

The cover art features a large, dark, heavily detailed starship with multiple wings and protrusions, flying towards the viewer. The ship is illuminated by a bright, fiery orange and yellow light source, possibly a star or a nebula, which creates a dramatic silhouette effect. The background is a dark space filled with smaller ships and a large, glowing celestial body on the right side. The overall tone is cinematic and action-oriented.

# STARSHIP SCAVENGERS

DEVELOPMENT GUIDE  
STEPHEN HART

# DEVELOPMENT GUIDE V2.0



## USE

This development guide is for internal use only by The Grinning Frog team. Portions can be shared with backers and supporters with approval of Stephen Hart only.

## LEGAL

All work copyright The Grinning Frog and cannot be used for any commercial purpose without express written permission. Feel free to take and use anything for your own homebrew games.

## EDITING

As a working internal document this guide is not edited. All content released for sale is thoroughly edited by a qualified and experienced editor.

## DEVELOPMENT GUIDE PURPOSE

To act as a repository for work in progress ideas that can be drawn upon to populate the universe of *Starship Scavengers™*.

Nothing in this guide is canon until used in a final published publication.

## LOG UPDATES

2 August 2024 - Added galactic history and details relating to prospective projects. Version number added numbering it as V2.0

20 May 2024 - Added multiple entries and amended the majority of the creatures and races. NPCs removed from PDF version pending reformat of entry in the development guide.

12 September 2023 - Updated Skrex and Vreet entries and added NPCCS - Prof Robert Valdes, Razorfang and Tomlynn

31 July 2023 - Shared Bono Robots, Marines, Saurians, Starborne, and two unknown species with backers on initial *Starship Scavengers™* Kickstarter campaign.

31 July 2023 - Commencement

# CONTENTS

<b>GALACTIC HISTORY</b>	<b>4</b>
<b>BOND ROBOTS</b>	<b>5</b>
<b>CRYTHOSIAN (RAIDERS)</b>	<b>6</b>
<b>HORRORS (BIOTECH RAVAGERS)</b>	<b>7</b>
<b>HUMAN FACTION - ROOTLESS</b>	<b>8</b>
<b>HUMAN FACTION - MARINES</b>	<b>9</b>
<b>SAURIANS</b>	<b>10</b>
<b>SKREX AKA ORBWEAVERS</b>	<b>11</b>
<b>SPACE PIRATES</b>	<b>12</b>
<b>STARBORNE</b>	<b>13</b>
<b>UREEK</b>	<b>14</b>
<b>ZUZA</b>	<b>15</b>
<b>PUBLISHED AND PENDING</b>	<b>16</b>
<b>PROJECTS ON THE WORKBENCH</b>	<b>17</b>
<b>THE LAST VOYAGE OF THE LUCK STAR</b>	<b>18</b>
<b>PLAYERS HANDBOOK / CHARACTER OPTIONS</b>	<b>19</b>
<b>SECTOR BOX SET</b>	<b>20</b>

# GALACTIC HISTORY

## 14<sup>TH</sup> CENTURY

Mankind expands into the stars with little or no opposition from the alien races that it encounters.

The empire of mankind stretches out over the stars for three hundred years and its ego and hubris rise equally.

## 17<sup>TH</sup> CENTURY

The Wars of Unreason bring down the human empire and the aliens are not surprised. Worlds burn, empires are shattered, and much technology, culture and innovation is lost.

## 19<sup>TH</sup> CENTURY

You are raised in the aftermath of the Wars of Unreason. You scavenge the remains of vessels, space stations and explore the surfaces of ruined planets and moons to make a living.

## TRAVEL

Whilst capital ships can jump to distance star systems, and jump gates enable smaller vessels to do the same, such travel is dangerous.

Most people stay within their home star system, especially if they live in what are known as ancient systems, (also called goldilock systems by humans).

These systems have a higher than natural number of habitable planets and the planets in the system have had their orbits tinkered with at some point

in the far past, ensuring they do not collide with each other, despite the number of planets present.

No living species is capable of such engineering now and these systems, and the original jump gates, were created by the now-extinct race of beings known only as the ancients.

## TECHNOLOGY

The galaxy has seen technological marvels, and remnants such as the jump drives show that once the occupants of the galaxy were super advanced over the current races.

Plasma weapons and lasers exist but often the most reliable way to kill someone is still to shoot them with a projectile weapon or stab them with a knife.

