

Supplement to AC – The War Machine (Introduction of the Oduvu'urian race)

****Adjustment** – It takes Commodore Reider's fleet 29 days to reach Waller Nexus system (F.S. 30) as opposed to two weeks. This includes the time for each jump and four days in each system to overhaul and refuel the ships' engines.

Epsilon .3.5 (this may take place during the period of twenty days that the party is training the Mhemne rebels.)

Khgree acknowledges that they may be able to find additional help. The Mhemne are not the sole inhabitants of the planet Snowball. There is another race of creatures, cephalopods; that also call Snowball home. Centuries ago, when Snowball was rich, lush and temperate; both races lived in peace. But, when the ice age came; the Oduvu'urians withdrew to their underwater and underground cities – never to be seen again. No one has seen an Oduvu'urian in over 1,900 years.

Zandu, the leader of the ancient research station; knows of the Oduvu'urians. He states that he knows of another station nearby that may have information leading to the Oduvu'urians.

The trip takes six hours by foot or one hour by explorer. Zandu takes the party and Khgree to another research station. This one is abandoned. Upon entering into the Operation Command Center, Zandu tries to locate and activate the computer and radiophone. It does not have any power and as generator shut down a long time ago. The party can try and repair the generator (-20% penalty – alien technology). There is enough fuel to last for about 10 hours. Another suggestion is to jury-rig a parabattery from a robot or the explorer to power the systems (-20% penalty – alien technology). Once rigged, the parabattery will not be able to be used for its original purpose i.e. if the explorer's parabattery is used, the party will have to walk back.

Once the system is activated, Zandu spends 30 minutes to one hour trying to locate a file on the computer. He locates a daily log reporting a friendly contact with an Oduvu'urian party. An exchange of information food and information was provided and both groups went their separate way. One of the bits of information that was exchanged was radio contact information. Zandu then attempts to contact them via the radiophone. After ten minutes, he is successful. A raspy voice responds (in Mhemne language) and answers that a party will arrive at their location in several hours.

After three hours, another radio message is received. It asks that they come outside. When the party comes outside, they are greeted by three fur-clad cephalopods. One is yellowish-brown skin color with amber eyes. The second is maroon skin color with blue eyes. The third has skin color that is russet brown with brown eyes. All have six tentacles, two of which they appear to use as arms. The second Oduvu'urian steps forward and raises his hands.

The party should invite the Oduvu'urians inside, out of the cold. Normal relations are to sit down and eat a snack and drink a little. The Oduvu'urians will provide some of their food and drink, as the party should exchange some with the Oduvu'urians.

After the lunch, negotiations can then start. If Zandu or Khgree are present – the penalties for them will be automatic. The main point of the Oduvu'urians, that is expressed by Yawna'onado (the party leader, with maroon skin and blue eyes) is “Why should they be involved in the conflict between the Mhemne and the

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Snake-men (Sathar)? They have not bothered the Oduvu’urians. The Mhemne were the ones who almost destroyed Snowball.”

If Khgree is present, he will be outraged and will immediately leave. If Zandu is present, he will seem embarrassed and fidgety. He will explain that his ancestors did do bad things to the planet and now his people, his family; as well as the Oduvu’urians have to live with that. For that he is sorry.

The party needs to explain to the Oduvu’urians that the Sathar will strip the planet of its resources and leave. What happens to the Mhemne will happen to the Oduvu’urian. Just because the Mhemne nearly destroyed the planet does not mean that the Oduvu’urian can sit by as the Sathar do it...two wrongs do not make a right.

Negotiation Awards/Penalties (points for one action may be +/- up to five times, sixth time and up = 0 points; EXCEPT special cases - *, one time award/penalty)

Carrying a ready or holstered weapon	-1
Refusing to surrender weapons on request	-1
Showing disrespect or hostility	-1
Giving a gift	+1
Proposed attacks on Sathar (poor plans)	-5
Propose use of Oduvu’urians as shock troops	-5
Proposed attacks on Sathar (well-planned)	+5
Sharing food and drink	+5
Propose trade with UPF (build AG station for trade goods)	+10
Being dishonest or misrepresenting intentions	-10
Zandu is present*	-10
Khgree is present*	-30
Suggesting to save the planet from Sathar mining, etc*	+50

Oduvu’urian Reaction to PC Responses and Proposals

Trust Points	Oduvu’urian Response
60 +	confident trust; will to consider all proposals even if a risk is present
59 to 20	limited approval; still cautious and will require proof for all statements
19 to -19	uncertain and suspicious; willing to consider specifics in interest to both parties but, unwilling to reveal anything about their race or culture.
-20 or less	dissatisfied; will consider proposals only with ironclad security for Oduvu’urians; regard party as potential enemies.

