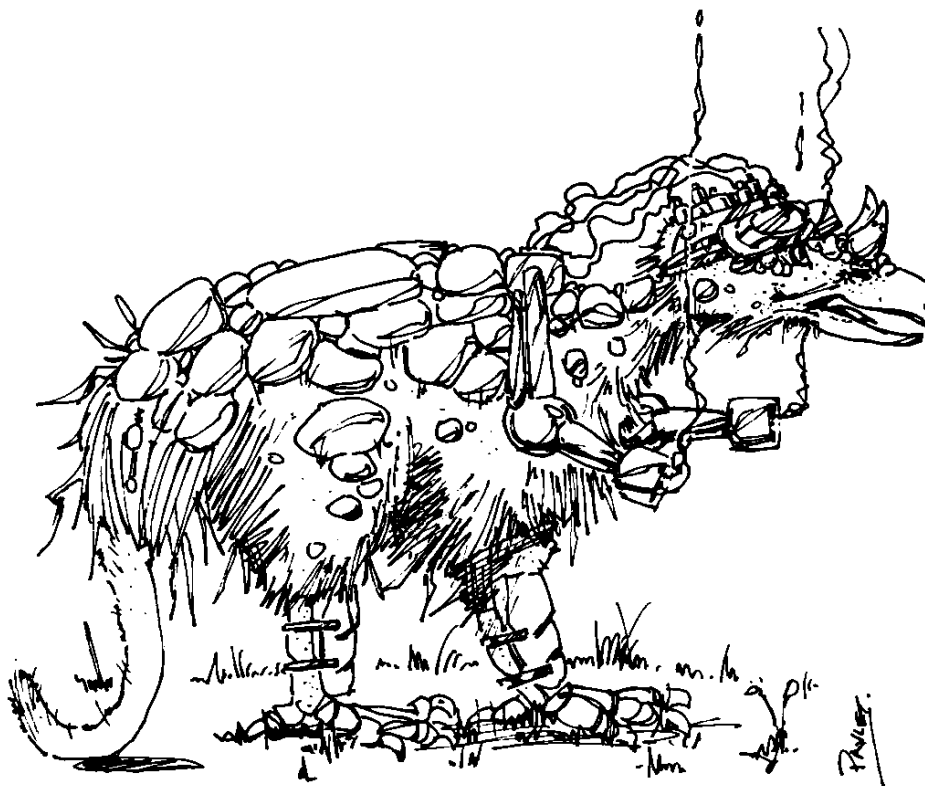
An extra dense body structure and it will show. This character will be bulky, if its species is normally bulky (*a bear for instance*) it will still be much broader and stronger than normal. In addition this ability effects all the character's normal physical Attributes. Roll D100 and add the result to the Character's STR. Roll again and do the same with CON. Then roll twice more subtracting the results from the character's AGL and DEX. Then adjust the character's Stats accordingly.

• Body Size

Similar to Body Mass, but with a size increase to match. Roll as above for the Attribute modifiers. Then roll a D6 for size increase, add that number in feet to the character's height. The character will be proportional, though proportionally taller and broader than others of his species. For extremely large species the resulting weight increase can be a decided disadvantage. Some characters might weight as much as a ton (*GM's Discretion*).

• Body Armor

Extra dense natural armor. Roll a D10 and add this to the character's normal AV for his species.



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Trilobal

• Proximity Sense

This is a unique, psionically enhanced ability possessed by many creatures, though not to the extent of a trilobal mutant. This talent works much like a "Radar Sense" to let the individual feel where objects are in their surroundings. This ability costs 5MS per minute and is unhampered by darkness or sensory deprivation. *Someone using this ability cannot be surprised.*

An advanced use of this ability allows the user to enter a "Fugue State". In this state the user's concentration is so intense that he is unaware of his surroundings outside a certain radius (*RES in feet*). Only when an object or person enters that radius does the user become keenly aware of the motions. In this state even multiple attackers (*up to RES/5*) can be tracked and their movements parried or dodged.

When using this ability a parry becomes an automatic action and does not use up an attack. As soon as the attacker is neutralized the user ceases to be aware of him. This state is exhausting and burns MS at a cumulative rather than constant rate (*5MS the first round, 10MS the second round*).

• Psi-tap

This talent allows the user to tap into nearby (*RES in feet*) sources of psionic energy and add that source's MS to their own. The cost is a temporary reduction in RES of 1 point for each 1 MS taken. RES recovers at its normal rate, but the user becomes more vulnerable to psionic attacks when this power is used.

Psionic sources are anything that has MS, including computers, other psionics, animals, teammates, etc. If the target is unwilling to share their MS with the user, a break-will must be made.

Designer's Note: To determine a computer's abilities, roll up Attributes as normal, but ignore all physical Attributes (*Str, Dex, Agl, etc.*). Physical Attributes are only determined to use in calculating a computer's net worth (*the same as buy-back*) in case the computer is later destroyed. Computers have an automatic +100 IQ and a 0 WIS. AI computers will get +100 IQ and a +50 WIS.

• Cata-psi

This is really a sort of anti-psionic talent. It allows the user to interfere with other people's use of their psionic abilities. There are two types of Cata-psis. Statics have the ability to broadcast a kind of psionic interference that makes all psionic characters within a certain radius (*user's RES in feet*) have to spend twice as much MS to accomplish any task. Static costs the user 5MS per round to broadcast. 25% of all Cata-psis also have the ability to act as an Anchor for characters that teleport. Anchoring costs 10MS per round to use, but once the user begins to use this ability no one within the user's RES in feet can use any teleport ability.

• Broadcast Empath

A person using this talent has the ability to plant emotions in the minds of others. Anything the user can make himself feel (love, hate, indifference, etc.) can be broadcast to another mind. This talent always requires a break-will and can be overcome by powerful pre-existing emotions (*GM's Discretion*). The cost is 15MS per minute.

For example: A madman rushing at the user with a sword, and the obvious intention of disembowelment, cannot be made to fall at the user's feet in awe at the next moment.

• Probability Manipulation

A unique ability to change the laws of chance. This talent would actually allow its user to perform impossible feats of physical and mental prowess by sheer luck. The user gets to add a modifier of D% to any skill roll each time this talent is used. However, the laws of probability do not like to be bent and there is sometimes a backlash as they force themselves back into their original shape.

Every time this talent is used there is a cumulative 20% chance that the next skill roll made will backfire and the same percentage that was added to the user's roll is subtracted from that roll. This means the next skill roll made by anyone...the user, another PC, an NPC...anyone. The cost of using this talent is 25MS per use.

• Energy Absorption

This allows the user to take up to D% of any damage directed at him and store it for several rounds. Any damage above what he is able to absorb he takes normally. Damage can also be accumulated over several rounds up to a total equal to the user's RES. Once that limit is reached, if he doesn't discharge the absorbed damage by touching a person or object, he takes all the accumulated damage.

In a combat situation where the damage can be transferred by a punch or a kick, the attack does all its normal damage, plus the absorbed damage. The damage can also be channeled through any weapon with a Damage Bonus for STR, but the user must touch the target. The user cannot direct this attack as Missile Fire.

The cost is the amount of damage absorbed times the number of rounds stored in MS. The maximum rounds that the damage can be stored is the equal to the user's RES.

• Harmonic Disruption

Every inorganic substance (*including deceased organic tissue*) has a harmonic value. This talent allows the user to focus on the inherent harmonic value of a hard or inflexible object (*GM's discretion*) and create a counter vibration that will disrupt it, like the opera singer who can break glass with her voice. It isn't the pitch or even the power of the voice that's important, it's the vibrations created by the voice and their relationship to the vibratory frequency of the glass.

Once the user has touched any non-living substance for a full round, he will get a complete understanding of the harmonics of that substance at that time. Since harmonics change from place to place and day to day, this sense is valid for only 24 hours. Life causes so many harmonic changes so quickly that this power will not work on living organic tissue. A tree would be immune, but a wooden desk would not.

The second time the substance or object is touched for a full round the user can create a counter vibration which will shatter the object. The cost is 1MS per point of BOD of the object to be shattered. There is a 5% cumulative chance per use per day that the talent will go out of control and shatter everything within a radius equal to the user's RES in feet, including everything worn or carried by the user.



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Alien Betas

Due to the success of Betas in all walks of life (and death), the corporations have recently turned their attention toward alien animals with suitable characteristics. The application of Beta technology to alien life forms has proven an arduous (even dangerous) task, but it has been accomplished with limited types of creatures. You will not find these Betas listed on the Hybrid chart. All terrestrial betas are unable to crossbreed with non-terrestrial types, and no non-terrestrials have thus far proven capable of crossbreeding.

The Poseidon Swamp Leech

A native of the planet Poseidon, the Swamp Leech has several unique characteristics. In addition being amphibious, it is equipped to devour metal, and has a talent for sound mimicry unsurpassed by any known creature. So taken with these characteristics were the Corp Scis, that they couldn't resist an attempt at Beta conversion.

Much like its counterpart, the Swamp Leech Beta is a pacifist by nature. Yet its two major natural abilities make it a formidable foe when roused to action. Its diet (*and the diet of its animal counterpart*) consists of metal. Its digestive system and oral secretions are specially formulated for this feat. Any metal object placed into a Swamp Leech's mouth is subjected to powerful secretions (Damage 4D10+8). These are not acidic, but a special rust-like bacteria. For this reason the secretions have no effect on organic materials.

