

Chapter 07: Player Character Races



Player Character Races

Choosing Your Race When New to Role-Playing Games

If this is your first time playing a role-playing game it is highly recommended that you play a plain old human character. This

will greatly simplify your first gaming experience. Later when you are more experienced, you should try playing other races.

Choosing Your Race When New to Future Shadows

The first time that you play Future Shadows, it is recommended that you play one of the following three Core Races. If the GM allows it you may choose any of the races of the Empire listed afterwards. The GM should be careful on balancing the party. Adding a Cytron or Genie can often throw off the party balance with their higher stats.

Acroyans are a race of dark skinned mammalian humanoids. They appear as very muscular, slightly larger and deeply tanned human. They are very close genetically to humans, though they are heartier, and generally more intelligent. They are a very deep and philosophical race. A race consisting of noble knights clinging to chivalry, and keeping the clan system alive. Continuance a philosophical order of the Acroyan race dedicated to the preservation of all learning. Shaunti a philosophical order of the Acroyan race dedicated to the righting of wrong-doings, the crusaders of the Acroyan people. Soyan a philosophical order of the Acroyan race dedicated to the arts of war.

Drakens are a race of short and stocky humanoids. The males are almost always bearded. They are extremely sociable and enjoy feasting and drinking. Their hospitality is well known throughout the Empire. They are extremely skilled in most

forms of engineering, and other technologies. Their innovations have greatly advanced the technologies of the Empire. They typically have a very darkly tanned skin, and are amazingly strong for their size. They have a special affinity for all types of guns, and they are well known for their marksmanship. Their legends revolve around great hunters and warriors, and those skills earn them recognition within their society. The Draken govern themselves in clans, and are partially responsible for the clan systems introduction into the Empire. The Draken were one of the original three races that formed the Empire, and are an integral part of it.

Human are the standard human race. Cyborgs are a subculture of humanity that have merged their bodies with machinery from a war-torn past. Cytrons are a subculture of humanity that has sacrificed their human bodies to be transplanted into armored robotic bodies. Genies are a sub-race of humanity that has been engineered towards certain goals of performance. Heavy Worlders are a sub-race of humanity that has spent their entire lives on high gravity colonies. As a result they are much stronger than an average human. Spacers are a sub-race of humanity that has evolved while traveling the stars. They are typically more technically inclined than the average human.

Choosing Your Race When You Are An Experience Player

When you are experienced playing Future Shadows, you may want to break the mold of the characters that you have played before. All races within this game are designed to be played as either a player character or non-player characters. If a player finds

Celots are a race of water breathing crustaceans. Although incredibly strong and well armored in their habitat they are significantly weakened when out of their native oceans. They are forced to wear protective suits to keep their shells wet and allow them to breathe.

Crystonians are a race of humanoids based on crystallized-minerals who possess incredible powers over lasers and other forms of lights.

Dracos are race of dragon like humanoids that live in a very strict and harsh society.

Ixaclix are a race of insect like humanoids, semi-outcasts from their hives, adventurers choosing a new life but still reporting to their queen.

Kreatai are a race of feline humanoids that come from a society that based almost entirely in organized crime.

Malkhai are a race of humanoid mollusks, their brethren the more primitive and barbaric Makure have been a problem to the Empire for a long time, especially in the Sylvian Makure war which the Malkhai have now been dragged into.

Markians are a race of furred mammalian humanoids from a home-world with a climate much like North America, the closest genetically to humans, but much less advanced. Markian Munkarians are a sub-race of Markians from very cold home-worlds in the Markian Systems, the closest genetically to humans, but much less advanced.

Sylvians are a race of elf-like humanoids, their brethren the more primitive and uncouth Dyzians they have pledged to protect, resulting in their entering the Sylvian Makure war. Dyzians are a subculture of the Sylvians whose shrewd business dealings find them in constant conflict and dismay, and directly caused the Sylvian Makure war.

Acroyans

Personality		Physical		Combat		TOA
IT	70	IN	40	RS	40	40
KN	70	ST	70	WS	40	
CL	60	DX	40	MS	40	
CH	60	HL	50	A	1	
AW	60	WN	70	TN	70	

Attribute Points: 35 + d10 Attribute Points.

Skill Points: Jack-Of-All-Trades + 35 + d10 Skill Points.

Wealth: 20,000 Credits.

Movement: Walk (24) Run (72) Sprint (120)

Racial Description: The Acroyans are a race of brownish-gray skin humanoids. They appear as very large and stocky humanoids, and are very strong. They have a bony ridge that encircles their heads near the temples. The majority of the males have completely bald heads. Few have hair, and even fewer have facial hair. Females wear their hair long, straight, and typically tied back. Overall they are a very attractive race, and most are nearly perfectly proportioned. They are a very intelligent race, and many have developed psionic powers. The Acroyans govern themselves in clans, and are partially responsible for the clan systems introduction into the Empire. The Acroyans were one of the original three races that formed the Empire, and are an integral part of it.

Height: 7 feet - 7 feet 6 inches

Weight: 200-300 lbs.

Life Span: 120-200 years

Racial Abilities: The Acroyans have a very hearty healing and immune system. They will heal at twice the normal rate in field conditions and under hospital care they will heal 5 times the normal rate. Acroyans possess infravision and can see the electromagnetic radiation below red in the spectrum up to microwave radiation. In addition to being able to see in the dark, they can see heat emanations, and also have an excellent sense of depth perception for celestial objects. Any piloting or navigation checks made in space should receive a +10% bonus.

Social Customs: The Acroyans are a clan based society. They have absolute loyalty to their native clan. They are completely loyal to the clan, and will follow the direction of the clan. These clans are family based, and very large. As the alliances and affiliates of the clan change, so does that of the members. When a clan moves they move as a tribe taking all members with them. Each clan is typically affiliated with one of the major philosophical orders of the Acroyan people.

Very few Acroyans operate outside of a clan. Those that do are called Ronin and are typically the sole survivors of their clan. Their families are large and clan-like. They move and relocate as tribes. The death of one family member will usually be avenged by the entire family. Acroyans do not practice vergild, or paying the worth of a lost member. As a result few of the Acroyan clans come to conflict with one another.

The birth and death of a new clan member is an important event to the clan. Both are celebrated with a great feast. A birth is



marked by a tattooing ceremony where the infant is branded with the markings of the clan on the back of their necks. When the youth reaches age 30, they perform a rite of passage into adulthood. These ceremonies are varied from clan to clan. They typically consist of a year or more long journey alone to attain some objective based on their philosophical order. The death of a member of the clan is a festive event as they celebrate the passage into the afterlife. The body is typically burned either in a pyre or on a wooden boat set adrift. It is common for them to carry the ashes of their ancestors and family with them in small decorative and wearable containers built into jewelry.

The Continuance is a philosophical order that believes learning, research, and the preservation of knowledge. The Shaunti believe in championing justice, and actively seek out to noble cause to fight for. The Soyans are dedicated to the arts of war, and strive to perfect themselves in combat.

Reproduction: Acroyans are mammals and reproduce in the same manner humans. Acroyans reach puberty between the ages of 25-30, although they typically do not begin having children until age 40 or later. Pregnancy is about 18 months long, and the mother will not be able to conceive for up to 3 years afterwards. As a result the Acroyans although long lived, do not grow in population size very quickly.

Government: The local government of the Acroyans is clan based. Each clan has either a chieftain or an elder. They sit on a

council of nobles that governs small city-states. Each of these councils has a leader which sits on a larger council, so forth and so forth until the Grand Council. This Council has a representative from each of the Acroyan planets. This is run as a democratic council.

Religion: Traditionally the Acroyans had a polytheistic religious system. Their pantheon of gods represented many different ideologies and forces of nature. Although the system has long ago fallen from public favor, there are certain groups that keep the old religion alive. The Acroyans practice the philosophical religion of the Empire in modern times.

Technology Level: The Acroyans along with the Humans and Drakens form the cornerstone of the Empires technology base. Their core worlds are tech level 7.

Disposition: The Acroyans are an advanced and peaceful race. They are one of the three core races of the Empire. As with the Humans and Drakens they are committed to freeing our galaxy

of the Koranda, restoring the worlds and civilizations that they have enslaved, and preserving the ideals of the Empire.

History: The Acroyans were the first race that the fledgling Empire discovered. Both were just beginning to extend their Empires through colonization and had met many an unfriendly world. Finding another intelligent race, that was both friendly and compatible was a welcome event for both races. They quickly became friends, developed trade, and begin to share technology. Soon after with the discovery of the Draken, they formed the Empire. The Empire has since grown to be the most prevalent organization in the galaxy uniting many different races.

Capital & other Worlds: The capital of the Acroyan Empire is called Acroya. It is their home planet and by far their most populated world. Their Grand Council resides here. They have a great number of other worlds, but few have very large populations. The majority have only a handful of clans on each.

Celots

Personality		Physical		Combat		TOA
IT	50	IN	50	RS	40	40
KN	40	ST	175	WS	40	
CL	40	DX	35	MS	40	
CH	60	HL	50	A	1	
AW	50	WN	350	TN	350	

Attribute Points: 26 + d10 Attribute Points.

