

MERCENARY BREED



XENOPEdia





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XENOPEDIA

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WELCOME TO THE XENOPEDIA

AN INTRODUCTION TO THE ACADEMY OF INTERSTELLAR STUDIES AND ECOLOGIES

In my time as a xenobiologist, I've learned one thing about the numerous sentient species populating our galaxy: they're curious. Ever eager to break the bonds of their ancestry and seek out the worlds beyond; to explore the unknown in front of them. To poke and prod at the mysteries of life and discover the flame that is true discovery. There are few species born with the ability to construct a vessel and break orbit into the far reaches of space (though it should be noted that some species, such as the programmed xorg, were certainly born into such technology). That means we all share a uniting spirit that makes us part of one galaxy. Together, we have explored the vastness of our galaxy and learned to exist as one collective.

My name is Dr. Mikal Handa, Director of the Academy of Interstellar Studies and Ecologies, an academic institution formed with the assistance and support of the House of the Alliance. What you read here is a collection of data sorted and catalogued for your convenience and aid. Our role at the Academy is to study and understand the physiological, psychological, and metabolic needs and functions of the billions of creatures known to exist today. A difficult task indeed, but the *Xenopedia* provides a greater opportunity for you.

Contained within these files is the relevant data we've collected on the most commonly encountered sentient species in our galaxy at this time. Written with the average space voyager in mind, our scientists have adapted millions of files containing first-hand accounts, Alliance reports, autopsies, profiling, and observation to create this handy reference for anyone encountering a new species for the first time. Where applicable, unconfirmed reports and rumors are provided for confirmation by Academy and freelance researchers, even other travelers such as yourself.

We also understand not all species are part of the Alliance. While I am obliged to share our connections with the Alliance, we are not bound to serve and assist those who operate within its laws and boundaries. This database is written and intended for all residents of our galaxy. When relevant, Alliance-related information is provided to ensure all possible facts are made available to our readers and regular subscribers. Feel free to highlight or disregard these details as you see fit.

As I conclude this introduction and leave you to your own duties, remember this quote from one of the Academy founders, Varen Dax. "When I look at the stars, I don't see the impossible distance between two points; I see the possibility to connect them."

MERCENARY BREED

A quick note to all mercenaries associated with the **Mercenary Breed** campaign setting. While this product may be connected to the 2nd edition of this Savage Worlds product line, there's nothing to stop anyone from making use of the aliens in this guide in any setting. Perhaps you're running a space opera campaign akin to the world's most popular trilogy or you're working on a modern day alien invasion

adventure. The primary goal of *Xenopedia* is to provide all Savage Worlds fans and Game Masters with a collection of new alien species.

Those of you who have picked up *Xenopedia* as part of your **Mercenary Breed** collection can find interesting tips and suggestions for incorporating these aliens into your campaign. Simply check out the **Unconfirmed Rumors** section of many entries for ideas on how your mercenaries can find themselves staring down a cephlon face-to-face on their next mission.

A TREATISE ON ACADEMY CLASSIFICATIONS

It is standard Academy practice to assign classifications in a set number of categories related to physiology, culture, technology, and more. While the ranks and designations assigned within the Academy files are extensive, they are also incredibly complex and distracting from the core purpose of this guide. To provide easy referencing and understanding of many base values and considerations of common sentient races in our galaxy, the following breakdown of the *Xenopedia*'s classification system explains every extension and rank.

TECHNOLOGY

Any species' advancements in technology determine their manner in which they are encountered by the average traveler. This classification provides an approximation of the species' access to technology and the general assumptions of advanced progress, lifestyle, and access to basic needs. Each species is provided one of the following levels:

Level 0 – Primitive: These species operate using basic tools crafted from natural resources and have not developed any advanced technology. Such species typically live in tribes and hunt for or gather their food on a regular basis. They are typically encountered only on their home world.

Level 1 – Low-Tech: A basic understanding of mathematics and scientific principles has allowed the species to build devices and technology capable of improving their daily lives and establish advances to manufacture non-native items and resources. Such species have advanced farming practices, craft weapons and armor, and can build multi-storied structures, but typically remain grounded on their planet of origin.

Level 2 – High-Tech: These species have discovered an energy source to power more advanced technology capable of improving personal lives and daily tasks within a local community. This level does not provide any significant ability to leave their home world's surface and operate in space. These species have manufactured light sources and assorted methods of rapid transportation that do not require the use of native animals. This level assumes a species capable of probes and minor vessels or research stations in close orbit to their home world.

Level 3 – Space-Tech: The species has become technologically advanced that interstellar travel, including FTL drives, is available. This species is just as likely to be encountered off-planet as they are on their home world and comprise some of the most common species in this book.

MILITARY

Either as part of their culture or acting as part of a unified force, these species have an active military program and may be found to be involved in or prepared for any act of force committed against them, as a pre-emptive strike, or simply to

take what another planet has for their own. Knowing a species' general military nature or resources defines their attitude in a common encounter.

Level 0 - Pacifist: Generally peaceful and does not act aggressively against other planets or species, but will engage in military action to help out an ally or victimized planet within their reach.

Level 1 - Operational Military: Actively engages in military actions within their home world and beyond against no more than a single enemy, but only with enlisted troops. These species do experience times of peace running at least 20-50 cycles.

Level 2 - Military Society: Constantly engaging in military actions across their universe, whether as peacekeepers or invaders, these species have evolved into a military culture where nearly all members serve to one capacity or another in their lifetime. Any times of peace may run no more than 5-10 cycles.

Level 3 - Warmongers: Involved in constant invasions and aggressive actions against other planets, species, and collections within the galaxy. These species may be involved in numerous actions across vast distances and their culture reflects such deeds. All members of these species are connected to a central military in one manner or another.

