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APRIL 20 2017



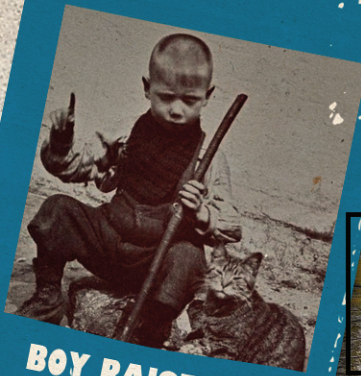
CAT TURNS INTO ZOMBIE DURING FULL MOON



HIDE YOUR WOMEN!
THEY ARE HERE!



• SMALL TOWN BEAUTY PAGEANT WINNER ABDUCTED BY ALIENS!



BOY RAISED BY SNAKES RETURNS

ALIENS VS REDNECKS

ERIC LAMOUREUX
HARRISON HUNT

JUST
INSERT
IMAGINATION



All you need for this adventure are the *Savage Worlds Deluxe* rules, this document, and copies of the pre-generated characters. Feel free to use the blank character sheet to make your own characters as well.

And pray that there's intelligent life somewhere out in space,
'Cause there's bugger all down here on Earth!
Eric Idle, "Galaxy Song", Monty Python's *The Meaning of Life*

Introduction

The inhabitants of planet Klarrg are in a dire situation. A deadly plague is sweeping across their empire. In a last ditched effort to save their civilization, they hurriedly gathered Klarrg's finest for a mission of the utmost importance.

There, in the small town of Jefferson in the southern United States of America, on planet Earth, lives a woman (Jenny Dawson) whose genes carry the cure - or so Klarrg's scientists believe.

Following a short briefing in which they were

shown video footage of humans and given strict directives to abduct and retrieve Jenny Dawson alive, the saviors are shoved aboard a spacecraft and sent to Earth. They are given clothes to blend in with the locals.

The spaceship touches ground a safe distance away from Jefferson in a valley using a thunderstorm as cover. It is late in the afternoon. The party has 12 hours until sunrise to abduct Jenny and fly back to Klarrg before the space lane closes.

Klarrg's bravest soldiers and most brilliant scientists are dead from the plague. The government isn't the most organized. And the whole species as a whole isn't the smartest in the universe. Klarrg's Emperor had to offer a substantial reward for any volunteer to come forward. As a result, you don't exactly get Klarrg's finest, but definitely the ones with the most to prove.



a disgusting creature from a distant world in a flannel shirt, but to the population of Jefferson; they look just like them, and unless the aliens do something otherworldly they aren't treated as such.

YOUR OLD TRUCK SEEN BETTER DAYS?

We can help you. Your old work-horse will be looking like the day he rolled off the second-hand lot. Talk to us about lights, tires, paint and rust protection.

Bob's Trucks
942-552-6987

We know the bond between a man and his truck.

Scenes, Twists & Complications

Jenny has just been crowned Miss Jefferson and is parading on Main street aboard a float and waving at her fans. After the parade is over, she intends to celebrate this glorious day at the local bar with her family, friends and overprotective fans. She will then spend the night with the most charming man at his home. The festivities ain't running the whole night, and everybody goes to sleep, especially our pregnant, tipsy pageant queen.

Jenny's default location at the time of arrival, as well as her itinerary, are merely suggestions. Using the map, locations, Twists & Complications, and the included Cast of Characters you, as the GM, can place Jenny Dawson anywhere in Jefferson, doing whatever you want.

Alienludes

The following table is meant as a substitute to the Dramatic Interludes in *Savage Worlds Deluxe*. Prompt the players to play an Alienlude scene during a stakeout, if captured by the locals or out drinking with them. It is through these scenes that, not only do the characters gain more depth, but, Klarrg is detailed.

Suites	Results
Clubs	You suffered a major defeat back on Klarrg. What happened?
Diamonds	The Emperor promised you a lot of money for going on this mission. What do you intend to do with the reward once home?
Hearts	You miss something (object, person, location, food, etc.) so dearly you have composed a song, drawn a picture or written a poem in its honor.
Spades	So many strange creatures and plants on this planet, but of course, none so strange as back on Klarrg, talk about some of your favorites.

Too Soon

If the players manage to kidnap the Pageant queen too soon into the game, when they get her back to the mothership; they discover that she is, in fact, not the pageant queen, and is her identical twin. Alternatively, they find their ship surrounded by a crowd. Are they locals who have turned this into a tourist attraction overnight and are trying to make a buck? Government officials or perhaps even the Men in Slacks? How does the party get rid of them so they can fulfill their mission on Earth?

There goes the gaflorbination-drive

A diagnostic run-down of the alien's ship shows that part of it fell off during the landing. Not only that, but a quick look at the statistics on the ship's computer show that it's trajectory changed ever so slightly when they were just over the town square, so it must've come off over there. If they want any chance of leaving the planet the aliens need to get it back.

Kidnapper Vs Kidnapper

The pageant queen has been taken by Cornelius Cusk while the aliens took their eyes off the ball. She's been taken back to his lair, a tyre yard on the outskirts of town, and now it's up to the aliens to venture inside and save her, errr kidnap her again.

