

STARS WITHOUT NUMBER – ALIEN PLAYER OPTION:

This SWN setting will allow a player to choose to be an Alien of their own creation, within strict limits. If you already made your character feel free to adjust. Alien options need to be in stone the week prior to the first session since there is a GM part.

SWN defaults players to humans but does have rules for Aliens and VI (AI/robots). The intention of allowing Aliens will be for variety and uniqueness in options, not play balance. For creativity's sake, consider the following as you make decisions about your characters:

- 1) **AI/ROBOTS:** No players may be VIs for their first character in this setting.
- 2) **COST:** You will lose one of your Foci to the GM when choosing to be an Alien. The GM will decide strengths/weaknesses from your character description with guidance from the SWN ruleset/homebrew and convert your Foci into a descriptive strength or weakness set. The more different you are visibly and functionally from a Human, the more extreme the GM decisions will be. Hybrids and mutations are allowed and may not always incur the need to be classified as "Alien" if they are not functionally impacting.
- 3) **FUNCTIONALLY EQUIVALENT:** Any features that would convey functional advantage are not available without GM ok (nobody is naturally flying, sorry). The GM will default to making Alien features functionally equivalent to existing abilities available to humans or impose obviously related disadvantages.
- 4) **LANGUAGE & FORM:** You can be an Alien, but must be sapient, able to speak common Human language at a basic level, and you must exist in some humanoid/bipedal primary form.
- 5) **INTERACTION:** Alien characters will potentially garner less-than-ideal reactions from Humans. No amount of Charisma will overcome this effect.

The GM might change this at any time to protect the standard play.