SOCIETY

As a major qualifier for encountering the species in this guide involves a certain measure of societal progress, this classification sets down the type of society maintained by the majority of the species. It defines how members of the species unify themselves, either because of geography, beliefs, or other reasons and sets the expected tone for any encounter. This is strongly qualified with the addendum that not all members of a species are part of the society defined here, but the workings of the classified society is the predominant one connected with the species.

Level 0 - Solitary: For various reasons, this species does not have the population or geographic proximity to classify as a society. They are scattered or simply low in numbers within any given planet or system and are typically encountered alone.

Level 1 - Tribal: Members of this species are divided into self-reliant groups and have little contact with other tribes. Any contact between tribes may be handled by statesmen or elders only. A member of these species may be encountered alone or as part of a small group (around 5-50) and identify themselves by tribe first, species second.

Level 2 - National: Large groups running as large as billions have aligned themselves into nations, kingdoms, or republics. At this level of society, nations interact with each other through trade negotiations, political unions, or war. These species tend to regard themselves by their national allegiance before their species or home world.

Level 3 - Empire: Originating with a single nation, the majority of the species' population exists under the banner of a central nation, either through active oppression or passive integration. This level requires at least 50% of the species' population to exist within a single empire. These species regard themselves as a species first as they may or may not have influence over numerous planets.

KEYWORDS

Classifying every xeno to fit within a set number of parameters may be next to impossible, as well as particularly offensive to many sentient species. However, certain attributes common to the average member of a species does require note, hence the use of keywords to designate highlights and genetic matters of importance. The following keywords are used throughout the *Xenopedia* and define the following common traits.

Aquatic: Any species with this keyword originates from a liquid environment, whether it's part of a smaller territory or the dominant environment of a planet. They may be able to exist in a non-liquid environment for short periods of time, but they prefer to return to their aquatic environment.

Beast: Unlike most entries in the *Xenopedia*, this one is classified as an animal of any common definition (does not move in an upright position, sub-intelligence, feral nature) with exceptional properties and frequency to warrant entry in this guide.

Bipedal: Walks on two or more appendages in an upright fashion with additional appendages available for other tasks. While the term 'bipedal' typically refers to two appendages, this keyword is provided as a general physiological reference only.

Drifter: Typically reserved for species either not bound to their home world, or any adopted home world, or prone to interstellar travel of their own free will. Drifters are typically encountered alone or in small groups.

Explorers: This species undertakes numerous exploration missions for various reasons, such as scientific research, trade, or military. This keyword suggests the species can be encountered in wild space as well as assorted planets in large groups.

Geneticist: This species likes to experiment with their genetics to create variations in their species, often to perform specific tasks.

Hostile: Any species with this keyword should be considered dangerous and avoided at all costs. Violent encounters are almost a certainty and this species has a documented history of aggression.

Nomadic: Some species regularly change home worlds, predetermined or randomly, due to depletion of resources, proximity to hostile xenos, or lack of space.

Non-Organic: Some species do not fit the standard definition of an organic species, whether they are mechanical or do not have a traditional physical form. Non-organic species defy scientific standards by existing as an intelligent species outside of the norms for nearly every other species encountered in the galaxy.

Psionic: This species has unlocked psionic abilities and can perform non-physical tasks using psionic potential.

Refugee: This species is not living on its home world and has taken refuge or adapted to life on a new planet, moon, or other livable habitat. Unlike drifters, a refugee has been forced from their home and will be encountered in any sized group.

Transmuter: This species can alter its physical appearance to varying degrees, such as skin tone or all-out transformation into another species or a specific

AASOV 7 [AY-ZOV-SE-VEN]

TECHNOLOGY 3; MILITARY 0; SOCIETY 3 (BIPEDAL, NON-ORGANIC)

Life holds many mysteries and adventures for those who dare to explore the worlds beyond their own. Over the centuries of exploits across the vastness of space, the definition of “life” has been stretched and redefined numerous times to the point that it has been reset to a basic principle of three structures: is the species aware of itself? Does the species learn and develop new or enhanced skills and abilities during the course of its existence? And can the species adapt to some foreign environments without technological aid?

Without question, the aasov 7 broke many of the initial barriers as to the definition of life in the galaxy. Once a collective of service droids aligned to a dying species, these mechanoids are now the sole residents of their home world, Rendine (named for their long-gone masters and creators). Without anyone to function and serve, the aasov 7 took to the stars in search of a new purpose and a new master.

PHYSIOLOGY

No two aasov 7 are manufactured with the same appearance. There are, however, some common assemblies within this species: each unit has a humanoid appearance for its upper half (head, arms, torso) with its facial features performed by a 3D display monitor to mimic interactions and expression of other species. Its lower half varies to suit the task it was designed for, such as legs, tracks, or the ability to hover.

Size/Weight: Depending on their construction, a typical aasov 7 can stand anywhere from 4-7ft tall and weigh anywhere from 300-750lbs.

Digestion: The aasov 7 do not require any sustenance to function, though they do have power cells which require recharging weekly. If their power cells are depleted, the aasov 7 will cease to function, which could result in permanent memory damage.

Mobility: Depends on its construction; see above for details.

Respiration: The aasov 7 do not require any respiration to function.

Senses: As with its physiology, an aasov 7 can sense and interact with its environment in a number of ways, from sonar to retinal cameras and more.

