

Roaring Rockets Monsters & Bad Guys

VERSION 3.1 (BOOSTER) / <http://www.roaringrockets.org/>

SHEET of HANDY MONSTER & BAD GUY INFORMATION

BEQUILER int5/s2/d2, HR9: THESE BIG GRUBS USE MENTAL POWERS TO ALTER THE WAY ONE PERSON SEES THEM. OFTEN THEY WILL TRY TO LOOK LIKE A BEAUTIFUL FEMALE, PILE OF GOLD, ETC. THEIR GOAL IS TO GET THEIR PROBOSCIS INTO THE VICTIMS EAR TO SUCK THEIR BRAINS OUT. THEY STEAL SPACE SHIPS. THEY ARE SOLITARY.

BUG-EYED MONSTER (BEM) int0/s15/d4, HR11, sizemod +1: CLAWS & BITES FOR HV KILL
CLOUDWORM int0/s12/d3, HR11, sizemod +3: BITES FOR MEGASTUN + MD KILL. FLIES, CAN DAMAGE VEHICLES. LIVES IN CLOUDS, MISTS, & VAPORS. THEY ARE SLOW, BUT ARE HARD TO SEE IN A CLOUD. HARD TO KILL BUT EASY TO FLEE. THEY HAVE A SNAKY DRAGON-LIKE APPEARANCE. VEHICLE STATS: SLOW & VERY MANEUVERABLE.

DINOSAURS OF ONE KIND OR ANOTHER ARE ON A LOT OF PLANETS. ONCE THEY HAVE YOU IN THEIR MOUTH THEY WILL KEEP CHEWING (GUARANTEED HIT EVERY TURN). SWORDS DO +1 DAMAGE TO THEM AND BULLETS DO -1 DAMAGE.

SMALL PREDATOR int0/s4/d4, HR11: BITES FOR LT KILL. VELOCIRAPTOR SIZE.

MEDIUM PREDATOR int0/s8/d3, HR10, sizemod +2: BITES FOR MD KILL.
ALLOSAUR SIZE.

LARGE PREDATOR int0/s16/d2, HR9, sizemod +4: BITES FOR HV KILL.
TYRANNOSAUR SIZE.

HERBIVORE: SIMILAR STATS TO CARNIVORES. CAN DO DAMAGE BY CHARGING OR TAIL-WHIPPING WHEN PROVOKED.

HUMANIDS: AT LEAST HALF OF INTELLIGENT LIFE IS HUMANOID OF ONE KIND OR ANOTHER. MOST OF THEM STAY ON THEIR OWN PLANET.

INSECTOID: THEY ARE ALWAYS TRYING TO CONQUER SOME HELPLESS COMMUNITY, TAKE THE LAND, AND ENSLAVE THE INHABITANTS. THERE ARE A LOT OF THEM, AND THEY WOULD BE A MAJOR THREAT IF THEY DID NOT SPEND MOST OF THEIR EFFORTS FIGHTING OTHER INSECTOIDS. THEY USE A MIX OF HIGH- AND LOW-TECH EQUIPMENT; THEY HAVE HIGH TECH BUT PRODUCE MOSTLY A MIX OF ARCHAIC EQUIPMENT. INSECTOIDS FOLLOW ORDERS WITHOUT FEAR OR QUESTIONS. THEY HAVE MANY CASTES, BUT HERE ARE THE ONES YOU MIGHT MEET:

WORKER int2/s3/d2, HR9, sizemod -1: LOTS OF THESE. HITS FOR WIMP KILL, BUT MAY HAVE CRUDE WEAPONS.

SOLDIER int2/s6/d4, HR11: CLAWS FOR LT KILL, CAN HAVE ANY WEAPON.

JUGGERNAUT int1/s18/d4, HR11, sizemod +2: CLAWS FOR HV KILL, CANNOT HOLD WEAPONS, 1 POINT ARMOR.

SMART int3/s3/d3, HR10: THESE CREW SPACE SHIPS. HITS FOR WIMP KILL, BUT MAY HAVE ANY WEAPON.

KAKIDO int3/s2/d3, HR10: THE KAKIDO EMPIRE CAME APART AFTER ATTACKING EARTH TOO MANY TIMES. THE PRINCES CARRY ON INDEPENDENTLY WITH SMALL HIDDEN FORCES. THEY ENGAGE IN PIRACY, TERRORISM, AND CRIME WHILE DREAMING OF CONQUERING THE GALAXY. THEY ARE SHORT BALD GREY HUMANIDS.

KRAKEN int5/s4/d4, HR11: THESE MALEVOLENT RELICS OF A SHATTERED HIGH-TECH EMPIRE ARE BENT ON CONQUEST. THEY LOOK LIKE A BIG BLACK OCTOPUS AND ONLY BREATHE WATER. THEIR VEHICLES ARE LESS MANEUVERABLE THAN AIR-FILLED ONES. THEY HAVE EXCELLENT SCIENTISTS AND MILITARY PLANNERS. KRAKEN ARE FEW IN NUMBER, SO THEY ALLOW SOME PLANETS TO BECOME VASSALS, BOLSTERING THE KRAKEN FORCES. IF THEY GET YOU WITH THEIR TENTACLES THEY HOLD ON AND BITE FOR LT KILL EVERY TURN.

MIMI int0/s3/d5, HR12, sizemod -1: SMALL AND FUZZY. BITES FOR LT KILL. COMES IN SCREAMING PACKS ON MANY WORLDS. HOW THEY SPREAD IS A MYSTERY.