Just ridiculous

Another group of aliens from an almost identical planet (Qlarrg) in the exact same solar system, with the exact same abilities, landed at the same time with the exact same goal as the party and they bump into each other. Miraculously the party has never heard of their planet before but it turns out it was on the on the exact polar opposite side of the sun and nobody ever thought to look there (the Klarrgians aren't known for their smarts). Anyway, both parties need the pageant queen to save their respective homeworlds, so the race is on!

Let's go drankin'

A group of drunk rednecks (four per alien) on a bachelor party are cruising through the streets singing country songs, when they notice the party. They want the party to join them on their drinking escapades and even get aggressive to prevent them from leaving.
"Wah don't you want mah beer? Y'gaht a prahbl'm wih mah beer boy?"

Booya!

The Men in Slacks have started posing as garbage men in order to surprise the aliens. Once the Men in Slacks are convinced the player characters are indeed aliens, they surprise them by jumping out of garbage bins, garbage trucks or dumpsters and begin firing upon them. Roll Notice to avoid Surprise.

Karaoke-Fever

The aliens are hot on the tail of the Pageant Queen when she tries to escape (or at the bar after the parade is over) into a nearby house party where they are having a Karaoke-Party. Once inside they find it difficult to find her and the rednecks hosting the party will not let the aliens leave until they sing a song.

Due to the crowds, the aliens take a -2 penalty to Notice rolls to find the pageant queen. Unless they are singing, where they are stood atop a beer crate. Each player who sings an excerpt from a famous song is awarded a Benny.

Vigil

Before going to the bar following the parade, Jenny stops at the funeral home to pay respect to Beth Bonneau who recently passed away due to an unfortunate cheese curd accident. The room is full of mourners wearing black robes. Which one is Jenny? But most importantly, why is everybody wearing a black robe?



Daring Escape!

The aliens may have Jenny and have managed to take off aboard their spaceship but the Men in Slacks have one last trick up their sleeve. The agency has its own unique fighter jet (SA-51) and tries to shoot the UFO down before they reach outer space, at which point they can no longer follow. Run this scene as a standard five round Chase. See the NPCs & Vehicles section to find the stats.

NPCs & Vehicles

Jenny Dawson

She is currently single and three months pregnant but that hasn't stopped suitors from lining up.

Concept: Pageant Queen
Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Persuasion d8,

Shooting d4,
Swimming d6
Charisma: +2; **Pace:** 6;
Parry: 4; **Toughness:** 5
Hindrances: Clueless, Delusional (Minor: will leave Jefferson to lead a fairy tale life)
Edges: Attractive



Bart

Get off my lawn!
Bart was abducted by aliens when he was a child. Nobody believes him which has made him a very bitter man. He is very suspicious of the Klarrgians from the start and gives them the evil eye every chance he gets. He doesn't go anywhere without his riding lawnmower. This marvel of backyard engineering comes complete with beer holder, tv, cooler and a basket where he keeps a pair of binoculars.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Driving d8, Fighting d6, Knowledge (alien conspiracies) d8, Intimidation d6, Notice d6, Repair d6, Shooting d6, Tracking d6

Cornelius Cusk

Get into my jar!
Cornelius Cusk owns a tyre yard on the outskirts of town, he's a strange recluse who likes to collect bugs and keep them in jars. Of course this is all just a prelude to the day he raises enough money to buy a really big jar, and collects a person to keep in it. He hopes to make a fortune selling moonshine from his still. He finds Jenny Dawson easy on the eye and believes he would be less lonely with her by his side. Or in a jar.

Charisma: - 2; **Pace:** 6; **Parry:** 5;
Toughness: 5
Hindrances: Death Wish (the aliens will pay for this!), Delusional (Major: alien conspiracies), Mean, Quirk (won't go anywhere without his riding lawnmower)
Edges: Hard to Kill, Liquid Courage, Scavenger
Gear: Binoculars, Night Vision Goggles: Passive (No penalties for Dim or Dark), Pump Action (12g) (Range 12/24/48, 1-3d6, Shots 6, See notes), Riding Lawnmower

Attributes: Agility d6, Smarts d10, Spirit d4, Strength d4, Vigor d6
Skills: Investigation d6, Knowledge (Chemistry) d6, Knowledge (Distillery) d8, Knowledge (Engineering) d6, Notice d6, Repair d10+2, Shooting d6, Stealth d6, Weird Science d6
Charisma: - 2; **Pace:** 6; **Parry:** 2;
Toughness: 5
Hindrances: Habit (Major: Hoarder), Outsider (Weirdo), Quirk (Collects bugs)
Edges: Arcane Background (Weird Science), McGyver, Mr. Fix It, Scavenger
Powers: Confusion (Fumes from the still);
Power Points: 10

Men in Slacks

These government spies monitor extraterrestrial activity in the good ole US of A and have been alerted of potential alien activity in Jefferson. They've been dispatched to the location and instructed to infiltrate, locate and neutralize any threat to national security.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Driving d6, Fighting d6, Intimidation d6, Investigation d8, Notice d8, Persuasion d6, Piloting d6, Shooting d6, Stealth d6, Streetwise d6, Tracking d6, Weird Science d6
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Loyal, Vow (Major: to monitor extraterrestrial life on Earth)
Edges: Alertness, Arcane Background (Weird Science), Connections (The Men in Slacks), Investigator
Powers: detect/conceal arcana (Conceal - Memory wipe using a special candy dispenser; the power's duration is actually the amount of time that can be erased from someone's memory); Power Points: 10
Gear: The Regurgitator (MIS blaster) (Range 12/24/48, 2d6+1, Shots 7, AP 1, Semi-Auto), handheld computer, the last pants you'll ever wear.

