

Chapter 05: Races of the Galaxy



Races Beyond the Empire

The Galaxy

Only two thirds of the estimated region of the galaxy has been explored. Of this about three quarters of explored space is either the Empire, one of its own member races, or of their colonies and fringe worlds. This remaining one sixth of the galaxy is controlled by four known races native to our galaxy, yet not aligned with the Empire.

These four races are known as the Targons, Mechlans, Saurian, and Silicones respectively. In the past they have not been overtly friendly with the Empire, and have known both war and peace. With the recent threat of the Koranda Invasion, they have been much more hospitable; however their old grudges still bear.

The Galaxy

Future Shadows primarily takes place within the Milky Way Galaxy. The galaxy can be broken down into several regions of space.

There is a vast track of space that has been unexplored. It is located beyond the Inner Fringe Worlds. Since it is unexplored, the GM can feel free to create any type of new worlds, new colonies, new races or anything else they want in this area.

There are four native empires besides that of the Empire within our galaxy. They are known as the Targons, Mechlans, Saurian, and Silicones respectively. In the past they have not been overtly friendly with the Empire, and have known both war and peace.

The Targons are an aggressive and brutal race of house based clans. They constantly war each other for power on their own great council, as well as turning pirates on other races near their space. They operate in bands of corvette and dreadnaught size ships each seeking power, glory, and wealth. Their betrayals for such goals often have mired diplomatic ties with the Empire. Their home-world is called **Targren**.

The Mechlans are a race of mechanical drones that are constantly expanding their borders and multiplying in numbers. They have often skirmished with the Empire, Targons and the Saurians. Organized into a parliament of a distributed network of queens, and their hives, they appear only to desire to go forth and multiply as rapidly

as they can. In these bitter battles, the inorganics have simple destroyed entire world biospheres to conquer worlds. It is believed that they were created by a race of organics that they exterminated sometime after their spawning. Their ancient ruins and artifacts can be seen on a number of Mechlan worlds. Their home-world is called **Fuge**.

The Saurians are a race of reptilian humanoids. They are tribal warriors in every sense of the term. They tend to ward off visitors to their section of space, however they have on occasions made temporary connections with other empires. They are mainly focused on the tribal warfare that determines their leadership cast. They are very honorable warriors who live, fight and dies by their word.

The few contacts that have been made, have been by tribes that were desperate to obtain new technologies to fight in their internal wars. They have had dealings and with the Empire, as well as rumors of the Targons, and Silicones as well. They are truly an intimidating foe, and the Empire is glad that they have had only minor skirmishes with them.

They enjoy a simple but solid non-aggression pact with the Empire, as long as they remain in their own territory. The PC see them as an empire that is neutral unless their territory is violated. There are many rumors along their neighboring fringe worlds that they were slaves of the ancient race that created the Mechlans. Their home-world is called **Lazarus**.

The Silicones are a race of race of inorganics that constantly change their body from molten silicates, to burning gels, to sand and solid rock. They have the ability to merge bodies to create both ion powered vehicle and star ships. They are living computers that converse almost telepathically in a binary language. The Empire has not found a way to communicate with them effectively, and most envoys have been chased from their territory. The PCs will regard any Silicones in Empire space, the colonies, or the fringe worlds with extreme caution. Their home-world is called **Chits**.

With the recent threat of the Koranda Invasion, these Empires have been much more hospitable; however their old grudges still bear. PCs will view these other empires as probable enemies of the Empire, and at best cautious and temporary allies. Most of the treaties have been verbal agreements between ships cautiously passing each other in space. No formal peace agreements have ever been achieved with any of them.

The Koranda, an alien race of slavers from another galaxy, have taken control of a large chunk of the explored Milky Way. Their relentless invasion has enslaved countless worlds and almost has completely destroy the Empire Race the Celots. Countless colonies and fringe worlds have been overrun. These former Empire Worlds have been captured and enslaved.

The Koranda that have invaded are seekers of riches that can be plundered and smuggled back into their own galaxy. Our galaxy has only recently been discovered by the Koranda and these first alien arrivals are only treasure

seeking scouts. The much more fearsome fleet of the Koranda Empire have not yet come to investigate our galaxy but could arrive at any day. Within their own society, the Koranda are a race of business privateers profiteering in any way possible. They constantly directly compete with each other, as well as forcible subjugating worlds for slave labor.

The Koranda that are already here are as or more advanced than the most elite technologies of the Empire. The war they have raged has been bitter and long. After major defeats the Empire has finally held the lines and begun to push back. When the main Koranda fleet finally arrives the galaxy is in for a much greater challenge. The PCs will believe the Koranda to be nearly insurmountable foes that are best run from. They have no idea that they are splinter groups from a much larger force to arrive sometime in the future.

