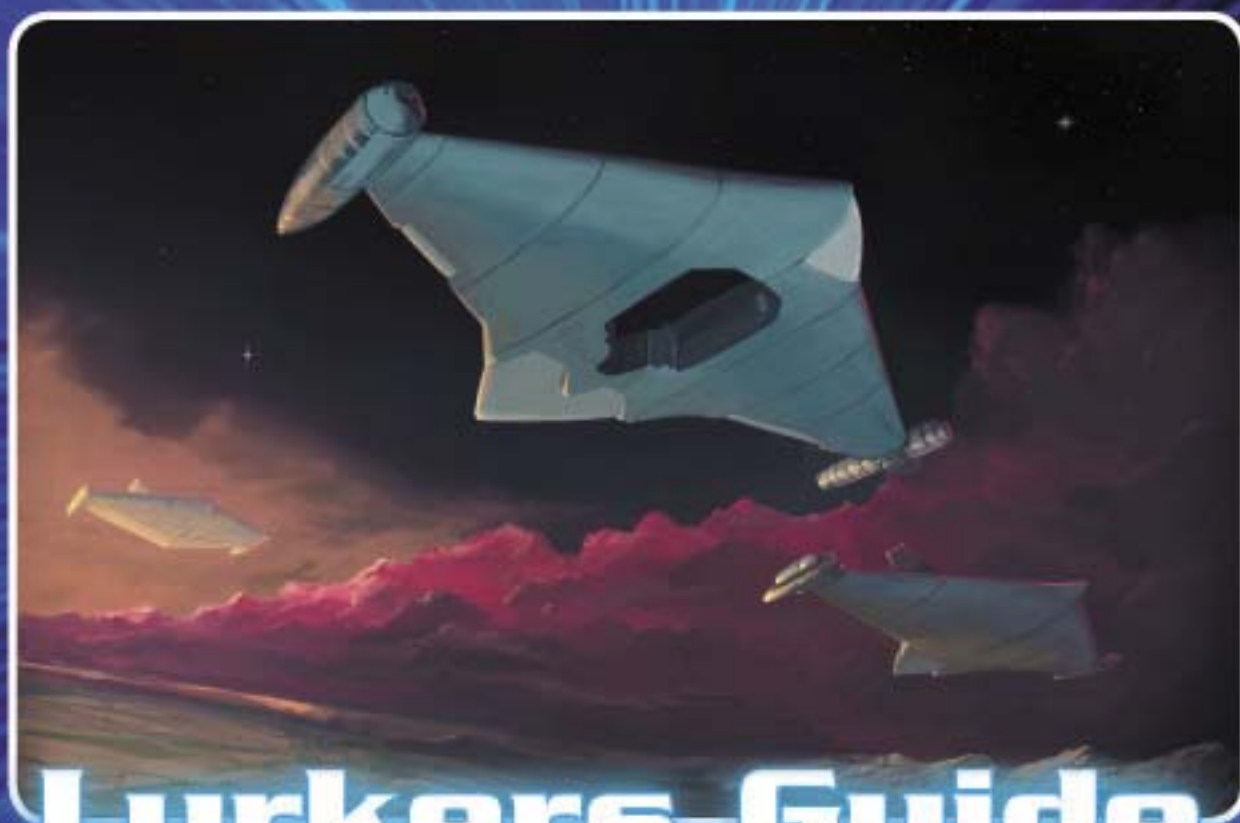


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The Roleplaying Game
Second Edition



Lurkers Guide to Gaim

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THE LURKER'S GUIDE TO GAIM

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INTRODUCTION

'We are six and we are one. The Hexad Hive is now and forever.'

- The greeting used by Anashe, Young Queen first sent to the League

From the lowliest Earth gnat to the gigantic ocean roaches of Tolonius VII, insects are nigh omnipresent on inhabitable worlds across the galaxy and beyond. Xenobiologists use insect species to track biological changes and gauge the advanced nature of the fauna on newly discovered planetoids, and the insect population of most multi-species worlds outnumber all of the other types of animals combined. They are considered a building block of life, but are discounted by most sentient species as 'lesser' beings.

What about a race of sentient insects a hundred thousand years old? What do the Gaim think about such opinions? The answer is simple... they do not. Opinions are something to be had by beings that have choices in their lives, they get to make decisions themselves, and the individuality to have them – the Gaim are not given such freedom.

By the time the Gaim were discovered by the Narn they were already a fully functional species of tens of billions of individual lifeforms, many of which existed for purposes no other non-Gaim will ever learn. The Gaim are unique in how they interact and coexist in the galaxy, reproducing at rates that would stagger the imaginations of other species in order to fill their multitude of roles. They were advanced biologically when they first came into bloody contact with outside sentient species, and contact only gave them the stimuli to become advanced technologically as well.

This book is a guide to the unique and wonderful group of species collectively called the Gaim. They are the fastest learning and fastest evolving race anywhere in the galaxy. From the time of the first tragic contact with the Narn to when they were 'saved' by the Abbai and brought into the League of Non-Aligned Worlds they had already mastered bio-electric currents and were well on their way to reverse-engineering the ship hulls left by the Narn as well. The Gaim had made a thousand years of progress in just thirty years, and in the next thirty they did much more.

The Gaim took to the stars like their primordial brethren took to the wing. From the point they could escape their homeworld's thick atmosphere they sent scouts and ambassadors to the corners of the galaxy, and their encounter suits have been seen in nearly every populated colony, station and community.

Their ability to adapt in just a few breeding cycles and their constant telepathic connection through their hive mind make them a powerful species. When adversity or an obstacle is put in the path of the collective Queens they put their species' mind to the task and genetically breed the subspecies needed to overcome it. This is the goal of the Gaim, to overcome anything getting in the way of the will of the Hexad Hive.

The information packed into this book turns the enigmatic world of the Gaim inside out for all the fans and readers to see. What happens in the miles upon miles of tunnels within their 'cities' is examined, and explains why the Gaim evolved the way they have over the centuries.

HOW TO USE THIS BOOK

This book is a detailed look at the insectoid Gaim, their culture, their habits, and their inner workings throughout their time in the Babylon 5 universe. It is separated into sections focusing on specific pieces of the otherwise enigmatic whole of the Gaim Intelligence. Once thought of as too alien to play well in a normal game setting, this book gives new life to the strange world of the Gaim.

This Lurker's Guide opens with a general look of the Gaim as a species. How and why the galaxy deals with the insectoids, what the Gaim feel is their role in the universe, and a close look at their core biology and social structure. The Hexad Hive has many strange ideas about the galaxy and a unique view upon their own mortality and relationships with others, and this chapter helps explain the roots of some of them.

The next chapter looks at how the socio-political machine known to outsiders as the Gaim Intelligence functions. As a species that is many billions of minds linked through a series of telepathic relays, the Gaim have a wonderful 'instinctual democracy' between the six High Queens which is both a boon and a curse, as it shows to be at a very specific point in the Gaim's ongoing history. The Intelligence is a government in the truest sense of the word, governing the actions of its people down to some of their cellular functions.

The book moves on to cover the history of the Gaim as a species. It begins with the days when they were individual hives fighting amongst themselves for biological superiority, moving to the unbelievable moment when the Queens left N'Chak'Fa to scour the universe for the sixth side to their Hexad Hive. The Gaim have a very interesting method of measuring time, although they have learned to translate it for the rest of the galaxy. A race that has lived through hundreds of trillions of generations simply cannot look upon the world in terms like months or years.

Introduction

Taking a closer look at the planet the High Queens have called home for a millennia, the next chapter reveals the Gaim homeworld of N'Chak'Fa. Outwardly limiting themselves to a single enormous rock and all of its neighbouring worlds and moons, the Gaim are not without their own expansionist agenda, and this chapter also details several of the 'Hive Belts' of the Intelligence. These otherwise unknown territories of the Gaim are vast chains of asteroids and space debris set into stationary orbits. Much of the galaxy knows nothing of these gigantic mining and production facilities, which is exactly why the High Queens possess them.

The next chapter looks at the many technological and biotechnological advances and items that the Intelligence has evolved or created over the centuries. The Gaim are a strange race in the fact that they not only have scientific technology used by them and their allied races, but they also have an entirely alien branch of their tool and weaponry advances that come in the form of biological devices. Organelles and grafted symbiotes devised by the constant experiments of the Thinker breed, these devices only function when part of a Gaim's genetic whole, but are wondrous nonetheless. Like their bodies, the Intelligence's space assets evolved from simple cannibalised ships to new and ingenious craft of their own taking their species' strengths to heart in design and function. This chapter shows what these tools mean to the Gaim and the galaxy as a whole.

Although the Gaim were once thought of as nearly impossible to portray in a roleplaying sense, the following chapter arms readers with not only the ability to play these aliens, but in ways they may not have felt possible before. Between new skills, feats and prestige classes available only to the Gaim, the *Babylon 5 Roleplaying Game Second Edition* has never been riper for Intelligence characters.

The final chapter of the book is a statistical log of many of the different breeds of Gaim. From the individual abilities of the High Queens and the young stand-ins, to the infamous Stalkers and nightmare-inducing Destroyers, Games Masters will find a host of new creatures to add to their Babylon 5 campaigns. Whether they are allies to rely upon or terrible foes to cower from, this is up to the individual Games Master.

This book is not just a way to include the Gaim in Babylon 5 campaigns. It also adds interesting and telling facts about the galaxy as a whole, merely told from a different perspective. It is sometimes easy to forget that the aliens in the Babylon 5 universe are not just a bunch of humans in funny make-up who speak in strange accents. They are sometimes extremely different in all ways, yet they can remain a power within the politics of the galaxy. With this lurker's guide readers can hope to step outside their mammalian minds and see the universe through the multi-faceted eyes of the Hexad Hive, if only to appreciate their own perspective.



ONE SPECIES WITH A HUNDRED SPECIES

'There is no way to know how many individual sub-species are part of the Gaim genetic whole. I have sixty-two on record, and I have never even seen their homeworld.'

**- Doctor Stephen Franklin;
on the diversity of the
Gaim**

Discovered by the races of the Third Age in 2212, the Gaim are often viewed as the youngest of races in the League of Non-Aligned Worlds, but in fact they are one of the oldest, in evolutionary terms. When they discovered space travel from the leftover wrecks of the Narn visitation and Dilgar invasion, they evolved to cope with their new environment at an amazing rate. Although at the time when the Babylon 5 television series takes place the Gaim had only been a spacefaring race for less than fifty years, they were more advanced than their neighbours, in some ways.

The vast majority of the Gaim that are ever seen are the specifically-shaped humanoid Ambassador breed, and even then they are wrapped in their environmentally sound exo-armour. This makes the face of the species the tune-and-nozzle mask of the ambassadorial exo-suit, the voice of the Intelligence little more than an electronic translation. The Ambassador breed fills a tiny fraction of one percent of the species' genetic whole, there is so much more hidden within their ships, colonies and homeworld.

The Gaim are ruled by the orders of the High Queens, moving through their lives with whatever purposes they were bred for as their reason for existing. Drones perform their singular function, Thinkers invent, Warriors fight, Ambassadors socialise, and so

on through the ranks of the countless biological facets of the Hexad Hive.

It is hard to picture a communal mind of billions of thoughts all whirring back and forth on pheropathic (pheromone-based telepathy) receptors, especially for the individualistic brains of most galactic beings. The Gaim are essentially one enormous hive mind led by the thoughts and decisions of the six bloated High Queens. The Queens have bred many different sub-species to help them 'rule' their broodlines across the galaxy, but it is ultimately their choices and wants in all matters that decide the workings of the Intelligence.

The Gaim were a people without a sense of right, wrong, prejudices or non-instinctual wants or needs until they were discovered by the Narn. Although their initial meetings were little more than the hive protecting itself, the Queens learned of a new species and the curiosity they spawned in their instinctual minds, giving them something to evolve toward. When the Dilgar came they learned both hatred and fear, and when they were 'saved' by the Abbai they learned gratitude and camaraderie. They are a species governed by learned emotions and logic, but will always have their core instincts to fall back upon no matter what the High Queens have managed to breed into their people.

Through the specially evolved Ambassador breed the Gaim have managed to become so much more than just swarming insectoids defending their hive. They are a spacefaring race with a thriving economy, military, and socio-political structure. Although they have many secrets beyond the scope of many races' understanding, they are no less a member of the League of Non-Aligned Worlds (and later, the Interstellar Alliance), and they cannot be disregarded.

THE ROYAL BROODS

From the earliest moments of the Gaim's existence they have been a species ruled by a queen entity at the top of a hive hierarchy. When they were not sentient they existed as different hives, each warring for territory and genetic superiority, but once they were introduced to the



idea of personality and racial solidarity they took on a completely different role – leadership.

To even hope to understand how the Gaim Intelligence works on a grand scale someone must try to understand the role that the six High Queens portray. Called the Hexad Hive for its six family segments as much as it is for the species' six natural limbs, the High Queens are the progenitors of everything the Gaim are made up of. From the lowliest engine Drone to the Young Queens that one day may replace their mothers, the High Queens are responsible for the existence of every member of the Gaim. From these six enormous creatures stem their entire broodline, and the genetic directions they receive.

From their multi-veined egg-laying organs they produce hundreds of different specialised Gaim and egg drones each day. Fertilised by breeding Drones and cared for by nurse Drones, these countless spawn of the High Queens rapidly grow into their role. With the rare Erratic occurring from time to time, often due to the telepathic interference of other races, all of a Queen's broodline is equipped with natural pheropathic receptors allowing the High Queen to send biological imperatives to the entire species.

Even though it is chemically and metascientifically advanced beyond belief, the function of the Gaim's pheropathic communication is simple. The High Queen thinks of what she wants to express to her people and sends it through her pheromone signatures. These pheromone



signatures move from receiving Gaim to receiving Gaim until it reaches where it needs to go, with many of the routing Gaim completely unaware of the 'transmission' occurring. This happens so often individual Gaim ignore messages not meant for them, or else they could go mad from the thousands of daily communications the High Queens have with their broodlines.

Pheropathic Communication

The alien mind structures of the Gaim not only make them immune to outside telepathy, but it's pheropathic capabilities grant Gaim characters a special ability between themselves. Not only can the High Queens send messages along their species, but individual Gaim can try to secrete their own short-ranged messages to one another in the same manner. Although these messages are not as involved or advanced as those sent by the High Queens, they are often useful nonetheless.

In game terms, all Gaim can try to create short messages using their pheropathic emitters to all other Gaim in a range of ten metres times their Constitution score. This message is dealt with in the same way as the telepathic ability *Message* (see page 129 of *The Babylon 5 Roleplaying Game Second Edition*); primary use only. To do this successfully the Gaim must pass a Concentration check DC15 and requires a full round action.

The six High Queens were once just the heads of their hives, but when they acquired sentience they also became individual personalities that is reflected in their relationship with one another and their broodlines. After the various Gaim hives were shown the strength of solidarity they took it upon themselves to evolve socially to form a single hive – the Hexad Hive – ruled by the decisions of the joint thoughts and debates of the High Queens.

Each High Queen dictates how their individual broodline evolves and interacts with the other pieces of the whole, but anything involving the Intelligence or its collective resources is weighed over in a pheropathic

debate between all of the Queens. These debates are the truest form of democracy, with each High Queen giving their arguments over thousands of specific points in pheropathic transmissions and receptions. The majority wins in all cases, with the Hexad Hive operating fully and loyally under the findings. Only when a true stalemate between the High Queens occurs (three on three) will they choose to go back to ancient ways to decide whose idea is strongest – huge battles between Gaim warriors. The army winning against the others will have the deciding vote.

The High Queens are the top of the Gaim food chain and the hub in which their entire society, species and government is based on. They are huge and powerful creatures that, up until a tragic occurrence in 2266, never left their homeworld.

The six High Queens (as of 2266) are as follows:

Anasha – The Voice of Reason

When the Narn landed on N'Chak'Fa and were dealt with by waves of Warrior breed, it was Anasha that first wondered if the strange four-limbed metal beasts were a new 'hive' that endangered their territory. It was this strange and awkward thought that started the process of combining the hives into one species – the single act that allowed the Gaim to turn toward sentience. She is calm and rational, weighing her options against her resources before setting her broodline to action. Having seen what the other interstellar races are capable of, Anasha believes the Gaim are a perfect species and should be protected at all times. It is often her voice in the Hexad Hive which asks for secrecy and inward action rather than expansionist behaviour and interplanetary dealings.

Anasha was the creator of the Stalker breed Gaim (page 101) which she heralded to her fellow Queens as the best way to keep their race safe and its secrets secure. She is by no means pacifist in her defensive posture, she merely feels that keeping the Gaim safe and separate from the rest of the galaxy is better than trying to integrate with it.

Darana – The Great Clawed Queen

The mother of the Destroyer breed, Darana is the deadliest and most individually augmented High Queen. Using the tools given to her by the Thinker breeds of the other broodlines, she arms her children to fill the ships and hive cities of the Gaim with the deadliest examples of the species. She has always had a penchant for breeding Warrior and Destroyer Gaim, and it is no secret amongst the Queens that she wishes the Gaim to expand and

conquer the other 'hives' of the League of Non-Aligned Worlds. Luckily for the worlds closest to Gaim space, her ambition is tempered by the other Queens who will not commit to galactic conquest until Darana can think of a plan of attack which will not cripple the Hexad Hive's numbers.

It is Darana's voice which breaks the two on two tie in 2267, when the death of Lanata's royal broodline left the Hexad Hive in turmoil, sending the Queen fleets into space to search to eradicate the poisoned Lanatian brood.

Hirokash – The Mother of Invention

The single greatest mind amongst the High Queens, Hirokash rarely adds her opinions on anything, only the facts. She has a mind built for science and theoretical evolution, and both the Thinker and Ambassador breeds are her doing. Unlike her fellow Queens, who force evolution when obstacles are presented, Hirokash instead dreams up her own reasons why there should be specific tools or genetic manipulations in the Gaim. Most of the more unique adaptations and bio-science leaps in the Intelligence were created using her thoughts and designs as the basis.

Alone in her own biological evolution, Hirokash is not simply pheropathic like her sisters. She modified the Executor organelle and added it to her own body, making her a powerful telepath in her own right. Although she would never say so, she plucked many of her strangest ideas and experiments from the Mindscape – making them alien in origin.

Lanata – The Curious Tragedy

Growing from a Young Queen into a High Queen after her mother's untimely death during the Dilgar War, Lanata is the youngest of the High Queens with only thirty-thousand generations of her brood. Unlike the other High Queens, she was raised in the Intelligence after it began dealing with other races socially. This affected her personality greatly and made her extremely curious about other species. She was known to offer invitations to diplomatic ambassadors to come and see her so she could learn more about them, and she even chose to undertake a personal visit to Earth to celebrate the 5th anniversary of their role in the Interstellar Alliance.

Lanata and her royal offspring came to Earth in 2266 to celebrate alongside her fellow ISA members, but the Drakh attack upon the planet spelled a rapid doom for the High Queen and all of her children. It was her painful and maddening death over the course of the next year which changed the Gaim Intelligence forever.

Mikaro – The Black Queen

The first member of the Queen breed to be hatched with the innate ability to separate themselves from the will of the Hexad hive, Mikaro somehow evolved a chemical blocker to the pheropathic receptors of the Hive mind. Although this technically makes her an Erratic, she still understands her place in the Intelligence and fulfils her duties to her broodline and species. She is rarely the first to vote on anything amongst her fellows, choosing instead to almost always back the currently losing side to ensure her species do not fall into complacency.

The Erratic gene is somewhat uncontrollable in all Gaim, but in Mikaro's broodline there seems to be far more naturally occurring Erratics due to her genetic leaning toward them. Much like some genetic defects, her genetic mutations are being passed on more and more frequently to her offspring.

Xiphon – The Fading One

Ancient even by Gaim standards, Xiphon remembers fighting amongst her fellow Queens when they still battled solely for territory and food Drones. She is reaching the end of her natural lifespan however, and refuses to seek artificial means of expanding it. Xiphon despises alien races and hates the fact the Gaim have become so intertwined with so many foreign species. As far as she is concerned she will be better off when she perishes and one of her Young Queens takes over for her at the consumption ceremony.

Xiphon blames all Erratics on the constant interaction with alien species, and instructs her Warriors to find and dissolve any Erratic Gaim they ever find. She has bred this directive into her broodline's Warrior breed without the consent of the other Queens – something which will be remarkably hard to undo after she has been consumed and replaced.

THE CONSUMPTION – REPLACING A QUEEN

High Queens are tremendously powerful creatures that are incredibly difficult to destroy physically, living a century or more naturally. When a High Queen does get close to her own death, or is somehow injured fatally, all of its Young Queens are gathered together for what is known as a 'consumption ceremony'.

There is something very special and unique in the High Queen's genetic make-up allowing them to grow the huge

Cerphisix – The Black Duchess (post 2267)

After the death of Lanata while on Earth in 2266, the remaining High Queens chose to raise a powerful Young Queen from Mikaro's brood. Bathed in royal jellies and allowed to feast upon the pheropathic glands of several Executors to make up for the fact that Lanata's body could not be reclaimed for consumption, Cerphisix became a small but telepathically powerful High Queen. Secretly an Erratic – having picked up the gene from Mikaro – it was Cerphisix that came up with the idea of the purge of all of Lanata's potentially hazardous broodline. Ever since it has been her voice that tries to keep the Gaim involved in non-Gaim matters, including the wars of other races considered allies through the ISA.

egg-laying organ attached to their abdomen and send their pheropathic commands to their species. Although it can be recreated by shaper Drones given enough time and experimentation in the case of a lost High Queen, the easiest way to pass these secrets on is for a Young Queen to devour the *cicak* glands of the High Queen's corpse.

There are over a thousand of these glands in a typical High Queen (each imprinted with the genetic codes of a broodline), and normally a dozen or more Young Queens at a consumption ceremony. The ceremony consists of the Young Queens devouring the High Queen's body, shredding it to pieces to find each and every *cicak* gland. The entire body is eaten in a frenzy of feasting, after which the Young Queens turn on one another. They kill and devour one another until only one remains, swollen with the biological matter of her mother and sisters.

This victorious Young Queen will go into a hibernation that can last several weeks while they process and digest all of the genetic glandular material she consumed. After her hibernation she will awaken to a new body, that of a High Queen. The new High Queen will instantly begin to lay eggs and communicate pheropathically with her fellow Queens and offspring.

Some may think it is barbaric, but the Gaim see it as genetic strength and life simply moving on as it was intended to.

HOW OTHERS VIEW THE GAIM

The Gaim are somewhat uncaring of what the other galactic species think of them and their activities, but they understand interaction is important. While their general apathy toward outside social interaction is instinctual they know the dangers of ignoring potential allies and enemies. Because of this, the Gaim send many of the Ambassador breed (and hidden Executors) to live and dwell amongst their galactic neighbours – to keep things socially connected and monitored for signs of unwelcome change.

Interstellar Alliance: *The Gaim are a forthcoming and excellent resource the ISA is very thankful for. They are the exception to several of our rules due to their own biological imperatives, but President Sheridan knows what he is doing. Doesn't he?*

League of Non-Aligned Worlds: *No one can argue the importance of the centrally-located territory of the Gaim, nor of their inexhaustible drone assets. They have come a long way in a short period of time socially. Although the meeting hall on N'Chak'Fa is rarely used, we are glad they let us build it.*

Abbai: *One of our greatest achievements, I'd say, is helping the Gaim reach the stars. When we found them they were lost in the chaos of their own instincts, now they are a powerful political arm of the League. The Gaim are strange and cold, but we are happy to have helped brought them to the stars. If we could only manage to help them find their emotions...*

Brakiri: *The Gaim? We have had our squabbles now and again, but they are a fantastic source of cheap industrial ores and cheaper labour. It might be impossible to read the body language of a bug, but thankfully they rarely feel the need to lie and trust us at face value!*

Centauri: *The insects of N'Chak'Fa are one of the only peoples we are thankful not to have found during our own expansions. It is said that the Narn did and suffered for it. For that, at least, we can think well of*

the Gaim. I can think of nothing else, but at least it is something, no?

Drakh: *The Gaim are a mystery to the Entire. Placing reins on one is useless, we would have to tether the queens to have any effect on the whole. Our masters were right to try and destroy them.*

Drazi: *We are trading partners through the League because there is no way yet to take anything from the Gaim's territories without staggering casualties. We are mighty, but they are monsters.*

Earth Alliance: *There have been stories in our fictions of giant insects for centuries. Insect takeovers are some of the oldest horror vids on record. We are happy to be allied with the Gaim, but we are happier that they try to look humanoid in those suits of theirs.*

Hyach: *A species that reproduces so fast and cares so little for their offspring is a true tragedy. Can it be that these queens are the only souls in the Gaim? Do these drones find Hell when they perish? There are too many questions, too few answers about the Gaim.*

Minbari: *We are torn on the Gaim. The Warrior Caste is in awe of their special breeds of warriors, the Religious Caste pities them for not having gods of their own, and the Worker Caste admires the diligence of their labouring drones. All we can do is trade ambassadors and keep relations friendly, for it seems they wish nothing more from us.*

Narn: *Although it mostly worked out for the best in the long run, the families of the one-hundred and six men and women who discovered them wish we never landed on N'Chak'Fa. They can wear our shapes and learn our ways, but we still remember the tide of claws and jaws that came to greet our ships all too well. Beware the Gaim, they might walk like men, but are predators still.*

Pak'ma'ra: *They are almost too numerous and die too quickly to be properly prepared for the universe's next Making. We consume those that we can, and we are thankful for their willingness to allow us to do so. We understand they devour their own rulers when they pass on, so we believe the Gaim understand more than they let on about God's plans.*

Vree: *The Gaim operate on logic and harmony, we appreciate this. So long as they continue to work on their genetic loose-ends, the Gaim will always have a fellow intelligence to work with in the Conglomerate.*

GAIM AS CHARACTERS

There are two main types of Gaim characters – Ambassadors and Warriors. Although it could be interesting to play a Young Queen or Destroyer, their structured genetic imperatives are too restrictive to be enjoyable. With the Ambassador breed, a Gaim character can function alongside any normal Babylon 5 setting, performing the functions their High Queens created them for. A Warrior breed character could be on a specific assignment to protect an ally, or possibly be an Erratic looking to discover more about this life before its biological hourglass runs out.

Personality: Gaim do not have ‘personalities’. For them individuality is a foreign concept which could mean a genetic flaw (Erratics) or illness. They carry many of the individual traits of their broodline’s Queen, but they typically act with the dispassionate coldness of the hive mind. Only through years of learning and social evolution do Gaim pick up their own personalities, and even then it seems awkward and muted compared to the rest of the galaxy’s inhabitants.

Physical Description: The Gaim physically vary drastically from one breed to the next. Ambassadors have humanoid shapes under their exo-suits, labouring Drones look somewhat like Earth crabs, pilot Drones are little more than spidery things, and so on. There are a few similarities that form in all Gaim, no matter the breed. They all have chitin outer skeletons, some soft and flexible, others dense like armour. They all have two antennae on their heads, two sets of pedipalps

(arm-like mouth parts), and at least three sets of limbs. For some these limbs are always legs, others have the foremost limbs evolved into ‘arms’ and ‘hands’. The last common physical features of all Gaim are the species’ eyes – which are multi-hued yet look black at a distance. More on the individual physical descriptions of the Gaim breeds can be found in the *Gaim Xenobiological Log* starting on page 96.

Relations: The instincts of the High Queens passed down through the hive mind is the Gaim are the single most superior species in all the galaxy – the First Ones included. Other races cannot hope to achieve the perfection the Gaim enjoy through the Hexad Hive, and with such slow reproduction rates they cannot evolve around the galaxy’s problems fast enough. They understand the other races of the galaxy have worth in the grand scheme of their goals, but they cannot see other species as even close to equals. The Gaim are simply unable to see anything but biological perfection as their peer.

Gaim System(s): The Gaim Intelligence only controls one system in the galaxy, with ten individual planets amidst a very thick chain of asteroids called N’Chak’Fa. Only two of the planets would be considered habitable even to the tenacious Gaim, N’Chak’Fa II and VII. They have mining operations of one sort or another on every world in the system, but they only live on two. The Intelligence has colonies built amidst several asteroid belts outside N’Chak’Fa, called ‘hive belts’ by the Queens which they use as outside mining and space docks. These places are covered more fully in the *N’Chak’Fa and the Hive Belts* chapter later in this book.



Gaim Beliefs: The Gaim have no room for deities in their lives, and they do not believe in their existence. They believe in what they can see, feel and adapt to. In the short years that they have been witness to what gods and religion can do to the 'lesser' species, and they simply do not know what would drive a species to invent things they cannot fathom to explain things they cannot control. It is just madness as far as they are concerned, and they cannot be bothered to try and understand it.

Language: The Gaim use their mouth parts, pedipalps and throat organs called *reeds* to create hundreds of clicks, whistles and trills that they use to communicate 'verbally' with one another. Other races call this language 'Gaim' or 'Gaimspeak', but the insectoids themselves have no name for it. As it requires specialised mouth parts and antennae to use properly, no other species can speak or comprehend the language naturally. It requires sensitive translator technologies similar to the ones used by the pak'ma'ra to communicate with the Gaim. Fortunately the Gaim are aware of this and make sure any members of their race that will interact with non-Gaim are equipped with one.

Starfarers: Very new to space travel, gaining interstellar ability from the Dilgar, the Gaim once believed they should not travel too far from their Queens. Over the years the Ambassador breed became more important to the Gaim's dealings with the outside world and they began to travel outside the High Queen's influence. They created the Executors to extend their pheropathic influence, and even began to send labour Drones and Warriors to the aid of their allies. Using hulls and purchased ships they took the stars as best they could while they built their own fleet in secret.

From 2267 forward, after the death of High Queen Lanata, the Hexad Hive took to the stars in huge fleets. This brought countless Gaim to the ends of the galaxy, placing the royal Queens both High and Young in contact with outsiders. Although these Gaim designed war fleets surprised the people of the galaxy, their allies were pleased to see them and their enemies would quake for a long time after they first appeared.

Gaim Names: All Gaim except the Queens are considered genetically male, making their naming convention neuter in nature. Only the High Queens' names are female by Gaim standards, and most Gaim do not possess names at all. Only those 'blessed' with a personality or a role in outside social circles require nomenclature at all, they simply exist in their roles. Those Gaim that are given names by the Intelligence are often partly related to the High Queen that laid their egg to begin with.

Some sample names are: Anak, Anashik, Daranok, Darrik, Hirok, Kashin, Lanati, Lank, Miko, Mikarak, Xio, Kiphon.

Gaim Racial Traits

This traits section is an alternative and updated version to those originally given in the *League of Non-Aligned Worlds Fact Book* from the first edition line of the Babylon 5 roleplaying game. These should be the rules used to create Gaim characters from this book's release forward.

It should be noted that there are two main types of Gaim characters – Ambassadors and Warriors. Both sets of statistics can be found below, with proper notation as to what traits are assigned to which breed.

- Ⓢ **(Ambassador Breed)** +2 Constitution, –4 Charisma. Ambassador Gaim are built as tough as any other Gaim, but are too socially cold and calculating for most other races. **(Warrior Breed)** +4 Strength, +2 Dexterity, +2 Constitution, –4 Intelligence, –2 Wisdom, –4 Charisma. Warrior Gaim are built for combat in every way, but are not exactly conversationalists or quick-witted.
- Ⓢ Ambassador breed Gaim are always of Medium size, while Warrior breed Gaim are always of Large size. As Large sized creatures, Warrior breed Gaim suffer a –1 penalty to their Defence Value but gain +4 to their Grapple checks.
- Ⓢ Ambassador breed Gaim have a base speed of 30 feet, while Warrior breed Gaim have a base speed of 40 ft.
- Ⓢ The Gaim have utterly alien minds filled with the hive mind, making them impervious to the telepaths of other races. Gaim automatically pass any Will saving throw made to resist the effects of a telepathic ability of any kind made by non-Gaim.
- Ⓢ Gaim of all breeds are methane breathers and will suffocate in normal atmospheres if they do not wear breather masks or exo-armour encounter suits. They are built for survival however, and can hold their 'breath' in their spiracles for a number of *hours* equal to 1 plus their Constitution modifier before they are forced to take another breath.
- Ⓢ Ambassador breed Gaim have a rigid exoskeleton granting the Damage Reduction of 3. Warrior breed Gaim have a thick and durable exoskeleton with a Damage Reduction of 5.
- Ⓢ Ambassador breed Gaim are always of the Diplomat class (barring Erratics) and Warrior breed Gaim are always of the Soldier class (barring Erratics). These restrictions apply to these breeds of Gaim for their first class, once the Gaim character has begun to advance in levels it can choose them from any base or prestige classes the Games Master feels appropriate.



- ⑤ Ambassador breed Gaim are trained to do whatever is needed of their assignment, allowing them to choose three cross-class skills at character generation and always consider them class skills.
- ⑤ Warrior breed Gaim are built for close combat, allowing them to choose any single feat they have the prerequisites for from the list of Bio-Feats on page 80 at character generation.
- ⑤ All Gaim may choose a High Queen broodline they are hatched from, gaining the optional traits of that broodline (see sidebar).
- ⑤ Automatic languages: Gaim. The Gaim language is impossible for other races to mimic, just as their mouth parts cannot mimic the languages of other races. No other race may learn the Gaim language and no Gaim may learn any other language. Communication must always take place through an electronic translator.
- ⑤ Favoured Class: None. All Gaim are designed or evolved for their specific purpose and can adapt to each individual part of their lives as they unfold.

Erratic Gaim — Broken From the Hive

Within the teeming hordes of instinct-driven Gaim sub-species there is a genetic anomaly that forms in very few, less than a tenth of one percent of the population, which develops a natural immunity to the pheropathic commands of the hive mind. This mental solitude drives most of these Gaim mad, which signals other members of the broodline to kill and dissolve the individual for the betterment of the genetic strain. Some do not go mad and instead develop their own powerful mental presence, the Gaim call these rogue members of their species erratics.

Erratic Gaim are separated from the hive mind, making them deaf to the High Queens' commands and forcing them to exist as outsiders – a dangerous place for a creature originally designed for their place in the colony. Technically any breed of Gaim can develop the genetic 'flaw' while in the egg, and they are physically indistinguishable from their brethren. Some breeds are discovered very quickly and dissolved. A Drone that does not follow its orders or a Warrior that does not instantly form swarms with its brothers are tell-tale signs of Erratic behaviours. The Ambassador breed however, can often function *better* with the independence and personality that the Erratic gene bestows. Most Erratics that survive past their first nymph stages are Ambassadors.

In game terms, any Gaim can choose the Erratic feat at character generation (and never after) to be genetically separated from the hive mind. This could make things very difficult with them when dealing with their own people, but it tends to make them much better at interacting with outsider races.

Broodline Benefits

The following are the optional benefits and drawbacks for Gaim characters choosing a High Queen's broodline to be hatched from.

- ⑤ **Anashani** are the brood of Anasha. They may add +1d6 Gaim Intelligence Influence at character generation, but may not act first in any combat situation.
- ⑤ **Daranakan** are the brood of Darana. They receive 1 less Skill Point per level (4 less at 1st level) may choose an additional feat at character generation from the Bio-Feat list on page 80.
- ⑤ **Hirokae** are the brood of Hirokash. They receive 4 additional Skill Points at character generation and 1 additional Skill Point each additional level. They suffer a -1 penalty to their natural Damage Reduction however.
- ⑤ **Lanations** are the brood of Lanata and are only available until 2266. They receive 4 ranks in Knowledge (Galactic Lore) for free at character generation. They must spend at least 2 of their Skill Points each level on Knowledge, Profession or Technical skills.
- ⑤ **Mikarosi** are the brood of Mikaro. They may always choose the Erratic feat (see below) for free at character generation.
- ⑤ **Xiphonists** are the brood of Xiphon. They may roll an extra 1d6 when making Influence tests with the Gaim Intelligence, but may never willingly choose Influence in any non-Gaim Influence. This can force them to waste Influence points gained through experience levels.
- ⑤ **Cerphisixi** are the brood of Cerphisix and are only available after 2267. They may automatically receive an additional +2 to their P-Rating if they are Erratic, maximum of P-13.

New Feat — Erratic

Prerequisite: Character must be Gaim, and must be selected at 1st level.

Benefit: The Erratic gene has made you cut off from the pheropathic signals of the Hexad Hive, changing your mind and body in the following ways:

- ⑤ Erratics are not as defended against telepathic assaults without the constant chatter of the hive mind in their heads. They do not automatically pass Will saving throws against telepathy; they receive a +4 racial bonus instead.
- ⑤ Without the constant chemical messages sent by the Queens in the young stages of a Gaim's life their exoskeleton is not directed to be as hard as it could be. Maturing pheromones are sent to the brain of the Gaim instead of its body. Although no physical changes are perceivable to the naked eye, this reduces the Gaim's Strength by -2 and their natural Damage Reduction by -1, but it also reduces their racial penalty to Charisma to only -2 instead of the normal -4.
- ⑤ Erratics are by default telepathic, their pheropathic signals turned inward upon themselves instead of being transmitted normally. This means the 1st level any Erratic must choose has to be in the Telepath class.
- ⑤ The telepathic ability of an Erratic must be legendary in order to keep out the pheropathic signals of the High Queens. This means that an Erratic *automatically* receives the +6 bonus to its P-Rating as if it sacrificed its 1st level feat (see pages 51 and 52 of *The Babylon 5 Roleplaying Game Second Edition*). The strange mental nature of all Gaim places some specific rules on their telepaths, noted in the box below.
- ⑤ Erratics have a very difficult time dealing with their own people due to their disconnection from the hive mind. They always halve their effective Influence in the Gaim Intelligence when using it for an Influence check.

GAIM BIOLOGY

The Gaim are a very interesting species, almost unfathomable on a biological level. Even though they are thousands of individual sub-species of insectoid evolved and created for specific duties, some having *extremely* modified body types and functions, all Gaim are genetically identical on a core level. They have a genetic structure that allows for add-ons and manipulations *after* their hatching, but when all of the augmentation and manipulation is stripped away – they are all the same creature.

Gaim Telepathy Restrictions

Almost all Gaim are impervious to outside telepathy, but that does not mean that Gaim cannot be telepath characters. Gaim have different access to telepathic disciplines that other Telepath characters do. The following list explains the changes or allowances that Gaim telepaths must make to their telepathic abilities.

Accidental Scan – Gaim telepaths cannot perform an *Accidental Scan*.

Biokinetics – Gaim telepaths cannot use *Action Block* or *Reality Fabrication*.

Blocking – Gaim telepaths cannot use *Mind Mirror*.

Chronomantics¹ – Gaim telepaths are restricted from using this discipline entirely on non-Gaim.

Communication – Gaim telepaths are restricted from using this discipline entirely on non-Gaim.

Empathy¹ – Gaim telepaths are restricted from using this discipline entirely on non-Gaim.

Scanning – Gaim telepaths are restricted from using this discipline entirely on non-Gaim.

Sensing – Gaim telepaths reduce the DC of all Telepathy checks in this discipline by -3.

¹ These telepathic disciplines appear in *The Lurker's Guide to Telepaths*

The individual breeds of Gaim have a variety of average lifespan expectations due to the nature of their role. Tool Drones can live several decades while pilot Drones are built to live fast and burn out in months.

Ambassador breed Gaim on an average live roughly 50 years before they begin to suffer biological failures. This lifespan is, like so much else in the Gaim body, adjustable with biological augmentation and gene therapy.

The average lifespan of each individual Gaim breed is noted in the *Gaim Xenobiological Log* starting on page 96.

GENESIS — THE GRUB STAGE

Gaim are not born in the true sense of the word, they are produced as thin-skinned larvae by the High Queens or Egg Gaim. The larval Gaim is between three and four feet in length, pale white, and utterly defenceless. Once deposited on the floor of the royal or egg-laying chamber by one of the dozens of egg-laying tubes connected to the Queen's abdomen or the Egg Gaim, the mucous-like membrane around the larval Gaim is devoured by one of the waiting tender or nurse Drones. The Drone then secretes a dense, spongy material around the grub that hardens into a pupa (cocoon) and placed amongst several others to form a single-breed egg-case.

The egg-case is cared for by tender Drones whose sole responsibility is to make sure food, nutrients and the proper types of genetic jelly are given to the growing larvae. Larval Gaim grow remarkably fast, reaching their pre-chrysalis size within a standard month. Once they are roughly five feet in length and beginning to show the initial stages of skin hardening, the tender Drone climbs to the ceiling of the egg-case's holding chamber with the bloated larva. Instinct takes over and the larva clings to the ceiling immediately and goes into a sort of hibernation.

During the hibernation the larva's skin thickens, hardens and separates from the biological mass that is forming inside of it. The resulting chrysalis will shield the extremely vulnerable Gaim as it absorbs the last strands of formative material from its stored genetic-jelly, rapidly changing into the nymph stage of its life. This change only takes roughly two weeks, but it is the most important stage of a Gaim's early life. The chrysalis has a Damage Reduction of 12 and 20 hit points, should anyone want to try and harm one.

THE NYMPH STAGE

Using the genetic map of the Queen's jelly, the Gaim's larval body takes on the shape of its predetermined breed. The larger breeds will find the confines of their chrysalis stretching to near bursting from within, and more common breeds might cause theirs to shake and quiver as the nymph struggles with its new body. Eventually the Gaim nymph will need to free itself from the chrysalis.

The tearing free of the chrysalis is the real test of the nymph's maturity. Tender Drones are not allowed to interfere with the process at all, and occasionally nymphs are unable to free themselves and starve to death. It is the test to ensure all Gaim are at least of a particular biological standard and weak genetic material is dissolved back to basic proteins for the Queens to recycle. It takes a

handful of hours to be free of the chrysalis; easily the most trying time in a young Gaim's life.

Once free of the chrysalis the nymph is soft, weak and confused. Its exoskeleton has not hardened yet, granting no protection at first but gaining 1 Damage Reduction each hour of drying time until it is at the breed's maximum. Additionally this is the time where the Queens' first pheropathic commands reach the young Gaim, organising his thoughts and helping him acclimatise to the new facets of his body. For the vast majority of Gaim this is where they gain knowledge of their place in the Hexad Hive, but this stage is also when the Erratic gene can become active.

It can take some Gaim several hours to 'dry out' and get fully prepared for their adult lives – which begins in a matter of hours.

THE ADULT STAGE

Once the nymph has finished receiving its pheropathic coding and its exoskeleton is fully hardened, the newly adult Gaim can join the rest of the Intelligence. Most Gaim breeds begin their assigned duties almost instantly, taking their place in the hive as soon as their instinctual logic and skill training becomes clearer to them. Only the Ambassadors and spaceward bound Warriors are likely to be held back for longer periods of training.

An adult Gaim has the basic skills that it will need to begin to fulfil its biological role and perhaps a few additional things passed down from the pheropathic contact with the High Queens. In just under two months time the Gaim went from its excretion to adulthood, and it is just as ready for the outside world as any adult human could be – likely more so.

Adult Gaim have a lot to learn about the galaxy on a social level if their role is to take them away from a Gaim community, but they are physically and biologically ready for nearly anything it can throw at them. A dense exoskeleton, instinctual defences against alien telepaths, and a complete lack of fear makes every adult Gaim a prime example of the race's ability to evolve in the face of opposition.

THE DEATH STAGE

Non-Erratic Gaim do not fear death in any way. They are all part of the collective Intelligence and are immersed in the constant life cycles of their broodlines at all times. Hundreds of thousands of Drones die every day throughout Gaim space, and more will be raised to take their place if need be. Death is just a part of the job they were born to do. Live, work, die; as simple as that. Even

the High Queens do not fear their end, although they could be curious as to which Young Queen will take their place after the consumption ceremony.

This is not to say that a Gaim will choose to walk headlong into its demise, as this would prematurely end its utility to the Intelligence. Only when their role is altered by orders of the pheropathic command structure (like the suicide tactics of pilot Drones) is it acceptable for a Gaim to willingly end its function for the Intelligence.

Erratics learn to fear death through their dealings with other races. Seeing so many other races struggling to stay alive without the ‘function-over-self’ programming from the Queens, Erratics tend to be rather self-serving and over-protective of their bodies – because their life and death is essentially meaningless to anyone but themselves.

When a Gaim dies in a controlled situation (old age, scheduled dissolution, and so on) the body is then collected, stripped of any pollutants, separated from their chitin exoskeleton, torn to pieces, and added to the enzyme pools that are found in the royal chambers of the High Queens. They are dissolved to their base proteins in a matter of hours and used to create a nutrient paste called *hichak*.

Hichak is a light grey paste used in a variety of roles in the Intelligence. It is spread on the fungus gardens of Gaim colonies to promote crop growth, pumped into Gaim egg-cases by tender Drones, and packed into ration globules for use by travelling Gaim. It is extremely sweet and rich, akin to pure corn syrup, and is sometimes used by other races as a secret ingredient or condiment – but only for those who have strong stomachs or are ignorant of its origins.

