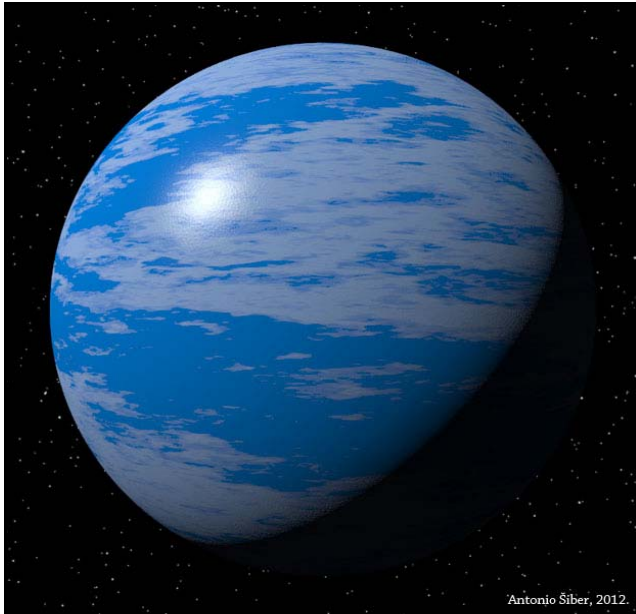


THE OCEAN WORLD OF PEMBORA

By Tim Hartin (© 2019)



On the outer rim of Mutter's Spiral (a.k.a. the Milky Way galaxy) is a red dwarf star known as Marwol. There are eleven planets total within this solar system. The planets are as follows:

Position	Name	Planet Type
I	Nula	Rocky World
II	Pembora	Ocean World
III	Hesa	Rocky World
IV	Kumasa	Small Gas Giant
V	Osora	Small Gas Giant
VI	Thesus	Medium Gas Giant
VII	Quon	Rocky World
VIII	Frubb	Rocky World
IX	Hek	Ice World
X	Mura	Ice World
XI	Osayat	Large Gas Giant

SYSTEM LOG

System Name: Marwol

System Location: Mutter's Spiral

System Data

Number of Stars in System: 1

Number of Terrestrial Planets Present: 1

Position of Terrestrial Planets: II

Notes: The orbital period consists of 266 Pembora days.

WORLD LOG

World Name: Pembora

Astronomical Data

System Name: Marwol

Position in System: II

Number of Satellites: 2

Planetary Data

Gravity: Average 1.1 G

Diameter: 14,300 km

Equatorial Circumference: 44,000 km

Total Surface Area: 561,000,000 km²

Planetary Conditions

Major Land Area Type: Minor islands only

Major Water Area Types: World ocean

Length of Day: 22 hr

Atmospheric Density: Thin

General Climate: Warm temperate

The ocean world of Pembora is on the outer most perimeter of the star's habitability zone. Pembora was able to avoid being tidally locked within its orbit unlike its sister planet of Nula that is nearest to the red dwarf.

The solar winds play havoc on the surface of Pembora with its thin atmosphere. The only type of land on the planet is in the form of islands. The size of the islands range from large archipelagos to tiny islets. The landscape on these islands tend to be dry with sparse, but hardy vegetation, with the exception being the shoreline which is mostly swamps and marshes. The majority of life on Pembora resides within its oceans. The few creatures that live on the surface tend to be small, hardy creatures that are resistant to radiation.

NAVRADI



On average an adult Navradi is roughly two metres long and weighs around sixty-five kilograms. The body shape resembles a long bulky fish/frog hybrid with tail fins. The tail fin is roughly one hundred and twenty centimetres long and the largest fin on the body.

This species has developed four appendages that resemble two arms and two legs. The arms end in wide hands with three webbed fingers and an opposable thumb while the feet have five webbed toes. While each Navradi has a specific pigment pattern on their body that represents a particular individual clan, the colour pattern on the head is unique to each individual. The Dinar also have four barbels that protrude from the bottom of its head and two from the top.

The eyes of a Navradi are relatively small in relation to its body. As such, the vision of a Navradi isn't as acute as its other major senses of hearing and smell. One advantage Navradi do have is the ability to see into the ultraviolet spectrum.