Its real weapon, however, is its incredible ability to mimic sound. Virtually any sound that a Swamp Leech has encountered it can duplicate. A Swamp Leech Beta has a 40% base chance to reproduce any sound or set of sounds and a +1% cumulative modifier for each time the Swamp Leech has encountered the sound in its natural state. The sound quality is identical in every way, including pitch and volume. For this reason a Swamp Leech can reproduce vocally even the sound emitted by a stopper.

Armor: Hv Hide Speed: 15/35
Attribute Modifiers: None
Natural Weapons: 1 Bite (Lg)

(See the Justifiers RPG Adventure Source-Book: Poseidon for more information)



The Grolche

The Grolche is an anthropoid carnivore found on the world of Centauri Prime, in the Alpha Centauri system. It is naturally hostile and semi-sentient in its natural form. It was only recently revealed that the Centauris had participated in the Beta conversion of the grolche. This is ironic, since it was the Centauri fur trade and manhood rituals that have led to the near extinction of the Grolche on its homeworld.

Armor: Hv HideSpeed: 25

Attribute Modifiers: STR +20

Natural Weapons: 1 Bite(Lg) 2 Claws (Lg) Track by Scent 76%



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The Spider Wolf

The Spider Wolf is aptly named. It resembles a large hairy wolf with four pairs of multiply jointed legs. A successful predator in its natural habitat, the Spider Wolf combines many of the best elements of a hunting animal. It has a keen sense of smell, the ability to move rapidly, and virtual 360 degree vision.

Its "eyes" are an embedded ring of photoreceptors encircling its head. The range of vision includes both ultraviolet and infrared. Like its root animal, the Spider Wolf beta possesses four sets of limbs. Unlike its animal cousin, the beta has the ability to run centaur-like and use its two pairs of forearms for manipulating tools or weapons.

Armor: Lt HideSpeed: 50

Ability Modifiers: STR +15, AGL +30 Nightvision

Natural Weapons: 1 Bite (Lg)Track by Scent 85%



Hybrids 25

Tuskar

The Tuskar is a large alien pig native to the heavy gravity world Xanudo. Though one of the least hostile of Xanudo's massive predators, the Tuskar is nonetheless a deadly force. Its multiple tusks can rip open a man (*or Beta*) in seconds when driven home by the Tuskar's awesome mass.

The Tuskar Beta is one of the largest Betas ever to be converted. A Beta of this type can stand close to 9 feet and weight more than 3000 lbs.

Armor: Hv HideSpeed 40

Ability Modifiers: STR +45, INT -10, AGL-20

Natural Weapons: 2 Claws (LG-Tusks), 2 Clubs (LG)



Hybrids 26

Kirin

The Kirin are harmless pranksters on their homeworld, reveling in practical jokes and mischief making. They are well adapted to their natural habitat (*flats plains and grasslands*) and are omnivorous by nature. Their two unique traits are their incredible dexterity and their ability to sustain considerable physical damage without harm.

This second ability is due to their skeletal arrangement. They are almost entirely cartilaginous, highly flexible and well padded by layers of fur and fat. Even after falls from great heights (100 or more feet), Kirin have been known to walk away unharmed. Kirin can fall up to double their Body in feet without taking any damage from falls and impacts.

Armor: Hv FurSpeed: 45

Attribute Modifiers: Con +30, Dex +25

Natural Weapons: 1 Bite (SM) 2 Claws (SM) Track by Scent 30%



Hybrids 27

Volnan Scent Hound

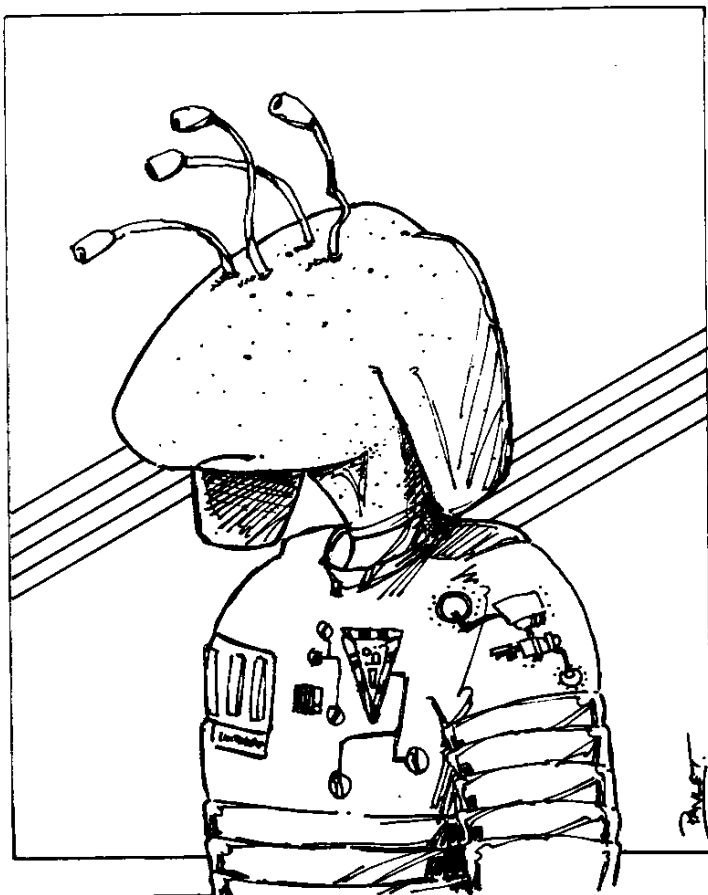
Not even truly a canine, the Volnan Scent Hound was named for its unique tracking and hunting abilities. Its main sensory apparatus is located in four antennae which protrude from its face. It lacks eyes, nose, and has barely a slit for a mouth, but is capable of assimilating an enormous amount of data through these antennae. Due to its abilities, a Volnan Scent Hound cannot be surprised.

It has the ability to track by scent even the faintest of scents. A Beta-Scent Hound marshal was once able to track a car through a traffic jam by the scent of its exhaust. This incredible ability to sniff out clues has made it very popular with the Law Enforcement Branch of the Corps.

Armor: Lt HideSpeed: 35

Attribute Modifiers: WIS +25, Int +10

Natural Weapons: 2 Claw (SM) Track by Scent 99%



Hybrids 28

Shirrah

The Shirrah is a silicon based life form, the first successful Beta conversion of its kind. Very few of the Shirrah-Betas have been created and those that have are spread throughout the Corps. The Shirrah move through stone (*Secondary Speed Stat*) the way a fish moves through water. They absorb the stone with their massive upper torso, extracting what nutrients they need from it, and then secreting it behind them as they go. They are incredible strong as well as being resistant to acids, abrasive, corrosives, poisons, etc. They do not breathe in the normal sense of the word and are therefore immune to gas. They extract everything they need from the surrounding rock.

Perhaps the biggest drawback for Shirrah-Betas is their size. Far from being the massive monoliths that one might expect, the largest one so far is just under 2 feet tall. Something in the silicon matrix seems to prevent any substantial size increase.

Armor: Stone (3 inches)

Speed: 15/35

Attribute Modifiers: STR +25, Int -10

Natural Weapons: Acid 8D10

[Not effective against carbon based objects, only against silicon based substances (such as rock)]



Hybrids 29

Netrine

The Netrine is the "female" of a unique multi-racial species known collectively as the Contrine (*The male form is the Conine*). Contrines have distinct male and female races bearing little or no resemblance to each other. The male is a plant, about the size of a large bush. Though mobile, the male can move only very slowly, stretching out its roots in a particular direction and literally pulling itself through the soil.

The Netrine, though plant-like, is a wandering omnivore. During mating seasons the males bear fruit which the females eat. Sometime later the females gestate a single pod which they plant carefully. After several years of growth the pod becomes either male (*and stays put*) or female (*and begins its wandering*).

For obvious reasons the male was discarded as a potential Beta, but the female, with her strange mixture of plant and animal characteristics was attempted.

Though lacking arms and hands, the Netrine has dozens of individual tendrils which can be used as manipulative digits. This is reflected by the Netrine-Beta's multi-fingered hands.

In addition to her powerful tendrils, the Netrine has a retractable poisoned talon at the end of each tendril. The poison is a fast acting neurotoxin for which there is no known antidote.

The Netrines have two major weaknesses. The first is that they enter a dormant state when deprived of sunlight for more than their RES in hours. They can spend up to their RES in months like this without food, sunlight, or nutrients of any kind. After that they wither at 1D6 per hour unless exposed to natural or artificial sunlight. While in this state they are also vulnerable to any and all normal attacks.

Second, they are vulnerable to fire. Fire of any kind will do twice the normal amount of damage to a Netrine-Beta and a Netrine and will continue to burn until the fire is extinguished by external means.

Armor: Lt HideSpeed: 45

Attribute Modifiers: Dex +25, Int +10

Natural Weapons: 2D10 Claws (SM) . Track by Scent 45%

Poison (1D6 per round for D10 rounds, per talon)

[Poison takes 1D10 rounds to regenerate]



Probial

The Probial is a massive creature native to a heavy gravity world. Its upper torso is covered by a thick, tortoise-like shell with large, rounded spikes protruding from it. The rest of its body is warty and thick skinned. It has four three fingered limbs, a spiked tail, and a barbed, bird-like beak. It is also carnivorous, aggressive, and bad tempered.

In short it was a Corp Sec's dream come true. The Corps wasted no time at all in creating Probial-Betas. Its greatest shortcoming is the fact that it is almost as dumb as it is ugly.

Armor: PlateSpeed: 35

Attribute Modifiers: Str +45, Int -50

Natural Weapons: 2 Claw (LG), 1 Claw (LG -Beak), Club (LG +3)



Bilal

The Bilal is a warm blooded reptilian native to Cessus 3. It is not particularly strong, nor smart, nor fast. In fact it has only one unique feature. Like terrestrial electric eels it can accumulate and discharge static electricity.

