

# INFINITE GALAXIES

## Stock NPCs & Creatures

This document provides game statistics for NPCs and creatures that might be used in the Infinite Galaxies game. Of course, this list is not exhaustive; you should create NPCs for your own use and your setting. Use the sample NPCs below to help guide you in the creation of your own unique NPCs.

## Aliens

Aliens represent something new and interesting about your game. The Aliens provided here are part of the Star Patrol setting; if you have your own setting, feel free to use these entries, reskinned, as your own Aliens, or create brand new ones.

**Collective Mindset (Minion; 4):** This is a group of Collective agents used to guard something important or destroy something.

Purpose	Tags		
<i>Protect the Collective</i>	Medium, Urban/Space, Hive-Mind		
Instincts	Vit	Armor	Dmg
<i>Guard a place of importance</i> <i>Destroy inferior technology</i>	16	0	1D4+4

**Collective Insightful:** The Insightful travels the galaxy, looking for new things to add to the Collective.

Purpose	Tags		
<i>Collect and gather interesting things</i>	Medium, Urban/Space, Hive-Mind		
Instincts	Vit	Armor	Dmg
<i>Control others</i> <i>Command allies</i>	10	0	1D6

**Collective Hivemaster:** The Hivemaster is a controller, using lesser agents to push an agenda.

Purpose	Tags		
<i>Advance the Collective's agenda</i>	Medium, Urban/Space, Authoritative, Hive-Mind		
Instincts	Vit	Armor	Dmg
<i>Summon allies</i> <i>Manipulate the surroundings</i>	16	1	1D6+2

**Cygnan Explorer:** The Explorer lives to see new and interesting places.

Purpose	Tags		
<i>Travel and see new places</i>	Medium, Urban/Space, Curious		
Instincts	Vit	Armor	Dmg
<i>Explore using technology</i> <i>Defend their vessel</i>	12	1	1D6+2

**Cygnan Pilot:** Cygnans are known for their skill at piloting and space travel.

Purpose	Tags		
<i>Fly their starship</i>	Medium, Urban/Space, Task-Oriented		
Instincts	Vit	Armor	Dmg
<i>Take passengers to new places</i> <i>Show off piloting skills</i>	12	1	1D6+2

**Cygnan Wayfinder:** Because they are well-traveled, Cygans are skilled at leading people to new places.

<b>Purpose</b>	<b>Tags</b>		
<i>Protect critical travel routes</i>	Medium, Wilderness/Space, Task-Oriented		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Guide others to their destinations</i> <i>Protect those in their charge</i>	12	2	1D6+2

**Gray Cultural Exchange Specialist:** Grays regularly aid humanity in their understanding of the galaxy and these Cultural Exchange Specialists act as wayfarers along the path to education.

<b>Purpose</b>	<b>Tags</b>		
<i>Promote cultural exchange with humans</i>	Small, Urban/Space, Friendly (Humans), Open		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Help humans understand</i> <i>Strengthen relationships with humans</i>	8	0	1D6

**Gray Space Merchant:** The Space Merchant is the typical gray who travels the stars, selling various wares.

<b>Purpose</b>	<b>Tags</b>		
<i>Sell goods for profit</i>	Small, Urban/Space, Friendly (Humans), Open		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Protect their investments</i> <i>Maintain good standing in galactic community</i>	8	0	1D6

**Gray Engineer:** The Engineer is a skilled and experienced technician in all things related to space travel.

<b>Purpose</b>	<b>Tags</b>		
<i>Learn about technologies</i>	Small, Urban/Space, Task-Oriented		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Command robots</i> <i>Protect important technologies</i>	10	1	1D6

**Masskai Horde (Minion; 4):** Masskai Hordes are commonly sent ahead in the battle to gauge the strength of the enemy; they are considered disposable.