Medical technology can do many things but a person can die in any number of ways faster than technology can save them and a smart person stays as cautious now as their primitive ancestors ever did.

Sentient machines exist, although they are still fairly few and far between. Robots range from basic units to advanced enough that whilst they might not be truly sentient, telling the difference is hard (it is joked that sentient machines say the same about bioforms).

The promise of finding forgotten technology is always out there, hence why now is the time of the scavenger.

# BONO ROBOTS



The general advice is - destroy on sight, salvage for power cells and beware data corruption from malignant virus-ware that they often carry.

Whether that virus-ware is an evolution of their original programming or their operating system was simply vulnerable so such things is unknown at this point.

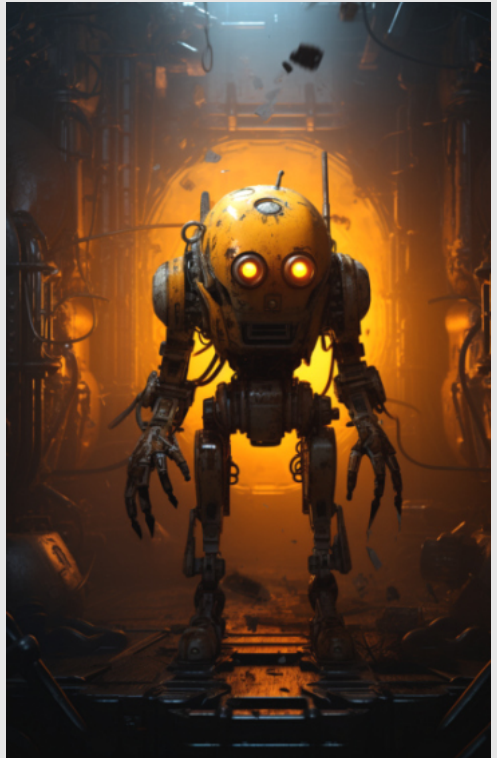
**Which corporation made them?**

**First appearance: Moon Crash**

## Human culture wide threat

Designed to be more socially pleasing than other humanoid robots, these were a failure and bankrupted the creating corporation, but not until several million of the units had been sold. Their failure stemmed not from their looks (although many people find them creepy) but from their erratic programming.

An attempt to introduce a sense of humour was a disaster with the bono robots developing a dark love of practical jokes.



# RYTHOSIAN (RAIDERS)

homelands. Their mind set is utterly alien and/or they simply have no wish to communicate with the other races in the galaxy.

**Listed in *StarTrader* as an alien threat**

**No naming structure currently.**



## Local threat

- Almost a parasitic threat, they kidnap people from ships to remote outposts. They don't leave survivors. Those taken are used as slave labour until they die.
- Universally disliked, they kidnap from all races save for the starborne.
- *Idea to develop.* Some connection with mining and asteroids.
- *Idea to develop.* Extra-galactic and using the slave labour to construct a ship that can return them to their

# HORRORS (BIOTECH RAVAGERS)



- Historically were used in multiple wars by specific factions. Assumed all gone or so reduced in numbers as to pose on an occasional menace.

Listed in *Star Trader* as an alien threat

Scheduled for use in Q3 2024

No naming structure required (varieties will need naming).

Currently a local threat (but has galactic consequences)

- Biotech monstrosities
- Created but now capable of duplication within certain parameters
- Mutated from Skrex and their allied species and enhanced for warfare
- Designed as a shock and awe unit
- Genetically programmed to answer to specific controls and inputs (a strength and weakness)

# HUMAN FACTION - ROOTLESS



- Have a set traditional greeting when meeting strangers.

**First appearance *Frontier Gazette 2.*  
Due to be presented in detail in *Frontier Gazette 3.***

**No fixed naming structure.**

## Galaxy wide

- Human refugees from different planetary disasters who have bonded together in large colony ships in search of a mythical perfect home.
- Loose alliance but each colony 'mothership' is independent.
- Primary defence are fighter pilots flying small single craft nicknamed Ravens.
- Each mothership has it's own logo which is a variation of a birds wing with a circle or dot.