After negotiations, the Oduvu’urians will leave. They will need to discuss this with their people. They will call or return to the party in twenty hours. If the party is successful, Yawna’onado will return and stay with the party as an ambassador from his people to the UPF. The rest of his party will return to their city and report to his people. He explains that they accept the proposals of the negotiations. His people will attack the two

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plants on the planet. The party may try to coordinate their attack with the Oduvu’urians. This will increase their chance for success.

If the negotiations failed, the Oduvu’urians will make a call on the radiophone explaining that they cannot be involved. They will not be part of a war that will destroy their planet.

Epsilon .3.5 A

EXPERIENCE AWARDS

1-3 Experience Points

Maximum Award: The party is able to repair the computer/radiophone but, not at the expense of their explorer, successfully negotiation with the Oduvu’urians, and able to win support in their attacks upon the plants.

Average Award: The party is able to establish neutral relations with the Oduvu’urians and are partially successful in the negotiations.

Minimum Award: The party is unable to repair the computer/radiophone but, is able to make contact with the Oduvu’urians. The party failed in negotiations with the Oduvu’urians.

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Notes:

The Oduvu’urians lived on Snowball when it was a cool planet with a temperate equatorial zone. They built cities on land and under the sea. They lived in peace with the Mhemne until the time of their civil wars. The Oduvu’urians began to withdraw from Mhemne society as they fought each other and in the process they destroyed the planet, through deforestation, strip mining and use of nuclear weapons. Finally, the “Belters” used an asteroid strike against one of Snowball’s oceans and that sent the planet into a new ice age. The Oduvu’urians blame the Mhemne for what has happened – especially the Belters. Now, the Oduvu’urians live in cities under the frozen oceans and underground. It is estimated that 500,000 Oduvu’urians still live on Snowball. They are reclusive and suspicious of all.

The following are reaction modifiers for encounters with Mhemne and others. The Oduvu’urians classify Mhemne into two groups and not three.

Iceworlders (Planet Dwellers) -10%

They are angry at them for destruction of planet but, sympathize with them. They understand that they did not cause this ice age but, their ancestors did. And the current Iceworlders survive like the Oduvu’urians do, on this harsh planet that they call home.

Confederacy (Spacers) -30% (-20%)

They treat Confederates as Belters. If the Mhemne is able to convince the Oduvu’urian that they come from Akhala, L4 or L5 and are not the Belters; the penalty is reduced to -10% due to the understanding that their ancestors are not responsible for the asteroid strike and ice age of the planet.

Belters (Spacers) -30%

Oduvu’urians dislike the Belters and blame them for the ice age on Snowball. Though Oduvu’urians will not attack them on sight, they will be verbally hostile to them.

Humans -10%

Humans remind them of Mhemne.

Yazirians -15%

Yazirians remind them of Mhemne and they are too war-like.

Vrusk -10%

Their appearance is unnerving. They like Vrusk society.

Dralasites +10%

They accept Dralasite appearance ~ similar to their own.

Humma -05%

Humma are too war-like.

Osakar -10%

Their appearance is unnerving.

Ifshnit -0%

Ifshnit remind them of Mhemne children. They take a neutral stance with them.

CHARACTER RACES

Oduvu'urian

By Allen Trussell

Author's note – The Star Frontiers game has many races, each of which fills a niche. The dralasites are philosophical and humorous, the vrusk are business-like, and the yazirians are warriors. One thing I always felt missing was a technological race, a race of scientists and engineers; thus, I created the oduvu'urians. Similarly, I wanted a race that wasn't "humans-in-funny-suits", so I went with an evolved version of a highly intelligent animal, the octopus. I hope that you find the oduvu'urian worth including in your Frontier.