The Mechlan Empire

The Mechlans are a non-organic life form. Their exact origins as living mechanical entities are unknown to the Empire. They worship something known as the 'creator' but information is very vague. The fact that they are humanoid in shape has caused many to speculate that they were created by an ancient organic race.

Regardless the Mechlans have no respect for organics. Their slowly spreading empire will occasionally land on worlds already occupied. They will ignore the organics until contact is made and then will attempt to kill any

sighted. They have often ventured into both the Inner Fringe Worlds and into the Targon Empire.

They appear to be only interested in expanding their empire, and all diplomatic efforts have found them uncommunicative or outright hostile. They possess technology approximate to the Empire, however their application shows very little ingenuity to tasks other than colonization and minor warfare. They are not much of a match for either the Empire or the Targons, however they do often torment the colonies.

The Saurian Empire

The Saurians are a race of stout reptilian humanoids. They are relatively private and do not interact much with the other races of the galaxy. From time to time a few will be drawn by wanderlust to distant parts of the Galaxy to explore, and seek adventure.

The Saurians are well known for their hospitality to the stranger. A guest is usually well received with a feast, laden with heavy drink, heavy food drink, and rich songs of war, glory, and conquest. As much as they welcome guests, they try to keep them from being involved in their society. They fear for the lives of their guests, for they view their own civilization as a very rough place.

They live dedicated to the art of warfare and honor, both of which they consider to be the highest forms of philosophy. They have spread to many planets within their region of space. This was done to spread out the warring families and clans and to reduce their conflicts. Most of these worlds have only a few million in population.

Even though the Saurians do have technology at least advanced enough for colonization, they have relatively little in their day to day lives. They prefer a simpler way of life, that impacts their ecologies very little.

The Silicone Empire

Very little is known about the Silicones. They were one of the last races discovered before the onset of the Koranda Invasion. They are located beyond the Inner Fringe Worlds and the Saurian Empire. They are a non-

organic life form. They are believed to be living computers. Initial contact proved them to be relatively peaceful. Contact was lost after the invasion, and their fate is relatively unknown.

The Targon Empire

The Targons are a warrior race that seeks glory through warfare and conquest. Any ship that strays into their area is promptly attacked and pirate, as they consider these intrusions as a hostile act. Much like pirates the booty of such conquests is split between the raiding crew. Glory seeking commanders have often crossed over into the Inner Fringe Worlds to attempt to increase their personal gain.

Each of these captains, pays tribute to their house from their conquest, and they in turn tribute to the Great Council and in turn to the ruling Emperor and his house. Betrayal and treachery are expected from the Captains lesser for command of the ship, as it is the duty of all Targons to eliminate any weakness in the race.

The Targons are organized into great family houses that are determined by their lineage. The greatest 100 houses are represented in the Great Council, their only central government. Positions on this council are often fought over, and the strongest house chieftain acts as Emperor. The Emperors only loyalty paid to the other lesser houses

to appease them just enough to keep them from attempting a hostile take over. They are paid by the Emperor siding in their favor, giving bonuses of tribute back to the house, or by other rewards.

The Targons often have laid plans on invading parts of the Empire, and in some ways have. They find their other neighboring empires as too poor in the resources to be worthy of piracy. Each time they have been beaten back by the Fleet of the Empire. Just prior to the Koranda invasion they had been planning a great coordinated effort to launch another offensive. The untimely invasion however caused them to delay the attack.

In recent years the Targons have begun to trade and conspire with the dreaded Cosquetta Mega-Corporation. The extent of this secret alliance is not known to the Empire, or other Mega-Corporations. Together the two could once again ignite war between the MCs to vie for control of the Empire, in this time of war with the Koranda. Many spies have been charged with learning the extent of this alliance and to find their true plans.

Mechlans

Personality		Physical		Combat		TOA
IT	60	IN	60	RS	60	
KN	60	ST	80	WS	60	
CL	60	DX	60	MS	60	
CH	60	HL	60	A	2	
AW	60	WN	70	TN	70	

Movement Profile

- **Walking:** 24 (24)
- **Running:** 3 * W (72)
- **Sprinting:** 5 * W (120)

As PC

- **Attribute Points:** 35 + d10 Attribute Points.
- **Skill Points:** 35 + d10 Skill Points.
- **Wealth:** 20,000 Credits.

As NPC

- **Standard:** Normal Attribute Points & Skill Points. Mechlan Worker
- **Minor Hero:** Double Attribute Points & Skill Points. Mechlan Seylon.
- **Major Hero:** Triple Attribute Points & Skill Points. Mechlan Warrior.
- **Champion:** Quadruple Attribute Points & Skill Points. Mechlan Champion.

