

Chapter 04: Race Worlds of the Empire



Race Worlds

Overview

After the initial formation of the Empire, and its eventual growth further into space and into contact with other races. The majority of these races joined the Empire, adding their own regions of space to its already hefty mass. Each of these different race regions are represented within the Empire central government after their own elected officials.

Although the Empire has a residual presence in most of these areas, most of the Fleet has been pulled off to the front lines of the Koranda War. As a result many outposts

and stations have been gifted to the local races, to control until the war is over. Within the different race regions the population of natives may be as high as 98% to 2% mixed other races at any given time.

Many of the race worlds have partnered deals with nearby MCs, to harvest the riches on colony worlds within their regions of space. In the deals up to 50% of the workers that are brought in are hired from the native race, providing valuable training of highly skilled laborers and technicians.

Technology of the Race Worlds

The race worlds tend to have much lower technology levels than the core. Supplies are not as easy to get out to them as they were before the KW. As a result the planets

pretty much follow the tech level of their race provided in this chapter.

Communication Infrastructure

The race worlds rarely have the quality of communications that the core enjoys. They have far fewer communication satellites and relay stations. They will often use their own native communication technologies to communicate with other smaller planets.

The largest population planets in the race worlds will house an Embassy of the Empire, as well as a satellite that is linked into CommNet for access to the Empires

network. Public terminals and accommodations with CommNet access are available at almost all major spaceports.

Communication is still slower than in the core, but slightly more challenging to find access. In addition local race worlds' computer networks can be of vastly different designs. Usually only the natives attempt to hack these diverse types of systems.

Transportation Infrastructure

Each of the races has their own transportation systems as described within their descriptions. Access to Empire or MC vessels can be found at any of the largest of space ports and populated planets. Regional transport, both in space

or down side is unique to that race. Not all races have their own space travel capabilities, and will rely solely on the Empire ships, and trade ships from the MCs.

Architecture of the Race Worlds

Each of these races have their own architectural styles and live in a number of differing habitats. From the frozen mountains of the Munkarians, to the shard fields of the Crystonians, they are very diverse.

Anywhere there is a decent representation of the Empire, they will attempt to replicate a city of the Empire. In addition to embassies that spread the communications of the Empire to the locals they also possess Monasteries. In the monasteries of the Empire, students are taught discipline, focus, the philosophies of the Empire, and trades to spread technology and skilled workers to the

region. Both of these structures are highly decorated and beautiful to look at. They will also possess a space port, possibly a local star base or space station, and be on regular travel routes to and from the Empire.

The Empire and MCs also control fully or partially a number of operation bases within the race worlds. These bases resupply the visiting freighters and warships, when the native technology is incapable of doing so. Goods are often processed right on these bases by the MCs for sale in the region.

Economic Infrastructure

Again each of the races is extremely diverse in their own economies. Any of the larger locales will have access to the Empire banking system. However spending money in the region is often performed with their local credits in a fashion similar to the credits of Mega Corporations. They are even traded as commodities on the Pan Galactic Stock Exchange. Often these regions will still be using the older coin technology of the Empire for credits.

As a result foreign currencies as well as all other coin based systems have become the favorite of the smugglers, pirates and criminals everywhere. They find them to be much easier to launder in the less regulated banking systems of the race worlds.

Law Enforcement Infrastructure

Each of the race regions has their own internal local police forces, and coast guard typically. In addition depending on the severity of the occasion they may also

be supported by a garrison of the PKF or Star Patrol. The regulations and practices of wearing armor or carrying weapons varies from the different regions.

Culture of the Race Worlds

The culture of the local regions is heavily tainted by the local native race with the reassuring familiarity of the occasional building from the style of the Empire. Each of which is very unique. The MCs will also have a representation often.

Traveling to these areas is a very different experience from traveling throughout the core of the Empire. Most of these areas have much less technological resources

available when compared to the core. Often seeking the more creature comforts of home, travelers will seek refuge in the many monasteries or take sanctuary with the galaxy royals of the empire's embassies.

The Race Worlds is about as far as you can travel with purchased fair. You typically need to have a ship of your own to travel to the colonies and fringe worlds beyond.

Organization of the Race Worlds

These regions are represented in a number of ways to the Empire. In addition to having expected representation by the two Senators from each settled world and representation by population in the House of Races, they also are represented by what is known as a Galaxy Royals. Their position is one of the many ranks of nobility within the old vassal system of Dukes, Lords, Knights, and Kings.

The Galaxy Royal is an appointed hero of exceptional courage, honor, and respectability from the native race. Each is pledged to represent the interests of their section of the region, to promote its growth, to represent the people within the House of Nobles. To be invited to serve as a galaxy royal is a great honor, and is an acceptance of a great responsibility.

The Races of the Race Worlds

The later races to join the Empire, after the Acroyans, Drakens and Humans make up the races of the race worlds. All of the Empire Races can be played by the PCs.

It is recommended that the GM be careful about the party balance when adding any new race to the party. Their higher or lower stats, and racial abilities can greatly affect the balance of the game.