The Bilal-Betas were first introduced by United Industries, and it didn't take very long for them to realize what a horrible mistake they had made. Bilal-Betas cannot control their discharges. If they come into direct contact with any conductive material (*including people*) they discharge automatically.

In a high tech society, filled with sensitive electrical systems encased in protective metal, these creatures were simply unwelcome. United Industries came up with a truly unique plan to rid themselves of this potential menace. They sold them. They not only sold them, they sold them "as is", without informing their clients of the potential hazards. This has led to a number of complaints (not to mention threats) by their clients. UI has decided they would rather have the complaints than the Bilal-Betas back (although UI has offered a free rubber suit with every Bilal-beta sold). For this reason every Corp, except UI, has Betas of this type.

Armor: Lt HideSpeed:45

Attribute Modifiers: None

Natural Weapons: 2 Claw (SM)

Electrical Discharge (*Accumulates 1D6 per hour without discharging, up to 6D6 maximum. 5% cumulative chance per point of damage of doing permanent harm to any electrical device with which they come in direct contact.*)



Hybrids 32

Pangolin

All right. So it's not a true alien, but it probably should be. Pangolins are the most alien of all terrestrial creatures and are included here out of a sense of irony.

Armor: PlateSpeed: 15

Attribute Modifiers: STR +30 AGL -15

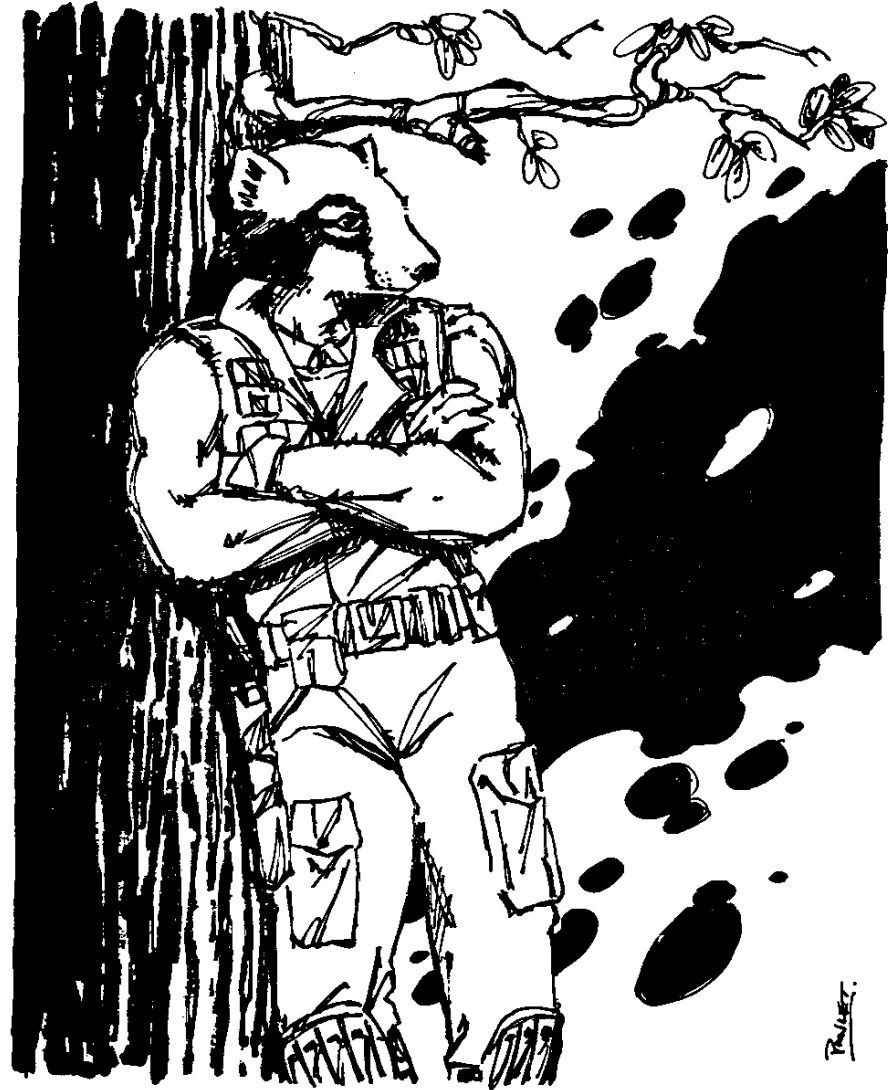
Natural Weapons: 2 Claws (Lg)Track by Scent 40%



Hybrids 33

Beta Leaders

Over the last several years, there has begun to develop, within the beta community a group of leaders. These are all free Betas looked to by the rest of their race for guidance. Some have begun to amass political power and to speak out against the tyranny of the Corps.



The Matriarch of Dagda

Though not a Beta, the Matriarch rules the only aboriginal race to co-exist as equals with a colony in Corp controlled space. By power and charisma, she convinced B'Hazard Mining that a complete takeover of her world would be costly and that a peaceful co-existence was the best alternative.

Less than a year ago, she wed a free Beta and made him her official consort. Brock, a former scout, was originally assigned to the Dagda colony as a marshal. Since resigning his position, Brock sits with the Matriarch in council and advises her in her negotiations with the Corp. There is a large group of Corp-Exs who are very uncomfortable with this relationship, but for now the Corp's choices appear to be limited.

Since their wedding, Brock and the Matriarch have become media stars. Freepress has had innumerable articles and interviews with and about them. Far from feeling confined by this public acclaim, they have used it as a platform to speak out against the Corporate exploitation of the Betas.



Hybrids 36

Brock - Beta-Badger

United Industries - Marshall (Retired)

Con51	Str69	Dex99	Int52	Wis65
Agl44	Prz75	MS127	Bod25	Res23
Spd54	Base Skill Level 5		Base to Strike 33	

Damage Bonus 6 Natural Armor: Hv Fur
Natural Weapons: 1 Bite (Sm) 2 Claws (Lg)

Special Attacks

1 Additional Hand Strike and 1 Additional Kick when using Advanced Martial Arts. + 3 Damage on all Martial Arts attacks.



Hybrids 37

Skills

Advanced First Aide	20%
Advanced Martial Arts	
Additional Language	
[Spoken (Dagdan)]	46%
Arctic Survival	25%
Basic Math	55%
Beam Weapons	25%
Cartography	30%
Civil Law	15%
Combat Driving	10%
Communicator Ops	20%
Computer Technologies	20%
Cryptology	15%
Desert Survival	25%
Dual Weapons [Projectile Weapons Hand]	
Electronic Countermeasures	12%
Emergency E-Suit Repair	25%
E-Suit Operations	30%
First Aid	20%
Forgery	10%
Forensics	15%
Forrest/Jungle Survival	25%
Hand Weapons (Ancient)	35%
Hand Weapons (Thrown)	40%
Hand Weapons (2-Hand)	25%
Hand to Hand Combat	20%
Interrogation	15%
Primitive/ Improvised Weapons	25%
Martial Arts	30%
Navigation	20%
Pick Pocket	15%
Pilot Ground Vehicle	20%
Projectile Weapons (Hand)	35%
Projectile Weapons (Special)	26%
Read/Write Native	80%
Scanner Systems Ops	30%
Smuggling	15%
Speak Native	80%
Surveillance	35%
Tracking/Trapping	25%
TransMatt Ops	30%
Weapons Technology (Beam)	15%
Weapons Technology (Projectile)	15%
Zero G Training	20%



Personal Data:

Since Brock began his career as a Scout and only later switched to Corp Sec Law Enforcement, he has a large number of acquired skills. His long field experience has made him very wary and somewhat distrustful. Brock has always been successful at dealing with the Corps. He can be fully as devious as any AA or CEO around.

The Matriarch

Con 65	Str 46	Dex 117	Int 100	Wis 71
Agl 42	Prz 87	MS 171	Bod 16	Res 31
Spd 23	Base Skill Level 10		Base to Strike 39	

Damage Bonus 4

Natural Armor: Lt Hide
Natural Weapons: None

Special Attacks

None

Psionics

The Matriarch is a 7th level Magician. (See the *Aborigine Source-Book for more information on Magic*). This fact is known only to Brock and a handful of the Matriarchial advisors.