Skill Points: 26 + d10 Skill Points.

Wealth: 20,000 Credits. Equal to base points.

Movement: Walk (16) Run (48) Sprint (90) Swim (180)

Racial Description: The Celots are a race of ocean dwelling centaur crustaceans. Their shells provide excellent protection and they are a very hardy race. Their one downfall is a dependence on the waters of their home world. When encountered out of their native waters, they wear an armored exoskeleton that keeps their shells moist and oxygenates the water for them to breath. They are very large and bulky and appear very intimidating. The Celots possess two large crushing claws. They typically walk on their rear 8 legs but the two front most of these can also be used as hands. The Celots have overcome their lack of hands by developing telekinetic psionic powers. This power has a range of about 10 feet. They are one of the last races to join the Empire, and are on the front lines of the Koranda War. All Celots encountered outside of their native oceans wear a lightly armored power actuated pressurized suit. The Celot can survive for up to 8 hours without water, slowing losing strength as they dehydrate. The Celot can survive for a day or two in most fresh water, and up to a week in salt water. The suit contains water from the oceans of their home world which are unlike any other in known existence. Only this can be used for their long term survival outside of their suits, or to refill their suits tank.

Height: 7 ft-8 ft

Weight: 400-500 lb.

Life Span: 150-180 years

Racial Abilities: Many have drawn comparison to the Celots and lobsters, as they possess one large crushing claw and one gripping and cutting claw. Either claw does 10d10 damage plus strength bonuses. When they are in water their strength is doubled to 350. The suit they must wear provides 60 defense points and 420 armor points. When the armor points have been depleted, the suit begins to leak its pressurized water that simulates the depths they live in.

Social Customs: The Celots have only one native world, which has dreadfully over crowded seas. All attempts to find other natural seas for them to live in have been in vain. Most Celots that are found off world are usually attempting to convert other worlds to their type of habitat, or seeking methods to do so. This is their sole reason for interacting with other cultures and races. The rare other few are adventurers seeking to increase their financial positions to provide for their enormous families.



Reproduction: The Celots are an aquatic species, and as such mate in the water in the oceans of their planet. The female Celot once pregnant develops an enormous bundle of thousands of eggs on her legs. This bundle will eventually split her suit if she does not return to the oceans within a few weeks. The richer Celots give birth in the nurseries of their great underwater cities; however natural births are still common. In this situation the hatching babies often fall prey to any number of predators of the sea before they reach maturity. They spawn only every 5 years, and a typically a few hundred of the eggs actually bear them children.

Government: The Celots govern themselves in large family groups, with the elders being the leaders. The largest of these families control the loose central government. There is relatively little organization to their government.

Religion: The Celots have a number of water based gods that are not often worshipped. The times are tough on their home world and they have much more practical concerns about their own survival.

Technology Level: Their native technology is relatively limited and mostly has to do with aquatic life. However they have begun to develop and assimilate much of the Empires technology; however the masses cannot typically afford much of it.

Disposition: The Celots are very friendly especially if you are trying to aid them, even at a profit.

History: The Celots were the last race to be added to the Empire, and the first of the race kingdoms to be attacked by the Koranda.

Capital: The capital of the Celots Empire is called Celos.

Crystonians

Personality		Physical		Combat		TOA
IT	50	IN	50	RS	50	50
KN	50	ST	50	WS	50	
CL	50	DX	50	MS	50	
CH	70	HL	50	A	1	
AW	50	WN	60	TN	60	

Attribute Points: 28 + d10 Attribute Points.

Skill Points: 28 + d10 Skill Points.

Wealth: 20,000 Credits. Equal to base points.

Movement: Walk (20) Run (60) Sprint (100)

Racial Description: The Crystonians are a race of crystalline humanoids. The Crystonians are dependant upon light to live. They use light's energy to break down the rocks and minerals that they absorb through their skin when they feed. Their coloration of their bodies ranges from dark green to dark blue and completely lacks any hair. Crystonians have the amazing ability to absorb and emanate light. They are capable of absorbing laser fire, storing it, and releasing it as an attack or simply dissipating it. As a Crystonian becomes injured their coloration fades to clear crystal. They are particularly susceptible to sonic attack. When a Crystonian dies, their spirit lives on in the largest crystal shard from their shattered form. If light and minerals (or their own shards) are present they are capable of regenerating themselves. There are very few Crystonians in the galaxy overall, so they are a rare sight. They are one of the first races to join the Empire.

Height: 5 ft-6 ft

Weight: 180-320 lb.

Life Span: 230-250 years

Racial Abilities: The Crystonians are completely dependent upon light for sustenance. Everyday spent without at least 6 hours exposure to sunlight, the Crystonian characters' IN, ST, Reflexes, & AW are reduced by 5 Points until they reach 10 points where they stabilize. The Characters' WN are reduced by 10 points a day, and when they drop below zero WN (original before loss, or wounding) the character enters a coma-like hibernation. Positive WN will revive the character from this condition. For every day with 6+ hours of sunlight IN, ST, RF, and WN are increased by 20 points up to the normal score. Artificial Illuminations and overcast days are converted to sunlight hours on a 3:2 basis meaning under these conditions 9 hours is the minimum. This rule is really only worried about if the Crystonian has been deprived of all light for a long time. Normal exposure is about 18 hours of natural and artificial illumination. The Crystonian recovers 20 points a day to each of these attributes when the light requirement is fulfilled. This is the only way for a Crystonian to heal.

When a Crystonian is reduced to zero WN the Crystonians body is destroyed but not its mind. The body breaks apart into many crystal shards; the mind of the Crystonian is contained in the largest fragment and also retains the full color of the original body. This last fragment can take only one point of damage before being destroyed, and the Crystonian dies. The fragment heals as above regaining a full body once full WN points are



recovered. The Crystonians is completely immobile during this time. Any severed limbs are re-grown in one day. A Crystonian is completely capable of living without body unity; because there is no internal organs to lose function of, just a soul inside a machine body,

The Crystonians need no food, water, or air to survive they are completely atmospherically independent all they need is sunlight. They are also capable of withstanding large amounts of pressure equivalent to one mile under water on Earth. They do not like this because no light penetrates to beneath 100 feet in most water. Below this depth they enter the hibernation state mentioned above. The Crystonians can also fly and are capable of flying into outer space. They do not fly beyond the current solar system because they would then be deprived of light. For unknown reasons they dislike flying in atmospheres and avoid doing so unless necessary, because of fatigue that is developed.

The Crystonians can also channel light threw their bodies in the form of lasers. They can store laser light up to their ST * 5 and can release as many points of laser light as needed. When hit by lasers the energy is absorbed into the Crystonians light reservoir doing no damage. However Crystonians have no control over their absorption, if their light reservoir maximum is exceeded, they must make a HL roll at - the # of points over to avoid being overwhelmed and going unconscious. For example a laser hits a Crystonian for 57 points of damage; the Crystonian absorbs the laser, and later releases a laser doing 30 points and then a second for 27 points. A Crystonian can release regular light instead at a rate of 1 hour for 1 point.

Unfortunately their crystalline structure also has several disadvantages. Sound attacks do triple damage. All other

attacks do double damage. Heat and fire damage is halved. Force weapons do no damage, simply passing through the Crystonian.

Social Customs: Crystonians wear the Absolute least amount of clothing because it blocks light. They therefore never wear armor for long periods of time (they never wear it casually only when necessary). Crystonians have developed their own armor that allows light to pass through. It reduces Ballistic attacks to 1/2 damage, sonic to regular damage unfortunately they cannot effectively absorb lasers with this on getting only 1/4 of the points. Crystonian Armor cost 15,000 Credits. The preferred weapons of the Crystonian are the lasers and the force weapons because they do no damage to their comrades. The natural weapons of the Crystonians consist of low tech melee weapons (Tech Level I) through which they can focus their laser powers giving a +10% modifier to hit.

Reproduction: Crystonians have no gender. Crystonians reproduction is done by the laying of eggs. The eggs look like 6 inch long crystals. They gain 20 WN every day exposed to sunlight until maximum is attained, at this point they are fully developed and mature Crystonians. Note Childhood is usually only about 2.5 days.

Government: Crystonian government is very feudal and has the structure similar to that of Middle-Age Europe. Each Planet in

their Solar System (approximately 556) has its own king and vassals that rule over the entire world. Each of these kings reports to a supreme religious leader similar to the Pope.

Religion: Crystonians have only one religion. It is monotheistic.

Technology Level: The technology level is very low also similar to Middle Age Europe. No interstellar travel has developed because they can fly in space and they still have much room for growth. They have no transportation besides primitive carts, wagons, and coaches. They have no computers and no other advanced technology. The reason they have no tech restriction is because so many other races pass through, or have moved into their systems because of its location.

Disposition: The Crystonians are a very friendly race and their solar system is considered a neutral meeting ground of all races.

History: The Crystonians have only been discovered about sixty years ago, fifty years before the Koranda invasion. Because of their centrality in the galaxy they have become the modern Geneva system, where all races meet to settle disputes and deals. All technology has been imported to this system and the Crystonians have no native technology.