CIVILIZATION LOG	
<p>World Name: <u>Pembora</u></p> <p>Full Index: <u>2</u> <u>1</u> <u>1</u> <u>3</u> <u>1</u> - <u>3</u> <u>2</u> <u>2</u></p> <p>Dominant Race: <u>Navradi</u></p> <p>Government Type: <u>Tribal</u></p> <p>Controlling Government Name: <u>The Grand Chorus</u></p> <p>Chief Governing Officer: <u>The Venerable Songmaster</u></p> <p>Notes: _____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>Technological Index</p> <p>Space Science Index: <u>2</u></p> <p>Physical Science Index: <u>1</u></p> <p>Engineering Index: <u>1</u></p> <p>Planetary Science Index: <u>3</u></p> <p>Life/Medical Science Index: <u>2</u></p> <p>Sociopolitical Index</p> <p>Social Science Index: <u>3</u></p> <p>Military Development Index: <u>2</u></p> <p>Cultural Attitude Index: <u>3</u></p>

Being carnivores, the Navradi have several rows of extremely sharp teeth. The Navradi has the ability to replace any lost teeth over the course of its entire life. The Navradi swim with its mouth open to allow water to pass over its gills. The voice of the Navradi has a sing-song effect which they use to communicate over great distances with song-like vocalizations. The Navradi place great emphasis on their songs within their culture and societal etiquette.

The Navradi are a nomadic species, that are divided into separate familial clans, that migrate Pembora's oceans with the passage of the seasons. Generally the Navradi are a peaceful species who only kill other Pemboran fish species for nourishment. They do not take any joy in killing others with the sole exception of the Great Shift.

The Great Shift happens once every twenty years when the chemical balance of Pembora's oceans cause a hormonal shift in the Navradi that make them highly aggressive and very dangerous. During this time, the Navradi are consumed by a great hunger. This hunger drives them to attack any potential food source, including their own species, and feed. Often they will only partially feed on a victim before moving on to a new target. They can never fully satisfy their hunger during the Great Shift. The Great Shift lasts for two to seven days (1D6+1).

THE GREAT SHIFT

All Navradi must make an Intuition roll against a difficulty of Level VI. Any who succeed are able to avoid the overpowering hunger/blood lust of the Great Shift and retain their peaceful nature.

After the Great Shift subsides, the surviving Navradi will have the overriding drive to mate. As strong as their hunger was during the Great Shift, their mating instinct is just as powerful. It is speculated that the Great Shift purges the weak from the species allowing only the strong to mate, thus strengthening the species as a whole.

This speculation isn't completely accurate because a select few Navradi (usually the maturest of the species) can often resist the Great Shift and retain their peaceful nature. Those that do retain their benevolent nature often seek sanctuary in hidden enclaves to wait out the Great Shift. Those that resist the Great Shift still experience the biological imperative to mate (with the exception of the oldest of the species who no longer have the physical capability to mate).

On average the Navradi can live up to 160 years (barring accidents, disease, or attacks by predator species). They reach maturity at age 15. The Navradi becomes old when they reach the age of 120.

The various clans of Navradi are led by their eldest who are known as Songmasters. The Songmasters of each clan will come together in times of great importance to form the Grand Chorus. While together as the Grand Chorus, the Songmasters appoint the oldest Navradi Songmaster to the position of Venerable Songmaster.

ALIEN CREATURE RECORD			
Name: <u>Navradi</u>			
Environment		Attributes	
Environment Type: <u>Aquatic</u>		Attribute Scores	Level Pts.
Atmosphere Breathed: <u>Oxygen/Nitrogen</u>		Strength:	<u>IV</u> <u>14</u>
Appearance		Endurance:	<u>VI</u> <u>22</u>
Body Form: <u>Fish</u>		Dexterity:	<u>V</u> <u>15</u>
Size: <u>Medium</u>		Charisma:	<u>IV</u> <u>10</u>
Limbs: <u>1 motive tail, 4 manipulative jointed</u>		Mentality:	<u>IV</u> <u>10</u>
Body Covering: <u>Scales and bone</u>		Intuition:	<u>IV</u> <u>12</u>
Notes: _____		Senses: <u>Hearing, Smell, Ultraviolet Vision</u>	
_____		Life Style: <u>Passive carnivore*</u>	
_____		Combat Statistics	
_____		MAX OP Score:	<u>44</u>
* Becomes aggressive carnivore during the Great Shift.		AP Score:	<u>9</u>
_____		Combat Ability Types: <u>Bite</u>	
_____		Combat Proficiency Level:	<u>V**</u>
** Combat Proficiency Level VI during the Great Shift.		Damage Value:	<u>1D3</u>
_____		Armour Value:	<u>2D6-2</u>

NUKARI



The Nukari are large carnivores that normally inhabit the darkest depths of Pembora's world ocean. They are known to swim up to the upper regions of the ocean either to hunt or to regulate their body temperatures (by bathing in the light that penetrates the water). They are primarily ambush predators that wait in hiding for the perfect moment to gulp down passing prey. The Nukari are the largest predator on Pembora. They have specialized sensory clusters in their noses that allow them to detect electrical fields. The Nukari are a solitary species that only come together in groups during the mating season that happens once every three years.