Skills

Additional Language Spoken		
(Terran Basic)]	66%	Basic Math 55%
Cartography	30%	Civil Law 75%
Criminal Law	65%	Cryptology 45%
Dual Weapons		Dual Weapons
(Sword and Dagger)		(Projectile Weapons)
First Aid	20%	Forrest/Jungle Survival 15%
Hand Weapons (Ancient)	35%	Hand Weapons (Thrown) 20%
Hand to Hand Combat	10%	Interrogation 35%
Primitive/ Improvised Weaps	25%	Projectile Weapons (Hand) 21%
Martial Arts	30%	Navigation 20%
Projectile Weapons (Hand)	25%	Read/Write Native 90%
Speak Native	90%	Zero-G Training 5%
Communicator Ops	35%	Computer Ops 25%
Scanner Systems Ops	15%	

Personal Data

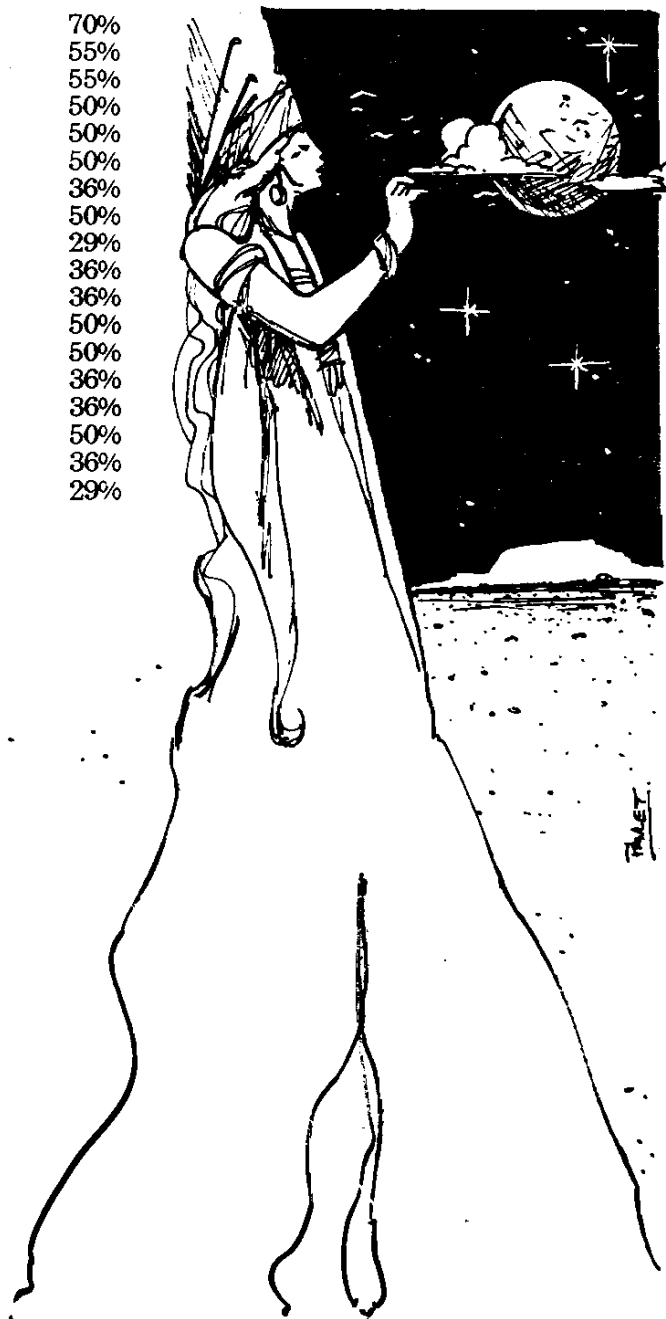
The Matriarch is physically representative of her entire race. She closely resembles a beautiful human female in her mid-twenties. Her skin color is extremely pale, virtually white, and her hair is red. Her most striking feature is her violet eyes, uncommon even among her own race.

The Matriarch is highly charismatic and beloved by her people. Under her reign Dagda has prospered and UI has managed to interfere only negligibly with the every day life of the masses. Despite her gentleness, she can be as hard as rock, as the Governor and several top UI executives have learned. Brock is constantly at her side when dealing with the Corp and with their combined negotiating skills they have proven to be fierce adversaries to Corp corruption and rampant exploitation.

Magical Skills

The Matriarch is a 7th level Geomancer and has the following spells at her disposal. For more about magic and how it functions consult the Aborigine SourceBook.

Sense Magic	70%
Ground	55%
Metamorph	55%
Anti-Tech Field	50%
Commune	50%
Windrush	50%
Great Wind	36%
Darkness	50%
Crumble	29%
Fireball	36%
Dispel	36%
Hail	50%
Simple Heal	50%
Greater Heal	36%
Ice Spray	36%
Far Seeing	50%
Lightning	36%
Transmute	29%



The Old One

Little is known about the Old One, not even his true name. Due to advanced cyber-replacements and years of accumulated - "T-Wave time" his age is estimated at between 150 and 200 years. The Old One is an Alpha-Bear, one of the first of the genetically altered animals created for use by the Corps as explorers.

Though his hair is gray and he is bent with age, his mind is as agile and sharp as ever. He has studied the rise of the Corps in minute detail, and he has gained first hand knowledge of the inner workings of every Corp, the kind of knowledge that can only be accumulated by more than a century of work.

His current place of residence is known only to a very few and many betas practically worship him. Some free and escaping betas attempt to seek him out, but he sees only a select number. There is a constant circulation of rumors within the Corps as to his whereabouts, supplemented, no doubt, by carefully planted misinformation.

In effect, the Old One is the closest thing the betas have to a religious leader, and his pronouncements are heeded as such.

He has always disdained the use of violence in the past, but now his tone seems to have changed. While not advocating a war with the Corps, he has hinted at making the preparations for war. He has made such statements as, "The time of our liberation is at hand. We must choose our own destiny, even if that choice must be paid for with our blood."

There is currently a reward of 1,000,000C offered by the MegaCorps for information as to the Old One's whereabouts. This information is sought by the Corps for "scientific reasons". It appears they wish to verify his continued existence as the oldest living genetic construct. It is far more likely that they suspect him of being the force behind the HFL (see HFL).



Hybrids 42

The Old One

Alpha-Grizzly Bear - Free Beta

Con 35	Str 92(100)	Dex 65(100)	Int 70	Wis 94
Agl 54(100)	Prz 131	MS 364	Bod 43(100)	Res 58
Spd 21	Base Skill Level 7		Base to Strike 21	

Damage Bonus 9

Natural Armor: Hv Fur

Natural Weapons: 1 Bite (Large)
2 Claws (large)

Special Abilities

Nightvision (see below)

Please note that as a result of age and injury the Old One has had the following cyber-replacements:

Heart	Lungs	Both Arms and hands
Both Feet and Legs	Both eyes	
Both ears		

and an artificial larynx has been implanted to facilitate speech.

Psionics

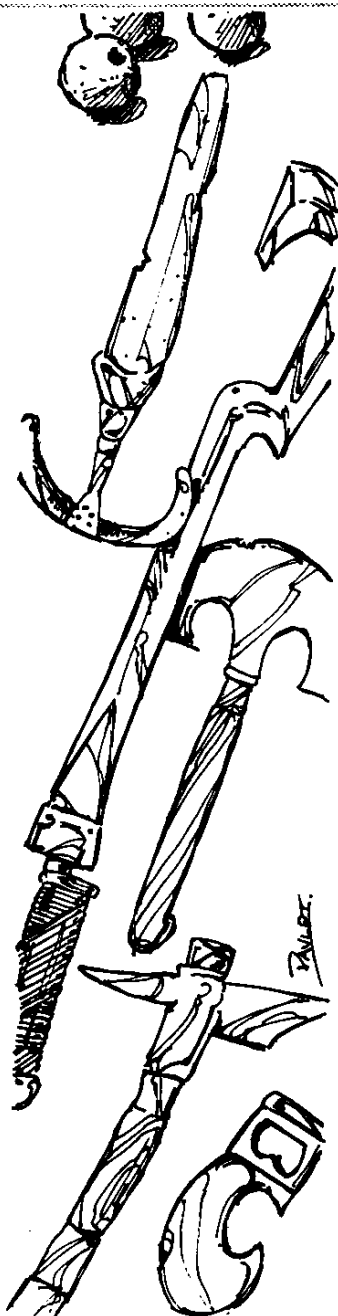
None that are known.



Hybrids 43

Skills

Advanced First Aide	40%
Additional (Dagdan)	
Language-Spoken	26%
Additional (Cetan)	
Language-Spoken	38%
Arctic Survival	35%
Basic Math	75%
Beam Weapons	45%
Cartography	30%
Civil Law	65%
Combat Driving	20%
Communicator Ops	30%
Computer Technologies	20%
Cryptology	45%
Desert Survival	25%
Dual Weapons	
(Projectile Weapons Hand)	
Disguise	48%
Electronic Countermeasures	22%
Emergency E-Suit Repair	25%
Entertainer (Escape Artist)	37%
Entertainer (Magician)	58%
E-Suit Operations	35%
First Aid	28%
Forgery	40%
Forrest/Jungle Survival	25%
Hand Weapons (Ancient)	35%
Hand Weapons (Thrown)	40%
Hand to Hand Combat	25%
Interrogation	35%
Martial Arts	35%
Navigation	75%
Pick Pocket	25%
Pilot Ground Vehicle	20%
Projectile Weapons (Hand)	35%
Read/Write Native	99%
Scanner Systems Ops	30%
Smuggling	55%
Speak Native	99%
Surveillance	75%
Tracking/Trapping	35%
TransMatt Ops	34%
Weapons Technology (Beam)	45%
Weapons Technology (Projectile)	45%
Zero G Training	20%



Personal Data

Like many Alphas- the Old One had early cybernetic implantation to augment his speech capabilities. Though his speech is harsh and gravelly, he is an eloquent speaker with a poetic turn of phrase.

Age has taken its toll, however, and some of the Stats and Atts represented above are actually reductions of earlier (*healthier*) scores. His age has been achieved by a combination of factors. Some scientists have noted that the Old One may have spent as much as 1/3 of his life in transit from one corner of Corp space to another. Certainly the enormous number of cybernetic replacements have had a large part to play in his survival.

Although he is an Alpha, the Old One resembles a beta more. In large part this is due to the combination of a bear's upright stance, and his cybernetic appendages. He has full use of his (*artificial*) hands as well, and lacks the Alpha's clumsiness.

The Old One has moved about for most of the last 70 years, watching and learning about the Corps. He has often coupled a natural affinity for disguise and sleight of hand with the ability to pull off outrageous bluff. This has afforded him the freedom to stand within earshot of some of the most powerful men and women in the Corps.

