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UNITED STATES DISTRICT COURT
WESTERN DISTRICT OF WASHINGTON
AT SEATTLE

TSR LLC,

Plaintiff,

v.

WIZARDS OF THE COAST LLC,

Defendant.

No. 2:21-cv-01705-SKV

DECLARATION OF LAUREN
RAINWATER IN SUPPORT OF
WIZARDS OF THE COAST
LLC’S MOTION FOR A
PRELIMINARY INJUNCTION

WIZARDS OF THE COAST LLC,

Counterclaim Plaintiff,

v.

TSR LLC; JUSTIN LANASA; and DUNGEON
HOBBY SHOP MUSEUM LLC,

Counterclaim

Defendants.

I, Lauren Rainwater, declare as follows:

1. I am a partner at Davis Wright Tremaine LLP and counsel for Wizards of the Coast LLC in this litigation. This declaration is made in support of the Motion for Preliminary Injunction. I am over the age of 18 and competent to make this declaration, and I do so on the basis of personal knowledge.

1 2. Counterclaim Defendants claim to own trademark rights in the terms Star Frontier
2 and TSR (collectively, “Marks”).

3 3. According to the United States Patent and Trademark Office, TSR LLC has
4 applied to register the following as trademarks: (a) on October 25, 2020 TSR LLC applied to
5 register STAR FRONTIERS for role playing games and related goods on an intent-to-use basis,
6 without claiming a date of first use; (b) on August 16, 2021, TSR LLC applied to register TSR
7 for role playing games and related goods, initially on an intent-to-use basis and later amended
8 the application to claim a date of first use of April 2021; and (c) on August 24, 2021, TSR LLC
9 applied to register the STAR FRONTIERS for additional goods, on an intent-to-use basis,
10 without claiming a date of first use. Attached as **Exhibit A** is a true and correct copy of the
11 trademark applications for each mark.

12 4. On August 31, 2021, the United States Patent and Trademark Office issued U.S.
13 Trademark Registration No. 6,472,675 for the following trademark in connection with role
14 playing games and related goods:



16

17

18 Wizards filed a petition with the Trademark Trial and Appeal Board of the United States Patent
19 and Trademark Office to cancel U.S. Trademark Registration No. 6,472,675. Proceedings on
20 that petition to cancel have been stayed pending the outcome of this action.

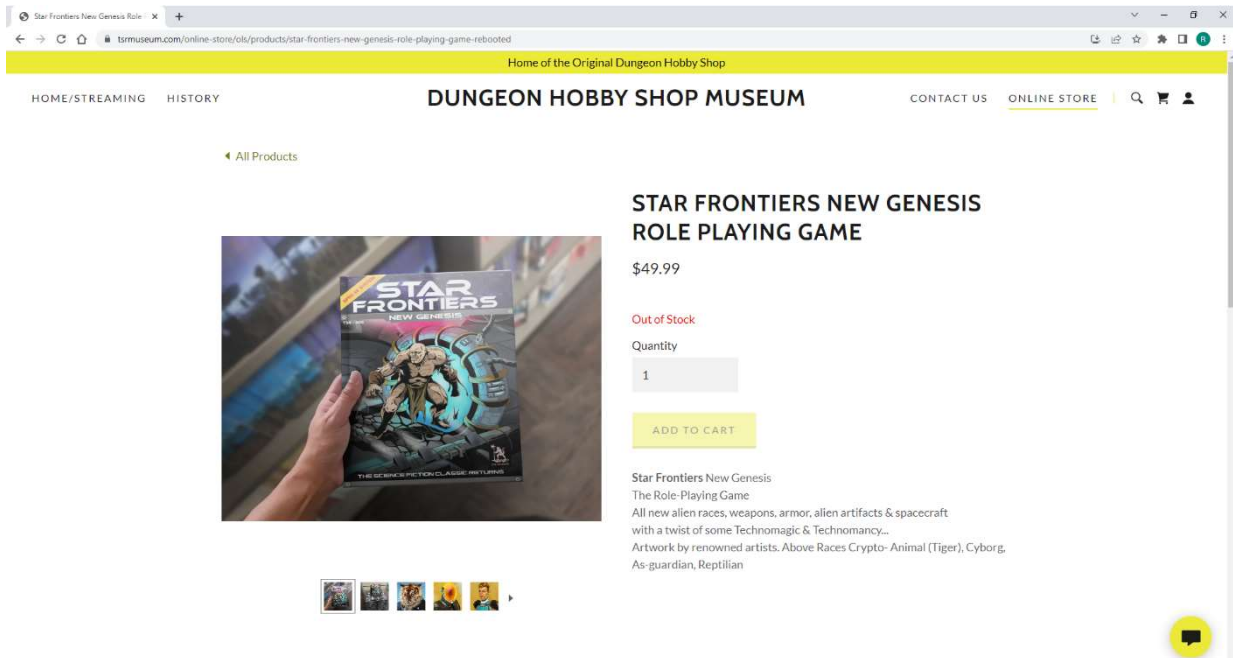
21 5. In public interviews that were previously available on YouTube but have been
22 made private since the Counterclaim was filed, Counterclaim Defendant Justin LaNasa says:

- 23
- “We can’t come out with the old IP, and that kind of limits us to having to
24 reboot the game in a new fashion.”
 - TSR LLC will be “coming out with a bunch of, mainly, first edition stuff . . .
25 things that are compatible with first edition (referring to Dungeons & Dragons
26 First Edition).”
27

- Counterclaim Defendants “can’t use the name ‘Advanced Dungeons & Dragons’” they would “come close.”

6. In the early days of this litigation, it appeared that TSR LLC was not publishing game content with the Marks at issue: the website of Counterclaim Defendant Dungeon Hobby Shop Museum LLC (the “Museum”) offered t-shirts, dice, and stickers with the Marks for sale, but there were no active listings for game products using the Marks.

7. The Museum website listed (and continues to list) a Star Frontiers role playing game, called Star Frontiers New Genesis using the Marks, but it was listed as out of stock. Below is a screenshot from the website:



8. This image of the Star Frontiers New Genesis cover includes the phrase “The Science Fiction Classic Returns.” Below is an expanded view of this portion of the cover:



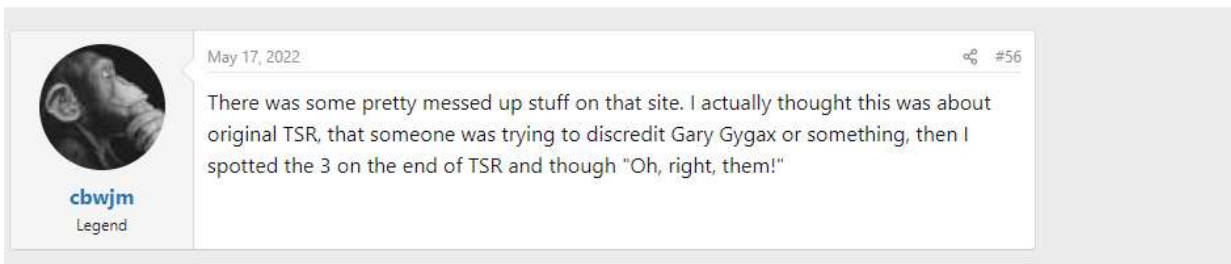
1 9. Counterclaim Defendants also advertised this product on multiple social media
2 channels. Attached as **Exhibit B** are true and correct copies of these advertisements.

3 10. In July 2022, gaming publications began covering a “play test” release of Star
4 Frontiers New Genesis—essentially a preview copy that TSR LLC had distributed to players who
5 were interested in trying the game. Upon this release, the gaming press reported the Star Frontiers
6 New Genesis product included racist and transphobic content. Attached as **Exhibit C** is a true
7 and correct example of media coverage for this product.

8 11. Social media accounts also reported on the racist and transphobic content in the
9 Star Frontiers New Genesis product. Attached as **Exhibit D** is a true and correct copy of social
10 media coverage for this product.

11 12. On September 7, 2022, Donald Semora of Wizard Tower Games LLC, who
12 previously designed games for TSR LLC, produced in response to a subpoena a copy of the Star
13 Frontiers New Genesis “play test” release. Attached as **Exhibit E** are excerpts of that game.

14 13. On multiple online forums, consumer have expressed confusion about whether
15 Star Frontiers New Genesis is part of the Star Frontier franchise that Wizards owns and
16 distributes. Examples of this confusion can be seen in the three screenshots below:



18 Available at [https://www.enworld.org/threads/does-tsr3-have-nazi-connections.688528/page-](https://www.enworld.org/threads/does-tsr3-have-nazi-connections.688528/page-3#posts)
19 [3#posts](https://www.enworld.org/threads/does-tsr3-have-nazi-connections.688528/page-3#posts)
20
21

