

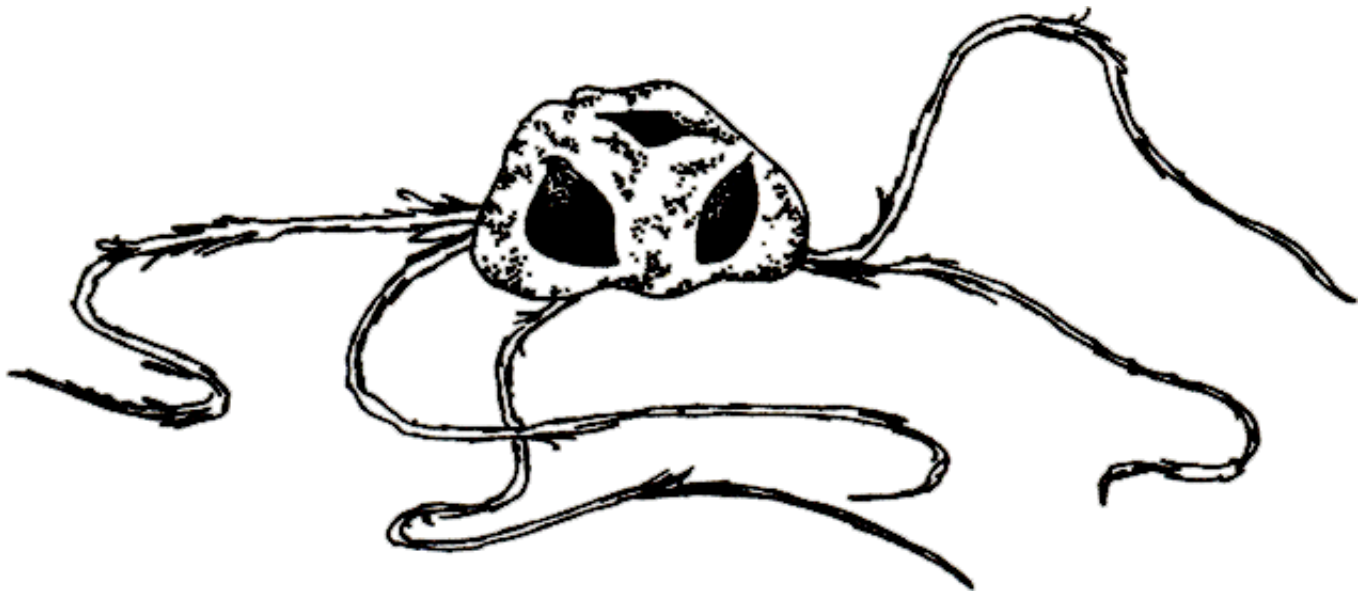
# THE RUTANS



Ruta 3 is a cold, wet dreary world, shrouded by chill mists. The Rutans being perfectly adapted to the wet and the cold, had no need for advanced technology and never progressed very far beyond the stone age. Having never seen the stars through the dense cloud cover of their home world, they never even conceived of life beyond their sphere until one fateful day when the clouds parted and otherworldly visitors came to Ruta 3.

After the initial shock of realizing that there were worlds outside their own, the Rutans saw an opportunity and brutally enslaved the strangers, forcing them to divulge all of their knowledge before draining their life forces and vivisectioning them to learn more about the alien form. In a brief period of time, the Rutans went from a stone-age alien species to an interstellar empire, which would set out to dominate a large portion of their galaxy.

The Rutans had only been at the galaxy conquest game for a short period when they ran into another race of conquerors: the Sontarans. While the Sontarans had more advanced technology and were better at the application of direct force, the Rutans, through a natural ability to mimic any other species, became masters of guile and subterfuge. The two styles of warfare balanced each other out so well, that neither side could gain a prolonged advantage. Indeed, the conflict between the two has been raging for over 15 millenia and shows no sign of abatement.



## RUTAN BIOLOGY

Rutans are an ameboid life form, resembling nothing so much as a large phosphorescent jellyfish. They have a varying number of thin tentacles, which reach about 6 feet in length, and their 'body' is usually around 4 feet in diameter.