AASOV 7

Attributes: Agility d4, Smarts d12, Spirit d4, Strength d8, Vigor d10

Pace: Varies (see Special Abilities); **Parry:** 2; **Toughness:** 10 (3)

Skills: Knowledge (all) d10, Piloting d8

Special Abilities

- **Armor +3:** Metal plating
- **Construct:** +2 to recover from being Shaken; called shots do not cause extra damage; does not suffer from disease or poison.
- **Mode of Transportation:** Aasov 7 typically move about using one of the following;
 - *Hoverpads:* These propulsion units allow the aasov 7 to hover in mid-air as well as move around freely. They have a Pace of 4 and gain Flight.
 - *Legs:* As a typical humanoid creature. These aasov 7 have a Pace of 6 and gain Fleet-footed. Fleet-footed does not apply to difficult ground.
 - *Tracks:* Equipped with tank tracks, these aasov 7 have a Pace of 4 and cannot be pushed or knocked prone.

- **Wireless Interface:** All aasov 7 can wirelessly connect with computers and programmed devices, allowing them to operate or control them without physical contact. If the computer contains a security feature (i.e. password protection, encryption), the aasov 7 can use a Smarts rolls to overcome it.

ENVIRONMENT

On their home world of Rendine, the aasov 7 are not bound or restricted by environment for two reasons: they were built by their original masters to avoid such restrictions and the central cities and nations of this world are massive feats of engineering and technology to the point that natural environment does not play a factor for any species.

As service droids, however, the aasov 7 were built to service the needs and whims of their masters, the rendine; that core function remains to this day. Without their original creators to provide and care for them, this species quickly sought out other masters to serve by building their own fleet of ships and opening up their home world as a massive spaceport and tourist destination for travelers the galaxy over. With so many different species, crews, and governments to service, the aasov 7 have adapted themselves to provide as wide a variety of functions as possible and do whatever it takes to protect and benefit their new master(s) by whatever means are available to them.

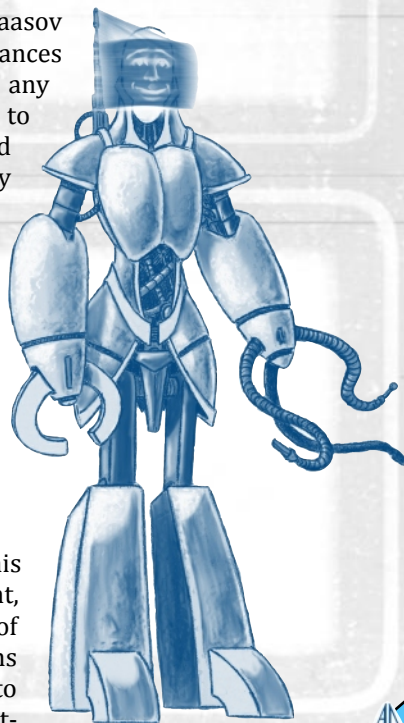
ORIGINS

Unlike every other species known to the Academy, the aasov 7 has concrete, detailed records of their creation and can remember every detail from the moment they were activated. Their masters, the rendine, built the first aasov 7s to care for the species after a millennium of cross-breeding and degenerative mutations brought on by the race's advanced genetic experimentation. Unable to physically care for themselves or their cities, the aasov 7's role was to provide and ensure the care of their masters to the sacrifice of themselves. All aasov 7 are programmed to provide for their charge under all circumstances and to prevent any non-aasov 7 from coming to harm under any reasonable circumstances. If one allows someone under its care to fall into harm, even death, its central processor will shut down and automatically erase its hard drive completely leaving behind only an empty, motionless husk.

When their masters died of natural causes, the sole flaw in their programming became apparent: the rendine did not account for their inability to cure their horrific ailments. And so their mechanical servants remained and spread out across the galaxy for new masters to serve. Today, they are commonly found off-world as pilots and operators of heavy equipment in high-orbit and spacecraft construction all in the service of Rendine's burgeoning tourism industry.

MOTIVATION

Without the ability to re-program their innate functions – this does not include the ability to adapt to its situation or environment, which remains intact – the aasov 7 continue to exist as a species of service droids. While each and every one meets the qualifications for the definition of life (they are aware of themselves, can adapt to different environments, and can learn new skills or improve exist-



ing ones), they are both compelled and freely accept their role as subservient beings. Many xenopsychologists and researchers in advanced AI equate this to the brauk's work ethics; they also accept their lot in life and embrace it willingly. For them, failing to serve or failing to have the ability to serve the needs and desires of another is an overall failure for the aasov 7 to meet its purpose.

On their home world, life continues on much as it did before the death of their creators, with the sole exception of those whom they serve. Basic city functions are completed by those aasov 7 assigned to the task and those tasked with providing for specific individuals are assigned their own housing or office unit, adapting to whoever uses that unit for a given amount of time. When they are unable to be of use, they will "pause" their operating functions to conserve power for the moment when someone appears they can offer such valuable services.

DX-17-A2 "DAX"

Affectionately known as "Dax" to its crew, DX-17-A2 serves as the pilot and chief medical officer for the Meridian Wave, a mercenary ship of known criminals and wanted fellows accused of murder, robbery, and many other crimes across numerous systems. Their ship, ironically enough, was assigned to Dax by the appropriate functions on its home world, which discovered the crew when it picked up their distress beacon. Happily offering the Meridian Wave to its new masters, Dax had no clue what it was getting itself into.

While Dax performs its duties without question or hesitation, it has begun to feel perplexed and uncertain of its role aboard the ship, particularly when the mercenaries bring a prisoner (or hostage) on board. As it considers any guest to be a candidate for its service, Dax is bound to meet the needs of the mercenary crew above all others and those needs do not always meet with the guest's health and safety. As it stands, Dax has a crew to serve and will complete its functions until they see fit to replace it. Cursed with intelligence, it is unsure if certain outcomes may lead to his programming wiping out its hard drive – killing Dax.