Capital: The capital of the Crystonian Empire is called Cryston.

Dracos

Personality		Physical		Combat		TOA
IT	50	IN	40	RS	40	40
KN	50	ST	80	WS	50	20
CL	50	DX	50	MS	50	
CH	50	HL	50	A	2	
AW	50	WN	60	TN	60	

Attribute Points: 28 + d10 Attribute Points.

Skill Points: Combat Blades, Disguise, Geology, Swimming, and 28 + d10 Skill Points.

Wealth: 20,000 Credits.

Movement: Walk (24) Run (72) Sprint (120)

Racial Description: The Dracos are a race of reptilian humanoids, and are commonly referred to as 'Draks'. Their heads, tails, claws, and feet are extremely lizard like while the rest of them is humanoid in appearance. They are covered with a fine scaly skin. Their only body hair is atop their heads, which they proudly display in any number of styles, and artificial colors. It is thick and very straight. They are extremely muscular and very quick. They are cold-blooded and lay eggs. They are omnivorous but prefer meat. The Dracos are very good melee fighters, which they prefer over all other forms of combat. The Dracos think that those that fight with ranged weapons are cowards and lose respect for them. They were one of the first races to join the Empire. The technology of the Dracos is well behind that of the Empire, and imports most of their goods from off world.

Height: 6-7 feet

Weight: 180-220 lb.

Life Span: 65-85 years

Racial Abilities: They can use their claws as weapons doing 5d6 damage each with a bleed factor of 2d6. They also have a high resistance to dehydration.

Social Customs: The coloring of their hair announces their social standing. Gold is for the nobility. Silver is for the priest and wise men. Red is for the warriors. Blue is for the adventurers that have left the home-worlds' empire. Brown is the common peoples. The Dracos dislike burdening or heavy clothing and dislike all footwear. Most dress in very primitive attire, except those that are of important social rank they prefer to wear robes.

Reproduction: The Dracos are egg-laying mammals. After successfully mating, a female Drak will gestate a brood of 4 to 6 thin shelled and delicate eggs in approximately 6 to 8 weeks. The baby Draks will hatch in another 6 to 8 weeks of nesting in a warm nesting area. Childhood lasts about 12 years, until they reach puberty and full fledged adult status. They have one of the weakest education systems, and many are trained at the Empire monasteries.

Government: The social structure of their society is a monarchy that rules over numerous powerful family/tribes. Succession occurs by physically besting the Emperor, or if never beaten



from father to eldest child. The Emperor is the universal warlord/priest and has absolute rule over all of the Dracos.

Religion: Their religion is polytheistic. They believe that there was pantheistic leader that created all and gave power over all the Dracos to the strongest of them and said that the strongest shall always rule. Often many of the monastic trained Draks adopt the philosophy religion of the Empire.

Technology Level: Their society is of a very low technology and cannot build their own space-craft's. In fact most of the worlds in this region are thinly populated, as only contact with the Empire has allowed them to spread from their home world. They are rapidly importing technology from the Empire; however they do not yet have the established infrastructure to do this quickly.

Disposition: They are a friendly nation to all except the Malkhai and Koranda. They had deliberated for a long time about entering the Empire, since they were so far behind their core world neighbors (Acroyans and Drakens) Finally they have accepted recently and begun advancing their worlds and settling new colonies with the Empires assistance.

History: The history of the Dracos in a galactic political sense is relatively small. They were one of the first races that the early Empire discovered during their expansion. They were even known about at the time of its formation but full diplomatic contact had not yet been established.

Capital: The capital of the Dracos Empire is called Drak.

Draken

Personality		Physical		Combat		TOA
IT	50	IN	50	RS	60	50
KN	50	ST	60	WS	50	25
CL	60	DX	40	MS	40	
CH	50	HL	60	A	2	
AW	40	WN	60	TN	60	

Attribute Points: 28 + d10 Attribute Points.

Skill Points: Combat Heavy Weapons, Mounted Weapons, Rifle, Pistol, any 1 Engineering, and 28 + d10 Skill Points.

Wealth: 20,000 Credits.

Movement: Walk (20) Run (60) Sprint (100)

Racial Description: The Draken are a race of short and stocky humanoid. The males are almost always bearded. They are extremely sociable and enjoy feasting and drinking. Their hospitality is well known throughout the Empire. They are extremely skilled in most forms of engineering, and other technologies. Their innovations have greatly advanced the technologies of the Empire. They typically have a very darkly tanned skin, and are amazingly strong for their size. They have a special affinity for all types of guns, and they are well known for their marksmanship. Their legends revolve around great hunters and warriors, and those skills earn them recognition within their society. The Draken govern themselves in clans, and are partially responsible for the clan systems introduction into the Empire. The Draken were one of the original three races that formed the Empire, and are an integral part of it.

Height: 4-5 feet

Weight: 170-190 lb.

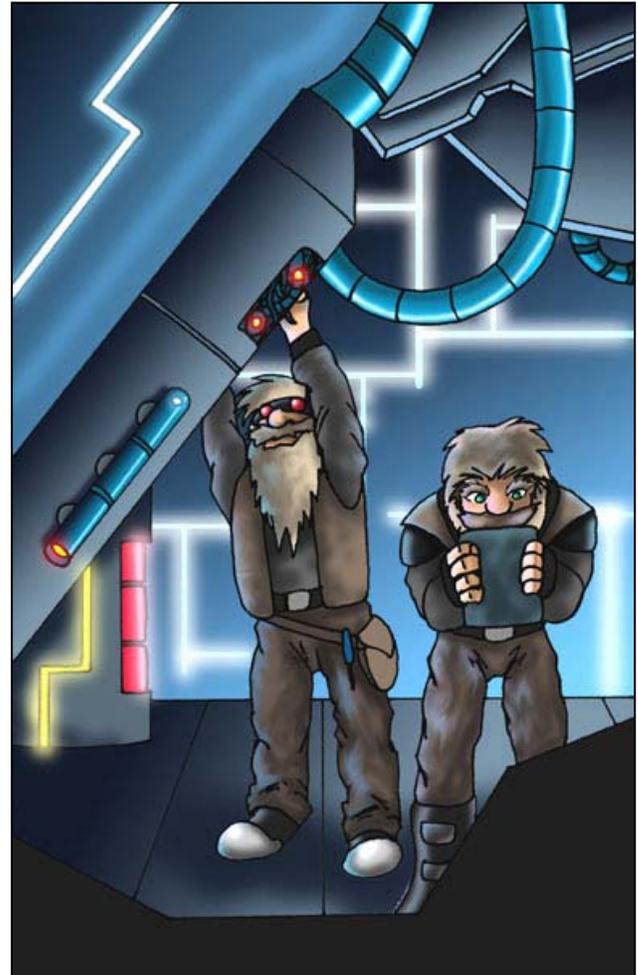
Life Span: 130-150 years

Racial Abilities: The Draken have no special physical abilities, but are extremely lucky when dealing with the sciences. Whenever they are dealing with Engineering, Electronics, Mechanics, etc. they will always get a second roll if they first is missed.

Social Customs: The Draken Society is very much like humans. Many live underground but most live on the surface and most in very large and extensive cities. The Draken have many festivals during the year to celebrate often the return home of friends and family or old pagan holidays from days of old. The Draken are very good at eating and drinking, with large capacities for both. The Draken often have either eating or drinking games trying to put one another under the table. When a Draken challenges (eating or drinking) a newly met person, he/she is seeking to develop a friendship. Those who turn down this proposal will never be asked again and will always be treated with coldness. A person who breaks this festive friendship bond will forever be distrusted, often times hated, and some times hunted down and killed.

Reproduction: The Draken reproduce in a like manner as do Humans even down to most of the same customs.

Government: The Draken government is probably the best organized democracy. The head is a Supreme Council of 12,



each of whom are responsible for 12 lower leaders and each of them in turn responsible for another 12 and so on down the line. These people do not rule, they simply judge which problems, grievances, and crisis are most important so that they can direct aid to the neediest and with the proper amount of help. Requests are sent in from lower to higher channels and continue until a council with high enough authority can act.

Religion: Most Draken don't believe in a religion anymore but the traditional religion was polytheistic similar to the Norse Pantheon. Thor was the most prominently worshipped one. Some have been converted to follow the human church.

Technology Level: The Draken and Human technology are basically considered the same. They both work together on about everything. The Draken have a knack for making truly intriguing weapons.

Disposition: The Draken, although they love weapons and have a very large armed service, are peaceable and extremely friendly to all except the Koranda. The Malkhai they are wary of. The large Draken fleet is truly impressive but exists primarily for show and to carry the scientists and inventors to places of new

discovery and learning. The Drakens believe the best way to keep peace is to keep superior armaments readily available. The Draken are well known for their hunting expertise and live combat training. The Draken fleet will often rent itself to the Dyzians from trained tours of duty with the inferior Malkhai. There is even a rumor that there is a planet that is stocked with live Xanthranian for hunting games.

History: The Draken are one of the more advanced races although they advanced slower than the others. Their technology of today is the same as that of a thousand years ago. The second race that the Human fleets encountered they are the first and strongest friends of the Human race.