Mollizoon int2/s3/d3, HR10: They want to conquer everything, starting with each other. Mollizoon are hampered by impatience and having to buy most of their advanced technology. They often show up among pirates and mercenaries. They look like a fat worm with sucker-feet beneath, spines on top, and a ring of short manipulatory tentacles around their mouth. Bites for 1 kill. Breathes both air & water.

Mutant Rat int1/s3/d4, sizemod -1, HR11: Dog-sized. Bites for 1 kill, but some use crude weapons. A mad scientist genetically engineered them, but they escaped and spread from planet to planet by hiding on ships.

Orc int2/s5/d3, HR10: Humanoid wannabe conquerors. Their tech is not as advanced as Earth's, and they fight each other a lot. They often show up amidst mercenaries, slavers, and pirates.

Predator: Predators are part of the balance of nature. Big ones can be dangerous.

Wolf-like: int0/s3/d5, HR12: Bites for Md kill. Tiger-like: int0/s9/d5, HR12: Bites for Md kill.

Crocodile-like: int0/s12/d3, HR10: Bites for Md kill. Shark-like: int0/s15/d4, HR11: Bites for Md kill.

Psio int6/s2/d3, HR10: These sinister relics of a fallen empire are always up to no good. They have mental powers and are very tricky. Hairless pointy-eared humanoids. They have whatever mental powers the game master wants them to, but only one at a time and it takes all their concentration. Their powers are short range and stop affecting the victim once concentration or contact ceases. Psios often use space apes & mercenaries.

Psyren int3/s2/d3/lks3, HR10: Sinister green haired female. They can sing a beautiful psychosonic song that stupefies men (but not women). Victims are addicted man-slaves after a month or so of repeated exposure. After a few years their intelligence has been so damaged the men die. The defense is earplugs or loud music. Because the song is 50% mental powers, it does not work if recorded, amplified, broadcast, etc. Psyrens are catty and do not cooperate well, and usually use their power for personal advantage on a small scale. Looks do not work on them. A woman with singing skill can sing loud into an ear to protect a man, or make a skill roll to protect everyone nearby.

Salamander int2/s4/d3, HR10: The salamanders want to be conquerors. Their only problems are pride, poor planning, comically unreliable technology, and the fact they spend most of their time trying to conquer each other. They look like a big white 6-legged salamander and bite for 1 kill. They breathe air and water. They eat prisoners, except for beautiful stereotype women, who they enslave.

Shelk int3/s3/d3, HR10: Evil wannabe conquerors. They enslave vulnerable communities, forcing them to work and slowly slaughtering the victims to feed on blood. They look like spiders with fanged humanoid heads, 8 spider-legs that look like fingers, and a pair of small humanoid arms tucked under the head. Looks do not work on them. Can bite for 1 kill.

Space Ape int1/s9/d2, HR9, sizemod +1: Genetically engineered soldiers by the Psios, now working as thugs & mercenaries. They do md stun with fists, do hv stun + 1 kill with batons, and can use splat guns as rifles.

Space Pirates: Hijackers, slavers, thieves and kidnappers. Some are multi-species groups, often led by an evil earthman.

Tentacle Monster int0/s12/d4, HR11, sizemod +1: You cannot move once grabbed. Tentacle monsters usually have hv kill fangs for eating you (the fangs cannot miss once you are held).

Thark int3/s5/d4, HR11, sizemod +1: 4-armed green barbarian humanoids. They acquire technology when they can and become raiders. They get two attacks per turn if using fists, batons, or swords. They sometimes work as mercenaries.

TIGERMAN int3/s5/d4, HR11: GENETICALLY ENGINEERED HUMANOID WARRIORS MADE BY AN EXTINCT PEOPLE. PURPOSELESS, THEY ATTEMPT TO CONQUER AND ENSLAVE HAPLESS COMMUNITIES. THEY ARE NOT GOOD AT GOVERNING OR EMPIRE BUILDING. CLAWS FOR LT kill, CAN HAVE ANY WEAPON. THEY SOMETIMES WORK AS MERCENARIES.

Void shark (vehicle size 1-6, fast & VERY MANEUVERABLE): THESE HUGE CRITTERS LIVE IN SPACE AND OCCASIONALLY TEAR OPEN SPACE SHIPS TO EAT A CREWMAN OR TWO. IT BITES SHIPS FOR DAMAGE EQUAL TO ITS SIZE. IT USUALLY TAKES 3*SIZE HITS TO DRIVE IT OFF, AND YOU CANNOT OUTFRAN IT. THE ONLY TACTIC IT USES IS CLOSE ATTACK, AND IT ALWAYS WORKS. DEX & pilot skill for attacking is usually 3. Void shark attacks ARE TERRIFYING BUT UNCOMMON. JETTISONING THE FOOD OFTEN WORKS.

WANDERERS int3/s2/d5, HR12: THEY WERE GENETICALLY ENGINEERED TO BE SPACE WORKERS BY AN EXTINCT RACE. A TARGET FOR CONQUERORS, THEY TRY TO LIVE IN PEACE AND STAY OUT OF THE WAY BY BUILDING SPACE STATIONS IN SYSTEMS WITH NO HABITABLE PLANETS. THEY LOOK LIKE MULTI-ARMED MONKEYS, AND BITE FOR 1 kill. THEY ONLY LIVE IN ZERO-G AND NEVER LAND ON PLANETS (THEY ONLY LIVE IN SPACE SHIPS AND STATIONS).