ALIEN CREATURE RECORD

Name: Nukari

Environment

Environment Type: Aquatic

Atmosphere Breathed: Oxygen/Nitrogen

Appearance

Body Form: Fish

Size: Large

Limbs: 1 motive tail, 2 manipulative jointed

Body Covering: Scales and bone

Notes: _____

Attributes

Attribute Scores	Level	Pts.
Strength:	<u>VI</u>	<u>28</u>
Endurance:	<u>VII</u>	<u>43</u>
Dexterity:	<u>IV</u>	<u>13</u>
Charisma:	<u>II</u>	<u>3</u>
Mentality:	<u>III</u>	<u>6</u>
Intuition:	<u>III</u>	<u>6</u>

Senses: Smell x2, Electrical Field Detection

Life Style: Aggressive carnivore

Combat Statistics

MAX OP Score: 86

AP Score: 8

Combat Ability Types: Bite

Combat Proficiency Level: VI

Damage Value: 2D6

Armour Value: 2D6-2

ZANRI



The Zanri are a species of alien jellyfish that swim through Pembora's world ocean feeding on micro-organisms (similar to plankton in Earth's oceans), small fish, and even other jellyfish through a hole in the center of their lower body. They have a series of nine short tentacles that point forward. They move through the water by expanding and contracting their bell-shaped bodies to push water behind them. The Zanri have a rudimentary intelligence. They seem to be able to communicate rudimentary emotions with one another by changing colour. They are known to use three main colours: red is known for representing danger or hostility, green when well fed or satisfied, and yellow when hurt. Zanri have been known to hunt in packs. Once every ten years, the Zanri are driven to spawn. They gorge themselves on all they can eat (with any living thing being on the menu) and then they reproduce by a process similar to osmosis. A single Zanri will split into two separate Zanri.

ALIEN CREATURE RECORD

Name: Zanri

Environment

Environment Type: Aquatic

Atmosphere Breathed: Oxygen/Nitrogen

Appearance

Body Form: Amorphous

Size: Small

Limbs: 9 prehensile limbs

Body Covering: Transparent flesh

Notes: _____

Attributes

Attribute Scores	Level	Pts.
Strength:	<u>III</u>	<u>6</u>
Endurance:	<u>VI</u>	<u>22</u>
Dexterity:	<u>V</u>	<u>15</u>
Charisma:	<u>II</u>	<u>4</u>
Mentality:	<u>III</u>	<u>6</u>
Intuition:	<u>III</u>	<u>9</u>

Senses: Smell, Mass Detection

Life Style: Aggressive carnivore

Combat Statistics

MAX OP Score: 44

AP Score: 9

Combat Ability Types: Harmful to touch

Combat Proficiency Level: V

Damage Value: 1D3+1

Armour Value: 1D3-1

RHANANI



The Rhanani are a species of huge sea mammals, much like whales found in Earth's oceans. Unlike whales, the Rhanani glow with bioluminescence that they use to communicate with one another. This same bioluminescence can be used to shock its prey when it hunts for food or even as a defence against predators. The Rhanani feed on small fish. They generally do not target the Navradi as a food source but it has been known to happen in the past. The Rhanani navigates the world ocean with their sonar and they can communicate with others of its kind with a form of whale song. This whale song often has a haunting, melancholy tone to it. The Rhanani navigate through the world ocean from pole to pole as Pembora orbits around its sun. They spend the colder seasons near the planet's equator while the warmer seasons are spent closer to either pole. While the Rhanani are intelligent, they have no desire to interact with other species (aquatic or otherwise).