The exceptions to the rule of dissolution are important Ambassador breed Gaim and messenger Drones. Ambassador breed Gaim who served for lengthy periods of time in political positions are not dissolved for public use when they die. Instead they are brought to the nearest High Queen and rendered down to hichak for her use alone – allowing her to pheropathically absorb the strongest memories of the Ambassador.

Messenger Drones are designed to have their head and pheropath glands torn free from the body and eaten by other Gaim. This allows the Gaim to flawlessly digest up to a dozen separate pheropathic messages left inside the messenger at once. The rest of the Drone’s body is destroyed or added to the enzyme pools, but the head and neck section (where the pheropathic glands are) are consumed as a single meal. More information can be found about messenger Drones on page 104.

DISEASES AND DIET

Most races have reams of information concerning their natural viral and bacterial woes, the illnesses they contract and their dietary roots or restrictions. The Gaim, although susceptible to many diseases and able to digest a vast array of food products the galaxy has to offer, are quite basic in these regards.

The Gaim are only bothered by internal diseases and illnesses for a single generation, perhaps two at the most, before the shaper Drones alter the make-up of the royal jelly to immunise the next generation of larvae. In just a few weeks the new batches of Gaim will have the proper antibodies to combat further infections. Although this does not make individuals immune to disease, it does make the race practically impervious.

Only illnesses that originate outside the body like fungal or parasitical infections seem to be outside the Gaim’s ability to withstand, but proper cleaning and some biological augmentations help fight against these as well.

The dietary needs of the Gaim are both diverse and simple at the same time. Although the insectoids can digest and make good use out of a number of basic proteins and minerals to keep their own bodies stocked with the materials, they can survive on nothing but water and sugars. The Gaim tend to eat whatever they can whenever they can, storing food in ‘dry’ stomachs along their multi-tubular oesophagus and using these supplies when they have need of nutrition. Gaim are taught from birth to eat when food is offered, and this does not change when offered food other than hichak paste.

This gorging practice can cause problems at dining establishments when a Gaim has been travelling or working too long to feed properly, as it is possible for a Gaim to eat and store roughly half its own weight at a single sitting! Its exoskeleton has seams bound with elastic flesh and lined in spongy, fatty tissues to help make room for and hold in such meals.

Gaim Diseases

Chitik: A fungal parasite that digs its spores into the segmentation of a Gaim’s exoskeleton and feeds on fat cells via the hair follicles in mammals, chitik is a danger to both Gaim and many other galactic species. In Gaim it feeds upon the bonding chemicals in the exoskeleton chitin, making it exceptionally brittle in a matter of days, eventually causing haemorrhaging of internal fluids through the weakened chitin. In mammals the parasite



strips useful fats and fatty acids from cells, leaving them weak and unprotected from the body's own immune system.

In game terms, chitik is passed through casual physical contact with the infected (no saving throw permitted). The parasite spreads and incubates over three to five days before it finds materials to begin feasting upon. Every two days after incubation a Gaim will lose one point of Damage Reduction from its exoskeleton, and points of Constitution after the exoskeleton is reduced to 0. Mammals are not blessed with exoskeletons, so they immediately begin losing Constitution.

Curing a chitik infection requires a twenty-four hour quarantine filled with acid and base chemical showers and a Medical check DC 15, DC 18 if quarantine cannot be kept.

Occkar'neh: This bacterial infection of the eye is a condition in Gaim similar to what humans call 'pink eye'. It is an inflammation of the liquid coating the lenses of a Gaim's compound eyes. These lenses are very sensitive and can be permanently blinded by this infection. When a Gaim contracts occkar'neh, they almost immediately begin to secrete fatty oils from the edges of their eyes and mouth parts, during which time other Gaim making contact with the infected must pass a Fortitude save DC 18 or become infected as well. If a Gaim does not get cured of the infection after the first seventy-two hours it will lose 10% of its sight (effectively giving everything it sees that much cover) and gain a cumulative -1 penalty to all Notice checks each additional day until it is completely blind. Lens damage like this cannot be repaired.

Curing occkar'neh requires specific chemicals and nutrient injections, a Medical check DC 20 and at least twelve hours of complete darkness for the lidless eyes to heal.

Saccar'och: Called 'wing rot' by medical staff, this Gaim only parasitic infestation affects only Gaim who have evolved or have been grafted with wings. The thin films between the veins of a Gaim's wings are attacked by this mite-like parasite, making them cloudy and rubbery. As the Gaim requires a stiff surface to fly effectively, the softening of their wings is problematic and painful during flight.

A Gaim who contracts saccar'och (no saving throw permitted) will see a slow cloudiness appear in his wings over 2d3 weeks. At the end of that time the parasite has begun to break down the silicon bonds in the wings and the Gaim loses the ability to fly in a further 1d3 weeks.

This process is very painful and debilitating, forcing the Gaim to pass a Will save DC 12 to fly, and even then it is only at half normal speed.

Curing saccar'och and the damage it inflicts is a 2 – 4 hour procedure that requires a medical facility, a Medical check DC 14, and 2d6 days of flightless recuperation.

Gaim Conditions

Because of the extremely fast reproductive rates and biological adaptation of the Gaim they tend to be more susceptible to what other species call 'birth defects'. When speaking of such conditions in more slowly reproducing races, they are far more serious. One Gaim suffering from a larval defect is utterly meaningless to the Intelligence as a whole; as long as it is able to free itself from the chrysalis and grow out of its nymph stage it can serve well enough. Larval conditions are not infectious and only hold hindrance to the individual Gaim – which means less than nothing to the Hexad Hive.

Gik'ti'ran: The flood of pheropathic signals after chrysalisation sometimes sets certain breeds of Gaim into short and violent rages that require the paralytic venom of tender Drones to calm them until the surge passes. Some rare chemical reactions in the chrysalis similar to what occurs in Erratics will cause this violent impulse to stay in the Gaim's system, only to surface from time to time in times of stress.

Gaim characters can choose to 'suffer' from this condition at character generation. When the Games Master feels a situation is stressful enough he can allow the Gaim character to enter a chemical fury, adding +4 to Strength, +2 to Fortitude saves, and 4 additional hit points for 2d6 minutes. This constant bottled fury also makes the Gaim difficult to think clearly or keep their attention for long, causing them to suffer an additional -2 penalty to their Intelligence score and the inability to succeed at any Concentration skill checks at a DC 20 or higher.

Kik'dran: A rare and drastic condition that would be crippling to any race that does not live most of its life in a pheromonal and touch-based environment, this larval defect causes the eyes of the Gaim to harden and solidify into the chrysalis with the larval skin. When the nymph hatches it has no eyes at all, but is physically adapted to live well enough using their antennae instead. Tender drones and Warriors guarding the royal chambers can live using physical mapping and pheropathic commands as well as most creatures can use their eyes.

Gaim characters can choose to be afflicted by this condition at character generation. The character loses the ability to see in a normal fashion, but gains the Tremorsense special ability to a distance of 30 feet. All motion, creatures and objects within that range, negating any blindness penalties the Gaim might suffer. It does mean that anything outside of that range is given full concealment.

Shor'mik: This collective name for larval defects that result in either too many or too few limbs is very rarely an issue for the Gaim that survive their chrysalis. If it was, the nymph would not be able to escape that stage of their life. Often this is the loss or addition of one of the vestigial middle limbs that few breeds make constant use of. Gaim with this condition may not choose the Limb Mastery feat.

Zikkar'eon: A condition that occurs due to improper drying of a nymph's exoskeleton, zikkar'eon is the rubberising of the chitin instead of it becoming dense and hard. Visually the Gaim looks exactly like any other member of the species, but its condition turns its exoskeleton into a flexible coating instead of plates of armour.

Gaim characters that develop with this condition count as having a +2 bonus to their Damage Reduction to any physical damage (unarmed attacks, knives and so on), but also are considered to have a -2 penalty against any energy-based damage.

Gaim Diet and Eating Habits

The Gaim have mouth parts not suitable for chewing as much as for cutting or tearing, but they have a powerful digestive system that allows them to theoretically consume any material soft enough to be pulled down their segmented oesophagus. Adapting to the constant production of solid foods, the Gaim can excrete a jellied stomach acid to coat its food in order to soften it enough to draw the food into its stomachs. This makes dining with a Gaim a disgusting visual event lasting several minutes per mouthful, something few individuals can claim to witness.

As insects, the Gaim chiefly require two main components in their diets – sugars and water. They can get these components from nearly anything they eat, but most of their preferred foods are very high in both of these things. They also require large amounts of certain proteins and elements to keep up their general health, but these are not essential to their survival or function.

Chlorophyll: The heavy methane and carbon dioxide atmosphere of the Gaim homeworld fuels the high energy needs of the insectoids' basic bodily functions, but the tendon-like fibres that allow their exoskeleton to move is an aerobic process (requires oxygen). With little to no oxygen to be found in their own atmosphere, this process must be accomplished internally. Although their breathing spiracles are able to split the carbon dioxide into small amounts of oxygen, they frequently supplement this with a diet high in green, chlorophyll rich plant matter. This matter is then stored near the Gaim's musculature joints and is used to rapidly create oxygen for the close by fibrous cells.

It should be noted that too much oxygen in the body of a Gaim is toxic, which is why they often take chlorophyll supplements with their regular diet. It is too hard for a non-Thinker to know exactly how much of the chemical is in their meals, so it is safer to stick to regulated amounts in pill form.

Fat: The inside of Gaim bodies is built up of thousands of various sized tubes and pockets between the organs and external shell. These tubes act like hydraulic pistons to add strength and stability to the Gaim's body, using a fatty soup of tissues that can be pressurised and manipulated throughout the body. These fatty tissues solidify eventually and must be passed through the creature's waste systems, and therefore require replenishment. Gaim use complex proteins and stored sugars to make this tissue internally, but by eating high-fat foods they can speed up this process dramatically.

Hichak: The light grey paste made from dead Gaim is not only used by those on the homeworld, but is also shipped in tube-packed form (much like Earth toothpaste containers) to the Gaim across the galaxy. It carries many of the essential proteins and sugars the Gaim body needs, and few do not always have a tube of hichak on them at all times. Like salt to humans, hichak is omnipresent amongst the Gaim.

Silicon: The chitin exoskeleton of the Gaim is quite dense and made primarily of the element silicon. Silicon is not an inexhaustible resource for their bodies, so they must constantly keep their 'floating silicon levels' high enough to seal cracks and repair damage done to their external covering. As there is no food product which has high enough levels of silicon to be useful as a source, the Gaim take a nod from their lesser cousins and ingest small amounts of soil, sand or even ground glass to get their silicon supplements. It is not uncommon for Gaim to add small amounts of sand or soil to their meals like a condiment in order to keep up their ability to heal external wounds.

Gaim Digestive Acids

Considering the Gaim must produce their digestive enzymes to eat all but the simplest or specially prepared foods, it is likely that someone could get the idea of trying to apply it to a living target. Gaim would not think of doing so on their own unless they were about to eat the target, but could be convinced by allies and friends nonetheless.

A non-Gaim living target coming into contact with these secreted enzymes will suffer 1 point of lethal damage every round for 2d6 rounds, or until it can be washed off. Should a Gaim be allowed to get its mandibles around the damaged and softened flesh of the target, it will be inflict an amount of damage equal to the amount caused by the enzymes previously with a successful Grapple check. Obviously this secondary damage can only be inflicted once – as the softened flesh was sucked up into the Gaim's mouth parts!

TEN XENOBIOLOGICAL QUESTIONS ABOUT THE GAIM

The following are ten questions that have been asked in the past by xenobiology students in universities across the galaxy. Through diplomatic questioning of the Ambassador breed and legalised dissections of Gaim, these questions have been answered – some with very interesting results.

1. Can Gaim instinctively always find their way to their homeworld?

No. The pheropathic command structure that ties the hive mind together is not a tracking device for the Gaim to find their way back to their Queens. In fact, most Gaim who are sent away from N'Chak'Fa are never expected to return at all – they were bred for their mission. When the rare instance does occur where a Gaim must be returned to the homeworld, like when an Ambassador earns the

ability to become an Executor, they are summoned back and given a route at that time. Instinct has nothing to do with it.

2. Do Gaim breathe through their mouths?

The answer to this question is no. All Gaim breeds have the same essential organ structures for circulation, nervous routing, digestion and respiration – the latter of which is comprised of simple lungs attached to a system of spiracles. Spiracles are small flapped openings along the sides of the Gaim's abdomen that allow atmosphere to flow directly to the lungs of the creature. So, in a manner of speaking, Gaim breathe through the sides of their central body mass.

Each Gaim has anywhere between four to ten pairs of spiracles on its body, making it extremely difficult to forcibly suffocate or strangle a Gaim without the use of vacuum or altering atmospheric conditions. The vented 'gas mask' look of a Gaim's exo-armour is to aid them in receiving pheropathic signals through their antennae, not in any way related to their breathing.

3. Can a Gaim really survive without its head?

Yes and no. Any given Gaim can theoretically live for a few days without its head attached to its body, all of its organs continuing to function, but it will not be able to perform much in the way of functions. Without the central nerve stem in the head and neck to transmit sentient thought or pheropathic commands, the Gaim's headless body will simply go into a torpid state until it eventually dies from starvation. This process will take 2d3 days from the moment the head is removed.

4. Do all Gaim look exactly alike within their same breed?

Speaking in the base physical structure, yes; talking about specifics, no. Although all Ambassador breed Gaim have four limbs attached to thorax joints designed to look like humanoid arms and legs and a pair of vestigial limbs on their 'chest', they can also have a multitude of other physical features. Wings, thicker carapace, venomous mandibles and the like have been known to be grown on some Ambassadors, although the most common example does not have them.

5. Does poison work on a Gaim more than once?

Yes. Although the Gaim can evolve to circumvent a specific toxin or illness in just a few generations, this takes several hundred births and deaths to accomplish. The genetic manipulation and evolution of the Gaim requires many failures before an immunity can be achieved, meaning that if any given Gaim is affected once by a substance it will still be affected by it the next time. Having to overcome the substance will help future generations, but not the individual. However, the Gaim

do not appear to be able to overcome chemical poisons as readily as organic ones, although it is theoretically possible they might evolve and make breathing oxygen possible for them at some point in the future, for example.

6. Do Gaim feel any connection to other insects?

In no way do the Gaim feel a connection to the insects of the galaxy. They are somewhat interested in these lesser species of arthropod, but they have no more kinship to them than humans have with say, mice or dogs. The Gaim often investigate other species of arthropod just to gauge their evolutionary records, but they have never felt a connection to them.

7. Do Gaim sleep?

Not in the common sense of the word. Gaim do not fall asleep like many other animals, they achieve a state called torpor. Their connection to the hive mind makes it almost impossible for them to shut down completely, but they can 'switch off' their active instincts and actions for hours or days at a time to rest. The high metabolism of a Gaim means that it can function for days without pause, but eventually will need to become passive and torpid to store up energy again. While in torpor a Gaim can still eat when presented with food to its mouth parts, breathe normally, and even physically shuffle out of the way of other objects if their position would impede it. It is not 'awake', its biological imperatives and reflexes are merely taking over from the active mind for a while.

A Gaim that enters a state of torpor can 'store' hours of sleep in order to function without any for several days. For every four hours of staying torpid a Gaim character can function for a single day without rest or pause. When this stored bank of time expires the Gaim will automatically need to resume a torpid state in 2d6 hours or begin to suffer a cumulative -1 penalty to all skills, saving throws and attack rolls for each hour until it does so.

While in torpor the Gaim character is, for all intents and purposes, asleep. The fact it can eat will only come into play if someone would place foodstuffs near its mandibles. Even though the Gaim will shuffle out of the way of other beings and objects, it remains unaware of its surroundings unless aroused in some way.

8. Are all Gaim equal in the eyes of the High Queens?

Absolutely not. The High Queens understand that each given Gaim has its use, and some of these uses are simply more important than others. Food Drones are milked for their enzymes and then used for their body proteins,

Thinker Gaim must be protected until they make their breakthroughs to pass onto the next generation, Warriors are only needed when battle is upon them, and so forth. The High Queens prize some of their breeds for their more demanding roles: Ambassadors, Diads, Executors and Young Queens most of all. Even though every Gaim is ultimately replaceable by the Hexad Hive – even the Queens themselves – they are willing to extend a greater deal of resources to protect the duties of some breeds over others.

9. Can Gaim get angry?

This is a tough question, and not easily answered. With the exception of the Erratic Gaim, who have developed an anomalous identity separate from the hive mind, Gaim do not feel emotions like other sentient beings do. Instead, they feel a sort of biological passion toward the pursuing of their duties. A labour Drone set to building a wall will get visibly frustrated with an obstacle stopping it from doing so, a Warrior gets incensed when wounded in battle, and an Ambassador feels surges of ire when negotiations do not go as the Queens want. All of these instances could be interpreted as 'anger', but are more akin to the sort of rage a child has when a favourite toy is missing or breaks. The Gaim is not angry at the situation or persons involved, but are forced into a sort of instinctual backlash when they cannot fulfil the desires of the hive mind.

There are exceptions to this, even amongst the non-Erratics. The older a Gaim gets, the more personality it picks up from dealing with the ever-evolving world around them. The High Queens are prime examples of this.

10. Do Gaim understand the emotional responses of other species?

Yes, they understand that other races have emotions and are often steered by them; they simply do not see the biological use for them. The Gaim cannot see how irrational emotional response is helpful to the species. The insectoids are often interested in how these emotional responses occur, and what a given race will do when they happen, but they will always think of them as useless chemical reactions which breed weakness into a species.

Many Gaim studies have been privately collated from life experiences concerning the emotional reactions of other races and how they can be of use to the Hexad Hive. It is well known that Drazi can be goaded into actions through anger, humans through pride, Narns through revenge and so forth. Although the Gaim do not put any credence in emotional responses, they understand them well enough to utilise them in their inter-species dealings.

Learned Personality Traits for Gaim Characters

Gaim characters that exist amidst outsiders for extended periods of time will learn to adapt social dynamics and emotions that Gaim within a hive never would. Every two years of exposure will produce an opportunity for the character to learn a social habit or personality trait. When this chance occurs, the Gaim must pass a Will save DC 20 or be forced to roll from the table below – gaining the trait as listed.

1d8 Result	Personality Trait	Effect
1	Prejudice ¹	–2 to all Charisma-based checks when dealing one particular race of alien species (Games Master's choice)
2	Greed ²	Will save DC 12 to avoid trying to acquire personal material wealth whenever put in a position to do so
3	Curiosity ²	Will save DC 12 to avoid investigating new information
4	Temper ²	Will save DC 12 to avoid becoming angry when in stressful situations
5	Fear ²	Will save DC 12 to avoid fleeing a dangerous situation
6	Stubbornness ²	Will save DC 12 to change opinion or course of action on any given topic
7	Aggression ²	Will save DC 12 to avoid attacking a threat or dangerous situation
8	Addiction ²	Will save DC 12 to avoid eating a particular non-food substance (Games Master's choice)

¹ Re-rolling this result adds either an additional race to the penalty, or an additional –2 to an existing one

² Re-rolling this result increases the Will save DC by +2.

GAIM ACROSS THE GALAXY

Ever since the Gaim reverse-engineered space travel they had their antennae pointed toward the stars. They do not care much for extra-stellar conquest, but they knew the Intelligence would be stronger and more defensible if they explored space. For the first few years they were at the mercy of their new benefactors in the League of Non-Aligned Worlds to help them around the galaxy, but it was not long before they had purchased several hulls of their own and a jumpgate for their home system.

The Gaim have a very high number of travelling Ambassador breed explorers and diplomats that move from assignment to assignment, ensuring the High Queens are up to date on the goings on of the galaxy. It is also their role to keep up the Intelligence's appearances and keep relations strong with the outsiders they ally with. While it is very rare to see some of the other breeds

of Gaim away from an Intelligence outpost of colony, the Ambassador breed are a frequent sight in many starports and planetside installations.

Many Gaim living in space use messenger Drones to speak back and forth with the High Queens, especially if they are too far from a diad (pheropathic relay). They are expected to serve the Queens' will until they are recalled, but most of the time it is the case they die while serving their role. These deaths frequently go unnoticed by outsiders, as an identically hatched replacement is sent almost immediately!

The following are a handful of views taken from a Gaim Ambassador when asked the Intelligence's opinions of the major races.

Abbai: *They came to the aid of the Queens when the Dilgar were assaulting our planet. They helped the Queens discover hyperspace. They have a great level of*

technology, but seem unwilling to use it for their own betterment. They are a quandary, long we will think upon them.

Brakiri: *A race so consumed by its desire to turn inward upon itself over the imagined concept of currency is already working toward its own extinction. We will allow them to deal with the Intelligence while they can.*

Centauri: *We are told the Centauri were once conquerors of most of the galaxy. This is illogical. They fight more with their own people than they do with others. Their governmental structure is flawed and static, and they cannot hope to understand how this will eventually be their undoing.*

Drazi: *Foolish reptiles that believe that raw strength will overcome evolution. They are a good test for our Warriors, business partners with the Queens, and not worth mentioning outside of these matters.*

Earthers: *Soft on the outside and twisted on the inside, humans are very resourceful and have proven to be*

useful for a variety of reasons. They fear our outward appearance as much as they do our evolved might. This can be used to our advantage.

Minbari: *Nothing can be said for the Minbari. They are stagnant and ill-adapted to the galaxy because of their time in concert with the Vorlons.*

Narn: *The Narn showed the Queens that there were hives of other races in the stars, and that we were already physically more than they. Many still hold ill feelings toward us for their unfortunate finding of N'Chak'Fa, yet they remain economic allies. They are a strange curiosity.*

pak'ma'ra: *Biologically they are quite interesting, but they are so involved with their notion of beliefs they cannot be depended upon to act rationally.*

Vree: *It is understood they have linked minds as we do, making them able to comprehend our superiority over their frail and weak bodies. The Queens pity the Vree Hive, as they understand how to be advanced as we are but are not strong enough to do so.*



THE INTELLIGENCE

‘Does a species with a hive mind need a government at all?’

‘Probably not. I think it is to make us feel better about having giant ants at the negotiation table.’

‘Well, it doesn’t work.’

-Commander Susan Ivanova and Michael Garibaldi

The governmental structure of the Gaim was nicknamed ‘the Intelligence’ by the Abbai after they were brought into the League of Non-Aligned Worlds. This was partly due to the Abbai’s need to elevate the Gaim to more than just ‘bugs that think’ for their peers to accept them, and for the Gaim to have an official title to use at League council meetings. The High Queens did not object to someone calling the Hexad Hive by a different term, and have come to enjoy the idea of others always grouping them together in such a way.

The Intelligence is only a government in practice outside Gaim territory, where it must try and function like the other galactic political entities. The Gaim can fully rule themselves within the hive mind nigh flawlessly, but are forced to deal with outsiders that cannot fathom how a perfect thought process should function, which caused them to create their special Ambassador breed. Through the Ambassador breed the Gaim Intelligence created their idea of government for the outsiders to gawk upon while they dealt with real matters through the hive mind.

WHAT THE GALAXY SEES

What outside races are allowed to see or understand about the Gaim Intelligence and how it functions is limited to what they have been told and what they can witness, which is to say not much. The only Gaim breeds the majority of outsiders ever see are the Ambassador breed, the rare and occasional Warrior, and labour Drones hired out to their League allies. Even when the Gaim are seen in public they are only seen inside their all-encompassing exo-armours. A very rare few can ever say they have seen a live Gaim in the flesh, and most of

the time it is due to emergency meetings taking place within Gaim territory.

As far as the common galactic citizen knows, there are Queens who rule the Gaim from their homeworld of N’Chak’Fa, sending Gaim Ambassadors to wherever the Intelligence needs them to speak in their stead. These Ambassadors are the arms of the Intelligence, reporting back to their Queens on whatever they are doing in their roles.

While this is not far from the truth, there is much more going on inside the invisible network of the Hexad Hive.



WHAT IS REALLY HAPPENING

The Gaim Intelligence is a much more diverse system of governing its pieces population than any outsider can hope to understand on anything but an academic basis. When their ‘government’ was confined to the homeworld it was remarkably easy to command the trillions of individuals within the hive mind through the High Queens’ pheropathic signals. If a new city needed to be built the Queens sent the command through the masses and soon labour Drones were carving tunnels

and building walls. The proximity and strength of their signals were irrelevant, they could reach all of their broodlines with ease.

As the Gaim Intelligence expanded across the stars, the strength of their pheropathy became an issue. Hyperspace beacons cannot transmit pheropathic signals like they do a regular communication. Non-Erratic Gaim that cannot receive the streaming signals from the High Queens will invariably get too focused on their tasks, confused and ultimately inert. Instinctual programming can function well enough for a while, but altered commands and adjusted needs are a must in the constantly changing outside world. Thus, a special breed of Thinker was created called the Diad.

Diads are specially created 'twins' of a sort, raised in pairs in the same egg-case and fed a strict diet of receptor jellies to cause them to develop a very special relationship with one another and their Queens. This turns the Diads into a linked pair that serve as a sort of 'telepath relay' system, keeping them connected over vast distances no matter what sort of boundaries or space are between them. Through the Diad Thinkers the High Queens keep the Intelligence in range of their signals, impulses and control.

The High Queens are in pheropathic connection with one another 99% of the time, having days' worth of arguments and discussions in seconds of mental contact. Their ceaseless dealings with one another ensures that the Hexad Hive is receiving the true will of the Queens, their rapid tabling, discussing, debating and finalising of ideas the truest form of democracy. Only when the High Queens cannot hope to agree on a given subject does this system break down.

During these short break downs, while the royal Warriors of the High Queens begin to battle in the ancient traditional manners to convince each other who is right, the pheropathic chain of command freezes in place. Most of these battles last a few minutes, but during this time it is very difficult for any non-Erratic Gaim to function without the constant buzz of the hive mind to help guide them. Some Gaim manage to continue on their last set of orders, but most just stand and wait for the Queens' argument to end.

Unless there is a debate taking place, the chain of pheropathic command works as if it was designed to be flawless – because it was. The High Queens send their signals to everyone on their world, many of which are halves of Diad pairs. The Diad pairs then send the signal further to other Diads, and so forth until they make sure that the Ambassador breed Gaim are speaking with the voices of the Hexad Hive.

Gaim During a High Queen Debate

Any non-Erratic Gaim character has the possibility of going inert during an argument of the High Queens. These characters must immediately pass a Will save DC 18 at the onset of a High Queen debate or become motionless and silent for the entire duration of the debate. They will be considered to be automatically flat-footed during this time, but will fight to defend themselves if attacked or provoked.

A normal High Queen Debate lasts for 1d6 x 10 minutes, but can be adjusted by the Games Master if something important has occurred to debate over. The Games Master can decide when the High Queens should debate, but a good rule is that there is 1d6 % daily chance that a High Queen Debate could occur randomly during that day.

Wherever there are Gaim in the galaxy it can be assumed to be within range of at least one set of Diads.

Diads are unfortunately too consumed with their role as relays to serve in any other fashion, so the High Queens came up with another – more impressive version – of the pheropath relay. Specially evolved Ambassador breed Gaim are occasionally selected to have modified Diad glands grafted to them, turning them into what are known as Executors. Executors are highly telepathic envoys of the High Queens, and although they are utterly indistinguishable from common Ambassadors, they speak with the power of the High Queens. Some telepathic connection between the Executors and the High Queens keeps them in constant contact no matter where they are, creating extensions of their will stronger than any Diad relay.

Whether routed through the Diads or spoken through the hidden Executors, the High Queens' will is done through their Ambassadors. Although no outsider can fathom what this sort of direct control feels like, there is no question as to the veracity of its strength and influence on the Intelligence as a whole.

WHAT THE INTELLIGENCE DOES IN THE GALAXY

The Gaim Intelligence is amongst the most recent members in the League of Non-Aligned Worlds, but has cemented itself as a vital member which many others rely upon in some way. They are trade partners with several non-League races as well, selling materials and cheap labour to outsiders in order to better fund their own projects and goals. The Gaim are generally neutral in all things, always backing the High Queens over all other notions, making them good partners once they can be convinced it is worth their effort.

The following section discusses the general leanings the Gaim Intelligence has in several avenues of a normal galactic government, who they are dealing with, and why.

Territorial Growth

The Gaim are the personification of growth and adaptability. They see an obstacle in their way and they evolve to circumvent it – whether it be by going under, over or through. Their governmental structure, as described earlier, allows them to act as a species for the better of the whole Intelligence. The High Queens' personalities might clash from time to time, but such minor setbacks in their progress are barely noteworthy.

The Gaim expand as they feel they have to. Instead of being driven by the superficial need to conquer other territories simply for another piece of land to call theirs, they make the most use of their existing territory.

N'Chak'Fa II, the homeworld of the Gaim, has land-masses that cover only 30% of its surface but the Gaim have managed to utilise 97% of their planet. By building strong and towering 'hive cities' on top of the six original tunnel-hives of the High Queens, the Gaim have managed to live both on and in their planet comfortably. Now the High Queens live in the centre of their hive cities, often several miles below the surface of the planet.

When the Gaim feel they have need of internal change which could place too much pressure on existing resources or natural limitations the Queens listen to the signals from a thousand members or more of the Thinker breed and come up with a solution.

When the need for rebuilding bombed cities and designing Gaim-friendly fleet assets came about after the Dilgar's visit to N'CHak'Fa, the Queens set to dredging

up the ore and chemicals from the sea floor. When they decided they needed larger vessels built they claimed the nearest asteroid belts to serve as self-funding space dock facilities. The Gaim do what is needed of them for the completion of the tasks at hand, where 'lesser' creatures give sway to their emotions until they have gone too far.

The Gaim understand they can only count on what they command and what they have currently at their disposal, making their choices to expand based solely on the need for more. More room, more resources, more allies, and so forth. They grow and claim what they need in order to complete the plots and plans of the Queens, no matter what it might look like to outsiders.

The N'Chak'Fa Expansion

When so much of the base construction resources of N'Chak'Fa II were being used to rebuild the hive cities which were crushed under Dilgar mass drivers in 2230, the High Queens required additional materials to repair and reverse engineer the ship hulls they had access to. Making a deal with the avaricious Brakiri and the aggressive Drazzi to allow them on one of their planets, the Gaim learned how to smelt starship grade metals on a freezing rock on the outskirts of their system.

The High Queens sent hundreds of Diads along with labour Drones and defending Warriors to work with their new galactic neighbours and League allies. While the Brakiri and Drazzi taught the labour Drones how to make starship components, the Diads sent the information back to the Queens – who then bred that information into the next generation of labour Drones that would be used on the homeworld. N'Chak'Fa VII was a success, and the Queens allowed the other races to continue their mining industry there alongside the increasingly more efficient operations of the Gaim.

With the new information doubling and re-doubling in the new generations of labour Drones, the High Queens soon had a very capable starship repair force and a stockpile of resources they could use. Although they would begin their spacefaring careers patching and converting used hulls from their allies (and some of their enemies), the Gaim would later create a powerful fleet of their own which would rock the way galaxy looked upon them.

Military Assets

The Gaim Intelligence has a strange and refreshing way of looking at their military – some lives are built only for killing. Like an Earth ant colony, the Gaim have specific breeds filling the roles of their military forces.

Specially bred Warriors serve as soldiers, pilot Drones dextrously navigate their vessels, and Destroyers lay siege against stalwart enemies. These breeds do what they are instructed to do, and they are instructed to fight for the Intelligence.

Like everything else in Gaim Society, there is not a true branch of the Hexad Hive devoted to military functions, every duty is weighed and shared by all of the Queens. There are no generals or military leaders, simply Executors have the role of steering the Queens' will in a battle. There are no officers on board a Gaim ship, merely Drones with adjusted tasks for their role on the vessel.

This might seem like chaos for any other race, entire fleets and armies leaderless, but the Gaim do not function like any other race. Their pheropathic hive mind allows them all to stay in contact with the closest Diad, who keeps them in contact with the High Queens. It would be as if every soldier on a battlefield or ensign in a vessel had a direct and constant link to their general or admiral *inside their heads*. There is no question as to the seamless nature of the Gaim military structure, it is the same as their structure for everything else; the High Queens give orders and the Gaim follow them.

No Respect for Life

As a sign of the High Queens' power of control over their species, it is not uncommon for waves of Gaim Warriors, Destroyers and pilot Drones to throw themselves at the enemy tirelessly in suicidal attacks. Bred for this purpose alone, the military breeds of Gaim (unless Erratic) are selfless creations that will gladly throw their lives away in the service of their pheropathic orders. Warriors are known to fight for days on end without sleeping or eating, eventually either dying from their wounds or collapsing from exhaustion. Destroyers will hurl themselves at a moving hovertank even if it only means that the tank is hindered by the extra weight! Pilot Drones are taught to have self-preservation at all times in order to not waste resources by getting spacecraft destroyed, but the High Queens are not above overriding this instinct to send a damaged ship careering into the enemy. In fact, later ship hulls are designed for this tactic.

Economic Ties

When the Gaim were still little more than insects running around in their hive colonies they had no concept or need for currency of any kind. The Gaim simply took what they had to from stockpiles and produced what was needed

Overriding Self-Preservation

Any non-Erratic Gaim can be pheropathically commanded to perform some action that will assuredly cause its death. The High Queens do not use this ability simply to kill a member of their species, and it will always be used in conjunction with some necessary action. The following are good examples of when the High Queens will override the self-preservation of the individual being commanded:

- ⑤ Purposefully standing in the way of any attack that could harm a High or Young Queen
- ⑤ Staying in a dangerous environment (overloading fusion core, fracturing dam, and so on) to attempt to stave off larger losses
- ⑤ Performing a suicidal activity (opening an airlock, detonating a bomb, and so on) to destroy a threat to the Intelligence
- ⑤ Piloting one of the disposable Klikkitak fighters

It is a rare instance when the Hexad Hive requires one of their species to give up its life, but it is possible. When this happens the individual Gaim can either willingly go along with the selfless pheropathic commands or try to fight them with a Will save DC 28. If this test fails the Gaim must continue with the action normally, if it passes the Queens will assume it was carried out and leave the matter be (unless already obvious to them it was not).

to replenish them. Money and trade were a totally alien concept to them.

It was not until the Abbai came and began to help the Gaim into space did the High Queens become swarmed with requests for trade and the sale of resources.

The Intelligence

When the other races began to rebuke the Gaim for their constant refusal for trade, the Abbai and Markab coached the Intelligence how bartering works, and why it is necessary.

The High Queens were confused at first, wondering why these other races did not already have what they needed or why they could not simply adapt to bypass those needs. The more they traded and dealt with their League peers, the more they discovered things even their labour and tool Drones could not manufacture. This gave the High Queens a reason to grow mentally and understand the concept of commerce and embrace it.

In just ten years after they began to trade the Gaim had already signed dozens of different commercial agreements and was on its way to becoming a major industrial trade partner. They use their labour Drones in the tens of thousands to obtain the ore and minerals their neighbours are willing to pay for. They do not often make trade agreements for monetary values as much as they do for spatial access or material bartering, but the High Queens are not strangers to the power of the credit either.

The Gaim Intelligence is an industrial powerhouse through the night-and-day work of their labour Drones, and they are often sought after not only for the materials that they have mined or refined but for the drones themselves. The High Queens have taken to breeding lesser labour Drones for other races to purchase from them. This is a double-win for the Gaim, as they are being 'paid' to place dozens of their workers into foreign places along with an obligatory Diad to control their actions. Should the trade partner do something against the wishes of the Queens, all they would need to do is send a specific signal to that Diad and send the purchased Drones into a frenzy of unwanted activities. This is not specified in any contract clause, but the High Queens have little care for what the law says when it comes to their connection to their children, even those they sell to outsiders.

Dangerous Deals

The Gaim have made countless deals with dozens of different races and affiliations, most of which are amongst their allies within the League. There is one particular deal that cannot be found on any records and is considered to be one of the most lucrative and secretive in the Intelligence.

The stretch of hyperspace between the N'Chak'Fa system and the Sh'lassa System is a long route on all existing hyperspace maps that is constantly marked as being 'restricted' by the Intelligence. Although these maps do not show it, there are several points along that route where jump-capable ships can exit hyperspace into

huge clouds of resource-rich asteroid belts. For decades the Gaim have used these 'Hive Belts' as semi-secret shipyards and military stockpiles. When the Queen Fleets leave Gaim space in 2267, hundreds of ships come from these hard-to-find asteroid clusters.

After the Sh'lassan freedom fighters were dealt a mighty blow from their governmental supervisors in the Earth Alliance, they turned to the Gaim with an offer. In exchange for use of just one of these Hive Belt shipyards the Sh'lassans would help police and protect the hyperspace lanes around them with their illegal raider forces and unscrupulous tactics. The High Queens saw no reason why they could not work with the human subspecies, and their overall neutrality in all things would keep the relationship a secret by happen stance.

In 2267 this relationship became more strained when the Queen Fleets erupted out of the Hive Belt shipyards without warning the Sh'lassan forces – who tried at first to stop the 'invaders' as part of their agreement. The battles were short and decisive due to the numerical advantage of the Gaim, but luckily the Sh'lassans discovered exactly who they were mistakenly fighting and called a ceasefire before too much damage was done.

CRIME AND PUNISHMENT

In a species where the topmost rulers are in constant pheropathic contact with all the billions of individual beings, there is little need for legal enforcement within their own species. This is not to say that they do not understand crime or the need for punishment of others however.

Learning the idea of 'crime' from the Markab in the form they chose to describe it to them, the Gaim have only two types of criminals they recognise. They see Erratics as 'biologically aberrant' and are the highest form of criminal in the Intelligence. The High Queens also have learned to call outsiders who break agreements, deal unfairly, and otherwise work against the Intelligence as criminals as well. These criminals are called *kkri'gaich*, a sound that roughly translates to a cross between 'unwanted interruption' and 'mind splinter'. The *kkri'gaich* are named thus because anything that works against the Hexad Hive is like a broken thought in the hive mind, and therefore must be eliminated.

Erratics are dealt with harshly, as if they were nothing more than organic waste. The Erratic gene is considered by the High Queens (mostly) as a larval defect and means that the biological matter of the Gaim affected by it must be dissolved to its base proteins and used for hichak only. Never should an Erratic's glands and organs be directly ingested for fear of passing on the abnormality, and no Gaim within the hive mind would think twice about killing an Erratic that exposes itself.

The kkri'gaich are a different story due to their being members of non-Gaim species. If the offenders to the commands of the hive mind were Gaim they would simply be killed, dismembered and added to the hichak. They are not however, which means having to either deal with outsider legal agencies or sending Stalker Gaim after the kkri'gaich. For more on Stalker Gaim, see their entry on page 101.

Dealing with outside alien legal agencies is eternally frustrating for the Gaim, as so much of what is argued about is fruitless opinions and meaningless drivel. Often the Ambassador breed Gaim are dispatched to try and persuade the outside government to deal with the offender, but this can be difficult to say the least when the 'crime' could be as simply put as '*standing in the way of biological functional processes dictated by the High Queens*'. The High Queens have learned to sometimes ignore the kkri'gaich and their crimes in favour of avoiding such legal proceedings, as they tend to be confusing and futile for the Hexad Hive.

Many alien governments feel it is their responsibility to help the Gaim police their own people, but as that the High Queens do not recognise any other species as peers, let alone their governmental authority, this is not often tolerated. Gaim who are found guilty of crimes the High Queens do not recognise as illegal are rarely allowed to see trial or punishment, instead they are removed by governmental edicts – or are issued pheropathic commands to mentally shut off. It is better to lose a single Gaim than to allow inferior races to think they have power over the Hexad Hive.

INTERSTELLAR ALLIES

The first two races to look upon the Gaim judged them to be nothing more than animals to be squashed, but over the decades that followed the Intelligence has become important allies with dozens of outside races. There are countless reasons why the Gaim could make treaties and deals with outside races, some of which could surprise those who think they understand the Gaim.

The following are several examples of the treaties and alliances the Gaim have created throughout the years, and why.

Abbai Matriarchy: The Abbai were the first race to talk to the Gaim in the hopes of finding sentient allies instead of trying to conquer or destroy them. They have been the closest allies of the Gaim ever since, even though they do not seem to be a good match in their mentalities. The Gaim send several Warrior breed to help protect Abbai delegations in areas nearby to the Intelligence's territory, and nearly

every League facility that has Abbai on it also has Gaim Ambassador breed nearby.

Brakiri Syndicracy: Careful never to trust the profiteering Brakiri, the High Queens enjoy several business agreements and trade pacts with them. Labour Drones are granted to several of the Brakiri Power Conglomerates, almost solely used for heavy lifting and unsavoury menial tasks. Sharing several neutral jump route locations between the two governments has required a few non-aggression pacts as well, but most are reliant on the bylaws of the League.

Centauri Republic: The Gaim purchased many decommissioned ship hulls from the Centauri during their early 2250s decline from power, turning them into their own creations in exchange for monetary assets and small supplies of 'deactivated' gene-jelly. The Centauri used the growth hormones in the jelly to create enormous harvests of spoo worms, and some claim that eating it straight (a disgusting notion to most) was akin to taking a powerful hallucinogen.

For obvious reasons, nearly every Centauri agreement or contract was considered to be voided when they were found to be attacking Gaim trading vessels in 2262.

Drazi Freehold: The hot-headed Drazi are good business partners with the Gaim. The Drazi are well aware that a unit of Warrior breed Gaim is enough to cancel out what little technological or tactical advantage they might have, so their aggressive negotiation techniques are not useful against the insectoids. Because of this the Drazi uphold their end of several trade agreements and travel accords without fail or malice. Should the Drazi ever feel they could get the upper hand on the Gaim this will change, but such an event is not likely.

Earth Alliance: The Gaim have a somewhat estranged relationship with the Earthers due to the innate fear the mammals have when in the presence of evolved insectoids. Until President Clark's actions shattered so many alien contracts and treaties during his reign, the Gaim simply thought of humans as interesting creatures too fractious to be important. After Clark's regime, the Gaim's beliefs were reinforced and they did not deal with the EA at all until it became part of the Interstellar Alliance.

League of Non-Aligned Worlds/Interstellar Alliance: Seeing the two governmental structures as no different from one another, the High Queens uphold dozens upon dozens of minor agreements and treaties with the many races that make them up. They have technology summits with the Hyach, biological research comities with the fellow insectoid Thrakallans, and labour contracts with the Ip'sha. The Gaim cannot fathom the mental process

behind prejudice or racism, as all races are obviously beneath them genetically, they should all be treated the same unless proven otherwise.

Minbari Federation: Other than a few minor concessions made to the Minbari in 2261 when the Interstellar Alliance was formed, the Gaim have little care for the Minbari. They are a race that splits themselves into castes, a sign that they understand the use of breeds, but a government comprised of one-third religious fanatics believing in unproven blind faith is foolhardy. The High Queens will not allow such a government to waste their time and resources.

Narn Regime: Even though they had a very rocky start when the Narn landed on N'Chak'Fa, the Gaim cannot understand the reasoning behind grudges and so happily trade with the Regime. Even after the Centauri crushed the Narn and occupied their homeworld, the High Queens retained their contracts with the broken government – lines on a map redrawn because of a few months of war mean little to the overall plans of the Hexad Hive.

After the mass driver bombing of the Narn homeworld however, it was through the efforts of hundreds of Gaim labour Drones sped up the clearing and rebuilding, alongside the Narn engineers, of the Narn planet. The High Queens remembered what their own homeworld went through under the mass drivers of the Dilgar, but the rebuilding was not done out of emotion or pity – the Narn allowed Thinker breed Gaim access to their weapon technologies as repayment. This would show later in the Queen Fleets in the form of the photon bomb weapon system.

pak'ma'ra Civility: The High Queens need the pak'ma'ra for their vast supplies of Quantum-40, the material used chiefly to make jump gates and jump engines for hyperspace travel. The pak'ma'ra claim to not have much need for the monetary investments of the Intelligence treaties, instead asking primarily for access to travel in Gaim territories and on Gaim ships in exchange. Knowing the carrion eaters' wishes are mostly harmless, the High Queens allow the pak'ma'ra to come and go as they please for the most part. The pak'ma'ra are one of the few other races to be able to breathe the methane atmosphere of N'Chak'Fa, the Gaim occasionally use their ships as couriers or transport for messenger Drones.

Vree Conglomerate: As with many other races that deal with the Vree, the Gaim primarily use the Conglomerate for their ability to turn anything into a profit. Preferring to do business with the emotionless grey aliens of the Vree rather than unpredictable elements elsewhere, they have a multitude of trade agreements.

THE HIGH QUEENS – HIVE MIND AUTOMATONS OR HYPOCRITICAL LEARNED PERSONALITIES?

The High Queens are the highest echelon of rulership in the Gaim Intelligence and in the species as a whole, but they also form a strange source of paradox. The Gaim are a true hive mind, teeming minds all coming and going on the same stream of pheropathic consciousness, but their six highest leaders – the source of their social and instinctual order – have their own personalities learned over time. Is that not a hypocritical stance that somewhat denies the existence of the anonymous nature of the hive mind?

Yes and no. There is no good way to explain it other than the fact that the High Queens have an evolved consciousness so drastically higher in evolution that most races cannot even understand what they do.