Capital & other Worlds: The capital of the Draken Empire is called Middleheim.

Human

Personality		Physical		Combat		TOA
IT	50	IN	40	RS	40	40
KN	50	ST	40	WS	40	
CL	40	DX	40	MS	30	
CH	60	HL	40	A	1	
AW	40	WN	40	TN	40	

Attribute Points: 20 + d10 Attribute Points.

Skill Points: Jack-Of-All-Trades + 20 + d10 Skill Points.

Wealth: 20,000 Credits.

Movement: Walk (24) Run (72) Sprint (120)

Racial Description: The Human race has changed very little since their departure from Earth. They are regarded well for their technology, sciences, politics, and philosophies. The former Human Empire, was the basis for the Empire when it was formed. As a result they are the most influential race within the Empire. They are well regarded amongst all of the races of the Empire. The Humans were one of the original three races that formed the Empire, and are an integral part of it.

Height: 5 to 6 feet 6 inches

Weight: 120 to 220 lbs.

Life Span: 90 to 120 years

Racial Abilities: Humans possess no standard racial abilities, however they are more prone to developing psionic abilities.

Social Customs: The society of future humans is much like that of our own today. All the parts of our world can be found there everything from chivalry, honor, to organized crime and corporate companies controlling all that is in three looming shadows.

Reproduction: Humans reproduce in the same manner that their 21st century counterparts do.

Government: Although loosely organized by the Empire, most humans organized them according to the demands of the local power figure. This typically will be a Mega-Corporation, a Galaxy Royal, or local government. Typically this will be the entities that control the local resources, jobs, trade, and therefore wealth. These locals are encouraged by the Empire to find the best way of governing themselves in accordance with the demands of the people. Classically this self-autonomy has proved very beneficial to the locals, with the Empire intervening in only the gravest of situations. Currently the war with the Koranda, has strained its ability to fulfill this role, and often somewhat oppressive situations arise. There are many diverse forms of self-government that have grown during these times.

Religion: In this day, the church has once again risen to great power and in many places rivals that of the Emperor himself. The church is similar to the Medieval Church and Inquisitors once again abound. This church preaches instead of an organized religion, an philosophical view of enlightenment and righteous conduct. The demonstration of these philosophic principles leads one on the path of nobility. Those that have acted nobly, are honored by titles and commissions. The most



virtuous of all are give the title of galaxy royals, and are pledged to govern their area with these ideals. Other are invited to serve in the ranks of the Imperial church itself. In addition to being philosophers, centuries of dedication, have allowed them to develop a multitude of priest-like psionic powers similar to those of the Emperor himself.

The Imperial Church is currently engaged in a fight against the Chaotians. Recently, the Emperor has deemed the Chaotian invasion is not in the best interests of the galaxy and has commissioned a new branch of the armed forces called the Thorian Draconis, to be made of the church's priests. These crack troops are truly impressive and have seen much action lately although much is shrouded in secrecy. The Emperor does not want to let the people know that they might end up fighting two wars at once. The Thorian Draconis are loyal to both the church and the Emperor and are priests as well as police officers. They can be identified by their gray and teal armor with a golden hammer on their chests. The Human religion is the predominant religion of the galaxy, spreading with the Humans during early expansion.

Technology Level: The Draken and Human technology are basically one in the same and are the most advanced in the galaxy. The Tech Level of the Human Empire is actually 7. Although this is mostly military and top-secret, so the normal populous does not have access to such devices.

Disposition: The Humans are friendly to all except the Koranda. They are weary of the Malkhai, and when the Chaotians become more widely known their hatred of this age old enemy will start a holy war.

History: The Humans were the first race to leave their own system perhaps because it was so small. Human exploration brought together all known sentient races. Human exploration consists of colonization of habitable worlds and befriendng alienable races. Humans, the peace spreaders of the universe, have also disgusted many races with their friendliness especially the Malkhai.

Capital & other Worlds: The capital for all the human races is Terra-Firma. Due to the massive population of the human empire, they are spread far and wide across the empire. Any of the MC home worlds have very large population centers as well.

Human Cyborg

Personality		Physical		Combat		TOA
IT	50	IN	60	RS	60	60
KN	50	ST	70	WS	50	
CL	60	DX	40	MS	40	
CH	40	HL	50	A	1	
AW	50	WN	60	TN	60	

Attribute Points: 28 + d10 Attribute Points.

Skill Points: Jack Of All Trades, Cybernetics, and 28 + d10 Skill Points.

Wealth: 20,000 Credits.

Movement: Walk (22) Run (66) Sprint (110)

Racial Description: The term cyborg can mean anyone of any race that has been implanted with cybernetic equipment. The term was introduced within the Human Empire, before it joined the modern Empire.

Height: 5-6 feet 6 inches

Weight: 120-220 lb.

Life Span: 90-120 years

Racial Abilities: Although any race with cybernetic enhancements is considered a cyborg, a human cyborg of CEF lineage has standard features. They have been outfitted with a sensor & communication array, a self-contained power system, breathing enhancements, self defense weaponry, and flight packs.

Standard built in sensors include infrared, ultraviolet, light intensifier, telescopic, energy, bio and radiation scanners which are built into a remote sensor. This is in a visor package attached to either or both sides of the head near the temples that presents a HUD overlay for their line of sight. Video communication gear is also located within this visor & head gear on a secure CEF frequency. The remote sensor detaches and can slowly scout ahead using a tiny anti-gravity engine.

Onboard cybernetic systems are powered by a sub dermal power cells. A hip stomach port can mate with other power sources to recharge the internal power. Originally designed to transfer power from fallen Cyborgs and Cytrons, it has been enhanced since to use standard empire energy standards as well. The power cells can hold 500 EUs worth of energy.

Enhanced breathing equipment provides air and oxygen filtering abilities in most non-vacuum atmospheres. Artificial gills, filters and oxygen supply allow water breathing for up to 8 hours, or in tainted atmospheres, and indefinitely in atmospheres close to earth standards. The majority of this equipment is located in the upper portion of their slim cybernetic backpacks. The unit can be easily carried and quickly replaced to prolong its capabilities indefinitely in harsher atmospheres.

The lower half of the backpack contains a flight pack (Movement 200 for 10 charges a turn) and anti-gravity unit. They cannot carry any weight beyond themselves and their immediate gear, but convenient in rough terrain.



The forefingers of each hand contain built-in laser pistols (as a generic laser pistol). In addition the other fingers can contain a multitude of useful tools. Favorites include lock-picks, cameras, and weapons.

Badly wounded Cyborgs have undergone full Cytron conversion to save their lives, and continued their careers. This can also be performed at will if the Cytron so desires.

Social Customs: About half of the Cyborg and Cytron populations live on former colony worlds in army like camps. During times of war they join with the Empire as their own regiments and divisions. In these camps they train and drill for war and practice the traditions of their ancestors.

The world of the Cyborgs and Cytrons is not as colorful and high tech as the other humans. Basically their settlements are set as large military bases. They are sectionalized and highly efficient. All people are have right to medical aid, food, power, and other needs. The large deposits of rare gems and metals in their system completely support the CEF. No one works for money since they are all completely supported by their army;

they do however each have positions in the society besides military.

Reproduction: At the age of about 16 they have a rite of passage into adulthood, at that time gaining the cybernetics. The Cyborgs can mate with any other human race.

Government: By nature and history the Cyborgs and Cytrons are a warrior people. Their government is set up like an army. They still maintain the structure of the Colonial Expeditionary Force from which they are descended.

The CEF is led by the Grand Sky Marshal, GSM Harrken. He is one of the few Cytrons who has held that rank. He is highest commander of the entire CEF fleet, its colonies, and its bases. He heads a grand round table of twenty Shogun-like fleet commanders composed of both Cyborgs and Cytrons. They each control a fleet of 10 admirals and twenty generals.

All Cyborgs and Cytrons are trained both as soldiers and as sailors. However the majority of the Cyborgs serve in the fleets ships, and as the officers of the Cytron ground forces. Since the Koranda invasion almost all, except a few trouble shooters and adventurers, have gone into active service and fight alongside the Empire. During peacetime the entire populace is supported by mining huge deposits of metals, gems, and minerals in their systems.

Religion: Cyborgs and Cytrons have this same church as do all the rest of the Humans. However they were splintered from human empire early and have adopted a more fundamental version that is imbued with a warriors common sense. They live by a Codex of Conduct that dictates their laws, punishments, and methods of jury. This code is very noble and based on personal honor.

They continued their traditions on their colonies worlds and with the extreme wealth of their worlds retired. Generations later, the old ways of the CEF are still honored. They have returned to an active fighting force on their own wealth, and have joined in with the Empire against the Koranda.

Technology Level: The Cyborgs and Cytrons are a part of the overall Human Empire, and share that technology. They also are slightly more advanced with their own cybernetic technologies than the rest of the Empire.

Disposition: The Cyborgs and Cytrons are very chivalric and their code of living is very similar to that of knights from ancient Earth.