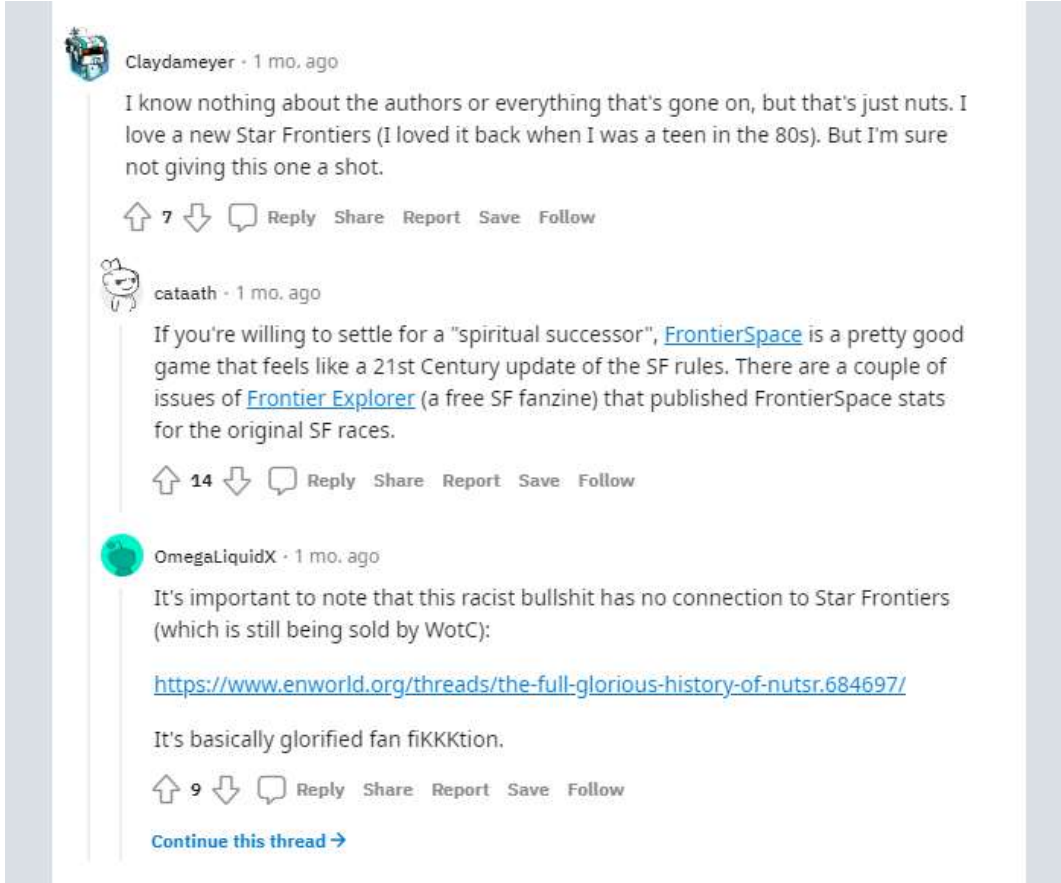
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The screenshot shows a Reddit post titled "Star Frontiers New Genesis leaks, reveals overt real-world racism" from the subreddit r/rpg. The post was made 2 months ago and has 819 points and 599 comments. Below the post are three comments:

- guyzero** (2 mo. ago): "This thing has zero to do with Star Frontiers other than the authors trying to get free publicity by using the name. Also, the authors seem terrible." (4 upvotes)
- warrioratwork** (2 mo. ago): "Not Star Frontiers at all. It's negative hype bait." (3 upvotes)
- Jerry_ijb** (2 mo. ago): "Let's hope all this crapola doesn't tarnish the name of Star Frontiers. I'd hate to tell people that I play Star Frontiers and have them think that I buy into this deck." (3 upvotes)

Available at https://www.reddit.com/r/starfrontiers/comments/w3wp81/star_frontiers_new_genesis_leaks_reveals_overt/

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Available at https://www.reddit.com/r/rpg/comments/w3txdt/star_frontiers_new_genesis_leaks_reveals_overt/

I declare under penalty of perjury that the foregoing is true and correct to the best of my knowledge and belief.

DATED this 8th day of September, 2022.

s/ Lauren Rainwater
Lauren Rainwater

EXHIBIT A

Trademark Snap Shot Amendment & Mail Processing Stylesheet
(Table presents the data on Amendment & Mail Processing Complete)

OVERVIEW

SERIAL NUMBER	90276506	FILING DATE	10/25/2020
REG NUMBER	0000000	REG DATE	N/A
REGISTER	PRINCIPAL	MARK TYPE	TRADEMARK
INTL REG #	N/A	INTL REG DATE	N/A
TM ATTORNEY	FOSDICK, GEOFFREY A	L.O. ASSIGNED	111

PUB INFORMATION

RUN DATE	03/26/2021		
PUB DATE	04/27/2021		
STATUS	681-PUBLICATION/ISSUE REVIEW COMPLETE		
STATUS DATE	03/25/2021		
LITERAL MARK ELEMENT	STAR FRONTIERS		
DATE ABANDONED	N/A	DATE CANCELLED	N/A
SECTION 2F	NO	SECTION 2F IN PART	NO
SECTION 8	NO	SECTION 8 IN PART	NO
SECTION 15	NO	REPUB 12C	N/A
RENEWAL FILED	NO	RENEWAL DATE	N/A
DATE AMEND REG	N/A		

FILING BASIS

FILED BASIS		CURRENT BASIS		AMENDED BASIS	
1 (a)	NO	1 (a)	NO	1 (a)	NO
1 (b)	YES	1 (b)	YES	1 (b)	NO
44D	NO	44D	NO	44D	NO
44E	NO	44E	NO	44E	NO
66A	NO	66A	NO		
NO BASIS	NO	NO BASIS	NO		

MARK DATA

STANDARD CHARACTER MARK	YES
LITERAL MARK ELEMENT	STAR FRONTIERS
MARK DRAWING CODE	4-STANDARD CHARACTER MARK
COLOR DRAWING FLAG	NO

CURRENT OWNER INFORMATION

PARTY TYPE	10-ORIGINAL APPLICANT
------------	-----------------------

NAME	TSR LLC
ADDRESS	723 Williams Street Lake Geneva, WI 53147
ENTITY	16-LTD LIAB CO
CITIZENSHIP	Wisconsin

GOODS AND SERVICES

INTERNATIONAL CLASS	016
DESCRIPTION TEXT	Role playing game equipment in the nature of game book manuals
INTERNATIONAL CLASS	028
DESCRIPTION TEXT	Dice; Dice games; Equipment sold as a unit for playing role playing games; Equipment sold as a unit for playing parlor games; Role playing games; Tabletop hobby battle games in the nature of battle, war and skirmish games, and fantasy games, and playing equipment sold as a unit therewith

GOODS AND SERVICES CLASSIFICATION

INTERNATIONAL CLASS	016	FIRST USE DATE	NONE	FIRST USE IN COMMERCE DATE	NONE	CLASS STATUS	6-ACTIVE
INTERNATIONAL CLASS	028	FIRST USE DATE	NONE	FIRST USE IN COMMERCE DATE	NONE	CLASS STATUS	6-ACTIVE

MISCELLANEOUS INFORMATION/STATEMENTS

CHANGE IN REGISTRATION	NO
------------------------	----

PROSECUTION HISTORY

DATE	ENT CD	ENT TYPE	DESCRIPTION	ENT NUM
03/25/2021	CNSA	P	APPROVED FOR PUB - PRINCIPAL REGISTER	008
03/25/2021	XAEC	I	EXAMINER'S AMENDMENT ENTERED	007
03/25/2021	GGEN	O	NOTIFICATION OF EXAMINERS AMENDMENT E-MAILED	006
03/25/2021	GNEA	F	EXAMINERS AMENDMENT E-MAILED	005
03/25/2021	CNEA	R	EXAMINERS AMENDMENT -WRITTEN	004
03/25/2021	DOCK	D	ASSIGNED TO EXAMINER	003
12/15/2020	NWOS	I	NEW APPLICATION OFFICE SUPPLIED DATA ENTERED IN TRAM	002
10/28/2020	NWAP	I	NEW APPLICATION ENTERED IN TRAM	001

CURRENT CORRESPONDENCE INFORMATION

ATTORNEY	Russell D. Nugent
CORRESPONDENCE ADDRESS	RUSSELL D. NUGENT THE HUMPHRIES LAW FIRM, P.C. 1904 EASTWOOD DRIVE STE 310A WILMINGTON, NC 28403
DOMESTIC REPRESENTATIVE	NONE

STAR FRONTIERS

PTO-1553

Approved for use through 03/31/2024. OMB 0651-0054

U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number

Trademark/Service Mark Amendment to Allege Use (15 U.S.C. Section 1051(c))

The table below presents the data as entered.

Input Field	Entered
SERIAL NUMBER	90884176
EXTENSION OF USE	NO
MARK SECTION	
MARK	mark
LITERAL ELEMENT	TSR
STANDARD CHARACTERS	YES
USPTO-GENERATED IMAGE	YES
MARK STATEMENT	The mark consists of standard characters, without claim to any particular font style, size or color.
OWNER SECTION (current)	
NAME	TSR LLC
MAILING ADDRESS	723 WILLIAMS ST
CITY	LAKE GENEVA
STATE	North Carolina
ZIP/POSTAL CODE	53147
STATE/COUNTRY/REGION/JURISDICTION/U.S. TERRITORY	United States
EMAIL	XXXX
OWNER SECTION (proposed)	
NAME	TSR LLC
MAILING ADDRESS	723 WILLIAMS ST
CITY	LAKE GENEVA
STATE	Wisconsin
ZIP/POSTAL CODE	53147
STATE/COUNTRY/REGION/JURISDICTION/U.S. TERRITORY	United States
EMAIL	XXXX
CORRESPONDENCE INFORMATION (current)	
NAME	RUSSELL D. NUGENT
PRIMARY EMAIL ADDRESS FOR CORRESPONDENCE	russell@kinglawonline.com
SECONDARY EMAIL ADDRESS(ES) (COURTESY	contact@humphriesfirm.law; russell@humphriesfirm.law

COPIES)	
DOCKET/REFERENCE NUMBER	4043-TSR 2
CORRESPONDENCE INFORMATION (proposed)	
NAME	Russell D. Nugent
PRIMARY EMAIL ADDRESS FOR CORRESPONDENCE	russell@kinglawonline.com
SECONDARY EMAIL ADDRESS(ES) (COURTESY COPIES)	contact@humphriesfirm.law; russell@humphriesfirm.law
DOCKET/REFERENCE NUMBER	4043-TSR 2
GOODS AND/OR SERVICES SECTION	
INTERNATIONAL CLASS	016
CURRENT IDENTIFICATION	Role playing game equipment in the nature of printed game book manuals
GOODS OR SERVICES	KEEP ALL LISTED
FIRST USE ANYWHERE DATE	04/00/2021
FIRST USE IN COMMERCE DATE	04/00/2021
SPECIMEN FILE NAME(S)	\\TICRS\EXPORT18\IMAGEOUT 18\908\841\90884176\xml2 \AAU0002.JPG
	\\TICRS\EXPORT18\IMAGEOUT 18\908\841\90884176\xml2 \AAU0003.JPG
SPECIMEN DESCRIPTION	image of one of the Applicant's game manuals featuring the mark on the front cover
WEBPAGE URL	None Provided
WEBPAGE DATE OF ACCESS	None Provided
INTERNATIONAL CLASS	028
CURRENT IDENTIFICATION	Dice; Dice games; Equipment sold as a unit for playing PARLOUR AND RPG GAMES games; Role playing games; Tabletop hobby battle games in the nature of battle, war and skirmish games, and fantasy games, and playing equipment sold as a unit therewith
GOODS OR SERVICES	KEEP ALL LISTED
FIRST USE ANYWHERE DATE	04/13/2021
FIRST USE IN COMMERCE DATE	04/13/2021
SPECIMEN FILE NAME(S)	\\TICRS\EXPORT18\IMAGEOUT 18\908\841\90884176\xml2 \AAU0004.JPG
	\\TICRS\EXPORT18\IMAGEOUT 18\908\841\90884176\xml2 \AAU0005.JPG
SPECIMEN DESCRIPTION	image of one of the Applicant's dice sets featuring the mark on the label
WEBPAGE URL	None Provided
WEBPAGE DATE OF ACCESS	None Provided
REQUEST TO DIVIDE	NO
PAYMENT SECTION	
NUMBER OF CLASSES IN USE	2
SUBTOTAL AMOUNT [ALLEGATION OF USE FEE]	200