Instinctively the High Queens keep the hive mind flowing and active with the same ease and reflexive function that a human's brain keeps its heart beating and lungs breathing. Setting Ambassadors to their duties, creating building parameters for labour Drones halfway across the galaxy, or even placing Warriors in a defensive stance around an injured Executor is a matter of instinct for the High Queens. They do these things without so much as thinking about the fact their pheropathic glands and brain are doing so.

They only become unique individuals when making new decisions, sending orders down the pheropathic pipelines. Whether it is Darana choosing to crush a possible threat to an outpost by landing Destroyers in a populated area or when Lanata tells her Ambassadors to try to learn more about the Yolu and their foolish religious zeal, these are the things showing the High Queens' individuality.

The relationship of the High Queens with their instinctual selves and fellow Queens' impulses can be very taxing on their personalities. For most of the High Queens the idea that they are both the hub of the Hexad Hive and individuals with their own goals and desires is difficult to comprehend – they simply adapt to these new thoughts.

No matter how foreign and strange the individualistic thoughts of the High Queens might be on a personal level, it is only through the combined force of the hive mind that the Gaim Intelligence functions as a galactic

power. They would not willingly endanger the Hexad Hive for their own goals, and confusing as it may be – they are still governed by the consensus of the other five High Queens and the rest of the hive mind.

THE GALACTIC PRESENCE OF ERRATICS

Representing less than a hundredth of one percent of all Gaim, Erratics are not part of the Gaim Intelligence. It is very difficult for an Erratic to hide the fact he is not part of the hive mind. The penalty for being an Erratic is immediate capture and dissolution to base proteins, making the life of an Erratic one of paranoia and fear. Part of being an Erratic allows them to feel such emotions as fear and selfishness, which will plague them everywhere they go.

Most of the galaxy has absolutely no clue how the hive mind functions in any way, making a lone Erratic's job of hiding amongst the stars easy enough around non-Gaim. This frequently places Erratics in positions where they will come into contact with outsiders, perhaps even befriending them. It is the Erratic's need for protection from their own people combined with the natural disdain and cold condescending of normal 'hived' Gaim which makes the small percentage of the insectoids that interact with outsiders frequently Erratics.

With so many Erratics openly dealing with alien races, the Gaim Intelligence suffers from their non-standard actions. What the Erratics are seen doing and saying can come back to haunt the local Intelligence agents, and any misgivings about them are compounded when Gaim loyal to the Hexad Hive cannot explain the difference between them and the Erratic. Erratic Gaim are a problem for the Ambassador breed as a whole; they have to repair any damage done to contracts, treaties and business deals after an Erratic has fouled things up.

The individuality of the Erratics is not only a problem for established Intelligence matters, but it can easily cause problems for individual Gaim. Erratics look exactly like their breed as denoted in the egg-case, especially in their exo-armour, meaning that a rogue Erratic can easily pass for a well-known Ambassador breed by all scrutiny. It is an established fact in telepath circles around the galaxy that trying to scan a Gaim is dangerous and 'impossible', no telepath will ever try to mentally sniff out an Erratic. An Erratic who wants to could impersonate any other Gaim of the same breed until they make some mistake or are caught by a local Executor.

Erratics are not numerous in the galaxy, but they are a worry of the High Queens and are

rooted out wherever discovered. Even though it would come to pass that two-thirds of the High Queens would be Erratics themselves, the Hexad Hive would hunt the 'biological defects' for as long as the Gaim would exist. Such is the power of an unrestrained and individual mind on the loose to the perceptions of the Gaim.

POLITICAL HUBS

The following are several of the most important places (and the Gaim populating them) in the galaxy where the



Gaim Intelligence has a strong and public presence on a governmental level.

NiChakíFa II – Homeworld

The home planet of the entire Gaim species, N'Chak'Fa II is the seat of the High Queens (until 2267) and the central most important location to the Intelligence. It is upon this world the Gaim evolved from large tunnelling insects to insectoid sentient beings who now ply the spaceways in their own starships. There are six main hive cities that dot the primary continental land mass

surrounded by an ocean covering nearly three-quarters of the planet. Each of these cities extends a mile or more into the sky on spires and domes of dense carved stone and smelted metals, but they also burrow several miles deep into the planet's crust as a network of tunnels.

Each one of these cities is home to one of the High Queens, the birthplace of a broodline and the root of countless individual Gaim lives. The Intelligence learned how to be a government on this planet as much as they learned how to be a sentient spacefaring species. N'Chak'Fa II is the most important place to the Gaim as a whole, and it will always be the centre of the universal Hexad Hive – no matter how far the High Queens may be from it.

Babylon 5

The centre most topic on most peoples' lips in the galaxy is the Babylon station at Epsilon 3, and this is no different for the Gaim Intelligence. The League of Non-Aligned Worlds has always had a gathering office and diplomatic auditorium at the station, which means that the Gaim have been present throughout its operation. The Intelligence has a trio of especially prepared Ambassador breed working as official representatives at all times on Babylon 5, one of whom must always be an Executor.

The rest of the of Gaim population on the station lives in the Green (alien) Sector in order to be able to have somewhere to leave their exo-armour suits while they relax, eat or simply enjoy their own atmosphere. The hive mind is very strong on Babylon 5, especially after Captain Sheridan brings the League together there during the Shadow War.

Thrakalla I

Called Tr'kl by the local populace, the primary planet of the Thrakalla system is the homeworld of another insectoid species called *Thrakallans*, once thought of as a possible sub-species of Gaim themselves. The High Queens are aware this is not the fact due to the utter selfishness and individuality the species shows almost as a genetic rule, but they are still interested in them nonetheless. The Intelligence set up a large 'mini-hive' on the planet from which they have many Thinker

breed and Diads researching any relationship, if any, the Thrakallans have with the Gaim.

The Bestine Monitoring Station

Originally built by the Abbai to help with the peace talks between the High Queens and the Descari, the Bestine Monitoring Station is a small orbital around the Descari homeworld. It started out as a diplomatic station, but has since turned into little more than a large space-based hive colony for the Gaim who are watching their former foes. They put over a thousand Drones and Warriors on the orbital in the first six months of its operations, beginning to coat the entire place in resin and Gaim-comfortable facilities.

The Abbai still occasionally come to the orbital to ensure the Gaim are not using it for military reasons, but they have little to no idea what exactly has happened to their former construction. Many of the internal corridors and quarters have all but been transformed into a 'space hive', and the atmospheric processors pump methane instead of oxygen. The Abbai have lost the station to the Gaim through their allowance of the insectoids to adapt it, they can never hope to get it back again.

The Queen Fleets (post 2267)

After the Hexad Hive suffers its horrible loss on Earth in 2266, the Queens repaired the hole in their hive mind with a new and powerful High Queen – Cerphisix. Cerphisix and her personal mentor Mikaro used an unspoken bond as Erratics to ensure the Gaim Intelligence seeks new and interesting plots in space, away from N'Chak'Fa. More importantly, this new initiative of having several of the High Queens on board enormous floating hives while surrounded by the Queen Fleets would keep the two Erratic Queens far enough away from the other members of the Hexad Hive to better protect their dangerous secret.

Once the program was put into place and the Gaim Queen Fleets left the Hive Belts and N'Chak'Fa for the corners of the galaxy, only three of the six High Queens would remain on homeworld on any given time. Three High Queens would either volunteer (in the case of Mikaro, Darana and Cerphisix) to board the massive Queen ships to travel while three others would remain on N'Chak'Fa II to keep pheropathic command of the billions of Gaim thriving there.

GENERATIONS OF EVOLUTION

‘The Gaim went from being oversized termites in their mounds to a spacefaring power that rivals our own in what, thirty years? What will they accomplish in the next thirty? The thirty after that?’

- Ambassador G’Kar

It started more than a billion years before the Third Age of mankind. Turning from basic insects to six separate colony-hives, the Gaim remained in the same general pattern of life until only very recently. This chapter is the story of the Gaim’s history and the major events that affected their overall evolution – physically, mentally and socially speaking.

THE BEGINNING – THE PRIME GENERATIONS

Estimated to have first appeared a little more than a billion years before what is held as the Third Age of mankind (around 2260), the first species of Gaim were likely little more than segmented trilobite beetles crawling up and out of the thick oceans of N’Chak’Fa II. This race of ancient Gaim is called the ‘prime insects’ by the High Queens, from which they believe they are direct descendants. They were simple creatures half-again as large as a normal Gaim Drone (two to three metres), and had a thick shell protecting them from the primordial weather patterns of the savage planet.

The prime insects likely chewed their way to the top of the planet’s food chain, as collected fossils show multiple tools in the insects’ mouth parts and fossilised meat and plant life in some remains. Having to rapidly adapt to the thick atmosphere and plentiful ecosphere, the prime insects were forced to evolve in order to survive.

The prime insect likely came out of the ocean with unstable genetic structures already, caught in its primary evolution to bring it to land, making its adaptations while on land all the faster. In a matter of approximately a hundred thousand years (a relatively short evolutionary timespan) the prime insects had fully adapted to life on land, including a fast reproductive rate to out-breed losses due to predators. This reproductive rate would be the single most important factor in the evolution to come, and would be how the Gaim become the predominant lifeform on their planet over time.



GENETIC DIVERGENCE – THE ROYAL GENERATIONS

As the prime insects spread further and further across the surfaces of N’Chak’Fa, they encountered new terrain types and food sources to overcome. They were tough enough to handle much of what they came across with little trouble,

but it was not without hardship. The prime insects had to rapidly alter their lifestyles to overcome this, sending ripples of evolution through their generations.

The minor evolutions like wings, tunnelling pedipalps, venomous mandibles and so forth appeared over a few hundred generations, especially after the prime insects underwent a serious and monumental adaptation – the creation of the hive colonies.

Something terrible happened to the environment of N'Chak'Fa that turned the atmosphere thick with carbon monoxide and methane. The stars became a memory and the sun was merely an area of sky that was a lighter shade of violet than the rest. Chlorophyll-based plantlife withered and died, taking with it all of the herbivorous fauna. The predatory animals fell upon one another in short order, creating a serious food issue for the evolving prime insects. This spurred on the need for a new food source for the early Gaim – each other.

In order to survive the world's changes the prime insects were forced to make a rapid and sudden shift – a genetic divergence that would shape the race forever. To fuel the need for adaptation to the new environment they created a 'birthing caste' of insect that would sate the hungers for both rapid reproduction and food requirements. So important were these birthing insects that other insects were devoted to protecting them through the use of their bodies and the building of hive structures around them.

After a few thousand generations of the prime insects reinforcing the need for the hive, and for the birthing insects' importance, the first wholly devoted Queens were elevated to their position. Like the centre of a hive of bees or a colony of ants the Queens were the most important part of the hive, and the natural hive mind of a colony evolved from the darkness. Suddenly the insects that had been running around with solely survival as their motive were no more; the earliest Gaim had taken their arrived.

The colonies were many in number, each one with a bloated Queen at its centre. The hive colonies would be the seat of the Gaim for *trillions* of generations to come, constantly collapsing and being re-tunnelled out to better suit each new evolution of the Gaim.

QUEENS ASCENDANT – THE BROODLINE GENERATIONS

Once the early Gaim hives were built and the Queens began to shine as the most important part of the colony, their individual broodlines began to develop into the

various breeds needed to operate a proper Gaim hive. Drones took shape to perform the laborious duties of hive repair, expansion and construction. Scouts with wings took flight to look out for threats to the hive, especially looking out for swarms of 'enemy' hive Gaim looking to make an assault. Warriors protected the outskirts of the colony and became swarms of their own to go and try and raid other hives for food and territory. The Queens themselves evolved into their own caste, and their pheropathic control over their families grew stronger and stronger – turning into a primitive version of the true hive mind known today.

Then it happened the last of the non-Gaim food animals was hunted to extinction and the Queens felt the echo of starvation in their broodlines. It was this period of hunger that forced the Gaim into a new state of mind where the Queens, perhaps, evolved their first rational decision – their first sentient thoughts. They needed new food sources, no matter what that might be, if they were going to survive.

The simple and easy solution for some of the food shortage was to stop simply trying to steal food from the other hives – and begin using them for food. The Gaim hives turned to cannibalising one another to replace the formerly hunted animals. Although it is not unheard of for animals to utilise cannibalism amongst their own species, it was new to the Gaim and had a strange effect upon their species. It strengthened them twofold. The Queens had to produce more and more eggs to fill the natural needs of their own Warriors and to replenish losses from outside hive attacks, turning up the reproductive rate on their egg-laying organs and forcing the need for breeding and nurse Drones. Additionally, as the hives fell upon each other in waves and swarms the Drones would need to bring back some of the enemy corpses for the practically immobile Queens to feed upon as well. This pattern of feasting upon the other hives kept the genetic and pheropathic materials cycling constantly through all of the hives of the Gaim, keeping the species whole instead of allowing separate insectoid races to formulate over the centuries. Without the cannibalising of the various Gaim broodlines, the pheropathic network of the Gaim would have faltered and collapsed.

The gloom and wetness of N'Chak'Fa may have killed the less hardy plantlife, but it caused a natural bloom in all things fungal. The Queens saw the fungus at first as simply a change in terrain, but they made the active choice to pheropathically force their Drones to begin to feed upon the fungus and harvest it for future use. They began to stockpile the stuff inside the colonies, causing it to spread and grow – becoming the first Gaim fungal farms. In just a few generations the Gaim adapted to be able to stomach the stuff and process it normally, adding it to their regular diet in order to slow down the need for cannibal raids on other hives.

The addition of fungus farms and spore gathering to all of the hives certainly slowed down the need for constant cannibal attacks upon one another (but not eliminating it), but the Queens' egg-laying abilities remained as steady and constant as always. This meant the Gaim generations would grow at a much faster rate, without the higher need for battle fodder, which in turn meant expansion of the hives.

HIVE WARS – THE BODY AND BLOOD GENERATIONS

The countless years after the elevation of the Queens to 'instinctual sentience' were filled with a swelling of the Gaim ranks at an exponential rate. The six colony hives spread out rapidly like the fungal blooms that fuelled them, and soon it was a constant battle for territory and genetic superiority. N'Chak'Fa would be rocked by swarms of Warriors clashing with one another over hundreds of miles of territory for a very long time.

Vast armies of Warrior breed Gaim would be driven forward against one another to try and open up territories for hive expansion, making room for the natural growth of the colony at the orders of the Queens. These battles would be fast, terrible and *bloody*. The fast reproductive rate of the Gaim made it easy to replace these losses, making high casualties the norm for these sorts of constant and violent affairs. The fields littered with Warrior corpses and pieces of the wounded made for the best spoils of the battles themselves. When one hive would win out over another it would be strengthened by the material benefits of so much food supply and the added bonus of access to new genetic material to augment their own hive's Queen. Many hives were destroyed during this time until just the six hives that comprise the Gaim race as they are known today were left.

These wars were the catalyst that created the powerful sense of being in the various hives, the pheropathic connection between all Gaim that would one day be their greatest strength. When one hive's Queen would suffer terrible losses to her Warriors she would adapt the next generation to be stronger and better equipped to handle her rivals' latest evolution. Her brood would defeat the next, forcing them to have an additional evolution, and so on until the Gaim had become more or less the species the galaxy would discover.

Sometime during the hundreds of thousands of years of genetic upheaval and inter-species violence, the Gaim Queens focused more and more upon their own consciousness. Passing their pheropathic commands and essences into

their broodlines only to be frequently killed, eaten and assimilated by the other Queens' broodlines, the overall mentality of the Gaim evolved. This turned their consciousness from the basic idea of a hive mind colony into the pheropathic structure that set the Queens at the top of the Gaim life cycle. Although the Queens were still thinking in base terms and instinctual needs, they had formed a more powerful linking of their broodlines' minds never before felt. The Gaim hive mind became more than just a colonial set of instincts; it was a communal stream of thoughts and impulses.

The 'Hive Wars' are not viewed upon by the current-day Gaim as a negative thing at all, as it was this revolving door of conflict and life cycles that would ultimately make them strong enough to withstand the next age of their race's existence.

Evolution through Conflict – Sound Familiar?

During the Body and Blood Generations of the Gaim they became *exactly* what the Shadows tried to explain to their peers as the perfect example of progress. This occurred without any outside influence from the First Ones, even though the Vorlons believe that this is not the case.

The constant wars and driving violence filled the mental landscape of space around N'Chak'Fa with echoes of such strong feelings, something that attracted the most telepathic of Ancients, the Mindriders. Observing the planet wide chaos long enough to understand that the Gaim were the perfect case study for the Shadows' argument, the Mindriders moved on and informed the Shadows.

The Shadows then chose to use the Gaim and their evolutionary wars as a prime example of their theories, especially when the Queens suddenly became self-aware. When the pheropathic hive mind became something other than instinctual behaviour, the Shadows *knew* they were right about the necessity of conflict to spur change.

The Vorlons felt differently, however. They believed that the telepathic presence of the Mindriders and the spying of the Shadows so near to the Gaim was responsible for the sudden mental change in the Queens. Claiming that the Ancients inadvertently nudged the Gaim toward their current state, the Vorlons then chose to write off the insectoids for the foreseeable future.

This is why the Gaim were not influenced by the Vorlons when they chose to shape the other races, and why the Shadows happily turned to the Gaim to help instigate conflicts in the galaxy in the last Great Shadow War.

Whether or not the Ancients' presence did influence the Gaim's evolutionary progress is irrelevant to them; they would consider such influences



as much as any other stimuli to affect change. The early Gaim would equate a Mindrider visit to N'Chak'Fa much in the same way as they would view a climate change, food source extinction, or unexpected genetic divergence. They adapted to outside stimuli to become the species they are; what they were adapting to matters little.

THE FIRST VISITORS — THE METAL HIVE GENERATIONS

The Gaim had battled, survived and evolved as it were for many thousands of years before they ever had an idea that something could possibly exist outside their planet. Never before had a Gaim ever had a reason to look up to the sky except to avoid a flying scout's scrutiny. The event that marks the end of the Body and Blood Generations, the coming of an alien presence to N'Chak'Fa, would forever change the Gaim into a single species.

In 2212, just after the Narn had been freed from Centauri slavery, the planet N'Chak'Fa II came under scrutiny by Narn Regime interstellar scouts. Scanning the planet and finding it to be ripe with ore and chemicals perfect for an industrial colony, the Narn sent a small expeditionary force to the planet to 'claim it'.

The Gaim watched the giant 'storm Drones' burst through the atmosphere and land with animal curiosity and disbelief. All of the hives sent fast scouts to the area to investigate, expecting to scuttle around the area and report back. The Narn had a different reaction.

When man-sized 'bugs' began to arrive from all directions with their reaching antennae and sampling pedipalps twitching toward the Narn, the aliens believed they were under attack and responded with deadly force. Turning plasma-throwers and shipboard emplacements upon the scouts, the Narn wiped out a few dozen Gaim in just a few moments. The Narn believed the drop zone to be clear of 'native hostiles' and returned to the exploratory fleet to bring back the science drop teams.

It was the first time scientific technology was used against the Gaim, and their resulting losses sent a shockwave through the pheropathic hive mind. The High Queen nearest to the site, Anasha, felt the loss the worst and prepared the area with a host of Warrior and Destroyer breed Gaim for the Narn's return. She believed the landing ships to be the scouts of another hive, which meant the next wave would be the Warriors. Anasha felt strangely about the newcomers, but she did not know exactly why.

When the Narn returned to the drop zone, they came in greater numbers. Their ships disgorged teams of science officers, experts and environmentalists. They had a few

guardsmen and soldiers to protect them from the local wildlife, but it would not be enough. From the ease that the first landing had with the scouts, the Narn believed that they would have no trouble at all with the Gaim. They could not have been more wrong.

It took eleven minutes for the Warriors and Destroyers to tear every last Narn to shreds including their landing craft and equipment. The Narn fought bravely, but they did not have a chance. The bodies were consumed, and the inorganic materials ferried away to become part of the hive structures. Anasha was brought many of the kills, as was proper in a hive battle, and when she tasted the new genetic structure and recognised it for being a completely different species, she readied her hive for more. She felt the reactions of her Warriors to the metallic equipment, the pain from their weapons, and knew something *big* was about to happen.

During that same time the Narn fleet was beginning to worry about their research landing. They knew the atmosphere was too thick for communications transmissions from planetside, so they had arranged for a six-hour window for them to report back. As that they were all dead well before that time had come and passed, they assumed correctly that something went wrong and sent a military party to investigate. The carnage they found was enough to warrant a large scale sterilisation force deployed.

The sterilisation force was met with overwhelming numbers. Fighter craft were assaulted by flying Destroyers, tanks crushed under the claws of dozens of Warriors, and any infantry ripped limb from limb. The Narn saw no end to the insects in sight, and called the planetary landing an utter loss. They returned to their fleet, abandoning the craft on the surface and writing the N'Chak'Fa system off as 'too hostile for use'.

Once the Narn were gone Anasha felt it was her responsibility to inquire with the other hives if they had suffered similar attacks from the sky. Although the other Queens could have fallen upon her and crushed her hive in its current weakened state, they instead were far too curious as to what she was showing them through the pheropathic signals she was broadcasting. The idea that more of the metal drones could fall from the sky, bringing with them the soft, four-limbed animals with the flashing 'stingers' and fiery 'breath' took precedence to their own struggles.

Anasha opened herself up as the first pheropathic conduit to all of the Queens to 'discuss' the invasion, and in doing so, created the Hexad Hive. Once joined pheropathically, the Queens immediately felt the surge of greater strength their new six-fold species had over the sum of its parts.

The *High* Queens ascended to their new role as the leaders of the planet; their first course of business – the alien invasion.

Thinker breed Gaim, whose role had been to help design hive structures and biological shaping thus far, were sent to the site of the invasion and allowed to pore over the Narn's leftover technology. PPGs, ka'toc swords, landing craft, and explosives; all were thoroughly investigated by the intelligent insectoids. Teams of Thinkers fiddled with things until they activated, sending more than a few of their kind to sudden doom.

Eventually they managed to get one of the spacecraft to activate its automated return-to-fleet protocol, rocketing up and through the blanket of obfuscating atmosphere. When they reached the endless field of stars and the blazing sun of the N'Chak'Fa system, a sense of fear, awe and wonder shot through the High Queens through their pheropathic connection to the Thinkers. The sheer size and scope of outer space spurned new and strange thoughts in the High Queens.

They wanted to know more...

THE EVOLUTION OF THE HIVE – THE HEXAD GENERATIONS

Although it only comprised of a mere eighteen standard years, the Gaim would see an enormous amount of growth and technological advancement in the time after their first encounter with the Narn. They reverse-engineered many of the structural technologies of the Narn to best fit their own species; including supporting walls, sliding doors, electronics of various kinds, and even the use of tools separate from their own bodies.

They had begun to shape a new, more humanoid breed of Gaim to interact with the alien technology and, ultimately, also with any other aliens that might arrive. The new breed of Gaim would be the precursor to the Ambassador breed, but began as little more than humanoid Drones used to test technologies they had yet to conquer the adaptation of.

The Hexad Hive used these formative years to become a strong and fluid machine of insectoid adaptability. There was little that the gathered minds of the High Queens could not accomplish, and the six sprawling hive cities began to become connected by huge walled tubes and underground tunnels, linking all of the broodlines. The Gaim understood a great deal about

how some technologies worked, and they had already begun integrating it to their efficient and fast-moving society.

This knowledge and the strength of the Gaim as a species would soon be put to the ultimate test against a mighty foe – the Dilgar.

THE DILGAR WAR – THE FIRE AND STONE GENERATION

In 2230, at the height of the Dilgar Invasion of the League of Non-Aligned Worlds, the Gaim would get a painful push in their evolution toward becoming a spacefaring race. The arrival of the Dilgar is the single most devastating yet necessary moment in the Gaim's formative pre-space travel history.

As the Dilgar moved from system to system looking for the 'perfect' planet to serve as their new homeworld, they *eliminated* any planet that did not make the grade for their uses. When the Dilgar moved from their rimward system of Omelos toward the populated core, they attacked some races and made deals with others. Although many of these deals were ill-conceived and secretly paved the way for later attacks as well, a few galactic races made hidden allies of the Dilgar to avoid being targeted themselves.

One such race was the Narn, who *gave* access to a few minor colonies on the outskirts of Regime territory to be used as staging areas for the Dilgar's invasion. The Dilgar used the local populace of these places for their experiments and tortured many of them for information, learning quite a few of the Narn's lesser known secrets. One piece of classified information that the Dilgar paid close attention to was the N'Chak'Fa Massacre.

Deciding that a primitive planet with a sensor-proof atmospheric envelope could be useful in the very least as a routing point for future fleets, the Dilgar warmasters decided to plot the rest of the core invasion through the N'Chak'Fa system. Even though the Narn reports spoke of dangerous indigenous wildlife, the Dilgar were unafraid – they were not planning on colonising the planet, after all.

When the Dilgar fleet reached N'Chak'Fa II, they did not even *try* to land upon the planet when their scouts saw fields and fields of scuttling insectoids and clustered buildings in the hive cities. Using the dense asteroid belt that clouds much of the system, the Dilgar turned their mass drivers upon the planet and began to pummel it to ruin. Over a billion individual Gaim lost their lives in the

bombing, smashed to pieces by raining stone and fire, including an unfortunate High Queen.

In the chaos that the Hexad Hive felt from the loss of their first High Queen in the pheropathic hive mind, the Gaim scattered and sought shelter deep in their hive tunnels. The Dilgar bombed N'Chak'Fa for only a few hours, but it was enough to demolish three of the six Gaim cities to dust, kill a High Queen, and force an entire species into hiding.

When the Dilgar ships scanned the planet and found only scattered life signs, likely due to the thick atmosphere and the miles of hive tunnels between the Gaim and the surface, they were satisfied. The warmaster for the campaign, Dah'rak, was so prideful of his slaughter that he chose to ignore the wishes of the other warmasters and land upon the planet. He thought that bringing back biological samples of the decimated insectoids, as trophies and experiments, was worth the risk.

Ten ships landed upon N'Chak'Fa and began taking samples of what they could find there. Their landing told the Gaim they had something they could fight – and so they did. Warriors and Destroyers erupted from the ground tunnels like a chitinous horde, sweeping into the Dilgar. The Dilgar fought bravely, but they recognised a superior foe on the ground and began to withdraw to their ships.

It was too late though, as the High Queens had remembered the same flying metal drones from the Narn invasion. While the Warrior horde attacked the infantry and vehicles from one side, a small swarm of Drones and Thinkers emerged from other tunnels to begin taking the Dilgar ships. Of the ten landing craft that touched N'Chak'Fa soil, only three would manage to lift back off with Dilgar at the helm. Four more would take off at the control of Thinker breed while filled with Warriors, and three others were torn to pieces.

When the Dilgar ships began to stream toward the war fleet, Warmaster Dah'rak saw the erratic flight patterns of several of his ships and sent a towing shuttle to retrieve them – at first. When the first landing craft was brought on board Dah'rak's flagship, the *Shokava'Po*, it burst from within with Warrior and Destroyer Gaim – who immediately ran amok in a crew not expecting to fight off giant insectoids. The warmaster was losing the *Shokava'Po* deck by deck, and he gave the order for his fighters to attack the returning craft, friend or foe.

Destroyer Gaim are built for nothing short of wanton chaos, and can survive in a vacuum for several minutes. Warrior breed; about half that time. The fighters tore the returning landing craft apart with their weapons, opening up the ships to space. Sensing their impending deaths, the Destroyers and Warriors leapt out into the void. Tiny black and green specks expanded from each detonating

landing craft, each speck a rapidly cooling and dying Gaim. Many of the Gaim perished, but more than a few found purchase on nearby ships, immediately beginning to cut into the hull with their bio-plasma cutters and raw strength. Several fighters landed back at their carriers with Warrior stowaways.

Soon there were a half a dozen vessels reporting to the failing flagship about Gaim invaders, and Dah'rak himself was being told by his staff that they were losing altitude rapidly. Although the warmaster managed to get to an escape shuttle along with many of his crew, the *Shokava'Po* could not be saved and soon plummeted into N'Chak'Fa II's atmosphere. The vessel broke into four huge sections, three of which fell into the ocean.

Retreating to a different ship, Dah'rak and his crew began to plan out the best methods to deal with the remaining Gaim Warriors still amidst their fleet. Several ships were already reporting that they had killed the one or two invaders, but always with great casualties. The primary fighter carrier of the fleet, the *Rarhavia*, was completely without power and essentially listing dead in space. The fleet was not crippled, but it would be many weeks for sufficient reinforcements to arrive, and the momentum of the invasion was broken by the Gaim.

During the following weeks, the Young Queen Lanata rose to the top of the consumption ceremony of her mother and began to assume the role of High Queen.

Her fresh outlook and genetic strain allowed for the rapid success of the newly crafted Ambassador breed—modelled after the humanoid bodies of both types of the alien invader corpses they managed to gather genetic data from. What they were able to learn from the bodies of the dead, the instinctual curiosity of Lanata, and Hirokash's advanced biogenetic techniques created the Ambassadors. They could not have been more perfectly timed.

Only days after the first humanoid-looking Gaim emerged from its chrysalis to begin to learn about the

universe through the *Shokava'Po* wreckage (which was already dredged up by that point), the League of Non-Aligned Worlds' fleets arrived to push away the Dilgar. The Dilgar fleet was still being repaired from its run-in with the Gaim and awaiting reinforcements, forcing it to withdraw instead of fighting a prolonged fight in the N'Chak'Fa system.

This re-routing would contribute to the eventual demise of the Dilgar. Without being able to use N'Chak'Fa as a staging point the Dilgar would choose to move along a different route. This new path of destruction would bring them headlong into Markab space, where the Earth Alliance would be drawn into the war and ultimately end the threat of the Dilgar forever.

NEW HIVES — THE AMBASSADOR GENERATIONS

The arrival of the first League of Non-Aligned Worlds' defence fleets to the N'Chak'Fa system heralded a new age for the galaxy. Although the humans would not enter the war for another few months, the Dilgar lost their momentum and had to abandon their original warpath. Some scholars believe that it was their folly at N'Chak'Fa that cost them the war.

When the League fleet, consisting mainly of Abbai and Hyach peacekeeper vessels, arrived at N'Chak'Fa, they saw the remnants of the destroyed Dilgar ships and the signs of mass driver impacts on the planet below. They knew that the



Dilgar would never fire mass drivers at an unpopulated planet, so they chose to investigate it for survivors.

Thankfully it was the Abbai that landed first. Landing using their unarmed shuttles only and showing no signs of aggression, the Abbai were able to show the High Queens that they meant no harm. There were more than a few cross-cultural mishaps at first, and small skirmishes nearly broke out several times. The Abbai persevered however, and soon the Ambassador breed Gaim was on the surface in great numbers.

Through the harmonic sciences of the Hyach, the first rough translations of Gaim'speak's trills, clacks and whistles were formed into language. The Abbai and the Hyach spent nearly two years with the Gaim, helping them understand the galaxy from a non-Gaim point of view and preparing them for meeting other, less *civilised* races like the Drazi and Brakiri. Surprised to know that there were so many other races in the galaxy, so many other 'hives', the High Queens realised that they needed metal Warriors and Drones like the two races that invaded them had used – if only to protect N'Chak'Fa.

Once equipped with enough Hyach designed translator globes and a decent enough understanding of Interlac and what to expect from outsiders (from an Abbai point of view anyway), the Gaim became a new member of the League of Non-Aligned Worlds.



They began to acquire starship hulls from other species, most notably the Drazi and some old Centauri hulls leftover from the Republic's occupation of many League worlds. Sending Ambassador breed Gaim across the galaxy as part of Abbai governmental fleets, the newly named Gaim Intelligence began to forge alliances and treaties with their never-before-known galactic neighbours.

Alien races were allowed to mine on nearby planets in the N'Chak'Fa system, a League chapter house was built on N'Chak'Fa II, and diplomatic relations became more understood by the Hexad Hive. In only a few dozen generations of Gaim (five years) from the Abbai landing on their homeworld, the Gaim were beginning to be considered as a spacefaring race. They were ready to begin exploration of hyperspace and other solar systems using their own ships and crews; but the future would prove that the galaxy may not have been ready to accept them.

AN ACCIDENTAL OFFENSIVE – THE STAR HIVES GENERATION

It was not too long before the Gaim Ambassadors had fully learned the secrets of hyperspace from their League allies, preparing themselves to leave their system on their own power, in their own ships. Their fleets were heavily modified hulls from other races, but were fully crewed by Gaim. The burgeoning Gaim fleet believed itself ready for anything. They had each vessel filled with ample Ambassador and Thinker breed to understand most situations, Drones to undertake the menial tasks of keeping a ship operative, and a handful of Warriors ready to defend their hivemates.

Powering up the local jumpgate, an ancient thing that had existed for as long as any spacefaring race can remember, the Gaim took their first solo fleet into hyperspace.

One of the fleet's first stops was a nearby stellar system called Bestine, the home of the Descari. The Descari are a minor ape-like League race with very little love for other alien species. When the first Gaim ship passed into Descari space, the xenophobic aliens opened fire on the Gaim. Believing the Gaim to be a weaker and unworthy race to come and 'try to conquer' the Descari, they wanted to send a message to the Intelligence to stay away.

The message was loud and clear – only the High Queens did not take well to this other 'hive' attacking their assets. The remainder of the Gaim fleet stormed through the meagre defences of the Descari, obliterating several small colony outposts and eventually bringing a large

landing party of Warriors to their homeworld. Although the Descari fought hard and inflicted great casualties upon the Gaim, the Intelligence continued to pursue their attack.

Only the intervention of the Abbai and the addition of several new Executors to the area to help quell the voracious Warriors stopped the bloodshed. The Abbai brought in negotiators to work out a new notion to the High Queens – peace. The High Queens thought it was strange to leave an enemy alive when they could be crushed, but when the Abbai explained how certain concessions can be made during peace talks, the Gaim listened.

The High Queens agreed to halt the attack and give back the territories they had stormed onto, but only if the Descari would forever open their jump routes to the Gaim and recognise them as a galactic power. They begrudgingly did this, and the High Queens wrote the Descari off as being defeated and ultimately *inferior*. For the cost of a few tens of thousands of Gaim lives that would be replenished in just a few hatchings they managed to learn the political power of having the upper hand, or upper pedipalps as it were.

The Gaim also learned at this time what was required of them before they could go where they wanted to in outer space. They learned the new computerised ways to see the stellar equivalent to pheromone lines and tunnel markers delineating boundaries and territories they ought not cross without expecting trouble. They mapped out the various other races' 'hives' on their star maps and began to pay attention to the invisible lines in the void, taking their place finally as a major spacefaring race.

OPENING BABYLON 5 – THE OUTSIDE PATH GENERATIONS

Once the Gaim Intelligence had earned their right as a spacefaring race through their tribulations with the Descari, they began to look inward at their own evolution again. They had been coming up with new and interesting biogenetic tools and adaptations, but the race as a whole had not seen any major changes for several years – an eternity to the Gaim.

They focused on beginning the building of their own ships based on new Thinker designs and unique ideas suited to their specific biological needs and functions. New technologies spawned from older versions began to come to form in

laboratories throughout the newly acquired Hive Belts, and the groundwork for an entirely Gaim designed war fleet was laid.

During this period of reconfiguring and internal evolution, the Earth-Minbari War happened. The Gaim barely even took notice of the mass genocide taking place on the other end of the galaxy, seeing such actions as the natural progression of things. When the humans came to the League in search for help against the Minbari in 2246, the voting members of the League were ultimately at a stalemate when the Gaim were asked their opinion. The High Queens had but one thing to say; *'The hives of others must fight their battles if their tunnels do not cross our growth farms and nurseries. They must evolve or be consumed.'* This statement would condemn the Earthers to another year of destruction and mayhem before the infamous Battle of the Line, where fate would step in and end the war.

The end of the Earth-Minbari War would see the beginning of the Babylon Project, something that the League of Non-Aligned Worlds were generally happy with seeing built. Although they did not fund the stations' budget nearly as much as the Minbari Federation or the Centauri Republic, the League had a sizeable amount of assets invested in the project. After the first four stations failed catastrophically however, the League began to worry about the use of their resources.

Strangely enough it was the Gaim Intelligence that stood up and spoke in behalf of the Babylon Project. It is noted in the minutes from the monumental League chapter house meeting at Markab III in 2256 that the Gaim Ambassador, Speaker Rakh'shei, gave the following statement to cement the League to the cause:

'The High Queens put their choice in motion when the Babylon Project began, and nothing has changed concerning it to this point. The building of the new star hive can suffer a thousand setbacks and their choice would not change. This station is needed to maintain comfortable relations with others, it must be finished. The High Queens do not falter from a colony when a tunnel collapses, they build another. So must the Babylon hive adapt to these setbacks. Evolution requires hardship. The Gaim Intelligence will continue its support.'

Those words meant a great deal to several League races that undecided at that point, and the vote passed to continue aiding the Babylon Project. Rumours of the Gaim's responsibility for swaying the vote leaked out and both the humans and the Minbari sent thanks to the High Queens. Seeing as they had no emotional vestment, merely a logical one, in the matter, they disregarded the gestures.

Once the Babylon 5 station was fully functional and in working order, the Gaim made sure that they always had Executor and Ambassador breed Gaim in diplomatic positions to speak with the Queens' voice. The humans wanted representation of all the member races, so a number of Diads and other Ambassador breed Gaim were added to the station's population. The humanoid Ambassadors were chosen to put a 'pleasant face' upon the Gaim for the multitude of species that had never seen them before, even though they could never leave their exo-armour in public, the appearance of two arms and two legs seemed to help others relate to the Gaim.

What was not considered open knowledge was that the Executors of Babylon 5 each had a pair of Warrior breed living in their quarters to be called upon if need be to protect the diplomats. Rarely were these Warriors ever even allowed outside their rooms, but the few times it was necessary Babylon Security always had a bloody mess to clean up afterwards.

Their bank of quarters in the alien sector, each one flooded with an artificial mix of methane and carbon monoxide to simulate N'Chak'Fa II's atmosphere, were little more than stark rooms. They had simple furniture, necessary food storage units, and a latticework where they could secrete a comfortable resin nest for themselves; comfortable to Gaim standards, anyway.

The day to day activities of the League of Non-Aligned Worlds often took up the meetings at Babylon 5 due to the station's role as the ultimate diplomatic hub, but the Gaim often felt as though a station run by humans, covered in weaponry and staffed with a full compliment of fighters gave the wrong impression. Nonetheless, Babylon 5 would prove to be the catalyst for bringing the Gaim Intelligence into the next several generational stages in their history – whether it wanted to be or not.

SHADOWS AND CHAOS – THE FRACTURED GENERATIONS

From 2259 to 2260, unbeknownst to the Gaim and most of the galaxy, the Shadows had begun their machinations of several races toward a new rise of progress-through-conflict. Chief amongst the races that the Shadows remembered were the Gaim. The Shadows were very pleased that the same insectoids they watched evolve through war and battle centuries before had come so far so fast. Unfortunately for the Gaim however, this meant the Shadows chose them first to test their adaptability.

At first choosing to see if the violent nature of the Gaim could be *provoked*, the Shadows instructed Emperor

Cartagia to build a military station just outside of Intelligence space. Coming immediately off of the mass driver bombardment of the Nam homeworld, the station would serve as a blatant threat to the Gaim – something that the Shadows would hope to spark a violent chain reaction in the insectoids.

When the initial base was ignored by the High Queens, who simply understood where the boundaries to their territory lied, the Shadows were disappointed in their 'perfect example'. Cartagia was urged to triple the warship presence at the station to rattle the Gaim a bit more.

It worked.

The High Queens saw the additional forces as a direct and impending threat, and immediately launched a massive attack upon it and the fleet parked around it. The fleet withdrew quickly but the station was soon too flooded with Warriors and Destroyers to be saved. The Centauri detonated the station with hundreds of Gaim on board, the resulting explosion damaged much of the Gaim fleet outside the station.

The Shadows' plan was working perfectly. With the Gaim occupied on the opposite side of their territory, it was then very easy for the Shadows to incite the already vengeful Descari to strike at the N'Chak'Fa system's trade routes and minor mining outposts. In rapid succession with several other minor member races, the Brakiri and the Drazi, the Gaim suffered withering attacks and held no hope of surviving the escalating galactic situation without turning inward and devoting all of their resources to defending their assets.

Ignoring the pleas and requests of their neighbours due to the constraints on their own fleet and personnel, the High Queens watched as the galaxy devolved into utter chaos around them. The Shadows had revealed themselves as the true enemy, and fleets across known space were vanishing in plumes of weapons fire.

When the human commander Sheridan came back from his 'death' at Z'ha'dum, shattering what was told to the Gaim as a galactic law ('*No one returns from Z'ha'dum*'), they tucked their heads out of the proverbial sand long enough to give him an ultimatum. If he managed to bring the powerful and enigmatic Vorlons into the battle against the Shadows, dealing even a single defeat to the deadly foe, the High Queens would back the rest of his plays in the Shadow War. He was true to his word and the Shadows were handed a defeat in Brakiri space by a Vorlon engagement fleet, and the war changed forever.

Soon the two ancient races were ignoring the ships of the younger races in favour of their planet-killing monstrosities and a genocide march across the stars.

Sheridan believed he knew how to stop them, but again he asked everything from his allies.

Although it would require them to use up the last of their borrowed and retrofitted hulls to do so, the High Queens emptied their official fleet assets toward the final conflict that would take place at Coriana VI. This battle was not far from N'Chak'Fa, so the devotion of all spacecraft to the effort was remarkably easy. The battle would see the last of their ships destroyed or damaged beyond their worth, but the Shadows and the Vorlons were defeated. Sheridan proved himself worthy of an alliance with the High Queens, and made a shining example for the human race in their eyes.

RISE OF THE INTERSTELLAR HIVE – GATHERING GENERATIONS

After the chaos of the Shadow War was little more than an echo and the beginnings of the Earth Civil War began to shake the foundations wherever humans went, the Gaim began to rapidly repair their structural losses while continuing to finish their fleets. With a few exceptions in their trading assets, the Intelligence had lost its entire navy of *operational* spacecraft during the Shadow War, leaving them extremely vulnerable to attack. Luckily for them, many of those who would like to take advantage of the situation were also crippled.

The Gaim will be able to ignore Sheridan's newest crusade against President Clark, partly due to the High Queens' disinterest in outside politics and partly due to Sheridan requesting non-humans stay out of the conflicts. They were satisfied to do so, focusing on their own repair and replenishment plans.

The end of Sheridan's campaign to 'free' earth would bring about the last days of the League of Non-Aligned Worlds in favour of the Interstellar Alliance, a verbal distinction that the Gaim could not care less about. To them the League was nothing more than a massive interstellar hive anyway, so renaming it and placing a different set of ideals for them to ignore made no matter. The League dissolved around them and soon they were being asked to sign on for the Interstellar Alliance, so they did.

The first few years of the Interstellar Alliance were rocky for the former League races, as they were being forced to turn upon one another by

Where Were the New Gaim Warships?

When Sheridan asked his allies to devote every ship they could to the war effort at Coriana VI, the High Queens replied that they would send *all* of their vessels – yet they did not tap into the growing fleet of their own design hidden away in the Hive Belts between N'Chak'Fa and Sh'lassa. It seems odd to any outsider that the Queens would hold any asset back when the survival of the entire galaxy was at stake, but the High Queens viewed their growing fleets differently.

The Gaim fleets were unfinished and therefore unavailable for use. It was not for the sake of any distrust or deception on the part of the High Queens; they simply did not see the hundred or so new and fully functional ships as being accessible until the entire project would be finished. If the fleets were complete by the time Sheridan needed them the High Queens would have dutifully sent them, but as it was they were incomplete, their use was not even considered.

seemingly random border attacks by unknown forces. This was later revealed to be a faction within the Centauri controlled by the insidious Drakh, but not before some of the Gaim's ISA allies would pound much of Centauri Prime to ash and fire in an orbital bombardment. The High Queens thought such actions were a waste of assets, especially when Sheridan stepped in and forced the Narn-Draxi fleet to cease their attacks – leaving the Centauri broken, but not eliminated.

The Gaim's industrial solitude and social inwardness from 2261 to 2266 helped them repair all of the damage inflicted upon them by the Shadows and the Drakh-controlled Centauri, not to mention to complete their Gaim-designed fleets. As fate would have it, the High Queens would need all of this in the very short future.

LANATA'S FOLLY/ CERPHISIX'S ASCENT – THE CULLING GENERATIONS

Five years after the start of the Interstellar Alliance, President Sheridan began planning a celebration for their anniversary, inviting special guests from all across the galaxy. One of these surprise guests was to be High Queen Lanata, the youngest of the Queens. Much to the chagrin of her sisters, Lanata had evolved a deep curiosity and need to know about alien races, and she accepted the invitation without fully discussing the matter with the Hexad Hive. The High Queens were locked into the decision, as they were too involved with the ISA treaty structure to back out by the time the event was upon them.

Lanata took one of the new Shaakak-class cruisers straight from the recently finished fleet, filled it with her royal Warriors, Young Queens and a team of Ambassadors and Drones to serve her, and flew toward Earth for her first trip outside the hive colony. Loading her bloated body into the royal chamber of the ship, she marvelled at the galaxy through her own eyes. The other High Queens – even the reclusive Xiphon – were in awe by what their pheropathic connection with Lanata showed them. It was the first time *any* High Queen had ever been off of N'Chak'Fa in the billions of years the Gaim had existed.