History: In the earliest years of space colonization by the fledgling human empire, humans attempted many ways to tackle other worlds. Into deep space they sent genetically engineered humans into deep space sleeper ships. For the closer colonies they simply sent men. When they first began to encounter hostile organisms, they began to seek a fighting edge.

To help give the early explorers a boost, many were augmented with cybernetics. The typical implants from these colonies include remote scouting sensors, breathing apparatus, integrated lasers, and flight packs. On the most hostile worlds full body conversion was necessary. As the demand increased the CEF increased, their forces swelled. Eventually two designs become standard in this now elite fighting force, that of the Cyborg and the Cytron.

During their early years they expanded the frontiers of the young empire, and built many colonies. With the advent of faster than light engines, the Empire expanded its own fleet, and the CEF slowly shrank. Eventually Cyborg and Cytron program stopped, and the CEF put on permanent stand down.

Cyborgs & Cytrons: Both the Cyborgs and Cytrons are humans that have been fused with cybernetic implants. The Cyborgs possess only a few. The Cytrons have underground radical surgeries to transplant their brains into full mechanical bodies. The two races were once the first cybernetic armies of the empire in days long past, during early space colonization of the human race.

They were developed as warriors to combat the diverse array of unintelligent but deadly aliens first discovered. The Cyborgs are the descendants of the officers, and the Cytrons the soldiers of that once elite corp. Tradition has kept them warriors and passing on the rites as the empire has grown beyond their early colonies. They are proud of their heritage and often fight with the Empire or local Mega Corporations for noble causes.

Capital & other Worlds: The Cyborgs do not have a home world as they are part of the greater Human Empire itself. Their worlds are spread out in a ring of planets that encircles the inner core of the old Human Empire. They settled in what was then the closer parts of the frontier and since the overall empire has engulfed that back into the very core. Their primary world was MK-1182 and today is the most populous.

Human Cytron

Personality		Physical		Combat		TOA
IT	40	IN	50	RS	60	50
KN	40	ST	100	WS	60	25
CL	60	DX	40	MS	60	
CH	40	HL	70	A	2	
AW	60	WN	100	TN	100	

Attribute Points: 35 + d10 Attribute Points.

Skill Points: Jack-Of-All-Trades + 35 + d10 Skill Points.

Wealth: 20,000 Credits.

Movement: Walk (24) Run (72) Sprint (120)

Racial Description: The Cytrons have embraced cybernetics in a much more radical way than Cyborgs. Rather than simply receiving implants, they have completely undergone a transformation into machines. The brain of the human is placed within a protective life-supporting sphere. The discarded body is stored cryogenically for future use. This sphere is then placed at the helm of a humanoid shaped robotic body.

They are completely independent of their outside environment and are capable of surviving in space. Since Cytrons are born human, many abandon the tradition before performing the transformation. The Cytrons are a dwindling race, as fewer and fewer of the younger generations chose to follow their traditions.

Height: 7-8 feet 6 inches

Weight: 500-720 lb.

Life Span: 90-120 years (unique)

Racial Abilities: A Cytron is a human mind that has been placed within a robotic body. The core of the Cytron is therefore the human mind. The mind, including the brain, spine, and most of the nervous system, is contained in a customized sphere. When the WN (WN) of a Cytron is depleted the sphere is destroyed and the mind dies. This sphere is customized to that specific mind, but universally can be placed within any Cytron body. The sphere has a life-support system that is good for two weeks or indefinitely with a power supply. The brain however is basically blind and deaf while not in a body. The spheres are removed from fallen Cytrons and are carried by those alive. The Cytron can be attached to the back (one on either side). While attached to another Cytron the sphere is powered, can see, hear, and communicate with and through the other Cytron (if allowed). However they have no control over the Cytron body.

The sphere is placed within a robotic body. All of which are universal. All spheres fit into any Crystonian robotic body. The workings of the robot bodies are all the same, the only difference between them is that usually a Cytron will cosmetically change the outside of his suit for identity purposes. Usually this consists of creating male/female characteristics, or



sculpting the face to resemble that of his/her own body. When the Toughness (TN) of the robotic body is depleted it is no longer functional and therefore immobile. The robot body has all the standard capabilities of the human body including sight, smell, and hearing. All Cytrons are given a robotic body and are guaranteed reparations for it. Due to their construction Cytrons do no bleed.

The Cytrons, being a warrior race, have designed their bodies for warfare. The natives of the original war against the Xanthranians were built to be able to rearm, instantly become combat ready, and to be extremely versatile. Thus the Cytron bodies were made identical so that they could exchange armor and arms within seconds, or minutes from stores, or from fallen comrades. As the supplies dwindled for the Cytrons, they began to reward their heroes with the more powerful weapons. Today they reward their heroes the same way. Any thing that a Cytron earns through deeds is guaranteed for reparations, anything that he buys or otherwise acquires it the Cytron must repair himself or go without. The only difference between the armors is the coloration, insignias, personalized weapon selections, and facial structure.

Type	WN	TN	CH Bonus	IN	ST	DX	Exp*	Cost **
White	100	100	0	50	100	50	0	0K
Grey	200	200	+5	55	200	55	100	100K
Black	300	300	+10	60	300	60	200	200K
Silver	400	400	+15	65	400	65	300	300K
Gold	500	500	+20	70	500	70	400	400K
Platinum	600	600	+25	75	600	75	500	500K
Exotic	800	800	+35	80	800	80	800	800K

*Prior Bodies can be turned in for purchase amount of experience.

**Denotes Black Market Price, this is considered a dishonorable practice.

Social Customs: About half of the Cyborg and Cytron populations live on former colony worlds in army like camps. During times of war they join with the Empire as their own regiments and divisions. In these camps they train and drill for war and practice the traditions of their ancestors.

The world of the Cyborgs and Cytrons is not as colorful and high tech as the other humans. Basically their settlements are set as large military bases. They are sectionalized and highly efficient. All people are have right to medical aid, food, power, and other needs. The large deposits of rare gems and metals in their system completely support the CEF. No one works for money since they are all completely supported by their army; they do however each have positions in the society besides military.

Reproduction: At the age of about 16 they have a rite of passage into adulthood, at that time gaining the cybernetics. Before this age, they are the same as other human children. The Cyborgs are fully able to reproduce in their modified mechanical forms. The Cytrons however are not capable of reproducing while in their armored forms. When a Cytron desired to do this they must be returned to their human bodies. A Cytron usually does not then return to his armored form. The Crystonian is placed into their bodies at the age of 18 their bodies are then placed in Cryogenic freeze. When they have chosen to return to their human bodies they are put back into their 18 year old bodies and continue to live out their lives.

Most stay in their armored forms for the standard term of 25 years, but additional terms can be signed up for. Most people begin to slow and have bad reactions with their armor after 200 years. Few escape this. This reaction eventually causes exquisite pain. This pain has been alleviated in Human Cybernetics but the Cytrons stick with their traditional interface system, believing that after 200 years a man or woman should regain their humanity and carry on their family lines. Under special circumstance however they have replaced their own with Human Cybernetics for those whose human bodies have been lost or destroyed over the years. There are even some heroes left over from the Xanthranian wars, and noted to be the strongest warriors in the Galaxy that have been enhanced with Human Cybernetics. A few heroes have even been known to stay in their armored form for a little over 500 years. The government will reward many, who have showed excellent bravery, when they return to human form, the government will convert his armored body into body armor.

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Capital & other Worlds: The Cyborgs do not have a home world as they are part of the greater Human Empire itself. Their worlds are spread out in a ring of planets that encircles the inner core of the old Human Empire. They settled in what was then the closer parts of the frontier and since the overall empire has engulfed that back into the very core. Their primary world was MK-1182 and today is the most populous.

Human Genies

Personality		Physical		Combat		TOA
IT	80	IN	70	RS	80	80
KN	80	ST	100	WS	80	60
CL	80	DX	80	MS	70	40
CH	80	HL	80	A	4	20
AW	80	WN	100	TN	100	

Attribute Points: 20 + d10 Attribute Points.

Skill Points: Jack-Of-All-Trades + 20 + d10 Skill Points.

Wealth: 20,000 Credits.

Movement: Walk (24) Run (72) Sprint (120)

Racial Description: Genies are superior to normal humans in almost every way, and have a large percentage of the population with psionic powers. While cybernetic enhancements seemed to the solution for the closer colony worlds, deep space colonies posed some extreme challenges. Before faster than light ships were developed, sleeper ships were the only way to reach deep space.

Placing the passengers in suspended animation, they slept agelessly while traveling for decades into space. To settle these distant worlds and prepare them for future human generations, the genie colonists were sent ahead to terra-form and set up colonies for future arrivals.

Genetically enhanced children were placed in sleeper tubes on these deep space sub light colony ships. They were taught by the ships computers in their sleep, while machines stimulated their body's growth and nurtured them. The children communicated telepathically with each other and their machine parents in a dream like state.

As a result they had developed severe social disorders upon awakening. In addition to their superior bodies, and psionic abilities, they also developed super egos. Unable to work well with each other, the majority of these colonies failed. As a result, genetic alterations of this magnitude were largely abandoned.