ALIEN CREATURE RECORD

Name: Rhanani

Environment

Environment Type: Aquatic

Atmosphere Breathed: Oxygen/Nitrogen

Appearance

Body Form: Mammal

Size: Huge

Limbs: 1 motive tail, 2 motive fins, 4 tentacles

Body Covering: Hide

Notes: _____

Attributes

Attribute Scores	Level	Pts.
Strength:	<u>VII</u>	<u>56</u>
Endurance:	<u>VII</u>	<u>50</u>
Dexterity:	<u>II</u>	<u>5</u>
Charisma:	<u>III</u>	<u>6</u>
Mentality:	<u>IV</u>	<u>10</u>
Intuition:	<u>V</u>	<u>15</u>

Senses: Sonar, Smell, Hearing

Life Style: Passive carnivore

Combat Statistics

MAX OP Score: 100

AP Score: 5

Combat Ability Types: Bio-electrical shock

Combat Proficiency Level: V

Damage Value: 3D6

Armour Value: 1D3+1

ADVENTURE SEEDS:

● BLOOD IN THE WATER

An earth colony has begun to mine the ocean floor for a specific mineral/resource (perhaps to help with the construction of a corporate/research/military base on one of the planet's moons). The miners have never had any problems with the Navradi who give the mining operation a wide berth. Suddenly, the Navradi have turned hostile and the base is under siege. Unknown to the miners, their operations have released something into the water that has caused the Navradi to experience the Great Shift prematurely. The player characters will have to work out what's happening and hopefully a way to reset the balance of the area and that of the Navradi.

● MAYDAY... MAYDAY...

A Terran spacecraft has crash landed in the lagoon surrounded by an atoll. The ship's survivors were able to escape from the sinking ship with minimal equipment. They need to re-enter their sunken ship for communication equipment but a pregnant and hungry Nukari is currently living in the lagoon as it gets ready to give birth to some pups. To make matters worse, the planet's sun Marwol is projected to have a large stellar flare that would be fatal to the humans without the proper protection. The humans will need help if they are to send a mayday signal and get rescued.

● THE SUNKEN CITY OF THE ANCIENTS

A Terran research submersible is exploring the world ocean. It finds a colossal sea dome that is sealed off from the rest of the ocean. After some investigation, a small tunnel is found that leads beyond the wall. Inside the wall is an ancient stone city. There are Navradi working within the city who have been enslaved by an alien race (other Navradi? Humans? Daleks? Sycorax?). The alien race is searching for something that is within the ancient city.

● THE HAUNTED SEA

Persistent sea-quakes have forced a clan of Navradi to move from their traditional hunting region to a new one. Navradi Songmaster tales of this new region speak of it being off limits because it has a history of being haunted. Even the Nukari give this region a wide berth. Unknown to all on Pembora, a Hoothi escape pod had crashed on Pembora and has embedded itself in the ocean floor. Only a single Hoothi survived the crash and it has slowly been growing and feeding off the native fauna. It was the Hoothi who caused the nearby sea-quakes by extending its fungoid tentacles into the ocean floor at its nearby fault lines. It was an attempt to drive more food towards its primary body. The Hoothi needs to feed so it can grow larger and send a distress beacon to more of its kind. Naturally such a beacon would condemn all living life on Pembora and in its ocean to becoming food and/or slaves of the Hoothi.

● THE BEASTMASTER

A renegade Navradi has 'tamed' a Nukari and is using it to attack the clan that exiled him. The renegade Navradi found a piece of ancient technology (from an aquatic race that predated the Navradi) that resembles a metallic band that the renegade wears around its head. This device allows him to control other ocean life. He has learnt to control a Nukari and he plans on expanding his control to include more Nukari. Unknown to the renegade, by using the device, it has triggered a fail safe and an ancient beast/robot will awake and attempt to destroy all that has come into contact with the device (guilty or innocent alike).

● PIRATES OF PEMBORA

An intergalactic travel company, known as the Far-Traveller Galactic Cruise Lines, now runs tourist cruises on Pembora's ocean. The popularity of these cruises has brought new interest to the ocean world. While the Far-Traveller Galactic Cruise Lines is a registered company that is completely legal and operating within galactic law, it has had a negative impact on the ocean world. The increased tourist traffic has brought greater pollution to the planet's ocean and conflicts with its native inhabitants. In addition to these unintended consequences, illegal pirate companies have also set up on the planet and offer 'cruises' that allow a wide range of harmful activities: ranging from looting the planet of its flora and fauna to hunting its native inhabitants (the Navradi and the Rhanani are favourite targets of these 'safaris').