Lanata's ship arrived a few days early to Earth so her entourage could set up an adequate quarters for her, as there had not been a suit of exo-armour ever built for the massive Queen body. Unfortunately for her and all of the Gaim, her arrival was early enough to place her on the planet when the Drakh chose to attack.

The Drakh, unveiling their re-structured Shadow planet-killer, assaulted Earth with the intention of destroying the planet utterly. Although the actions of the ISA's prototype heavy destroyers would end the threat of the planet-killer, the Drakh still managed to see Earth's atmosphere with a deadly bioengineering plague. Earth was quarantined, and when the pilot Drones tried to land on the planet to reclaim their Queen – they and the Shaakak were destroyed to contain the infection.

The plague was designed to adapt to the biology of all life it found on Earth, including the visiting royal broodline of the Gaim. Although human scientists gave their race five years to find a cure, the Gaims' superior adaptability seemed additionally sensitive to the virus. The virus multiplied and mutated to attack the Gaim

Lanatian Broodline Gaim in 2267

Any and all Gaim from the Lanatian broodline felt the shock waves of their High Queen's infection and demise in the Earth summer of 2267. This will eventually cause their sundering from the hive mind, making them all pseudo-Erratics. This could pose a very strange roleplaying possibility (and threat) to any Gaim Player Characters from Lanata's broodline.

From the point when Lanata dies, *every* Gaim in her broodline must begin to make daily Will saving throws to avoid the pending madness. These checks begin at DC 5, increasing by a cumulative +1 every day they manage to resist the biological impulses throbbing through their genetic code. When they eventually fail this save they become fully infected with Lanata's pheropathic madness and receive a modified version of the Erratic feat. Unlike the regular feat, they receive the following bonuses and drawbacks:

- ⑤ Pseudo-Erratics are not as defended against telepathic assaults without the constant chatter of the hive mind in their heads. They do not automatically pass Will saving throws against telepathy; they receive a +4 racial bonus instead.
- ⑤ Pseudo-Erratics are fuelled by raging chemicals flooding through their bodies unchecked, they receive a +2 bonus to their Strength, Dexterity and Constitution scores.
- ⑤ Pseudo-Erratics are unchecked lunatics that cannot use reason or logic as well as they once did, and have a –2 penalty to their Intelligence, Wisdom and Charisma scores imposed upon them.
- ⑤ Pseudo-Erratics are severed from the hive mind completely and are hunted by it. They cannot possibly pass an Influence check that uses a Gaim Intelligence Influence.

almost instantly, and in little more than six months Lanata's brood was fully infected. Unlike a true toxin or poison however, it did not *immediately* kill them.

At first the Drones began to act strangely, performing their duties slowly and with many errors. Shortly after the Ambassadors followed suit, sending mixed messages into the hive mind and shorting out their translator globes with gibberish. The Warriors tore into one another as they had when their species had yet to achieve sentience. By the time the Young Queens began to show signs of the infection's symptoms, the lesser breeds were all nearly dead from organ failures. Lanata herself was the last to perish, almost eight months from the Drakh attack, sending a shockwave of horror and madness through her broodline.

The blockade outside of Earth might have stopped ships and shuttles, but it could not stop the pheropathic chain of command through the many Diads seeded throughout the area. Lanata's last few weeks of mad suffering rippled outward from the Sol system like a mental cancer, reaching out to all of her genetic broodline. Lanatian broodline members all across the galaxy began to show signs of mental instability and pheropathic erraticism. The Shadow-designed virus had altered Lanata's pheropathic signal into a sort of hive mind poison, and it was turning all of her broodline into terrifying pseudo-Erratics.

Rocked by the untimely death of a High Queen, the remaining members of the Hexad Hive struggled with how to replace her broodline. Since achieving true sentience there had always been six Queens, and with Lanata's broodline losing their minds all at once it seemed as though a new Queen would never rise. Without Young Queens to ascend, Lanata's seat would remain empty. That is, until the secretly Erratic mind of Mikaro came up with a new and interesting idea.

Choosing one of her own Young Queens – Cerphisix – she instituted that the five High Queens would all donate as much royal jelly as they could spare to help created a new High Queen. Cerphisix was biologically forced into the role of High Queen without the benefit of a consumption ceremony, gaining instead bits of pheropathic organelles from each of the other High Queens. Although her body would always be slightly smaller than her sisters, her mind was likely sharper than all of them. High Queen Cerphisix was chrysalised, and her broodline began to take shape immediately.

With a new High Queen in place, the Hexad Hive was whole again, but the Intelligence still suffered from a very real threat to their galactic presence

– the maddening Lanatian broodline. All over the galaxy there were Gaim being severed from the hive mind and becoming dangerous to themselves and others. Soon enough the Gaim as a race would be blamed for the pseudo-Erratics' actions, and the High Queens entered a debate over what to do with the Lanatian Gaim.

Although it was her first full-scale pheropathic debate, Cerphisix held her own positions and showed a great deal of initiative (which was not hard, as she was secretly an Erratic). Between her, Mikaro and Darana the decision to *dissolve* all of the Lanatian broodline was made.

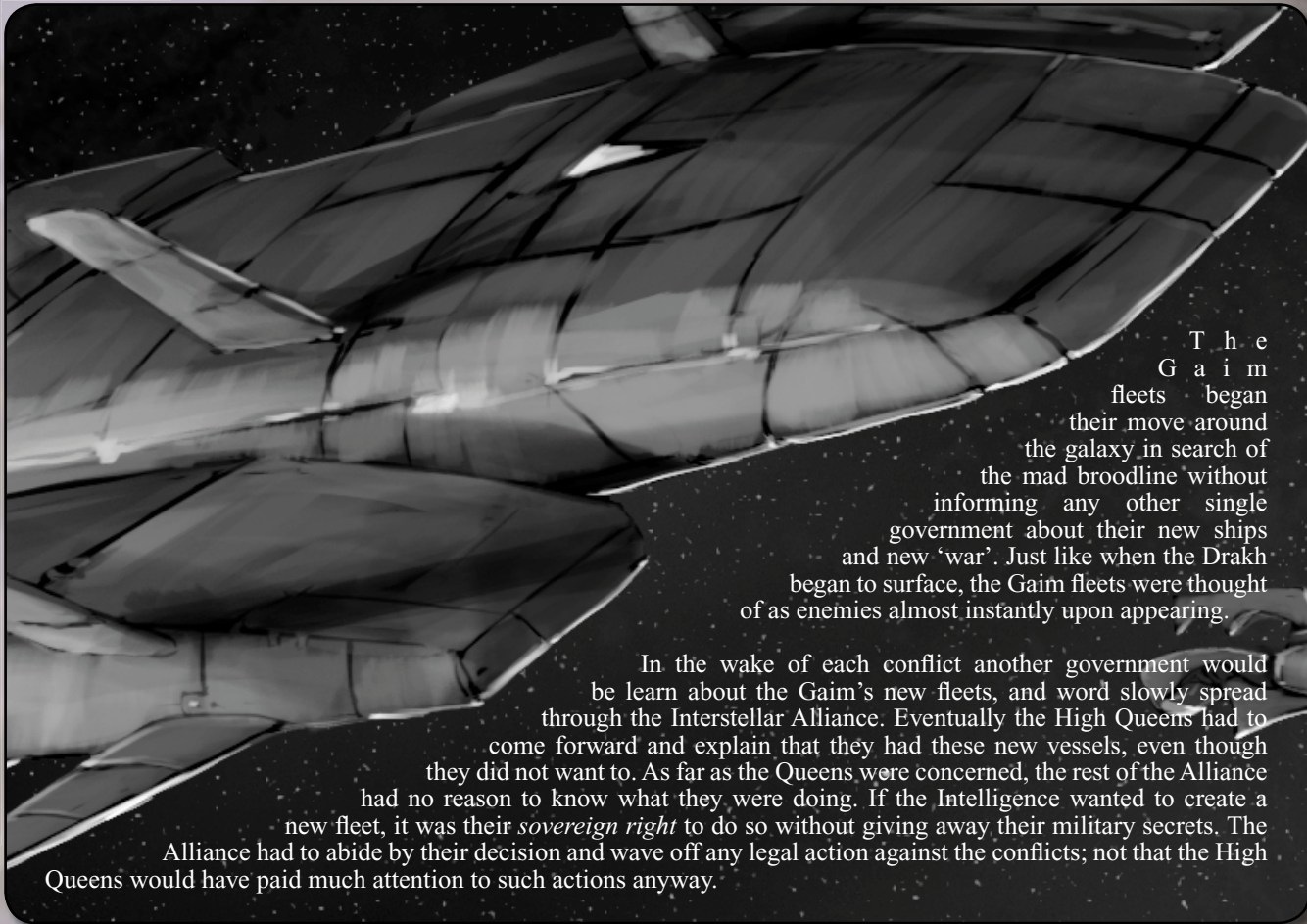
Using the new war fleets then have been over a decade in the making, the Intelligence chose to scour anything sharing a genetic sequence with Lanata from the galaxy. This would bring the Gaim fleets in contact with several species who might not want to help them in their biological imperatives, but the High Queens knew that the stability of the hive mind was at stake. What if the Lanatian madness crossed into another broodline? They had an indeterminate amount of time to destroy one-sixth of their former population; they did not have time for niceties amongst inferior alien races.

This galactic culling required a stronger source of the hive mind than what the Diads and Executors could hope to carry around with them. Mikaro and Cerphisix felt they had the answer and offered to travel abroad in their massive queen ships, bringing their powerful pheropathic presences to the corners of the galaxy for short periods of time. Although this would mean that the Hexad Hive would be stretched thin for weeks at a time, the High Queens came to the agreement that this idea could at least be tested.

By the end of 2267 the Gaim queen fleets had launched, carrying Mikaro, Darana, Cerphisix or their Young Queens when they were not available to wherever the hive mind was feeling the anguish and pressure of too many pseudo-Erratics from Lanata's broodline.

Their campaign to destroy *all* of the Lanatians would be a long and arduous one, with the last Lanatian being captured and dissolved on Denova IV in 2282. It had been so long going by Gaim standards (hundreds of generations had gone by), that the presence of the Queen fleets had solidified itself as common practice. The galaxy was used to seeing Gaim warships laden with Young Queens, and the Gaim Intelligence was used to the respect their ships' presence granted them.

After the revealing of the Queen Fleets there were many years of trial and error made by the other governments of the galaxy, often ending in small but violent conflicts.



The Gaim fleets began their move around the galaxy in search of the mad broodline without informing any other single government about their new ships and new 'war'. Just like when the Drakh began to surface, the Gaim fleets were thought of as enemies almost instantly upon appearing.

In the wake of each conflict another government would be learn about the Gaim's new fleets, and word slowly spread through the Interstellar Alliance. Eventually the High Queens had to come forward and explain that they had these new vessels, even though they did not want to. As far as the Queens were concerned, the rest of the Alliance had no reason to know what they were doing. If the Intelligence wanted to create a new fleet, it was their *sovereign right* to do so without giving away their military secrets. The Alliance had to abide by their decision and wave off any legal action against the conflicts; not that the High Queens would have paid much attention to such actions anyway.

FOREVER EVOLVING – FUTURE GENERATIONS

The Gaim do not have a concept for the end of their existence. It is illogical for them to even consider that anything that happens to them cannot be adapted to and evolved around. Wars happen, stars go supernova, and races go extinct around them – but the Gaim adapt and survive. This is the core of all of their instincts. They have made it through billions of years before, and they simply know that they will make it through whatever the next few billion years set in their way as well.

The Gaim will survive, adapt and evolve.

Always.



N'CHAK'FA AND THE HIVE BELTS

'Flying through that system is like tiptoeing through a field of fire ant mounds; one misstep and you know you are about to die, painfully and from a million different angles.'
- Captain Brace Rodgers, Infamous Smuggler

The Gaim Intelligence only claims to have one official star system as their politically-protected territory, the N'Chak'Fa system. They later claimed several small unofficial asteroid belts in neutral space for their own use, but they refuse to try and take any other systems. Even when they have gone to war they do not claim outside territory exactly; they take what they need from it and move forward. They make the most of every planet and stellar feature of their system, even though they only have two planets colonised in the conventional manner. Its ten planets, thirty-two moons and massive asteroid belt are enough for their official uses; and the four Hive Belts for all of their *unofficial* ones.

This chapter covers everything the Games Master and readers need to know about the existence the Gaim make in the N'Chak'Fa system and their external territories known as the Hive Belts. It covers the sorts of technological requirements are necessary for outsiders to survive there, and why anyone would ever dare get permission to live amongst the teeming hordes of the Hexad Hive.

THE LIVING COMMUNITIES OF THE GAIM

From the hive city structures of N'Chak'Fa II and the mining colony domes

of the Hive Belts to the individual living blocks on Babylon 5, there are several special requirements that the Gaim need to thrive. Although they can survive nearly anywhere with a minimal amount of technological assistance, they prefer to have as many of their amenities as possible to do so comfortably.

Before moving into the individual needs and desires of the Gaim as far as living spaces are concerned, it must be noted that there are two main types of Gaim communities – natural and synthetic. Although some of the differences between the two types have blurred slightly over the generations, they have drastically different reasons for existing.

Synthetic Communities – Adjusted for Outsiders

Where Gaim must live in communities that share space with non-Gaim, or when the hive mind decides outsiders may need to interact with the Intelligence, synthetic-type communities are designed. They use a more conventional style of architecture than what a Gaim might normally think of as 'home' in order to make things easier in dealing with non-Gaim. In some cases, like the League of Non-Aligned Worlds chapter house on N'Chak'Fa II, it is utterly necessary for the area to function. Without synthetic communities, alien races could never hope to interact with the Gaim in their territory.

A synthetic community is a generic term used to define any metal structure crafted to emulate alien construction. With the exception of those appearing on Gaim colonies, stations or ships, synthetic communities look much like those around it. In Drazi territory, Gaim communities are small quarters with domed ceilings and large, open windows (atmospherically sealed, of course). Brakiri-based synthetic quarters are small, cramped and dark. When built by Earther standards they have four walls, two doors and a low ceiling that is often lit from within. The Gaim began building these communities to better understand and interact with aliens, so they try to mimic their local surroundings as best they can manage.

N'Chak'FA and the hive belts

They are often equipped with simple furnishings and local amenities, even if not for the Gaim's use at all. Tables, chairs, and food storage containers are common. Electronic communication arrays are standard in order for the Gaim to communicate with outsiders, but outside feeds for entertainment purposes (ISN, Universe Today and so on) are rarely built as part of the structure. If a Gaim requires learning more from these sources they will need to go and seek them out – the Intelligence does not see any reason to have private access to them.

No matter where the Gaim build a synthetic living community, they will ensure that there is the ability to alter or adjust the chemical composition of the atmosphere found there. The Gaim are aware that their methane/carbon monoxide mix is lethal to most other species and that the atmospheres of other races will choke a Gaim in a few minutes. Even though they have their exo-armour suits to help them get by when needed, synthetic Gaim communities must also give them the opportunity to remove their suit and enjoy the 'fresh air' from time to time. Obviously if the quarters are built to house other races in Gaim territory rather than Gaim in an alien sector, the atmospheric contents are reversed.

Not much to look at by conventional standards, synthetic-type Gaim communities are one of several minor adjustments the High Queens have made since their introduction to the rest of the galaxy. It is a sign that they are willing to try and coexist with their neighbours through the Ambassador breed, because instinctively there is no reason to go to such lengths at all.

Natural Communities – Tunnels and Hives

Used primarily on N'Chak'Fa II and other planet or moon based colonies, natural-type Gaim communities are more in league with what their race have built for themselves for hundreds of thousands of years. Large ovoid chambers separated by resin door flaps and connected by multiple tunnels at any given angle, natural communities are built on an instinctual pattern similar to a spiral.

A central corridor built on the vertical axis is the spine of the colony; all added tunnels and chambers sprout from it. The Queen's royal chamber, where the broodline is 'born', is always dug out from the original root of the main corridor. As the colony is excavated out around it, the materials removed to make chambers and tunnels are then used by labour Drones to build up and reinforce the walls of the upper portion of the hive colony.

The walls and surfaces of a natural Gaim community are usually made of resin-mixed mud or stone that hardens

into a somewhat shiny, rough-hewn material akin to the chitinous shell of the Warrior breed. This material is very well insulated, bringing the average ambient temperature in a Gaim hive up to roughly 90 degrees Fahrenheit. As it is as a secretion made by labour Drones, it is thickly made up of moisture and sucrose stored from the Gaims' food. This makes the tunnels of a Gaim hive very humid and somewhat sticky to the touch.

This resin material is not only used to keep the structure strong and durable, but the tactile nature of it is also helpful for the breeds of Gaim that frequently crawl upon the walls and ceilings. A pheromone secreted on the footpads of certain Gaim (see Wall Crawler bio-feat, page 80) dissolves a mono-molecular amount of the resin wherever they walk, allowing them to endlessly cling to any resin-coated surface. Regular Gaim and other species are granted a +3 bonus to Athletics skill tests made for climbing anything coated in Gaim resin.

There is little need for true furniture or appliances in a natural Gaim community, as there will be no need for anything but the essentials. Labour and tool Drones will provide nearly anything a Gaim could ask for through the hive mind, and designated communal sleeping chambers are sculpted to have room for thousands of resting Gaim along the floor and walls. Fungus farms and protein pools can found in several subterranean chambers, allowing for Gaim to grab whatever food they might need.

It would be very strange for a non-Gaim to try and survive for long inside of a natural Gaim community, as they do not make any concessions normally for anyone but their own kind within a hive colony. Occasionally a Queen or Executor will require a small number of synthetic-type living areas be built *inside* a natural hive colony for outsiders to utilise while they visit – but these are extremely rare.

Important Structures in a Gaim Colony

The following are some specific pieces of a natural Gaim community that they will build for themselves. Each piece has a reason for existing (Gaim do not build frivolously), as noted in their description.

Royal Chamber

Found in the centre of the N'Chak'Fa II hive cities or in the bulkhead-protected hulls of the queen ships of the Gaim fleet, royal chambers are where the High Queens live. Surrounded by three-metre thick (minimum) resin-coated walls, the Queen(s) is only accessible by those Gaim she has pheropathically programmed to do so. This is often her personal stable of breeder Drones, tenders to take away her constant stream of larvae,

and royal Warriors to protect the whole process. The chamber is generally a massive expanse built around the dais or pedestal that the Queen rests herself upon, with her egg-laying organs – all ten metres of each segmented breeding tube – wrapped around her lower half.

The royal chamber is the single most important room in any Gaim structure, as it must both protect the Queen and serve as the root of the broodline's births. There are always five to six entrances/exits to a royal chamber from which royal Warriors can pour into the room in case of emergency. It is almost always the most central chamber in any Gaim community, even being rebuilt when the hive grows too large or high to ensure this is the case. The High Queen is the most important being to the Gaim, making her location the most important location to them as well.

Chrysalis Hold

Built specifically to hold the egg cases of the various breeds, the chrysalis hold – also called the nursery – is a chamber with high ceilings and resin-coated walls. The carved walls and ceilings are especially designed to hold hundreds of oothecae at a time, leaving room for dozens of tender Drones to walk around on the walls and ceiling at the same time. The chrysalis hold is often cylindrical, with several raised sections throughout the room to help separate the different breeds for easier nurturing by the Drones. There are often ten to fifty separate chrysalis holds within a few hundred metres of the royal chamber.

Warrior Hold

A low, flat chamber riddled with depressions, the Warrior hold is a room designed to hold a hundred or more Warriors in a passive state similar to hibernation while they are waiting to be called upon by the Intelligence. Each warrior hold also has a dozen or so larger depressions to hold the rarer Destroyer breed, but they are far fewer in number when compared to the swarm of Warriors surrounding it. There are dozens of Warrior holds in every Gaim hive, making sure that the colony is thoroughly protected at all times. These rooms are built specifically to ensure a swarm of Warriors can respond to a threat in seconds, emerging from their passivity with a sudden rush of pheropathic orders in any part of a colony. It can be expected that a Gaim colony can have 2d6 x 10 Warrior breed Gaim respond to a direct threat in 3d6 combat rounds.

Fungal Farms and Food Storage Chambers

These important and numerous rooms have low ceilings, pockmarked floors and plentiful thin columns to add surface area for fungus growth. There is very little light allowed in the chamber, forcing Drones to use tactile senses and pheromone trackers to move around. Clusters of white-grey fungus are grown along the walls and columns, with trails of organic compost leading to heaps throughout the area. All of the colony's non-predatory food supplies are kept in chambers like this throughout the hive, and cannot be found without a team of Drones tending the 'farm', gathering food for deliveries, or depositing more matter for the compost. Non-Gaim could not stomach the thick fumes from the decay for long, and even those who could possibly survive in the toxic atmosphere would likely retch from the pungent odour (Fortitude save DC 22).

Torpor Chambers

As insectoids, the Gaim do not exactly sleep in the conventional understanding of the word. Instead, they enter a state of inactivity and physical rest called torpor. The body slows down to the basic functions, the brain becomes idle within the hive mind, and the metabolism of the Gaim idles for hours or even days at a time. To help house many thousands of Gaim that could be torpid at any given time in a colony there are enormous torpor chambers situated throughout the complex. A single Gaim Drone or Ambassador does not require much in the way of furniture or amenity when in the confines of a hive colony, so a few square feet of room is normally enough for each Gaim needing to rest. There are hundreds upon hundreds of resin ringlets and waxen ledges in a torpor chamber, each one used to hold a single Gaim when it needs to spend a few hours in torpor. 90% of any Gaim colony takes its rest in torpor chambers, making them the most frequent structure built in any Gaim hive.

Technological Access Chambers

Really only appearing in the hive colonies after their introduction to extra-stellar technologies, these rooms are built to serve as a sort of 'conduit' from the natural surroundings of the hive to the synthetic of modern technology. The resin walls on the access chambers are mixed liberally with modern technology like airlocks and electronics for trained breeds of Gaim to utilise. These chambers are where the Gaim go to board their spacecraft,

arm themselves with non-biological weaponry, don their exo-armour, and perform any other technologically-based activities. This keeps the biological functions of some Drones from getting in the way of design and engineering processes of Thinkers and Ambassadors.

The number of technological access chambers in a given Gaim hive depends on the nearest High Queen's reliance on modern sciences. For example, the hive colony built up around Xiphon's royal chamber has only one access chamber which she begrudgingly allowed to be built; while Darana has a dozen dedicated solely to the exo-armour and armament of her Warrior swarms.

Protein Pools

While not exactly a room or chamber, the protein pools of the Gaim hive are among the most important features of the entire hive, second to the royal chamber. Located every few hundred metres in the tunnels of the colony, a protein pool is a two metre deep recess with sloped sides filled with a greenish-grey enzyme produced by the food Drones. The enzyme is extremely thick and does not evaporate in the temperatures and humidity present in a Gaim hive. Protein pools are where dead Gaim or shed Gaim *parts* are taken to be dissolved and recycled. Although a Gaim can easily devour one of its fallen fellows, this is a time consuming process that inhibits productivity. To combat this, the Gaim designed the protein pools.

A dead (or condemned) Gaim is brought to the edge of the pool and his carapace is punctured in several places before the larger chitin plates are torn off to be used as structural matter. The remains are then sunk into the pool where it will dissolve over several days. The remaining hichak mixture is then fully portable and much easier to consume, allowing Drones to bring globules to working Gaim all over the hive once treated with resin to be eaten.

Anything that is touched by the raw enzyme mix in the pool will immediately begin to suffer acid damage. 1d2 points of acid damage will burn the coated area each hour, eventually turning the area to an organic paste. The enzyme is very difficult to wash off without the use of Gaim chemicals, requiring a Medical check DC 20 and a large amount of vinegar or alcohol.

PRIME ENVIRONMENTAL CONDITIONS

The Gaim are insectoids, meaning that they require a drastically different environment than what the majority of galactic species do. Although they are extremely adaptable and use their special exo-armour

Eating Gaim Proteins

Although manufactured and processed hichak can be used by other races as a dietary supplement or expensive condiment, the raw hichak protein paste pulled from the protein pools in a Gaim hive is a much rarer thing. This substance, more jellified than its pasty processed relative, is thick with raw genetic material from deceased Gaim. These proteins combined with the toxic humidity required by Gaim physiology make a powerful regenerative agent, if the imbiber survives the ingestion of so much methane and formaldehyde.

Any non-Gaim eating a cup or more of raw Gaim protein jelly must pass an immediate Fortitude save DC 18 or immediately suffer 1d6 Constitution damage worth of vomiting and stomach-lining haemorrhages. If they pass the save however, their cellular regeneration rates are boosted, *tripling* normal healing rates for the next 1d3 days.

environmental suits to survive in different climates and atmospheres, the Gaim have some preferences to where and how they live.

The following are the main interests of a Gaim when taking into consideration their prime living conditions.

Atmosphere

The natural atmosphere of N'Chak'Fa II is a thick mixture of methane, carbon monoxide and sulphur. It is heavy and syrupy on a gaseous level, containing an average of 60% humidity made up of formaldehyde vapours. Rainstorms that would otherwise kill most species keep the humidity from growing too thick, but toxic fogs are common because of this.

The Gaim naturally evolved to breathe this deadly mixture, making it essential to their prolonged survival. Without their natural atmosphere to breathe through their abdominal spiracles, they will eventually suffocate and die. This is why they generally are found in their

sealed exo-armour suits, to ensure they have several hours' worth of atmosphere to breathe.

Breathing this mix of methane, carbon monoxide and formaldehyde vapour is very dangerous for most other races; even deadly. The following facts apply to the Gaim's natural mixture of chemicals that serve as their atmosphere.

- ⑤ Anything not protected against the inhaling of Gaim atmospheric conditions must pass a Fortitude save DC every minute (if they do not hold their breath) or suffer 1d3 lethal damage and 1d4 Constitution damage.
- ⑤ Anything not wearing adequate eye protection against the chemicals found in Gaim atmosphere will act as though they are partially blinded due to the burning sensation, granting everything they look at a 50% concealment bonus, and suffering a -5 penalty to vision-based Notice checks.
- ⑤ Skin exposed to Gaim atmospheric conditions for long periods of time will suffer painful rashes and easily-infected lesions, inflicting 1 Constitution damage per hour of direct exposure.

Resin-Coated Surfaces

In their natural environment, Gaim secrete their sticky sugar-based resin on nearly every surface that they might crawl upon for better tactile grip and sensory awareness. When forced to create a living area outside of a natural hive, they often try to coat at least a few surfaces in the substance. This helps them create a more humid and temperature-controlled area for them, and allows many breeds of Gaim to effectively double or triple the amount of surface area they can utilise in the quarters. The ability to walk and live upon the walls and ceiling of a room can make even the modest quarters on Babylon 5 quite comfortable.

Any Gaim character can secrete a small amount of resin daily to coat certain surfaces, some much more. Each Gaim can secrete enough resin to coat a number of square metres equal to 1 plus their Constitution modifier weekly, so long as they have a high enough sugar intake to manufacture it. This resin has all the same properties of natural hive resin (see the section on Natural Communities earlier in this chapter), and lasts for a number of weeks equal to 1 plus the secreting Gaim's Constitution modifier before it must be re-applied. This is often a constant process for the Gaim, and many Executors have teams of labour Drones perform it for them while they are pursuing important Intelligence matters.

Temperature

Gaim are used to living in hot and humid conditions, and they will always choose to live in hotter climates when given the opportunity. Although they are not physically affected by the temperature of their surroundings (unless extreme), it has several benefits in respect to their living environments. The following points are the primary reasons why a higher general temperature is good for Gaim living areas.

- ⑤ The higher ambient temperature makes it much easier to keep standing pools of food product and fungal farms moist and healthy, adding +2 to any required skill checks to maintain food supplies within a Gaim living space if the ambient temperature is kept above 80 degrees Fahrenheit.
- ⑤ The sugary resins of the Gaim 'sweat' beads of re-processed sucrose at any temperatures higher than 85 degrees Fahrenheit, allowing for Gaim living in a resin-coated area to recycle these sugars and re-use them as food energy or further resin secretions without taxing food stores or resources.
- ⑤ The atmospheric mix of methane and carbon monoxide is less likely to combine into liquid or 'wet vapour' methanol in higher temperatures, which can create dangerously volatile chemical slicks in some instances.
- ⑤ The lubricants used in the joints and segments of Gaim exo-armour are essentially inexhaustible at ambient temperatures over 80 degrees Fahrenheit. Lower temperatures cause a thickening of the lubricants over time, requiring repairs and re-applications every 2d3 weeks.

Gravity

The Gaim homeworld has a standard gravity slightly higher than that of 1.0g. Their chitinous exoskeleton and fluid-filled limbs and tensile musculature are strong enough to easily handle 1.5g, but they do not *require* this stronger force. Due to the internal precision of a Gaim's physical musculature and their instinctual leaning toward thinking in three-dimensions, lower gravity situations do not pose a problem for them. Using their spatial awareness and antennae sensory perceptions they can overcome most minor changes in gravity to either side of their norm.

Their body structure has a stress point however, where too much or too little gravity will cause a biological breakdown of function immediately. Without the right gravity outside of the exoskeleton, the hydraulic pumps of fatty fluids do not have the same push or pull. In



too strong of forces, the corded tendons will not have the fibrous strength to draw at all, risking tearing free from the chitin that binds them to the inside of the limb. Although the Gaim have a higher range of gravity they can function within, they are badly penalised for trying to function outside of it.

In game terms, this means that a Gaim character suffers a completely different set of modifiers for high or low gravity, as shown on the table below.

Waste Facilities

Gaim give off their own bodily waste in the form of marble-like particles called *frass*. In a natural environment, frass is exuded from the posterior of the Gaim whenever and wherever it feels the biological need. The frass is then picked up by Drones and taken away to the nearest fungus farm to be used as fertiliser. In a living area away from all Gaim communities the Gaim cannot do this, if only for social reasons. To keep up proper appearances (something they had to learn after several *incidents*), they now have frass storage apparatuses built into their exo-armour suits.

The Gaim will need to empty this sealed envelope every few days or run the risk of rupturing the container. They can do one of two practical things with the frass when they choose to empty their suit's containment system. Some Gaim keep small fungal hydroponics gardens in their quarters that they can utilise their frass, but most simply take the sealed envelope to the nearest rest room facility and dispose of it as other races would.

Gaim frass is very high in nitrogen by-products, while leached of many natural toxins that the Gaim body can somehow make use of. This means that Gaim frass is a powerful fertiliser for most plantlife, adding a +4

equipment bonus to any skill checks based on the growth or tending of the fertilised plants, or a +2 bonus on any skill that uses the plants grown in Gaim frass.

PLANETS OF THE N'CHAK'FA SYSTEM

The following section details the various planets in the N'Chak'Fa stellar system, each in their own small description. The two greatest points of detail, N'Chak'Fa II and VII, are given greater details at the end of this section. Each of these places could hold some significance to Games Masters and players of the Babylon 5 Roleplaying Game.

NiChak'iFa I

Moons: None

Climate: Very Hot (155 degrees Fahrenheit average)

Weather Average: 85% Severe Storms, 15% Mild Storms

Notable Cities: None; mining projects are sporadic

Population: None; 1,000 – 2,000 mining Drones at any time

Cultural Information: None

Planetary Notes: This tiny, blisteringly hot world of iron and lead is one of the primary sources for the Gaim Intelligence's modern resource acquiring. It is small and dense, roughly one half of its surface covered by seas of molten lead. Where there is not bubbling pools of lead there are enormous deserts of sand made of raw iron ore, much of which is ferrous and extremely magnetised from the close proximity to the system's highly radioactive sun. This magnetic field makes conventional mining and

Gravity	Dex Mod	Str Mod	Jump Distance	Lifting Capacity	Climbing Speed	Falling Damage	Base Speed	Range Increment ¹
Microgravity (0.1g or less)	-12	-4	x8	x6	x6	x0.25	x6	x8
Very Low (0.11g – 0.5g)	-6	-2	x4	x2	x2	x0.5	x2	x4
Gaim Standard (0.6g – 2.0g)	-	-	-	-	-	-	-	-
Very High (2.1g – 4.0g)	-6	-6	x0.125	x0.125	x0.125	x6	x0.125	x0.25
Extreme (4.1g or higher)	-8	-10	x0.05	x0.05	x0.05	x8	x0.05	x0.125

¹ The increase to range increments only applies to projectile or thrown weapons.

excavation equipment useless on the planet, but specially bred labour Drones can weather the heat and scoop up tons of ore or liquid lead before the sun's rays finally cook their insides. The Queens send ships of Drones to the planet every few weeks, where they fill their landing craft with a load before sending the ship away, leaving them to die and be replaced later.

NiChakíFa II - Homeworld

More information on this planet can be found in the section starting on page 52.

NiChakíFa III

Moons: One (very small)

Climate: Cold (50 degrees Fahrenheit average)

Weather Average: 45% Clear, 25% Mild Storms, 20% Severe Storms, 10% Extreme Storms

Notable Cities: None

Population: None; 2,500 test Drones

Cultural Information: None; the Drones are experiments, nothing more

Planetary Notes: Caught in an elliptical orbit that carries it far away from the system's sun, N'Chak'Fa III is an interesting planet that is cold and rainy for most of its year. Separated from the core of the system by the dense N'Chak'Fa asteroid belt between it and the Gaim homeworld, much of the sun's rays and radiation are blocked. The planet is cold all year because of the asteroid belt, but it is also the most Earth-like planet in the system. The High Queens often use N'Chak'Fa III as a testing ground for new strains of Drones or experimental exo-armour suits and the like due to its oxygen-rich atmosphere and dramatically cooler temperatures.

NiChakíFa IV

Moons: Two (one of note below)

Climate: Cold (30 degrees Fahrenheit average)

Weather Average: 55% Clear, 20% Mild Storms, 20% Severe Storms, 5% Extreme Storms

Notable Cities: None

Population: None; 2,000 – 5,000 mining Drones

Cultural Information: None

Planetary Notes: Used primarily for its high amount of nitrogen-rich ice caps, N'Chak'Fa IV is little more than

a snowy wasteland. Cold and barren, this planet offers little to anyone. It is a smallish planet with a liquid core that keeps the base temperatures of the planet very low; when combined with the shadow of the thick asteroid belt in the system, much of the planet's asteroid is made up of banks of freezing wind and fog. The High Queens have found the planet to be as useful as a source of nitrogen in a stable form, and mining trips are nearly constant to keep up with the new found need for spacecraft fuel.

N'Chak'Fa IV-2

Climate: Cold (20 degrees Fahrenheit average)

Weather Average: 95% Severe Frozen Storms, 5% Clear

Notable Cities: None

Population: 100 – 250 excavation Drones

Cultural Information: None

'Planetary' Notes: The secondary moon of N'Chak'Fa IV is a tumultuous ovoid that is a freezing cold collection of nitrogen vapours and blowing hydrogen winds. It was believed by the Dilgar to be a good place to set up liquid nitrogen collectors for their weapon cooling systems, and many of the devices were left behind after the Dilgar had left. Years of disuse and weathering has seen them buried under many metres of ice and snow. The High Queens have decided that these interesting devices should be excavated and studied, and small teams of Drones similar to those bred for mining were dispatched to the moon to locate them.

NiChakíFa V

Moons: One

Climate: Cold (5 degrees Fahrenheit average)

Weather Average: 45% Mild Frozen Storms, 30% Clear, 25% Severe Frozen Storms

Notable Cities: None

Population: None; 500 – 750 mining Drones, 200 Brakiri ice miners

Cultural Information: All Brakiri work for the Ak-Habil corporation

Planetary Notes: After this planet's small moon was battered into an erratic orbit by the Dilgar's mass drivers, it has slowly begun to lose the integrity and chemical composition of its own atmospheric envelope. Later, when the High Queens were contacted by the Brakiri Syndicracy to help bolster their own water stores in light of the successes of N'Chak'Fa VII, they saw no problem with allowing their League allies access to the failing world. The Gaim also utilise the planet for liquid and frozen nitrogen, but in a much smaller capacity than the other mining facilities on the other planets.



NiChakíFa VI (Gas Giant)

Moons: Six (two of note below)

Planetary Notes: This huge sphere of methane and chlorine gases is a swirl of blue and green storms that sometimes span well over a hundred miles across, spinning at several hundred miles per hour in wind speeds. It is a dazzlingly beautiful gem in the visual elements of the N'Chak'Fa system, but its staggering speed of revolution generates a powerful gravitic pull that makes N'Chak'Fa VI somewhat of a navigational hazard to inattentive space goers.

N'Chak'Fa VI-4

Climate: Very Cold (-80 degrees Fahrenheit average)

Weather Average: None – no Atmosphere

Notable Cities: None

Population: None; Occasional mining trips of 100 – 200 Drones

Cultural Information: None

'Planetary' Notes: The fourth moon in orbit around the brilliant gas giant, VI-4 is believed to once have been an enormous asteroid or comet that must have been pulled out of its orbit by the planet's gravity and placed into a new one around it. The moon is somewhat irregularly shaped and covered in craters from unprotected impacts, making it seem ugly in comparison to its parent planet. The remarkable part of VI-4 is not its origins or imagery, but its composition. It is known only to the Gaim, but VI-4 is a giant ball of rich Quantum-40 wrapped in a thin shell of lead and ice, shielding it from common sensors. The High Queens mine the substance in very small amounts, if only not to announce its existence to the rest of the galaxy – who would then invariably come to try and take it for themselves and avoid other races questioning their source of Quantum 40 by purchasing the bulk of their needs from the pak'ma'ra.

N'Chak'Fa VI-6

Climate: Very Cold (-50 degrees Fahrenheit average)

Weather Average: 75% Extreme Frozen Storms, 25% Clear

Notable Cities: None

Population: None; singular moon landings only

Cultural Information: None

'Planetary' Notes: Thought to be once a small planet captured by N'Chak'Fa VI and made into its satellite, VI-6 was likely a lush and verdant planetoid before it became one of the gas giant's moons. It has been stripped of its life for billions of years, but it still shows many

signs of both flora and fauna. Due to the sweeping sleet storms of frozen chlorine that come and go rapidly on the moon's surface, research on these ancient life forms can only happen in three to four hour windows. Staying longer runs the risk of being washed by the deadly winds and driving ice, killing nearly anything exposed to it.

The NiChakíFa Jump Gate

Located well outside the orbit pattern and influence of N'Chak'Fa VI, the singular jump gate that services the N'Chak'Fa system is as ancient as anything else in the system. It was likely built by the First Ones when they decided to seed the galaxy with hyperspace routes, but was dormant and inactive for several centuries before the Narn found it and powered it back up in 2212. It was deactivated again by the Narn after they decided the system was too dangerous for exploration.

Circumvented completely by the jump engines of the Dilgar and the Abbai, the jump gate remained silent until the Gaim themselves were prepared to use it in 2235. They shuttled dozens of Thinkers and Drones to the structure that runs the jump gate (a small orbital) and began to plan their exploration into hyperspace.

The gate itself is one of the older, four-strut gates that are best used for short vortexes rather than lengthy ones. It could be upgraded if the Gaim felt it was necessary, but they see little reason to spend those resources to do so when they have several ships in their fleets capable of opening their own jump points when needed. Until another government steps in and funds the adding and timing of another strut, the longest jump point the N'Chak'Fa gate can hold open is eleven minutes – an adequate time for most small convoys.

N'Chak'Fa Jump Gate

Colossal Spacecraft

Defence Value: 1 (-10 size, +1 Handling); **Armour:** 30; **Handling:** +1; **Sensors:** +2; **Stealth:** 0; **Stress:** 0; **Features:** Jump Point

Crew: Gaim Intelligence (by Remote) (+1 BAB, +6 Training); 12 Thinkers, 24 pilot Drones

Construction Spaces: 260 Structure Spaces (65 per strut)

NiChakíFa VII – The League Agreement

More information on this planet can be found in the section starting on page 54.

NiChakíFa VIII (Gas Giant)

Moons: None (see description below)

Planetary Notes: Made up almost entirely of fluorine, the gas giant in the eighth orbit around N'Chak'Fa's heavy star is a cloudy pearl of white and grey. It is a dangerously large sphere of thick atmosphere that has, over the course of the millennia, has swallowed up all fourteen of its own moons and stolen those from N'Chak'Fa IX. The Gaim Intelligence has decided to use the gas giant as a dumping ground for all toxic waste, and warned all of its League allies of the dangers of flying too near the dangerous orbit of the planet.

NiChakíFa IX

Moons: None

Climate: Very Cold (−105 degrees Fahrenheit average)

Weather Average: None – no Atmosphere

Notable Cities: None

Population: None

Cultural Information: None

Planetary Notes: This small, dead planet has an orbit that draws too near to the orbit of N'Chak'Fa VIII, which ripped its moons away over the course of its numerous near passes. Losing its moons, this planet saw its atmosphere pulled away into space, leaving N'Chak'Fa IX a cold as well as lifeless rock with no real value to spacefarers.

NiChakíFa X

Moons: None

Climate: Very Cold (−80 degrees Fahrenheit average)

Weather Average: 100% Clear

Notable Cities: None

Population: 100 Thinker breed Gaim and 1,000 test Warriors

Cultural Information: None

Planetary Notes: Although this planet is the farthest from the system's sun, it still remains an important sterile testing ground for Thinker breed Gaim to work on new bioengineering Warriors. Without outside biological influences, the Thinkers can expedite their genetic research by leaps and bounds. For this reason the High Queen Hirokash keeps a small cell

of Thinkers and test Warriors on the planet to further the broodline's research into stronger and more survivable Warrior breeds.

N'CHAK'FA II – HOMEWORLD OF THE HEXAD HIVE

The secluded and poisonous homeworld of the Gaim is the single most important stellar body revolving around the high-radiation star, and is the namesake of the entire system. It is the birthplace and racial home of the Gaim as a species, government and galactic power.

NiChakíFa II

Moons: None

Climate: Warm to Hot (85 degrees Fahrenheit average), Hotter near Equator (105 degrees average)

Weather Average: 60% Mild, 25% Light Storms (Rain/Wind), 15% Severe Storms (Rain/Wind)

Technical Level: Advanced, genetic manipulation, rudimentary bio-organic technology

Native Sentient Race(s): Gaim

Dominant Government: Totalitarian; The Hexad Hive; a hive mind collective based on six High Queens

Notable Cities: The six Hive Colonies

Population: 13.3 billion above ground (100% in hive cities); another 7.7 billion throughout the tunnel network

Cultural Information: The Gaim exist in their communal hive mind through their strong pheropathic chain of command that comes down from the High Queens. The tunnel network of the planet and extremely high concentration of population around the six hive cities makes this connection ironclad amongst the Gaim.

Planetary Notes: The only naturally populated planet in the entire system due to the shielding it gets from the deadly white sun's radiation through its thick atmospheric cover. Although the methane and carbon monoxide make up of the air on the planet would not be otherwise considered the best environment for building life, it still managed to create the single most survivable species in the galaxy – the Gaim.

The planet is not attractive to look upon, but it has been a host of simple life forms rising from the sulphurous seas, eventually creating the primal insects that would evolve

N'Chak'FA and the hive belts

into the Gaim. It has rocky terrain that covers one third of the planet's surface. The numerous mountain ranges that once served as the boundaries of the six separate hives are now the sources of many of the Intelligence's domestic mining operations. The surface of the ground is made up of rubble and broken turf that could pose a problem for conventional vehicles, but offers no problem at all to the segmented legs of the Gaim or the tracks of their more advanced vehicles.

The sky is a deep green streaked with brown clouds so thick that the blazing white sun is barely visible as a patch of brighter colours during the day. The static electricity passing through the atmosphere keeps the planet well lit enough to get by with rudimentary low-light vision or, in the case of the Gaim, tactile sensory assistance from antennae. There is very little difference in either light or temperature between night and day, which helps with the often extended activity cycles of the Gaim.

The ocean, which covers almost 70% of the planet, is comprised of sulphurous solutions that bubble constantly up from huge tidal pools of formaldehyde and methanol. It once was able to sustain a small number of specially evolved lifeforms, all of which have long since given way to the rise of the Gaim. The ocean floor is now rife with built up tunnels and minor hive spires, many of which were built during the reclamation of the crashed Dilgar ship that brought so much technology to the Intelligence. Although there are no hive cities in the oceans, there are multitudes of Gaim that live and work there nonetheless.

With the exception of the six towering hive cities, the rest of the planet's surface is mostly barren. Beneath the surface however, are hundreds of thousands of miles of tunnels that spiral out from each hive city to intertwine with another. This tunnel network is the equivalent of any other metropolitan planet's highways and roads, but there are no limits to the ways that the tunnels twist and turn in all three dimensions to intersect – the Gaim do not see any reason to waste space by following a standard pattern.

The Gaim have treated their homeworld as one gigantic hive ever since the joining of the six hives into one enormous colony, expanding as their skills and resources would allow. All that matters to them is the furthering of the Hexad Hive and the execution of the High Queens' will.