The rest of humanity receives only engineering in fighting diseases and preventing genetic disorders. Those that did survive, eventually interbred with normal humans, and began to balance out the race. Today they are very rare, but fairly well respected for their abilities. They still deal with social stigmatism for their past failures, and often hide their nature.

Height: 5 - 6 feet 6 inches

Weight: 120-220 years

Life Span: 120-200 years

Racial Abilities: The Genies primary racial abilities come from their heightened attributes. They also possess the rapid healing of the heavy worlders and as a result heal at twice the normal rate. They are gifted beyond normal humans in everyway.

Social Customs: There are relatively few genies that are still alive. In addition they often distrust each other from their past, and most distrust their powers. They tend to surround



themselves with regular humans, often attempting to ignore their emerging abilities. For many in denial, they can drive themselves into madness. Many are half crazed and rather sadistic. As a result very few gather into groups larger enough to have extended social customs. Quite a few have risen to prominence in human society but the stigmatism still exists.

Reproduction: Genies reproduce as other humans and can successfully mate with any other human race. Originally they were genetically altered in the womb. However today they have bred with many other human races and have thinned the bloodline. Today they are much more mentally stable, and their strengths have declined to more human levels from the originals.

Government: They have no separate government from the rest of the greater human empire. There have been rumors though of underground societies of them living and meeting in secrecy.

Religion: The genies typically have no organized religion other than that of the greater human empire. At least that is known openly.

Technology Level: The heavy worlders share the same technology as the rest of the greater human empire.

Disposition: They share the same disposition as normal humans, although they are slightly more likely to give into extreme emotions, such as rage, anger, supremacy, and pride.

History: At the same time the humans were experimenting with cybernetics to combat local dangers, they also turned to genetic engineering. To colonize worlds that could not be traveled to in a normal lifetime, they sent the sleeper ships of children. To face the unknown they were genetically engineered to the utmost abilities of that time. In the dreamlike sluggishness of

centuries long sleep, while they communicated telepathically drove them insane long before they reached their destinations.

Few colonies survived as the genies turned to infighting, warring, and even reported cannibalism, fueled by their immensely insane egos. To this day horror stories are told about them as folklore. As a result genetic engineering to this degree is greatly frowned upon. Modern genetic engineering is mainly performed to rid genetic dispositions towards disease, defects, and disorders.

Capital & other Worlds: The genies share the same capitals as the rest of the human empire. Since they do not openly organize they have no home or main planet.

Human Heavy-Worlder

Personality		Physical		Combat		TOA
IT	40	IN	30	RS	40	40
KN	40	ST	80	WS	40	
CL	40	DX	20	MS	40	
CH	40	HL	40	A	1	
AW	40	WN	60	TN	60	

Attribute Points: 20 + d10 Attribute Points.

Skill Points: Jack-Of-All-Trades + 20 + d10 Skill Points.

Wealth: 20,000 Credits.

Movement: Walk (24) Run (72) Sprint (120)

Racial Description: The term heavy worlders, refers to any member of a race that has spent the majority of their life on a world with a higher gravity than their homeworld. The term was coined within the Human Empire referring to those humans who resided on such planets. One of the few genetic enhancements that is still performed by the humans, is the preparation of Heavy Worlders.

They are strengthened to compensate for the heavier gravity, and also heightened to prevent dwarfism, that would typically occur. As a result on these planets, they operate and function as a normal human in normal gravity. When they leave these planets, however their comparable strength is dramatically increased, and they can grow to tower over other humans. These modifications however leave them looking rather brutish when compared to normal humans. They are often unjustly stereotyped as dumb, strong, and ugly.

Height: 6 to 7 feet

Weight: 200 to 400 lbs.

Life Span: 90 to 120 years

Racial Abilities: Overall the heavy worlders are typically heartier than the typical human. They possess better strength, toughness and wounds than normal humans. They also heal at twice the normal rate.

Social Customs: They are fully part of the human empire and have relatively few customs themselves.

Reproduction: Heavy Worlders reproduce as other humans and can successfully mate with any other human race.

Government: They have no separate government from the rest of the greater human empire.

Religion: The heavy worlders typically have no organized religion other than that of the greater human empire.



Technology Level: The heavy worlders share the same technology as the rest of the greater human empire.

Disposition: They share the same disposition as normal humans, although they are slightly easier to anger, and jokes about their rage is not done to their face.

History: The genetic improvement of the Heavy-Worlders has in the past caused some major conflicts with the human majority. The early genetic tampering with the human DNA sequences was very unpopular. The first of offshoot species of human was the heavy-worlder. They being so close to normal humans were accepted since they resided on worlds were most humans could not. Later species were so superior to the human main, that genetic manipulation was banned. By this time the Heavy-Worlder were so numerous in deep space and had existed for so long that they were grudgingly accepted into human society. This was not an easy acceptance and occasionally the animosity still surfaces.

Capital & other Worlds: They share the same capital worlds as the greater human empire.

Human Spacer

Personality		Physical		Combat		TOA
IT	60	IN	50	RS	40	40
KN	60	ST	30	WS	30	
CL	40	DX	40	MS	30	
CH	60	HL	40	A	1	
AW	50	WN	30	TN	30	

Attribute Points: 20 + d10 Attribute Points.

Skill Points: Jack-Of-All-Trades + 20 + d10 Skill Points.

Wealth: 20,000 Credits.

Movement: Walk (24) Run (72) Sprint (120)

Racial Description: The term spacer, refers to any member of a race that spends the majority of their life in space. The term was coined within the Human Empire, referring to those humans that spent their life in space. Before the invention of artificial gravity, humans that spent long durations in space suffered from a number of side effects. They were known to be very weak physically, and their bones so brittle that they would break in normal gravity. In addition generations of being aboard starships, had prevented them from developing immune defense against germs, viruses, and diseases. This often left them sick from contact with their passengers and cargo.

They spent so much time isolated from other humans, maintaining their ships, working their controls, and monitoring ship functions that only their minds were exercised. Shunned by such restrictions and ostracism, they turned entirely to intellectual pursuits. With the advent of artificial gravity, they slowly returned to normalcy. Today they are still slightly weaker than normal humans, but have benefited from being raised in such a scholarly environment. It is thought that in a few generations that the spacers will be completely normal once again. In the meantime however they still bear the stigmatism of being sickly and weak.

Height: 6 to 7 feet 6 inches

Weight: 60 to 100 lbs.

Life Span: 90 to 120 years

Racial Abilities: Overall spacers are general more inclined to mental pursuits than normal humans. They have twice the base chance of possessing native psionic abilities. If they do they regain psionic points at twice the normal rate, and have 20% point bonus to their base psionic points.



Social Customs: They are fully part of the human empire and have relatively few customs themselves.

Reproduction: Heavy worlders reproduce as other humans and can successfully mate with any other human race.

Government: They have no separate government from the rest of the greater human empire.

Religion: The heavy worlders typically have no organized religion other than that of the greater human empire.

Technology Level: The heavy worlders share the same technology as the rest of the greater human empire.

Disposition: They share the same disposition as normal humans, although they are slightly easier to anger, and jokes about their rage is not done to their face.

History: Second Generation humans are those humans that have begun to evolve beyond that of the humans of direct Earth ancestry. Being born of several generations of space travelers, whether it be colony ships or simply a lifetimes of service in the merchant space marines.

Capital & other Worlds: They share the same capital worlds as the greater human empire.

Ixaclix (itz-a-clicks)

Personality		Physical		Combat		TOA
IT	50	IN	50	RS	40	40
KN	40	ST	50	WS	40	
CL	50	DX	30	MS	40	
CH	30	HL	40	A	1	
AW	50	WN	40	TN	40	

Attribute Points: 20 + d10 Attribute Points.
Wealth: 20,000 Credits.
Skill Points: 20 + d10 Skill Points.
Movement: Walk (24) Run (72) Sprint (120)

Racial Description: The Ixaclix are a race of insect based humanoids. They are commonly called 'Sects'. The Sects typically are bipedal however some possess an additional set of arms, and some still possess wings. Their home world once held a number of competing humanoid insects, however the sects evolved into the dominant predator of the planet. A great number of variations exist in their design as mutations and genetic lineages from breeding with other sects exist. The winged sects were once the dominant race and had a symbiotic relationship with the wingless humanoid sects. As the sects continued to evolve into their current state, they eventually overthrew their slave masters.

The sects are completely covered in a hard exoskeleton formed from chitin. As with most other insect life-forms they have no internal skeleton, and their remains are simply their external shell. As a result tracing the sects evolutionary path has proven elusive.

Height: 5 feet 6 inches
Weight: 150 lb.
Life Span: 50-65 years

Racial Abilities: As with most insects, they possess amazing healing powers. A sect can regenerate missing limbs, wings, and other body parts as long as they remain alive. They heal their Wounds (WN) at a rate of 1/5 per day, and their full Toughness (TN) each day.

All sects are ambidextrous and face no penalties for using the wrong hand. If they possess a second set of arms (15%) they gain an additional attack. Those that possess wings (5%) can also fly at Movement (MV) 200. The sects also can emit a powerful charismatic pheromone that affects other humanoids. When using this ability they gain a +20 bonus on Charisma (CH) checks.