DX-17-A2

A humanoid service droid from the waist up, it has been equipped with a hoverpad to glide seamlessly around the ship and a virtual face replication system, producing a 3D animated humanoid face with a wide, happy smile.

Attributes: Agility d4, Smarts d12, Spirit d4, Strength d8, Vigor d10

Charisma: 0; **Pace:** 4; **Parry:** 2; **Toughness:** 10 (3)

Skills: Knowledge (all) d10, Piloting d8

Special Abilities

- **Armor +3:** Metal plating
- **Construct:** +2 to recover from being Shaken; called shots do not extra damage; does not suffer from disease or poison.
- **Hoverpad:** These propulsion units allow the aasov 7 to hover in mid-air as well as move around freely. They have a Pace of 4 and gain Flight.
- **Wireless Interface:** All aasov 7 can wirelessly connect with computers and programmed devices, allowing them to operate or control them without physical contact. If the computer contains a security feature (i.e. password protection, encryption), the aasov 7 can use a Smarts rolls to overcome it.

ARRAKIN [AR-AH-KEN]

TECHNOLOGY 3, MILITARY 1, SOCIETY 2 (BIPEDAL, EXPLORERS)

Among the three species on Arim (the arrakin, mesozao, and zalari), the arrakin are probably the least hostile, but still a threat nonetheless. Much like their Arim brethren, they revel in the thought of doing combat, or pursuing espionage, with the other two; although as the decades have passed, that excitement has faded significantly. Nowadays, the arrakin maintain a standing army in case the zalari or mesozao turn to warfare using their more cunning resources and capabilities. While the zalari prefer to sneak in through the front door, the arrakins hack in through the back door.

Political and military secrets are rarely safe when the arrakins come looking. Whether disguising themselves or covering their virtual trails through sophisticated technology, they have managed to hack into the most secure places and walk away with the most esoteric information imaginable. They then use what they found for a variety of purposes including reverse engineering, replication, black-mail, sabotage, and trade. It's believed the arrakins are one of the biggest players in the black market, buying and selling all sorts of information and replicated equipment. The problem with breaking the black market is that it's so well hidden no one within the Academy or Allied Navy has ever been able to locate anyone officially known to be associated with it. There is a lot of speculation about the major black market players, but the theory is that the arrakins are able to bury so much of that information that the Academy (or other intelligence organizations in the galaxy) simply cannot penetrate.

PHYSIOLOGY

Arrakins are rodent-like humanoids, but without such prominent features, and horns on their head. They're bodies are fairly lithe, covered with fuzz-like hair, and could easily be overcome in physical combat. Instead, their slender fingers are used for bypassing security systems and rely on technology to keep them safe.

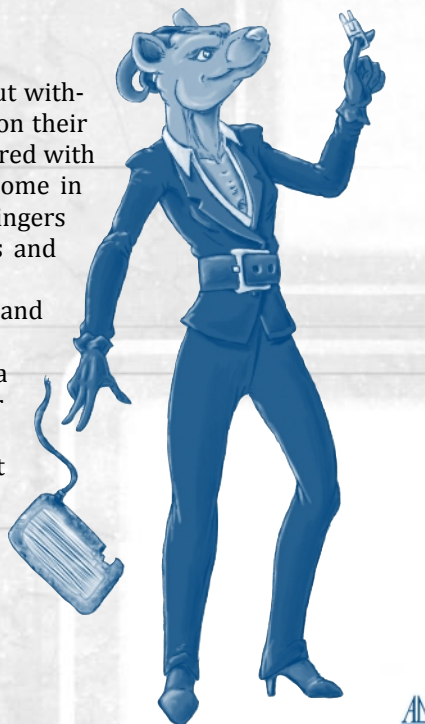
Size/Weight: Most arrakins are 5ft tall and weigh around 105lbs.

Digestion: Arrakins appear to have a fairly standard digestive track and appear to be omnivores.

Mobility: Arrakins are bipedal with feet and hands akin to most humanoids.

Respiration: Arrakins have lungs capable of breathing oxygen.

Senses: Standard humanoid senses.



ARRAKIN INFILTRATOR

Arrakins are masters at breaking and entering without every getting caught. They have been able to steal the most secured information with no one knowing how it was done. Their skill with a computer is matched by virtually no one, although their ability to fight is considerably lacking.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d6

Pace: 6; **Parry:** 4; **Toughness:** 6 (1)

Skills: Climbing d8, Fighting d4, Hacking d10, Investigation d10, Knowledge (Computers) d10, Lockpicking d6, Persuasion d8, Shooting d8, Stealth d10

Armor: Leather-laced cotton suit (torso, arms, legs +1)

Weapons: EMP rifle (12/24/48, RoF 1, Shots 16, LBT – all electronics underneath the template is irrevocably disabled), electrostick (3D6, Requires 1 action to reload, 50% chance of causing +1 level of Fatigue)

Special Abilities

- **Electronic Security:** Arrakins are learned in bypassing electronic security systems. They gain a +2 bonus to Lockpicking when used against an electronics security system.
- **Low Light Vision:** Arrakins ignore penalties for Dim and Dark lighting.
- **Nonlethal Attack:** Arrakins are skilled in using their nonlethal electrosticks. They gain a +2 bonus to Fighting for attacking with and Stealth for concealing the electrostick.

ENVIRONMENT

The arrakins call Arim their home world alongside the mesozao and zalari. The planet is very livable with a mixture of climate zones. Arrakins are slightly hardier than their zalari brethren and have extended their population to the furthest reaches of Arim, outside its extreme climate zones. The bulk of their population lives in relatively harmony with the other two species throughout the metropolises that dot the planet, but there are pockets of cities far from those regions.