The Six NiChak'Fa Hive Cities

There are six main hive colony spires at the centre of six massive tunnel sprawls, each one the original home to one of the six Gaim broodline High Queens. Called by

their numerical designation by outsiders, the hive cities have not been thought of as separate entities by the Gaim since the joining of the Hexad Hive in 2212. They see the usefulness of calling them One through Six to outsiders, but their pheropathic impulses of direction are far more efficient amongst themselves.

The six hive colonies are home to the six High Queens, with the following High Queens living in the city noted below:

- ⑤ Hive Colony One is the home of Xiphon
- ⑤ Hive Colony Two is the home of Hirokash
- ⑤ Hive Colony Three is the home of Anasha
- ⑤ Hive Colony Four is the home of Lanata (pre-2266) or Cerphisix (post-2267)
- ⑤ Hive Colony Five is the home of Darana
- ⑤ Hive Colony Six is the home of Mikaro

Not cities in the conventional ideals of other galactic species, the hive cities are simply enormous tunnel complexes that have been adapted to the Gaim's recent technological evolutions. In the thirty years following the Gaim's ascent into space they made all of the necessary adjustments to have non-Gaim visitors to their planet. They see no biological reasons for these adjustments, but their allies in the Abbai and the Hyach requested such facilities. The High Queens followed their suggestions, if only to strengthen political ties.

The various hive colonies are built primarily along the lines of any natural Gaim community, but have the following additional resources built or purchased specifically for use by the rare outsider that comes to N'Chak'Fa II.

- ⑤ Landing and Disembarking Facilities for shuttlecraft
- ⑤ Adjustable-atmospheric conditions in airlocks and common areas
- ⑤ Hotel accommodations with alien-specific atmospheric filters and storage tanks
- ⑤ League of Non-Aligned Worlds chapter houses (Hive Colony Four only)
- ⑤ Multi-species trading posts and business offices
- ⑤ A small IPX science office (Hive Colony Four only)
- ⑤ Negotiations offices with multi-language translation software
- ⑤ Storage facilities for alien foodstuffs and chemical resources

Outsiders are welcome to come to N'Chak'Fa II if they get proper permission from an Ambassador breed Gaim, likely escorted by that very same Gaim to the hive colony of their broodline. Wandering away from the specific 'alien-friendly' could be dangerous or even deadly to outsiders, few non-Gaim ever see the tunnels and chambers of the rest of the hive colonies. With proper environmental protection and Ambassadorial

escort, the most an outsider could hope to see would be a few hundred metres of tunnels and the occasional chamber – but never deep enough to see a chrysalis hold or royal chamber.

The hive colony cities are the only places where non-Gaim lifeforms can be found on N'Chak'Fa II. Aliens found wandering the wilds of N'Chak'Fa will likely be set upon and thought of as food or simply killed as a trespasser. The Gaim do not tolerate breaks of the rules they have laid down, and when they say that no one is allowed outside of the hive colonies they mean it.

N'CHAK'FA VII – THE CONCESSION TO LEARNING

The only planet in the N'Chak'Fa system the Gaim freely gave colonisation rites to outsiders, the seventh planet is a cold and barren place that is close to perfect for the mining operations that thrive there. While the proverbial ink on the new Gaim alliances was still wet, they managed to arrange for a good way to make the most out of this planet.

NiChakíFa VII

Moons: One

Climate: Cold to Freezing (35 degrees Fahrenheit average), Cold near Equator (40 degrees average)

Weather Average: 80% Mild, 15% Light Storms (Wind), 5% Severe Storms (Wind)

Technical Level: Advanced mining, processing and materials fabrication

Native Sentient Race(s): None

Dominant Government: Individual mining facilities governed by proxy Freehold and Syndicracy foremen

Notable Cities: Planetary Administration (de facto 'capital')

Population: 30,000 (45% Brakiri, 35% Drazi, 20% Gaim)

Cultural Information: There is not a true culture built on N'Chak'Fa VII, just the traditions and cultural specifics of the two alien races that the Gaim sold the planet's mining rights to.

Planetary Notes: A planet naturally well-suited to advanced mining techniques, N'Chak'Fa VII is not *too* cold (good for machinery) and has a thin crust that sits atop a soft mantle filled with dozens of useful minerals and metals. It

has a thin atmosphere containing only trace amounts of oxygen and is nearly devoid of precipitation, making for very predictable weather patterns.

After the Abbai began to show them how to travel between their own system's planets, the Gaim discovered the useful materials on this planet. Unfortunately for them it was not a sound expenditure of Drone resources for them to try and mine the planet with their current levels of technology. The answer was to invite their new allies to the planet to mine some of it for themselves while their Thinkers and Drones learned how to do it themselves.

The Abbai suggested contacting the Brakiri, and the Syndicracy brought the Drazi to the negotiations table with them. The two more experienced governments made the 'concession' of allowing the Gaim to move freely about their mining facilities in exchange for the lion's share of the materials they mine from the planet. The High Queens saw no need to solely claim the planet at this time, so the deal was made.

In just two months the alien companies had set up the Planetary Administration complex near the planetary equator and was building extensive mining sites throughout N'Chak'Fa VII. Thinker and Drone breed Gaim were shuttled to the planet and given free access to the growing mining facilities, watching and learning how to use technological mining equipment and environment containment mines.

Gaim learn very fast, and in just two years they had learned everything the Brakiri and Drazi facilities had to offer them. In two more they had set up tunnel mine complexes over half the planet. In the two following that they had more than *tripled* the mining yield of both other governments' facilities added together.

The High Queens' are currently satisfied with the Brakiri and Drazi on N'Chak'Fa VII, as there is more than enough room for their own mining tunnels and excavation points with the aliens living on the planet. When the day comes that either of the alien facilities gets in the way of the Intelligence's progress, they will surely be evicted or even destroyed in an instant, but thankfully for the miners living there; that day is far off.

Planetary Administration (a.k.a Central Admin)

Population: 12,000 (50% Brakiri, 40% Drazi, 10% Gaim)

This small and simple outpost consists of only a few dozen structures above ground, with the rest of the complex being a series of connected

N'Chak'FA and the hive belts



sub-basements. It is easier to keep the temperature constant and tolerable in fabricated building complexes like these, and with the Brakiri and Gaim both being naturally subterranean species, it seemed natural to do so. The Drazzi complained about cramped quarters, but when their miners realised it would be the best way to keep the atmospheric content breathable and warm, they conceded.

There are several storage buildings with attached shuttle bays for landing and loading, each one able to hold two commercial shuttles or a single cargo lander at any given time. In case of the rare but strong windstorm, there are several access points to the subterranean complex throughout the surface. Each access point looks like a square closet of sorts, with a bright yellow airlock rimmed it strobe lights to advertise its accessibility to incoming miners. There are also several machine shop garages in the subterranean complex that have sliding access doors on the surface that the crawlers and mine trucks use to come and go.

In the complex itself there is housing for close to 15,000 at a time in prefabricated quarters built on Brakiri standards (as they primarily funded the site). These are rarely full filled, as both alien mining facilities have room for several thousand miners to stay for months at a time between trips back to Central Admin. The quarters are sized based on the number of individuals in a given family, giving 65 square metres to each adult member of a family, and 30 square metres to each child or adolescent. Considering the average mining family consists of two adults, this means that the residential quarters are rarely what anyone might consider *extravagant*. At least, that is, by Brakiri standards. The Drazzi that live in Planetary Administration are happy to have 'so much room' in comparison to their own common living spaces in Freehold communities.

The Gaim, of course, keep their quarters away from the city. With the exception of the Ambassadors living in the Central Admin, the Drones and Thinkers are placed in a large synthetic torpor chamber in the complex. Over a thousand Gaim take their rests in the stark plastic-shelled room, coming out whenever the Executors inform them of their hours of service in the mines.

There is one particular building in the Planetary Administration that is singularly the most important place to both the Brakiri and the Drazzi – the administration office. A huge series of connected rooms similar to a cubicle-laden office building, the admin office is where all off-planet communications take place. Host to a hyperspace assisted communications array, all requisitions and reports to both the Syndicacy and the Freehold are made from this building. Essentially, it is the central intelligence core of the alien presence on the planet.

The Gaim do not need this due to their pheropathic connection, but are aware of the aliens' reliance on the building. If the High Queens ever decide to eliminate the Brakiri and Drazzi presence from N'Chak'Fa VII, the admin office will be the first building to be demolished – leaving the alien miners to the cold machinations of the insectoids.

THE HIVE BELTS – UNIQUE SHIPYARD FACILITIES

Where outsiders see a problem to be avoided, the Gaim see an obstacle to adapt and evolve through. Nothing shows this difference in racial mentalities as the Hive Belts of the Gaim Intelligence. Throwing staggering amounts of resources at what other races would call a fool's errand, the Gaim have created amazing assets out of the stellar debris near to their system.



Starting with the extremely dense asteroid belt that lies between N'Chak'Fa II and III, the Gaim sent out disposable pilot and labour Drones to build massive struts and tethers through hundreds of miles of the largest floating chunks of rock. These asteroids would serve as the foundations of the first Hive Belt. Each Hive Belt, of which there are four (one in N'Chak'Fa system, three in neutral space), serves as a gigantic shipyard for the repair and construction of the Gaim naval fleets.

Each Hive Belt spans hundreds of miles of connected asteroids being mined and tapped for their resources, directly applied to the shipbuilding industry taking place in the empty spaces between. A single miscalculated orbital spin or thruster adjustment could spell catastrophic disaster. Only through the hive mind connection of the pilots and other Drones can these places function properly at all, much to the amazement of any who see the geodesic structures floating amidst millions of tons of free floating stone and ice.

The Hive Belt located within the N'Chak'Fa system was the first to be built, and the only one openly known to the public. It is there, at Hive Belt One, that the Gaim began the retrofitting and reverse engineering of their purchased ship hulls and the eventual construction of its commercial and 'civilian' vessels.

For many years the League looked on as the Gaim built their strange and expansive asteroid-based shipyard, always expecting it to collapse or fall in upon itself – but it never did. Small collisions were repaired almost instantly, and larger ones could be circumvented with well-placed fusion bombs. It was apparent in less than a decade that the Gaim Hive Belt program was going to be a success.

It was so successful in fact that the High Queens chose to start a few new Hive Belt shipyards away from the prying eyes of their galactic neighbours. Discovered through many trial-and-error hyperspace jumps throughout nearby neutral space, three mineral-rich asteroid belts were found along the N'Chak'Fa–Sh'lassa hyperspace beacon. Chosen as the sites for the growth of a new fleet, the Gaim began construction on their own brand of unique vessels for over two decades before they unveiled even a single ship in 2267.

The Sh'lassans were made aware of at least one of the hidden Hive Belts after a faction within their rebelling government fled from their home systems. The Sh'lassans

made an offer to the Gaim, the High Queens chose to accept, and the two factions built their own hidden warships at the same Hive Belt for several years. There were some altercations early in this relationship, and then another when the Queen fleets left their solitude, but overall it was a mutually beneficial relationship that the High Queens were pleased to have made.

Although each Hive Belt is unique in how it is built because of the structure of the asteroids used to create it, they all have one overall statistic format in the case Games Masters feel they want to involve them in combat.

Hive Belt One

Location: Asteroid belt between N'Chak'Fa II and III

Years in Service: 2238+

Maximum Vessel Production Size: Colossal

Production Cost: 200,000 cr. (for outside use)

Influence Check Required: DC 40 (DC 25 for Gaim characters)

Waiting Period: 6 months

Acquisition Percentage: 100%

Most Common Client: Gaim Intelligence and Allied Civilian/Commercial Clients

Size: 300 miles in length by 50 miles wide, roughly 5 miles deep

Population: 10.2 million residents (85% Gaim, 5% Brakiri, 2% pak'ma'ra, 2% Abbai, 2% Llort, 2% Drazi, 2% Miscellaneous)

Owned and Operated By: Gaim Intelligence

Gravity: 0.8 G

Atmosphere: Methane/Carbon Monoxide with Adjustable Atmosphere Quarters and Commons

Length of Day/Week/Month/Year: – hour/– day/– week/31 month

Primary Influences: Gaim Intelligence, Trader/Commercial

Colossal Construction

Defence Value: -12 (-18 size, -4 Handling); **Armour:**

30; **Handling:** -4; **Sensors:** +4; **Stealth:** 0; **Stress:** 0;

Features: Artificial Gravity, Space Station, Targeting Computer (+4)

Crew: Gaim Line (+1 BAB, +6 Training)

Structural Spaces: 1,790 (Cargo 1,000, Control 20, Crew 500, Engine 50, Hangar 220)

Craft (36): 50 Cargo Shuttles, 20 Light Shuttles, 100 Assorted League of Non-Aligned Worlds Fighters, 200 Maintenance-Bots

TECHNOLOGY OF THE GAIM

'Pleasant greeting. Detailed explanation of needs. Sufficient dismissal of presence.'

- Early attempts at electronic translation of Gaim

This chapter is dedicated to the technologies used by the Gaim Intelligence, both in the common sense of the term and in the field of bio-organic advances. It contains narrative descriptions and rules for each device or item. Games Masters and players can make use of this chapter in several ways, not the least of which is the equipping of their characters with these new and interesting items.

EVOLUTION OF GAIM TECHNOLOGY

The Gaim are very new at the sciences of mechanics and electronics, let alone fusion or gravitic specialties. They are well known for their ability to adapt to any situation, and their technologies are no exemption to this rule. Whenever confronted with new and interesting examples of technology, it is the Gaim's first instinct to capture samples and hand it over to their Thinker breed.

The Thinker breed then pores over the technology until they can fully understand how and why it functions. Sometimes they have the aid of their allies in this, especially if it is purchased technology and not captured or claimed. Eventually the Thinkers will manage to make the technology serve the Intelligence, but only as long as needed before they choose to enhance and *evolve* it.

The Gaim know as a matter of fact that they are superior to all other species; meaning that any technology acquired from another race has room to be bettered by the Gaim. It is this ever-reaching for perfection that allowed the Gaim to adapt outside technologies to their own formats, like

What about the Nutrition Bars or Swarm Grenade?

In our line of products for first edition, there was a wealth of information on the Gaim Intelligence in *The League of Non-Aligned Worlds Fact Book*, some of which has been updated to a second edition format in this book. In order to give the reader as much new and exciting information as possible we have had to leave out a few scattered items and such from the first edition book. This is not to say that those items do not exist in second edition, it is merely that we did not have room for them here.

We encourage Games Masters to adapt those older items and devices on their own if they wish use them in tandem with what they find in this book.

how they turned particle bombs into packet torpedoes, and then later into photon bombs. Other than their own bio-organic technology that they occasionally fuse to themselves, all of their modern technology was rooted in some other race's previous example.

Gaim Spacecraft Assets

When discussing the Gaim Intelligence's naval abilities, one must pay attention to which side of the Culling Generations is being spoken of. Before the death of High Queen Lanata and the rise of High Queen Cerphisix there were only the rebuilt hulls that the Gaim had purchased from other species. After the choice was made for some of the Queens to leave the homeworld to possibly save

their race from pheropathic madness, there were only the Gaim-designed Queen Fleets. The two are drastically different from one another, and should be looked upon separately.

The Early Gaim Fleet (2232 – 2266)

The original Gaim space fleet was made up of claimed, purchased and rebuilt ship hulls. Many of these ships were acquired as part of peace treaties and economic deals throughout the League, with a few coming from disenfranchised Centauri houses that suffered the worst during their ejection from the Narn homeworld. These hulls were put to good use by the Gaim, and much of their initial stellar expansion was due to their rapid assimilation of alien vessels. Without the decades of use and testing of these purchased vessels, the Gaim would never have been able to build their own vessels at all.

The vast majority of the early Gaim fleet was destroyed during the last days of the Shadow War in 2261, when Sheridan requested the aid of the League races. When the dust had settled there were only a handful of the old Gaim ships remaining, a fact that required the High Queens to speed up production of their own fleets.

Some of the most common examples of these vessels are as follows:

Geun-class Defender (EA Orestes Hull)

Huge ships designed to defend entire systems from invaders; the Geun is one of the Gaim's earliest successes in modifying ship hulls. Made from dozens of purchased Orestes system monitors after the Earth-Minbari War, the Geun was seen quite often in the N'Chak'Fa system.

Geun-class Defender

Gargantuan Spacecraft

Defence Value: 4 (–8 size, +2 Handling); **Armour:** 44; **Handling:** +2, **Sensors:** +6; **Stealth:** 0; **Stress:** 4; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)

Crew: Gaim Line (+2 BAB, +6 Training); 2 Executors, 16 pilot Drones, 120 crew Drones

Structural Spaces: 142 (Cargo 70, Control 6, Crew 30, Engine 16, Hangar 6, Weapons 14)

Fore Arc Weapons

⑤ Particle Concentrator (Long, Offence 10, 2 weapon spaces)

⑤ Particle Concentrator (Long, Offence 10, 2 weapon spaces)

⑤ Packet Torpedo Launcher (Close, Offence 25, 1 weapon space)

⑤ Packet Torpedo Launcher (Close, Offence 25, 1 weapon space)

Port Arc Weapons

⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)

⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)

Starboard Arc Weapons

⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)

⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)

Aft Arc Weapons

⑤ Packet Torpedo Launcher (Close, Offence 25, 1 weapon space)

⑤ Packet Torpedo Launcher (Close, Offence 25, 1 weapon space)

Turret Arc Weapons

⑤ Particle Beam (Close, Offence 6, 1 weapon space)

⑤ Particle Beam (Close, Offence 6, 1 weapon space)

Craft (4): 2 Light Shuttles, 12 Delta-V Light Fighters

Kuach-class Minesweeping Corvette (Drazi Warbird Hull)

The Dilgar left behind numerous automated mines when they vacated League space, and several of them became a problem for the exploring Gaim fleets. Acquiring a handful of Drazi Warbirds, the Gaim outfitted them specifically for ridding space of unwanted debris – mine, flotsam or enemy ships alike.

Kuach-class Minesweeper

Large Spacecraft

Defence Value: 13 (–2 size, +5 Handling); **Armour:** 26; **Handling:** +5, **Sensors:** +7; **Stealth:** 11; **Stress:** 10; **Features:** Fusion Engine, Minesweeper¹, Targeting Computer (+3)

Crew: Gaim Line (+2 BAB, +6 Training); 1 Executor, 6 pilot Drones, 40 crew Drones

Structural Spaces: 41 (Cargo 2, Control 5, Crew 6, Engine 19, Hangar 1, Weapons 8)

Fore Arc Weapons

⑤ Packet Torpedo Launcher (Close, Offence 25, 1 weapon space)

⑤ Particle Beam (Close, Offence 6, 1 weapon space)

⑤ Particle Beam (Close, Offence 6, 1 weapon space)

⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)

Port Arc Weapons

⑤ Packet Torpedo Launcher (Close, Offence 25, 1 weapon space)

- ☞ Particle Beam (Close, Offence 6, 1 weapon space)

Starboard Arc Weapons

- ☞ Packet Torpedo Launcher (Close, Offence 25, 1 weapon space)

- ☞ Particle Beam (Close, Offence 6, 1 weapon space)

Aft Arc Weapons

- ☞ Packet Torpedo Launcher (Close, Offence 25, 1 weapon space)

- ☞ Packet Torpedo Launcher (Close, Offence 25, 1 weapon space)

Craft (1): 2 Light Shuttles

¹ This craft may double the Offence ratings of its weapons against stationary targets.

Moas-class Gunship (Markab Shafab Hull)

Purchased from their galactic neighbours, the Gaim turned the spacious and thick-hulled Shafab-class cruisers into their singularly most recognised warship, the Moas. It uses a straightforward array of weaponry to deal with its foes, but was always susceptible to enemy fighters. The Moas tends to keep large crews of Warriors and assault shuttles in case they have to make a more direct attack upon their foes.

Moas-class Gunship

Gargantuan Spacecraft

Defence Value: 3 (−8 size, +1 Handling); **Armour:** 46; **Handling:** +1, **Sensors:** +7; **Stealth:** 0; **Stress:** 6; **Features:** Fusion Engine, Jump Point, Targeting Computer (+4)

Crew: Gaim Line (+2 BAB, +6 Training); 4 Executors, 12 pilot Drones, 30 Warriors, 140 crew Drones

Structural Spaces: 97 (Cargo 30, Control 6, Crew 30, Engine 16, Hangar 3, Weapons 12)

Fore Arc Weapons

- ☞ Heavy Pulse Cannon (Long, Offence 20, Rapid Fire 3, 2 weapon spaces)

- ☞ Heavy Pulse Cannon (Long, Offence 20, Rapid Fire 3, 2 weapon spaces)

- ☞ Particle Concentrator (Long, Offence 10, 2 weapon spaces)

- ☞ Packet Torpedo Launcher (Close, Offence 25, 1 weapon space)

- ☞ Packet Torpedo Launcher (Close, Offence 25, 1 weapon space)

- ☞ Scattergun (Close, Offence 15, Array, 1 weapon space)

Port Arc Weapons

- ☞ Scattergun (Close, Offence 15, Array, 1 weapon space)

Starboard Arc Weapons

- ☞ Scattergun (Close, Offence 15, Array, 1 weapon space)

Aft Arc Weapons

- ☞ Scattergun (Close, Offence 15, Array, 1 weapon space)

Craft (2): 4 Assault Shuttles

Moor-class Torpedo Destroyer (Centauri Altarian Hull)

Originally offered as a joke by House Kodiro after the Gaim rebuked an offer from the Narn, the High Queens matched the somewhat insane price the Centauri were asking and took possession of the aged and mostly retired Altarian chassis. Fitting it with numerous torpedo tubes and using it as a long-ranged combatant, the Gaim arguably got more use out of the thing than the Centauri did.

Moor-class Destroyer

Huge Spacecraft

Defence Value: 9 (−4 size, +3 Handling); **Armour:** 26; **Handling:** +3, **Sensors:** +6; **Stealth:** 7; **Stress:** 8; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)

Crew: Gaim Line (+2 BAB, +6 Training); 2 Executors, 14 pilot Drones, 110 crew Drones

Structural Spaces: 88 (Cargo 38, Control 6, Crew 18, Engine 16, Hangar 1, Weapons 9)

Fore Arc Weapons

- ☞ Packet Torpedo Launcher (Close, Offence 25, 1 weapon space)

- ☞ Packet Torpedo Launcher (Close, Offence 25, 1 weapon space)

- ☞ Packet Torpedo Launcher (Close, Offence 25, 1 weapon space)

- ☞ Scattergun (Close, Offence 15, Array, 1 weapon space)

Port Arc Weapons

- ☞ Packet Torpedo Launcher (Close, Offence 25, 1 weapon space)

- ☞ Scattergun (Close, Offence 15, Array, 1 weapon space)

Starboard Arc Weapons

- ☞ Packet Torpedo Launcher (Close, Offence 25, 1 weapon space)

- ☞ Scattergun (Close, Offence 15, Array, 1 weapon space)

Aft Arc Weapons

- ☞ Scattergun (Close, Offence 15, Array, 1 weapon space)

Craft (1): 1 Light Shuttle

Slyach-class Frigate (Abbai Tiraca Hull)

A peace offering to the Gaim from the Abbai, the ability to build on the plentiful Tiraca hull seemed a nice welcoming gift from the Matriarchate to the Intelligence when they joined the League of Non-Aligned Worlds. Although the Abbai were sorry to see their hulls outfitted so liberally with the savage weaponry of the Gaim, they understood that some sacrifices must be made for galactic peace.

Slyach-class Frigate

Large Spacecraft

Defence Value: 12 (-2 size, +4 Handling); **Armour:** 24; **Handling:** +4, **Sensors:** +4; **Stealth:** 11; **Stress:** 14; **Features:** Fusion Engine, Targeting Computer (+3)

Crew: Gaim Line (+2 BAB, +6 Training); 1 Executor, 6 pilot Drones, 30 crew Drones

Structural Spaces: 48 (Cargo 14, Control 5, Crew 14, Engine 3, Hangar 1, Weapons 11)

Fore Arc Weapons

- ⑤ Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)
- ⑤ Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)

Port Arc Weapons

- ⑤ Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)

Starboard Arc Weapons

- ⑤ Particle Array (Close, Offence 15, Array, 2 weapon spaces)
- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)

Craft (1): 1 Light Shuttle

Tiac-class Long-Range Explorer (Centauri Darkner Hull)

Even though this ship is built from Centauri hulls, they were acquired from the Brakiri. They claimed to have come by the hulls from those left behind after their occupation by the Republic, but they were more likely acquired through underhanded means. Regardless how they came to own them, the Gaim purchased several from the Syndicracy and turned them into these mightily armed explorer vessels. The Tiac almost always arrives in an area of space days before an Intelligence fleet, often staying long enough to put its powerful battle lasers to use.

Tiac-class Explorer

Large Spacecraft

Defence Value: 13 (-2 size, +5 Handling); **Armour:** 22; **Handling:** +5, **Sensors:** +6; **Stealth:** 16; **Stress:** 10; **Features:** Fusion Engine, Jump Point, Targeting Computer (+3)

Crew: Gaim Line (+2 BAB, +6 Training); 2 Executors, 5 pilot Drones, 10 Thinkers, 30 crew Drones

Structural Spaces: 48 (Cargo 3, Control 5, Crew 7, Engine 21, Hangar 2, Weapons 10)

Fore Arc Weapons

- ⑤ Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)
- ⑤ Battle Laser (Long, Offence 60, Beam 1d8, 2 weapon spaces)
- ⑤ Packet Torpedo Launcher (Close, Offence 25, 1 weapon space)
- ⑤ Packet Torpedo Launcher (Close, Offence 25, 1 weapon space)
- ⑤ Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Port Arc Weapons

- ⑤ Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Starboard Arc Weapons

- ⑤ Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Aft Arc Weapons

- ⑤ Particle Array (Close, Offence 15, Array, 2 weapon spaces)

Craft (1): 5 Light Shuttles

The Gaim Queen Fleets (2267+)

After the horrific virus-bombing of Earth that caused the death of High Queen Lanata, the Queen Fleets were released into the stars. Each section of the Queen Fleet containing either a High Queen or one of their Young daughters to help find and eradicate the maddened broodline, the fleets needed to be massive and powerful to protect such irreplaceable assets.

The new Gaim-designed vessels took all of the things the Thinkers learned from the old vessels and mixed them liberally with the natural construction instincts of the Gaim. Some ships are considered 'queen ships' and have reinforced royal chambers built into their inner hulls to house these rare but all-important passengers, but all are built with layers of tunnel-like corridors and higher than standard artificial gravity. Most surfaces are covered in resin to help with Drone mobility, and even the smallest ships have at least one protein pool to better recycle casualties.

These Gaim-designed vessels housed three new types of weaponry, one of which is extremely unconventional. Through the liberal space saturation of the newly 'evolved' photon bombs and gatling lasers, these ships clear the way for the truest Gaim mentality in action – swarms of suicidal Klikkita fighters. Although they rarely chose to take aggressive actions against other fleets unless they stood in the way of the culling of Lanata's broodline, the Queen Fleets were more than capable of handling most foes.

The following are the ships that comprise the Queen Fleets of the Gaim Intelligence after 2267:

Klikkita Light Fighter

Designed around the frail and spindly body of the disposable pilot Drone, the Klikkita is a thin-bodied fighter craft with a powerful engine and rapid-firing plasma projector. Its twin-tailed design allows for it to hold additional plasma fuel in its body for the fighter's true purpose when it is called upon by the hive mind to do so – becoming the deadly Klikkitak crewed missile.

New Ship Feature: Queen Ship

Any ship in the Gaim Queen Fleets that are designated as having the Queen Ship feature are housing a member of the Intelligence's royal broodlines, perhaps even a High Queen. These ships are very important to the Hexad Hive and serve as a localised hub for the hive mind. This is represented by all Gaim ships within Long range of a ship with the Queen Ship trait gain +2 on all skill checks and attack rolls for the purposes of ship Orders.

Additionally, the royal chamber of a queen ship is the summation of all of the ship's Control Structural Spaces, and cannot be placed on a ship with 10 or less Control spaces.

Should all of these Control spaces be destroyed the Queen will be killed and the hive mind will suffer for it. If a Gaim ship has all of its Control spaces destroyed, all other Gaim ships within Long range of it will immediately suffer a -5 penalty on all skill checks and attack rolls until they are again within range of another Queen Ship.

Klikkita Light Fighter

Tiny Spacecraft

Defence Value: 16 (+4 size, +2 Handling); **Armour:** 12; **Handling:** +2, **Sensors:** +3; **Stealth:** 12; **Stress:** 8; **Features:** Hybrid Engine (Biological/Fusion), Targeting Computer (+2)

Crew: Gaim Line (+2 BAB, +6 Training); 1 pilot Drone

Structural Spaces: 5 (Cargo 1, Control 1, Engine 3, Weapons 1)

Fore Arc Weapons

- Plasma Bolt¹ (Close, Offence 8, 1 weapon space)

¹ This is a new weapon system introduced in this book, see page 68

New Special Order – Form Klikkitak!

Type: Offensive

Skill Check: Automatic (if *Queen Ship* is present); Operations (systems) DC 20 (if outside of *Queen Ship* influence)

Arc: Any

Success: Any number of Klikkita light fighters within Long range of the ordering vessel immediately and irrevocably becomes a Klikkitak missile. This turns the pilot Drone inside into just another weapon, giving up his individual life for the Hexad Hive.

When this order is given and a Klikkitak missile is created, the former fighter may add +5 to its existing Handling and Defence Values, but may no longer fire its Plasma Bolt weapon system. It may only perform the following orders with the noted adjustments:

- ③ *Shake The Lock!* – Klikkitak receives +2 to check
- ③ *Close For Battle* – no change
- ③ *Ram Them!* – Klikkitak passes Will save automatically and receives a +10 bonus to the opposed Piloting check; effective Offence of successful ram is 35 plus the difference between the Klikkitak's Piloting check and the target's

Klikkar Space Superiority Fighter

The first Gaim fighters designed with the idea of *not* turning into a crewed missile, the Klikkar is a light fighter craft that uses numerous bio-plasma tool Drones in its weapon arrays to better deal with enemy fighters.

With enemy fighters having to manoeuvre to avoid or attack the Klikkars, more crewed missiles will hopefully survive enemy fighter screens to plunge into enemy ships.

Klikkar Superiority Fighter

Tiny Spacecraft

Defence Value: 17 (+4 size, +3 Handling); **Armour:** 12; **Handling:** +3, **Sensors:** +3; **Stealth:** 12; **Stress:** 8; **Features:** Hybrid Engine (Biological/Fusion), Targeting Computer (+2)

Crew: Gaim Line (+2 BAB, +6 Training); 1 pilot Drone

Structural Spaces: 7 (Control 1, Engine 4, Weapons 2)

Fore Arc Weapons

- ③ Plasma Bolt¹ (Close, Offence 8, 1 weapon space)
- ③ Plasma Bolt¹ (Close, Offence 8, 1 weapon space)

¹ This is a new weapon system introduced in this book, see page 68

Sataaka-class Gunship

The primary gunship used to escort the Queens across the galaxy, the Sataaka is a potent combatant designed with several gun ports facing in all directions. Armed with the aging scatterguns to protect it from fighters and the powerful gatling lasers to ward away larger threats, this ship is often seen in flotillas of three or four vessels to make the most of their assets.

Sataaka-class Gunship

Large Spacecraft

Defence Value: 13 (–1 size, +4 Handling); **Armour:** 28; **Handling:** +4, **Sensors:** +3; **Stealth:** 14; **Stress:** 8; **Features:** Flight Computer¹, High-Capacity Storage Hangar, Hybrid Engine (Biological/Fusion), Targeting Computer (+2), Torpor Barracks²

Crew: Gaim Line (+2 BAB, +6 Training); 2 Executors, 15 pilot Drones, 10 Warriors, 30 crew Drones

Structural Spaces: 48 (Cargo 4, Control 5, Crew 8, Engine 15, Hangar 5, Weapons 11)

Fore Arc Weapons

- ③ Gatling Laser² (Close, Offence 20, Array, Beam 1d4, Array, 2 weapon spaces)
- ③ Scattergun (Close, Offence 15, Array, 1 weapon space)

Port Arc Weapons

- ③ Scattergun (Close, Offence 15, Array, 1 weapon space)

Starboard Arc Weapons

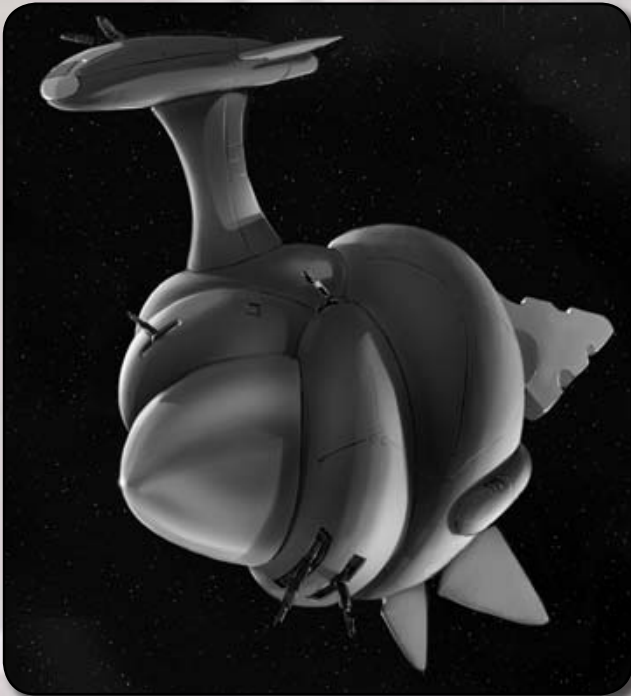
- ③ Scattergun (Close, Offence 15, Array, 1 weapon space)

Aft Arc Weapons

- ③ Scattergun (Close, Offence 15, Array, 1 weapon space)

Turret Arc Weapons

- ③ Photon Bomb Launcher² (Long, Offence 50, 2 weapon spaces)



- ⑤ Particle Chaff Cannon² (Close, Intercept 12 or Offence 4, 1 weapon space)

Craft (6): 1 Light Shuttle, 12 Klikkita Light Fighters

¹ This has the same effects as the Minbari Flight Computer ship feature

² This is a new ship feature or weapon system introduced in this book, see page 68

Shaakak-class Queen Light Cruiser

The home of many Young Queens in the fleets, the Shaakak is considered to be the equivalent to a strike force command vessel. They are best served in smaller fleets of gunships and escorts, branching out from the High Queens' presences to seek the Intelligence's enemies on their own. Capable of dealing a respectable amount of damage from far away, the Shaakak is not designed for close in-fighting and relies on its fighter squadrons and capable Warriors to dissuade enemies from getting too close.

Shaakak-class Queen Cruiser

Gargantuan Spacecraft

Defence Value: 4 (-8 size, +2 Handling); **Armour:** 44; **Handling:** +2, **Sensors:** +6; **Stealth:** 12; **Stress:** 12; **Features:** Flight Computer¹, High-Capacity Storage Hangar, Hybrid Engine (Biological/Fusion), Queen Ship, Targeting Computer (+3), Torpor Barracks²

Crew: Gaim Line (+2 BAB, +6 Training); 1 Young Queen, 6 Executors, 80 pilot Drones, 30 Warriors, 100 crew Drones

Structural Spaces: 129 (Cargo 28, Control 12, Crew 20, Engine 12, Hangar 40, Weapons 17)

Fore Arc Weapons

- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)
- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)
- ⑤ Particle Chaff Cannon² (Close, Intercept 12 or Offence 4, 1 weapon space)

Port Arc Weapons

- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)
- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)
- ⑤ Particle Chaff Cannon² (Close, Intercept 12 or Offence 4, 1 weapon space)

Starboard Arc Weapons

- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)
- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)
- ⑤ Particle Chaff Cannon² (Close, Intercept 12 or Offence 4, 1 weapon space)

Aft Arc Weapons

- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)
- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)
- ⑤ Particle Chaff Cannon² (Close, Intercept 12 or Offence 4, 1 weapon space)

Turret Arc Weapons

- ⑤ Photon Bomb Launcher² (Long, Offence 50, 2 weapon spaces)
- ⑤ Photon Bomb Launcher² (Long, Offence 50, 2 weapon spaces)



- ⑤ Particle Chaff Cannon² (Close, Intercept 12 or Offence 4, 1 weapon space)

Craft (30): 6 Light Shuttles, 12 Breaching Pods, 72 Klikkita Light Fighters

¹This has the same effects as the Minbari Flight Computer ship feature

²This is a new ship feature or weapon system introduced in this book, see page 68

Shrutaa-class Queen Battleship

The only vessel capable and equipped by the Intelligence's standards to ferry a High Queen from place to place, the Shrutaa is unequivocally the flagship of any Gaim fleet. It is equipped with a trio of powerful photon bomb launchers and covered in defensive and anti-fighter arrays, not to mention a months' worth of pilot Drones ready to sacrifice themselves for the Hexad hive. Never without escort by several Sataaka and Skrunnka vessels to protect it from direct assault, the High Queens are very well defended when abroad in the galaxy.

Shrutaa-class Queen Battleship

Colossal Spacecraft

Defence Value: -6 (-16 size, +0 Handling); **Armour:** 52; **Handling:** +0, **Sensors:** +7; **Stealth:** 0; **Stress:** 18; **Features:** Flight Computer¹, High-Capacity Storage Hangar, Hybrid Engine (Biological/Fusion), Jump Engine, Queen Ship, Targeting Computer (+4), Torpor Barracks²

Crew: Gaim Elite (+4 BAB, +10 Training); 1 High Queen, 10 Executors, 120 pilot Drones, 60 Warriors, 250 crew Drones

Structural Spaces: 212 (Cargo 75, Control 20, Crew 40, Engine 18, Hangar 40, Weapons 19)

Fore Arc Weapons

- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)
- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)
- ⑤ Particle Chaff Cannon² (Close, Intercept 12 or Offence 4, 1 weapon space)

Port Arc Weapons

- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)
- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)
- ⑤ Particle Chaff Cannon² (Close, Intercept 12 or Offence 4, 1 weapon space)

Starboard Arc Weapons

- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)
- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)



- ⑤ Particle Chaff Cannon² (Close, Intercept 12 or Offence 4, 1 weapon space)

Aft Arc Weapons

- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)
- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)
- ⑤ Particle Chaff Cannon² (Close, Intercept 12 or Offence 4, 1 weapon space)

Turret Arc Weapons

- ⑤ Photon Bomb Launcher² (Long, Offence 50, 2 weapon spaces)
- ⑤ Photon Bomb Launcher² (Long, Offence 50, 2 weapon spaces)
- ⑤ Photon Bomb Launcher² (Long, Offence 50, 2 weapon spaces)
- ⑤ Particle Chaff Cannon² (Close, Intercept 12 or Offence 4, 1 weapon space)

Craft (36): 6 Light Shuttles, 36 Breaching Pods, 96 Klikkita Light Fighters

¹This has the same effects as the Minbari Flight Computer ship feature

²This is a new ship feature or weapon system introduced in this book, see page 68

Shuuka-class Queen Light Cruiser

This small queen ship is used as a High Queen transport from portside facilities to their Shrutaa battleships, or a smaller fleet command vessel in attack groups led by a

Young Queen. With its conical structure and offset 'turret arm', the Shuuka can always bring its photon bombs to bear on its enemies, softening them up for the swarm of fighters that will launch shortly after the cruiser assesses an enemy. It is not designed for prolonged battles or large engagements, and can often be expected to drop off its fighters and then escape to hyperspace.

Shuuka-class Queen Light Cruiser

Huge Spacecraft

Defence Value: 9 (-4 size, +3 Handling); **Armour:** 34; **Handling:** +3, **Sensors:** +6; **Stealth:** 13; **Stress:** 8; **Features:** Flight Computer¹, High-Capacity Storage Hangar, Hybrid Engine (Biological/Fusion), Jump Engine, Queen Ship, Targeting Computer (+3), Torpor Barracks²

Crew: Gaim Line (+2 BAB, +6 Training); 1 Young Queen, 4 Executors, 65 pilot Drones, 30 Warriors, 40 crew Drones

Structural Spaces: 80 (Cargo 10, Control 12, Crew 15, Engine 18, Hangar 25, Weapons 10)

Fore Arc Weapons

- ☞ Scattergun (Close, Offence 15, Array, 1 weapon space)
- ☞ Particle Chaff Cannon² (Close, Intercept 12 or Offence 4, 1 weapon space)

Port Arc Weapons

- ☞ Scattergun (Close, Offence 15, Array, 1 weapon space)

Starboard Arc Weapons

- ☞ Scattergun (Close, Offence 15, Array, 1 weapon space)

Aft Arc Weapons

- ☞ Scattergun (Close, Offence 15, Array, 1 weapon space)

Turret Arc Weapons

- ☞ Photon Bomb Launcher² (Long, Offence 50, 2 weapon spaces)
- ☞ Photon Bomb Launcher² (Long, Offence 50, 2 weapon spaces)
- ☞ Particle Chaff Cannon² (Close, Intercept 12 or Offence 4, 1 weapon space)

Craft (24): 4 Light Shuttles, 24 Breaching Pods, 36 Klikkita Light Fighters

¹This has the same effects as the Minbari Flight Computer ship feature

²This is a new ship feature or weapon system introduced in this book, see page 68

Skrunnka-class Assault Ship

The Skrunnka is a flying nightmare filled with chitinous blades, bio-plasma emitters, siege claws and the breaching pods and assault shuttles to deliver them. This ship was designed with one idea in mind – bring the Warriors to the enemy. It was just a handful of Warriors that crippled a Dilgar flagship, and that was before the Gaim began training them for ship combat. The Skrunnka is nothing more than a massive barracks for bloodthirsty Warriors and Destroyers, each one ready to launch across the void to shred the enemy.

Skrunnka-class Assault Ship

Gargantuan Spacecraft

Defence Value: 3 (-8 size, +1 Handling); **Armour:** 46; **Handling:** +1, **Sensors:** +5; **Stealth:** 7; **Stress:** 12; **Features:** Flight Computer¹, High-Capacity Storage Hangar, Hybrid Engine (Biological/Fusion), Targeting Computer (+3), Torpor Barracks²

Crew: Gaim Line (+2 BAB, +6 Training); 4 Executors, 30 pilot Drones, 100 Warriors, 10 Destroyers, 50 crew Drones

Structural Spaces: 107 (Cargo 20, Control 5, Crew 18, Engine 12, Hangar 35, Weapons 17)

Fore Arc Weapons

- ☞ Heavy Gatling Laser² (Close, Offence 30, Array, Beam 1d6, Array, 2 weapon spaces)
- ☞ Heavy Gatling Laser² (Close, Offence 30, Array, Beam 1d6, Array, 2 weapon spaces)
- ☞ Scattergun (Close, Offence 15, Array, 1 weapon space)





Port Arc Weapons

- ⑤ Heavy Gatling Laser² (Close, Offence 30, Array, Beam 1d6, Array, 2 weapon spaces)
- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)

Starboard Arc Weapons

- ⑤ Heavy Gatling Laser² (Close, Offence 30, Array, Beam 1d6, Array, 2 weapon spaces)
- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)

Aft Arc Weapons

- ⑤ Heavy Gatling Laser² (Close, Offence 30, Array, Beam 1d6, Array, 2 weapon spaces)
- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)

Turret Arc Weapons

- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)
- ⑤ Particle Chaff Cannon² (Close, Intercept 12 or Offence 4, 1 weapon space)
- ⑤ Particle Chaff Cannon² (Close, Intercept 12 or Offence 4, 1 weapon space)

Craft (36): 8 Assault Shuttles, 18 Klikkita Light Fighters, 84 Breaching Pods

¹This has the same effects as the Minbari Flight Computer ship feature

²This is a new ship feature or weapon system introduced in this book, see page 68

Stak-class Scout

The Stak serves the same role as the winged Drones of a conventional Gaim army swarm, flying forward in small packs to gather information and sow disorder before the main body of the force arrives. They are not exceptionally durable or powerful, but they have a specialised crew designed to make the most out of the information it gathers, making them essential to the plans of the Queens.



Stak-class Scout

Medium Spacecraft

Defence Value: 13 (+3 Handling); **Armour:** 19; **Handling:** +3, **Sensors:** +12; **Stealth:** 22; **Stress:** 6; **Features:** Flight Computer¹, High-Capacity Storage Hangar, Hybrid Engine (Biological/Fusion), Targeting Computer (+2), Torpor Barracks²

Crew: Gaim Line (+2 BAB, +6 Training); 1 Executor, 8 pilot Drones, 5 Warriors, 10 Thinkers, 10 crew Drones

Structural Spaces: 24 (Control 2, Crew 4, Engine 6, Hangar 6, Weapons 6)

Fore Arc Weapons

- ⑤ Gatling Laser² (Close, Offence 20, Array, Beam 1d4, Array, 2 weapon spaces)
- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)

Turret Arc Weapons

- ⑤ Photon Bomb Launcher² (Long, Offence 50, 2 weapon spaces)
- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)

Craft (6): 6 Klikkita Light Fighters

¹ This has the same effects as the Minbari Flight Computer ship feature

² This is a new weapon system introduced in this book, see page 67

Stuteeka-class War Carrier

The single most fighter-laden ship in the Gaim fleets, the Stuteeka is nothing more than a mobile hive of pilot Drones and the fighters to carry them. Advanced construction Drones wait in gaping hangars to perform rapid repairs or pre-launch sequences, allowing the Stuteeka to hurl a staggering number of Klikkitas at an enemy.