Other Empire Races

- I. Celots
- II. Crystonians
- III. Dracos
- IV. Ixaclix
- V. Kreatai
- VI. Malkhai
- VII. Markian
 - A. Markian
 - B. Munkarian
- VIII. Sylvians
 - A. Sylvian
 - B. Dyzian

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.

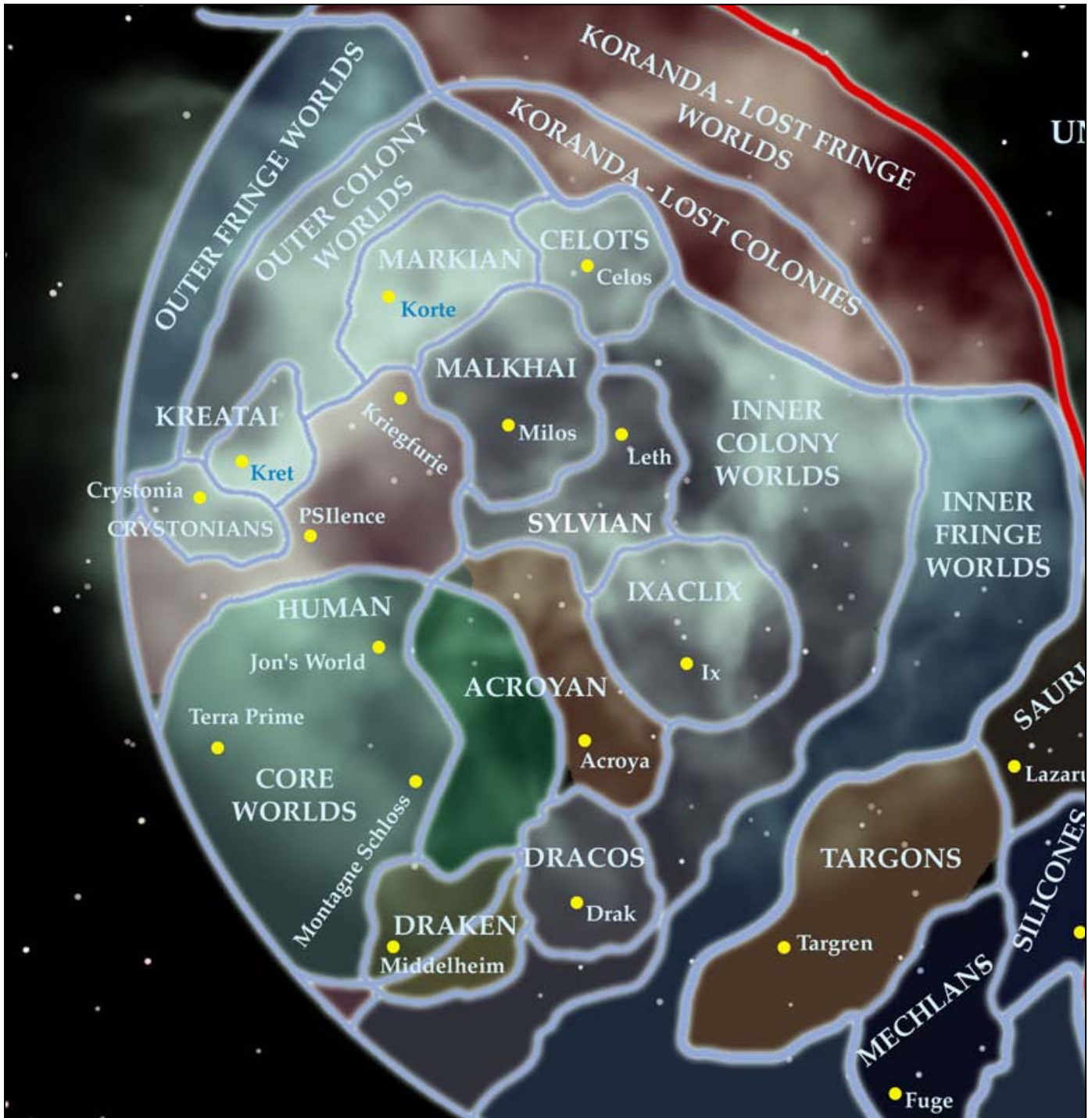
Malkhai are a race of humanoid mollusks, their brethren the more primitive and barbaric Makure have been a problem to the Empire for a long time, especially in the Sylvian Makure war which the Malkhai have now been dragged into.

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 Dyziens they have pledged to protect, resulting in their entering the Sylvian Makure war. **Dyziens** are a subculture of the Sylvians whose shrewd business dealings find them in constant conflict and dismay, and directly caused the Sylvian Makure war.

Map of the Empire

This map represents the modern boundaries of the various races of the Empire and their relative positioning.