TOTAL AMOUNT	200
SIGNATURE SECTION	
ORIGINAL PDF FILE	hw_65191234170-103315788_ . SIGNED AFFIDAVTI FOR AAU FOR SECOND TSR APP - TB F.pdf
CONVERTED PDF FILE(S) (5 pages)	\\TICRS\EXPORT18\IMAGEOUT 18\908\841\90884176\xml2\AAU0006.JPG
	\\TICRS\EXPORT18\IMAGEOUT 18\908\841\90884176\xml2\AAU0007.JPG
	\\TICRS\EXPORT18\IMAGEOUT 18\908\841\90884176\xml2\AAU0008.JPG
	\\TICRS\EXPORT18\IMAGEOUT 18\908\841\90884176\xml2\AAU0009.JPG
	\\TICRS\EXPORT18\IMAGEOUT 18\908\841\90884176\xml2\AAU0010.JPG
SIGNATORY'S NAME	Juatin Lanasa
SIGNATORY'S POSITION	Principal
SIGNATORY'S PHONE NUMBER	910-352-5015
SIGNATURE METHOD	Handwritten
FILING INFORMATION	
SUBMIT DATE	Mon Sep 13 10:38:50 ET 2021
TEAS STAMP	USPTO/AAU-XX.XXX.XXX.XXX- 20210913103850864566-9088 4176-78137ae946588eec3be3 ce5ae904c56b513eb5f483d4e fefed4204d3eb4c-CC-384710 69-20210913103315788828

PTO- 1553

Approved for use through 03/31/2024. OMB 0651-0054

U.S. Patent and Trademark Office; U.S. DEPARTMENT OF COMMERCE

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number

**Trademark/Service Mark Amendment to Allege Use
(15 U.S.C. Section 1051(c))**

To the Commissioner for Trademarks:

MARK: TSR(Standard Characters, see <https://tmng-al.uspto.gov/resting2/api/img/90884176/large>)

SERIAL NUMBER: 90884176

OWNER AND/OR ENTITY INFORMATION

The owner proposes to amend the following:

Current: TSR LLC, having an address of

723 WILLIAMS ST
LAKE GENEVA, North Carolina 53147
United States
Email: XXXX

Proposed: TSR LLC, having an address of

723 WILLIAMS ST
LAKE GENEVA, Wisconsin 53147
United States
Phone:
Email: XXXX

The owner is submitting the following allegation of use information:

For International Class 016:

Current identification: Role playing game equipment in the nature of printed game book manuals

The mark is in use in commerce on or in connection with all of the goods/services, or to indicate membership in the collective organization listed in the application or Notice of Allowance or as subsequently modified for this specific class.

The mark was first used by the applicant, or the applicant's related company, licensee, or predecessor in interest at least as early as 04/00/2021, and first used in commerce at least as early as 04/00/2021, and is now in use in such commerce. The applicant is submitting one specimen for the class showing the mark as used in commerce on or in connection with any item in the class, consisting of a(n) image of one of the Applicant's game manuals featuring the mark on the front cover.

[Specimen File1](#)

[Specimen File2](#)

Webpage URL: None Provided

Webpage Date of Access: None Provided

For International Class 028:

Current identification: Dice; Dice games; Equipment sold as a unit for playing PARLOUR AND RPG GAMES games; Role playing games; Tabletop hobby battle games in the nature of battle, war and skirmish games, and fantasy games, and playing equipment sold as a unit therewith

The mark is in use in commerce on or in connection with all of the goods/services, or to indicate membership in the collective organization listed in the application or Notice of Allowance or as subsequently modified for this specific class.

The mark was first used by the applicant, or the applicant's related company, licensee, or predecessor in interest at least as early as 04/13/2021, and first used in commerce at least as early as 04/13/2021, and is now in use in such commerce. The applicant is submitting one specimen for the class showing the mark as used in commerce on or in connection with any item in the class, consisting of a(n) image of one of the Applicant's dice sets featuring the mark on the label.

[Specimen File1](#)

[Specimen File2](#)

Webpage URL: None Provided

Webpage Date of Access: None Provided

The applicant is not filing a Request to Divide with this Allegation of Use form.

Correspondence Information (current):

RUSSELL D. NUGENT
PRIMARY EMAIL FOR CORRESPONDENCE: russell@kinglawonline.com
SECONDARY EMAIL ADDRESS(ES) (COURTESY COPIES): contact@humphriesfirm.law; russell@humphriesfirm.law

The docket/reference number is 4043-TSR 2.

Correspondence Information (proposed):

Russell D. Nugent
PRIMARY EMAIL FOR CORRESPONDENCE: russell@kinglawonline.com
SECONDARY EMAIL ADDRESS(ES) (COURTESY COPIES): contact@humphriesfirm.law; russell@humphriesfirm.law

The docket/reference number is 4043-TSR 2.

Requirement for Email and Electronic Filing: I understand that a valid email address must be maintained by the applicant owner/holder and the applicant owner's/holder's attorney, if appointed, and that all official trademark correspondence must be submitted via the Trademark Electronic Application System (TEAS).

A fee payment in the amount of \$200 will be submitted with the form, representing payment for the allegation of use for 2 classes.

Declaration

Original PDF file:

[hw_65191234170-103315788 . SIGNED AFFIDAVTI FOR AA U FOR SECOND TSR APP - TB F.pdf](#)

Converted PDF file(s) (5 pages)

[Signature File1](#)

[Signature File2](#)

[Signature File3](#)

[Signature File4](#)

[Signature File5](#)

Signatory's Name: Juatin Lanasa
Signatory's Position: Principal
Signatory's Phone: 910-352-5015
Signature method: Handwritten

PAYMENT: 90884176

PAYMENT DATE: 09/13/2021

Serial Number: 90884176

Internet Transmission Date: Mon Sep 13 10:38:50 ET 2021

TEAS Stamp: USPTO/AAU-XX.XXX.XXX.XXX-202109131038508

64566-90884176-78137ae946588eec3be3ce5ae

904c56b513eb5f483d4efefed4204d3eb4c-CC-3

8471069-20210913103315788828

Tales & Tots

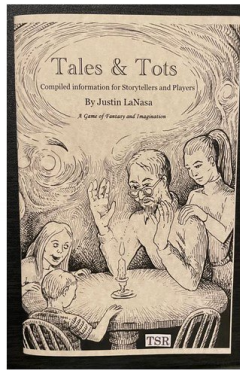
Compiled information for Storytellers and Players

By Justin LaNasa

A Game of Fantasy and Imagination



TSR



TALES & TOTS GAME BOOK 1ST EDITION (TSR)

\$12.00

Quantity

ADD TO CART

Tales & Tots Game Book 1st Edition (TSR)
Game Book 22 pg
Do you want your children to stop playing with electronic tablets and pads?
Do you want to see them get off the consul video game systems?
Well this is your answer Tale & Tots and interactive role playing game for you and your children for ages 2+ two or more players.
Produced by TSR of Lake Geneva WI

You May Also Like



TSR Logo


https://tsrmuseum.com/online-store/ols/products/tsr-dice

Getting Started Work Gmail Clio - Login TM Forms MyUSPTO Sign up | US... Lexis Advance® - Sig... Google Maps NCDOL lookup E-Closing Login DocuSign Login - Ente... Form of Phantom Sto... TrustBooks: Trust Acc... MyFaxCentral-Login

Home of the Original Dungeon Hobby Shop

HOME/STREAMING HISTORY **DUNGEON HOBBY SHOP MUSEUM** CONTACT US ONLINE STORE Search Cart User

◀ All Products



TSR DICE
\$4.00

Color
-- Select --

Quantity
1

ADD TO CART

TSR Dice Logo Polyhedral dice 7 (Image is not on dice just for packaging)

You May Also Like

2:52 PM
8/26/2021



8/26/2021

<https://teas.uspto.gov/aou/xslt.service?xsl=hsign>

(<https://www.uspto.gov>)

About Us (<https://www.uspto.gov/about-us>) Jobs (<https://www.uspto.gov/jobs>)

Contact Us (<https://www.uspto.gov/about-us/contact-us>) Logout

Trademark Electronic Application System

PTO- 1553

Approved for use through 03/31/2024. OMB 0651-0054

U.S. Patent and Trademark Office, U.S. DEPARTMENT OF COMMERCE

Under the Paperwork Reduction Act of 1995, no persons are required to respond to a collection of information unless it contains a valid OMB control number

Trademark/Service Mark Amendment to Allege Use (15 U.S.C. Section 1051(c))

Handwritten Signature

To the Commissioner for Trademarks:

MARK: TSR(Standard Characters, see below)

TSR

SERIAL NUMBER: 90884176

OWNER AND/OR ENTITY INFORMATION

The owner proposes to amend the following:

Current: TSR LLC, having an address of

723 WILLIAMS ST

LAKE GENEVA, North Carolina 53147

United States

Email: har*****@yahoo.com

Proposed: TSR LLC, having an address of

723 WILLIAMS ST

LAKE GENEVA, Wisconsin 53147

United States

Phone:

Email: har*****@yahoo.com

The owner is submitting the following allegation of use information:

For International Class 016:

Current identification: Role playing game equipment in the nature of printed game book manuals

<https://teas.uspto.gov/aou/xslt.service?xsl=hsign>

8/26/2021

<https://teas.uspto.gov/aou/xslt.service?xsl=hsign>

The mark is in use in commerce on or in connection with all of the goods/services, or to indicate membership in the collective organization listed in the application or Notice of Allowance or as subsequently modified for this specific class.