Stuteeka-class War Carrier

Gargantuan Spacecraft

Defence Value: 3 (-8 size, +2 Handling); **Armour:** 42; **Handling:** +2, **Sensors:** +5; **Stealth:** 2; **Stress:** 14; **Features:** Flight Computer¹, High-Capacity Storage Hangar, Hybrid Engine (Biological/Fusion), Targeting Computer (+3), Torpor Barracks²

Crew: Gaim Line (+2 BAB, +6 Training); 6 Executors, 200 pilot Drones, 30 Warriors, 100 crew Drones

Structural Spaces: 160 (Cargo 30, Control 6, Crew 36, Engine 15, Hangar 60, Weapons 13)

Fore Arc Weapons

- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)



- ⑤ Particle Chaff Cannon² (Close, Intercept 12 or Offence 4, 1 weapon space)

Port Arc Weapons

- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)

Starboard Arc Weapons

- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)

Aft Arc Weapons

- ⑤ Scattergun (Close, Offence 15, Array, 1 weapon space)

Turret Arc Weapons

- ⑤ Photon Bomb Launcher² (Long, Offence 50, 2 weapon spaces)

- ⑤ Photon Bomb Launcher² (Long, Offence 50, 2 weapon spaces)

- ⑤ Photon Bomb Launcher² (Long, Offence 50, 2 weapon spaces)

- ⑤ Particle Chaff Cannon² (Close, Intercept 12 or Offence 4, 1 weapon space)

- ⑤ Particle Chaff Cannon² (Close, Intercept 12 or Offence 4, 1 weapon space)

Craft (48): 5 Light Shuttles, 144 Klikkita Light Fighters, 24 Breaching Pods

¹ This has the same effects as the Minbari Flight Computer ship feature

² This is a new ship feature or weapon system introduced in this book, see page 68

NEW GAIM STARSHIP ADD-ONS/FEATURES/ WEAPON SYSTEMS

The following are detailed narrative descriptions for a handful of new starship components used in the Gaim Queen Fleets. These are not commonly available equipment unless the description says otherwise, and only Gaim characters can arrange for them to be built or purchased with the listed Influence check.

Gatling Laser

Cost: 240,000 cr. (500,000 cr. for Heavy)

Minimum Craft Size: Medium (Large for Heavy)

Influence Required: Gaim Intelligence (DC 18, DC 24 for Heavy)

Based upon the basic idea of the particle scattergun, the gatling laser is essentially a multi-barrelled energy splitter that emits a cloud of staccato laser bursts. The sort of saturation fire that a gatling laser can hurl at a target makes it a remarkably efficient weapon system, which made room for a heavier and less energy-efficient version that raised the output of the gatling laser by 50%.

Name	Range	Offence	Qualities	Weapon Spaces
Gatling Laser	Close	20	Array, Beam 1d4	2
Heavy Gatling Laser	Close	30	Array, Beam 1d6	2

Particle Chaff Cannon

Cost: 110,000 cr.

Minimum Craft Size: Small

Influence Required: Gaim Intelligence (DC 16)

Taking the galaxy-famed mark I Interceptor and adapting it to fire bursts of energised chaff, This new payload is more effective than the simple pulse technology of the common Interceptor, but requires additional ferrous matter be carried by the vessel to arm the chaff cannons. This is reflected by the fact that no vessel can be fitted with a number of particle chaff cannons equal to more than half (round up) of the ship's total Cargo spaces.

Name	Range	Offence	Qualities	Weapon Spaces
Particle Chaff Cannon	Close	4	Intercept 12	1

Photon Bomb Launcher

Cost: 520,000 cr.

Minimum Craft Size: Medium

Influence Required: Gaim Intelligence (DC 24)

Using the original science behind the packet torpedo launcher found on many old Gaim vessels, the photon bomb launcher reverses the polarity of the charged particle bombs. Sending enormous payloads of positively-charged protons into the enemy strips the electrons from all matter in the area, weakening and then snapping the atomic bonds of enemy ships and fighters. Visually this looks like crackles of lightning or static along the hulls of targeted ships, sometimes with spectacular secondary explosions bursting out of the weakened structures.

Name	Range	Offence	Qualities	Weapon Spaces
Photon Bomb Launcher	Long	50	Special ¹	2

¹ If a photon bomb launcher is fired at a fleet or wing, it applies its Offence against every single craft within that group. The one attack roll is compared to every craft's Defence Value.

Plasma Bolt

Cost: 38,000 cr.

Minimum Craft Size: Tiny

Influence Required: Gaim Intelligence (DC 12)

The plasma bolt is only a weapon system in function rather than design. Originally constructed to project excess bio-plasma build up before a Klikkita could transform, the distance and accuracy of the venting allow the Gaim to turn it into a deadly weapon. Mounted on Gaim fighters, it serves both functions equally well.

The adding of a plasma bolt to any vessel requires it to have some kind of plasma-based internal engine or components, otherwise the weapon will use conventional ammunition and simply count as a light particle gun.

Name	Range	Offence	Qualities	Weapon Spaces
Plasma Bolt	Close	8	—	1

Torpor Barracks

Cost: 6,000 cr. per Crew space

Minimum Craft Size: Medium

Influence Required: Gaim Intelligence (DC 10)

Gaim ships require huge numbers of crew to function as efficiently as they would like, which can put a heavy strain on conventional life-support and living space. Packing a few hundred additional living beings onto a normal ship will invariably doom it to cramped quarters and failing atmospheric levels. Knowing that they can adapt to the situation, the Gaim created the torpor barracks.

In their own natural communities the Gaim freely enter and leave a hibernation-like state called torpor, packing thousands of their own kind into small, cramped quarters while the rest of the hive continues around them. This same sort of belief was quickly carried over into the construction of the Gaim fleet. By turning a portion of their ships into sleeping areas that can hold several times the normal population, the Gaim made it possible for their ships to hold enormous crews in comfort.

Torpor barracks essentially allow for any unnecessary Gaim to stow themselves away and go into hibernation until the ship's Executors pheropathically call for them to awaken and go to their duties.

In game terms, a ship with the Torpor Barracks feature can hold ten times the number of Crew spaces worth of crew on the vessel without taxing life-support functions. This also means that if any Crew spaces are ever damaged or destroyed in a battle, the ship loses 2d6 crew automatically for each space destroyed.

GENERAL EQUIPMENT

This section details several new pieces of general equipment used by the Gaim. Each entry has the narrative description and rules explanations necessary to use the item in the Babylon 5 Roleplaying Game. Some of these items are designed explicitly for use by the Gaim (some specifically down to the *breed* of Gaim!), and are likely to be useless to other races.

Gaim Translation Globe: Slightly different than a common translator device, the Gaim translation globe was originally built using Hyach crystalline harmonic technology. It has since been modified by the Thinker breed to be more receptive to the numerous sub-dermal vibrations of the Gaim language, and therefore easier to program for multiple races' speech patterns. A single Gaim translation globe knows 2d6 languages to translate into and out of Gaimspeak, the first two of which always is Interlac and English. All Ambassador breed Gaim are given a translation globe as part of their assignment by the Hexad Hive.

Enzyme Applicator/Food Extractor: Some Ambassador breed Gaim have learned through experience that their method of taking in food can be considered 'rude' or 'disgusting' to non-insectoid races. Their sealed exo-armour suits allow them to place food into their helmeted areas to be eaten normally, but there is still a great deal of muffled sound and discomfort to be had. With the enzyme applicator/food extractor nodule, when attached to the side of the Gaim's helmet, the process can be performed subtly and quietly, even while a secondary conversation is taking place.

Use of this item adds +2 to the Gaim's Diplomacy skill checks during a meal or dinner conversation.

Hichak Packet: Carried by most Gaim who are away from any natural community, these packets of grey processed protein paste are a staple part of their diet. Made from the collected materials from Gaim protein

pools, processed with high sugars and complex preservatives, hichak packets are like the MRE (meals ready to eat) of Earth, or the Insta-Meal envelopes so popular on Brakos. A single hichak packet contains all of the nutrients and sugars a Gaim needs to survive for two standard days.

Message Pheromones: Used by scouting Drones and Ambassador breed, these small bottles of bioengineering pheromones allow for hidden or even secret communication to take place between the owner and all other Gaim within 100 metres. By depressing the correct button on the multi-valve container, which is as small as a hand held computer, an invisible cloud of response-programmed pheromones are released into the air. These pheromones are automatically picked up by other Gaim in range. There are six programmed response-triggers in the set, each one with three applications. The six responses and their effects on Gaim in the area are as follows:

- ⑤ Warning: +2 to saving throws for 1d6 minutes
- ⑤ Attraction: Will save DC 15 or come investigate the pheromone
- ⑤ Repulsion: Will save DC 15 to not flee away from source for 2d6 minutes
- ⑤ Aggression: +1 to hit and damage in melee for 1d6 minutes
- ⑤ Community: Will save DC 15 to leave the company of nearby Gaim, or seek them out if alone
- ⑤ Preservation: +2 to Defence Value for 1d6 minutes

Resin Painter: When a Gaim acquires new living quarters it does not always have the time or extra sucrose to coat it properly with hiving resins, leaving the room uncomfortable until he manages to do so. The resin painter is a bulky device worn on the head and shoulders of a Gaim, producing copious amounts of pre-mixed resins from nozzles on the sides of the apparatus. While wearing the resin painter, a Gaim can act as though he had the *Enhanced Resin Glands* bio-feat for 2d6 hours – long enough to coat a very sizable set of quarters properly.

Gaim General Equipment

Item	Cost ¹	Influence Check ²	I/R	Weight	Special
Gaim Translation Globe	3,000 cr.	DC 8	–	2 lb.	Languages are pre-determined by Games Master
Enzyme Applicator/Food Extractor	500 cr.	DC 10	–	4 lb.	–
Hichak Packet	125 cr.	DC 5	–	–	Counts as ten normal meals
Message Pheromones	25,000 cr.	DC 15	I	–	–
Resin Painter	2,500 cr.	DC 8	R	30 lb.	–

¹ This price is reflected for non-Gaim purchasers

² This is the difficulty a non-Erratic Gaim character has to acquire the item through the Intelligence at no other cost

GAIM WEAPONRY

This section details several pieces of specialised *technological* weapons used by the Gaim Intelligence. As that these are based on modern sciences and not bioengineering for use specifically by Gaim, any race could theoretically get their hands on them and manage a way to utilise them properly.

Acid Grenade: Chemically similar to the same enzyme that Gaim use to break up protein bonds, the acid grenade is a concentrated solvent that attacks the amino acids in living tissues. Delivered by a no-fragmentation shell, the pressurised white jelly will fly in all directions when the grenade explodes. Although the substance oxidises and loses potency quickly, it only attacks living targets – leaving their equipment and weaponry as salvage. The grenade can be set with two types of detonator, a wide splash or a localised covering, giving the thrower some degree of control as to how much damage the grenade will inflict.

Fusion Grenade: The Gaim have used fusion bombs liberally in their excavations and extra-planetary demolition for decades, showing no fear of the radiation that the devices often leave behind. Fusion grenades are essentially tiny fusion bombs made with a single atomic bond as the fuel, erupting in a large sphere of destruction. They are rare even in the ranks of Gaim Warriors, as the remarkably large area of effect often endangers the swarming tactics of the Gaim forces.

Gaim Laser Pistol Mk II: The standard personal weapon of Ambassador breed Gaim is the laser pistol. It is simple and moderately power efficient, having been modified from earlier versions (which were based off the higher-science Vree model). Although it is boxy and unimpressive to look upon, the Gaim laser pistol is a very deadly weapon.

Gaim Laser Rifle: Using what they learned taking old models of lasers apart, the Gaim created an over-the-shoulder type laser rifle, normally for use by their scout Drones or winged Warriors. Taking a moment to gather its charge from the side-mounted power pack, the Gaim laser rifle can be set to punch a thin hole in nearly anything or throw a burst of smaller shots, all at the flip of a switch near the firer's hand.

Gaim Shrapnel Impeller: This is the Gaim's answer to the human shotgun. A short-barrelled sub machine-gun style weapon that carries only a few shots at a time, the shrapnel impeller uses a focused magnetic charge to detonate a directional fragmentation explosive toward the enemy. Anything that is

caught in the area of the impeller's attack will be sliced to ribbons by thousands of tiny armour-piercing flechettes.

This weapon does not use a standard to-hit roll to fire, although the firer must still roll an attack. Instead it automatically inflicts its damage to everything in the 15 feet directly ahead of it, with a Reflex save DC equal to the total attack roll made by the wielder for half damage. This save can only be made if there is a way for the target(s) to theoretically move 5 feet and get out of the way of the blast. A natural roll of '1' on this attack roll means that the ammunition had a faulty shell-wall and jams the weapon, which can only be repaired if the entire weapon is stripped down – something that is impossible to do during a fire fight.

Photon Cannon: When the Gaim fought against the Descari, the aliens used several heavy weapons to deal with the Gaim's tougher Warrior and Destroyer breeds. Learning the use of high-yield personnel-based weaponry, the Gaim designed the photon cannon. Mounted over the uppermost set of limbs on a Warrior designated for its use, the photon cannon fires a directed surge of positively-charged ions. The surge explosively rips electrons off of a target's atomic structure, sending waves of released energy through the target like lightning.

With such a slow firing rate, the photon cannon is difficult to use against fast-moving infantry or hover vehicles. It is most commonly deployed to weaken barriers or armoured vehicles in order for approaching Warrior breed Gaim to smash through and overtake. This is reflected by a -2 penalty to hit any object of Medium or smaller size.

Any object struck by a photon cannon has its Damage Reduction (or Hardness) reduced by the cannon's Armour Piercing rating for an additional 1d6 combat rounds *after* the initial damage was inflicted to show the atomic weakening of the material. This is shown visually through a layer of crackling energy across the object's surface.

Ripring: An old weapon designed for the multi-limb combat styles of the Warrior breed, riprings are circular shafts of metal or plastic set with two-inch long razor sharp blades all around its circumference except for a small section that serves as a handle. With proper training, something that some Warrior breed are chrysalised with, anyone could wield a pair of these deadly weapons with dancer-like grace. Anyone proficient in ripring use can use two of them as if they were a double weapon, counting both normally as light weapons. Warrior breed Gaim consider riprings as common melee weapons instead of Exotic weapons.

Technology of the Gaim

Triple Rifle Mk II: Gaim Warriors are often committed to battle for long tours of duty and rarely want to be laden with too much equipment. To help against this, the Gaim designed the multi-purpose triple rifle. It is a large and bulky piece of equipment that requires three limbs to wield effectively, but serves as several weapons. The updated version of the triple rifle fires the original three

types of ammunition (acid, fire and stunning gel), but also has the ability to both launch grenades and attach a monomolecular bayonet to the spindle at the centre of three barrels. A Warrior breed Gaim armed with the triple rifle Mk II carries the fire-power of a small team of other race's soldiers.

Gaim Weapons

Item	Cost ¹	Influence Check ²	I/R	Damage	Area of Effect	Critical	Ammo	Range Inc.	Size	Weight	Damage Type	Features
Grenade Weapons												
Acid Grenade	300 cr.	DC 8	I	2d6 or 1d8	10 ft. or 20 ft.	—	—	20 ft.	Tiny	1 lb.	Acid	—
Fusion Grenade	1,000 cr.	DC 16	I	4d10	40 ft.	—	—	20 ft.	Small	2 lb.	Energy	AP 5
Pistol Weapon												
Laser Pistol Mk II	1,000 cr.	DC 10	R	2d6	—	x3	11	40 ft.	Small	3 lb.	Energy	AP 3
Rifle Weapons												
Laser Rifle	2,250 cr.	DC 16	R	3d6	—	19-20/x2	24	50 ft.		8 lb.	Energy	AP 8 or Automatic, Rapid Fire
Shrapnel Impeller	1,850 cr.	DC 14	I	2d8	Special	—	4	Special		10 lb.	Slashing	AP 1
Triple Rifle Mk. II (acid)	3,000 cr.	DC 18	I	3d4	5 ft.	x2	6	30 ft.	Large	28 lb.	Acid	—
Triple Rifle Mk. II (flame)	—	—	—	2d6	10 ft.	x2	8	20 ft.	—	—	Flame	—
Triple Rifle Mk. II (stun gel)	—	—	—	2d8	—	—	6	30 ft.	—	—	Nonlethal	—
Triple Rifle Mk. II (grenade launcher)	—	—	—	As grenade	As grenade	—	1	50 ft.	—	—	As grenade	As grenade
Triple Rifle Mk. II (bayonet)	—	—	—	1d8	—	x3	—	—	—	—	Slashing	AP 3
Heavy Weapon												
Photon Cannon	3,500 cr.	DC 20	I	3d8	—	x2	6	80 ft.	Huge	50 lb.	Energy	AP 6
Exotic Weapon												
Ripring	500 cr.	DC 10	R	1d6	—	x3	—	10 ft.		2 lb.	Slashing	—

¹ This price is reflected for non-Gaim purchasers

² This is the difficulty a non-Erratic Gaim character has to acquire the item through the Intelligence at no other cost



GAIM ARMOUR AND CLOTHING

This section details and describes a variety of worn articles of clothing or armament used by the Gaim in order to survive in the enormous galaxy they have become a part of. Some of these items are necessities for Gaim to interact with the worlds around them, others are special case items with limited utility. All have been designed with the Gaim's body structure in mind, and would be difficult to use by any other race for its intended purposes.

Breather Vest, Ambassador: Designed for emergency use by Ambassador breed Gaim, the breather vest is a poly-plastic tube that fits around the central thorax and feeds atmosphere to the spiracles. There is a small, three-hour tank built onto the back of the vest that is triggered whenever the Gaim intakes breath.

Exo-Armour, Ambassador: The primary 'face' of the Gaim seen by the majority of the galaxy, this all-encompassing suit of armoured environmental protection is equipped with everything the Ambassador needs to get along in outsider territory. It contains all of the following features and integrated devices:

- ⑤ Twenty-four hours worth of atmosphere between charging
- ⑤ Remote-link Gaim translation circuit with 20 foot range
- ⑤ Automatic leak-repair envelope
- ⑤ Radiation and inhalant filter (+5 to Fortitude saves against radiation and inhaled toxins)
- ⑤ Electronic tracking device with 5 mile range when activated

Exo-Armour, Flyer: Not so much a distinct piece of armour as it is a modification of existing exo-Armour styles; 'flyer' exo-armour is made more lightweight by removing several standardised plates and some of the atmospheric storage capabilities in order to leave openings for the bioengineering wings of some individual Gaim. Although this reduces the flight speed of the individual by 5 feet, it allows the Gaim all of the standard amenities of that breed's standard exo-armour.

Exo-Armour, Warrior Mk II: An upgraded version of the original strength-enhancing environmental protection suit of the Warrior breed, the new variety offers all of the standard protection technologies and enhancement devices as well as some new features. Although it loses a slight amount of the strength-augmenting structure of the original model, it is far less bulky while offering the same level of protection. It contains all of the following features and integrated devices:

- ⑤ Eight hours worth of atmosphere between charging
- ⑤ Remote-link Gaim translation circuit with 30 foot range
- ⑤ Automatic leak-repair envelope
- ⑤ Radiation and inhalant filter (+5 to Fortitude saves against radiation and inhaled toxins)
- ⑤ Chemically enhanced automated first-aid applicators (automatically stabilises wearer)
- ⑤ +1 Strength and -1 Dexterity

Gaim Stealth Suit: The Gaim are not known for their subtlety or their instincts toward deception. Just as there have been thousands of species of insects that developed cunning camouflage to hunt their prey, the Gaim unleashed several breeds to hide themselves. No matter how well they could hide visually, they could not defeat the scanning sensors of modern technology. The Gaim then created this nearly weightless wire-harness to camouflage their bio-electric signature, adding +5 to any DC to electronically scan or search for them.

Spaceshell: Since the Gaim began their journey into space they have needed to protect themselves against exposure to the void. When Drones began to take space walks to repair their vessels they originally had to operate in the few hours their natural carapace would allow them before they would die of the extremes of temperature and the vacuum. With this all-encompassing armoured sheath, a Gaim can survive for four hours without any hindrance. Spaceshells can be



worn over a common exo-armour suit, but the protection gained from it does not stack – although the armour check penalty does.

Tool Harness: Worn by labour and tender Drones whenever they are not torpid, the tool harness is a set of straps and pouches that carry everything a given Drone or Ambassador breed needs for their varied roles. So long as the Gaim has equipped the tool harness properly, he will receive a +2 bonus to their Profession and Technical skill checks. Any tools or equipment worn on the tool harness count as weighing half as much as they should on account of the specially designed cross-strapping.

Warrior Weapon Rig: Like a tool harness for Warrior breed Gaim, the weapon rig allows a single Warrior to carry several weapon systems and ammunition within reach of their multi-jointed limbs. Straps of armour-grade alloys hold the swivelling attachments together, making sure that everything is within the fastest access as possible. The wearer of the weapon rig can equip anything held within it as a Free Action. The weapon rig can carry any and all of the following:

- ⑤ Eight grenades
- ⑤ Six ammunition magazines or power capacitors
- ⑤ Three Small-sized weapons
- ⑤ Two Medium -sized weapons
- ⑤ One Large-sized weapon



Gaim Armour and Clothing

Item	Cost ¹	Influence Check ²	I/R	Weight	DR	Speed Reduction	ACP
Breather Vest, Ambassador	750 cr.	DC 8	–	5 lb.	–	–	–
Exo-Armour, Ambassador	3,000 cr. ³	Auto for Ambassador breed	R	20 lb.	2	–	–1
Exo-Armour, Flyer (adjustment)	1,000 cr. ³	DC 8	–	– 4 lb.	–1	–5 ft. (fly)	–
Exo-Armour Mk II, Warrior	7,000 cr. ³	Auto for Warrior breed	R	50 lb.	4	–10 ft.	–2
Stealth Suit	2,000 cr. ³	DC 16	R	8 lb.	–	–	–
Spaceshell	5,500 cr.	DC 5	R	55 lb.	5	–15 ft.	–8
Tool Harness	150 cr.	DC 5	–	5 lb.	–	–	–
Warrior Weapon Rig	1,500 cr. ³	DC 12	–	12 lb.	+1	–	–1

¹ This price is reflected for non-Gaim purchasers

² This is the difficulty a non-Erratic Gaim character has to acquire the item through the Intelligence at no other cost

³ This item is not generally for sale, but could theoretically be purchased from a black marketer

GAIM BIOENGINEERED EQUIPMENT

The Gaim have been masters of their own genetic make up and how it evolves for millions of years, shaping their generations from larvae to adult through masterful genetic manipulation. Not simply shown through their various breeds, the Gaim also managed to invent dozens of pieces of specialised equipment bioengineering for their species' use. Through a few genetic treatments attended to by shaper Drones, any Gaim can have these items grafted to them.

Bioengineering items are permanent additions to a Gaim's body once grafted properly, and cannot be used by any other species – even other insectoid species. Any given Gaim can have only so many bioengineering items grafted to their bodies because of the stress it can cause upon the core genetic code of the individual. These limits are shown by a 'Constitution Value' of each bioengineering item. A single Gaim can only have as many bioengineering items grafted to them as their own Constitution score allows.

This section discusses many of these new bioengineering items, what they were designed for, and how they function in game terminology.

Acid Gland: This mutated salivary gland is grafted above the mandibles of the Gaim, allowing it to pipe a powerful enzyme acid into a specially moulded pedipalp-tube to be protected over short distances. This enzyme is chemically the same as the fluid used in the Warrior triple rifle, but only has a range of 10 feet. Anything hit by a ranged attack from the acid gland will suffer 3d4 acid-based damage. The gland can produce a number of attacks in this fashion equal to one plus the Gaim's Constitution modifier each day.

Bio-electrical Gland: A small internal organ that has fibrous attachments at the end of one of the Gaim's hands extended through each finger, the bio-electric gland is a biological generator of short bursts of very high voltage. Only capable of pushing these bursts into a target by touch, the bio-electrical gland inflicts 2d4 electricity-based damage through an Unarmed attack. This damage ignores conventional body armour and is not reduced by non-natural forms of Damage Reduction. The gland can produce a number of bio-electrical bursts equal to one plus the Gaim's Constitution modifier each day.

Bio-plasma Emitter: One of the most invasive

of bioengineering graftings, the bio-plasma emitter is a bulbous nodule attached to the lower abdomen of some Gaim. They are most commonly found on tool Drones hooked to the hybrid engines of Gaim vessels, on the bellies of select Warriors and all Destroyers. The bio-plasma emitter secretes two chemicals into a pressurising chitinous chamber, mixing together to form a rapidly expanding reaction that turns the two chemicals into a volatile napalm-like jelly. The pressure builds until the chamber's sphincter-like opening is forced open, hurling the bio-plasma extremely long distances with somewhat questionable accuracy.

The bio-plasma emitter must be triggered to fire as a standard action, building pressure over 2d3 combat rounds before firing. It takes a ranged attack roll at -4 to hit to accurately strike a 10 foot square area, inflicting 3d8 energy-based damage to anything in that area with an Armour Piercing of 5. Once the bio-plasma emitter is triggered to fire, it *must* be expelled within 1 combat round of being fully pressurised. The bio-plasma emitter inflicts 1d6 damage (ignoring Damage Reduction) upon the Gaim using it when it is fired.

Borelash: Partially grafted to the forearm of any Gaim, the borelash is a highly modified pedipalp that comes in the form of a ten foot long segmented tentacle of sorts. When not in use, the borelash retracts inside of the bulbous pedipalp. When triggered by the wielder it jets forward to extend to its full length, becoming a deadly melee weapon. The borelash is a very agile whip that ends in six inches of retractable chitin hooks and spines, inflicting 1d6 damage (plus Strength modifier as normal) with a critical threat range of 20/x2. Although a Gaim with a borelash cannot be disarmed, anything that attacks the borelash will find that it has a DR of 1 and only 5 hit points.

Chitin Spur: A simple but easily seen bio-weapon, a chitin spur is nothing more than a secreted and reinforced spike of chitin that grows out from the arm, finger or elbow-joint of the Gaim. It cannot be retracted or hidden, but is always considered to be currently equipped for all purposes. The spur inflicts 1d4 damage (plus Strength modifier) and has a critical threat range of 20/x3.

Gas Emitter: This bioengineering organ is based around the breathing spiracles along the Gaim's thorax, and is difficult for most Gaim to use when in non-Gaim territory. This organ is a pressurised gland grown around an existing spiracle, giving the Gaim the ability to 'exhale' a powerful biochemical sedative. For obvious reasons, this requires the Gaim's spiracle to be exposed

Technology of the Gaim

(not in exo-Armour, breather vest and so on). When triggered, which can only be done once per day, the Gaim exudes a yellowish mist into a 30 foot radius. If inhaled by a non-Gaim without respiratory protection, a Fortitude save DC 10 + the Gaim's Constitution score is required. Success means only light-headedness and vertigo for 1d6 x 10 minutes, inflicting a -4 penalty to Dexterity. Failure means immediate unconsciousness, which lasts for 2d6 hours.

Metabolising Oesophagus: The Gaim are known to be able to eat nearly any organic substance and gain nutrition from it; those augmented with this internal bioengineering organ truly can. The oesophagus-grafting is the addition of several miniscule enzyme glands and protein filters arranged along the upper digestive tract of the Gaim. The Gaim modified in this fashion can not only gather twice the normal nutritional value (therefore being able to eat half as often) from normal foodstuffs, but can also gain normal nutritional value from *any* substance that was at least partially organic in nature (wood, paper, soil and so on), passing what it cannot digest as additional frass.

Molecular Adhesion Footpads: Grafted to the bottoms of all of the Gaim's limbs, the footpads react on a molecular level with any surface short of a force field or chemically-frictionless material (Teflon, forcetek coating and so on). This allows the Gaim to walk normally upon these surfaces, much like an Earth spider or ant can. This means that the Gaim automatically passes all Climb skill checks, and any Reflex saving throw made to avoid slipping or falling. Additionally, all disarm and bull rush checks made against the Gaim suffer a -6 penalty.

Morphic Blade: A long and swollen gland grafted to the forearm of a Gaim, this organ rapidly secretes a long, thin shaft of ultra-hard resin in the shape of a blade. The resin is brittle but very sharp, giving the Gaim a deadly weapon in the blink of an eye. A second enzyme produced by the gland causes the weapon to dissolve into slightly altered sucrose paste, allowing the owner to recycle the energy required to create the blade. The blade inflicts 1d8 melee damage (plus Strength modifier), has a critical range of 19-20/x2, and can be produced or withdrawn as a move-equivalent action (but not both in the same round). The gland can produce a number of these blades equal to three plus the Gaim's Constitution modifier each day.

Pheropathic Router: This complex bioengineering organ is attached to the base of the Gaim's brainstem, running down his central nerve cord. It is very similar to the same major organs used by Diad pairs, and allows the Gaim to route powerful waves of pheropathic commands

to other members of his species. The Gaim with this organ can freely use the Pheropathic Communication special rule without the need to make a Concentration skill check.

Pherosensory Fibres: A series of tiny organs added to the antenna structure of the Gaim, the pherosensory fibres allow the Gaim to track living creatures by scent alone. If the Gaim knows the particular chemical composition of what it is tracking (like the pheromones used by the Stalker breed), it gains a +10 bonus to its Investigate (Chemical Tracking) skill checks to track the scent. The Gaim can also sense subtle changes in aggressive body chemistry as well, granting it a +1 bonus to its Initiative rolls when dealing with living opponents.

Regenerative Chord: Considered to be one of the most invasive bioengineering graftings, this network of organs looks like a web of raised fibres that wind through most sections of the individual Gaim. In fact, they trace most of the same paths as the major nerve chords inside the Gaim's exoskeleton. This nervous pipeline of regenerative proteins doubles all natural healing rates of the Gaim, but it requires double normal sugar/protein intake to upkeep properly.

Siege Claw: A standard bio-weapon for Destroyer breed Gaim, the siege claw is a replacement for the lower half of the recipient's forelimb. It is an oversized scissor of hardened chitin that bears tremendous strength and cutting ability. The siege claw has absolutely no manual dexterity, imposing a -10 penalty on any rolls requiring Dexterity. When used for its raw strength (lifting, grappling, prying and so on) the siege claw grants a +6 bonus to the Gaim's Strength score. When making an Unarmed attack with the siege claw, the Gaim does not get this Strength bonus, but does inflict 2d8 damage (plus *normal* Strength modifier) with a critical range of 20/x2 and an Armour Piercing of 6. Gaim equipped with a siege claw cannot wear normal exo-armour suits; they must be further adapted to survival without standard environmental protection.

Venom Gland: The mouth parts of the Gaim have been modified to make room for a pair of special fang-equipped pedipalps, like those found on an earthen tarantula. These fangs drip constantly with a thick, viscous paralytic venom. These fangs inflict 1d6 points of damage with a successful Unarmed attack, but also force the damaged victim to make a Fortitude save DC 14 or suffer 1d6 Strength damage, saving again on the following combat round to avoid losing an additional 1d6 Dexterity. Gaim equipped with venom glands cannot bite if the Gaim's mouth parts are covered.

Void Seals: By adding cellulose flaps over all of the Gaim's spiracles, the anus, and the oesophagus that can be closed reflexively combined with reinforcing the soft joints between the chitinous plates, the Gaim can be made extremely resistant to environmental hazards. The Gaim who has been adapted with void seals can exist in a total vacuum for a number of *hours* equal to one plus the Gaim's Constitution modifier. During this time the Gaim cannot speak, eat or breathe in any way – which would require the opening of the biological seals.

Wing Envelope: Not all winged Gaim are born with their wings, some have them grafted to them as bioengineering organs later. The wing envelope is a chitinous pair of shell-like wing covers that hide a pair of strong wings beneath them. The shelled envelope gives the Gaim +4 natural DR against any attacks originating from behind, while the wings give it a flight speed rate of 20 feet plus 5 feet per the Gaim's Constitution modifier. Thus, a flying Warrior with an 18 Constitution would have a total flight speed of 45 feet per combat round.



Gaim Bioengineered Items

Item	Influence Check Required	Technical (Gaim Bio-engineering) Check Required ¹	Constitution Value
Acid Gland	DC 10	DC 14	3
Bio-electric Gland	DC 8	DC 14	2
Bio-plasma Emitter	DC 14	DC 20	7
Borelash	DC 8	DC 12	3
Chitin Spur	DC 6	DC 10	1
Gas Emitter	DC 10	DC 15	4
Metabolising Oesophagus	DC 10	DC 20	2
Molecular Adhesion Footpads	DC 8	DC 12	2
Morphic Blade	DC 8	DC 14	3
Pheropathic Router	DC 20	DC 25	5
Pherosensory Fibres	DC 12	DC 16	3
Regenerative Chord	DC 18	DC 25	4
Siege Claw	DC 10	DC 14	7
Venom Gland	DC 10	DC 14	3
Void Seals	DC 6	DC 18	3
Wing Envelope	DC 15	DC 15	4

¹ Failure of this check raises the Constitution Value of the item by 1d3 points.

GAIM CHARACTERS

'The Hexad Hive recognises Es'kas as its executor and the voice of the Queens. You cannot set aside his will, for it is theirs. Doing so would be unfortunate on many levels you cannot hope to understand.'

- League Executor Es'kas, Ambassador to the Brakos Ring

A true roleplaying challenge for most players, the Gaim represent a very odd and interesting facet of the galaxy. Their unique mental processes and extremely alien views upon life, death and existence can be a powerful force in the *Babylon 5 Roleplaying Game*. Even though they are somewhat limited in their initial class choices and can seem too restricted in their roleplaying possibilities at first glance, they have a strange way of becoming so much more. Just as the High Queens learned how to become personalities within the Hexad hive through their contact with the galaxy, any individual Gaim could pick up a few things from their new associates and allies. Even an insect can learn to appreciate *friends* if it benefits his existence.

This chapter is designed to give players and Games Masters all of the tools they need to expand upon any Gaim characters they choose to include in their campaign. It arms them with a host of information about specific rules on new Skills, Feats, Influences and prestige classes built solely for Gaim characters. Everything in this chapter is made specifically for the insectoids, and no other race or species could really benefit from them (although Games Masters could adapt them for other insectoids, like the Thrakallans). Whereas the Gaim were just a set of odd humanoid insects bound in environmental armour before, they are a viable and interesting option for play in *Babylon 5*.

GENETIC IMPERATIVES – ROLEPLAYING AN INSECTOID

The Gaim are strange and alien creatures that do not follow normal mentalities guided by what our individualistic minds can normally comprehend. Here are a few good hints on how to make the best out of roleplaying the various types of Gaim that could serve as characters in a normal *Babylon 5 Roleplaying Game*.

All Gaim

- ⑤ You are *all* male, but have no real concept of gender. Male, female, hermaphrodite; it makes no difference to you. Other beings should be noted as their species, not whether or not they are male or female.
- ⑤ Your biological needs come before all else. If you are hungry – eat. If you must pass your frass – do so. If the signal comes from the Queens to kill all Drazi in your general vicinity – do not hesitate. You exist for the sake of the whole, not the individual.
- ⑤ Hardship stimulates evolution. No challenge should be beyond attempt unless it is uncommanded suicide; surviving through something makes you stronger and more useful to the genetic whole.

Ambassador Breed

- ⑤ You are the face of the Hexad Hive; other races are inferior and should not ever be considered as equals. They are useful, but not more useful than you or your duties.
- ⑤ Bring your translator everywhere; it is necessary to be able to serve your primary function. Without it you cannot perform your socio-political duties, and could make mistakes that would cost the Hexad Hive in the longer term.
- ⑤ Your secondary appendages are tucked under your primary 'arms', their use could make other races

uneasy or jealous of your biological superiority. That fact should limit these limbs' utility – except when such reactions are going to be useful.

- ⑤ When you make decisions they are unyielding. Others may try to change your opinion, but unless theirs is better for the Hexad Hive you should not bend to their inferior will. League voting (and its equivalent) is the exception, as the High Queens have allowed this political body to have such ability over your function.
- ⑤ Most races will never be able to tell you from another Ambassador, especially in your exo-armour. This can be a useful tool when needed, but can also belittle your power as a diplomat from time to time. Avoid making yourself too distinct in public, but always use your outsider nomenclature when performing important duties.

Warrior Breed

- ⑤ You were chrysalised to do battle; never back down from your genetic duty. If you fall, there are others hatching to replace you.
- ⑤ Most galactic species fear your kind; use that fear to win battles without striking a single blow if you have to.
- ⑤ Your body is the best weapon you were granted, but do not eschew the use of technological weaponry. Guns and grenades may not have hatched with you, but they are just as deadly as you are.
- ⑤ Pain and bodily damage is something that you do not have the ability to process as much more than nuisance. You still feel these things, but your reaction should be more of disappointment in your own body rather than anger at the cause.
- ⑤ You are not a Stalker or a Destroyer; your style of battle is up front and personal – but you should not throw your life away against superior odds unless commanded to do so by the Queens.

Erratics

- ⑤ The High Queens will dissolve you if they catch you; be careful to not get caught by an Executor.
- ⑤ Your telepathic abilities are limited outside of other Gaim, be careful not to overestimate your abilities when around outsiders.
- ⑤ Aliens cannot fathom how different you are from other Gaim; use their ignorance to your advantage as often as you can.
- ⑤ Emotions and self-worth are strange sensations, but you know their usefulness. It might seem strange to act in such a way,

but your interaction with outsiders is paramount to your survival without the Hexad Hive to help you.

- ⑤ The void in your mind left from the lack of the hive mind should be filled with your desire for friends and allies, but they are still inferior beings that cannot stand in the way of your personal survival.

NEW GAIM FEATS

The following feats are designed for Gaim characters *only*, but Games Masters can allow characters of other insectoid races who might qualify in some way to choose them (their discretion). They should all be noted as having the (Gaim) trait qualifier after their titles. It should also be noted that these feats are just common racial feats, the more extensive list of special Gaim bio-feats are in the section following this one.

Some of the feats in the following section(s) are modified versions of feats found in *The League of Non-Aligned Worlds Fact Book* for first edition. They have been adapted and modified for the second edition system here, and marked with an “*”.

Bioweapon Master*

You are very well practised with the weaponry grafted to you through the bioengineering of the shaper Drones. Your use of any weapon gained through a bioengineering organ is uncanny, and it shows in your ability to pheropathically convince the Hexad Hive to graft more to your genetics.

Prerequisite: Weapon Focus (Unarmed), Base Attack Bonus 4+

Benefit: The +1 to hit bonus you get to your Unarmed attacks from the Weapon Focus feat extends to any attack you make with a bioengineering organ grafted to your body. In addition, your genetic expertise in their use is not lost upon the hive mind and the shapers are constantly awaiting your return for new bio-engineering. You may add your character level to the Influence check required to gain access to a new Bioengineered Item.

Drone Access

Your role in the Gaim Intelligence requires the occasional use of Drone breed Gaim. The High Queens have no problem sending newly chrysalised Drones to you for your personal utility. Although this requires a bit more attention on your part, it will give you an utterly loyal staff to work with.

Prerequisite: Must be Ambassador breed, Diplomat level 3rd or higher, Charisma 10+

Benefit: Once per month you may choose to make a Gaim Intelligence Influence check to acquire a number of Drones bred for your use. They will follow your pheropathic commands as if you were an Executor, and they will do whatever is needed of them. The following table shows the difficulty of the Influence check, how many of each type of Drone you can request, and how long it takes to receive them from the High Queens.

Drone Type	Influence Check Required	Quantity	Estimated Time of Arrival
Food	DC 5	1d3	1d6 days
Labour	DC 10	1d3	1d2 weeks
Messenger	DC 8	2d3	2d6 days
Nurse/Tender	DC 15	1d2	1d3 weeks
Pilot	DC 20	1	1d6 weeks
Scout	DC 20	1	1d6 weeks
Shaper	DC 25	1	2d3+1 weeks
Tool ¹	DC 8	1d3+1	1d6+1 days

¹ The type(s) of 'tool' will need to be specified by the request

The statistics and general uses for these Drone types can be found in the *Gaim Xenobiological Log*.

Erratic*

See page 12, earlier in this book, for more on this feat.

League Assignment

You have been selected to serve as either a diplomatic attaché (Ambassador breed) or bodyguard (Warrior breed) to an important member of an ally race in the League of Non-Aligned Worlds (or Interstellar Alliance post 2261). This means additional training for you, but also additional access to resources from a new government on account of its higher dealings with the Intelligence.

Prerequisite: May not have the Erratic feat.

Benefit: You must choose a specific qualifying government from either the League of Non-Aligned Worlds member races (2237 – 2261), or the Interstellar Alliance member races (2261+). You immediately gain 1d6 Influence in that race's Political Influence, and are considered to have the Alien Empathy feat when dealing with that race as long as you are serving your 'assignment'.

Queenís Pawn*

Your connection to the pheropathic highway of the hive mind is so strong that you willingly serve the High Queens' will at all times, fiercely believing that your actions are the best for the Hexad Hive. This strengthens your resolve in your actions, giving you potentially a higher survival rate to ensure your duties are carried out.

Prerequisite: May not have the Erratic feat.

Benefit: You cannot resist the implantation of orders via pheropathic means, even those made by other Gaim characters. You will not only obey the strangest of commands from the Queens, but you will also push yourself harder when a premature end to your duty threatens you. When you are reduced to half or less your maximum hit points while performing a duty for the Intelligence, your need to survive and serve activates. This grants you a +1 bonus to attack rolls and saving throws. If in the presence of a Queen (of any type) or a known Executor, this bonus increases to +2.

Strength in Numbers

You are so in-tune with the ideology of the hive mind and the swarm that you orchestrate your actions to work better alongside those of your allies. Even allies that do not share the hive mind with you fit into your mentality, whether they know it or not.

Prerequisite: May not have the Erratic feat, Notice 4 ranks

Benefit: As long as you have at least two allied characters fighting within 30 feet of your position, you may add +1 to all attack and damage rolls. If these allies happen to be Gaim, this bonus increases to +2. If *all* of these allies also have the Strength in Numbers feat, this bonus increases to +3!

GAIM BIO-FEATS

The following are specialised feats involving the physical or genetic structure of the Gaim character. They are either selected in exchange for a normal feat whenever one is gained for any reason (including bonus feats from class features) or in exchange for a Characteristic Increase gained through experience levels. This is, of course, if the character can meet the prerequisites listed.

Some of these bio-feats have the special prerequisite of 'Shaper Drone Attention'. This means that the addition of the bio-feat requires the character to undergo genetic bio-engineering by a shaper Drone; most likely in the hive cities on N'Chak'Fa II.

Several of these bio-feats grant the automatic grafting of a specific piece of bioengineering equipment to the character, like wings or specialised footpads. All of the game terms and statistics for these items can be found in the previous chapter, in the section starting on page 57. Unlike acquiring these items through other means, bio-feats are considered to automatically pass any Influence checks and Bioengineering skill checks needed to acquire bioengineering equipment. The Constitution Value requirement for the equipment remains the same.

Bioengineering Organ

You have been subjected to the attentions of a shaper Drone, either while in the formative eggcase or after your chrysalisation due to the Intelligence's need of you. Whatever the reason or the timing, you have been augmented with a bioengineering organ that is now part of your genetic structure.

Special Prerequisite: Must be selected at character generation *or* through Shaper Drone Attention.

Benefit: You may choose one of the following forms of this feat, acquiring the listed piece of Bioengineered Equipment: *Acid Gland*, *Bio-electric Gland*, *Borelash*, *Molecular Adhesion Footpads*, *Morphic Blade*, *Pherosensory Fibres*, *Siege Claw*, *Venom Gland*, *Void Seals*, or *Wing Envelope*. Details of these items can be found in the Gaim Technology chapter of this book.

Genetic Breakthrough

You are amongst the beginning of a new generation of breakthrough for your breed. Something in your specific genetic structure is different from your fellows, showing that you carry a new strain of evolution, or at least the beginnings of one. This does not make you special, but it does mean that you were given higher amounts of genetic jelly to make the most of your breakthrough.

Prerequisite: Must be selected at character generation, Constitution 15+

Benefit: You may choose one genetic breakthrough from the following list to apply to your character:

- ⑤ More pliable chitin: +1 Dexterity
- ⑤ Extra long antennae: +2 to all Notice checks
- ⑤ Additional tendon fibres: +1 Strength
- ⑤ Dense chitin: +1 natural DR

Limb Mastery*

All Gaim have additional limbs in comparison to a normal humanoid, but most keep them tucked away and out of use except when it is convenient. You have managed to make their use part of your everyday life, adding an extra pair of arms into your lifestyle.