Rednecks

What they lack in sophistication they make up in pure ingenuity. They live a simple life and like their guns.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving d6, Fighting d6, Notice d4, Riding d6, Shooting d6, Survival d6
Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Various
Edges: Liquid Courage
Gear: Various weapons

Klarrgian Racial Template

Klarrgians are humanoid aliens. Like humans, their height, weight, skin color and features vary. They typically don't carry weapons or get into fights. Each Klarrgian is born with an innate power and they certainly use these powers in creative ways to settle disputes. They don't know much about human culture.

To survive on Klarrg means having a tough immune system so they are quite resistant.

- - 4 to Vigor rolls to resist the effects of alcohol
- Free d6 in their native Super Power skill.
- Hindrance: Clueless
- Arcane Background (Supers)
- Starts with Vigor d6

The POWER MOWER



- More power than your granddad's V8
- Padded seating
- 3 gears
- Beer cup

IN STORES NOW!

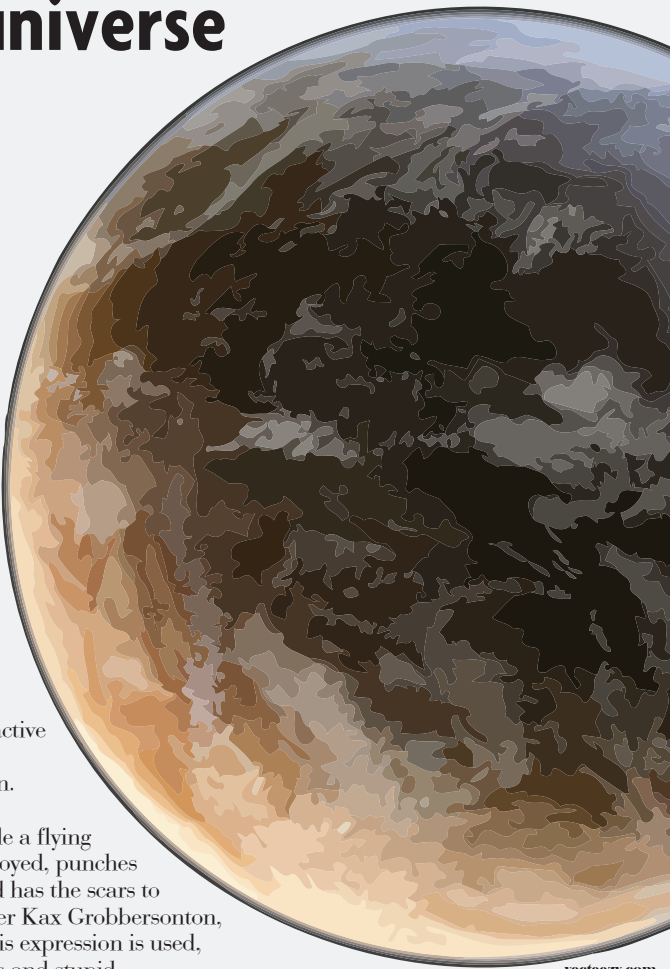
Vehicle	Acc/TS	Toughness	Crew	Cost	Notes
Lawnmobile	5/12	8(2)	1	\$2000	
Klarrgian space skiff	70/800	16(4)	2+5	sure	Spacecraft/Athmospheric, Heavy Armor, Climb 3
SA-51	50/700	16(4)	1	Military	Climb 4

Life in the universe

Klarrg is a planet like no other (Except of course for it's twin-planet Qlarrg). It's a planet that measures its success in worker-misery, meat production and the prevention of spiked-emu attacks. Of course that's just in the cities; the wilds of Klarrg are beautiful and full of strange (mostly carnivorous) plant-life. At least, so say the dozen or so people who have ever managed to make it back without being killed, mugged or kill-mugged.

Klarrgian Lexicon

Bloing: The name given to an attractive prospective partner.
"Grek!": A generalised exclamation.
"Grek off!": Go away!
Grobber: Someone who tries to ride a flying raptor, realises they can't, get's annoyed, punches it in the face, then gets maimed and has the scars to show for their stupidity (Named after Kax Grobberson-ton, who actually did this). Although, this expression is used, really, just to call somebody reckless and stupid.
Hume: Nickname given to the pink fleshy inhabitants of earth.
Knubb: Reproductive organ (Often used as an insult)
Swirling Miasma: The name of a disease that once wiped out a large portion of Klarrg's population (for a short amount of time). Now the name of this disease used as an expression meaning a 'comedy of errors'.
Zurdler: An insult, meaning someone who eats the mold that grows on the inside of ships and caves.