If the Old One has a single weakness it appears to be his inability to see the little picture. It isn't that he can't see the forest for the trees, but just the opposite. Time has given him a greater perspective and he is often oblivious to the lives of those around him as he pursues his own agenda.



Quillon Masterson

Currently the only non-human to hold any office within one of the major Corps. Quillon Masterson has risen from a Tracker (*Officer at Large*) to the level of a System Magistrate. He is now the Chief Magistrate of the Criminal Division for the Proxima Centauri System.

Quillon is a Gamma, but his overwhelming sense of duty and the sheer force of his personality have served to propel him upward despite this. Though he doesn't speak out for Beta rights actively, his position and quiet authority have made him a role model within the beta community. He has also been active behind the scenes making subtle changes in the local criminal laws and their enforcement.

This is not to say that he is popular with all betas. In some circles his rise and lack of active opposition to the Corps has been seen as traitorous to the beta cause. There have been at least 3 attempts on his life by the HFL in their short history (see *HFL*).



Hybrids 46

Quillon Masterson

Gamma-Panther

Con 83	Str 65	Dex 65	Int 67	Wis 48
Agl 52	Prz 21	MS 140	Bod 18	Res 21
Spd 54	Base Skill Level 6		Base to Strike 32	

Damage Bonus 6 Track by Scent 70%

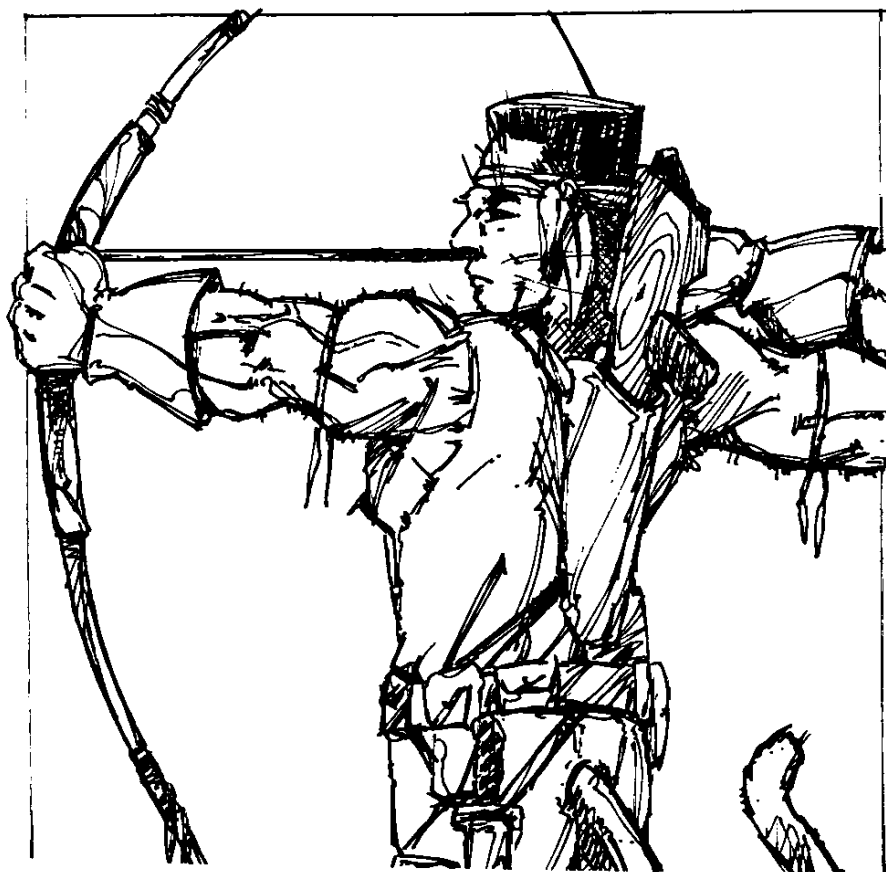
Natural Armor: Hv Fur
Natural Weapons: 2 Claws (Lg)

Psionics

Proximity Sense Energy Absorption

Special Attacks

2 Additional hand strikes and 1 additional kick when using Advanced Martial Arts. +3 damage on all attacks.



Hybrids 47

Skills

Administration	6%
Advanced Zero-G Training	20%
Advanced Martial Arts	
Advanced Navigation	20%
Basic Mathematics	56%
Beam Weapons:	26%
Civil Law	16%
Communicator Operation	21%
Computer Technologies	21%
Cryptology	31%
Cuisine	6%
Dual Weapons	6%
Electronic Countering	21%
Emergency E-Suit Repair	26%
E-Suit Operations	31%
First Aid	21%
Forensics:	22%
Hand Weapons (Ancient)	26%
Hand Weapons (thrown)	26%
Hand Weapons (2 hands)	26%
Hand to Hand Combat	21%
Heavy Weapons (beam)	21%
Interrogation	31%
Martial Arts	36%
Navigation	21%
Nuclear Weapons Tech	26%
Pilot Ground Vehicle	21%
Project. Weapons (hand)	46%
Project Weapons (heavy)	26%
Project. Weapons (Special)	6%
Read & Write Native	81%
Scanner Systems Ops	31%
Smuggling	6%
Speak Natives	81%
Subduing	16%
Surveillance	31%
Tracking/Trapping	30%
TransMatt Operations	31%
Weapon Tech. (Beam)	21%
Weapons Tech. (Projectile)	21%
Vehicle Mounted Weapons	16%
Zero Gravity Training	21%

Personal Data

Quillon is a severe and brooding man, very serious and devoted to his work. He has no personal life, few if any friends, and no romantic liaisons. His mutant nature is a closely guarded secret and it is his unique combination of abilities that has allowed him to survive repeated attempts on his life.

Quillon is deeply committed to changing the system from within. He doesn't believe that forced change will get the Betas anything, but the animosity of the Corps. He is deeply concerned that the HFL and other outspoken Beta rights organizations are leading the Betas down the road to genocide.



Logan Garfield

Though he is a human, and head of one of the most successful of the Big 9 Corps, Logan Garfield has (*of late*) become the principal human spokesman for the beta rights movement.

From his headquarters on Ana Brie, Garfield has made a number of statements condemning the other Corps for their treatment of Betas. Garfield Enterprises has taken a number of novel steps to increase the basic freedoms of betas and appear to be moving in the direction of total "human" rights for all sentient beings.



Hybrids 50

Logan Garfield

Human - Garfield Enterprises

Con 63	Str 85	Dex 91	Int 195	Wis 86
Agl 45	Prz 88	MS 321	Bod 16	Res 27
Spd 43	Base Skill Leve 20		Base to Strike 30	

Damage Bonus 9

Natural Armor: Lt. Hide
Natural Weapons: (none)

Psionics

None known



Hybrids 51

Skills

Administration	49%
Anthropology	84%
Archeology	94%
Basic Mathematics	89%
Advanced Mathematics	74%
Cartography	49%
Communicator Operations	34%
Computer Technologies	64%
Emergency E-Suit Repair	29%
E-Suit Operations	34%
First Aid	54%
Geology	39%
Hand to Hand Combat	24%
History	94%
Instruction	95%
Linguistics	64%
Mountain Climbing	20%
Sport: Martial Arts	44%
Navigation	74%
Philosophy	59%
Pilot Ground Vehicle	24%
Projectile Weapons (hand)	24%
Psychology	69%
Read & Write Native	94%
Scanner Systems Ops	74%
Speak Native	99%
Photography	20%
Additional Language	
[Literacy (Ancient)]	99%
Additional Language	
[Spoken (Ancient)]	99%
Additional Language (Cetan)	79%
Sociology	49%
TransMatt Operations	34%
Zero Gravity Training	24%

Personal Data

Almost nothing is known about Logan Garfield prior to the beginning of Garfield Enterprises. His previous life was not secretive, just not particularly interesting. He was a low level archeological researcher until he and his two partners discovered something strange in an underwater archeological site. The exact nature of their discovery remains a mystery since the site was "accidentally" destroyed during Garfield Enterprises Corp Sec Military maneuvers a few years ago.

However, something strange happened at that site, because his recent actions have demonstrated a much higher intelligence than his previous corporate records would indicate. His stats above represent the best estimate of his current intelligence. (For more information, consult the Corporate SourceBook).



The HFL

No one knows who is behind the Human Freedoms League, or where its main bases might be. One theory is that they are a disorganized, de-centralised, group of individuals who claim responsibility for the psychopathic actions of other individuals. In short that they are a myth...nothing more than a ploy to cost the Corps time and money searching for them.

However in the face of mounting evidence it seems more likely that they are a well organized, well financed terrorist organization aimed at nothing less than their stated purpose, "...to achieve basic 'human' rights and freedoms for all sentient creatures...whatever the cost".

FreePress Teletape - 1 Aug 2314

An anonymous spokesman announced the formation today of a group to "Stop Corporate exploitation of Betas and other sentient beings throughout the galaxy by whatever means are necessary." The Human Freedoms League as it is called, made no mention of specific acts, but left little doubt that violence and terrorism are to be their weapons of choice.

The Human Freedoms League, or HFL, is a group dedicated to nothing short of the total destruction of the Corps and complete "human" rights for all betas. They have pledged themselves to achieving this end by whatever means necessary and appear to be fanatically committed.