Arrakins enjoy the anonymity of living in a large urban center along with the quietness that the rural areas provide. It's often within those rural areas that the majority of their scheming occurs, far from the prying eyes of the zalari. Although little of their current intelligence gathering is directed toward the zalari, the arrakins still appear to desire some type of advantage over their lifelong rival.

ORIGINS

The arrakins' time on Arim was the same as their planetary brethren. War was a common occurrence between the three and little time went by where someone wasn't clashing on some region of the planet. As time went by and technologies and body counts advanced, the arrakins became frequent victims of zalari assassinations and other precision strikes, leading them to find a way to be better than their rivals. Their solution was to use their knowledge of computers and networks to stay one step ahead. Their form of espionage turned into gathering intelligence and using that against their targets with the element of surprise solely on their side.

The arrakins spent more and more time developing technology to overcome the security enhancements the mesozao and zalari developed. They got to a point where their technology was so advanced that nothing the other two could create was anywhere near as capable as what the arrakins were developing. In what seems like a game for all three species, the arrakins grew bored and started to set their sights toward the stars where new victims could be found.

With a plethora of species and technology to be found, the arrakins started to spend less time out-engineering their kin and tried to find ways to steal the secrets that lay beyond their planet. They continued to monitor what was happening on Arim, ensuring they were always one step ahead, but most of their efforts were concentrated elsewhere; there was simply more money to be made outside Arim than on their home world. It's believed that this is when the arrakins became firmly rooted in the black market and turned it from a disorganized web of thieves to a highly organized and secure alliance that spans the galaxy.

MOTIVATION

Arrakins are an interesting breed. They don't need to gather intelligence to survive, nor do they need it to supply wealth to their species (Arim has a very stable economy). Many within the Academy speculate they are greedy and love to profit from the intelligence they gather, while others speculate the arrakins do this as a hobby with no care for financial costs or gains. Which is true will never be known as the arrakins refuse to divulge that information.

Due to their secretive nature, fully understanding the arrakins proves difficult. However, the Academy has gathered quite a bit of information to theorize what they believe is the core of the arrakin societies. First, arrakins do not run the black market; they are simply a part of it. They are a big player within that market and one of the major reasons why it has become so well organized and difficult to find. Second, arrakins have prosperous business philosophies on Arim and even have dealings with corporations throughout the galaxy. The House has made numerous attempts to make dealings with the arrakins illegal due to their illicit activities, but they have met too much resistance from the participating corporations (including monetary resistance) that no laws have been passed. Third, it's extremely difficult to identify an arrakin infiltrator versus an arrakin that doesn't participate in the gathering or using of intelligence (not all arrakins are devious). Finally, arrakins are extremely technologically advanced in their knowledge base. They have probably encountered a huge percentage of the technology secrets in the galaxy and used that against other victims. They only seem to keep the most desirable for themselves, although the Academy suspects that one day a highly-mechanized arrakin army could rise-up and terrorize the galaxy.

SHEEDA GENI

In arrakin society, engineers are highly praised for their ability to reverse engineer or simply understand foreign technology. Few are as highly respected as Sheeda Geni, one of the highest rated arrakin engineers on Arim. Although there are thousands of engineers with the skills needed, Sheeda is most well-known for her leadership abilities when it comes to gathering intelligence and selling trade secrets through the black market. Due to her standing within the arrakin society, Sheeda has a dedicated team of infiltrators and engineers at her disposal. She appears to function like a director of operations, although her ability to understand technology is renowned.

Sheeda started her career in her youth, breaking down and rebuilding any device that she could get her hands on. At some point, she stowed away on a zalari spacecraft that was forced to land shortly after take-off due to massive system failures. The zalari suspected Sheeda was responsible, but no one could truly confirm. They also suspected she was placed there purposely by an arrakin intelligence agency to sabotage the spacecraft. She was recruited immediately after that incident.

Ever since that time, Sheeda has risen quite quickly through the intelligence ranks and become powerful enough to warrant a dedicated strike force. It's unknown whether she leads the only force organized in this fashion, but it's definitely the only one known to the Academy. She also appears to be well-known by pirates, leading to the assumption that she's a very important person within the black market.



SHEEDA GENI

Sheeda Geni is a crafty arrakin whose engineering abilities have allowed her to rise to the top of the species' intelligence operations. She has a knack for reverse engineering and is able to use foreign technology within minutes after encountering it.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d4, Vigor d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 9 (4)

Skills: Climbing d8, Fighting d4, Hacking d12, Investigation d12, Knowledge (Computers) d12, Knowledge (Engineering) d12, Lockpicking d10, Persuasion d10, Repair d10, Shooting d8, Stealth d12

Edges: Command, Command Presence

Armor: Body glove (all +4)

Weapons: EMP rifle (12/24/48, RoF 1, Shots 16, LBT – all electronics underneath the template is irrevocably disabled), [2] electrostick (3D6, Requires 1 action to reload, 50% chance of causing +1 level of Fatigue)

Special Abilities

- **Electronic Security:** Arrakins are learned in bypassing electronic security systems. They gain a +2 bonus to Lockpicking when used against an electronics security system.
- **Low Light Vision:** Arrakins ignore penalties for Dim and Dark lighting.
- **Nonlethal Attack:** Arrakins are skilled in using their nonlethal electrosticks. They gain a +2 bonus to Fighting for attacking with and Stealth for concealing the electrostick.
- **Technology Guru:** Sheeda Geni can take any technological device and use it without penalties after making a single Knowledge (Engineering) roll. This is due to her ability to mentally disassemble a device and understand how it works.