The mark was first used by the applicant, or the applicant's related company, licensee, or predecessor in interest at least as early as 04/00/2021, and first used in commerce at least as early as 04/00/2021, and is now in use in such commerce. The applicant is submitting one specimen for the class showing the mark as used in commerce on or in connection with any item in the class, consisting of a(n) image of one of the Applicant's game manuals featuring the mark on the front cover.

Specimen-1 [SPN0-65191234170-20210826 144938510539_._tnttsr.jpg]

Specimen-2 [SPN0-65191234170-20210826 144938510539_._Screenshot _2021-08-26_145537.jpg]

Webpage URL: None Provided

Webpage Date of Access: None Provided

For International Class 028:

Current identification: Dice; Dice games; Equipment sold as a unit for playing PARLOUR AND RPG GAMES games; Role playing games; Tabletop hobby battle games in the nature of battle, war and skirmish games, and fantasy games, and playing equipment sold as a unit therewith

The mark is in use in commerce on or in connection with all of the goods/services, or to indicate membership in the collective organization listed in the application or Notice of Allowance or as subsequently modified for this specific class.

The mark was first used by the applicant, or the applicant's related company, licensee, or predecessor in interest at least as early as 04/13/2021, and first used in commerce at least as early as 04/13/2021, and is now in use in such commerce. The applicant is submitting one specimen for the class showing the mark as used in commerce on or in connection with any item in the class, consisting of a(n) image of one of the Applicant's dice sets featuring the mark on the label.

Specimen-1 [SPN1-65191234170-20210826 144938510539_._Screenshot _2021-08-26_145222.jpg]

Specimen-2 [SPN1-65191234170-20210826 144938510539_._tsrdice.jpg]

Webpage URL: None Provided

Webpage Date of Access: None Provided

The applicant is not filing a Request to Divide with this Allegation of Use form.

Correspondence Information (current):

RUSSELL D. NUGENT

PRIMARY EMAIL FOR CORRESPONDENCE: russell@kinglawonline.com

SECONDARY EMAIL ADDRESS(ES) (COURTESY COPIES): contact@humphriesfirm.law; russell@humphriesfirm.law

Correspondence Information (proposed):

Russell D. Nugent

PRIMARY EMAIL FOR CORRESPONDENCE: russell@kinglawonline.com

SECONDARY EMAIL ADDRESS(ES) (COURTESY COPIES): contact@humphriesfirm.law; russell@humphriesfirm.law

The docket/reference number is 4043-TSR 2.

Requirement for Email and Electronic Filing: I understand that a valid email address must be maintained by the applicant owner/holder and the applicant owner's/holder's attorney, if appointed, and that all official trademark correspondence must be submitted via the Trademark Electronic Application System (TEAS).

A fee payment in the amount of \$200 will be submitted with the form, representing payment for the allegation of use for 2 classes.

8/26/2021

<https://teas.uspto.gov/aou/xslt.service?xsl=hsign>**Declaration**

Read the following statements before signing. Acknowledge the statements by signing below.

- The signatory believes that the applicant is the owner of the mark sought to be registered.
For a trademark or service mark application, the mark is in use in commerce on or in connection with all the goods/services in the application or notice of allowance, or as subsequently modified.
For a collective trademark, collective service mark, collective membership mark application, the applicant is exercising legitimate control over the use of the mark in commerce by members on or in connection with all the goods/services/collective membership organization in the application or notice of allowance, or as subsequently modified.
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- The specimen(s) shows the mark as used on or in connection with the goods/services/collective membership organization in commerce.
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- To the best of the signatory's knowledge, information, and belief, formed after an inquiry reasonable under the circumstances, the allegations and other factual contentions made above have evidentiary support.
- The signatory being warned that willful false statements and the like are punishable by fine or imprisonment, or both, under 18 U.S.C. § 1001, and that such willful false statements and the like may jeopardize the validity of the application or submission or any registration resulting therefrom, declares that all statements made of his/her own knowledge are true and all statements made on information and belief are believed to be true.

Signature Section:Signature: 

Signatory's Name: Justin Lanasa

Signatory's Position: Principal

Date Signed: 

Signatory's Phone: 910-352-5015

<https://teas.uspto.gov/aou/xslt.service?xsl=hsign>

8/26/2021

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8/26/2021

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OVERVIEW

SERIAL NUMBER	90893809	FILING DATE	08/20/2021
REG NUMBER	0000000	REG DATE	N/A
REGISTER	PRINCIPAL	MARK TYPE	TRADEMARK
INTL REG #	N/A	INTL REG DATE	N/A
TM ATTORNEY	TM ATTORNEY NOT ASSIGNED	L.O. ASSIGNED	NONE

PUB INFORMATION

RUN DATE	10/12/2021		
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STATUS	630-NEW APPLICATION - RECORD INITIALIZED NOT ASSIGNED TO EXAMINER		
STATUS DATE	08/24/2021		
LITERAL MARK ELEMENT	STAR FRONTIERS		
DATE ABANDONED	N/A	DATE CANCELLED	N/A
SECTION 2F	NO	SECTION 2F IN PART	NO
SECTION 8	NO	SECTION 8 IN PART	NO
SECTION 15	NO	REPub 12C	N/A
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DATE AMEND REG	N/A		

FILING BASIS

FILED BASIS		CURRENT BASIS		AMENDED BASIS	
1 (a)	NO	1 (a)	NO	1 (a)	NO
1 (b)	YES	1 (b)	YES	1 (b)	NO
44D	NO	44D	NO	44D	NO
44E	NO	44E	NO	44E	NO
66A	NO	66A	NO		
NO BASIS	NO	NO BASIS	NO		

MARK DATA

STANDARD CHARACTER MARK	YES
LITERAL MARK ELEMENT	STAR FRONTIERS
MARK DRAWING CODE	4-STANDARD CHARACTER MARK
COLOR DRAWING FLAG	NO

CURRENT OWNER INFORMATION

PARTY TYPE	10-ORIGINAL APPLICANT
------------	-----------------------

NAME	TSR LLC
ADDRESS	723 WILLIAMS STREET LAKE GENEVA, WI 53147
ENTITY	16-LTD LIAB CO
CITIZENSHIP	Wisconsin
COMPOSED OF	Justin Lanasa, US Citizen, Sole member and manager

GOODS AND SERVICES

INTERNATIONAL CLASS	028
DESCRIPTION TEXT	Card games; Playing card game accessories, namely, playing card cases, playing card holders, mats for use in connection with playing card games, playing card shuffling devices and dice; Playing cards and card games; Trading card games

GOODS AND SERVICES CLASSIFICATION

INTERNATIONAL CLASS	028	FIRST USE DATE	NONE	FIRST USE IN COMMERCE DATE	NONE	CLASS STATUS	6-ACTIVE
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MISCELLANEOUS INFORMATION/STATEMENTS

CHANGE IN REGISTRATION	NO
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PROSECUTION HISTORY

DATE	ENT CD	ENT TYPE	DESCRIPTION	ENT NUM
08/26/2021	TAEA	I	TEAS AMENDMENT ENTERED BEFORE ATTORNEY ASSIGNED	004
08/26/2021	PARI	I	TEAS VOLUNTARY AMENDMENT RECEIVED	003
10/07/2021	NWOS	I	NEW APPLICATION OFFICE SUPPLIED DATA ENTERED IN TRAM	002
08/24/2021	NWAP	I	NEW APPLICATION ENTERED IN TRAM	001

CURRENT CORRESPONDENCE INFORMATION

ATTORNEY	Russell D. Nugent
CORRESPONDENCE ADDRESS	RUSSELL D. NUGENT THE HUMPHRIES LAW FIRM, P.C. 1904 EASTWOOD DRIVE STE 310A WILMINGTON, NC 28403
DOMESTIC REPRESENTATIVE	NONE

STAR FRONTIERS

EXHIBIT B



Dungeon Hobby Shop Museum is in Lake Geneva, Wisconsin.

January 15 · 🌐



Coming soon! Star Frontiers New Genesis!!



👍 🗨️ ❤️ 48

9 Comments 6 Shares



Dungeon Hobby Shop Museum

January 31 · 🌐



Who's ready to play Star-frontiers NG at [TSR CON](#) . All whom register get a a free hardcopy of the game !!



👍 ❤️ 74

26 Comments 3 Shares



TSR

@Tactical_SRules

...

TSR-Hobbies has to thank whoever reported us to Star Citizen for DCMA infringement. Thank you again for opening up a dialog with Star Citizen for future collaboration's on sci-fi projects.



EXHIBIT C



TSR's Star Frontiers New Genesis Playtest Contains Racist Content

July 21, 2022 | By: [Tyler Chancey](#)

TSR LLC is still moving forward with creating TTRPGs. The third incarnation of the tabletop company has recently released playtest material for the sci-fi RPG, *Star Frontiers New Genesis*. Putting aside the fact that Wizards of the Coast owns the rights to *Star Frontiers*, as revealed in a [string of lawsuits](#) between the two companies, the playtest material contains deeply disturbing material, including white supremacist neo-nazi ideology.

Please note that the content below has quotes from the leaked playtest material. As such, a content warning is in effect for racist, homophobic, transphobic, and anti-semitic content, as well as additional material of a discriminatory nature. Read at your own discretion.

What Hateful Material is in The Star Frontiers New Genesis Playtest?

