

FS Source Book Chapter SB10:

Dimensional Races

Chaotians are.

Spydtaurians are.

Solari are.

Chaotians
Chaotians
Trans-dimensional Race

(750 point)

Persona Profile		Physical Profile		Combat Profile		TOA
IT	40	IN	40	RS	30	40
KN	40	ST	80	WS	30	
CL	40	DX	40	MS	50	
CH	40	HL	40	A	5	
AW	40	WN	100	TN	100	

Height:
Weight:
Life Span:

Movement Profile

Walking: 18+d6 (24)
 Running: 3 * W (72)
 Sprinting: 5 * W (120)

Modifiers

Attribute Points:
 Wealth:
 Skill Points:

Racial Description

Hideous and gibbering monsters that in appearance seem all to familiar to those ancient biblical tales of the devils henchmen. They possess a wide variety of shapes although all of them are roughly humanoid. Most have a short tail, and backward bending knees, and a hideous viscous mouth with incredibly deadly teeth, and a poisonous bite. Their skin color ranges from a They are actually time travelers, for lack of a better description, from the previous universe that once existed before the last Big Bang.

Racial Abilities

This bite will do 6d10 points of damage, and paralysis if the victim fails his Health Check. They also possess incredibly sharp claws that will do 4d10 points of damage. The Psionic ability of Possession. They also fully regenerate all damage no matter how severe in one day, unless they are beheaded. This is the only way to kill them completely, they may be killed by depleting their TN, an WN but they will be resurrected fully the following day.

Social Customs

Their really is no social customs to speak of. Their entire existence is based upon reproducing their ranks and destroying this universes population. They however are

often warring amongst themselves, and have bitter political turmoil at all times. Social customs may include betrayal, murder, cannibalism, and feasting on still warm humanoid meat, as well as stripping a planet of everything edible.

Reproduction

Many things cause small rifts in the time space continuum, sometimes this is a malfunctioning warp drive, or some experimental time/space disrupting equipment, and sometimes the rifts just exist, from the stresses during the forming of our universe. Through these rifts, come the Chaotians from a prior reality. The Chaotians come through into our universe in a spirit form, they then float around in the ethereal plane until they find a possible host. This host must be a sentient being, meaning intelligent. The Chaotian will then possess the host and take over it's body using it's psionic abilities. The Chaotian will then control this body, and start destroying everything in sight. The fewer the number of Chaotians nearby the more subtle it's attacks are. They are most devious and will attempt to impersonate the host's identity for as long as possible, and quietly kill those nearby. When the Chaotian finds another Chaotian they will mate, to produce the next higher level of Chaotian from their social hierarchy. This means two Chaotians will produce a Daemon, two Daemons will produce a Demon, Two Demons will produce a Devil. These pregnancies last for only one week. The most dangerous of all Chaotians though are the one that have resorted to cannibalism. This is a dangerous and down looked upon path for a Chaotian to go. Consuming another of equal rank instantly causes them to evolve into the next higher rank, and awakens a dark and insatiable hunger for more Chaotians. A cannibal Daemon must consume two lesser Chaotians a day, or it will revert to a Chaotian itself. A cannibal Demon must eat four lesser Chaotians a day, or revert to a Chaotian. A Devil must consume eight lesser Chaotians, or revert to a Chaotian. This is a quick way to raise in power, but if they ever revert they attacked mercilessly by all of it's followers. Each rank, whether gained by mating or through cannibalism, doubles the Strength, Wounds, and Toughness of the creature.

Government

The structure of rule amongst the Chaotians is very barbaric. The Devils are the highest in this chain, followed then by the Demons, Daemons, and then Chaotians. When there are two or more of any leader type, they will fight for the leadership position. The winner usually kills the loser, and if this does not happen, the loser usually will try to fight again as soon as they are able.

Religion

The lesser Chaotians worship their leaders and will do anything to the point of death for them. Although their alliance is to their most direct leader, they will often betray them if they have the chance to evolve.

Technology Level

The Chaotians have no native technology, they will understand anything the host body knew before it was taken over.

Disposition

The Chaotians represent a dark evilness, they hate everything including each other at times. The only meaning to their existence is to repopulate this new universe and make it more like their home universe.

History

The Chaotians have been breaking through the walls of our universe, since ours was formed. In early history this happened only occasionally, but a more technology came into the light, they would often rip new holes into the fabric of reality. Today the frequency of their appearance is all too common. The Empire has tried to quiet the rumors of their existence, trying to not worry the Empire further by acknowledging another ongoing war in the absence of the Emperor. but it has been harder and harder as of late. A branch of the Empire, the Thorian Draconis part of the Empire's Religion League, has been dedicated to fight their emergence wherever they are detected. The Thorian Draconis are warrior priest that wear power armor in their fight against them. They have the power to exercise the Chaotian possession.

Solari
Many Below
Non-Empire Race of the Galaxy

(900 point)

Persona Profile		Physical Profile		Combat Profile		TOA
IT	40	IN	50	RS	70	50
KN	40	ST	100	WS	60	25
CL	70	DX	50	MS	60	
CH	30	HL	70	A	2	
AW	40	WN	100	TN	100	

Movement Profile

- **Walking:** 22 (22)
- **Running:** 3 * W (66)
- **Sprinting:** 5 * W (110)

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

Racial Description

The Solari are robotic mercenaries. Their manufacturer is unknown, but believed to be human. They are humanoid in shape, with a featureless face plate. They are painted largely black and gray, with green and jade detailing. Part of their programming is for them to wear trench-coats and hats when in public. While doing this, they will pass quick inspection, but a decent look will identify them as robots.

Height: 6 feet

Weight: 240 lb.

Life Span: unknown

Racial Abilities

None Standard although modifications are none.

Social Customs

None.

Reproduction

The Solari are manufactured robot mercenaries.

Government

Hierarchical structure leading into their unidentified manufacturer.

Religion

None

Technology Level

Human equivalent.

Disposition

Don't associate unless ordered to and that is usually to destroy or protect, not fraternize.

History

Unknown.

Spydtaurians
Spydtaurians
Trans-dimensional Race

(1050 point)

Persona Profile		Physical Profile		Combat Profile		TOA
IT	50	IN	60	RS	50	60
KN	50	ST	150	WS	50	40
CL	70	DX	60	MS	50	20
CH	30	HL	60	A	3	
AW	70	WN	130	TN	130	

Height:

Weight:

Life Span:

Movement Profile

Walking: 24+D6 (30)

Running: 3 * W (90)

Sprinting: 5 * W (150)

Modifiers

Attribute Points:

Wealth:

Skill Points:

Racial Description

The Spydtaurians are a race of spider like centaurs, with the body of a spider and upper torso of a human.

Racial Abilities

Social Customs

Reproduction

Government

Religion

Technology Level

Disposition

History