Social Customs: They live in enormous hive like colonies that are governed by queens. These queens possess no real political power and are always both winged and possessing an additional set of limbs. They are simply relics from their time of slavery. They serve as the spokesperson of their hives but no official ruling power. These hives are run as work communes.

They have a great number of social customs, dances, and songs within their hive communities. Communication within the hive is a combination of chemical pheromones, and speech. They



have to wear a language computer to be able to speak to other races. Their pheromones have amazing affects on other humanoids, and can influence their emotions once they master the trick. Some of the most recognized religious leaders, storytellers, bards, and musicians are from the Sect race. There are very few Sects at large in the Empire, but they are always a welcome sight.

Reproduction: All ixaclix are of both transsexuals, possessing the anatomical functionality of both a male and female. The successful paring of two sects results in one or both of the individuals pregnant. During mating the individuals share their genetic essence, which is stored internally for up to 5 or 6 broods or litters. The parents usually do not extend their relations beyond the mating and they do not pair into family units. If the last brood is not very successful, the individual will reject the remaining genetic material from storage and seek new more compatible mates.

A successful pregnancy with a brood of 5 to 6 eggs will be laid within 2 to 3 weeks. These eggs are carried within the creases of their abdominal carapace during the next 2 months until they become too large to be carried. At this time the sects will nest for the remaining month until they hatch. A sect reaches full maturity at an age of approximately 10 years.

The brood has a high (50%) mortality rate before hatching. The remaining young sects have a large chance (25%) of being malformed and die shortly after birth. The strongest of the brood will be taken away to be raised as warriors of the hive, leaving the remaining with their parent to be raised until the age of 1 when they join the communes nursery. Lacking the family structure of other humanoids, they tend think of their hive as their family structure.

Government: The sects possess no central government beyond the hive settlements that they form. Although the queen is revered as the spiritual and traditional leader of the hive, she is only a spokesperson. The actual hive is lead by a council of elders, and the queen simply delivers their decisions to the people.

The representation of the Sect race within the Empire is done by delegates from the largest of the hive communities and is often rotated from colony to colony.

Religion: The sects have a religion that is based upon the worship of their deceased ancestors and their spirits. Their exoskeletons are preserved in catacombs within the hives. They pray and worship for guidance, protection, wisdom, strength, and use them as oracles.

Technology Level: The sects possess no native technology. Everything that they do have is imported from the Empire.

Disposition: The sects are a extremely fun-loving and friendly race, they are extremely entertaining companions.

History: The sects had a long and slow evolutionary struggle on a home world filled with competing insects. As a result they are highly advanced species, however they never delved into advanced technology until they the joined the Empire.

When discovered by the Empire, they were extremely overpopulated. The Empire offered the use and technology of space travel to help spread their great numbers to many new home worlds. This earned the trust and allegiance of the Sects, and they have been a devout member ever since.

They possess little in the way of native technology but are capable of learning any of the Empire's technology. Those that have left the hives to adventure are regarded as both courageous and as heroes. Sects once they have begun to learn how to interact with other races, are extremely social individuals. They are well known for their sense of humor which is something that could never be expressed in the hives. They also make renowned comedians, cooks, and bartenders. They are initially very serious and goal oriented, however they soon lighten up, and make most enjoyable companions.

Capital: The sect home world is called Ix. It hosts a number of temperate terrains from desert and mountains to tundra and glaciers.

Kreatai

Personality		Physical		Combat		TOA
IT	50	IN	60	RS	40	40
KN	50	ST	30	WS	40	
CL	40	DX	60	MS	40	
CH	50	HL	40	A	1	
AW	60	WN	30	TN	30	

Attribute Points: 20 + d10 Attribute Points.

Wealth: 20,000 Credits.

Skill Points: Forage, and 20 + d10 Skill Points.

Movement: Walk (24) Run (72) Sprint (120)

Racial Description: The Kreatai are a race of feline humanoids. They have faces, eyes, ears, claws, and tails that are very reminiscent of large cats. They however stand upright, and have fully functional hands. They are completely covered in hair of various lengths and colors. They typically are a bit on the snobbish side for personalities, however are very affectionate with those that they befriend.

Their society is extremely corrupt with mafia like crime families. From their birth most live and die on the streets awaiting their big break. Since they joined the Empire, their core worlds have undergone radical transformations and improvements, however old habits die hard.

Their native technology is that of the industrial revolution and they do not have the capability of building their own space ships. The Kreatai are fearsome opponents in melee, and are extremely stealthy. Most of those that roam the Empire seeking adventure end up turning to some form of crime. Many of which are the most renown high-tech thieves in the Empire.

Height: 5 feet 6 inches

Weight: 150 lb.

Life Span: 20-25 years

Racial Abilities: The Kreatai possess night vision and can see in darkest nights at the equivalent to dusk. They also have very sharp claws that do 5d6 plus strength bonuses and a bleed factor of 2d6 when used in Melee combat. They are extremely nimble and have a native climbing ability of level 3.

Social Customs: Their customs are extremely varied. Each clan, continent, and world has regional customs of their own. Organized crime is a part of the Kreatai Society. There exist many such crime families. They are very powerful and not considered as enemies to the people. They are considered protectorates of their own local people from outsiders and rival families. Those in their area pay the Family for this protection. The Kreatai have extremely diverse social customs from clan to clan.

Reproduction: Kreatai reproduce in the same fashion as humans. The Kreatai have litters of 5-6 Krets. Most Kreatai have about 20 siblings in their family half of which will die in Family clashes. They can physical mate with most other humanoids but are sterile with races other than Kreatai.



Government: Almost every Kreatai world, or country has a different type of government that have no formal diplomacy between one another. The Kreatai governments are complete shams, complete fronts put up by the families. The real governmental power comes from the Family bosses.

Religion: The Kreatai have many extremely varied religions ranging from cults, to polytheism, to human Christianity. The Families also support their own individual religions for their own people for the purpose of keeping the people in each Family run area from associating with another's'. These are usually based on Human Christianity, although there are a few very large, powerful, and dangerous sects that exist.

Technology Level: The Kreatai have no real industry of their own, just about everything they have is low tech human equipment. In agriculture they have a tech level 5 rating. They do however have their own Human run weapons plants on their planets.

Disposition: The Kreatai are extremely friendly and sociably, and often extremely affectionate. They will hold grudges against people for a very long time, and revenge holds a great appreciation. They hate the Makure and the Koranda with a passion. Never ever cross a Kreatai that you can't kill because they are notorious for finding those that have offended them, sometimes even years later.

History: Their civilization was primarily feudal and equivalent to Earth's middle ages until found by the other civilized races. During their contact with other civilizations they have developed a keen interest in that which is scandalous and underhanded, they have developed an extreme love for the Earthen Days around the 1920's. Much of the Families have patterned their competition and structure on these times. They are thought to be one of the oldest races in this universe.

Capital: The home world of the Kretai is a world called Kret. It is a dry Australian like desert, with sporadic oasis's and groves of Joshua tree like growths of pants. Prior to the development of desalination plants, they will greatly limited by the amount of moisture that could gather from cactus as they nomadically trekked over the continents surface.

Malkhai

Personality		Physical		Combat		TOA
IT	50	IN	40	RS	40	40
KN	50	ST	80	WS	50	20
CL	50	DX	50	MS	50	
CH	50	HL	50	A	2	
AW	50	WN	60	TN	60	

Attribute Points: 28 + d10 Attribute Points.

Skill Points: Combat Blades, Disguise, Geology, Swimming, and 28 + d10 Skill Points.

Wealth: 20,000 Credits.

Movement: Walk (24) Run (72) Sprint (120)

Racial Description: The Malkhai is a soft skinned mollusk creature, that was originally native to swamp worlds. They are relatively tall with a long hunched over neck and a snail like face with two eye stalks. They are very flabby out of water, and need to keep themselves moist.

The males are called Malkhai and the females called Makure. The Malkhai are a bright but dark red in color and are slightly larger than the purplish skinned Makure.

Height: 6-7 feet

Weight: 180-220 lb.

Life Span: 65-85 years

Racial Abilities: The only native racial ability of the Malkhai is the ability to breath underwater in their native bog like swamps. They also love to soak in hot springs, quicksand, and tar pits due to their amazing floating abilities of their blubber like and mucous covered hides.

Social Customs: Malkhais are best know for their ability to craft exquisite bath houses using local resources of anything from mud to hot springs. The temperature range of these bath houses is quite pleasant for most non-Malkhai races as well. They often build such water based luxuries across the empire on contract for the extremely wealthy or as public works. Most would think twice however about sharing a bath with a Malkhai's mucous covered body.

Most of the social life, story telling, politics and decisions of leaders are made in these bath houses. They are the utmost in luxury and serves as communal housing for most of the population.

Reproduction: The Malkhai are capable of switching genders spontaneously several times during their lifespan. They do not couple into family units, but random encounters will result in pregnancy. The young develop very quickly in the female's womb, and then are taken to a communal nursery that raises them all as orphans.

Government: The Malkhai separate their race by gender into to separate halves. They often spend the entire day separated only to be reunited with other the other gender in the communal bathhouses.