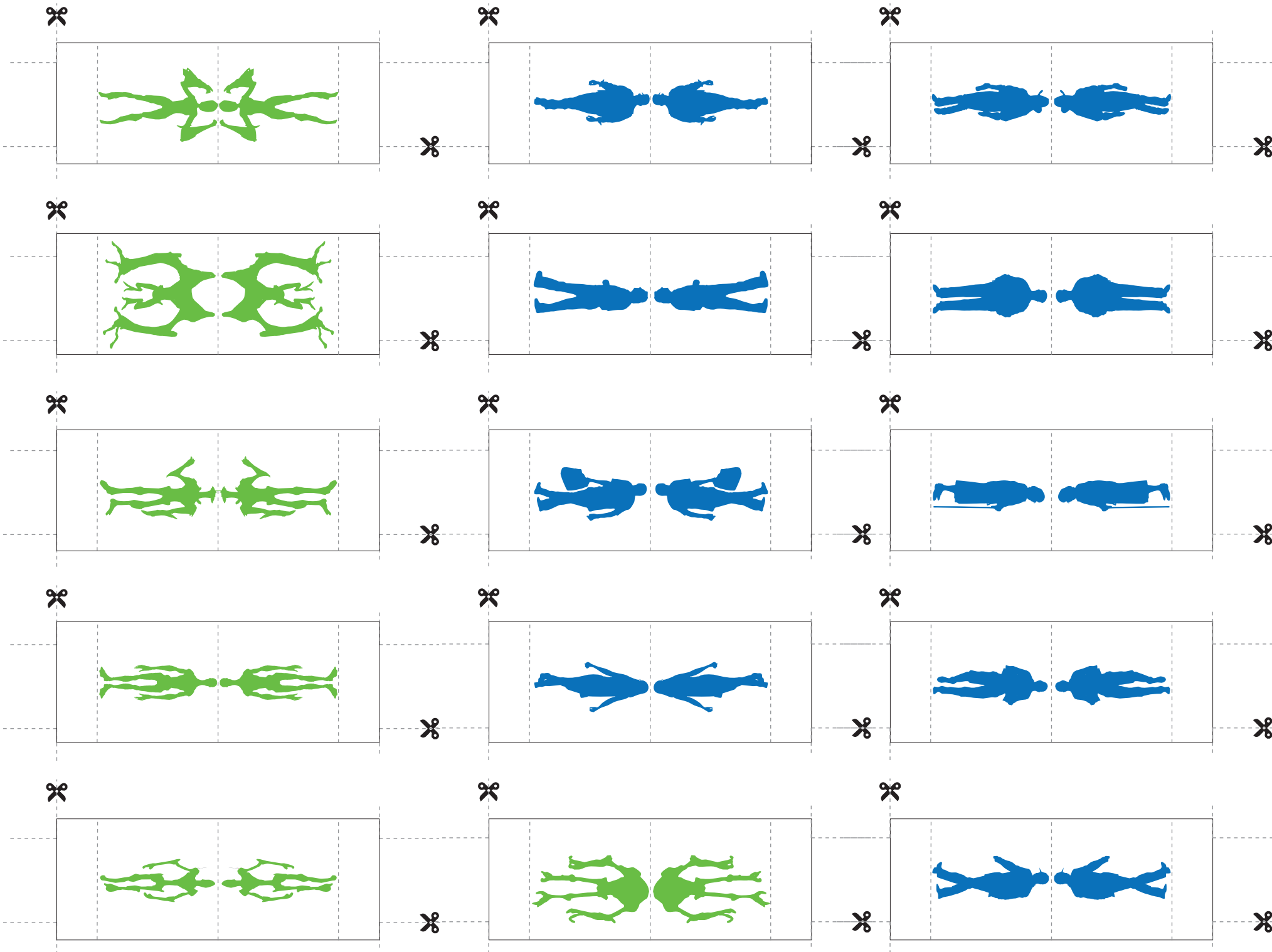


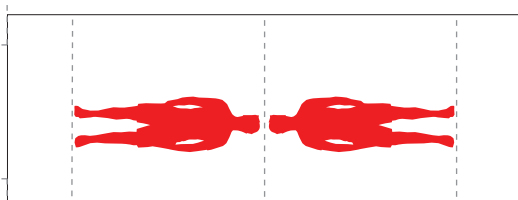
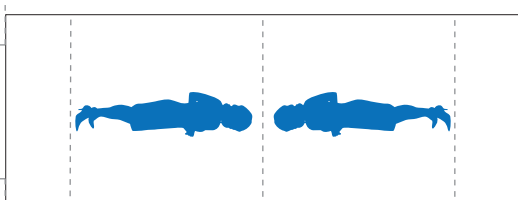
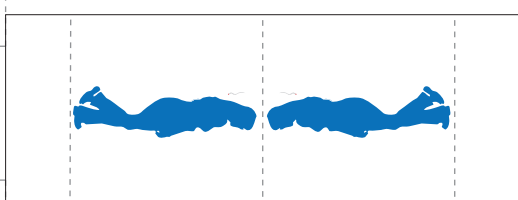
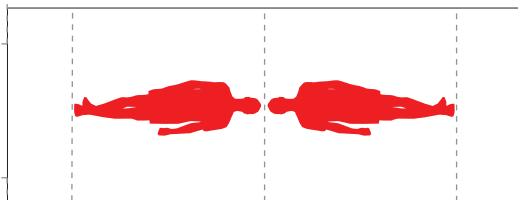
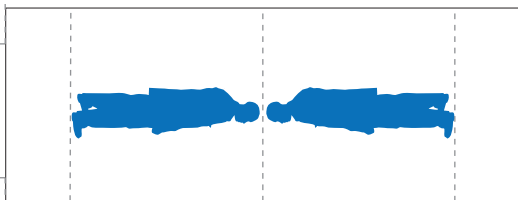
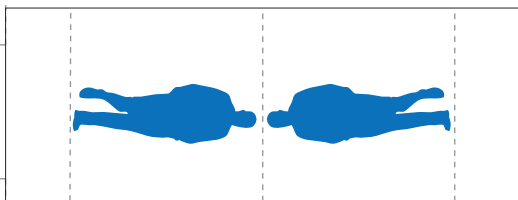
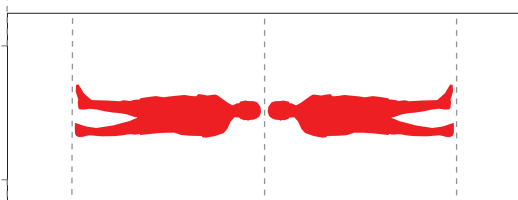
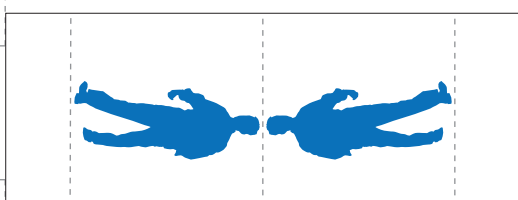
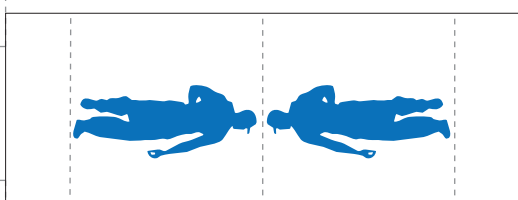
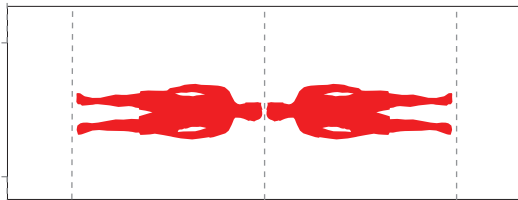
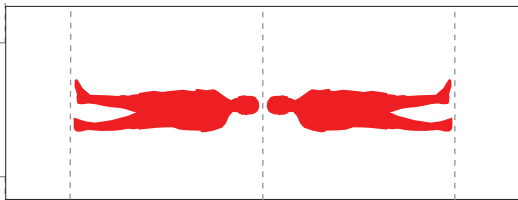
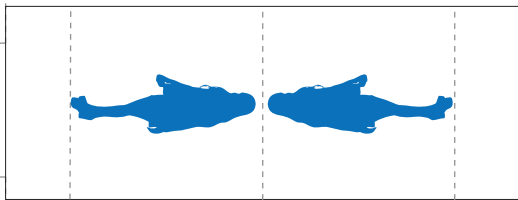
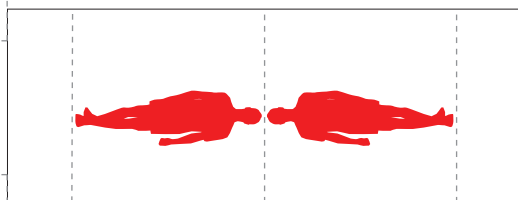
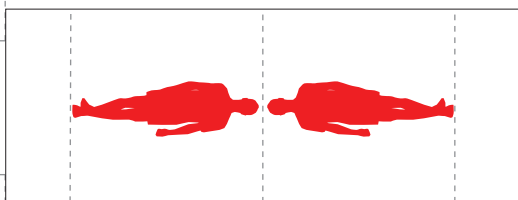
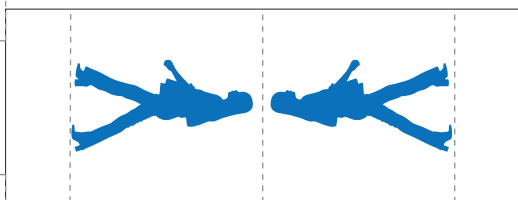
JEFFERSON



- A** Waffle Shack
& BBQ Pit
- B** BubbaMart
- C** The Re-Bar:
Lizzard
Gizzards live
tonight!
- D** Buck's

- E Walker
Mortuary &
Cemetery**
- F Cornelius'
Tyres:
racoons
killed also**





ARE YOU AN ALIEN?

Take our quiz and see if you are an earthling or if you should call another planet your home.

BARON 'FATTY' TUKKER SEASONED (20 XP)

Back on Klarrg dying is no longer an acceptable excuse for not coming into work. So after the bodies of office workers are scooped up off the pavement outside, it's the job of the studious resurrectionist to reanimate the good-for-nothing corpses and get them back to their desks, where they should be, because he has to be, and 'Fatty' Tukker doesn't get to be lazy, so why should they?!