Their exact strength, their leaders, even their current whereabouts all remain a closely guarded secret. However their actions are very public. In addition to the actual or attempted assassinations of a number of highly placed Corp-Exs and "Corp sympathizers", the HFL has claimed responsibility for a number of random acts of vandalism and violence. A few of the most notable are:



Freepress Teletape - 4 Sept 2314

In what appears to be their first official act, the HFL has taken responsibility for a bomb that killed 40 people and left 68 injured or crippled. The bomb exploded during an Artco exhibit on STPD Engineering's homeworld of Ymir. Dozens of priceless and irreplaceable artworks were also destroyed. Two of STPD's top executives were killed, including the Administrative Assistant of the current CEO.

Freepress Teletape - 24 Dec 2314

Two TTMS Sweeps and their 4 Corp Sec body guards were killed by a sniper while leaving a shopping mall after some last minute Christmas shopping. The sniper, an ex-Aries Marine, now Free Beta was killed by marshals during a climactic rooftop chase. The HFL claimed responsibility for the unnamed beta's actions.

Freepress - 18 Mar 2315

The HFL claimed responsibility today for the third failed attempt on Chief Magistrate Quillon Masterson's life in as many weeks. Masterson, a former Tracker, managed somehow to shoot both his assailants despite being covered by their weapons. Masterson still refuses police protection, preferring to "trust in my own instincts and reflexes". This makes the fourth and fifth assassins that the Chief Magistrate has neutralized and he appears prepared for any further attempts.

Freepress - 21 January 2316

Four unnamed betas invaded the headquarters of the Bringamen Corporation today. Claiming to be soldiers of the outlawed Human Freedoms League, they went on a shooting spree that left 32 people dead. Many of those killed were beta employees of the Corp, which specializes in providing temporary manpower to other Corps. Corp Sec and military forces retook the building after a two hour standoff with the barricaded gunmen, killing all four. Among the other dead are Lawrence Flynt, Bringamen's CEO and his entire administrative staff. Corp-Exs are already moving to appoint a new CEO and that announcement is expected soon.



Hybrids 54

BETA COLONIES

Following the example of TTMS and Tau Ceti Prime, many of the other large Corps are opening up worlds as beta colonies. Also like the first two, most of these worlds are real hellholes that take all of one's abilities to survive.

In 2320 the number of beta colonies has now grown to ten, with the numbers reading TTMS three, Tau Ceti Prime two, Enclave LTD. two, and United Industries, B'Hazard Mining and CybermedTech one each. Except for the three introduced in the *Corporate Sourcebook*, all are detailed below.



Hybrids 55



WORLD LOG: PALLADIUM

Corp: TTMS
System: Pierscone
World: Palladium
System Position: 4
Number of Satellites: 0
Gravity: 1.3G
Land Area: 13%

Planetary Conditions:

Length of Day: 47.6 Hours
Atmosphere Density: Thick
General Climate: Tropical

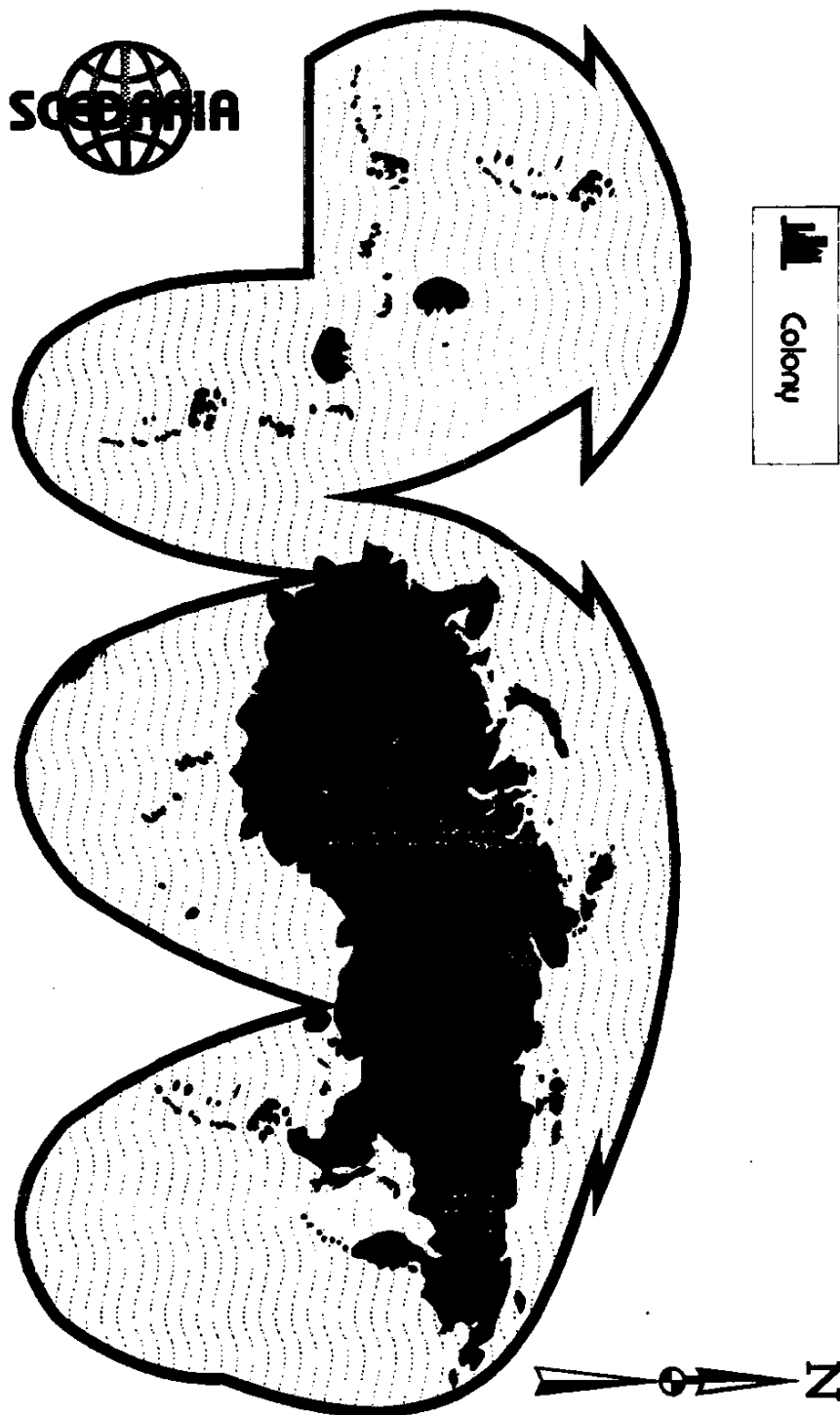
Colonial Data:

Number of Colony Sites: 1
Population: 1,250
Self-Sustaining: No
Archeological Sites: None
Principal Industries/Exports: None

Indigenous Life: None

Technological Status: Not Applicable

Special Notes: The planet circles a K9 Sub-Giant star that has a neutron star that pulses every 36 seconds in a far orbit. Because this planet gets more than its fair share of radiation most of the plants and animals are mutated nightmares. The oceans are poisonous to terrestrial life, and many of the plants and animals find betas a delicacy. So far, the colony has managed to carve out a small town on a desert island, fighting off attacks from the sea almost daily. TTMS "encourages" those who are Corporate troublemakers to emigrate here, usually at the point of a gun. When they get here many wish they had kept their mouths shut.



WORLD LOG: SCEDARIA

Corp: Tau Ceti Prime

System: Cerredia

World: Scedaria

System Position: 1

Number of Satellites: 0

Gravity: .75G

Land Area: 100%

Planetary Conditions:

Length of Day: 335 Days

Atmospheric Density: Trace

General Climate: Frozen

Colonial Data:

Number of Colony Sites: 1

Population: 6,000

Self Sustaining: No

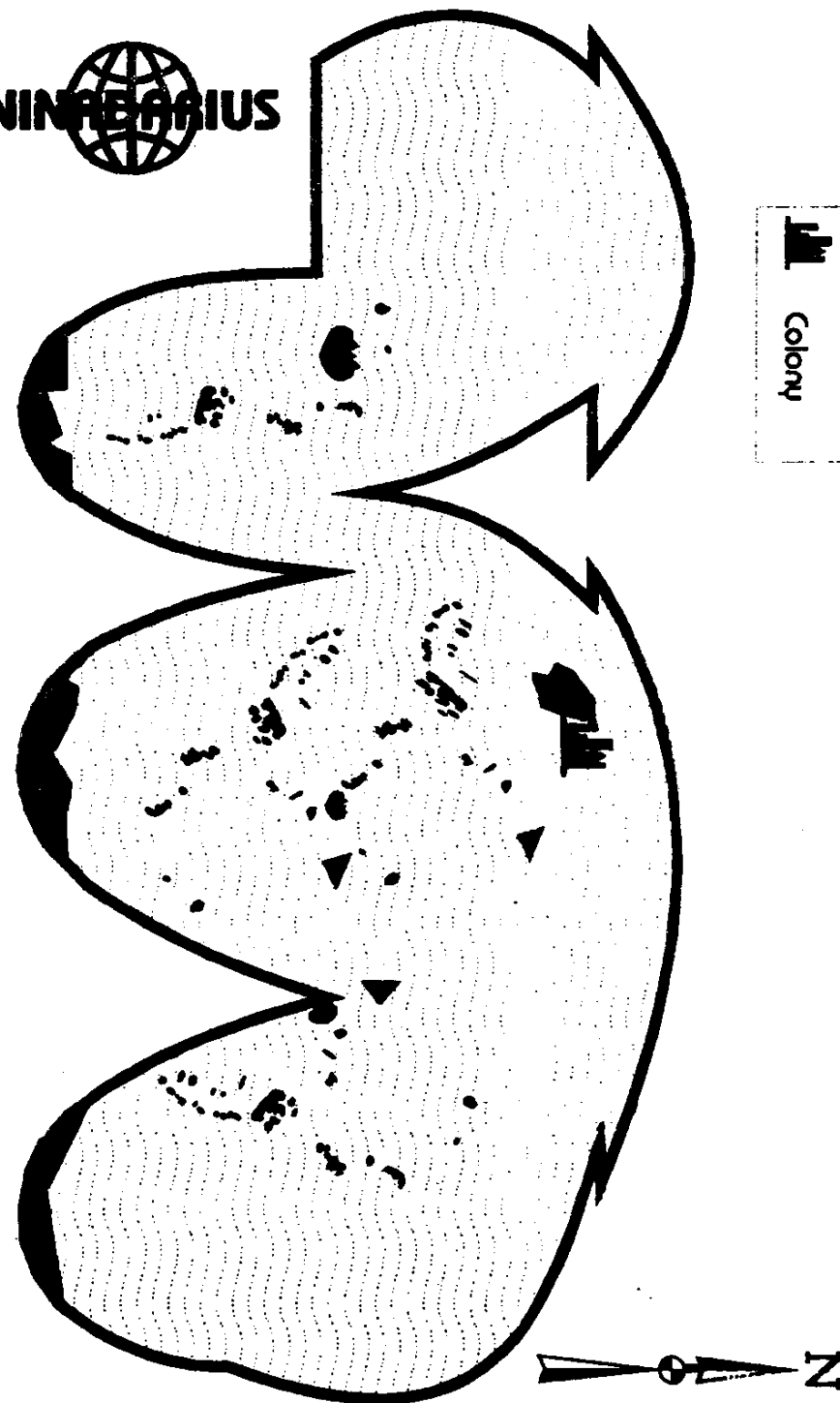
Archeological Sites: None

Principal Industries/Exports: None

Indigenous Life: None

Technological Status: Not Applicable

Special Notes: Scedaria is little more than a frozen ball of ice and rock, the only planet orbiting an ancient red dwarf. Most of the colonists who came here were sold a false bill of goods; when they arrived they found a world with little atmosphere, no foliage, and the little water that was to be had was under the surface. Having sold themselves deep into debt to obtain drilling equipment, the population still tried to make a go of it. For the most, part they have succeeded. The caverns they have tunneled out are now home to the colony's 6000 inhabitants. There is a severe overcrowding problem, and the colonists there are drilling for water and to make room just as fast as they can. As access to the outside universe is limited through the Corporation, most don't know the conditions that the colonists survive under before they sign up. The colony has one secret that they have kept from the Corp until now: they have found an extensive network of tunnels of a high-tech alien design. No one knows who made it, but it is millennia old.



WORLD LOG: NINADARIUS

Corp: Enclave LTD.

System: DM +24987-88

World: Ninadarius

System Position: 3

Number of Satellites: 6

Gravity: 1.4G

Land Area: 2%

Planetary Conditions:

Length of Day: 16.6 Hours

Atmospheric Density: Thick

General Climate: Tropical

Colonial Data:

Number of Colony Sites: 1

Population: 1000

Self Sustaining: No

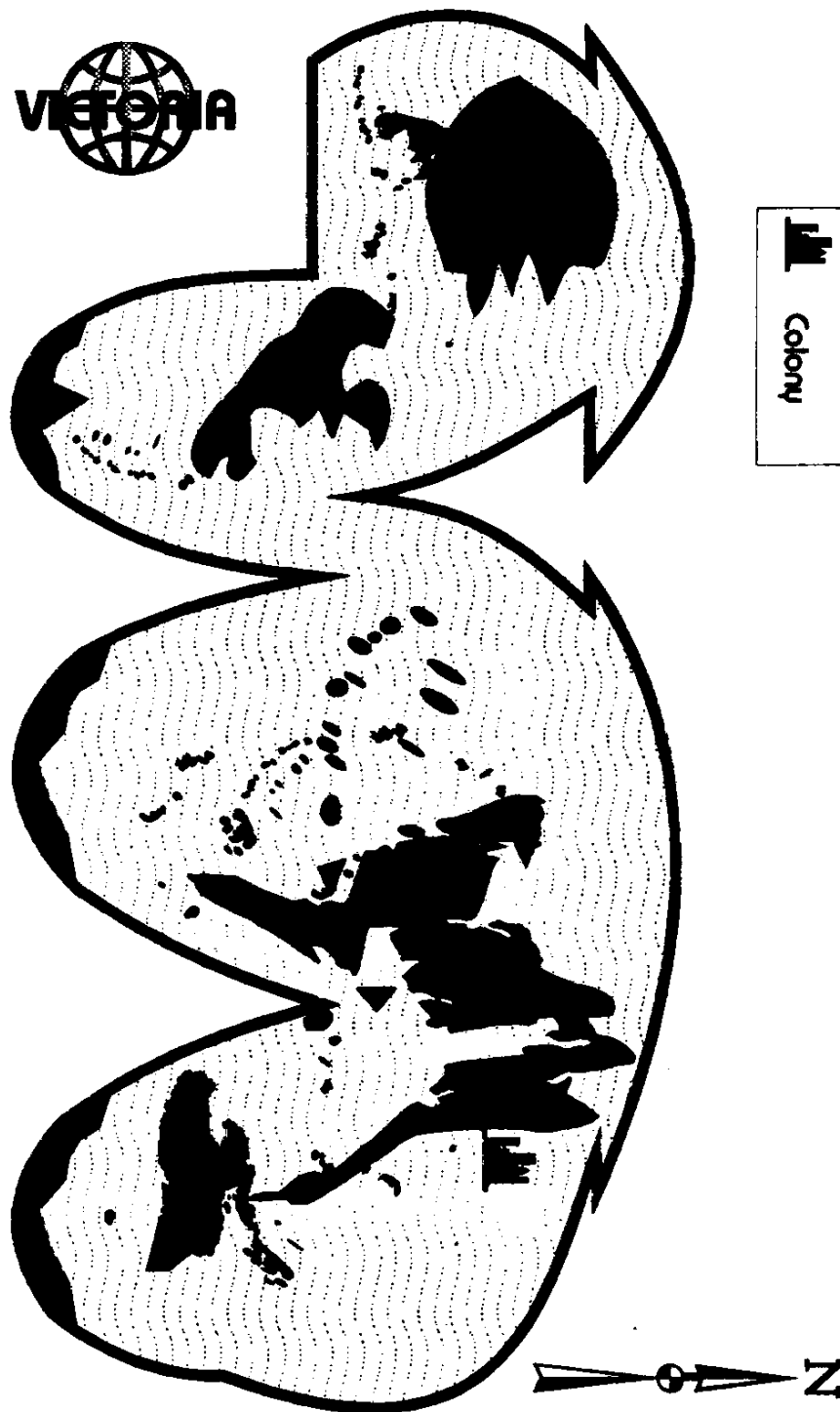
Archeological Sites: None

Principal Industries/Exports: None

Indigenous Life: None

Technological Status: Not Applicable

Special Notes: Orbiting a F0 star, Ninadarius is an extremely hostile world. With the surface consisting mainly of water, the available land area is only the scattered island chains with most of these being little more than the hulks of extinct volcanos. The oceans are teeming with life though, most of it similar in size and makeup to the dinosaurs that populated Earth's oceans many millennia ago. With six moons orbiting the world, the tidal stresses on the ocean are intense. Riptides are common, as are hurricanes, tornadoes, waterspouts, monsoons and tsunamis. When there is no severe weather, it is usually raining. The colony is built in a series of watertight tunnels carved into a dead volcano, and the general population of the colony seldom goes outside. The colony's basic needs are supplied by a cadre of experienced ex-scouts (now known as "Rangers") who take care of hunting and trapping on the surface.



WORLD LOG: VICTORIA

Corp: Enclave LTD.

System: LCX -224534/774

World: Victoria

System Position: 3

Number of Satellites: 1

Gravity: 1.1G

Land Area: 27%

Planetary Conditions:

Length of Day: 26.1 Hours

Atmospheric Density: Terrestrial

General Climate: Sub-Tropical

Colonial Data:

Number of Colony Sites: 1

Population: 9,150

Self-Sustaining: No

Archeological Sites: None

Principal Industries/Exports: None

Indigenous Life: Ttt'chrchny (*Semi-Reptilian*)

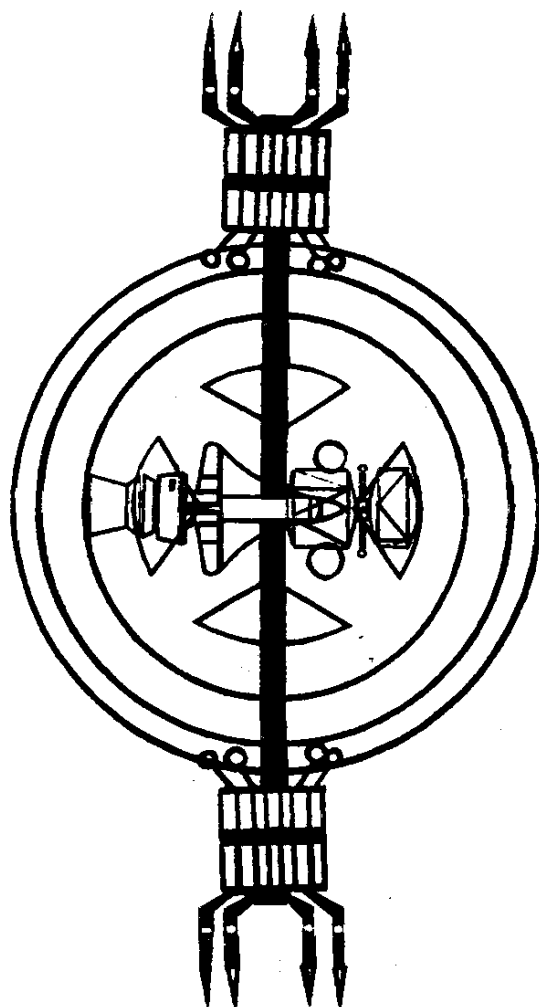
Technological Status: Early/Middle Iron Age

Population: 1.2 Million

See the Aborigine Sourcebook for more information.