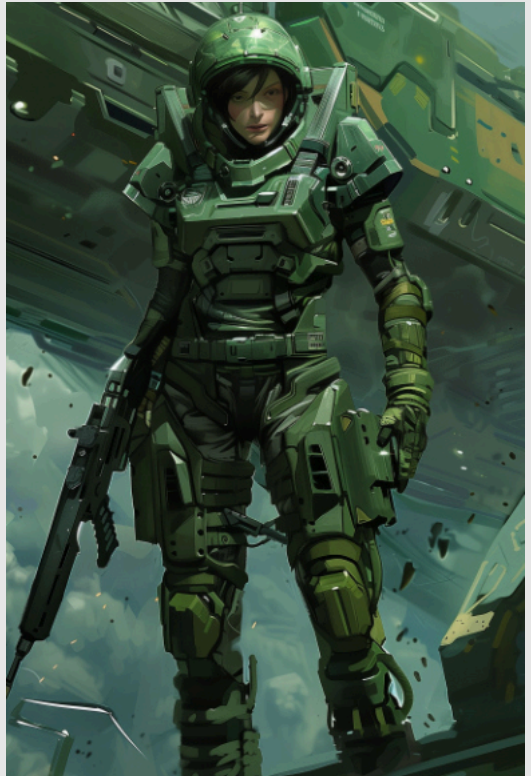
# HUMAN FACTION - MARINES



6. *Idea to develop* After the Wars of Unreason, some battalions might have never gone home but established themselves on outer planets. The superior officers setting up a dynasty or sorts

## Galaxy wide

1. Traditionally wear green space suits hence their nickname *Green Jackets*
2. They have have advanced suits:
  1. Excellent sensors
  2. Scoping abilities
  3. Hardened against radiation
  4. Possible regenerative shields - or as an upgrade
  5. Suits require special training - **possible character class upgrade for marine characters**



# SAURIANS



## Galactic Level Race

1. Widespread through out space
2. Homeworld destroyed by a supernova aons ago. The reason for the supernova is unknown. Some factions of the saurians are known to be searching for six deep space vessels who were known to have been launched prior to the planet explosion and contain irreplaceable artefacts and data .
3. Long lived
4. Nomadic, they do not stay in any location for very long
5. Some commentators believe they are looking for a new homeworld however

others point out they could surely have found one by now

6. Clan based and clan feuds can last for generations
7. Have a 'strong take from the weak' mindset but not in a cliched evil way.
8. Culturally a meritocracy. (Within a clan by clan structure.)
9. Morphic DNA, their features and looks can vary from human with scaled skin to fully lizard looking. Whilst they lay eggs, they also breastfeed their young.
10. Have a real interest in psychic abilities although they posses none as a species.

## 11. Future player character class

**Names are generated by removing initial letters from Italian names**



# SKREX AKA ORBWEAVERS



- Females can emit a radiation burst which deactivates personal shields for a short period of time
- No ranged capability
- Like to drop down and grapple opponents (when discovered as wandering creatures - treat as one range class closer than the roll)
- Attack with a choking grasp
- Dislike robots and will flee from them
- **Lore.** Nickname Orbweavers. Scavenger Matt Hunt was the first human to discover the creatures. They were well known to the other local aliens and the most common alien name for them - Skrex - became the official human name.
- Limited capacity to survive in low atmosphere locations such as lunar caverns.

## Galactic wide occurrences

- Unpleasant
- Dangerous
- Considered vermin to be put down
- Eggs can lie dormant for years - they hatch when exposed to radiation which the mothers can generate locally.
- Not a hive mind.
- Do not lay eggs in their host (it's not that kind of alien)
- Not tool users / animal level intelligence

**First appearance: Moon Crash**

**Naming structure not needed.**

# SPACE PIRATES



- Made up of the good, the bad and everything in-between.