Each gender has a separate ruling class of nobles. The lack of family has resulted in the passing of titles to one of their many inferiors. The resulting change over of the races leadership is like a game of King of the Hill. They are paranoid and despise betrayers, since the Dyziens betrayals. While they speak openly against betrayal, they weave a complicated web of alliances and betrayals, while pursuing their lust for power.

Religion: The Malkhai practice a leadership priest structure. Each noble is also a priest right down to the lowest preacher. Each bend the words of their higher authorities to suit their own purposes. The Malkhai worship a father god and the Makure a mother goddess. The ultimate monarchs of their realms can drastically alter how they are worshipped from ruler to ruler.

They also worship minor gods for their aspect of the current ambition. This may be war, or leadership, or even courage.

Technology Level: The Malkhai have very little in the way of technology. They are one of the most backward planets of the

Empire. This is partially due to the amount of treasury lost during the Dyzian Deception.

Disposition: As a result of their upbringing, the entire race is rather solemn and impartial to one another. They by far prefer the company of their own species to that of others, but are rather dark and removed from making close friendships with anyone.

History: The Malkhai also have a history of betrayal by the Dyzians in a rather exhaustive war with the Sylvians before either was discovered by the Empire. As a result they are often paranoid about betrayals by other races.

During this deception, the Dyzian betrayed the Malkhai in a technology purchase plan, that nearly bankrupted the race under false pretenses. The Malkhai rose against the Dyzians on their home world. Lies given by the Dyzians to the Sylvians bring a catechistic bombing that simply devastates the Malkhai people.

Capital: The Malkhai capital is the original home world Milos. It is a swamp world, and extremely distasteful to off worlders. The recent joining to the Empire has increased their colonization attempts to numerous new worlds. Terra forming planets into suitable swamp worlds has proven challenging.

Markian

Personality		Physical		Combat		TOA
IT	50	IN	40	RS	50	40
KN	50	ST	80	WS	60	20
CL	50	DX	30	MS	60	
CH	50	HL	40	A	2	
AW	50	WN	60	TN	60	

Attribute Points: 28 + d10 Attribute Points.

Wealth: 28,000 Credits.

Skill Points: Forage, and 28 + d10 Skill Points.

Movement: Walk (21) Run (63) Sprint (105) Glide (180)

Racial Description: The Markians are a race of simian like humanoid marsupials. They have faces, limbs, and tails that are very similar to the great apes. Markians are larger and are from the snow plains and mountains. The smaller Munkarians are from the various forests.

The Markians are from extremely cold parts of their home-world and are covered with a thick coat of hairy fur. Although there is some variations, they are typically white in color, occasionally with black highlights. Some of the Markians (25%) still possess the wing membranes that stretch from their wrist to ankles. Unlike the Munkarians they cannot glide by using them, due to their massive bulk, but can use them to reduce falling damage. This adaption helped them survive in the rocky peaks, and atop the crevasse filled glaciers of their native environment. The Markians are the more ape or gorilla like of the two species.

The Munkarians are from the more tropical or temperate parts of the same world. They lived in both the rain forests and the deciduous forests among the trees. They possess brownish colored hides with black highlights. Almost 75% of the Munkarians still possess wings which they can use for gliding from tree to tree. The Munkarians are more reminiscent of chimpanzees and monkeys.

Both are extremely pleasant company, known for their hospitality, and fondness for drink. They have limited technology of their own, and rely heavily on the Empire. They are extreme socialites and enjoy all forms of festivities. They still possess canine like teeth that are extremely fearsome when bared in anger.

Height: 6-7 feet

Weight: 200-250 lbs.

Life Span: 90-120 years

Racial Abilities: The Markians possess claws which protrude from their wrist and extend out over the hands. These will do 8d10 plus ST bonuses. Their feet are also very adept and they can use them as hands.

The Munkarians posses a bite attack that is delivers a sedative poison. This poison can paralyze smaller animals however with 80% efficiency. This was used to sedate prey and return to the safety of the trees. When it is used on other creatures the size of the Munkarians, the poison is less potent. Those inflicted by the



bite will save against a health check with a +20% bonus to their base Health score.

Social Customs: The Markians live in tribal societies, made of extensive family clans. These families hardly ever war, and every Markian is extremely personable, cheerful, and friendly. They love all forms of social functions, love to eat, drink, dance and be merry.

Reproduction: Markians mate in the same fashion as humans do. However the babies are birthed quickly and move to be nursed in the marsupials pouch. At about one year old they emerge and will hang from the mothers back until age 3 or so. At this age, they can travel and keep up with the parents.

A large number of Empire Monasteries have trained large numbers of both races. They in turn have opened their own schools and have been rapidly embracing the technological advances offered by the Empire. As a result they are one of the most advanced of the races of the Empire outside the core.

Government: The Markians have no strict central government, instead having numerous family clans, they look after one another and forge strong alliances. Councils are formed from the various tribes as they are required to make communal decisions.

Religion: The Markians have a wide variety of religions, ranging from philosophies to monotheism, and polytheism. Almost every tribe has its own specialized forms of worship.

Technology Level: The Markians having been indoctrinated into the Empire at a very early time, their technology is the same as the Empires, though slightly less accessible.

Disposition: The Markians are a very friendly and sociable bunch, but crossing or betraying one is a very bad mistake. They are very committed to the ideals of honor. Blood grudges

are held forever, being passed down to the younger generations and have been known to rage for hundreds of years.

History: The Markians were found during early space exploration and quickly became well established members of the Empire.

Capital: Their home world and capital is called Korte. It provides a large number of wildly differing climates. In addition their long time standing with the Empire, has allowed them the time to adopt much technology and colonize many worlds.

Sylvian

Personality		Physical		Combat		TOA
IT	50	IN	40	RS	40	40
KN	50	ST	40	WS	40	
CL	40	DX	40	MS	30	
CH	60	HL	40	A	1	
AW	40	WN	40	TN	40	

Attribute Points: 20 + d10 Attribute Points.

Wealth: 20,000 Credits.

Skill Points: Jack-Of-All-Trades + 20 + d10 Skill Points.

Movement: Walk (24) Run (72) Sprint (120)

Racial Description: The Sylvians are race of blue or red skinned humanoids. They possess varying tones of blue or red in their colorations. The Sylvians and Dyzians are genetically identical, and are born a light brown color. Their temperament determines their skin coloration. The more passive and disciplined turn blue and the more hot blooded and selfish red.

The blue Sylvians have bluish silver hair as they age and a variety of colors while they are young. They are a very scholarly race, and are bent on the pursuits of the intellect. Although members of the Empire, they do not interact much with the other races. They tend to be isolationists, and focused on their own region and that of their brethren the Dyzians.

They view the Dyzians as the black sheep of the family, troublesome and annoying but still family. Sylvians are straight to the point, and have little excessive formality.

Their brother race, the Dyzians, have silver colored hair their entire lives if they do not go bald. They are cleverly calculating business people that seek only personal gain. They possess fiery tempers, and are often very difficult for any non-Sylvian to befriend.

Height: 5-6 feet 6 inches

Weight: 140 lb.

Life Span: 175 year

Racial Abilities: The Sylvians have no native racial abilities.

Social Customs: The Sylvians have extremely close knit families. They live by a honor code; Always keep word, Avoid lies, never kill or attack an unarmed foe, Never harm an innocent, Never torture for any reason, Never kill for pleasure, Always help others, Respect authority, law, self-discipline and honor, and never betray a friend. The Dyzians have almost no respect for this code.

Reproduction: Sylvians and Dyzians are members of the same race. There are many mixed marriages between the two. Offspring have a 50% percent chance of being a Sylvian or Dyzian. Pregnant females carry their children in the fashion of other mammals for approximately 12 months.

Government: The government is predominantly run by the Sylvians, as the Dyzians are usually to busy trying to take advantage of it. They practice an electoral democracy.



Religion: The Sylvians are devout practitioners of their own native religion which preaches peace, tranquility, and enlightenment of the soul through a series of meditations. This religions is very close to that of the core of the Empire. The Dyzians are usually disdainful of the religion unless they see a profit in it somehow.

Technology Level: The Sylvians were already well developed when they first met and joined the Empire. As a result they have a wide selection of native technology, and Empire technology at their disposal.

Disposition: The Sylvians even with their isolationist practices still get along with the majority of other races. The Dyzians, however and distrusted and despised by other races, especially

the Malkhai. Only their brother Sylvians can tolerate them for extended periods of time.

History: The Sylvians are a intelligent race that are very peaceful, logical and intelligent. They are highly developed technologically, philosophically, and ethically.

The Dyzians were first to find the neighboring Malkhai race. They secretly signed a pact with the simple Malkhai people for

technology from the Sylvians. This pact horribly took advantage of the naïve Malkhai financially. When they began to protest, the Dyzians lied to the Sylvians about the nature of the conflict. The Sylvian forces devastated the Malkhai home world before realizing the actions of the Dyzians.

Capital: Their common home world and capital of both the Sylvians and Dyzians is called Leth. It is a forest world known for its natural cave structures.