

### BASICS



"Is she dangerous or just a Poser?"

### CURRENT HISTORY

According to the *Alien Studies Institute (ASI)* located on Gaea Prime, *Basic* is the common term for any being that has the defining "five major codes of life". Although there are humanoids that may have the "five major codes", in reality, the term Basic only applies to those humanoids that can trace their ancestry back to Gaea Prime. Who qualifies for Basic status is a bone of contention in the Gaea Prime courts. Anyone interested in this aspect are recommended to read the briefs written by *Judge Xyston V (page, 1)*. But we digress...

Basics come in a wide variety of shapes and sizes and more importantly, temperament. "It's not the size of the dog in the fight but the size of the fight in the dog" is a relevant saying when it comes to Basics. Don't underestimate Basics by their size or gender as they are the true *loose cannons* of the 5150 universe.

On the worlds where Basics make up the bulk of the inhabitants, the vast majority of them consist of the Law-Abiding Working Class (LWC). These people go about their day-to-day existent with little more than the desire to eat, sleep, and procreate...truly an ideal existence. However, there are other major groups (sub-classes) that define and separate Basics. These groups range from those that protect and serve the greater good to those

selfish individuals that have forsaken their duty. Take heart and take hope knowing that the forces of Gaea Prime, our Mother, are at work to *reform or remove* those malcontents. Let's cover these groups in more detail starting with the bedrock that Gaea Prime is built upon.

### LAW-ABIDING WORKING CLASS (LWC)

These Basics are the unsung heroes of Gaea Prime. These Citizens willingly go about their lives fulfilling their existence by doing a good job. Whether they are scientists or sales clerks, the LWC understand their place in the universe. With nothing to worry about and enjoying the benefits of work, access to plentiful sources of food and shelter, the LWC have a wonderful life. So wonderful a life, that it has inspired *alien beings* from other worlds to emulate the LWC. Often working hand in hand with their LWC brothers, unconcerned that they may never achieve citizenship, these trustworthy aliens work for the glory of Gaea Prime and a better existence for all.

### CORPORATE

The two factors that have played the biggest role in the expansion of Gaea Prime are the Star Army and the Corporations. Yes, some may think of it as a time-ridden cliché or a staple of old-time speculative fiction (charmingly known as "science fiction" - nudge, nudge, wink, wink) but without the Mega Corporations and their little brothers in commerce where would we be? Which Corporation has contributed the most depends upon whom you ask but without the initiative and desire of these Corporations the wonderful life that the LWC enjoy would not be possible.

The first *resurrection planets* were developed by the *Prosperity Corporation*. At a heavy financial cost they led the way in expanding Gaea Prime by taking these otherwise barren rocks and turning them into producing, prosperous worlds. When you take that into consideration you realize that we owe a great debt to the *Prosperity Corporation*, and the other Corporations that followed. Who can begrudge these entities the profits that they earn? I sure can't and neither should you!

### POLICE

Yes, it's an archaic term but still useful in the 5150 universe. Nothing strikes fear in the *criminal element* like coming under the bright light of the law and hearing the words, "Halt, Police!"

These upstanding Basics, and in some cases *trustworthy aliens*, risk their life on a daily basis to *protect and serve* their fellow Citizens. Although our Mother, Gaea Prime, extends her benevolent hand over a large universe, every planet under her watchful eye has some sort of Police. And it's their job to reform or remove our next group of Basics, the Gangers.

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### **GANGERS**

Gangs are the bane of our civilized worlds. Gangs are the strong arm of the *Criminal Element*, those malcontents that work for their own good at the expense of others. The Criminal Element includes but are not limited to murderers, thieves, con artists, unlicensed escorts, and other types that break the law to one degree or the other. Their sole purpose is to enrich their lives by preying on the hard work of our heroes, the LWC. Although our primary purpose is to reform these *lost souls* we accept our responsibility to remove those that cannot be saved.

How do Gangers fit in? They are the violent arm of the Criminal Element and our greatest threat.

### **MERCENARIES**

*Protecting and serving* is tough work and that's where the help of Mercenaries comes in handy. Mercenaries are those brave men and women that have sworn to protect and serve the Corporations and their assets. Need someone to protect a Corporate CEO? Hire the Merc. Protect a job site? Call a Merc. These privately paid individuals serve as Police to the hundreds of Corporations and by doing so free up our Police to protect the LWC. As if this work wasn't enough, some helpful Mercenaries even make their services available to the private Citizen. Gaea blesses the Mercenaries, one and all!