They have two eye 'bumps' located in the middle of their mass, although their vision is relatively poor. They make up for this with an acute sensitivity to the bioelectrical currents of other life forms, which they can detect at some distance and which they use for hunting on their fog shrouded native world.

Rutans produce a large excess of bio-current themselves, which they use to incapacitate or kill other creatures on contact (6 Wounds). They can extend this current in a field a short distance around them, creating a similar, but weaker shock that effects everything within the same area (6 Wounds Stun).

Rutan bodies are extremely malleable, with no hard internal components, so they can ooze and contort their bodies in numerous ways, sliding under doors or hiding in cracks in cave walls. This also makes them natural climbers as they can gain purchase in the smallest fissures.



This malleability, combined with a chameleonic ability to shift the colour and texture of their outer membrane, also gives them the extraordinary ability to change their shapes to mimic any creature they meet. This requires a complete autopsy of the being to be copied, a process which takes D6 research turns and a Science roll at Difficulty 6. The Rutan may rush the process if necessary, using the rules for Hurried Research (see the Time Lord PDF pg. 30) as normal. Once the autopsy is successfully completed, the Rutan may mimic that particular being at will using their Shape-shifting Alien Ability (see Time Lord: Journeys pg. 23).

### RUTAN PSYCHOLOGY

The Rutans are interesting in that they think of themselves not as individuals, but as part of a larger entity called the Rutan Collective. Each Rutan, if they thought in individual terms at all, would consider themselves but a cell in the larger 'body' of the collective, so they have no personal goals or fear of individual death. Every Rutan works for the success and expansion of the 'body,' and internal conflict, power struggles and personal desire are alien concepts to them.

This curious behaviour comes out in their speech patterns and actions. A single Rutan will always refer to itself as 'we,' even if there isn't another Rutan within a dozen light years. While Rutans may well be able to communicate in some form of telepathic gestalt, there is no direct evidence of this ability. If it does exist, then its range must be limited as the Rutans do make use of communications technology over large distances.

The Rutans are absolutely convinced that they are the superior life form in the universe. They base this on two facts. First, most other races are 'fractured,' as the Rutans refer to the state of individuality, and will often fight amongst themselves or work against other members of their 'body' for personal gain. They see this as a 'cancer' in other species, a sickness that makes them weak and which the Rutans exploit ruthlessly.

The second reason for their racial arrogance involves the 'rigidity' of other life forms. Whereas the Rutan body is able to take on a myriad of forms and is very hard to destroy without burning or blasting it to bits, other species are stuck in one shape and largely susceptible to damage from a wide variety of sources.

The Sontarans provide a special challenge for the Rutans. While they are not a collective intelligence, they act with such singular purpose and dedication to their empire that they may as well be. And while they are not as hard to kill, they can clone millions of troopers in such a short span of time that the waste of thousands of individual Sontarans in a minor diversionary tactic means little to them. Indeed, the conflict between the two has proved so challenging that it has saved countless worlds from the individual attentions of the two expansionist races for millennia.





### TECHNOLOGY

Using a crystal-based technology, stolen from the first alien visitors to Ruta 3, the Rutans actually 'grow' their equipment from cultures developed for specific uses, from communications to interstellar travel. A Rutan ship, for example, is a beautiful structure to behold, with crystal spires radiating in all directions like a giant glass thistle, and is grown on large stalks of quartz, which also serve as docking points after the hull of the ship is 'mature.'

The Rutans are also very adept at adapting and using other species technology when replacements are unavailable. Indeed, a lone scout in Victorian England may be left with no other choice.

### ADVENTURE SEEDS

**The Scout:** A lone Rutan scout lands in a relatively isolated location to survey a planet for potential occupation, capturing and 'examining' a few local residents and assessing their threat level. Of course, the PCs land in the middle of the situation and are automatically suspect.

This scenario should have the feel of a horror movie like *The Thing*, with an isolated group of people being picked off one by one and the monster taking the forms of the victims. The Horror of Fang Rock is an excellent example of this type of story.