Racial Description

The Mechlans are a robotic form of life. They appear as humanoid machine, and each is slightly different with it's own adaptations. Within they Mechlan social structure are several classes. The **Mechlan** is a worker variant. The **Dreadnought** is a warrior variant. The **Seylon** is the thinkers and leaders. The last and most ambiguous are the **Derelicts**. For reasons unknown they have splintered from the Mechlan Empire and now wander the galaxy seeking adventure and sometimes befriending other races.

Height: 5 feet tall

Weight: 200 lbs.

Life Span: 20-30 years

Racial Abilities

The Mechlans are similar in all ways to humanoids.

Social Customs

Unknown



Reproduction

Unknown

Government

Unknown

Religion

Unknown

Technology Level

Equal to or surpassing of the Empire.

Disposition

Consistently belligerent, they are always warring with someone, it just changes with how active they are.

History

Saurian

Personality		Physical		Combat		TOA
IT	30	IN	50	RS	30	
KN	30	ST	140	WS	60	
CL	50	DX	30	MS	70	
CH	30	HL	60	A	2	
AW	40	WN	130	TN	130	

Movement Profile

- **Walking:** 24 (24)
- **Running:** 3 * W (72)
- **Sprinting:** 5 * W (120)
- **Flight:** 10 * W (240)

As PC

- **Attribute Points:** 35 + d10 Attribute Points.
- **Skill Points:** 35 + d10 Skill Points.
- **Wealth:** 35,000 Credits.

As NPC

- **Standard:** Normal Attribute Points & Skill Points.
- **Minor Hero:** Double Attribute Points & Skill Points.
- **Major Hero:** Triple Attribute Points & Skill Points.
- **Champion:** Quadruple Attribute Points & Skill Points.

Racial Description

All **Saurians** are reptilian humanoids. They are extremely brawny and vastly muscled. Their skin is very thick, and very resilient. Their backs are covered in a hard carapace shell, as well as part of their forearms and the fronts of their shins.

The **Drake Dirs** are the largest of the Saurian race, and probably the least intelligent. The Drake Dirs constantly are belligerent, and not easy to calm down. Their physical difference from Saurians are represented in the most reptile looking of the three sub-races.

The **Reptians** are the most intelligent of the Saurians, and also the least reptile like. They possess the most humanoid looking facial structure. They are the most political and peaceful of the Saurians.

Height: 7-8 feet

Weight: around 300-400 lbs.

Life Span: Approximately 50-75 years

Racial Abilities

The Saurians have clawed hands that will do 5d10 damage plus strength bonuses. They also possess armored backs, arms, and legs. Any hits to these areas has a TN value of an additional 50 points. They can also



bite, though they only use their claws and teeth rarely. This bite will do 6d10 plus strength bonuses. Their Horns can impale for 10d10 points of damage plus strength bonuses. Some 50% of the Saurians also possess wings allowing flight.

Social Customs

The Saurians have very tight and protective families. They however do not do much in the way of socializing, other than drinking, which most are very fond of. The females do not possess much respect in their society, and it is only due to their acceptance into the Empire that they have any rights or respect at all.

Reproduction

The Saurians are reptiles and lay eggs, which are attended to by the females of the race. They take approximately 8 years to reach maturity.

Government

The Saurians govern themselves by a central council possessing members of the strongest of the family clans. This council is often ruthless in its pursuits. The families often act violently to establish themselves into the council, and often bitter wars break out between the clans.

Religion

The Saurians have no mystical religion, they do however worship mythical heroes, and fighters from their pasts. These worshipped warriors are often treated as great philosophers. They are supposed to practice a code of honor, but the principles are not so much followed if fame can be achieved, as honor and fame are almost equal in meaning. Insulting a Saurians' honor automatically results in a fight. Whoever wins was right. The preferred weapon of the Saurian is the dueling sword, they are used in honor conflicts between Saurians. A Saurian is however smart enough to use other weapons when the need arises.

Technology Level

The Saurians borrow much of their technology from the Empire and their native technology is just slightly lower

than it. They do have access to any of the Empires technology that they may need.

Disposition

They are a extremely belligerent people, and dream of war and conquest. The nature of being a Saurian is the glorious fight. Many actively seek any excuse to fight, for the sheer thrill of it.

History

The Saurians were at one time a enemy of the Empire, but as the Empire grew in strength and power, and after many defeats, they finally joined the Empire. Occasionally some Saurians rebel and go on pillaging raids, and many have turned to piracy. During this time of peace, the young have no way to achieve honor and fame without war, and frustrated seek any way to prove themselves as warriors.