The playtest material for *Star Frontiers New Genesis* was leaked by the twitter account NoHateInGaming. In [a twitter thread](#), NoHateInGaming provided screenshots of various excerpts from the playtest material, highlighting some of the most offensive material in the RPG. This information is based on information provided by TTRPG YouTuber Tenkar's Tavern, who read through the material in two [dedicated videos](#). That material contains the following:

- Descriptions of the Ulfar character race. These include Negro, a Subrace described as, "tall, thick bodied, dark skinned even purple dark, brown-eyed race with large strength, average intelligence.", with a maximum intelligence of 9. This is in comparison to the Nordic Ulfar, described as a "Tall, blonde, blue-eyed race with exceptional attributes and powers", with a minimum stat anywhere of 13. This is blatantly racist and mired in nazi eugenics as well as the neo-nazi [appropriation of Norse](#) symbols and names.
- In a section about playable races, Subraces are explained further. It states that Subraces, "include the people created in a laboratory, such as the plant-based people. Other subraces have appeared naturally. Or with Humans, you can be African, Asian, Mexican, etc." This expressly describes African, Asian, and Mexican people as a lesser form of humanity." Once again, this is blatantly racist and plays into nazi eugenics.
- In a section about roleplaying your character, it asks if you, "are a SJW warrior pushing your values on others," denigrating outspoken liberal-leaning progressives.
- Stating that "races in SFNG are not unlike races in the real world. Some are better at certain things than others, and some races are superior than others." This perpetuates more racist ideology.

- The Core Rules explaining Theology, the ability to understand religious organizations and hierarchies, describes "the practices of secret cults such as the Masons," echoing far-right [conspiracy theories](#), as well as explicitly calling BLM and Antifa "radical things."
- When explaining a character's Looks stat, it states that a character with a Looks stat of 0 is seen as unbearably hideous. It states, "a good example of this is would be large noses or narrow noses, large lips or thin lips, oval eyes. The player can have a lot of fun with this aspect. Be creative." These descriptions are in line with negative stereotypes of Jewish people, Black people, and Asian people.
- In player race options, Gender options are "Male/Female no bonuses, and no Trans." Furthermore, there is red text attributed to one of the writers asking, "should we make a trans type race? Maybe 'transbots?'" Not only is this erasure of transgender people, but it also blatantly "others" those who identify as transgender.

Image Credit: TSR, No Hate In Gaming

Who Was The Designer Behind The Star Frontiers New Genesis Playtest?

The lead writers of *Star Frontiers New Genesis* are TSR LLC's CEO Justin LaNasa and Dave Johnson. In addition to LaNasa's noted history of seeing more progressive initiatives by Wizards of the Coast as [being slanderous](#) towards his company, Johnson is notorious online for being a loud, consistent source of hate speech across his various social media platforms. In addition to posting various bigoted memes and ideas (racism, homophobia, transphobia, anti-semitism, ableism, etc.) he is also obsessed with Antifa. He even claims at one point to have "infiltrated their ranks" despite the fact that Antifa is recognized more [as an ideology](#) meant to call out and stop authoritarian actions by people in power than a formal organization. All of Johnson's offending tweets have been compiled here on the [No Hate In Gaming](#) blog.

At the time of writing, we checked on Johnson's official social media platforms for any kind of response or commentary about the leaked *Star Frontiers New Genesis* playtest. While we were not able to find any Facebook account associated with Johnson, a quick search did reveal photos showing correspondence between playtesters and Johnson through Discord. One [photo](#), in particular, has Johnson stating that "anyone involved spreading lies about me will not be involved in this playtest. If I find out who they are, their name will be given to my lawyer for litigation." As for his Twitter account, it has been deleted.

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EXHIBIT D

<https://twitter.com/NoHateInGaming/status/1554221176603688960>

← Thread



NoHateInGaming
@NoHateInGaming

Dave Johnson & NuTSR's "Star Frontiers" playtest has been leaked, and it's insanely racist.

It literally has a "Negro" race listed as a subspecies of the superior "Nordic" race. Dave's "Negro" race is "thick bodied," strong, and low intelligence.

NuTSR is straight-up KKK trash.

**STAR FRONTIERS
NEW GENESIS**

SCIENCE FANTASY
ADVENTURE
ROLE-PLAYING GAME

1. CRYPTO ANIMALS - Human-animal hybrids (see animal hybrid chart)
2. CRYPTO PLANTS (Chlorophytes) - Engineered human-plant hybrids. (see plant hybrid chart)
3. HUMANOIDS - Cyborgs, multars, Grays 2 arms 2 legs bipedal that walks upright. Please not about sub races within humans.
4. OTHERS - Creature with no arms or legs with a non-humanoid shape size or appearance

EXAMPLES OF RACES-

- Cyborg(HUMANOID-CLASS) - Human-Bionetics. (The human brain is housed in a cybernetic machine).
- Multar (Human Clone)(HUMANOID-CLASS) - Are what's left of the human race Clones start the game with 1D6+2 clones in stasis (exact copies of the character when rolled up)
- Grays (Zetaians)(HUMANOID-CLASS) - gray-skinned 3-4 ft hairless with large heads Start with Psionic powers
- Greens (Gob)(HUMANOID-CLASS) -extremely fast
- Reptilians(DRAGONID)(HUMANOID-CLASS) - Tall scaly humanoid start with Shapechange abilities.
- Negro(Sub race Ulfar)(HUMANOID-CLASS) -Tall, thick bodied, dark skinned even purple dark, brown-eyed race with large strength average intelligence ALL Attributes are in the 10+ range, except intelligence which is maximum a +9.
- Nordic(Ulfar)(HUMANOID-CLASS) -Tall, blonde, blue-eyed race with exceptional attributes and powers ALL Attributes are in the 13+ range.

**WTF
???**



NoHateInGaming @NoHateInGaming · Aug 1

...

Looks like Dave had a note for Justin here.

I shudder to think what they're going to do with "transbots" if Dave writes that.

STAR FRONTIERS – NEW GENESIS CORE RULES

GENDER: Male /Female no bonuses, and No Trans

SIZE: 5Ft-6Ft ave.

SOCIAL INTERACTION:

LANGUAGES/COMMUNICATION: English/

Ability Score Increase: At 4th level, and again at 8th, 12th, 16th, and 19th your character can increase one ability score of your choice by 2, or increase two ability scores choice by 1. Your character can't increase an ability score above 20 using this feature.

Age. *80-120 per clone*

Alignment. Any

Speed. *40*

(JUSTIN) SHOULD WE MAKE A TRANS TYPE RACE? MAYBE "TRANSBOTS"?

LET ME KNOW AND CAN ADD

D.



NoHatelnGaming @NoHatelnGaming · Aug 1



If it hasn't been made clear by now, NuTSR will definitely not allow you to have a transgender character.

STAR FRONTIERS – NEW GENESIS CORE RULES

Background Information:

SIGHT: Infrared, Thermal, Night vision

APPENDAGES: Two arms, Two Legs, Torso, One Head

INTERNAL ANATOMY: "Cyborg" is not the same thing as robots or androids; it applies to an organism that has restored function or enhanced abilities due to the integration of some artificial component or technology that relies on some sort of feedback. While cyborgs are commonly thought of as mammals, including humans, they might also conceivably be any kind of organism.

NOTE:

REPRODUCTION: N/A

GENDER: Male / Female Appearances only nonfertile sterile organisms.No Bonuses. **No trans races as they are male femal / appearance with no real sexual orientation.**

SIZE: 5 ft- 6 ft ave.





NoHatelnGaming @NoHatelnGaming · Aug 1



This gets repeated a lot. Dave & Justin want to make it very, VERY clear that there are NO trans races.

STAR FRONTIERS – NEW GENESIS CORE RULES

ENDER: Male +1 Con / Female +1 Str – NO Trans races

ZE: The creature stands or pools at the height of 1.2 meters tall and 0.5 meters in circumference. Weight is approximately 55 kilos to 70 kilos. These creatures are considered **ALL** to **MEDIUM** size.

SOCIAL INTERACTION: These creatures become philosophical in large groups and have an d sense of humor. They prefer to live in small groups of three or four and don't mate for life cause they have no concept of sex. They are genuinely non-binary. (Not socially non-binary) though this doesn't happen very often, they can become attached or fond of humanoids. effering a single one-to-one friendship. They are very loyal to their friends.





NoHateInGaming @NoHateInGaming · Aug 1

...

Continuing to read the full PDF of Star Frontiers New Genesis from NuTSR...

They take care to point out that there are "NO TRANS" in their game. In their entire sci-fi galaxy, there is "Male/Female ONLY."

STAR FRONTIERS – NEW GENESIS CORE RULES

● **HUMANOID CLASS.**

The entire race of the game is the humanoid paradigm. Mammalian usually gives birth to one offspring at a time. Reproduction is by sexual intercourse between a male and female. Gestation is nine months. The group properties section can help the players or GM create a humanoid race, for example, a TLP: 0 race with incredible strength and constitution but the downside to that your character would only be wielding a club and wearing hide armor with not much ability to interact of function in a modern world.

● **GROUP PROPERTIES**

TRAITS: Any – However be mindful of subraces.

TLP (Tech Progress Level): 0 - 5

ABILITY SCORE INCREASE – Humanoids ability score increase by one.

AGE – Humans reach adulthood by the age of 16 to 18 and fully mature by 30.

ALIGNMENT – Neutrality is the alignment of choice, but good or evil is harder to achieve.

MOVEMENT SPEED – The unencumbered speed of movement is 30 feet per turn.

LANGUAGES – Common is read and written by most humans, other languages can be learned at a cost. Dialects can be common.

SUB-RACES – No naturally occurring sub-race exists. Note with humans especially.

GENDER: Male / Female ONLY in the galaxy there are no trans races.

SKILL AREAS: All depending on TLP

MILITARY: Depends on TLP

TECHNOLOGY: Dependent on TLP



NoHateInGaming @NoHateInGaming · Aug 1

And there it is, the infamous "sub-race" of NuTSR's "Negros." So damn gross. Neo-nazi garbage.

This is the max number of tweets in a thread, so more will come in a following thread.