<b>Purpose</b>	<b>Tags</b>		
<i>Kill for pride and glory</i>	Medium, Urban/Wilderness/Space, Aggressive		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Prey upon the weak</i> <i>Dominate others</i>	16	2	1D4+4

**Masskai Blademaster:** The Blademaster wields the Scytheblade, a weapon unique to Masskai culture.

<b>Purpose</b>	<b>Tags</b>		
<i>Prove their worth in battle</i>	Medium, Urban/Wilderness/Space, Aggressive		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Demonstrate skill with the Masskai Scytheblade</i> <i>Drive a foe to surrender or die</i>	18	2	1D12

**Masskai War Chieftain:** The War Chieftain is the undisputed leader of a Masskai clan and usually, its toughest and most skilled warrior, as well.

<b>Purpose</b>	<b>Tags</b>		
<i>Prove their tribe's dominance</i>	Medium, Urban/Wilderness/Space, Authoritative		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Command and summon Masskai Hordes</i> <i>Challenge a mighty foe to single combat</i>	20	3	1D10+1

**Por Chantarii Courier:** A Courier is the Por Chantarii most likely to be encountered in the galaxy; they travel various star systems to spread good cheer and news.

<b>Purpose</b>	<b>Tags</b>		
<i>Deliver important messages and packages</i>	Medium, Urban/Space, Open		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Speak with people of importance</i> <i>Travel quickly to their destination</i>	10	1	1D6

**Por Chantarii Artist:** The Artist is the highest aspiration among the Por Chantarii culture; few leave Chantarus, but are sometimes found in the employ of the wealthy or powerful.

<b>Purpose</b>	<b>Tags</b>		
<i>Create great works of art</i>	Medium, Urban/Space, Elitist		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Amaze others with artistry</i> <i>Learn about new art forms and cultures</i>	12	0	1D6

**Por Chantarii Muse:** The Muse is the rare Port Chantarii who has become the obsession of an Artist and holds a special place in their society.

<b>Purpose</b>	<b>Tags</b>		
<i>Inspire others to greatness</i>	Medium, Urban/Space, Open		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Support art and artists</i> <i>Promote favored artists to great status</i>	12	0	1D6

**White Ape Horde (Minion; 4):** The White Apes send their Horde to protect something or someone of value. They attack anyone who gets too close.

<b>Purpose</b>	<b>Tags</b>		
<i>Hold off enemies</i>	Medium, Urban/Wilderness/Space, Aggressive		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Defeat or embarrass humans</i> <i>Put others in their place</i>	16	2	1D4+4

**White Ape Plunderer:** The Plunderer is both a thief and a scavenger, stealing items from the unsuspecting.

<b>Purpose</b>	<b>Tags</b>		
<i>Steal items of worth or importance</i>	Medium, Urban/Wilderness/Space, Sneaky		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Take things from humans</i> <i>Get to safety</i>	16	2	1d10+1

**White Ape High Savant:** The High Savant is the rare White Ape with psionic powers. They are always elevated to places of high importance within White Ape society.

<b>Purpose</b>	<b>Tags</b>		
<i>Use psionics to command others</i>	Medium, Urban/Wilderness/Space, Authoritative		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Control the mind of an enemy</i> <i>Inspire white ape forces to victory</i>	20	3	1D10+1

## Humans

In the default setting for Infinite Galaxies, Humans are the most common NPC found in the game. Humans are everywhere, even on the home planets of other species.

**Diplomat:** The Diplomat travels the galaxy, looking to make deals with other human or alien businesses or governments.