Special Notes: When Enclave justified this world it was almost immediately opened for colonization. Unfortunately, the wavelengths of the scanners the colonists were using upset the Ttt'chrchny, a race of burrowing reptile-like creatures that had been previously unnoticed. The indigenous life attacked and wiped out the colony. Enclave wrote the situation off as a lost cause. The betas that came to this world were all ex-military, and were determined not to let the best of all the worlds available to the Betas go to waste. They imported all the weapons they could, and have built up the original colony site to fortress proportions. The ex-soldiers are now waging a brutal war of extermination against the natives. They have technological superiority, but are hopelessly outnumbered.

RIDALGO'S DISK



WORLD LOG: RIDALGO'S DISK

Corp: United Industries

System: Ross 614A

World: Ridalgo's Disk

System Position: Artificial Moon of Rogue

Number of Satellites: 0

Gravity: .1G

Land Area: 100%

Planetary Conditions (*artificially maintained*):

Length of Day: 24 Hours

Population: 3,500

Self-Sustaining: No

Archeological Sites: None

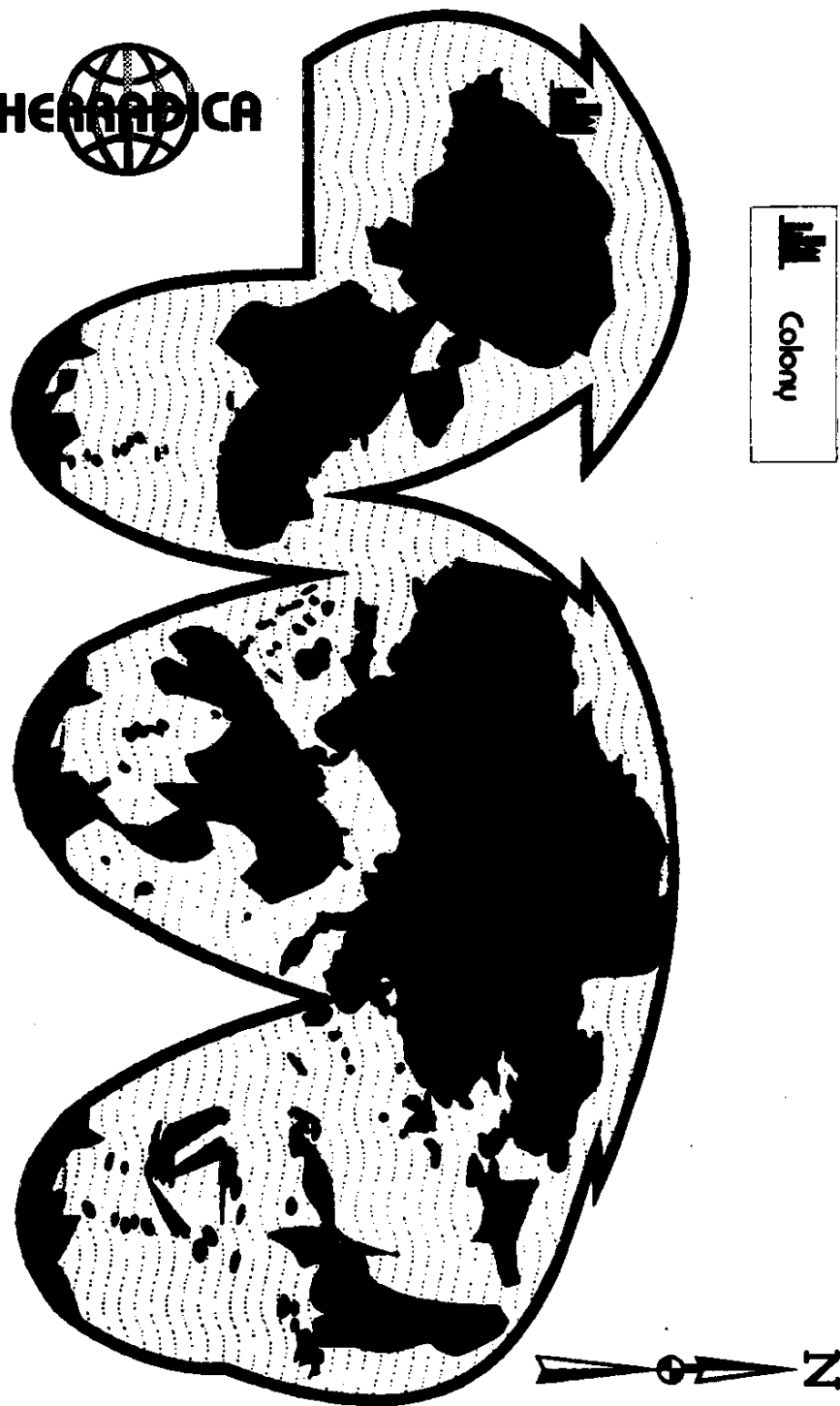
Principal Industries/Exports:

Farming (Fish & Rice) 26%

Specialty Manufacturing 74%

Indigenous Life: None

Special Notes: This world was originally a gutted transmatt shuttle when a hopelessly mad ex-justifier by the name of Ridalgo moved in, repaired the life support, and installed recyclers. After his death, another ex-justifier looked at his work and called a couple friends who had just bought another scrapped shuttle. The group welded the shuttles together and the colony was born. Over the past four years many different freed Betas have joined; the only requirement being that you bring some sort of addition to the colony, now a mass of metal two kilometers in diameter and 500 meters deep. These people have become experts at salvage, and have struck a deal with United Industries to have access to their technological garbage. Making creative use of the zero-g environment near the center of the spinning disk, various specialty manufacturers have begun to make inroads in the general marketplace: recycling scavenged materials into perfect ball bearings, completely symmetrical fittings for delicate equipment, and special microcircuitry too delicate to withstand normal gravities, but perfect for use in satellites and armored space fortresses. The colonists are also keeping a special secret: when they salvaged an old interplanetary cargo shuttle they found all the components to construct a second working transmatt (*one not aligned to Rogue*). They are using this to maintain contact with CybermedTech headquarters, which periodically smuggles supplies to the colony.



WORLD LOG: HERRADICA

Corp: B'Hazard Mining
System: Farragut
World: Herradica
System Position: 1
Number of Satellites: 0
Gravity: 3.1
Land Area: 72%

Planetary Conditions:

Length of Day: 48.9 Hours
Atmospheric Density: Terrestrial
General Climate: Sub-Tropical

Colonial Data:

Number of Colony Sites: 1
Population: 2,500
Self-Sustaining: No
Archeological Sites: None
Principal Industries/Exports: None

Indigenous Life: None

Special Notes: Herradica would be an otherwise perfect world if it wasn't for the high gravity. In close orbit around a young M5 dwarf star, the planet is thought to be a belated attempt at the creation of a solar system. It is believed that all the materials slated for the system went into building this planet, which is seven times the size of the Earth (*although with a disproportionate mass*). Even these colonists, for all their high strengths and constitutions must make use of exoskeletons to survive outside the colony walls. The indigenous life tends to be small, but massive, and virtually all of the indigenous life is carnivorous or omnivorous. The mortality rate among colonist is high. This is especially true of children, up to about age 10. If the children survive to that age they are expert with all manner of weaponry.

WORLD LOG: TITAN

Corp: Cybermed

System: Sol

World: Titan

System Position: 8 (Moon)

Number of Satellites: 0

Gravity: 0.3G

Land Area: 43%

Planetary Conditions:

Length of Day: 384 Hours

Atmospheric Density: Thick

General Climate: Frozen

Colonial Data:

Number: 1

Population: 550

Self Sustaining: Yes

Archeological Sites: 1

Principal Exports: None

Indigenous Life: None

Special Notes: TTMS graciously granted Cybermed the deed to Saturn's moon Titan in an attempt to prove their friendship. (Actually, TTMS decided that it was a useless hunk of rock with no inherent value.) Cybermed decided to sponsor a Beta colony there. While the population must live in domed environments, they have worked hard and long enough to become totally self-sufficient (except for luxury items, which the entire population craves). The archeological site is of alien design, one that none of the colonists can recognize. The colony has alerted their sponsors in Cybermed, who are trying to put together a quiet deal with Garfield Enterprises to bring some of their people in on the investigation. It is clear from the construction that the site was not created by the Ancients, but by some other precursor race. The site itself is deep underground and was discovered when the foundations were being laid for another environment dome. In fact, several workmen were killed when the ground literally collapsed beneath them and they were plunged into a cavern hundreds of feet below. It is still unknown why the cavern's existence did not register on the preliminary seismic scans made prior to construction.



Colony

They are impossible creatures...Their very existence violates the law of nature... Yet they do exist and they walk amongst us.

Neos, Gammas, and, strangest of all, the Mutts. They are the offspring of unlikely matings between different species of Beta. They combine aspects of their parentage, with elements of humanity.

The Hybrid SourceBook includes new rules for creating and playing Beta cross-breeds, as well as background on Beta culture and the leaders of Beta society and alien animal Betas.



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