### **DROPOUTS**

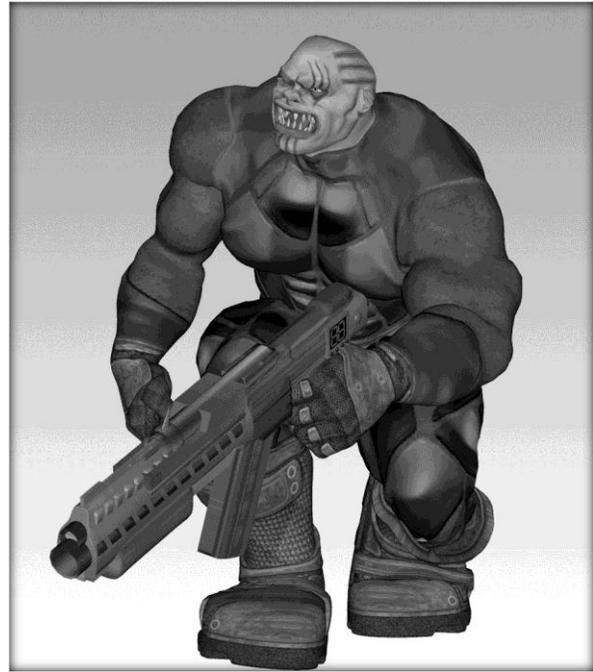
Dropouts are misguided LWC gone awry. These poor souls start their life as a LWC but somewhere along the line they fall from the path. Medical and psychological professionals agree that sometime during their life the Dropout suffers a physical, emotional or mental trauma that triggers its fall from grace. Sad but true, no family is immune from this affliction.

The Dropout is no longer a contributing member of society but instead becomes a self-centered individual that takes from our Mother and does not give in return. Dropouts often act the role of contented LWC making it extremely difficult for us to reach out and *reform* them. Luckily we have a system in place where concerned citizens can call the proper authorities to identify and help these misguided souls. Be a good citizen, make the call!

### **ALIENS**

How many aliens are there in the 5150 universe? No one knows for sure. But in this section you'll find info on five *important* aliens. They may not be the most plentiful but each of them impacts the 5150 universe in a significant way.

## GRATH



*"I didn't ask you how many of them there are, just where they are..."*

### **CURRENT HISTORY**

The Grath are definitely Xenofoms. According to the Alien Studies Institute (ASI) they are truly unique. This is because the Grath is *not* a single living organism. The Grath is composed of literally thousands of organisms. The control and function membrane that runs through the interdependent systems that comprise the Grath keeps these organisms together. Due to this unique arrangement the Grath can rearrange or regenerate itself almost instantly. This makes killing a Grath very difficult and best done by removing the *head* which if done instantaneously will provide a terminal system shock.

Graths survive solely by fluid intake. They have the ability to convert *any* fluid into the necessary nourishment it needs to survive. Just a word to the wise, they do not care where they obtain this fluid.

The Grath is the perfect warrior. Graths will fight anyone (including each other), any place, anytime, and are in constant demand as mercenaries throughout the 5150 universe. Only in Gaea Prime controlled worlds, with few exceptions, are the Grath not used. In fact, any Grath caught on Gaea Prime controlled worlds are immediately destroyed.

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Grath have no concept of sleep or imagination and are basic in their intellect. One shudders at the thought of a Grath developing intelligence and emotions on a level comparable to their physical abilities. Graths are extremely loyal to their employers and it is common for a Grath to know only one employer during its lifetime. This can be a very, very, long time as there is no known natural cause of death for a Grath, just combat.

### HISHEN



*"Pure evil or...?"*

### CURRENT HISTORY

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Much is known about the Hishen in general. Slaver traders. No regard for life (they are notorious for leaving their wounded on the battlefield while being willing to risk their lives to capture prisoners). For those that wish to learn more about the Hishen Empire consult *page, 75 of 5150: Star Army*. But just know that the slightly less than human size, grayish blue skinned beings you meet on New Hope are not your Daddy's Hishen. *These Hishen appear to have picked up some traits usually found in Basics.*

The Hishen have a unique way of communicating with each other. Because they share identical genetic code the Hishen can send vast amounts of communication to each other instantly. To the outsider this may sound like an incessant drone similar to insects in flight. Perhaps this strange way of communication increases the distrust between Hishen and other beings. Communication between Hishen and other races is by the standard Universal Voice Boxes (UVB). Hishen found on New Hope profess to be different than their slave trader brethren. They claim to have become tired of serving the

Hishen Empire and instead seek work and freedom on this back water planet. Maybe so, but a word of advice, be extra careful when dealing with the Hishen.

### RAZOR



*"Trust me, I'm just misunderstood..."*

### CURRENT HISTORY

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Strictly speaking Razors *are* not Xenofoms. Any Basic that encounters a Razor will dispute that fact. According to the ASI, Razors have more than the *five major defining codes*.

Razors encountered on New Hope are almost always leaders of Hishen mercenaries or gangs. However, they have been working more and more with Basics as well as working independently. While more info can be found elsewhere let's re-cap the Razors that you may meet.

The Razors have a complex sensory system that allows them to process info and react at an amazing speed. Think of the chess player of antiquity that could *see* ten moves ahead.