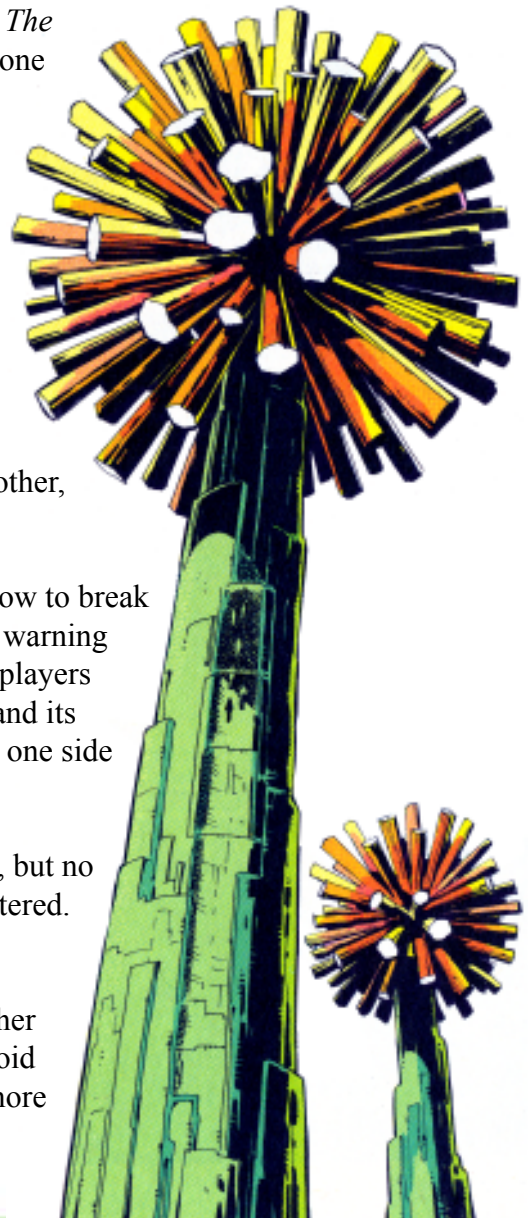
**Cross-fire:** The characters land in the middle of one of the numerous conflicts between the Rutans and the Sontarans. Oft times, there will be another species caught in the cross-fire as well, and it will likely be their planet or something on it that the two ancient enemies are fighting over.

**Stop that Rutan!:** A Rutan Scout has gathered information that will swing the war to an ultimate conclusion for one side or the other, and is racing back to the collective to deliver it.

The information could be of an offensive nature, such as how to break the back of the Sontaran forces for good, or defensive, such as a warning about a Sontaran plan that will finally break the Collective. The players may want to stop or help the Rutan based upon the information and its ultimate result to the timeline. They may even receive help from one side or the other in their mission.

**The Spy:** The local military is trying to hold off an enemy force, but no matter what they do, their plans are always anticipated and countered. The PCs arrive just as the locals are on the ropes.

Their problem is a Rutan in their midst in the form of either one of the high ranking officials or a nobody that manages to avoid notice and still gather information. The Enemy Force could be more Rutans or another adversary that is being assisted, knowingly or unknowingly, by the Rutans for their own nefarious purposes.





# RUTAN

STR 3      KNO 6  
 CON 4      DET 6  
 MOV 2      AWA 3  
 SIZ 4      WGT 3

## SPECIAL ABILITIES

<b>STR</b>	
Drain Life	2
Iron Constitution	2
Pain Resistance	2
Special Immunity	3
<b>CON</b>	
Brawling	1
Mountaineering	3
Stealth	1
<b>MOV</b>	
Piloting	1
Swimming	3
<b>SIZ</b>	
Contortionism	3
<b>KNO</b>	
Astrogation	1
Computing	1
Science	2
Electronics	1
Engineering	1
<b>DET</b>	
Gloating	1
<b>AWA</b>	
Acting	1
Shapeshifting	3



## Special Rules

*Drain Life:* The Rutan may use this ability against anyone it can touch by making a roll vs. a difficulty equal to the Strength of the victim. Success drains one wound from the victim and gives it to the Rutan. This will not take it above its starting wounds score, however.

*Special Immunity:* Rutans are highly resistant to firearms, edged weapons and cold.

*Shapeshifting:* Rutans may add this Special Ability to their AWA when making a roll to take or maintain a form. See Time Lord: Journeys pg. 18 for details.

## Weapons

Tentacle Shock - 6  
 Stun Field - 6 Stun

## Defenses

Dodge - 8  
 Evade/Parry - 8

## Wounds