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, slowly 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 through 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

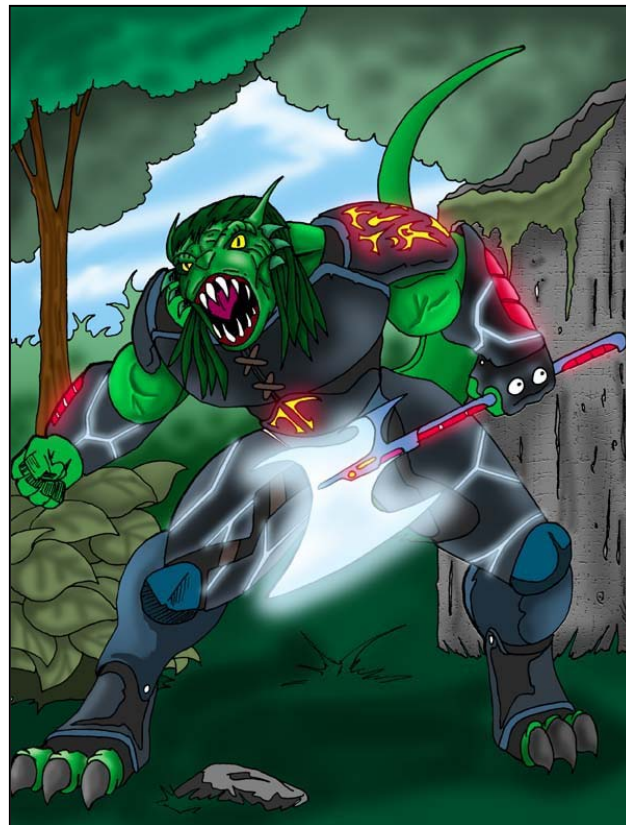
Racial Abilities

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.

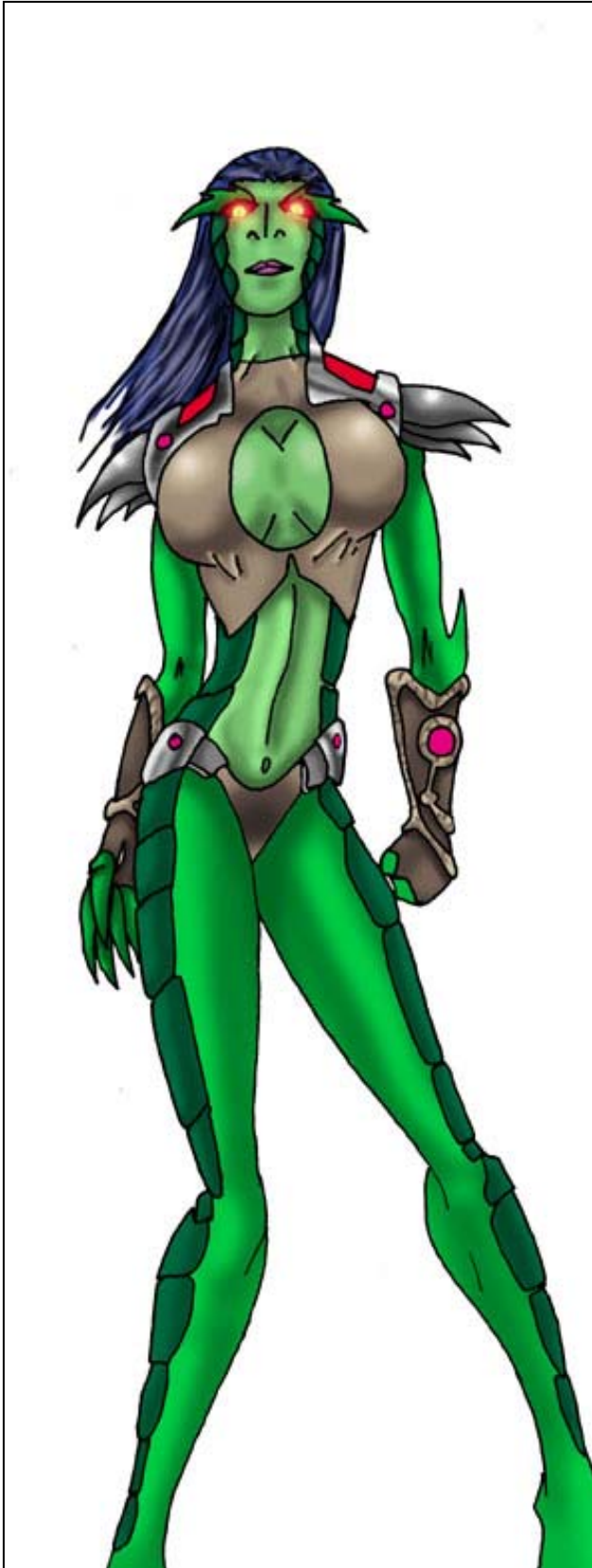
Reproduction



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.

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 pairing 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 in 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 an 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 Kreatai is a world called Kret. It is a dry Australian like desert, with sporadic oasis's and groves of Joshua tree like growths of plants. Prior to the development of desalination plants, they will greatly be 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 then 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

racers leadership is like a game of King of the Hill. They are paranoid and despise betrayers, since the Dyzians 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 adaptation 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 possess a bite attack that 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 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 religion 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, are 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.