Purpose	Tags		
<i>Make complex agreements</i>	Medium, Urban/Space, Open		
Instincts	Vit	Armor	Dmg
<i>Speak with hostile parties</i>	10	1	1D6
<i>Get information from contacts</i>			

**Engineer:** The Engineer is a skilled technician and can repair or design equipment or vessels.

Purpose	Tags		
<i>Repair things</i>	Medium, Urban/Space, Task-Oriented		
Instincts	Vit	Armor	Dmg
<i>Find a flaw in a design</i>	12	1	1D6
<i>Investigate a mechanical or electrical failure</i>			

**Gambler:** The Gambler is often found in a casino or other place where games of chance and skill are common.

Purpose	Tags		
<i>Hit the big score</i>	Medium, Urban, Sneaky		
Instincts	Vit	Armor	Dmg
<i>Take a bet</i>	10	0	1D8
<i>Socialize with unsavory types</i>			

**Grunt Sergeant:** The Sergeant leads a squad of soldiers into combat or an assignment guarding a person or place.

Purpose	Tags		
<i>Follow orders</i>	Medium, Urban/Wilderness/Space, Militant		
Instincts	Vit	Armor	Dmg
<i>Lead grunts into battle</i>	14	2	1D10
<i>Strafe area (Area, Close, Near tags)</i>			

**Grunt Soldiers (Minions; 4):** The Soldiers are a group of military personnel assigned to a squad. A Sergeant often leads them. In many human militaries, a squad consists of 8 soldiers (2 of these minion units)

Purpose	Tags		
<i>Follow orders</i>	Medium, Urban/Wilderness/Space, Militant		
Instincts	Vit	Armor	Dmg
<i>Assist squad leader</i>	16	2	1D4+4
<i>Defend a place or person</i>			

**Mercenary:** A Mercenary may have military skills or experience and now sells their abilities to the highest bidder.

<b>Purpose</b>	<b>Tags</b>		
<i>Finish the job</i>	Medium, Urban/Space, Opportunist		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Protect their self-interests</i> <i>Do the dirty work</i>	12	2	1D10+1

**Military Officer:** The Military Officer usually works behind the scenes, at a protected base or large ship, watching over an operation and leading from afar.

<b>Purpose</b>	<b>Tags</b>		
<i>Form a strategy</i>	Medium, Urban/Space, Authoritative		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Issue commands</i> <i>Demand respect</i>	14	2	1D6

**Pilot:** The Pilot is commonly seen throughout the galaxy, flying their ship to new and interesting destinations.

<b>Purpose</b>	<b>Tags</b>		
<i>Fly their ship</i>	Medium, Air/Urban/Space, Task-Oriented		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Take on passengers or cargo</i> <i>See new and interesting places</i>	14	1	1D8

**Pirate:** Pirates are everywhere in the galaxy and this entry represents a particularly skilled or dangerous one.

<b>Purpose</b>	<b>Tags</b>		
<i>Take over a vessel</i>	Medium, Space, Sneaky		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Capture something of value</i> <i>Destroy something</i>	12	1	1D10

**Planetary Guide:** Humans have traveled far and seen many strange things. The Planetary Guide can help take a group to a hidden or dangerous destination.

<b>Purpose</b>	<b>Tags</b>		
<i>Lead people through dangerous territories</i>	Medium, Urban/Wilderness, Curious		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Look out for danger</i> <i>Avoid likely hazards</i>	14	1	1D10

**Royal Guards (Minions; 4):** The Royal Guards are often assigned to protect a noble or other dignitary. They are often equipped with the finest of weapons and armor.

<b>Purpose</b>	<b>Tags</b>		
<i>Protect the interests of the crown</i>	Medium, Urban, Militant		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Gang up on an enemy</i> <i>Assume a defensive formation</i>	16	2	1D4+4

**Smuggler:** The Smuggler transports illicit or valuable goods, without the notice of officials, to somewhere they can be sold.

Purpose		Tags		
<i>Get paid to transport illicit cargo</i>		Medium, Urban/Space, Sneaky		
Instincts		Vit	Armor	Dmg
<i>Hide from authorities</i>		12	1	1D8
<i>Escape from trouble</i>				

**Star Patrol Officer:** Star Patrol Officers are found throughout Terran Alliance space. They are charged with protecting the peace and enforcing interstellar law.