BRAUK [BRAH-K]

TECHNOLOGY 1; MILITARY 0; SOCIETY 1 (BIPEDAL, EXPLORERS)

All societies within the Academy's radar have earned their achievements through dedication and hard work, a tribute of many technologically accomplished species. Behind these marvels lies the fierce labor of millions of hands-on workers pounding away on the construction that allows these possibilities to stand freely and function. The brauk may be connected with some of the greatest advances in space travel, architecture, and commerce. Not because of their brilliant minds or their understanding of universal principles, but for the physical labor needed to make other's advances a reality.

The brauks are scattered throughout the galaxy, existing behind the curtain of development as either slaves or lower-class citizens. Wherever they find themselves, the brauks maintain their ancient caste traditions dictating their skills. From the Dok grunts pushed first into battle to the Kirish miners toiling away in the crevasses of uncounted planets, a brauk is born into their trade. What varies are the rewards offered to the brauk, as they are perhaps one of the most oppressed and highly sought laborers in the known worlds.

PHYSIOLOGY

Little physical variances can be found within the brauks as their culture deems unity as a prized value. What they lack in height is balanced by their incredible strength and endurance in difficult conditions. Humanoid in stature, their grey-hued skin is as tough as animal hide and varies according to their individual caste and current home world. Large, yellow eyes utilize light to such an impressive degree that they can see in nearly any environment. Their bodies appear rotund and out of shape, but their physical abilities reveal a sturdy muscle structure allowing them to haul extremely heavy loads and wield cumbersome gear on the worksite. A typical brauk can live for 20-25 cycles.

Size/Weight: The average brauk stands 4ft tall, though Kosh artisans tend to stand 15cm taller than their brethren. Weight is typically in the 160-220lbs range for an adult brauk.



Digestion: Omnivores, a brauk's diet is very adaptive and will typically vary according to their current environment and conditions. Some brauk have adapted to eating brittle minerals while buried alive in a mine.

Mobility: Standard bipedal humanoid.

Respiration: Brauks don't breathe and suffer severe allergic reactions to most environments. As a result, they wear special respirators designed to block out any environmental gases, such as oxygen, hydrogen, or whatever is the dominant gas on a given planet.

Senses: Standard sensory organs, though a brauk is unable to smell with the use of a respirator.

BRAUK

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Pace: 5; **Parry:** 2; **Toughness:** 6

Skills: A brauk's skills are determined by its caste.

Dok: Fighting d8, Shooting d6, Survival d8

Kirish: Knowledge (Mining) d8, Repair d6, Survival d8

Kosh: Knowledge (Art History) d8, Repair d6

Xath: Climbing d8, Knowledge (Engineering) d6, Repair d6

Armor: None

Weapons: None

Special Abilities (A brauk's special abilities depend on its caste.)

- **Built For War (Dok):** Increase Parry to 6; immune to Shaken by spending a Benny.
- **Hardy (All):** Brauks don't suffer a wound from being Shaken twice.
- **Innate Craftsmanship (Kosh):** Decrease Vigor to d6, decrease Toughness to 5, and increase Spirit to d10; can use Spirit as a substitute for any Smarts-based roll connected with their current project.
- **Low Light Vision (All):** Brauks ignore penalties for Dim and Dark lighting.
- **Mineral Scent (Kirish):** Increase Vigor to d10 and increase Toughness to 7; can automatically succeed on rolls to discover minerals.
- **Sturdiness (Xath):** Decrease Spirit to d6 and increase Agility to d8; can spend a Benny to avoid falling from a failed Climbing roll.

ENVIRONMENT

Little is known of the brauks' birth planet as they have spent hundreds of generations working on other worlds. Scant importance is placed on their own history and their short life expectancies (combined with the harsh working conditions and chances of dying on the job) give the brauks enough reason to focus on the present, directing their attention on the best means to work and represent their caste.

While their sensitivity to nearly every planet's environment does provide some challenges, their tough skin provides stronger resistance and leads only to cases of skin coloration as their pigments react harshly to the planet's environment.

ORIGINS

For as long as nearly all records indicate, the brauks have labored behind many of the galaxy's greatest achievements. They live to work and value the results of their labor – individually and collectively – as an evaluation of life's accomplishments. Should such accomplishments suffer a catastrophic failure, like the collapse of a brauk-built tower, those behind the project will commit suicide, or gol [goll], as a reflection of the failure. Mass suicides have decimated many economies, even though these failures were not the result of shoddy workmanship.

The brauks have divided themselves into four castes and each directs its people's skill set and focus.

Dok: Hardy soldiers and stubborn combatants, the Dok caste is raised for combat and acts as frontline troops for various military forces. They provide a viable option for many armed forces as the brauks only require living quarters and basic provisions without financial reward. Typically set into battles as a massive unit,

they apply few military tactics and instead find themselves commanded to simply rush the enemy and kill anyone who gets in their way. Few instances of gol occur within this caste as any failure on their part results in death simply by circumstance.

Kirish: Prized for their physiological ability to survive in nearly any environment, including those without one, the Kirish caste exists solely underground. Mixing their work ethic with a remarkably accurate gut instinct for where to dig, these brauks pump out a continuous work flow so that the operation never stops. For many who use Kirish slaves (as they are the most likely to be kept in captivity), they only need to show the Kirish where to start and let them take care of the rest.