**Referenced in *Frontier Gazette #1* and appear as a threat in Pocket Quest game, *Star Trader***

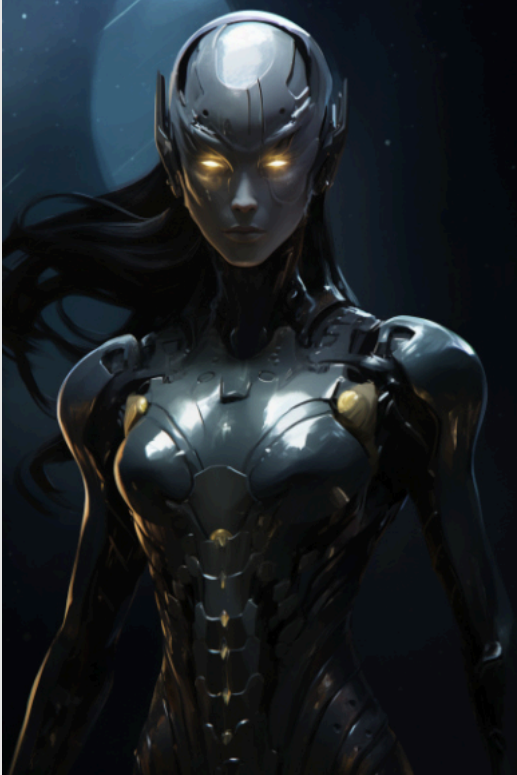
**No fixed naming structure.**

**Groups, gangs and fiefdoms.**

## Galactic wide occurrences

- Freebooters making a living as they best they can.
- Some rejoin main society life whilst others are pirates until their final day.
- They ebb and flow and only the more bloodthirsty type are hunted down. The others are often overlooked or even encouraged when it supports the political will of the powers that be in that region.

# STARBORNE



## Galactic Level Race

- Rare
- Creatures made of star stuff coalesced and focused.
- They manufacture suits to wear so they can experience life as humanoids and other life forms do
- They do this when younger in their life cycle and it is seen as a 'phase' that youngsters go through.
- For an older starborne to do so is seen as an aberration or addiction
- Venerated as gods by some races

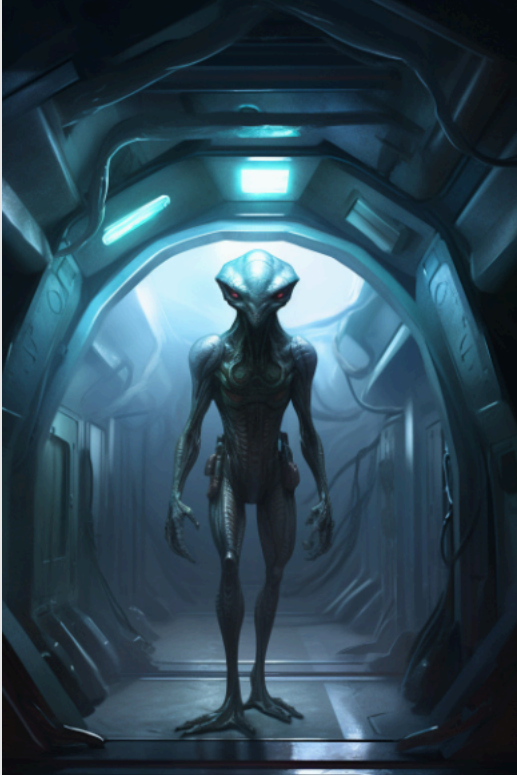
- One of the oldest races known to still exist (it is unclear if they are still evolving or whether they have reached a plateau point)
- Uses extremely high technology which they do not share with younger, simpler races i.e. everyone else.

**First referenced in Pocket Quest game, *Star Trader*.**

**No naming structure currently.**



# VRECK



- Stay out of galactic affairs on a big picture level but might get involved in small scale operations.
- More observers than anything.
- **Lore.** Discovered by Tania Allard, explorer - Call sign Razorfang, ex-military pilot turned explorer.

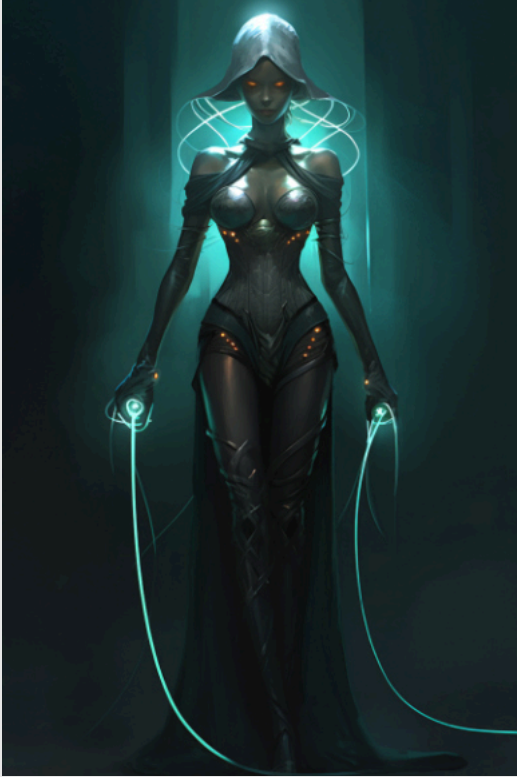
**First referenced in Pocket Quest game, *Star Trader*.**