1 WHAT ATTRIBUTES DO YOU POSSES?

AGILITY	SMART'S	SPIRIT	STRENGTH	VIGOR
d6	d10	d8	d4	d10

3 THINGS PEOPLE NOTICE ABOUT YOU?

CHARISMA	PAGE	PARRY	TOUGHNESS
2 + 	5 + 	2 + 	8

4 HINDRANCES

HINDRANCES	EDGES
All Thumbs, Arrogant, Clueless, Obese	Arcane Background (Super Powers), Brave, Noble, Rich

5 POWERS

Zombie (Resurrection)

In Aliens V's Redlocks the zombie power receives the following modifications:

- *Trapping:* Range becomes Touch. It is activated through a thick slime stored in sacks in the user's cheeks and thus, in order to resurrect the dead, fatty must approach the lazy, good-for-nothing corpse and lick them to activate the power.
- *Duration:* Permanent. When this spell is used, the resurrected comes back to life in whatever state they died in, this is represented by them having one permanent wound and still suffering from the fatal injury. This effect stacks throughout the adventure. So as the Klarrgian government's board of resurrection says: "Try not to die too often," because at four permanent wounds you'll be un-resurrectable.
- *Special:* Instead of becoming a zombie as per *Savage Worlds Deluxe* and gaining the Zombie stat block, the resurrected gains the Undead Monstrous ability and the following Hindrances instead: Clueless, Delusional (Major - believes he is invincible) and Mean. If the power was cast with a Raise, the target doesn't suffer from the Hindrances.

POWERPOINTS

20 PP

RACIAL ABILITIES

- 4 to Vigor rolls to resist the effects of alcohol

6 GEAR

Standard Issue Pen, Plain white Mug, Slate Grey Lunchbox

2 WHAT ARE YOUR SKILLS?

d6	+	d8	+	d6
Healing		Intimidation		Investigation
d8	+	d6	+	d6
Notice		Piloting		Stealth
d6	+	d10	+	
Throwing		Zombie (Resurrection)		
	+		+	

WOUNDS

-1	
-2	
-3	



FATIGUE

-2	
-1	

0 - 5 You are as human a sthey come. Get another beer and go sit on the porch.

6 - 10 Maybe a relative was abducted by aliens, you might have some different DNA, but you are human enough.

11 - 50 You are not of this world. Be careful the government doesn't see this quiz or you could end up at Area 51.

TOTAL

ARE YOU AN ALIEN?

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QUIXBLOG

SEASONED (20 XP)

Every planet has precious rocks, Klarrg is no exception. On Klarrg this rock is, of course, the highly sought after; Xethril, a kind of living rock that, before processing, produces excrement so foul it has a 90% chance of killing anyone within 2 miles. Quixblorg thought he'd get used to the stench one day, but he never did. His ability to burrow into the earth makes him the ideal candidate for this job, but he often dreams of being a dancer.

1 WHAT ATTRIBUTES DO YOU POSSES?

d8	d6	d6	d8	d10
AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR

3 THINGS PEOPLE NOTICE ABOUT YOU?

😊 -2	+ 🕺 6	+ 🕺 3	+ 🕺 7
CHARISMA	PACE	PARRY	TOUGHNESS

4 HINDRANCES

Clueless, Heroic, Quirk (Collects rocks), Ugly (Mining accident, don't ask)	+	Acrobat, Arcane Background (Super Powers), Danger Sense
--	---	--

5 POWERS

Burrow	
POWERPOINTS	20 PP
RACIAL ABILITIES	- 4 to Vigor rolls to resist the effects of alcohol

6 GEAR

2 small shiny rocks, a book about the Hyper-Ballet.

2 WHAT ARE YOUR SKILLS?

d8	+	d8	+	d4
Burrow		climbing		Driving
d4	+	d6	+	d6
Knowledge (Arcana)		Notice		Repair
d8	+	d6	+	d6
Stealth		Survival		Taunt
d6	+		+	
Throwing				

WOUNDS

-1	
-2	
-3	



FATIGUE

-2	
-1	

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NARLOR 'CHUMBO' XIFFIN SEASONED (20 XP)

"You want lies with that?" Narlor, tells you what you want to hear, because she knows what you want to hear, because she's a mind reader. It helps her with being a salesperson, which brings her very little fulfillment. but her lazy-butt no good husband sure ain't gonna get off his butt and put Krakthar-steaks on the table.

1 WHAT ATTRIBUTES DO YOU POSSES?

d6	d8	d8	d8	d6
AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR

3 THINGS PEOPLE NOTICE ABOUT YOU?

😊	2 + 🏃	6 + 🏃	2 + 🏃	5
CHARISMA	PAGE	PARRY	TOUGHNESS	

4 HINDRANCES

Anemic, Clueless, Curious, Quirk (Sticks out her tongue when reading minds)	+	Arcane Background (Super Powers), Charismatic, Level Headed, Rapid Recharge, Strong Willed
---	---	---

5 POWERS

Mind reading	
POWERPOINTS	RACIAL ABILITIES
20 PP	– 4 to Vigor rolls to resist the effects of alcohol

6 GEAR

2 coffee pills, Omni-Vape (Space-Custard Flavor)
--

2 WHAT ARE YOUR SKILLS?

d6	+	d8	+	d8
Driving		Intimidation		Mind Reading
d4	+	d8	+	d6
Notice		Persuasion		Stealth
d6	+	d6	+	
Streetwise		Taunt		
	+		+	

WOUNDS

-1	-2	-3
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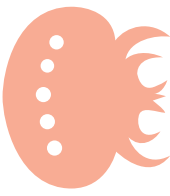
FATIGUE

-2	-1
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TOTAL

ARE YOU AN ALIEN?



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JUBB

SEASONED (20 XP)

2 WHAT ARE YOUR SKILLS?

While the other wall walkers are off being spies and 360-sphere-wrestling champions, Jubb is a humble window cleaner. And he wouldn't have it any other way. He whistles while he works, meets a lot of interesting airborne-raptors when he's cleaning skyscrapers and generally has an easy time, except during mega-winter of course.