They appear to be self-sufficient and need little to sustain life. Unsubstantiated rumours link Razors to cannibalism. Perhaps this is why no males have ever been seen.

Witnesses report the ability of the Razors to focus a *mental blast* that can cause severe pain and even death in some cases.

Razors have extraordinary reflexes, developed musculature, and excellent hand-to-hand combat skills.

### XEOG



"Take a look behind the curtain if you dare."

#### CURRENT HISTORY

Xeog lineage can be traced back thousands of years to the ancient Shikar Empire. Most Xeog are part of a devout religious order whose sole purpose is the return of the Shikar Empire. Those are not the ones you're likely to run into. Those have made a science of moving stealthily through the universe. No, the ones that you will mostly encounter are the *divas*. *The one's that like the attention.*

With enhanced bio systems and strength, female Xeogs strike a stunning pose. Tall and slender these *divas* are not afraid to use whatever wiles are at their disposal to further their aims. Unfortunately, one would be hard pressed to understand these aims as they appear to have an appetite for everything and are insatiable in many ways.

Xeogs come in two shades the basic green and a bright shade of blue. It has been speculated that the blue version is a natural progression from the green stage and that some unknown stimulus occurs that causes this transformation. The *blues*, as they are often referred as, almost always "go rogue" and those are the ones you'll encounter most of the time. The *greens* appear to be younger and less experienced. FYI, don't ask a Xeog their age, you don't want to know. Xeogs are often found working in the intelligence field on many worlds. Due to this they have earned the reputation of being involved in the darkest of plots and subversion. ASI speculates it's a desire to be or be near the power.

### ZHUH-ZHUH



"Don't tug on Superman's cape."

#### CURRENT HISTORY

Zhuh-Zhuh is the common term for members of the infraorder *Suprasimiiformes*. When ASI research expeditions had first contact with the Zhuh-Zhuh's they were assumed to be *evolved cousins* of the infraorder *Simiiformes* or the *higher primates* that populate many worlds in one form or another. This was incorrect as proven centuries later with data that supports that these *Suprasimiiformes* are much older than was originally thought.

Further evidence suggests that the Zhuh-Zhuh's have more in common with the average Basic than what is loosely termed a *monkey*. Unfortunately, this evidence has done little to offset the hostility that sometimes exists between Basic and Zhuh-Zhuh. Witness the derogatory term *monkey boy* as applied to Zhuh-Zhuh's.

Zhuh-Zhuh's or Zuh's come in all shapes, colors and sizes ranging from smaller three-foot types, *Muggie Zhuh-Zhuh's*, to those close to seven feet in height.

Zhuh-Zhuh's own and occupy a large number of planets and are commonplace on many Gaea Prime worlds. Constant contact with the large number of Zhuh-Zhuh's in Gaea Prime space has earned them the status of *trusted alien*<sup>(1)</sup>. This status allows them to hold a variety of professions including some in Law Enforcement.

Do not underestimate Zhuh-Zhuh's. They are intelligent and very physically domineering and should be treated with utmost respect and care.

(1) *Trusted alien status means different things to different people. To some it means advancement towards Citizen status,*

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although there are no Zhuh-Zhuh GP Citizens, while to others it represents a sell out to Gaea Prime.

### **BUGS**

*Bugs are not the real or scientific name for these creatures but when someone says Bug, everyone knows exactly what they mean.*

Xeniform is the generic term used for all *non-humanoid alien life forms*. There are currently fifty-three catalogued Xeniforms according to the Alien Studies Institute (ASI) located on Gaea Prime. Xeniforms are considered to be any alien species that share less than five of the major DNA codes that define humanoids or Basics as they are also known. Not all Xeniforms are hostile or should be considered dangerous.

*Bugs are and should be.*

Bugs come in a wide variety of shapes with the most common ones being arachnid like. But don't be confused, no matter what they look like they are big. When first encountered it was thought that these creatures were simply killing machines bent on destruction. Recent contact with some species of Bugs has made the ASI rethink this. It appears these creatures have the ability to communicate with other Bug and non-Bug races and are actively doing so. The purpose of this has yet to be determined but there have been an increase in reports of Bug victims being captured instead of immediately killed.

Bugs are not planet bound being capable of interplanetary travel at a slow rate. This is done via *organic ships* resembling cocoons in appearance. As the cocoons are defenseless, attacking the Bugs in transit is the easiest way to destroy them. There is speculation that there is a Bug planet of origin but as to its location or other information nothing is known. For simplicity the ASI refers to this unknown planet as *Migune*.

First contact with the Bugs was on *resurrected* planets but now the Bugs appear to be on the offensive having been *confirmed* as close as the seventh ring. Reports place them in the sixth ring as well but as of yet this is unsubstantiated.

Bugs live in colonies referred to as *havens*. Rarely is a Bug encountered alone. These colonies range in size from dozens, when acting as advanced scouts, to thousands when a full-scale invasion occurs.