Purpose		Tags		
<i>Enforce galactic law</i>		Medium, Space, Authoritative, Militant		
Instincts		Vit	Armor	Dmg
<i>Arrest a law-breaker</i>		14	2	1D10
<i>Look out for trouble</i>				

**Thief:** The Thief takes any opportunity take an item of value and sell it on the black market.

Purpose		Tags		
<i>Take something of value</i>		Medium, Urban, Opportunist, Sneaky		
Instincts		Vit	Armor	Dmg
<i>Find an escape route</i>		10	1	1D8
<i>Fence stolen items</i>				



## Robots

Aside from Humans, Robots are the next most-common NPC in Star Patrol, the default setting of the Infinite Galaxies game. Robots have taken on many of the more menial and dangerous tasks Humans and other species used to do. Robots are found everywhere and in almost any situation.

**Assassin Robots (Minions; 4):** A group of Assassin Robots are sent after a specific target and must complete their task or be destroyed.

Purpose	Tags		
<i>Kill their mark</i>	Medium, Urban/Space, Aggressive		
Instincts	Vit	Armor	Dmg
<i>Trap the mark</i> <i>Keep secret the details of their mission</i>	16	2	1D4+4

**Assassin Robot Leader:** In cases where a target is particularly tough or elusive, an Assassin Leader is sent to aid a group of Assassin Robots.

Purpose	Tags		
<i>Kill its mark</i>	Medium, Urban/Space, Authoritative, Militant		
Instincts	Vit	Armor	Dmg
<i>Bolster minions</i> <i>Launch area attacks (Area, Far, Near)</i>	16	3	1D10

**Counselor Robot:** This robot is an essential aid in social situations. The Counselor is not only programmed to assist in delicate political and diplomatic matters, but is usually trained in thousands of languages.

Purpose	Tags		
<i>Counsel biologicals to success in social situations</i>	Medium, Urban/Space, Friendly		
Instincts	Vit	Armor	Dmg
<i>Smooth over ruffled feathers</i> <i>Stay away from violence</i>	8	2	1D6

**Guardian Robot:** This large Guardian Robot is assigned to protect a person or place.

Purpose	Tags		
<i>Protect its charge</i>	Large, Urban/Space, Militant, Task-Oriented		
Instincts	Vit	Armor	Dmg
<i>Emit electrical field (Area, Close, inflicts electrical damage)</i> <i>Shut down access</i>	18	3	1D10+1

**Maintenance Robot:** The Maintenance Robot is assigned a task to keep some component of a starship or facility in good working order.

Purpose	Tags		
<i>Perform scheduled maintenance</i>	Small, Urban/Space, Hive-Mind		
Instincts	Vit	Armor	Dmg
<i>Fix things</i> <i>Stay away from violence</i>	8	2	1D6

**Maintenance Robot Group (Minions; 4):** A group of Maintenance Robots work together to patrol an area to perform repairs or other routine work.

<b>Purpose</b>	<b>Tags</b>		
<i>Perform scheduled maintenance</i>	Small, Urban/Space, Hive-Mind		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Fix things</i> <i>Stay away from violence</i>	16	2	1D4+4

**Messenger Robot:** The Messenger Robot takes items or information from one place to another.

<b>Purpose</b>	<b>Tags</b>		
<i>Deliver assigned message or item</i>	Medium, Urban, Friendly		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Move quickly through traffic</i> <i>Stay away from violence</i>	10	2	1D6

**Navigation Robot:** This plucky robot helps a starship navigate the galaxy!

<b>Purpose</b>	<b>Tags</b>		
<i>Safely get the ship to its destination</i>	Small, Space, Task-Oriented		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Warn biologicals of danger</i> <i>Stay away from violence</i>	10	2	1D6

**Weapons Platform:** The Weapons Platform is a large, military-style robot designed to go into battle and destroy.

<b>Purpose</b>	<b>Tags</b>		
<i>Destroy enemies</i>	Large, Urban/Space, Aggressive, Militant		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Shoot missiles (Area, Far, Near)</i> <i>Gain tactical advantage</i>	20	3	1D10+2

## Creatures

The creatures listed below are commonly found in the game’s “default setting”, also known as Star Patrol. Many of these can also serve as creature mounts for the Player Characters.