1 WHAT ATTRIBUTES DO YOU POSSES?

d8	d4	d8	d6	d6
AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR

3 THINGS PEOPLE NOTICE ABOUT YOU?

😊	0 + 🧑	8 + 🧑	3 + 🧑	5
CHARISMA	PAGE	PARRY	TOUGHNESS	

4 HINDRANCES

Big Mouth, Clueless, Code of Honor, Quirk (Can't resist cleaning a dirty window)	+	Acrobat, Arcane Background (Super Powers), Elan, Fleet-Footed, Luck, Steady Hands
---	---	---

5 POWERS

Wall walker
20 PP
RACIAL ABILITIES
- 4 to Vigor rolls to resist the effects of alcohol

6 GEAR

Photo of his wife and kids, Drawing by his son (player chooses what this depicts),
a spray bottle containing water.

d6	+	d4	+	d6	Notice
Climbing		Knowledge (Cleaning Products)			
d6	+	d6	+	d6	Repair
Persuasion		Piloting			
d6	+	d10	+		
Stealth		Wall Walker			
	+		+		

1

YOUR SCORE

2

YOUR SCORE

3

YOUR SCORE

4

YOUR SCORE

5

YOUR SCORE

6

YOUR SCORE

=

TOTAL

WOUNDS

-1	
-2	
-3	



FATIGUE

-2	
-1	

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- 11 - 50 You are not of this world. Be careful the government doesn't see this quiz or you could end up at Area 51.

ARE YOU AN ALIEN?

Take our quiz and see if you are an earthling or if you should call another planet your home.

ROKK MANGAR

SEASONED (20 XP)

WHAT ARE YOUR SKILLS?

Believe it or not, there's not much work for a shape changer on Klarrg. Pretending to be a toaster is good for one thing and one thing only: hiding where the original toaster was before, and, in turn: learning things about people. That's why Rokk does what she does: investigating and shape-shifting go hand in hand. It's just a shame she can only pretend to be inanimate objects.

1 WHAT ATTRIBUTES DO YOU POSSES?

d6	d8	d6	d6	d8
AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR

3 THINGS PEOPLE NOTICE ABOUT YOU?

😊 -2	+ 🧑	6	+ 🧑	2	+ 🧑	6
CHARISMA		PAGE		PARRY		TOUGHNESS

4 HINDRANCES

Clueless, Delusional (Minor: a tapeworm is making her do things), Mean, Yellow	+	Alertness, Arcane Background (Super Powers), Investigator, Power Points
--	---	--

5 POWERS

Shape change

In aliens vs rednecks the shape change power receives the following trappings:

Trapping: Instead of becoming an animal, Rokk becomes an inanimate object. On a success, the transformation is purely cosmetic, while on a raise it's functional. In order to activate this power the user must say audibly and clearly 'Shapeshift, form of: followed by the name of the object that they wish to become. This is the only power on Klarrg that has a verbal component. Klarrgian scientists are currently looking into why this is.

Cost	Rank	Object Size	Toughness
3	Novice	Small appliances, weapons	6
4	Seasoned	Large appliances, furniture, large firearm	8
5	Veteran	car	10
6	Heroic	bus	15
7	Legendary	house	20 (Heavy Armor)

POWERPOINTS

25 PP

RACIAL ABILITIES

– 4 to Vigor rolls to resist the effects of alcohol

6 GEAR

A notepad, a pen, a magnifying glass, a Klarrgian magazine called 'Bloing'

- 0 - 5 You are as human as sthey come. Get another beer and go sit on the porch.
- 6 - 10 Maybe a relative was abducted by aliens, you might have some different DNA, but you are human enough.
- 11 - 50 You are not of this world. Be careful the government doesn't see this quiz or you could end up at Area 51.

TOTAL

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1 WHAT ATTRIBUTES DO YOU POSSES? 2 WHAT ARE YOUR SKILLS?

1 WHAT ATTRIBUTES DO YOU POSSES?

AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR

3 THINGS PEOPLE NOTICE ABOUT YOU?

CHARISMA	PACE	PARRY	TOUGHNESS

4 HINDRANCES

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EDGES

5 POWERS

----------------------	----------------------

6 GEAR

POWERPOINTS

RACIAL ABILITIES

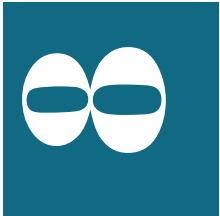
WOUNDS



FATIGUE

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TOTAL



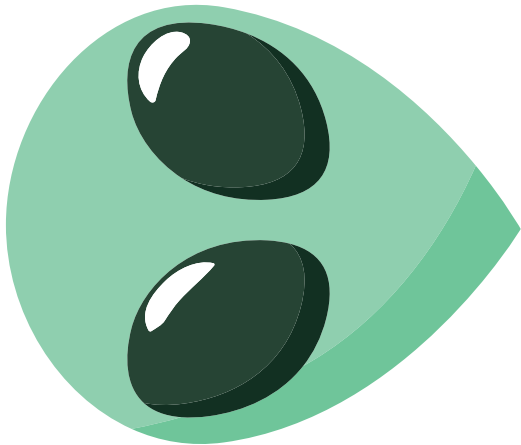
PARRY TOUGHNESS



FATIGUE



WOUNDS



Baron, Fatty, Tukker

Klarrgian Lexicon

Bloing: The name given to an attractive prospective partner.