Silicones

Personality		Physical		Combat		TOA
IT	40	IN	40	RS	40	40
KN	40	ST	170	WS	40	
CL	70	DX	40	MS	40	
CH	40	HL	70	A	1	
AW	70	WN	170	TN	170	

Movement Profile

- **Walking:** 16 (16)
- **Running:** 3 * W (48)
- **Sprinting:** 5 * W (90)

As PC

- **Attribute Points:** 43 + d10 Attribute Points.
- **Skill Points:** Geology, and 43 + d10 Skill Points.
- **Wealth:** 20,000 Credits.

As NPC

- **Standard:** Normal Attribute Points & Skill Points.
- **Minor Hero:** Double Attribute Points & Skill Points.
- **Major Hero:** Triple Attribute Points & Skill Points.
- **Champion:** Quadruple Attribute Points & Skill Points.

Racial Description

The Silicones are a inorganic humanoid shaped lifeform. They have a extremely granular looking skin, almost as if they are made of sand. They are incredible strong, and they speak natively in binary language. The temperature of the silicones is very high, and they have difficulties in cold climates, which they of ten refuse to visit. If it is a necessity they will wear some type of environmental suit.

Height: approximately 6 feet

Weight: approximately 300 lbs.

Life Span: unknown, perhaps indefinitely

Racial Abilities

The Silicones can alter their shape, and skin coloration.

Social Customs

There is no real social structure, other than something they call the joining. When two or more Silicones meet they will combine their forms into a swirling puddle of mass, in this way they can communicate very quickly. Sometimes a mass meeting will cover a entire planet's surface.

Reproduction

During mass meetings, like the ones that cover a planet, it will be decided that new silicones must be formed, these new ones will have specific missions, and once completed they are a free member of the society. This may sound like slavery, but it isn't it kind of a right of passage. The mission is often to explore another humanoid planet, or experience new emotions, this information will be returned to the mass knowledge of the race in the next joining.

Government

Little is known about their governmental structure other than the joining is used to practice some type of democracy as well as their common education system. All Silicones are equally educated by this process.

Religion

They have no established religion except for the joining, which is referred to as a religious experience.

Technology Level

The Silicones have no native technology, but through their dealings with the Empire they have basically assimilated most but not all of it's technology. They rarely produce their own technological devices, usually opting to use what is available to them during a specific situation.

Disposition

They are extremely complicated to describe in this way. They are peaceful, but are always inquisitive about new practices, and technology. Due to this they often find themselves confused by top secret or confidential information that the Empire and Mega-Corporations possess. The Silicones have no information unshared, and do not grasp this concept well.

History

The Silicones existed for probably the longest of any in the galaxy. They really didn't have a developed technological base until they discovered outside

stimulation in other races. Before this they were in a joining session for a unknown amount of time.

Targon

Personality		Physical		Combat		TOA
IT	30	IN	50	RS	40	50
KN	30	ST	90	WS	50	
CL	50	DX	50	MS	50	
CH	40	HL	50	A	2	
AW	40	WN	80	TN	80	

Movement Profile

- **Walking:** 20 (20)
- **Running:** 3 * W (60)
- **Sprinting:** 5 * W (100)

As PC

- **Attribute Points:** 28 + d10 Attribute Points.
- **Skill Points:** 28 + d10 Skill Points.
- **Wealth:** 20,000 Credits.

As NPC

- **Standard:** Normal Attribute Points & Skill Points.
- **Minor Hero:** Double Attribute Points & Skill Points.
- **Major Hero:** Triple Attribute Points & Skill Points.
- **Champion:** Quadruple Attribute Points & Skill Points.

Racial Description

The Targons appear as rough and brutish humanoids. Their Skulls are covered with ridges. They are often mistaken as ugly Heavy Worlders.

Height: 6-6 feet 6 inches

Weight: 190-220 lb.

Life Span: 60-75 years

Racial Abilities

None Standard.

Social Customs

Very honorable and vengeful for friends and family. They believe death is most honorable while in combat.

Reproduction

The Targons reproduce in the same fashion as humans.

Government

Empire ruled by a Warrior Emperor, who is absolute dictator.



Religion

The Targons are polytheistic but primarily believe in a god that denotes war and nobility.

Technology Level

The Targons are almost equal to humans in weapon technology but for all others they are tech level 4.

Disposition

The Targon government treats all races warily. They had been thinking of taking over as much of the galaxy as was possible before the Koranda invasion but now think they should definitely wait until the Koranda have been driven out. Currently they are making strong political ties that may change their mind, and decide to be long term allies. Those tend to act superior to all others.

History

The Targons have only recently become significance to people during the Koranda invasion. Before they stuck primarily with themselves, but now are proving to be excellent fighters in the Koranda war.