**Coral Diver Pack (Minions; 4):** Native to the Beta Hydra system, the Coral Driver runs in packs and seeks prey in the water.

<b>Purpose</b>	<b>Tags</b>		
<i>Seek blood</i>	Medium, Water, Aggressive		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Swarm in shallow waters</i> <i>Pull someone underwater</i>	16	1	1D4+4

**Ferrad Clutch (Minions; 4):** The Ferrad creature, a horse-like beast, is native to the Deros system and hunts in packs. They are known to be very territorial.

<b>Purpose</b>	<b>Tags</b>		
<i>Protect the nest</i>	Large, Wilderness, Militant		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Surround someone</i> <i>Intimidate smaller creatures</i>	16	2	1D4+4

**Firewing Terror:** This “space dragon”, for want of a better term, is native to the Theta Virgo system. Like its mythological counterpart, the Firewing flies using bat-like wings and breathes fire.

<b>Purpose</b>	<b>Tags</b>		
<i>Protect its lair</i>	Medium, Air, Aggressive		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Terrorize from the air</i> <i>Breathe fire (Area, Close, inflicts fire damage)</i>	16	2	1D10

**Graaki Swooper:** Found in the Zeta Scorpius system, the Graaki is a large, eagle-like creature that hunts from the air.

<b>Purpose</b>	<b>Tags</b>		
<i>Hunt prey in open spaces</i>	Large, Air, Aggressive		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Swoop in and grab someone</i> <i>Knock someone back or down</i>	16	1	1D10

**Nuasad Poisonfang:** The Nuasad Poisonfang is a smaller version of the domesticated version that can serve as a water mount. It has a poisonous bite, hence the name.

<b>Purpose</b>	<b>Tags</b>		
<i>Hunt in hazardous waters</i>	Medium, Water, Aggressive		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Poison someone (take the Sick debility)</i> <i>Drown someone</i>	16	1	1D10

**Oracle Mindbender:** The Oracle Mindbender is a beast with psionic powers. It is known to use telepathy to trick its prey and sting with its barbed tail.

<b>Purpose</b>	<b>Tags</b>		
<i>Mentally control or trick someone</i>	Large, Air, Elitist		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Fly from danger</i> <i>Poison someone with its tail (take the Sick debility)</i>	18	2	1D8

**Sayyid Wavecruiser:** The Sayyid is a large water creature native to the Beta Hydra system. It is vaguely whale-like and somewhat intelligent.

<b>Purpose</b>	<b>Tags</b>		
<i>Patrol its watery territory</i>	Large, Water, Task-Oriented		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Swallow someone whole</i> <i>Knock someone off a water vessel</i>	20	2	1D8

**Slipdragon Pursuer:** The Slipdragon is a land-based reptile found in the Variges system. Unlike the domesticated version, the Pursuer is quite sly and antagonistic.

<b>Purpose</b>	<b>Tags</b>		
<i>Move quickly to catch prey</i>	Medium, Wilderness, Opportunist, Sneaky		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Slash several nearby enemies (Area, Close)</i> <i>Trap its prey</i>	16	2	1D10+2

**Stormer Bull:** This vaguely humanoid creature sits at the top of the food chain on Zeta Scorpius 1. Some of them can emanate electricity.

<b>Purpose</b>	<b>Tags</b>		
<i>Intimidate anyone in its path</i>	Large, Wilderness, Aggressive		
<b>Instincts</b>	<b>Vit</b>	<b>Armor</b>	<b>Dmg</b>
<i>Knock someone down and gore them</i> <i>Breathe electricity (Area, Close, inflicts electrical damage)</i>	20	3	1D10+2