“Crek!”: A generalised exclamation.

“Crek off!”: Go away!

Grobber: Someone who tries to ride a flying raptor, realises they can’t, get’s annoyed, punches it in the face, then gets maimed and has the scars to show for their stupidity (Named after Kax Grobbersonton, who actually did this). Although, this expression is used, really, just to call somebody reckless and stupid.

Hume: Nickname given to the pink fleshy inhabitants of earth.

Knubb: Reproductive organ (Often used as an insult)

Swirling Miasma: The name of a disease that once wiped out a large portion of Klarrg’s population (for a short amount of time). Now the name of this disease used as an expression meaning a ‘comedy of errors’.

Zurdler: An insult, meaning someone who eats the mold that grows on the inside of ships and caves.

INITIATIVE CARD



TOUGHNESS



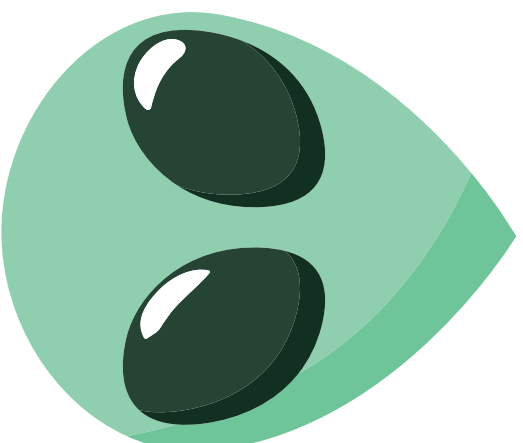
PARRY



FATIGUE



SDNDNM



g.0lqxn0

Klarrgian Lexicon

Bloing: The name given to an attractive prospective partner.

“Grek!”: A generalised exclamation.

“Grek off!”: Go away!

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INITIATIVE CARD

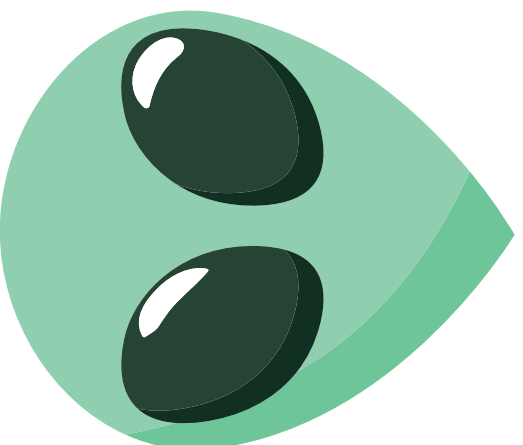
PARRY TOUGHNESS



FATIGUE



SOUNDS



Narlor, Chumbo, Xiffin

Klarrgian Lexicon

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INITIATIVE CARD

3

TOUGHNESS

5

PARRY

1-

2-

3-

skull and crossbones

FATIGUE

SDNDUOM

qqnſ

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- Bloing:** The name given to an attractive prospective partner.
- “Grek!”:** A generalised exclamation.
- “Grek off!”:** Go away!
- Grobber:** Someone who tries to ride a flying raptor, realises they can’t, get’s annoyed, punches it in the face, then gets maimed and has the scars to show for their stupidity (Named after Kax Grobbersonton, who actually did this). Although, this expression is used, really, just to call somebody reckless and stupid.
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PARRY **TOUGHNESS**



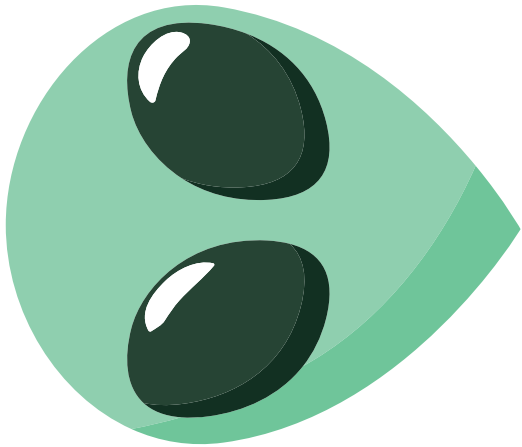
1-
2-

FATIGUE



3-
2-
1-

WOUNDS



Rokk Mangar

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INITIATIVE CARD

INITIATIVE CARD

PARRY TOUGHNESS

-2

-1

FATIGUE

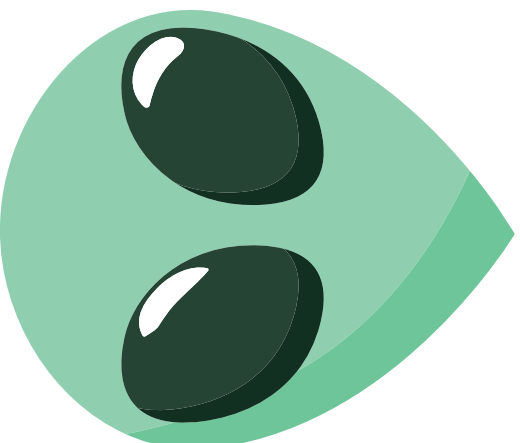


-3

-2

-1

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