Kosh: As every brauk values their craft, the Kosh caste is an exemplary elevation to this belief. Gifted with graceful hands and a vivid mind for creating sturdy, elegant pieces of extravagant artwork, these brauks comprise some of the only ones not indentured to their work. Even when not sculpting, molding, or painting massive projects as a group, a Kosh brauk has several personal projects on the go. Some worlds praise brauk art and highlight it as symbols of this species' "gentle soul," but these are an unfortunate minority in a vast galaxy where the brauks are seen as nothing more than good, cheap labor.

Xath: What the Kirish accomplish underground is a shining example of what the Xath can achieve on the surface of every world they inhabit. Brought onboard as construction workers, these brauks demonstrate a natural balance and stillness under the extreme heights many advanced civilizations require to compact so many inhabitants onto a planet of fixed dimensions. Skilled with tools and knowledgeable in the basics of engineering (or "common sense," as they call it), the Xath caste has placed their fingerprints on many of the galaxy's greatest architectural projects.

MOTIVATION

To describe these hard workers as indifferent to their struggles would undermine their spirit. Whether they are enslaved or existing as a part of society (regardless of its lower ranks), brauks don't concern themselves with appearances of station or wealth. For them, it's about the work they accomplish as a people. In their camps, when resting from a hard day's work, they laugh at the compulsions and aspirations of the more complex species. While others fixate themselves on appearances, gossip, and advancement, the brauks are happy to let their deeds speak for themselves, for to live any other way is beyond their care or understanding.

All brauks are born into the caste of their parents and 99% of them remain so until their passing. The remaining percentage must earn their right to change castes and demonstrate the need for such a switch in an event known as deppak [depp-awk]. For a brauk to declare the desire for deppak, they must publicly refuse to work and ritualistically set down their tools in protest. Such an action results in several brauks swarming the rogue traitor, subjecting him to vicious insults and physical attacks. If the rogue brauk gives in to the swarm and decides to return to work, he may never declare deppak again or be publicly executed before the caste. If his intention to declare deppak remains, the brauk is ceremoniously exiled and forced to make his way to a new home with a new caste. While the appearance of such ceremonies implies hatred and spite for the departing brauk, it is a time honored tradition in brauk culture.

HOSSEP LAR

Many organizations across the galaxy have use for the brauks, be it construction, mining, or war. When wars exceed the atmosphere of the targeted planet and rage across continents, warlords and generals call upon a legion of brauk troopers to charge the enemy and weigh down their resources in an effort to weaken defenses, tire out the enemy, or get lucky and win. In other words, the brauks are an expendable asset.

Hossep Lar was the sole survivor of just such a battle. When pulse blasts filled the air and the cries of his brothers- and sisters-in-arms rang in his ears, it all went dark when they hit the minefield. Somehow, he survived and discovered the senselessness of his people's death. They were sent in to clear the mines, not to best their enemies. That was not part of their training and rather than complete the act of gol as is tradition, Hossep had other aspirations. He will right this wrong by bringing those who gave the command the same fate: death.

Working under the radar, Hossep has aligned himself with a squadron of mercenaries, wanted criminals, and other misfits of war to cut his way to those commanding officers. Called Lar's Reavers, this group has been responsible for numerous attacks, including bombings, across occupied space in search for his targets. It is only a matter of time before he succeeds and there are many anxious people eager to pay their savings for an end to his campaign.



HOSSEP LAR

Concealed behind his respirator, this squat brauk stares you down with a gaze only a blood-soaked soldier could offer.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d10

Charisma: 0; **Pace:** 5; **Parry:** 6; **Toughness:** 12 (4)

Skills: Fighting d8, Knowledge (Military) d6, Shooting d8, Survival d10

Edges: No Mercy, Tough As Nails

Armor: Tactical jacket (Torso +4)

Weapons: Plasma rifle (20/40/80, 2d10, RoF 1, Shots 15, AP 4, Snapfire), hand pistol (12/24/48, 2d6+1, RoF 1, Shots 17, AP 1, Semi-Auto), tomahawk (Str+d4)

Special Abilities

- **Built For War:** Hossep can spend a Benny to ignore being Shaken.
- **Hardy:** Brauks don't suffer a wound from being Shaken twice.
- **Low Light Vision:** Brauks ignore penalties for Dim and Dark lighting.

CEPHLON [SEF-LAHN]

TECHNOLOGY UNKNOWN; MILITARY N/A; SOCIETY 0 (DRIFTER, HOSTILE, TRANSMUTER)

When the outer reaches of the galaxy were first explored, stories passed around regarding deadly encounters with bizarre creatures that appeared humanoid at first, only to reveal themselves as something more. They maneuvered past complex security in extreme conditions, stealing data files, sabotaging the ship's engines, and leaving no living witnesses. They were originally regarded as nothing more than wild tales told by those traveling too far into the deepest reaches of space... until the stories became documented.

Little is known about the creatures called the cephlon save that they are usually encountered alone and considered extremely dangerous. Sabotage and espionage appear to be their motives, though little is known about their intentions or origins to discover the truth behind their actions. Many scientists are eager to obtain a living or intact specimen for biological and psychological studies and many systems broadcast tempting bounties for a living cephlon. So far, none have been successful.

PHYSIOLOGY

Few records exist to define a strict understanding of the cephlon's base physiology as their typical appearance varies based on surrounding species. These "transformations" are based on physical reorganization of their base features and certain attributes can be discerned based on witness reports and ship logs made after an encounter: a small head with two eyes and no discernible mouth or other orifices, followed by a large throbbing sack for its lungs and nine tentacles extending from the head. Each tentacle features numerous adhesive cups allowing it to stick to any firm surface with ends able to expand outwards to form small, flexible fingers for tool manipulation.

A cephlon is able to adapt their appearance, stance, and physical appearance to moderate effect in assuming nearly any form. For example, if standing in the presence of a humanoid species, it uses its tentacles to substitute arms and legs. These transformations are only effective at long ranges, as their abilities are only effective to casual or distant observers.