Prerequisite: Dexterity 13+

Benefit: You have full use of your mid-thorax limbs while they are exposed, granting you the following benefits and drawbacks:

- ⑤ An extra melee or ranged attack using the limbs each round, made with a -5 penalty
- ⑤ +2 to any skill checks requiring manual dexterity
- ⑤ Can carry an additional amount of weight equal to 20 pounds per Strength modifier
- ⑤ Must alter exo-armour for the limbs' use (use the same adjustments for Flyer Exo-Armour)

Predatory Throwback

The genetic code for the predatory instincts of the early Gaim is still thick in your own make up, granting you a strange and wonderful ability – the ability to rapidly process unbroken protein chains through your advanced mouth parts. This makes you unfortunately more savage-looking, but as they are all generally prey to you anyway, this matters little.

Prerequisite: Must be selected at character generation, Strength 13+, Dexterity 13+

Benefit: You have a rare set of evolved mouth parts that resemble the fanged, slicing mandibles of the Earth horsefly. You also have the enhanced digestive tract to make immediate use of the nutrients your prey can give you. This gives you an Unarmed bite attack that inflicts 1d6+1 (plus Strength modifier) damage, allowing you to immediately heal an equal amount of nonlethal damage. Your altered visage and predatory instincts make you even more difficult to deal with by outsiders, so all Charisma-based checks suffer a -2 penalty when dealing with non-Gaim.



Prolific Resin Glands

Your internal resin-making processes are extremely efficient and prodigious, creating large amounts of resin faster than most other breeds of Gaim. You rarely live for long anywhere that you have not blanketed thoroughly with resins.

Prerequisite: Constitution 13+

Special Prerequisite: Must be selected at character generation *or* through Shaper Drone Attention

Benefit: You can secrete an amazing amount of resin daily to coat certain surfaces. As long as you have one high-sucrose meal that day, you can secrete enough resin to coat a number of square metres equal to 1 plus twice their Constitution modifier. This resin has all the same properties of natural hive resin (see the section on Natural Communities, page 45), but tends to last a shorter amount of time due to the thinned-out sugars in its make up. Your resin lasts for a number of days equal to 3 plus twice the secreting Gaim's Constitution modifier before it must be re-applied.

Redundant Organs

Something odd and wonderful happened in your chrysalis; you retained many of your original larval organs as well as your adult-form ones. Although this makes your body a mystery to all medical scans and explorations, you can suffer tremendous internal damage without being too hindered biologically.



Prerequisite: Must be selected at character generation, Constitution 15+

Benefit: You are terribly resilient to internal damage, making critical hits against you less effective. Should you be critically hit by any source of damage, you suffer one less multiplier of damage. This means that a weapon that would otherwise cause x3 damage only inflicts x2, and it makes you immune to bonus damage from any weapon only inflicting x2 damage. Your crowded and chaotic organ cavity makes you nearly impossible to heal medically however, imposing a -5 penalty to all Medical skill checks made on your behalf.

NEW GAIM SKILLS AND SKILL USES

The following section details a pair of new uses to existing skills and a completely new skill that some Gaim characters could have access to. They are not designed for other races' use, as explained in their individual descriptions, but could be learned by interested parties with the proper teaching resources at their disposal.

Concentration (Guide Drone) (Con)

Gaim that are granted the use of certain Drones must learn how to harness the power of the pheropathic chain of command. Unlike sending messages through pheropathy, the Gaim must instead force its will and presence upon the Drones to steer them to their duties at his behest. This is only a skill that some Gaim will ever feel they have the need to practice, but those who do will get the most out of their local Drone population.

This use of the Concentration skill is a drastically different use of the standard skill as presented in the *Babylon 5 Roleplaying Game 2nd Edition*. This skill allows the Gaim to communicate his wishes and orders upon a number of Drone breed Gaim equal to his character level plus (or minus) his Charisma modifier, each making a Will save against the result of this skill check. Success means that the Drone will continue whatever it was already doing, if anything. Failure of the save means that the skill has imposed the character's will upon the Drone and it will do as the guiding Gaim suggests for the next 1d6 hours.

Try Again: Yes. Drones are often busy with their own instinctual matters, forcing a Gaim to direct them multiple times.

Special: A character cannot Take 10 or 20 when making this version of Concentration check unless they are aiding the Drone(s) during the additional

time with the activities they are trying to guide them towards.

Investigate (Chemical Tracking) (Int)

Gaim antennae are very sensitive to subtle changes in temperature, air pressure and motion, but they are most sensitive to chemical changes in the composition of the matter around them. Whether it is molecules of sweat in the air, traces of skin oils on an object, or specially crafted pheromones splashed on a target, Gaim antennae can pick them out of the atmospheric status quo. This makes those who train to use their antennae very apt at tracking specific individuals.



Much like trying to track a target using normal footprints in soil or flora debris, the Gaim can trace movements using a drastically different set of 'tracks' to follow. This skill use allows them to track the passing of any living creature through the most pristine of environments. The only way to completely foil this ability is to utterly sterilise the area of all chemical traces. Areas with particularly strong chemical traces besides the one being tracked (trash dumps, messy laboratories and so on) could add a great deal to the difficulty of the skill's use, but it should still be theoretically possible to keep the 'trail'.

Try Again: Yes, once every half-hour of searching a 20 foot by 20 foot square area.

Special: This skill is not opposed by the target's Stealth skill unless they know they are being tracked by a chemical scent. Otherwise it is opposed by a simple Wisdom skill check; showing the target not simply wiping his 'scent' all over everything he touches. The Gaim can Take 10 when making this version of an Investigate check, but not 20.

Technical (Gaim bio-engineering) (Int)

Known primarily by shaper Drones alone, which is the primary role of their sub-breed, bio-engineering mastery is what allows the Gaim to rapidly change their genetic roles. Based from generation to generation, the moulding of the Gaim breeds and sub-breeds is a science that is considered somewhat instinctual to the insectoids. Most breeds of Gaim would not take a second thought toward the protein make up of their food Drones or the density of the claws on their Destroyers, but those who have made it their responsibility to do so must do so with unerring accuracy – lest the entire genetic whole suffer for their follies.

This new sub type of the Technical skill is a completely new partition of the Technical skill as presented in the *Babylon 5 Roleplaying Game 2nd Edition*. It represents the Gaim's ability to not only understand how to manipulate the biology of his own species, but also the physical processes that are required when adjusting the base genetic codes of them. It is primarily used by tender Drones when feeding the proper genetic jellies to a larval Gaim, and by shaper Drones attaching bioengineering equipment to existing Gaim.

The skill relies heavily on the instinctual connection of the hive mind between the skill's user and target, and the presence of an Erratic in the skill's use makes things far more difficult. The following table shows the inherent penalties involved with Erratics and the Technical (Gaim bio-engineering) skill.

Skill User	Skill Target	Penalty
Erratic	Erratic	- 10
Erratic	Non-Erratic	- 8
Erratic	Executor	- 6
Non-Erratic	Erratic	- 4
Executor	Erratic	- 2

Try Again: Yes; but only for knowledge-gaining purposes. When dealing with an actual bio-engineering process, no; not upon the same target, by the same skill user, for the same reason. Making

mistakes in the biogenetic process is dangerous and result in terrible horrors.

Special: Gaim may choose to take 10 upon the use of this skill if given sufficient time and resources, but not 20.

A skill check of a natural '1' when performing a bio-engineering process on a living Gaim will cause a horrific genetic backlash, costing the target 1d3 *permanent* Constitution and one point of Charisma from bulbous chitinous scars, clouding of the eyes, and so forth.

NEW GAIM INFLUENCES

The following four entries are new Influences that characters may choose as they progress in level, with Games Master permission. They are the core powers that are the backbone of the Gaim Intelligence and limited to characters of that race, League of Non-Aligned Worlds members, or others who might have access to the insectoids on some level.

These follow all of the same rules for Influences as covered in *The Babylon 5 Roleplaying Game Second Edition*, starting on page 106.

Gaim Intelligence (Political)

Description: The High Queens are secretive and powerful, but they understand their greater role in galactic politics. They are respected and somewhat feared by their fellow League member races, most notably because of their drastic reactions to some alien interactions in the past. Their Executors and Ambassadors speak for them, but everyone knows that the Gaim are all one political body.

Obtained By: Being a member of the Intelligence; helping League chapter house meetings; aiding the Gaim in any official manner

Contacts: Ambassador breed Gaim, League of Non-Aligned Worlds ambassadors.

Pressures: Any Gaim Intelligence; any League of Non-Aligned Worlds.

Special Note: Due to the belief of their own superiority within the Gaim Intelligence, Non-Gaim only roll d4s for their Influence checks instead of d6s.

Intelligence Political

Resources	DC
Acquire League documents involving the Intelligence.	10
Access to a single messenger Drone to send to the High Queens.	12
Learn about new Ambassador breed assignments; access to a Gaim-piloted transport vessel.	15
Request an Ambassador to speak on character's behalf in public; combine efforts of up to two League ambassadors.	20
Gain political voucher from Intelligence agents; combine efforts of up to three League ambassadors.	25
Request an Executor to speak on character's behalf in public; Intelligence intervention on an internal matter of fellow League government; combine effort of up to four League ambassadors.	30
Sway current Gaim treaty or resource efforts; combine efforts of all League ambassadors.	40

Gaim Intelligence (Social)

Description: The Gaim are not known for their social graces or ability, but ever since they chose to interact with outside races they have had to try and manage. Some Ambassador breed Gaim are better suited to interact with aliens, having learned how to at least mimic the social aspects of other races. Only through many years of exposure to non-Gaim can these Ambassadors feel camaraderie, but it does occur.

Obtained By: Being a member of the Intelligence; serving personally with experienced Gaim Ambassador breed

Contacts: Gaim Intelligence members, frequent allies to a Gaim individual.

Pressures: Any League of Non-Aligned Worlds.

Intelligence Social

Resources	DC
Learning Gaim views on fellow League member race.	10
Access to specific facts about current League affairs.	12
Gain access to exclusive League events; access to Intelligence quarters.	15
Change the opinion of League neighbour race; gain permission to land on N'Chak'Fa II.	20
Change the opinions of two League members; learn little-known fact about League member race.	25
Change the opinions of four League members; learn major secret fact about League member race; acquire Warrior breed bodyguard.	30
Change the popular opinion of the League of Non-Aligned Worlds; gain permission to meet with a Young Queen.	40

Gaim Intelligence (Economic)

Description: The Gaim Intelligence is well known for its extensive mining and industrial mastery, making it a powerful entity in the greater galactic economy. Very few of their fellow League members question the Gaim's ability to come up with amazing levels of industrial resources and related assets. Having learned to respect the power of the almighty credit from their neighbours, the Brakiri, the High Queens are said to have teams of Thinker breed Gaim feeding economic information to the various Ambassadors across the galaxy.

Obtained By: Being a member of the Intelligence; having business dealings with the Gaim; commercially aiding the Gaim in any way

Contacts: Gaim Intelligence members, Interstellar Trade Marshals, League of Non-Aligned Worlds commercial entities.

Pressures: Any Economic.

Intelligence Economic

Resources	DC
Access to a single tool Drone; access to 1,000 credits.	10
Access to a single labour Drone; passage on a Gaim-sponsored cargo hauler.	12
Access to 5,000 credits; access to a paired tool and labour Drone team.	15
Partnership with an existing Gaim business venture; access to high-grade industrial materials.	20
Access to 25,000 credits; access to a team of 2d3 labour Drones.	25
Sever single existing Gaim business venture with another League member; gain access to shipbuilding efforts on Hive Belt One.	30
Access to 500,000 credits; access to Gaim military escort for trading vessel; convince Gaim to halt economic dealings with another party.	40

Gaim Intelligence (Military)

Description: Any time the Gaim involve themselves in a martial matter they devote amazing levels of their resources in the form of flying scout Drones, Warriors and Destroyers. They can hatch new battle-ready Warriors in just a few months to replace any they lose or lend to others, making most personal military assets essentially infinite. The High Queens rarely devote their starship assets to outsiders, but occasionally the League requires them to come to their aid.

Obtained By: Being a member of the Intelligence; serving in League military matters with the Gaim; aiding the Gaim in a battle

Contacts: Gaim Intelligence members, League of Non-Aligned Worlds armed force members.

Pressures: Any League of Non-Aligned Worlds military.

Special Note: Any reference to starships in the table below are listed with two options; the first one is available before 2266, the second is from the Queen Fleets of 2267+.

Intelligence Military

Resources	DC
Requisition of a single Gaim scout Drone.	10
Use of a pilot Drone in a Delta-V light fighter/ Klikkita light fighter; access to restricted Gaim weaponry.	12
Use of a Slyach-class frigate/Stak-class scout (no auxiliary craft); requisition of a single Warrior breed Gaim.	15
Convince Intelligence to bolster defences to specific location; target a single person for attack by Stalker breed Gaim.	20
Use of a Kuach-class minesweeper/Sataaka-class gunship (no auxiliary craft); requisition of a small swarm of 2d3 Warrior breed Gaim; ; requisition of a single Royal Guard Warrior breed Gaim.	25
Convince Intelligence to join existing League offensive; access to illegal Gaim weaponry or ship components.	30
Use of a Geun-class defender/Skrunka-class assault ship (no auxiliary craft); convince Intelligence to begin a military offensive; requisition a single Destroyer breed Gaim.	40

NEW GAIM PRESTIGE CLASSES

The following are three prestige classes designed for Gaim characters only, and cannot be chosen by members of other races. The first one, the Executor, is an updated version of a prestige class that appeared in the first edition line of sourcebooks. The other two are new to *The Babylon 5 Roleplaying Game*, and are designed to give Erratic and Warrior breed Gaim characters something to look forward to if they wish to.

THE EXECUTOR

When the High Queens realised that they required routing minds to help the pheropathic hive mind to cross the void of space, they designed the Diads. When they realised they needed to boost the signals even further to

compensate for hyperspace – the designed the Executor. Executors are bioengineering Ambassador breed Gaim that have a connection with the High Queens that goes beyond simple sending and receiving. The Executor is a carrier for the actual voice of the Queens, something that cannot be blocked, severed or lost.

When an Ambassador breed Gaim is chosen to be elevated to the role of Executor, the High Queens send for him and bring him to N'Chak'Fa. At the homeworld a group of specially trained shaper Drones are set to grafting a rare set of organs to the Ambassador similar to what can be found inside of a Diad. These new organs create a link between the Executor and the High Queens that is stronger than any other connection in the greater Hexad hive. Only the council between the Queens themselves is stronger, but the Executors are a very close second. In a feat of biogenetic science that baffles the mind, the Executors retain their link with the High Queens over any amount of space or distance.

Serving as an Executor is a massive responsibility for the Gaim, as he will be the single most important voice in the minds of most of his fellows for as long as they live. They are the leaders of the Gaim people away from their homeworld, and their word is the word of the Intelligence. It is a powerful role, and not one given lightly to mediocre Gaim. Only the most worthy of Ambassadors are ordered to become Executors.

No Erratic can hope to become an Executor due to their being seen as a genetic abnormality, even though they are theoretically *able* to undergo the genetic shift. There are some theories that state that perhaps the Executor program is the only way to 'repair' the break in the hive mind that each Erratic represents. No Queen is daring enough to try this however, because there is no way to know exactly what would happen.

Additional Hit Points: 2

Requirements

To qualify to become an Executor (Exe), a character must fulfil all the following criteria.

Race: Ambassador breed Gaim; must not be Erratic

Feats: Alien Empathy

Skills: Investigate 6 ranks, Concentration 6 ranks, Diplomacy 6 ranks

Influence: Gaim Intelligence (political) Influence 10

Special Requirements: The Gaim that chooses to take the 1st level of this prestige class must go to N'Chak'Fa II for his genetic adjustments. Receiving the Executor

Organs does not require any special skill checks, but it does have a Constitution Value of 3.

Class Skills

The Executor's class skills (and the key ability for each skill) are Athletics (Str), Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Intrigue (Cha), Investigate (Int), Knowledge (any) (Int), Notice (Wis), Operations (piloting) (Int), Pilot (Dex), Sense Motive (Wis), and Technical (any) (Int).

Skill Points At Each Level: 6 + Int modifier

Additional Influence: An Executor's Gaim Intelligence (political) Influence increases by +2 each level. He may also increase any three other Influences by +1.

Class Features

All of the following are class features of the Executor prestige class.

Weapon Proficiency: An Executor is proficient with all close combat and pistol weapons.

Voice of the Hexad Hive: At 1st level the Executor has been genetically modified to carry the collective voice of the High Queens. He was held in private shaping chambers near each of the Queens for days at a time, the entire process taking nearly three weeks. During this time the Executor is engraved with their collective consciousness. From that moment on, the Executor can hear the pheropathic voice of the High Queens anywhere in space. This is not a two-way mode of communication, merely the high supernatural ability to hear their thoughts and commands.

Executor Organelles: An Ambassador that has been turned into an Executor receives a powerful set of organs that gives it limited telepathic ability. The conversion process manifests itself partially as the basic abilities of a P-1 Telepath (unless it somehow has a greater P-Rating already). Telepathy forever becomes a Class Skill of the Executor, and he is considered to be in Close range for his telepathic abilities to any Gaim within 10,000 miles. All existing rules and limitations for Gaim telepathy still otherwise apply (see the *One Species with a Hundred Breeds* chapter for details).

Bioengineering (vitality): At 2nd level, the Executor has survived the genetic manipulations of his new role long enough to tap into the further modifications of his own body. His Executor organs have evolved further from the constant pheropathic contact, triggering metabolism boosts in his body. The Executor can either choose to immediately add 5 hit points to his normal maximum or can choose to automatically evolve one of the following bioengineering equipment items: Metabolising Oesophagus, Pheropathic Router, Pherosensory Fibres, or Regenerative Chord.

Warrior-Diad Link: At 3rd level, the Executor is considered to be one of the most important members of the Executor breed. He has proven his worth by surviving in his important role and has earned a pair of especially bred Warriors linked to one another as Diads – and to the Executor. These two twin bodyguards are completely at the service of the Executor, connected to each other in a pheropathic triangle as strong as their connection to the Queens (to a range of one mile). These bodyguard Warrior-Diads will gladly die for the Executor's missions (but not due to incompetence), and will be replaced with the death of both Warrior-Diads in one month. Statistics for the Warrior-Diads can be found in the sidebar.

The Executor

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+0	+2	+0	+2	+1	Voice of the Hexad Hive, Executor Organelles
2 nd	+1	+3	+0	+3	+1	Bioengineering (vitality)
3 rd	+2	+3	+1	+3	+2	Warrior-Diad Link
4 th	+3	+4	+1	+4	+2	Bioengineering (resilience)
5 th	+3	+4	+1	+4	+3	Autonomous Confidence, Bioengineering (survival)

Bioengineering (resilience): At 4th level, the Executor has further proven the superiority of the genetic manipulations of his body, forcing a further evolution of his Executor organs. Having spent so much time pheropathically connected to the Warrior-Diads that protect him, his body manifests better ways to protect itself. The Executor can either choose to immediately add +2 to his natural Damage Reduction or can choose to automatically evolve one of the following bioengineering equipment items: Acid Gland, Bio-electric Gland, Borelash, Morphic Blade or Venom Gland.

Autonomous Confidence: Having served the High Queens for long enough to be trusted with the highest responsibility in the Intelligence, the 5th level Executor is granted a modicum of individuality and personal freedom. They are allowed to make their own decisions about what is best for the Hexad Hive. This silence from being severed from the pheropathic hive mind is frightening at first, but as the Executor gets used to being *only* connected to the Queens instead of the entire genetic whole of the species, he recognises the strength of his new freedom. Autonomous Confidence removes the -4 penalty to Charisma that Gaim suffer as a race. Additionally, the Gaim can send irresistible pheropathic commands to *any* non-Queen breed of Gaim at a range of up to 10,000 miles.

Bioengineering (survival): At 5th level, the Executor has reached a new level of bodily evolution because of his unchecked mental freedom. The ability to think for oneself when combined with the genetically unstable status of the Executor organelles, the Executor suddenly manifests a new way to exercise its recent acquisition of self-awareness and self-preservation. The Executor can either choose to immediately add +3 to all of his Saving Throws or can choose to automatically evolve one of the following bioengineering equipment items: Gas Emitter, Regenerative Chord, Void Seals or Wing Envelope.

THE ROYAL GUARD

Where the Ambassador breed strives to become important enough to wear the mantle of Executor, Warrior breed Gaim genetically push toward becoming Royal Guards. These rare and powerful Warriors are the fists of the High Queens, protecting the Hexad Hive across the galaxy with genetically enhanced limbs and bio-weaponry. When a Warrior survives battle after battle against difficult odds, an Executor can eventually take notice of them and choose them to be sent to the homeworld for modification into a Royal Guard.

Royal Guard Gaim are a select form of Warrior breed that have been modified to be particularly lethal in close quarters, which is why they are assigned to specific targets to protect them. These targets are frequently

Warrior-Diad Bodyguard Gaim

10th Level Warrior breed Gaim Soldier; hp 36; Init +7; Spd 30 ft.; DV 19; DR 4; Atk +14/+9 close combat or +13/+8 ranged; SQ Co-ordinated Unit +3, Telepathic Bond (with twin and Executor), Warrior Gaim traits; Fort +11, Ref +6, Will +4; Str 18, Dex 16, Con 18, Int 14, Wis 12, Cha 10

Notable Skills: Athletics +18, Concentration +12, Intimidate +12, Investigate +10, Notice +14, Stealth +4
Feats: Alertness, Dodge, Fluency (Gaim), Harm's Way, Improved Initiative, Weapon Focus (Unarmed)

Equipment: Gaim Laser Pistol Mk II, Chitin Spur, Venom Gland, Void Seals

Young Queens or Executors, but can also be important members of allied races that the High Queens have deemed worthy of such important protective measures.

Each Royal Guard is stripped of the majority of their chitinous exoskeleton by shaper Drones, bathed in dissolving enzymes and scraped off slowly and painfully. The Warrior's body is then pumped full of powerful genetically manipulative chemicals and implanted with a new series of organs that are designed to mould the Warrior into the Royal Guard. When the implants are fully healed, a process that could take almost a month, a new layer of living chitin is grown onto the Royal Guard.

The final product of this lengthy and painful process is a bulky killing machine of chitin and fibrous tendons nearly eight feet tall and armed with several natural weapons built into their bodies. They are deadly to their enemies and fiercely loyal to the will of the Queens, standing defiantly in the way of any danger that might cross its path.

Additional Hit Points: 3

Requirements

To qualify to become a Royal Guard (RoG), a character must fulfil all the following criteria.

Race: Warrior breed Gaim; must not be Erratic

Feats: Bioweapon Master

Skills: Concentration 6 ranks, Notice 6 ranks

Influence: Gaim Intelligence (military) Influence 10

Special Requirements: The Gaim that chooses to take the 1st level of this prestige class must go to N'Chak'Fa II for his genetic adjustments. Undergoing the Royal Guard genetic overhaul takes 2d3 weeks and requires a Fortitude save DC 16 by the undertaking Warrior; failure of which costing the character 1d2 permanent Constitution.

Class Skills

The Royal Guard's class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Concentration (Con), Drive (Dex), Intimidate (Cha), Knowledge (tactics) (Int), Notice (Wis), Stealth (Dex), and Technical (any) (Int).

Skill Points At Each Level: 4 + Int modifier

Additional Influence: A Royal Guard's Gaim Intelligence Influence increases by +1 each level. He may also increase any one other Influence by +1.

Class Features

All of the following are class features of the Royal Guard prestige class.

Weapon Proficiency: A Royal Guard is instinctively proficient with all forms of weaponry, including Exotic ones.

Royal Guard Transformation: After accepting 1st level, the Royal Guard undergoes a massive bodily transformation. When the process is complete the former Warrior has a powerful new body that comes equipped with all of the following benefits:

- ⑤ +1 Strength, +1 Constitution
- ⑤ The addition of a Borelash, Venom Gland and Void Seals
- ⑤ Natural bioweapon claws that inflict 1d6+1 damage with a critical threat range 19-20/x2
- ⑤ +3 natural Damage Reduction
- ⑤ Can only wear modified Warrior Exo-armour, which it receives for free

Assignment: At 1st level, the Royal Guard is assigned to an important personality to protect them. This assigned personality should be of at least 7th level and must be able to succeed in a Gaim Intelligence (military) Influence check of DC 25. The Games Master should create the personality if there is not a Player Character in the gaming group to fill the role.

Whoever the Royal Guard is assigned to protect is his singular priority. If this individual is ever in any form of danger or potentially threatened in the Royal Guard's presence, it immediately benefits from its protective instincts. This gives the Royal Guard a +4 bonus to its Initiative and can ignore all forms of nonlethal damage. These bonuses last until the assignment is safe once more, or 2d6 minutes – whichever is shorter.

Should the Royal Guard's assigned personality be killed while under its protection, it will immediately go into a berserk state directed at the killer(s). While in this state the Royal Guard will move as far as it has to in order to attack its target(s) each round, only ceasing if directly commanded pheropathically, it dies, or if the killer(s) are dealt with. If it survives being hurled into this state it will then become uninterruptedly torpid until re-assigned by an Executor or Queen.

The Royal Guard

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+1	+3	+0	+0	+1	Royal Guard Transformation, Assignment
2 nd	+2	+3	+1	+0	+2	Harm's Way
3 rd	+3	+4	+1	+1	+2	Regeneration, Metabolic Boost
4 th	+4	+5	+2	+1	+3	Relentless
5 th	+5	+5	+2	+2	+3	Complete Bodily Devotion, Metabolic Boost



Harm's Way: At 2nd level, the Royal Guard has grown instinctively fond of its assigned personality. It will happily place itself in the path of any incoming danger if it can in order to protect its assignment, even to the degree of suicidal action. The Royal Guard gains the Harm's Way feat for free, even ignoring the prerequisites if need be. If the Royal Guard already has Harm's Way, it instead gains an improved version – allowing the Royal Guard to take a full Movement action to intercept attacks instead of the normal 5 feet. This ability *only* functions if protecting his assignment or another Gaim.

Regeneration: By 3rd level, the Royal Guard's body has become better accustomed to its increased metabolism and regular physical stresses. To help build up strong fatty blockages in sensitive areas and keep fibres tough enough to bolster the musculature of the Royal Guard, it has gained an uncanny ability to heal damage. The Royal Guard now heals 1 hit point worth of lethal damage every *hour* of relative rest (walking, conversing and so on).

Metabolic Boost: At 3rd and 5th levels, the Royal Guard has to increase its own internal chemical processes to keep up with its evolving physique. This class feature allows the Royal Guard to choose one of the following one-time benefits to represent the added metabolic adaptations. Each can only be chosen once.

- ⑤ **Thickened Blood** (+5 hit points)
- ⑤ **Enhanced Organ Functions** (+2 to all Saving Throws)
- ⑤ **Resin-sweating Chitin** (+1 natural Damage Reduction)
- ⑤ **Pressurised Legs** (+5 feet to base Movement)

Relentless: Upon surviving to 4th level, the Royal Guard has achieved near perfect physical control of its otherwise reflexive instincts. Even seasoned Warriors will occasionally flinch from impending harm, but not this Royal Guard. With this class feature the Royal Guard can now completely ignore nonlethal damage from any source, and is considered to automatically succeed *any* form of Will save with a DC less than 30.

Complete Bodily Devotion: At 5th level, the Royal Guard and its attachment to its duty is as strong as it will ever get, a bond so strong that the Gaim will fight on much longer than its body should normally allow. So long as the Royal Guard is fighting on orders from or in defence of its assignment, a Queen, or Executor, it can fight well beyond the normal level of damage. When the Royal Guard reaches 0 or lower hit points it does not become unconscious, instead it fights on even harder. Any further damage the Royal Guard suffers during this period is not recorded as hit point damage, but instead temporarily subtracts from the Gaim's Strength,

Dexterity or Constitution ability scores (player's choice). Only when one of these ability scores reaches 0 will the Royal Guard drop dead. If this does not occur, the Royal Guard's ability score losses will return at a rate of 1 per hour of uninterrupted fully torpid rest.



THE UNSTABLE ABERRANT

There is something about the Erratic genetic strain that seems to fight against the very nature of the Gaim as a species. This occasionally surfaces in the Erratic population as an unstable genetic frame, resulting in freakish mutations and monstrous abominations. Most of these creatures do not live long and mutate into a state of genetic uselessness and perish. Some however, manage to utilise or even control their mutations to become oddly evolved creatures called *unstable aberrants*.

Unstable Aberrants are Erratics that began a series of mutations that, although they could not control their rate or focus, they managed to put them to good use in their own survival. From spontaneous growth of wings

and claws, to a strengthening of telepathic talents, these mutations can be helpful – if the Erratic can manage to shape his own body in time. Otherwise, he will devolve into a horrific mess of useless organs and limb-like protrusions.

Any Erratic can eventually fall into the series of mutations that can create an Unstable Aberrant if the conditions are just right. They will need to know how to adjust *their own* biologies as it begins to mutate, which requires a great deal of dedication and skill. If all goes well for an Unstable Aberrant, no one will ever even know they are genetically unstable. If not, they will just be another horrific mutant to be hunted down by the Hexad Hive and dissolved.

Additional Hit Points: 1d3 (rolled randomly each level)

Requirements

To qualify to become an Unstable Aberrant (UnA), a character must fulfil all the following criteria.

Race: Must be Erratic

Skills: Concentration 8 ranks, Technical (Gaim bio-engineering) 4 ranks

Special Requirements: The Gaim must have access to a great number of biological chemical agents and proteins in order to subtly adjust their bodies at the opportune times. Unfortunately these agents and chemicals become increasingly hard to find as time moves on. This requires the Unstable Aberrant to maintain at least one Economic or Science-based Influence at a level equal to at least twice his current character level at all times. This Influence does not need to be necessarily used, just maintained in order to keep the Erratic supplied.

Special Note: When an Erratic decides to begin taking levels in this prestige class, they are then limited to *only* taking levels in this prestige class until they have fully acquired all ten levels. In essence, becoming an Unstable Aberrant is not so much a career choice as a categorised section in the Gaim's lifespan.

Class Skills

The Unstable Aberrant's class skills (and the key ability for each skill) are Athletics (Str), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Intrigue (Cha), Investigate (Int), Knowledge (any) (Int), Notice (Wis), Sense Motive (Wis), Stealth (Dex), Technical (Gaim bio-engineering) (Int), and Telepathy (Cha).

Skill Points At Each Level: 4 + Int modifier

Additional Influence: An Unstable Aberrant may increase any two Influences by +1 *or* one Influence by +2.

Class Features

All of the following are class features of the Unstable Aberrant prestige class.

Weapon Proficiency: An Unstable Aberrant retains all of the same weapon proficiencies that it had in its previous class(es), but gains no new ones.

Initial Mutation: The first step on the long and arduous path of unstable mutations is an easy one that does not require the Aberrant to do anything at all. At 1st level, the Unstable Aberrant goes through a completely random minor mutation in which he cannot control or alter in any way. The Erratic must roll 2d6 and consult the following list and accept the results.

2: *Brittle Chitin* (–1 DR)

3 – 5: *Mottled Exoskeleton* (+1 bonus to Stealth)

6 – 8: *Thickened Limbs* (+1 Strength)

9 – 10: *Thickened Antennae* (+2 bonus to Investigate (chemical tracking) and Notice)

11 – 12: *Enhanced Telepathic Acuity* (+1 P-Rating)

Bonus Feat: At 2nd and 6th level, the Unstable Aberrant is well aware that new mutations could begin to occur at any time and he must begin to prepare himself in multiple ways to survive long enough to see that he makes the most of them. The character may choose any single feat from the following list, so long as they meet the prerequisites: Ability Focus, Alertness, Bioweapon Master¹, Combat Expertise, Combat Telepath, Die Hard, Great Fortitude, Iron Will, Limb Mastery¹, Natural Athlete, Run, Sixth Sense, Skill Focus, Toughness, Weapon Focus.

¹ These feats can be found earlier in this chapter

Physical Mutation: At 3rd, 7th and 9th level, the Unstable Aberrant undergoes a major mutation to its genetic and bodily structure. The change takes 2d6 days to fully shape, during which time he can use his knowledge of bio-engineering to steer the mutation toward a beneficial end instead of a horrific one. Even with the proper medical supplies and knowledge the Aberrant may not completely succeed, but he has a much better chance if he tries.

As long as the Unstable Aberrant has access to medical tools of an average quality or better, plus the proper chemical and biological agents to work with, he may

attempt a Technical (Gaim bio-engineering) skill check upon himself at DC 20 plus the character's level in this prestige class. Failure to succeed (or omitting) this skill check means that the character is only allowed to roll 1d6+1 and consult the list of possible mutations below; success means the character rolls 2d6+2.

- 2: *Frayed Nerves* (–2 Initiative)
- 3: *Antennae Tumours* (–2 penalty to Investigate (chemical tracking) and Notice checks)
- 4: *Misshaped Chitinous Growths* (–5 feet Movement; +50% cost to all clothing and armour for necessary adjustments)
- 5: *Split in Exoskeleton* (–1 natural Damage Reduction)
- 6: *Chitin Spur* (gains Chitin Spur bioweapon)
- 7 – 8: *Lengthened Claws/Jaws* (+1 damage and +1 Armour Piercing to Unarmed attacks)
- 9: *Thickening of Forelimbs* (+2 Strength)
- 10: *Additional Microantennae* (+2 bonus to Investigate (chemical tracking) and Notice checks)
- 11: *Injecting Pedipalps* (gains an enhanced Venom Gland bioweapon; or increases the DC of any existing venom by +4)
- 12: *Development of Wings* (gains Wing Envelope bioengineering equipment; or adds +5 feet to existing flight Movement rate)
- 13: *Thorny Carapace* (gains the equivalent of two Chitin Spur bioweapons and +2 natural Damage Reduction)
- 14: *Organ-based Mitosis* (gains the Redundant Organs bio-feat for free; or adds +5 hit points if already has the feat)

Skill Focus: By 4th level, the Unstable Aberrant is not too far from its first mind-based mutation, which is heralded by this uncanny clarity of thought beforehand. Some part of the Gaim's brain adjusts to make room for the new mutation, granting a powerful new focus to an old skill or talent. The Unstable Aberrant gains the Skill Focus feat for free, which it may apply to *any* skill that does not has a key ability of Strength or Dexterity.

Mental Mutation: At 5th and 8th levels, the Unstable Aberrant mutates on an internal level that affects his mind, nervous system and higher brain functions. Other than taking only 1d6 days to manifest, after which time the Gaim falls into a short unbreakable torpor, the process of determining the effect of the mutation remains the same as *Physical Mutation* (see above). The list of mutations is as follows.

- 2: *Pheropathic Tumour* (–1 P-Rating)
- 3: *Memory Loss* (–1d6 skill ranks from a random Intelligence or Wisdom-based skill)
- 4: *Nervous Twitches* (–1 Initiative and –2 to ranged attack rolls)
- 5: *Pheropathic Leakage* (–2 penalty to Concentration)
- 6: *Telepathic Focus* (+1 bonus to Telepathy checks)
- 7 – 8: *Enhanced Mental Acuity* (+1d6 skill ranks for use in Intelligence or Wisdom-based skills)
- 9: *Cerebral Re-alignment* (+2 Intelligence)
- 10: *Predatory Instincts Untapped* (+2 bonus to Initiative and Stealth skill checks)
- 11: *Telepathic Clarity* (gains the Ability Focus feat for free)
- 12: *Cyclical Torpor* (doubles amount of time Gaim can stay active after a period of torpor)
- 13: *Telepathic Boost* (+1 P-Rating)
- 14: *Pheropathic Receptor Developed* (can pass for a non-Erratic to other Gaim with a Concentration skill check that defeats their Investigate (chemical tracking) check; or adds +5 to this character's roll if this mutation is rolled again)

Final Form: When the Unstable Aberrant reaches 10th level, his biological shift explodes one last time in a massive eruption of genetic change. It is the last true change he will see spontaneously in his life, which will be somewhat limited afterwards. The character goes into an unbreakable torpid state for 2d6 days, during which he undergoes a great deal of visible stress and genetic altering from within.

The Unstable Aberrant

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+0	+1	+0	+1	+1	Initial Mutation
2 nd	+1	+2	+1	+2	+2	Bonus Feat
3 rd	+1	+2	+1	+2	+2	Physical Mutation
4 th	+2	+3	+2	+3	+3	Skill Focus
5 th	+2	+3	+2	+4	+3	Mental Mutation
6 th	+3	+4	+3	+4	+4	Bonus Feat
7 th	+3	+4	+3	+5	+4	Physical Mutation
8 th	+4	+5	+4	+6	+5	Mental Mutation
9 th	+4	+5	+4	+6	+5	Physical Mutation
10 th	+5	+6	+5	+7	+6	Final Form

The Unstable Aberrant then rolls **3d6** twice, notes the results and consults both the Physical Mutation and Mental Mutation class feature lists, applying the result normally. If the result of either of these dice rolls is between 15 and 18, the character applies the major mutation on the appropriate list below.

Physical Mutation

15: *Chameleon Chitin* (+8 to all Stealth checks and can Move normally while hidden)

16: *Cancerous Regeneration* (heals lethal damage as ugly scars, but at a rate of 1 hit point per minute)

17: *Huge Frame* (increases one-size category in height and triples weight; adds +4 Strength, +2 Constitution, -2 Dexterity; increases all Unarmed damage dice by one type (d3 to d4, d4 to d6 and so on))

18: *Metabolic Immortality* (immune to poisons, toxins, suffocation, exposure and starvation)

Mental Mutation

15: *Hyperactive Synapses* (+4 to Initiative and Reflex saves)

16: *Compartmentalised Mind* (can perform two Telepathic actions per combat round, each with a +4 penalty to their Power Required)

17: *Greater Telepathic Boost* (+2d2 to P-Rating)

18: *Pheropathic Evolution* (can now consider non-Gaim as Gaim for the purposes of Telepathic Abilities)

No matter the results of the last mutations, the Unstable Aberrant has reached a genetic plateau that will eventually end in catastrophic organ failure and sudden death. The Games Master should roll 5d6, tripling the result. This final number is the number of standard months the Unstable Aberrant has before his organs simply 'shut off', killing him instantly. As most Erratics never make it this far, it is rarely a worry for these mutants.



GAIM OF GALACTIC NOTE

The following section details a few specific Gaim from across the galaxy, some famed and others infamous, that Games Masters could choose to use in their own gaming sessions.

Ambassador SheiLah

'The High Queens find that your dealings with the Intelligence on Babylon 5 are suspect at best. Be aware that you are being watched, ambassador – at all times.'

7th Level Ambassador breed Gaim Diplomat/2nd Level Executor (P-1 Telepath equivalent)

Hit Points: 20

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 15 (+4 class, +1 Dex)

Attacks: +4 melee or +5 ranged

Special Qualities: DR 3 (total DR 5), Broodline bonus (Anashani), Gaim traits (Ambassador), Improved Diplomacy, Strong Influence, Swift Diplomacy, Voice of the Hexad Hive, Executor Organelles, Bio-engineering (vitality)

Saves: Fort +9, Ref +3, Will +10

Abilities: Str 10, Dex 12, Con 19, Int 16, Wis 14, Cha 11

Skills: Appraise +5, Bluff +3, Computer Use +12, Concentration +16, Diplomacy +12, Intimidate +8, Intrigue +8, Investigate +10, Knowledge (Babylon 5) +10, Knowledge (League of Non-Aligned Worlds) +12, Profession (ambassador) +10, Sense Motive +8, Telepathy +3

Feats: Alien Empathy (Abbai, Brakiri, Drazi, Human), Drone Access, Fluency (Gaim), Skill Focus (Diplomacy)

Influence: Gaim Intelligence (political) +22, Gaim Intelligence (military) +12, League of Non-Aligned Worlds (political) +10, Babylon 5 (local) +4

Standard Equipment: Gaim translation globe, Ambassador Exo-Armour, Pheropathic Router

Assigned to the Babylon 5 station, She'Lah is the *fourth* ambassador called She'Lah assigned to the diplomatic station, even though no one outside the Gaim Intelligence is aware of that fact. The first was assassinated by unknown enemies, the second was called back to N'Chak'Fa to become an Executor and was then re-assigned elsewhere, the third was killed by a human assassin in order to use its exo-armour, which leaves the current She'Lah. The High Queens have felt that it would look poor if the other League races knew how many ambassadors they had lost in their tenure on Babylon 5, so they simply 'request' the new ambassador take the old ambassador's name.

The current She'Lah was placed upon Babylon 5 in 2262 and is focused on trying to rebuild the internal influence structure of the Gaim Intelligence with its League allies. After how badly these relations suffered during the Shadow War and the months that followed, the High Queens needed to make as many amends they could before new wars could begin. This of course threw the new ambassador directly in the path of the Drakh and their evil machinations.

Ever since his predecessor was ambushed and killed in his own diplomatic quarters in the alien sector of Babylon 5, this She'Lah keeps a number of specialised Drones at all times to maintain the safety of his quarters. In between applying resin where needed and repairing any technological devices they may need to, the Drones also serve as a warning system for the Ambassador due to his role as an Executor.

Roleplaying with She'Lah

She'Lah is one of the biologically enhanced Executors of the Gaim Intelligence, he has begun to understand a bit of the individuality that comes with the connection of the High Queens. He is not completely comfortable with the new thoughts rolling through his mind, but they have helped to make She'Lah into a skilled negotiator and diplomat in the face of the hardships that the 2260s and 70s bring to the galaxy.

She'Lah is cold and calculating, and has a tendency to let the truth speak volumes of what is to come. Selective omitting of certain facts when explaining a thing to allies or enemies makes what the Gaim have to say ominous and memorable. The ambassador knows exactly what the general image of the Gaim Intelligence is, and has no qualms about using this knowledge to steer opinions and negotiations.

Plot Hooks

- The Gaim Intelligence in the wake of the Shadow War was in a state of repairs and secret rebuilding along their Hive Belt projects. When it becomes known that the company that the Player Characters work for is planning exploration in the area of one of the *secret* fleet building sites, She'Lah is given a large sum of resources and favours to try and bribe the Player Characters to take a different route – or else.
- One of the Player Characters is summoned to the alien sector of Babylon 5 to meet with She'Lah. When they get there, he will be outside of his exo-armour and enjoying some relaxation time in a resin-covered nook. How the Player Characters react is a test, because the Gaim Intelligence wants to hire them to go to N'Chak'Fa and pick up some 'untested chemical agents' to bring back

to Babylon 5 for She'Lah's use. As the chemicals could be used in warfare technologies, the Gaim do not want to worry their League brethren; that is why they want to hire outside freelance help.

SoiNaks, Evolved Leader of the Descari Conflict

'Fire upon another Gaim vessel and learn what it is to anger the entirety of the Hexad Hive.'

6th Level Warrior breed Gaim Soldier/6th Level Officer (Ground Forces)

Hit Points: 37

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft., 45 ft. (fly)

DV: 21 (-1 size, +8 class, +3 Dex, +1 Dodge)

Attacks: +17/+12/+7 melee or +15/+10/+5 ranged

Special Qualities: DR 5 (total DR 8), Broodline bonus (Daranakan), Gaim traits (Warrior), Co-ordinated Unit +2, Rallying Call 1/day

Saves: Fort +13, Ref +7, Will +6

Abilities: Str 20, Dex 16, Con 22, Int 10, Wis 8, Cha 7

Skills: Acrobatics +8, Athletics +12, Diplomacy +2, Intimidate +6, Knowledge (Descari Systems) +6, Technical (mechanics) +4

Feats: Bioengineered Organ (wing envelope), Bioweapon Master, Brawler, Combat Expertise, Dodge, Fluency (Gaim), Limb Mastery, Point Blank Shot, Queen's Pawn, Redundant Organs, Strength in Numbers, Surface Vehicle Proficiency, Toughness, Veteran GROPOS, Weapon Focus (Unarmed), Weapon Specialisation (Unarmed)

Influence: Gaim Intelligence (military) +14, Gaim Intelligence (political) +9, League of Non-Aligned Worlds (military) +8

Standard Equipment: Gaim translation globe, Gaim Laser Pistol Mk II, Triple Rifle Mk II, Modified Warrior Exo-Armour Mk II, Warrior Weapon Rig, Acid Gland, Borelash, Regenerative Chord, Venom Gland, Void Seals, Wing Envelope

When the Gaim tested hyperspace and ended up visiting the Bestine System, they were attacked by the warlike Descari. At the forefront of the fleet was a Tracha-class troop carrier that held several dozen Warrior breed Gaim – one of which was the highly evolved SoiNaks. SoiNaks gave a single ominous warning to the Descari when the first scout was attacked, and when the next particle gun opened up upon another exploration vessel, he set all atmospheric craft toward the first colonised point.

The Descari did not have much of a chance. SoiNaks and his fellow Warriors flooded out of the old transports and tore anything they came across to shreds. A flood of several dozen Warriors and Destroyers made minced meat of the xenophobic alien ground forces while pilot

Drones turned untested weapon systems on their meagre navy. By the time the Descari Conflict was over, So'Naks and his personal unit had well over a thousand kills.