**No naming structure currently.**

## Galactic Level Race

- Capable of surviving in the vacuum of space for a period of time.
- Mathematically brilliant.
- Limited ability to communicate telepathically - which is good as their speech is almost impossible for humans to replicate
- High agility?
- Psychic attack?
- Enemies of wraith stalkers/allies of wraith stalkers?

# ZUZA



First appearance in *Station Thirty-One*.

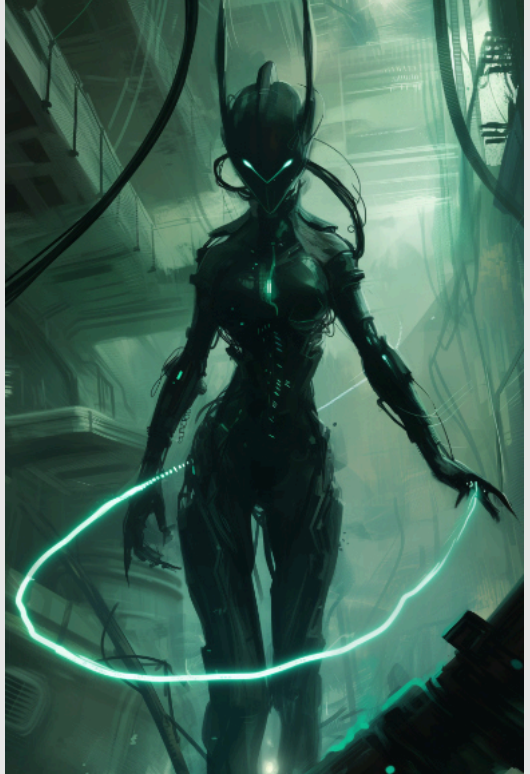
Culture and home planet presented in detail in *Frontier Gazette 2*.

Names are short, single word and typically end in a vowel.

24/8/24 Future player character class

## Galactic Level Race

- Confine themselves to their sector of space. Considered a myth by areas of space not adjoining their own.
- Xenophobic
- Limited telekinetic abilities which can be augmented by technology (principally females only)
- Front line troops typically female
- A society built around secrets (in a literal sense)
- Low population



# PUBLISHED AND PENDING

Confirmed products

## Adventures



## Supplements



## Pocket Game





# PROJECTS ON THE WORKBENCH

The projects on the following pages do not yet have a release date and are shared to show rough ideas that we are working on.

To be included in the development guide, the ideas will have researched an advanced stage of drafting and development and are very likely going to be moved forward into a released project.

Feedback is particularly welcome on these projects, particularly if a specific project catches your eye as something you would like to see produced.

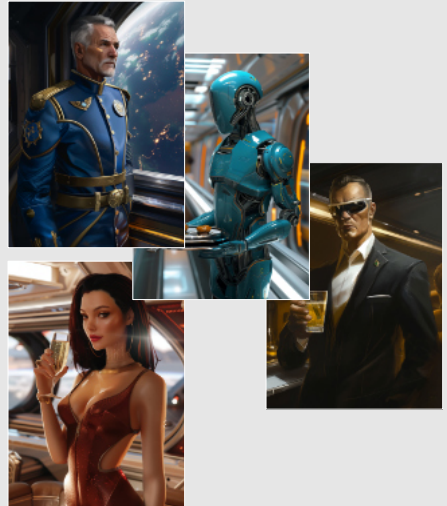
You can reach us on  
[hello@thegrinningfrog.com](mailto:hello@thegrinningfrog.com)

We also welcome new ideas for projects.

# THE LAST VOYAGE OF THE LUCKY STAR

Unconfirmed product at the idea stage

Adventure



## TITLE

THE LAST VOYAGE OF THE LUCKY STAR

## SYNOPSIS

A passenger liner with nearly 200 passengers and crew is struck by several meteors. After the initial impacts, creatures emerge from the meteors and start to attack the survivors.