Physical Structure

The oduvu'urians are a race of cephalopoid beings, vaguely resembling a squid or octopus. The main body of an oduvu'urian is a soft, bulbous mass, which contains the vital organs and brain. Around this central mass are six strong, flexible tentacles, arranged as four lower "legs", used solely for locomotion, and two upper "arms", used for manipulation of tools and weapons. The skin of the oduvu'urian ranges from yellow-brown to deep maroon, with warty growths darker or lighter in color. Oduvu'urian eyes are golden amber, rich brown or rarely a piercing blue. On very rare occasions, an albino is born, with white skin and pink or red eyes. Despite their origins as an aquatic species, oduvu'urians long ago adapted to a land existence. Their skin is dry and tough, and they maintain a warm body temperature through endothermal processes. An oduvu'urian measures 1.1 to 1.3 meters in height, with a body diameter of 80 to 90 cm.

Despite their cephalopoid physiology, oduvu'urians share absolutely no connection to other such races, like the ul-mor of Voltarnus.

Senses

The eyesight of the oduvu'urian is exceptional, about twice as good as a human's. They are able to see in color, and fine details; they also have good dark vision, able to see in low-lighting conditions as if in normal light, though they lose range and color perception. The eyes of the oduvu'urian also have clear, nictitating membranes, which protect their eyes against harsh light, providing them immunity to dazzling and blinding effects from bright light. Their hearing and sense of smell is about equal to that of a human, and their sense of touch is superior.

Art by Emily Vitori



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STARFRONTIERSMAN #21

Speech

The oduvu'urians breathe air, and thus speak by blowing air through a voicebox like humans. They are somewhat limited however by their beak-like mouth. Oduvu'urian speech is punctuated by clicks and whistles, and this is evident even when speaking other tongues.

Society and Customs

The oduvu'urians are highly intelligent, inquisitive and technologically advanced. Their homeworld has been descending into a deep ice age since the early days of oduvu'urian civilization, and their science has kept pace, adapting to cope with the diminishing warmth and arable land. Oduvu'urian cities are built near geothermal sources, in underground complexes, and near or under the seas, and use the natural forces present for energy and food production.

Oduvu'urian society is based around the community and the family, which is extended for as many generations and individuals as can be supported. When a family or community grows too large, efforts are undertaken to move a portion of the growing population to a new location with room for further expansion rather than trying to find more resources locally. Birth control and resource management are top concerns for the oduvu'urians, as their world has diminishing assets. Nonetheless, the oduvu'urians are a resourceful and innovation folk, and seem constantly to find new ways to live with their harsh environment.

While the oduvu'urians typically do not wear clothing in a manner familiar to most races, they do have work harnesses, decorative wear and environmental gear they can wear when needed. The oduvu'urian physiology is not well-suited to such, and their mindset finds the idea of clothing absurd, except for time of necessity. Typical gear for an oduvu'urian is a sling worn around the main body mass, with pouches for tools, money, computers and the like. Decorative slings made of finely tooled materials are sometimes worn, usually for ceremonial purposes. Environmental wear, such as environment suits or spacesuits, is the only full-body wear the oduvu'urians have, and fully encloses the oduvu'urian body. Lacking hands, oduvu'urian tools and weapons have

simple grips that tentacles can wrap around, unsuitable for creatures without such appendages.

Attitudes

Oduvu'urians do not understand the customs of most other races, taking a logical and methodical approach to all matters. They are confused by yazirians and humans, due to the passions these two races often display. Oduvu'urians get on well with dralasites, and appreciate the business-like vrusk, though they find the latter physically intimidating and can get irritated by dralasite humor.

Special Abilities

The technological aptitude of the oduvu'urians is exceptional. When making any sort technology-based skill check, an oduvu'urian gains a +5% to the roll. This ability can be increased with experience.

Characteristics

Average Height:	1.2 meters
Average Mass:	30 kg
Average Lifespan:	80 years
Reproductive System:	Heterosexual, viviparous
Body Temperature:	31 Celsius

Ability Scores

		Movement	
STR/STA	-5	Walking:	5 meters per turn
DEX/RS	+0	Running:	20 meters per turn
INT/LOG	+10	Hourly:	3 kilometers/hour
PER/LDR	-5		

Special Abilities

Immune to dazzling or blindness from bright light.
+5% to any skill check or ability check involving technology.