The High Queens elevated So'Naks to become a swarm leader and military advisor to the Gaim Intelligence. Not wanting to assign him to anyone in particular to better serve the whole hive, they chose not to turn him into a Royal Guard at all, using him as a veteran Warrior whenever his learned skills can be of import. Although he still considers himself just another Warrior in the swarm, So'Naks shows many signs of his own personality lying under the pheropathic programming he constantly follows.

Roleplaying with So'Naks

He is a battle-hardened Warrior breed Gaim that has seen tens of thousands of his own people and aliens die screaming all around him, but he has been untouched – it is simply the way of life. Living things die, simple as that. It does not mean he cannot appreciate the saving of another's life; he merely would *never* mourn the loss of one.

So'Naks is exacting and somewhat terrifying to be around. Even in his exo-suit, which is modified for his wings and dextrous secondary limbs, he seems more like a monster from an old Earth horror-vid than a decorated and prestigious leader of ground troops. He does not have use for weakness, emotion or deception; he will gladly tell you that you are in danger, especially if it is *him* who you are in danger from!

Plot Hooks

- The Gaim Intelligence believe that the Sh'lassans could be mounting secret offensive raids against the shipyards in the Hive Belts and want to send someone to Sh'lassa Prime to ensure they understand the folly of such actions. They cannot send a Gaim vessel, as it could be shot down by 'raiders' in the process, so they ask the Player Characters to ferry their messenger for them. When the Player Characters are introduced to the massive and deadly So'Naks, they might just wonder if they are getting involved in something much more than they bargained for.
- So'Naks is distinct-looking for a Gaim, and the Descari have not forgotten what he did to their population during their conflict. The Warrior is part of an honour guard coming to the infamous Freedom Station, and the Descari have pooled a great deal of their resources together to try and take him out. When the Player Characters are approached by a Descari agent to get their help in the plan, what will they do?



Shade, Stalker-for-Hire

'Two thousand credits and I'll bring you his head; clean cut, good trophy.'

3rd Level Stalker breed Gaim Telepath (P-9)/4th Level Agent

Hit Points: 18

Initiative: +10 (+6 Dex, +4 Improved Initiative)

Speed: 30 ft. (100 ft. leap)

DV: 18 (-1 size, +3 class, +6 Dex)

Attacks: +9 melee or +10 ranged

Special Qualities: DR 1, Broodline bonus (Mikarosi), Gaim traits (Stalker), Discipline Focus (Sensing), Opportunism (Sneak Attack +1d6), Skill Mastery (Stealth)

Saves: Fort +5, Ref +11, Will +4 (+8 versus Telepathy)

Abilities: Str 20, Dex 22, Con 16, Int 14, Wis 10, Cha 12

Skills: Acrobatics +15, Appraise +6, Athletics +20, Bluff +5, Computer Use +8, Intimidate +10, Intrigue +8, Investigate +15, Knowledge (galactic lore) +6, Notice +18, Sense Motive +8, Stealth +29, Subterfuge +9, Telepathy +10

Feats: Ability Focus (biokinetics), Ability Focus (sensing), Adaptive Mind, Brawler, Erratic, Fluency (Gaim), Skill Focus (Investigate), Skill Focus (Stealth), Weapon Focus (Unarmed)

Influence: Gaim Intelligence (economic) +10, Thieves' Guild +10, Bounty Hunting +8, N'Grath the Smuggler (criminal) +4

Standard Equipment: Gaim translation globe, HLN Transmission Code and License, Breather-vest, Stalker-blade Forearms (1d8 damage, 18-20/x2), Stalker-Venom Gland (DC 22; 2d6 Dexterity damage), Pherosensory Fibres, collection of Identicards from past kills

Chrysalised on N'Chak'Fa and sent out to kill one of the enemies of the Hexad Hive, Shade simply 'woke up' one day and realised that he did not *have to* do what the Queens told him to. His Erratic gene had been more or less dormant until that point, and once he was released into the galaxy to go hunting – he decided that he did not *want* to. At least, not simply as a genetic imperative. Instead, he went into business for himself – as a freelance bounty hunter.

It was several years before anyone would ever think of hiring a 'bug' to reap bounties, but when Shade showed them exactly how good he was at it, they saw past his insectoid demeanour. Rumours began to spread, but soon enough he was getting requests for particularly 'wet' jobs across the galaxy. Although he requires additional payment for special transit, he is very talented and gets the job done.

His fame is a double-edged sword however, as several Executors have taken note of this 'rogue Stalker' and are taking measures to try and catch him for dissolution. His telepathic abilities and inherent stealth make this a difficult endeavour; one that has cost more than one hive-loyal Stalker its life in the process.

Roleplaying with Shade

Shade sees himself as a prized commodity to the bounty hunting community, and has no problems gloating to that effect. He is a monstrous creature to look upon to be sure, but he enjoys the fear and nervousness his image causes in most spacefaring folk. When they hire 'Shade G-17' from the Huntsman's Listing Network, they rarely know what they are getting into until they meet face-to-face for the first time.

He is a sinister creature with a genetic leaning toward violence and bloodshed. He rarely speaks unless negotiating and *never* while on the hunt for a target. The only saving grace of the matter is that he is physically built for quick and painless kills, and few who cross his path ever even see him coming before their head tumbles from their neck or the feeling fades from envenomed limbs...

Plot Hooks

- Shade has been hired to kill one of the Player Characters by a third party that wishes to scare them a little as punishment for their transgressions against them. To do this, the third party *tells* the targeted character about who and what is after them. What the Player Characters do to prepare for the chameleon beast scouring the galaxy to find and kill them?
- The Gaim are frustrated with their inability to deal with Shade using their own methods, so they look to outside help to get the job done. They contact the Player Characters and offer to pay them handsomely for the capture of Shade's *body* – alive or dead – and explain that he is a rogue Gaim that has gone quite mad. What they do not tell them, is *exactly* what he is and what they will have to do to bring him down!

GAIM

XENOBIOLOGICAL LOG

The Gaim – a genetically malleable race of insects that gained sentience on their own world of N'Chak'Fa Beta (pronounced nah-**chawk**-fah), they are a unique and amazing species. Although very few outside the League of Non-Aligned Worlds have ever been able to access medical records, biological scans, or deceased remains of the Gaim, there have been some studies done giving the galactic scholastic community an idea of exactly what sorts of sub-species of Gaim exist. These sources include the Matriarchate Scientists of Abba, an assortment of Narn exploration data, a handful of confiscated Dilgar vivisection records, and even a few donated bodies from the Intelligence as a sign of good faith in our organisation.

Even though this data is woefully out of date in some places, it is very accurate in others, giving us as detailed a look at the Gaim as we can afford to have with the consent of the High Queens of their society. Until the day comes when they grant us full disclosure on their species, the information we have gathered thus far can be researched and extrapolated against. It is all we can do as scientists at this time.

The following are the recorded entries of data concerning the various sub-species of Gaim we know exist from our files and research. They are, by no means, complete or fully vested in thoroughly tested experimentation. They are simply the pieces of this greater alien puzzle who have become part of our galactic community.

THE HIGH QUEENS

(altistae reginix maximus)

The well known leaders and biological top of the Gaim life pyramid, the so-called *high queens* are said to be only six in number for the entire species. This is not very likely in reality, but the Gaim claim that these 'six' beings rule and give birth to their entire species. There have been a few known sightings of these enormous creatures in League of Non-Aligned Worlds history, but never have they left their homeworld. In fact, some theories say that the high queens are biologically incapable of leaving their colonies.

The few eyewitness reports that can claim to have seen a high queen might have some discrepancies, but

there are specific details that all reports have in common. High queens are huge creatures that are described as being so large that they cannot move on their own. They have bloated abdomen sections that can be thirty or forty feet in length, ending in a dozen or more birthing canals. A queen's forebody is covered in thick, segmented chitin plates to protect its internal organs. Its head is 'crowned' with huge, flat plates that protect the queen's brain and cicak glands. Their six limbs are thick and strong, and end in scythe-like claws. Queens must be a terrifying sight to look upon, but there are no records of any of these gigantic insectoids *ever* attacking an outside alien being.

High Queen Gaim

Colossal Insectoid Leader-Queen; hp 300; Init +0; Spd 5 ft.; DV 2; DR 8 (DR 4 on birthing sac); Atk +20/+15/+10 close combat or +9/+5/+0 ranged; SQ Improved Diplomacy, Strong Influence, Swift Diplomacy, Powerful Influence, Queen breed Gaim traits¹, Personality Adjustments²; Fort +23, Ref -2, Will +14; Str 24, Dex 6, Con 30, Int 22, Wis 18, Cha 12

Notable Skills: Bluff +12, Concentration +28, Diplomacy +18, Intimidate +22, Intrigue +14, Investigate +10, Knowledge (Gaim) +30, Knowledge (galactic lore) +12, Notice +16, Sense Motive +20, Technical (Gaim bio-engineering) +15

Feats: Alertness, Fluency (Gaim), Great Fortitude, Improved Initiative, Iron Will, Limb Mastery, Redundant Organs, Sixth Sense

Equipment: Anything needed; Acid Gland, Oversized Chitin Spurs (1d12 damage, 19-20/x2), Metabolising Oesophagus

¹Birthing Sac: High Queens can produce larvae at an incredible rate. Each of these larvae can be biologically adjusted in the birthing sac to be ready to handed off to specific tender Gaim for maturing. The queen can make a Technical (Gaim bio-engineering) when it gives birth to prepare a larva to become a specific breed of Gaim, granting a +2 bonus to all skill checks involving the growth of that larva.

¹Pheropath Mastery: High Queens can automatically send pheropathic commands to any non-Erratic Gaim, as long as they are within range. This range extends 100,000 miles from anywhere on



N'Chak'Fa II, 10,000 miles from any Diad or Executor, or 1,000 miles from any other given Gaim Drone.

¹**Utter Influence Mastery:** High Queens are always considered to be successful in any Gaim Intelligence Influence use.

²**Personality Adjustments:** Each High Queen has a few feats, skills and equipment changes that are specific to each individual High Queen. The changes to the above profile are as follows.

- ⑤ **Anasha:** +2 Concentration; +2 Diplomacy; add Regenerative Chord
- ⑤ **Darana:** +2 Strength; +4 Intimidate; add Bioweapon Master and Weapon Focus (Unarmed); add two Borelashes, two Siege Claws, Venom Gland
- ⑤ **Hirokash:** P-10 Rating telepath; +18 Telepathy; +6 Technical (Gaim bio-engineering); add Gas Emitter, Pherosensory Fibres, Regenerative Chord, Void Seals
- ⑤ **Lanata:** +8 Diplomacy; +10 Knowledge (galactic lore); add Gaim Translator Globe, Void Seals
- ⑤ **Mikaro:** P-13 Rating telepath; +10 Bluff; +6 Concentration; +20 Telepathy; add Erratic Feat and Adaptive Mind
- ⑤ **Xiphon:** -10 Diplomacy; add Skill Focus (Intimidate)
- ⑤ **Cerphisix:** P-13 Rating telepath; -100 hit points; -4 Strength; +4 Dexterity; -6 Constitution; +8 Bluff; +10 Concentration; +12 Telepathy; add Venom Gland and Void Seals



In the face of the tragedy which struck our planet in 2266, we were given a strange and wonderful opportunity to study the corpse of one of the Gaim high queens. The plague killed all of Queen Lanata's fellows, for that I am truly sorry, but it gave us a chance to take a closer look at the remains of many Gaim before we had to dispose of it. If there is any silver lining in this horrible situation, it is that I got to see the base genetic code of a Gaim high queen.

THE YOUNG QUEENS (*altistae regina minimae*)

The only other female members of the Gaim species besides the high queens, the young queens are the genetic inheritors of the birthing rites and organs of the species. It is recorded the Gaim have defined life spans, which would mean eventually their queens will get old and die. The young queens must somehow mutate or transform into the enormous birthing machines that form the foundation of the entire race.

How these beings go from lithe, human-sized flying insectoids with enormous mandibles to titanic, immobile larva-laying hulks is unknown. The few Gaim remains we have managed to study of other breeds show a definite limit to their base genetic core, meaning there should be some end to the amount of biological modification, but the metamorphosis from young to high queen indicates there is some sort of way to bypass this.

A young queen is thin, only a foot or so wide at the thorax, and covered from antenna to anus in shiny chitin which is smooth and nearly seamless. Four huge wings like those found on our planet's dragonfly sprout from the middle of its back, allowing it fly as its primary mode of locomotion. Its wide-mouthed head is dominated by a set of four slicing mandibles we can only presume are used to defend it as it grows into a high queen.

Young Queen Gaim

Medium Insectoid Queen; hp 20; Init +8; Spd 30 ft., 25 ft. fly; DV 18; DR 4; Atk +12/+7 close combat or +13/+8 ranged; SQ Improved Diplomacy, Strong Influence, Swift Diplomacy, Powerful Influence, Young Queen breed Gaim traits¹; Fort +10, Ref +8, Will +9; Str 14, Dex 16, Con 20, Int 18, Wis 18, Cha 10

Notable Skills: Athletics +12, Concentration +12, Intimidate +12, Investigate +12, Knowledge (Gaim) +20, Notice +12, Sense Motive +10

Feats: Fluency (Gaim), Improved Initiative, Iron Will, Limb Mastery, Predatory Throwback, Toughness, Weapon Focus (Unarmed)

Equipment: Gaim Translator Globe, Breather Vest, Acid Gland, Oversized Mandibles (1d8 damage, 18-20/x2), Metabolising Oesophagus, Wing Envelope

¹Pheropath Mastery: Young Queens can automatically send pheropathic commands to any non-Erratic Gaim, as long as they are within range. This range extends 100,000 miles from anywhere on N'Chak'Fa II, 10,000 miles from any Diad or Executor, or 1,000 miles from any other given Gaim Drone.

¹Utter Influence Mastery: Young Queens are *always* considered to be successful in any Gaim Intelligence Influence use, unless blocked by the actions of a High Queen.

How these small, flying things with wings can transform into the enormous breeding machines on N'Chak'Fa has to be some marvellous sight. If only we could convince the Gaim to let us witness such a miracle of genetic science, maybe we could learn centuries worth of advancement for ourselves.



THE AMBASSADORS (ordinatius homonid)

We have had the most contact with the *ambassador* breed of Gaim. They are a sub-species of insectoid adapted and evolved to be able to better operate in a galaxy dominated by humanoids. Ambassador Gaim are often the only breed of Gaim any given galactic citizen will ever see, and even then they will likely be encapsulated in their environmental exo-armour.

The ambassador breed stands upright on its modified rear legs, using its altered forelimbs as arms while tucking its vestigial middle limbs to its chest. Its head is situated looking toward its ventral side, like a human's, and its pedipalps and mouth parts are pulled tightly together into a cluster at the front of the face. This mouth part configuration seems to serve no real purpose, but perhaps is designed to help them try to communicate more efficiently with their translators.

Ambassador breed Gaim

5th level Insectoid Diplomat; hp 9; Init +1; Spd 30 ft.; DV 13; DR 4; Atk +5 close combat or +3 ranged; SQ Improved Diplomacy, Strong Influence, Ambassador breed Gaim traits; Fort +5, Ref +2, Will +8; Str 16, Dex 12, Con 18, Int 14, Wis 12, Cha 12

Notable Skills: Appraise +5, Bluff +6, Computer Use +10, Concentration +10, Diplomacy +12, Knowledge (galactic lore) +8, Notice +5, Sense Motive +8

Feats: Fluency (Gaim), Iron Will, Skill Focus (Diplomacy)

Equipment: Gaim Translator Globe, Ambassador Exo-armour, Gaim Laser Pistol Mk II, Tool Harness, Pheropathic Router

I have performed many medical procedures on the Gaim during my tenure on Babylon 5, and I cannot tell you how much modification from the base genetic body that the ambassadorial breed has to endure to be able to spend time with us non-Gaim. I am flattered and in awe that their species are willing to do so much for so comparatively little in return.

THE WARRIORS (proeliatorum communis)

The first Gaim to be encountered during the first excursions to N'Chak'Fa, the infamous warrior breed is a reminder the insectoids have their roots in predatory swarms. They are taller than a man, by more than a foot on average, propelled by thick legs, and built specifically for combat. From the original Narn records of their initial landing there are several different types of warriors with varying weaponry and minor adaptations.

Warriors are covered in thick chitin and can be frequently found in environmentally-sealed armour. They show no fear and have no hesitation in combat, walking into potentially deadly circumstances without pause. They travel in large swarms on their homeworld, but are found in smaller units in other colonies and locations.

There have been several variations of warrior breed Gaim which have been witnessed. There have been those with plasma-hurling organs, wings, venom-dripping



mandibles, with several other, minor, adaptations on record. There are likely others to be discovered as well, but rarely are new warriors shown to the public for good reasons. Every unveiling of a new warrior sub-type has come, unsurprisingly, along with a violent conflict.

Warrior breed Gaim

10th level large Insectoid Soldier; hp 40; Init +7; Spd 40 ft.; DV 19; DR 9; Atk +15/+10 close combat or +13/+8 ranged; SQ Warrior breed Gaim traits, Co-ordinated Unit +3; Fort +15, Ref +6, Will +2; Str 21, Dex 16, Con 21, Int 8, Wis 8, Cha 8

Notable Skills: Athletics +12, Intimidate +10, Notice +10

Feats: Brawler, Fluency (Gaim), Great Fortitude, Improved Initiative, Point Blank Shot, Precise Shot, Toughness (x2), Veteran GROPOS, Weapon Focus (rifle), Weapon Focus (Unarmed), Weapon Specialisation (rifle)

Equipment: Gaim Translation Globe, Warrior Exo-Armour Mk II, Warrior Weapon Rig, 2 Acid Grenades, Gaim Laser Rifle, Triple Rifle Mk II, various bioengineering equipment (Borelash, Chitin Spur, Morphic Blade, Venom Gland, Void Seals and Wing Envelopes are common)

The warriors I have seen are terrifying creatures to behold, but genetically and biologically they are an amazing feat of natural science. I am always looking forward to discovering the next evolution of Gaim warrior, so long as it is not after me!

THE DESTROYERS (proeliatorum majoris)

For the hundreds of warriors seen on a battlefield there is one of the destroyers. These massive creatures are great testaments to the genetic malleability of the Gaim species. Using the basic body of a common warrior, the Gaim somehow created a siege engine of chitin, flesh and biological weaponry. Destroyers were first noted in the remnants of Dilgar reports from 2230, and have since been seen at nearly every land-based action the Gaim Intelligence has been involved in.

One of the breeds of Gaim remaining identical from example to example, each destroyer is twelve feet tall, seven wide, and covered in thick chitinous armour. The thick, flat head of the destroyer is dominated by a pair of mandibles which constantly drip venom. It is held up by six powerful legs in order to let its enormous forelimbs come to bear on its enemies. One forelimb ends in a long, armour-tearing siege claw, the other in a manipulative 'hand' to use its technological equipment. At the end of

its segmented, scorpion-like tail is a biological marvel that fires chemical-based plasma.

The destroyer is a marvellous and terrifying creation.

Destroyer breed Gaim

10th level huge Insectoid Soldier; hp 60; Init +6; Spd 40 ft.; DV 17; DR 12; Atk +20/+15 close combat or +11/+6 ranged; SQ Destroyer breed Gaim traits¹, Co-ordinated Unit +3; Fort +18, Ref +6, Will +2; Str 30, Dex 12, Con 27, Int 6, Wis 8, Cha 6

Notable Skills: Athletics +20, Notice +10

Feats: Bioweapon Master, Brawler, Diehard, Endurance, Fluency (Gaim), Great Fortitude, Improved Initiative, Limb Mastery, Redundant Organs, Toughness (x2), Veteran GROPOS, Weapon Focus (bioweapons), Weapon Focus (Unarmed), Weapon Specialisation (bioweapons)
Equipment: Photon Cannon, 6 Fusion Grenades, Acid Gland, Bio-plasma Emitter, Regenerative Chord, Siege Claw, Venom Gland, Void Seals

¹**Relentless:** Destroyer breed Gaim are specifically evolved Warriors which have been given massive amounts of genetic adjustment to become a perfect killing machine. The Destroyer can completely ignore nonlethal damage from any source, and is considered to automatically succeed *any* form of Will save with a DC less than 30.



I have treated Descari survivors with post-traumatic stress from having to stare down a Gaim war swarm, and of all the things they have nightmares about, it is the destroyers they scream about most.

THE THINKERS (*extundis cerebrae*)

Discovered upon the hulks of burned out exploration vessels in the early 2240s, thinker breed Gaim are an extremely modified version of drone designed to work with modern technology. They are seemingly not good for much else, their body structures are not tough enough to withstand combat, their limbs are horrible for locomotion, and they have blunted mouth parts best used for soft foods. What they are remarkably good at is the operation of electronic and mechanical devices.

The thinker breed remains which were discovered are roughly as long as a man, only two feet tall to its dorsal side. It seems to walk around on all six of its legs over any surface to get the best vantage point at the technology they would be working upon, using its two modified pedipalps and multi-jointed antennae to interact with their surroundings. Their heads house enormous brains and several sets of eyes, likely allowing them to see the best wavelengths in order to work most efficiently. They are a strange type of Gaim, but we recognise they must be very important to the species.

Diads (*mentatic cerebrae*)

A specialised form of thinker, the *diad* seems to hold no real purpose to the overall whole. It seems to be a term used for strange pairs of modified thinkers which have no pedipalp claws. Instead of the manipulative claws of a common thinker, the diad has two separate pairs of extended antennae instead of the normal set.

Exactly what purpose the diads serve is not known to the scientific community, and may never be unless the Gaim suddenly chooses to divulge such information freely.

Thinker breed Gaim

10th level Insectoid Scientist; hp 14; Init +3; Spd 20 ft.; DV 18; DR 2; Atk +5 close combat or +8 ranged; SQ Mental Agility, Primary Area of Study (high-science), Peripheral Studies (electronics, mechanics, engineering, biology, invention), Alien Technology Familiarity IV, Thinker breed Gaim traits¹; Fort +5, Ref +6, Will +11; Str 10, Dex 16, Con 14, Int 22, Wis 18, Cha 8

Notable Skills: Computer Use +18,

Concentration +12, Investigate +25, Knowledge (high-science) +23, Medical +10, Notice +25, Operations (varies) +15, Technical (varies) +22

Feats: Alertness, Fluency (Gaim), Skill Focus (Knowledge), Skill Focus (Technical), Skill Focus (Technical)

Equipment: Tool Harness, Pherosensory Fibres, Molecular Adhesion Footpads, Assorted Technological Devices

¹**Multi-vision:** The numerous eyes of the Thinker breed Gaim allow it to see in several wavelengths of light reactions. This means the Thinker has a massive +10 bonus to its Investigate and Notice skill checks.

¹**Technical Mastery:** Thinker breed Gaim are amazingly skilled at their abilities, thinking in patterns that would amaze most neurologists. They may always choose to take 10 on any Technical skill roll they are required to make instead of rolling.

Diad breed Gaim

5th level Insectoid; hp 12; Init +2; Spd 20 ft.; DV 16; DR 2; Atk +4 close combat or +7 ranged; SQ Diad breed Gaim traits¹; Fort +3, Ref +5, Will +10; Str 10, Dex 16, Con 12, Int 16, Wis 18, Cha 12

Notable Skills: Concentration +24, Investigate +20, Knowledge (Gaim) +12, Notice +18, Sense Motive +10





Feats: Dodge, Fluency (Gaim), Toughness
Equipment: Tool Harness, Pheropathic Router, Pherosensory Fibres

¹Genetic Twins: Diads are chrysalised in genetic matches having a mutual link serving as their relay connection to the hive mind. So long as the Diads have less than 1,000 miles between them, they are completely aware of everything which happens to the other. This connection is so strong however, that when one Diad in a genetic pair dies the other follows in 3d6 hours from organ failure.

¹Multi-vision: The numerous eyes of the Diad allow it to see just like a Thinker breed Gaim. This means the Thinker has a massive +10 bonus to its Investigate and Notice skill checks.

¹Pheropathic Relay: Diads have a pheropathic communication range extending 10,000 miles from their location. This also extends the range of the High Queens' pheropathic abilities by this amount, so long as the Diad is within current range of the hive mind.

For a sub-species of Gaim that supposedly serve no purpose, why are they always so well protected?

THE STALKERS *(occultae venatoris)*

Never seen in the galactic populace until 2251, the so-called *stalker* Gaim first appeared as a corpse on the Shambah Station after a supposed 'attack' took place there. The local authorities claimed the creature must have escaped from a local wildlife preserve, but after scientists dissected the remains they discovered the baseline genetic code for the Gaim. Hence the addition of the stalker Gaim in this xenobiological log.

Stalkers are tall and wiry, with oversized forelimbs modified to serve only one purpose – killing. They somewhat resemble the praying mantis of Earth, and look as if they must serve the same purpose. The entire creature's body is built for stealth and ambush, and the only time this sub-species has been known to appear is when it is attacking someone.

Stalker breed Gaim

Large Insectoid Agent; hp 30; Init +10; Spd 30 ft. (100 ft. leap); DV 19; DR 2; Atk +12/+7 close combat or +13/+8 ranged; SQ Sneak Attack +2d6, Stalker breed Gaim traits¹; Fort +6, Ref +11, Will +2; Str 20, Dex 22, Con 18, Int 6, Wis 8, Cha 3
Notable Skills: Acrobatics +15, Athletics +12, Investigate



+15, Notice +20, Stealth +30

Feats: Brawler, Combat Reflexes, Fluency (Gaim), Improved Initiative, Toughness (x2)

Equipment: Modified Chitin Foreclaws (1d8 damage, 18-20/x2), Modified Venom Gland, Molecular Adhesion Footpads, Pherosensory Fibres

¹Camouflage: The chitinous exoskeleton of a Stalker breed Gaim has millions of tiny receptors over its surface that can biologically shift its colouration in an instant, much like the scales of a chameleon. This adds a +20 bonus to the Gaim's Stealth checks, and allows it to move at full speed while hidden.

¹Enhanced Senses: Stalker breed Gaim have amazingly sharp senses, adding +10 to their Notice skill checks for any reason. With these senses the Stalker can also sense the presence or recent passing of a specific pheromone used to 'mark' targets for Stalker-assassinations. They can automatically sense the presence of this pheromone for up to one month after it has passed through an area.

¹Paralytic Bite: Anyone suffering damage from a Stalker breed's bite attack (1d4 damage, 20/x3) after all damage reduction is applied must immediately succeed in a DC 22 Fortitude save or lose 2d6 Dexterity in 1d3 combat rounds, lasting for a number of hours equal to the amount of Dexterity lost.

I have heard rumours the Gaim created the stalkers in order to use them as a sort of 'biological bounty hunter', but I cannot imagine why a race that has such proficient warriors would need such a thing.

THE DRONES

(*laborae* family)

Not one breed as much as a family of related breeds, sometimes with drastically different body types, the drones form the vast majority of the Gaim species. Ninety-nine of every hundred Gaim are drones of one type or another, making their estimated number on their homeworld in the billions.

The basic drone is only five feet long, stands primarily on its four rearmost legs while it performs its various and sundry functions, and is covered with a thick exoskeleton to protect them. They are gentle and passive, only becoming urged to hostility when told to do so by the biological superiors. Although the basic variety of drone is considered to be the common 'citizen' of the Gaim Intelligence, they seem to serve only the purposes they are granted by others.

The overall genetic family of *laborae* consists of near countless different sub-breeds which have been genetically modified to fill the various roles needed of them in the Gaim society.

Basic Drone breed Gaim

2nd level Insectoid Worker; hp 6; Init +1; Spd 30 ft.; DV 12; DR 3; Atk +6 close combat or +2 ranged; SQ Gaim traits; Fort +8, Ref +1, Will -1; Str 20, Dex 12, Con 20, Int 6, Wis 6, Cha 3

Notable Skills: Athletics +10, Knowledge (varies) +5, Notice +6, Technical (varies) +11

Feats: Fluency (Gaim), Skill Focus (Technical)

Equipment: Tool Harness

The drones are the foundation of the Gaim society. Where the Intelligence sends its members, drones are almost always present in some fashion. It is sad they exist solely to work themselves to death.

BREEDING DRONES

(*laborae productis*)

In a natural hive structure where the species is propagated through the efforts of a queen, there are always subsets of specially-designed drones which fertilise her numerous eggs. These *breeding drones* are suspected to be genetically ready to pass on their genes to the assorted larvae. Although we have no records of these drones, the scientific community does know of the existence of a drone that was equipped with an oversized

pair of abdominal organs that seemed to produce copious amounts of genetically-rich jelly.

Breeding Drone breed Gaim

3rd level Insectoid Worker; hp 8; Init +1; Spd 30 ft.; DV 12; DR 3; Atk +6 close combat or +2 ranged; SQ Breeding Drone Gaim traits¹; Fort +8, Ref +1, Will -1; Str 20, Dex 12, Con 20, Int 6, Wis 6, Cha 6

Notable Skills: Athletics +12, Knowledge (Gaim genetics) +6, Notice +5, Technical (Gaim bio-engineering) +13

Feats: Endurance, Fluency (Gaim), Skill Focus (Technical (Gaim bio-engineering))

Equipment: Tool Harness, Molecular Adhesion Footpads

¹**Genetic Jelly:** Breeding Drones are equipped with two tube-like organs on the rear of their abdomens producing a near-constant stream of genetic jelly they give to tender Drones to help shape larvae. The breeding Drone must make a daily Technical (Gaim bio-engineering) roll to produce the correct strains of jelly for the tenders to utilise.

EGG DRONES

(*laborae ovumii*)

A special breed of tool drone, egg drones are small members of the Gaim species designed to augment the breeding capabilities of the High Queens. Attached to rudimentary egg-laying organs, the egg drone bears the direct pheropathic connection to the Queen that birthed it, turning it into a genetic extension of the Queen herself. Each egg drone is attached to a single type of egg-layer, pumping out streams of breed specific larvae. Egg drones are limited to creating drones and warrior breed Gaim, but they do so in enormous numbers – leaving the more specialised breeds to the Queens.

Egg drones are small and have vestigial limbs like most other drones, their pedipalps used to hold them to their egg-laying organs. They are pheropathic puppets of the High Queens, able to match the genetic structure of their broodline exactly. In this way, the egg drones might be responsible for the actual birthing of the larvae, but it is the High Queens' genetic jellies allowing them into chrysalise and join the broodline fully.

They normally live for no longer than a year as the breeds they lay eggs for are quickly made redundant as new types evolve.

Egg Drone breed Gaim

1st level small Insectoid Worker; hp 6; Init +0; Spd 15 ft.; DV 14; DR 1; Atk +1 close combat or +0 ranged; SQ Egg Drone Gaim traits¹; Fort +7, Ref +0, Will -2; Str 12, Dex 10, Con 24, Int 6, Wis 6, Cha 3

Notable Skills: Concentration +8, Technical (Gaim bio-engineering) +10

Feats: Fluency (Gaim), Skill Focus (Concentration)

Equipment: Specialised Bioengineered Egg-Laying Organ

¹**Modified Birthing Organ:** Egg Drones can produce a number of larvae each hour equal to twice the drone's Constitution modifier. Each of these larvae can be biologically matured outside the birthing organ when handed off to specific tender Gaim. The Egg Drone must make a single Technical (Gaim bio-engineering) check DC 15 daily, and Concentration DC 12 checks hourly in order to avoid slipping into an exhaustion-based torpor.

FOOD DRONES

(*laborae nutrimens*)

The Gaim are known to be semi-predatory and definitely cannibalistic. From the Gaim we have known and studied, they are dependant on the recycling of their bodies in some time. Instead of constantly preying on one another like they may have done once in the wild, they designed a special breed of drone called *food drones*.

These servile beasts are corpulent creatures existing solely to absorb as much nutrient material into their bodies for use by the other Gaim through their siphon-like mouth parts. We have seen these drones regurgitate food products for their fellows, but it is likely the food drones themselves serve as a meal for the larger breeds of Gaim when their 'time is up', so to speak. They have bodies built for consumption on a biological level.

Food Drone breed Gaim

1st level Insectoid Worker; hp 5; Init -1; Spd 20 ft.; DV 11; DR 1; Atk +3 close combat or +0 ranged; SQ Food Drone Gaim traits¹; Fort +5, Ref -1, Will -1; Str 16, Dex 8, Con 20, Int 6, Wis 6, Cha 3

Notable Skills: Athletics +5, Knowledge (nutrition) +6, Notice +2

Feats: Fluency (Gaim), Skill Focus (Knowledge (nutrition))

Equipment: Tool Harness, Metabolising Oesophagus, Molecular Adhesion Footpads

¹**Food Storage:** Food Drones can suck up half their body weight in liquid or paste-form foods, holding it in several 'dry' stomachs. They can, at will, regurgitate these foods

for other Gaim as a standard action. Additionally, any Gaim eating one meal of the tissues of a food Drone can count as having eaten all day.

LABOUR DRONES

(*laborae laboris*)

The mainstay of the Gaim workforce, *labour drones* are a common sight in the galaxy. The high queens sell these drones to outside industrial projects for use until they 'expire'. It seems these drones are programmed to serve as workers, builders, lifters or perform other physical tasks and nothing else. They have no vocal reeds, no external stimuli can seem to shake them from their duties, and they are little more than working machines.

Labour drones are hulking insectoids that stand on their rear four legs, using their forelimbs and pedipalps to manipulate the tools and machines needed for their various jobs. They have thick shells to avoid industrial accidents, and some other minor defensive evolutions to help maintain their ability to function. The labour drones sold by the Gaim Intelligence have an expected life span of no more than two years, making governments return to the Gaim if they wish to replace such efficient labourers.

Labour Drone breed Gaim

4th level Insectoid Worker; hp 10; Init +1; Spd 30 ft.; DV 13; DR 4; Atk +9 close combat or +3 ranged; SQ Labour Drone Gaim traits¹; Fort +9, Ref +2, Will -1; Str 24, Dex 12, Con 20, Int 6, Wis 6, Cha 6

Notable Skills: Athletics +10, Computer Use +3, Knowledge (varies) +5, Operations (systems) +5, Technical (varies) +13

Feats: Fluency (Gaim), Skill Focus (Technical), Toughness

Equipment: Tool Harness, Chitin Spur, Molecular Adhesion Footpads

¹**Evolved Duties:** Labour Drones are adjusted to serve very specific purposes, both physically and mentally. Their pedipalps are modified to be used in their duty. Lifting-based Drones will have thick and slightly flattened pedipalps, electricians will have thin and spindly pedipalps made for manual dexterity, and so on. They receive a +5 bonus to their chosen Technical skill rolls because of this genetic devotion.

¹**Predetermined Life Span:** Labour Drones are biologically programmed to chrysalise, work, die and then be recycled for their nutrients. This means a Labour Drone will only live 12 + 3d6 months from being released from their chrysalis.

MESSANGER DRONES

(*laborae nuntius*)

Like the destined recycling of food-class drones, we can only assume these thin-bodied, swollen-headed messenger drones must be used as couriers of information. They have large brains and thick necks to support them, and always seem to be touching the world around them with their feathery antennae. Messenger drones are seen often in the presence of ambassadors and diplomats, but seem not to speak, only listening and paying attention.

We once had the corpse of a messenger drone in the laboratory after a docking incident killed a shuttle full of Gaim. The mandatory autopsy lasted for a total of eleven minutes before the local Gaim ambassador burst into the formerly sterile room to claim the remains under a number of different governmental codes. Whatever true purpose the messenger drones serve the greater species must be very important, as the ambassador did not claim any other corpses from the accident; only the messenger.

Messenger Drone breed Gaim

1st level Insectoid Worker; hp 5; Init +2; Spd 30 ft.; DV 12; DR 2; Atk +2 close combat or +2 ranged; SQ Messenger Drone Gaim traits¹; Fort +6, Ref +2, Will +1; Str 14, Dex 15, Con 18, Int 16, Wis 12, Cha 10

Notable Skills: Diplomacy +5, Concentration +8, Investigate +5, Notice +10

Feats: Alertness, Fluency (Gaim), Skill Focus (Notice)

Equipment: Tool Harness, Pheropathic Router, Pherosensory Fibres

¹Eidetic Storage: Messenger Drones automatically 'record' every bit of information they see, hear, smell, taste or feel. They store all of this information in their specialised genetic brain-like glands, allowing other Gaim to later rip them out, eat them and learn these recordings.

PILOT DRONES

(*laborae stratosi*)

Having salvaged a very few surviving Gaim vessels after their many conflicts, we discovered their ships are crewed by an evolution of drone that we have taken to call pilot drones. Devoted mentally and physically to the operation of space vessels, pilot drones are not designed for much else.

They have thin frames, flexible exoskeletons, with long limbs and pedipalps designed for operating the various devices and consoles used in piloting. They have focused eyes for dogfighting or reading instruments at a glance, and sealable orifices to survive minor life-support leakage and the like. It is no coincidence so many of their corpses were mostly intact if the derelict vessel did not burn up from weapons fire.

Pilot Drone breed Gaim

5th level Insectoid Soldier; hp 20; Init +10; Spd 20 ft.; DV 20; DR 1; Atk +5 close combat or +11 ranged; SQ Pilot Drone Gaim traits¹, Co-ordinated Unit +1; Fort +7, Ref +7, Will +3; Str 10, Dex 22, Con 17, Int 10, Wis 14, Cha 8

Notable Skills: Acrobatics +14, Computer Use +8, Concentration +10, Notice +8, Operations (piloting) +11, Operations (sensors) +11, Operations (systems) +11, Pilot +15

Feats: Fluency (Gaim), Improved Initiative, Skill Focus (Operations), Skill Focus (Pilot), Spacecraft Proficiency, Weapon Focus (spacecraft weapons)

Equipment: Tool Harness, Void Seals

¹Expendable: The Gaim Intelligence creates Pilot Drones with the knowledge they will not survive. They are programmed to give up their lives in an instant. Pilot Drones cannot resist any suicidal pheropathic command originating from an Executor or Queen-breed Gaim.

¹Piloting Frame: Pilot Drones are physically built to make the most of their bodily features, allowing them to use their Skill Focus (Operations) feat for *all* Operations-based skill rolls, no matter the sub-skill.

SCOUT DRONES

(*laborae ignotusius*)

From the earliest records of dealing with Gaim war swarms there have been sightings of flying insectoids that seem like a cross between warriors and drones called scouts. Lightly armoured and built for speedy reconnaissance, these drones are not known to stay in one place for long. Records claim scout drones fly to a location, investigate it with their huge antennae, then fly away to a new location. They seem essential to Gaim war efforts, but are not built for fighting.

Scouts have compact bodies wrapped in smooth chitin, four buzzing wings, and wide-footed legs suited for quick landings on nearly any surface. They have large antennae and eyes, and great flexibility to all of their joints. There is no terrain that a scout drone cannot land



upon, and no atmosphere they cannot at least survive a few hours within, long enough to find out where the warriors should go.

Scout Drone breed Gaim

3rd level Insectoid Soldier; hp 14; Init +9; Spd 30 ft. 80 ft. fly; DV 17; DR 2; Atk +5 close combat or +8 ranged; SQ Scout Drone Gaim traits¹, Co-ordinated Unit +1; Fort +8, Ref +9, Will +3; Str 14, Dex 20, Con 22, Int 14, Wis 14, Cha 6

Notable Skills: Acrobatics +12, Athletics +8, Concentration +10, Notice +10, Stealth +8

Feats: Fluency (Gaim), Improved Initiative, Lightning Reflexes, Skill Focus (Notice), Run (Fly)

Equipment: Tool Harness, Gaim Laser Pistol Mk. II, Molecular Adhesion Footpads, Pherosensory Fibres, Void Seals, Wing Envelope

¹**Enhanced Wings:** Scout Drones have highly evolved wings that are nearly silent, and can propel them faster than normal. Scout Drones add +30 feet to its flying Movement, and can hover in place.

SHAPER DRONES

(*laborae medicus*)

With so much bio-engineering and generational sciences steering the Gaim as a species, we have always assumed there had to be some kind of drone dedicated to the adaptation or evolution of their species. The scientific community has come to call these theorised geneticists shaper drones. If this sub-species does exist, it is unlikely that any outsider will ever see proof of their existence.

If these so-called shaper drones do exist, we theorise they would look a great deal like both the thinker breed and common drones. They would likely have dexterous pedipalps and multi-jointed limbs, but most of all would have large brains for calculating the bio-engineering equations needed to build their species.

Shaper Drone breed Gaim

7th level Insectoid Scientist; hp 11; Init +1; Spd 20 ft.; DV 16; DR 1; Atk +3 close combat or +6 ranged; SQ Mental Agility, Primary Area of Study (bio-engineering), Peripheral Studies (biology, medical, chemistry), Alien Technology Familiarity III, Shaper Drone Gaim traits¹; Fort +4, Ref +5, Will +9; Str 11, Dex 16, Con 14, Int 20, Wis 16, Cha 6

Notable Skills: Concentration +12, Investigate +18, Knowledge (bio-engineering) +20, Medical +23, Notice +18, Technical (Gaim bio-engineering) +25

Feats: Alertness, Fluency (Gaim), Skill Focus (Medical), Skill Focus (Technical (Gaim bio-engineering))

Equipment: Tool Harness, Pherosensory Fibres

¹**Multi-vision:** The numerous eyes of the Shaper Drone allow it to see just like a Thinker breed Gaim. This means that the Thinker has a massive +10 bonus to its Investigate and Notice skill checks.

TENDER (NURSE) DRONES

(*laborae ortus*)

First discovered when the high queens allowed the first Abbai to visit N'Chak'Fa, *tender drones* are modified labour drones used to take care of the growing young of the species and biological deliveries within Gaim communities. They arrange for the hive community to have what it needs through the various stages of its life.

Tender drones have short, squat bodies and overdeveloped pedipalps to carry larvae, pupae, food and resin. They are built to scurry around on the walls and ceilings carrying things in their pedipalps, and can produce resins at an amazing rate for all sorts of purposes. Their mouth parts are designed to apply resins and nutrient jellies to soft-bodied young, not to protect themselves, making tender drones easy prey for attackers – if they were not almost always protected by warriors.

Tender Drone breed Gaim

4th level Insectoid Worker; hp 8; Init +1; Spd 25 ft.; DV 13; DR 2; Atk +7 close combat or +3 ranged; SQ Tender Drone Gaim traits¹; Fort +5, Ref +2, Will +5; Str 20, Dex 13, Con 18, Int 12, Wis 12, Cha 6

Notable Skills: Athletics +15, Knowledge (biology) +8, Medical +8, Notice +5

Feats: Fluency (Gaim), Prolific Resin Glands, Skill Focus (Athletics)

Equipment: Tool Harness, Pherosensory Fibres, Molecular Adhesion Footpads

¹**Genetic Servitude:** Tender Drones are bred to fulfil the needs of all other Gaim, and cannot be allowed to hesitate in some cases. Tender Drones cannot resist the pheropathic commands of *any* other Gaim – even the primal and instinctual needs of larvae or pupae.

TOOL DRONES

(*laborae minutae*)

At first thought of as the early signs of bio-mechanical technology in Gaim devices, *tool drones* are just specialised lifeforms dedicated to a single biological function. We have found that they will place several tool drones in the engine casing of some ships, fuelling them with chemicals produced by their genetically-altered abdomens. Wall-building labour drones will sometimes carry resin-drooling tool drones on their backs, reaching back to grasp gobs of the stuff to apply. Tool drones are bioengineering to serve a single, physical purpose.

Depending on their purpose, tool drones have drastically different body shapes, but all of the different examples that we know of have two main physical features. They all have extremely small eyes and antennae, likely to keep them calm while they are used by other Gaim. All tool drones have extremely underdeveloped legs and pedipalps to disallow mobility when being used.

Tool Drone breed Gaim

1st level small Insectoid Worker; hp 5; Init +0; Spd 15 ft.; DV 14; DR 1; Atk +0 close combat or +0 ranged; SQ Tool Drone Gaim traits¹; Fort +6, Ref +0, Will -2; Str 11, Dex 10, Con 22, Int 6, Wis 6, Cha 3

Notable Skills: Concentration +13

Feats: Fluency (Gaim), Skill Focus (Concentration)

Equipment: Specialised Bioengineered Organs

¹**Bio-Tool:** Tool Drones are built for one specific use, be it for the production of bio-plasma, resin, venom or acids. This means that a Tool Drone has at least one piece of bioengineering equipment they are built around. Any Gaim that wishes to can 'wield' the Tool Drone with a successful Concentration skill check DC 10; success grants that Gaim the use of the Tool Drone's bioengineering equipment as if it were their own.

The Gaim are a magnificent example of what the galaxy has to offer us biologically. We can learn so much from them, if we can just manage to understand more about their mentality. I always hope my role as the ISA chief medical examiner would allow for this.

This has yet to be the case.



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The Roleplaying Game

Second Edition

Lurkers Guide to Gaim

The League of Non-Aligned Worlds is a strange and eccentric lot, but the Gaim are the most bizarre and unique. A race of insectoids that evolve from one generation to the next as needed by their unfathomable and powerful Queens, the Gaim have been the source of more questions and controversy than most other League races. They are undeniably influential, and their secrets are unknown to all those that do not have the antennae to decipher them, except for those who hold this book in their hands.

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