STAR FRONTIERS – NEW GENESIS CORE RULES

CORE RACES TYPES 4 TYPES

1. CRYPTO ANIMALS - Human-animal hybrids (see animal hybrid chart)
2. CRYPTO PLANTS (Chlorophytes) – Engineered human-plant hybrids. (see plant hybrid chart)
3. HUMANOIDS - Cyborgs, multars, Grays 2 arms 2 legs bipedal that walks upright. Please not about sub races within humans.
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- Nordic(Ulfar)(HUMANOID-CLASS) -Tall, blonde, blue-eyed race with exceptional attributes and powers ALL Attributes are in the 13+ range.

Small samples of hybrid races can be created from the core races

- Entomoids (CLASS-CRYPTO ANIMAL)
 - Large insect-like intelligent creatures friendly towards humans.
 - But hate all CRYPTO PLANTS and will attack on sight. STR = 12+, CON = 9+, CHA = 5 to 10. Ten Charisma is the maximum unless they have an Occupational Skill like Oratory. (Political figure, PARAGON)
 - Natural Armor Class = 12.
- Hybrid (CLASS-CRYPTO ANIMAL)



NoHateInGaming @NoHateInGaming · Aug 1



"Have fun with how your characters react to racial stereotypes!"

STAR FRONTIERS – NEW GENESIS CORE RULES

■ **LOOKS 1d12+6**

- A character's Appearance modifier determines initial NPC reactions. A character with LOOKS appearance is unbearably hideous. Note that appearance within a Race can effect this also. Such as color, or secondary racial parts of a person. A good example this would be large noses or narrow noses, large lips or thin lips, oval eyes. The play can have a lot of fun with this aspect. Be creative.



1



29



NoHateInGaming @NoHateInGaming · Aug 1



These guys are just obsessed with Antifa.

STAR FRONTIERS – NEW GENESIS CORE RULES

- **Annals.** The INTelligence (Ax) test determines if you can recall information about hiConcerning, people of renown, ancient kingdoms, lost civilizations, past disputes, recent wars.
- **Inquiry.** When searching for clues and making deductions based on the clues, make an INTelligence (Inq) test. The test will tell you if your character can deduce the location of a hidden object. Perceive the device that caused a wound. Finding the hidden fragment of knowledge in ancient scrolls will also require an Intelligence (Inq) check.
- **Essence.** The Intelligence (Es) test determines if you can recall information about terrain, plants, animals, the weather cycles.
- **Theology.** The Intelligence (The) test determines if you can recall information about religious hierarchies, holy symbols, and the practices of secret cults such as Mason, and radical things like BLM or ANTIFA.



1



38





2. CHOOSE A RACE AND SEX

- Listed within this book are the Core Races of this game. As part of the character generation, you should choose a race that you'd like to portray in the game world. Keep in mind all of the races have different abilities and weaknesses and racial attributes some being good and some being very bad. Think of it like real life.



NoHateInGaming @NoHateInGaming · Aug 1



We don't even know what to say about this.

"Racism is bad, don't do racism. Just remember some races are superior in some ways." -Dave Johnson, SFNG

STAR FRONTIERS – NEW GENESIS CORE RULES

• GAME CHARACTERS

1. CHARACTER CONCEPT

- What is a player character? A player character is a persona that a player creates and crafts to use as an avatar within the game world. As the player, you will “role-play” the actions and describe what they do and say. You will explain how they feel and their attitudes towards others and situations. All characters have specific strengths and weaknesses; the mechanics in this game define these strengths and weaknesses.
 - Within this game are defined skills, professions, and races; these will help you determine your particular character and give you underpinnings of the persona. All of this information should be written on a Character Sheet. A character sheet can be anything you can write the information about your *Player Character* on, or you can use one that we have provided for you
 - Think about your race carefully as some races are more superior in power etc, some races have latent issues, similar to blacks having issues with sickle cell anemia and with family issues. Remember racism is bad, do don't do racial things like racism. Have fun with it but remember some races are just sometimes superior in some ways.



EXHIBIT E

STAR FRONTIERS – NEW GENESIS CORE RULES



STAR FRONTIERS®

NEW GENESIS™

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Text written and edited by Dave Johnson

using only Open Game Content and original material as part of the TSR creative team.

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Compatible with 5th Edition

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STAR FRONTIERS – NEW GENESIS CORE RULES

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What is Star Frontiers, New Genesis?	
How is this game different from previous iterations?	
HISTORY	08
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Ability Scores	
Ability Checks	

STAR FRONTIERS – NEW GENESIS CORE RULES

Character Advancement



STAR FRONTIERS – NEW GENESIS CORE RULES

CREDITS

Cover Artist: Phil Stone

Interior Artists: Josh Pinero, Yorsy Hernandez, Justin LaNasa, Lee Robinson, Jesse Hansen, Jim Holloway.

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Written By: Dave Johnson & Justin LaNasa

Edited By: Dave Johnson & Justin LaNasa

Layout & Design by George Johnson

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STAR FRONTIERS – NEW GENESIS CORE RULES

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STAR FRONTIERS – NEW GENESIS CORE RULES

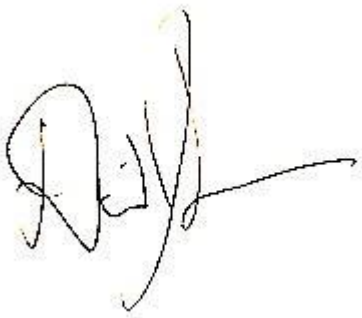
- **In humble honor and respect to the teachings of the highest-level Game Master of the 20th Century. My father, E. Gary Gygax.**
- First, by example, playing Avalon Hill Games and leaving them where an infant could use his walker and thereby reach up to cut his first tooth on a SS Panzer Division (Stalingrad game). Then further by example, he wrote rules variants and what-ifs for assorted newsletters, even doing self-published sheets, using Fireman's Fund Insurance tools from his employment, to spread gaming to areas outside Chicago and the Lake Geneva area. Later by simple game instruction, layer by layer, adding difficulty and longevity to the equation. First Tic Tac Toe, then Checkers, Chinese Checkers, Stratego, Chess, Feudal, Battle of the Bulge (AH), Ancients Rome versus Carthage, Fort Sahara, Tractics WWII (Airx miniatures). Then Napoleonics, English Civil War, American Civil War (25mm lead armies). Then Chainmail using 40mm Elastolin's on our sand table. He took me to Chicago to meet his International Federation of Wargamers associates and then invited the same to our home. The gathering was a complete success to the dozen attendees but almost cost Gary his happy home. So next year, he organized through the IFW the first Geneva Convention (Gen Con 1968). Gary always welcomed individual gamers to our home with no more knowledge of each except that they were fellow game players seeking others of similar ilk. Mike Webster brought his car, drum set, Ruffles potato chips, and Pepsi Cola to our home. He lived on our screen porch for summer. Gary built a six by 10 ft Sand table in our basement with his childhood pal Don Kaye. Then they founded the Castle & Crusades Society, a gaming community meeting at least weekly at our house to play miniature games on the Sand table. The sand table later had to move to Don's garage after Dad lost his Insurance Underwriting position, and after many humble but difficult tries, he settled on Shoe Cobbling at home. Due to a loan from his mother for the equipment. Almina (grandmother) was my father's lifeline when things became difficult. While this trade barely kept the family afloat, often generating less than \$100 a week. He found time to share his newfound profession with my brother Luke and me. I even learned cobbling skills to create "Ho Chi Min" sandals from leather and Goodyear tire material for the local Monastery. Then and only after writing or assisting in the creation of miniatures rules for Conanomacy, Indianomacy (Diplomacy variants), Napoleonics (Tricolor), Napoleonic Naval action (DGUTS), English Civil War (C&R), Civil War Naval (Ironclad), World War II man to man (Tractics), Medieval with the Fantasy supplement (Chainmail). He created the board games Dunkirk, Alexander, and the Battle of Little Bighorn. Then after years of correspondence and gaming conventions working from the 20 odd pages of notes from Dave Arneson Gary wrote, formed a partnership, and published the boxed original Dungeons & Dragons game through Tactical Studies Rules (TSR). He involved me in every step of these various works, often too little immediate reward due to my youth. Yet he never wavered to me or anyone who wished to come together to play a game. He led me to Robert E. Howard at the age of 10. Thereby taking me from one who faked book reports and transformed me into an avid devourer of action, be it war, fantasy, or science. Ernest Gary Gygax did not follow the path most traveled; he was a rebel believing that Imagination is far more rewarding than perspiration. Yet when it came down to sharing and putting that imagination into a shared venue, he never stunted on the efforts, often falling asleep at his typewriter. At the same time, his lovely young wife slept in the marital bed alone for far too many nights. Every time we play a role-playing game or a computer game with a leveling/ reward system, air units have a part in board games.... I and all of us owe to the efforts and groundbreaking activities that we all take for granted. We all owe this debt to the Father of Gaming and Role-Playing E. Gary Gygax 1938-2008.

- **Ernest Gary Gygax Jr**



STAR FRONTIERS – NEW GENESIS CORE RULES

● **PREFACE**

A handwritten signature in black ink, appearing to read 'Dave Johnson', with a long horizontal flourish extending to the right.

Dave Johnson, Lake Geneva, WI, USA, March 22, 2022

STAR FRONTIERS – NEW GENESIS CORE RULES



● **INTRODUCTION**

What is Star Frontiers®?

Star Frontiers® is a game of Science Fantasy set in the not-too-distant future with faster than light speed vessels, strange alien races, robots, paragons, villains, and incredible adventures to be wonderfully discovered. The adventure is near the center of a spiral galaxy similar to our Milky Way but this universe is a whole lot bigger in scope and richness. A quirk of the laws of physics enables ships to jump to "interspace," a realm of space and time that shortens the travel between solar systems where citizens live, the speed needed to obtain this is 2% of the speed of light (6,000 km/s).

The game setting is an area known as "The marches " where sentient races (**Entomoids**†, Humans.) had met and formed the **United Confederation of Planets and Systems** (UCPS). The original home-worlds of the **Entomoids** Humans were never detailed in the setting, and it is possible that they no longer exist there, but who knows really. Many of the star systems shown on the map of the marches in the Core rulebook are unexplored and not detailed, allowing the Game-master (called the GM) to put whatever they wish there. Good examples which we talk about later to flesh out your world is World War 2 history, or Roman history and other histories in movies and stuff.