Adventure aim Survival

## NOTES

Human crew of 3, 40 serving bots, 160 passengers: 5-6 fully detailed NPCs with the rest non-combatants

Full NPCs: Socialite (con-artist), hacker, investigator, captain, navigator, engineer. plus?

Needs multiple 'win' options.

## NEW MECHANICS

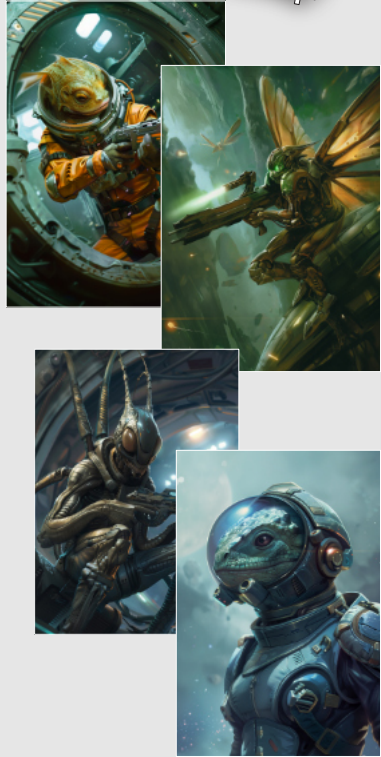
1. Uses pre-gen NPC characters
2. Random impact zones ensures each game starts differently, including initial fatalities meaning key NPCs could die at the start of the adventure
3. Scenario specific rules for 'non-combatant' NPCs

# PLAYERS HANDBOOK / CHARACTER OPTIONS

Unconfirmed product at the idea stage

Last quarter  
2024?

Supplement



TITLE

PLAYERS HANDBOOK OR  
CHARACTER OPTIONS

SYNOPSIS

A supplement that details stat modifications and tech options available to enable people to create characters who are non-human

NOTES

Weapons are available to other races but cost a multiplier more - 2/3 times.

Six races (five shown on the cover)

Each race gets four page spread with history, reputation and other flavour aspects as well as mechanics

## NEW MECHANICS

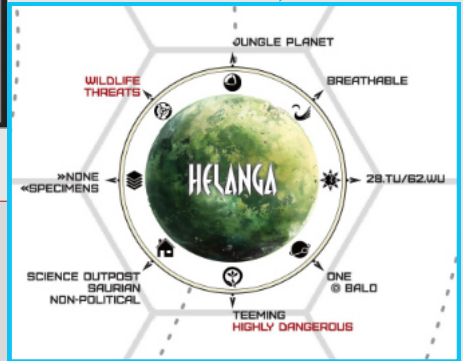
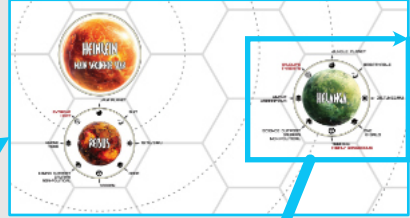
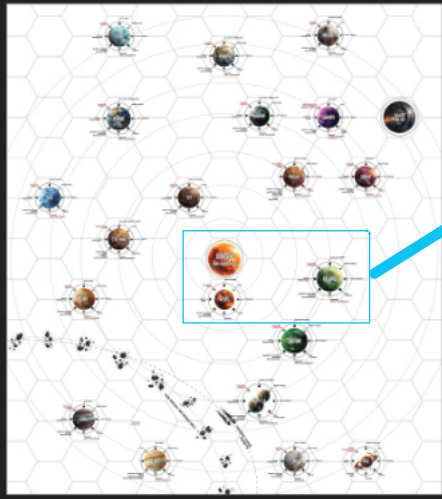
1. Stat modifications range from zero to  $\pm 10$  at initial build stage
2. Modifications to initiative and flee options
3. Each race as their own weapon preferences
4. Species have flaws/limitations which fit their background and provide game balance

# SECTOR 30X SET

Unconfirmed product at the idea stage

First quarter  
2025?

Supplement



## TITLE

## SECTOR 30X SET

An actual foldout map detailing the stars in the system in which Starship Scavengers is based.

## SYNOPSIS

A guide book providing further written reference to the planets and their political affiliations and history.

Key NPCs from across the sectors

## NOTES

Ties in with the players handbook/ character options book as it includes the named races.

Ideally, the reverse of the map will feature a galactic map of star systems. TBC.

## NEW MECHANICS

1. Potentially new environmental hazards relating to the different world types.