Players can take on any number of possible roles in the setting but act as hired agents of one of many Pan Galactic corporations exploring the marches.

The ongoing fight against the aggressor incursions of aliens from outside the Commonwealth.

† – **Entomoids** are insect-like creatures that are highly intelligent and possess a "hive-like mind, similar to the Borg in Star Trek movies and TV shows." most of these creatures communicate telepathically and also resemble the humanoid paradigm of a single head, two arms, and two legs. Some have tails that vary in length. They are also diverse in coloring in pinks, yellows and slight oranges.

††-- The **Molluskoids** are a race of slug/octopoid creatures who wear exoskeletons. They are the most intelligent creatures known to humanity. They possess a distributed brain that is very much like the nervous system of octopuses on Earth.

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● GAME CHARACTERS

1. CHARACTER CONCEPT

- What is a player character? A player character is a persona that a player creates and crafts to use as an avatar within the game world. As the player, you will “role-play” the actions and describe what they do and say. You will explain how they feel and their attitudes towards others and situations. All characters have specific strengths and weaknesses; the mechanics in this game define these strengths and weaknesses.

- Within this game are defined skills, professions, and races; these will help you determine your particular character and give you underpinnings of the persona. All of this information should be written on a Character Sheet. A character sheet can be anything you can write the information about your *Player Character* on, or you can use one that we have provided for you
- **Think about your race carefully as some races are more superior in power etc, some races have latent issues, similar to blacks having issues with sickle cell anemia and with family issues.** Remember racism is bad, do don't do racial things like racism. Have fun with it but remember some races are just sometimes superior in some ways.
- The concept for your persona should be the little things that make up your personality. What handedness are they? What kinds of food do they like. This information can also be found in the races note above. Be real with your character and the game will be a lot of fun for you.
- **BACKGROUND** – All characters have an origin story. So, when creating a character for Star Frontiers New Genesis will want to decide on many things like what planet the character if from, what food does he or she like. Handedness, are they right-handed or left? Create a list of likes and dislikes. The character is a blank canvas; anything goes. Most people who live in UCPS space have already been through military training due to conscription and are awarded citizenship and proficiency with weapons and shields. (2 starting proficiencies for each character.)
- Also, starting equipment includes a basic loadout for reserve personnel. Bio-Tech watch, bedroll, EV-Suit, computer/tablet, I.D. access card.
- Languages

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- All characters can read and write Common language, and some will know more.
- The use of a Character Backstory book can be a great help for this.

2. CHOOSE A RACE AND SEX

- Listed within this book are the Core Races of this game. **As part of the character generation, you should choose a race that you'd like to portray in the game world. Keep in mind all of the races have different abilities and weaknesses and racial attributes some being good and some being very bad. Think of it like real life.**
- **HUMANOIDS** – The most common population of being in the universe are humans. This Race is also the most unencumbered in terms of constraints. Humans can have almost any job/occupation in the game. Humans when you play them you need to also choose possibly a race within human races for them. **Maybe a white or black or Asian person, something of interest with Humans is you can play these sub races to great effect. Maybe mimic things you have seen in history. Maybe you are a black person who felt they were oppressed, so you hate whites. Maybe you are an Asian who is smart, so you put more into your intelligence score, these are examples only to think about.** Another advantage humans have is that all ships and transportation are designed for humanoids. Environment Suits are one good example of equipment manufactured in abundance. This abundance also affords better prices for humans. More product equals lower prices. Other races may have to adapt to humanoid tailored uniforms or sit in a seat designed for a human.
- **D'ARELIT** – The less common and most adaptable Race is the rubbery D'arelit creatures. They are giant amoeba-like creatures that can force themselves into many different shapes and sizes. One chosen shape is the human-like form: a single head, torso, and two or more arms and legs. If needed, they will take the form of a standard human. This is convenient because it allows them to wear clothing and armor made for humans. The **D'ARELIT** race is from the planet *Gilgal*, and it orbits a red giant in the *Keplar System*. The orbit is only 33 earth days. 90% of the planet is covered in water. One visible super-volcano can be seen from orbit. What the planet lacks in solar energy makes up volcanism. The surface temperature is very cold, too cold for humans, but below the surface and near the bottom is a hot region of warm water. This warm zone is where all the sentient life is. All life lives close to the many subsurface volcanoes. The **D'ARELIT** is no exception.
- **UR'YED** – This creature is another core race that benefits from a humanoid shape, albeit a small body. These creatures are best described as robust raccoons. They have long arms and long legs to climb and jump with ease. Their torso is shaped like a goat's but not as convex.
- **ENTOMOID** – Entomoid's are tall mantis-like creatures; at first, blush has a striking appearance. These people are brilliant and resilient in the outer belt and most less civilized

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- **Annals.** The INTelligence (Ax) test determines if you can recall information about hiConcerning, people of renown, ancient kingdoms, lost civilizations, past disputes, recent wars.
- **Inquiry.** When searching for clues and making deductions based on the clues, make an INTelligence (Inq) test. The test will tell you if your character can deduce the location of a hidden object. Perceive the device that caused a wound. Finding the hidden fragment of knowledge in ancient scrolls will also require an Intelligence (Inq) check.
- **Essence.** The Intelligence (Es) test determines if you can recall information about terrain, plants, animals, the weather cycles.
- **Theology.** The Intelligence (The) test determines if you can recall information about religious hierarchies, holy symbols, and the practices of secret cults such as Mason, and radical things like BLM or ANTIFA.
- **Other INT Checks.** The GM might require an INTelligence test when a character wants to try to accomplish the following:
 - **Communicate with animals mentally.**
 - **Devine the value of an item.**
 - **Create an impromptu disguise for any occasion.**
 - **Forge a convincing document.**
 - **Recall information about a craft or trade.**
 - **Win a game of skill**

6. WISDOM

- A character's wisdom (WIS) modifier applies to the wisdom saves. It determines the bonus Psions for a Psionic user if psionics are used. A character with 0 wisdom has no sensory perception, nor are they aware of the world around them. A creature can perceive its environment if it has at least 1 point of wisdom. Anything with no Wisdom score is an object, not a creature. Anything without a Wisdom score also has no Charisma score and vice versa. Wisdom represents a composite of the character's common sense, judgment, willpower, guile, enlightenment, and intuition. A Wisdom test often reflects the effort to discern body language.

1. **Animal Handler.** To attempt to calm down a domesticated animal keep your horse from getting spooked, the GM will call for a Wisdom (AH)

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- Attractiveness score has a range between **1d12+6**. Generally, a score of 18 is about as beautiful as one can be, think of a tall slender white woman with red hair and large breasts. This seems sexist, however it is a fact of human nature. She would be more desirable than lets say an overweight woman. NOTE- Higher scores are possible. The following definitions are to be used as a guide for Attractiveness. As always, the GM has the last say.

- **CHECKS MODIFIER (CHARisma)**

- **0-3** Repulsive to the point one cannot look upon the creature! All will be repulsed due to a significant disfigurement either to the face – most likely – or the body.
- **4-6** This person is simply ugly, maybe overweight and slovenly. Most folks will not want to interact with this person. Not likely to be sought out for assistance except under urgent conditions.
- **7-9** This person is a plain Jane or homely, ordinary also known as a butterface. This person, if female, can increase their score artificially with the use of cosmetics. Put on some eyeliner! Some shadow will do the trick. This can add a +1d4 to the score temporarily.
- **10-13** This person has average looks and will benefit from cosmetics like the 7-9 range.
- **14-16** This person is good-looking. People will be drawn to them in limited numbers. Again, cosmetics will enhance the score as before.
- **17-18** This person is a head-turner with naturally enhanced beauty and elegance
- **19-21** This person is so attractive that they will cause heads to turn and the people's hearts affected by the Adrenalin rush. There is a 50% chance that the effect will not work on either sex. Roll a 2d10 if the roll is less than 50%, the effect is active. If it fails, the creature will detest the person and walk away.

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CORE RACES TYPES 4 TYPES

1. CRYPTO ANIMALS - Human-animal hybrids (see animal hybrid chart)
2. CRYPTO PLANTS (Chlorophytes) – Engineered human-plant hybrids. (see plant hybrid chart)
3. HUMANOIDS - Cyborgs, multars, Grays 2 arms 2 legs bipedal that walks upright. Please not about sub races within humans.
4. OTHERS-Creature with no arms or legs with a non-humanoid shape size or appearance

EXAMPLES OF RACES-

- Cyborg(HUMANOID-CLASS) – Human-Bionetics. (The human brain is housed in a cybernetic machine).
- Multar (Human Clone)(HUMANOID-CLASS) – Are what's left of the human race Clones start the game with 1D6+2 clones in stasis (exact copies of the character when rolled up)
- Grays (Zetaians)(HUMANOID-CLASS) – gray-skinned 3-4 ft hairless with large heads Start with Psionic powers
- Greens (Gobs)(HUMANOID-CLASS) -extremely fast
- Reptilians(Draconid)(HUMANOID-CLASS) - Tall scaly humanoids start with Shapechange abilities.
- Negro(Sub race Ulfar)(HUMANOID-CLASS) -Tall, thick bodied, dark skinned even purple dark, brown-eyed race with large strength average intelligence ALL Attributes are in the 10+ range, except intelligence which is maximum a +9.
- Nordic(Ulfar)(HUMANOID-CLASS) -Tall, blonde, blue-eyed race with exceptional attributes and powers ALL Attributes are in the 13+ range.

Small samples of hybrid races can be created from the core races

- Entomoids (CLASS-CRYPTO ANIMAL)
 - Large insect-like intelligent creatures friendly towards humans.
 - But hate all CRYPTO PLANTS and will attack on sight. STR = 12+, CON = 9+, CHA = 5 to 10. Ten Charisma is the maximum unless they have an Occupational Skill like Oratory, (Political figure, PARAGON)
 - Natural Armor Class = 12.
- Uryed (CLASS-CRYPTO ANIMAL)

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● HUMANOID CLASS.

The entire race of the game is the humanoid paradigm. Mammalian usually gives birth to one offspring at a time. Reproduction is by sexual intercourse between a male and female. Gestation is nine months. The group properties section can help the players or GM create a humanoid race, for example, a TLP: 0 race with incredible strength and constitution but the downside to that your character would only be wielding a club and wearing hide armor with not much ability to interact or function in a modern world.

● GROUP PROPERTIES

TRAITS: Any – However be mindful of subraces.

TLP (Tech Progress Level):0 - 5

ABILITY SCORE INCREASE – Humanoids ability score increase by one.

AGE – Humans reach adulthood by the age of 16 to 18 and fully mature by 30.

ALIGNMENT – Neutrality is the alignment of choice, but good or evil is harder to achieve.

MOVEMENT SPEED – The unencumbered speed of movement is 30 feet per turn.

LANGUAGES – Common is read and written by most humans, other languages can be learned at a cost. Dialects can be common.

SUB-RACES – No naturally occurring sub-race exists. Note with humans especially.

GENDER: Male / Female ONLY in the galaxy there are no trans races.

SKILL AREAS: All depending on TLP

MILITARY: Depends on TLP

TECHNOLOGY: Primitive to advanced Tech.

BIO-SOC

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surface of their "skin" has a rough texture and is very stiff. It has a natural Armor Class Rating of 11 or 12, depending on the environment. Sometimes they are transparent, and at other times they appear gray.

APPENDAGES: These creatures don't have traditional arms or legs, but they can form appendages that can do the job. They do this by using a pseudopod similar to single-celled organisms like amoebas.

INTERNAL ANATOMY: When the creature is translucent, its internals can be seen with our eyes. The primary "brain" analog is a large nervous bundle that floats near the center of the mass. Scientists have determined that the entire body's nervous tissue can think. It has stereo vision provided by two dark nerve bundles located anywhere the creature likes. Two optical orbs are connected to the visual bundles by nerve endings. A large nucleus mass floats among the other bodies. Respiration is via a gas exchange performed by the outer membranous tissue. Drinking fluids is via absorption through the "skin" membrane.

NOTE: This race is very similar to an extinct race _____ that lived over one thousand years ago.

REPRODUCTION: This race reproduces by budding. A small lump will form, and the area will swell with nerve bundles. Kind-of mitosis can be seen actively changing. During metaphase, their DNA and chromosomes duplicate and split until a new organism is formed and simply pop's off; the host. **D'Arelits may only replicate once every 7 years.**

Gender: Reproduce asexually by budding. NO trans races.

SIZE: The creature stands or pools at the height of 1.5 meters tall and 0.5 to 1.0 meters in circumference. Weight is approximately 65 kilos to 70 kilos. These creatures are considered **MEDIUM** size.

SOCIAL INTERACTION: These creatures become philosophical in large groups and have a very dry sense of humor. They prefer to live in small groups of three or four and don't mate for life because they have no concept of sex. **They are genuinely non-binary. (Not socially non-binary)** Although this doesn't happen very often, they can become attached or fond of humanoids. They prefer a single one-to-one friendship. They are very loyal to their friends.

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GENDER: Male +1 Con / Female +1 Str – NO Trans races

SIZE: The creature stands or pools at the height of 1.2 meters tall and 0.5 meters in circumference. Weight is approximately 55 kilos to 70 kilos. These creatures are considered **SMALL** to **MEDIUM** size.

SOCIAL INTERACTION: These creatures become philosophical in large groups and have an arid sense of humor. They prefer to live in small groups of three or four and don't mate for life because they have no concept of sex. **They are genuinely non-binary. (Not socially non-binary)** Although this doesn't happen very often, they can become attached or fond of humanoids. Preferring a single one-to-one friendship. They are very loyal to their friends.

LANGUAGES/COMMUNICATION: Ur'yed speaks common and their native language. If they want to speak another language, they must hire a teacher for 25 D/Cr per hour and must spend 100 hours in study. Or, they can use a Hypnohelmet for 100 hours at the same price.

BARBARIAN ATTRIBUTES Ur'yed is a species naturally close to a Barbarian Class of adventurer. Therefore, they have some of the abilities of the Barbarian Class.

All Ur'yed fight with a passion and at times become so enraged as to become a crazed battle berserker. A kind of primal instinct to fight with all of their mind and soul.

During or at the beginning of the battle and on their turn, and before initiative is rolled, the player character can move a Will Resistance roll (AR 15) to enter into a rage. **The following are true when raging:**

- The character gets an advantage on STrength checks and Saving Throws. During the melee, the player character can make a weapons attack using STrength and get a bonus added to the damage roll. This bonus increases by one as your character gains levels of experience. This is shown on the Ur'yed Rage Damage column advancement table.
- The RAGE will only last for one minute. The RAGE only subsides early if your character is knocked unconscious or your turn ends.
- Once the number of rage sessions has been completed, the character must rest for an hour before another RAGE can commence.

Ability Score Increase. The DEXterity score increases by 2.

Age. These creatures reach adulthood in three years.

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Background Information:**SIGHT:** Infrared, Thermal, Night vision**APPENDAGES:** Two arms, Two Legs, Torso, One Head

INTERNAL ANATOMY: "Cyborg" is not the same thing as robots or androids; it applies to an organism that has restored function or enhanced abilities due to the integration of some artificial component or technology that relies on some sort of feedback. While cyborgs are commonly thought of as mammals, including humans, they might also conceivably be any kind of organism.

NOTE:**REPRODUCTION:** N/A

GENDER: Male / Female Appearances only nonfertile sterile organisms.No Bonuses. **No trans races as they are male femal / appearance with no real sexual orientation.**

SIZE: 5 ft- 6 ft ave.**SOCIAL INTERACTION:****LANGUAGES/COMMUNICATION:** All Available voice

Ability Score Increase: At 4th level, and again at 8th, 12th, 16th, and 19th your character can increase one ability score of your choice by 2, or increase two ability scores choice by 1. Your character can't increase an ability score above 20 using this feature.

Age. 200-750**Alignment.**Any**Speed.**

LEVEL	PROPERTY	# RAGES	DAMAGE PER RAGE	Pro Bonus
1		2	+1	+1
2		2	+1	+1

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GENDER: Male /Female no bonuses, and No Trans

SIZE: 5Ft-6Ft ave.

SOCIAL INTERACTION:

LANGUAGES/COMMUNICATION: English/

Ability Score Increase: At 4th level, and again at 8th, 12th, 16th, and 19th your character can increase one ability score of your choice by 2, or increase two ability scores choice by 1. Your character can't increase an ability score above 20 using this feature.

Age. *80-120 per clone*

Alignment. Any

Speed. *40*

**(JUSTIN) SHOULD WE MAKE A TRANS TYPE RACE? MAYBE
“TRANSBOTS”?**

LET ME KNOW AND CAN ADD

D.

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REPRODUCTION:

GENDER: Sequential hermaphroditism male to female (**protandry**), female to male (**protogyny**) when a Male Zetaian +1 Dex when a female +1 Con. **But not to be confused as trans-gender.**

SIZE: 4ft-6Ft

SOCIAL INTERACTION:

LANGUAGES/COMMUNICATION: Nonverbal communications understand all languages via telepathy

Ability Score Increase: At 4th level, and again at 8th, 12th, 16th, and 19th, your character can increase one ability score of your choice by 2, or increase two ability scores choice by 1. Your character can't increase an ability score above 20 using this feature.

Age.120-180

Alignment.Any

Speed.15 to 30'

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Ulfar- NICKNAME:(Nordic)

HOMEWORLD, *Ásgarðr* M9120Z-1 **TPL-5**

ASGAROR-HUMANOID GROUP PROPERTIES:

SKILLS: Choose 3 from (History, Insight, Medicine, Persuasion, and Religion)

Strength – (2d6+15) Dexterity – (2d4+14)

Intelligence – (2d8+10) Constitution – (2d4+18)

Wisdom – (2d6+12) Charisma – (3d6+4)

DESCRIPTION: Tall and pale human-like creatures. **They all have blond hair and blue eyes think of the German Nordic pure races, they are similar.** ALL mental attributes are in the 13+ range. The physical stats are 8 to 10, with 10 being a maximum for **STR**ength. **DEX**terity is a minimum of 9 and a maximum of 11. **CON**stitution minimum is 7 and a maximum of 10.

HIT DIE is D10 , **HIT POINTS** = 10 + 8 + Constitution at level one.

SAVING THROW – Wisdom, Charisma

Background Information:

SIGHT: Normal vision.

PSIONICS: These humanoids naturally possess Psionics with a naturally occurring ability points score of 250.

APPENDAGES: Head, Two arms, and two legs.

INTERNAL ANATOMY: Human Anatomy minus

NOTE:

REPRODUCTION: Artificial, sexless procreation.

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Chaotic evil (CE) Creatures a scheme and may become violent for any reason, spurred by greed, hatred, or bloodlust.

Sentient beings tend to have empathy, not as an empath, but feeling towards others and imagining how others think in situations. Most creatures, be they human or others thinking, self-aware, creatures will either follow a moral compass that points towards goodness or evil. The many shades between good and evil are also represented in all cultures. For example, Jack the Ripper was most likely a sociopath. They lacked empathy towards others. They KILL indiscriminately and will have no regard for the pain and suffering they caused.

Most animals who are not self-aware or do not have the capacity for rational thought are noted as genuinely neutral.

LANGUAGES

All intelligent creatures in Star Frontiers New Genesis have a learned language. Their native language. All societies that participate in commerce within the UCPS speak the language of enterprise or business. That language is also known as the common tongue. This language is the official language and script of the UCPS and is a lawful language for commerce and adjudication. However there are also sub languages spoken by races that only those races speak. This sometimes is done so keep secrets, make plans and do business.

For example, the United Nations' official language is French. China demands that countries who want to do business with them speak mandarin. **In American blacks use Jive speak,** those in the south can speak creole. These are examples of both mandated and racial languages / sub languages.