Their skin, however, has an extraordinary ability to change its color and texture to mimic any nearby surface or skin tone perfectly. Due to this remarkable ability, many intelligent species can be easily fooled to believe a passing cephlon is a nondescript member of a fellow species or an unremarkable series of metal pipes and ventilation. This adaptation appears to be sight-based and does not require contact with a given surface.

Size/Weight: All indications suggest the average cephlon is roughly 8ft long and weighs as much as 300lbs (though little physical evidence of this exists).

Digestion: Unknown; limited reports appear of cephlon eating moss and algae found deep inside engine rooms and along lower level ventilation shafts.

Mobility: A highly adaptive use of barbed tentacles, combined with a strong grip and adhesive cups, allow it to move across many surfaces at a normal speed. While disguised as another species, it can freely support itself using the muscles from its adaptive tentacles.

Respiration: It breathes any combination of oxygen and hydrogen from a large sack suspended from the bottom of its head.

Senses: Eyesight is provided by two eyes on top of its head; no details on specific vision types exists, other than it has demonstrated an ability to see basic shapes and movement in darkness. It has been known to feel around unseen areas with its tentacles and test them prior to entering.



CEPHLON INFILTRATOR

Your eyes focus on the strange intruder and realize it's not what it appears to be. Aware of your perception, its arms and legs split into long, sinewy tentacles grasping hold of nearby walls and corners. Every one of them connects to a small head with a large, heaving sack bulging in and out, with eyes plotting its next move. It doesn't look very willing to retreat.

Attributes: Agility d12+1, Smarts d8, Spirit d6, Strength d8, Vigor d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Skills: Climbing d10, Fighting d6, Investigation d8, Notice d8, Stealth d10, Survival d8, Swimming d10

Edges: Counterattack, Improvisational Fighter, Quick, Sweep (All combat Edges increase to Improved when a cephalon has at least four tentacles available in combat)

Special Abilities

- **Aquatic:** Pace 10
- **Enlarged Form:** When not using its Mimicry ability or while using four or more tentacles, the cephalon gains Size +1.
- **Mimicry:** The cephalon can alter its appearance to copy any background or species. From a distance of 20' or farther, an observer must gain at least 1 raise on a Notice roll to distinguish the cephalon from what it's mimicking.
- **Tentacles:** Str+d6; A cephalon can perform a single action for every two tentacles it has available, without incurring any multi-action penalties. Additionally, anyone grabbed by a cephalon must gain 1 raise for every tentacle grappling it. The cephalon may not use its tentacles in this way while using its mimicry ability.
- **Transmutable Form:** A cephalon can squeeze itself through small openings, moving at half its Pace.
- **Wall Walker:** Pace 10

ORIGINS

Intergalactic wanderers, spies, and saboteurs, there is very little known about the cephalon's origins or home planet, save that it is uncharted. Many explorers theorize the current cephalon are, in fact, searching for their ancient home world or may be attempting to locate other members of their species scattered across the galaxy.

Originally encountered within the fringes of the galaxy, they were generally regarded as legends shared by merchant and pilgrims seeking new homes in the outer rims of existing systems, until they were encountered infiltrating military and merchant installations on populated planets. While many outposts have documented video surveillance of a cephalon in action, little is known about their intent behind these excursions.

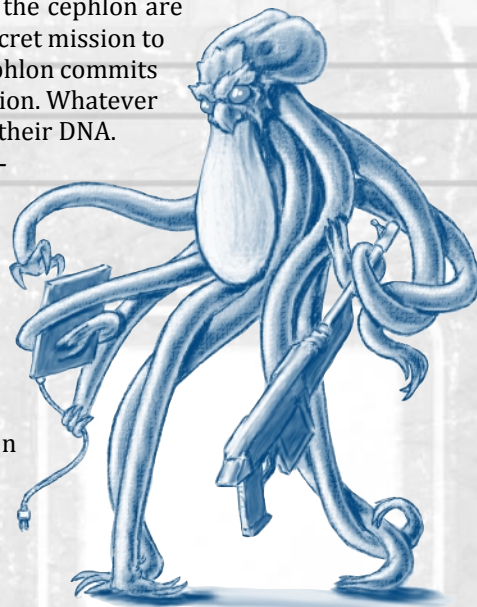
MOTIVATION

As previously mentioned, all that is known about the cephalon and their purpose is a self-driven preservation of an unknown secret, potentially involving their origins or the unknown whereabouts of a secret home world (though these are

purely speculative at best). What can be agreed on is that the cephlon are indeed dangerous and fiercely determined to complete a secret mission to the benefit of their species. If threatened with capture, a cephlon commits suicide using any means possible, predominantly vaporization. Whatever secrets lie within these saboteurs, it must be scraped from their DNA.

While they do not seem to express any extensive intelligence, such as linguistics, or individual concern for their own well-being, they are fully capable and experienced in operating a number of vessels and can utilize a variety of technology, indicating they can learn from their experiences.

All attempts at communication have failed, though they have revealed the cephlon's ability to understand and retain the ability to verbally express themselves through a guttural growling sound made within their lung sacks. In many cases, they are able to mimic basic words in numerous languages, yet only for the purpose of completing their mission (i.e. computer voice commands).



ENVIRONMENT

Little is known about the cephlon's home world and its environment, but existing video surveillance and eyewitness accounts of their encounters does reveal crucial information. They are able to breathe both oxygen, hydrogen, and water with ease, indicating their lungs are able to process any combination of these two elements. Their lung capacity is based on how large this organ is allowed to flourish. For example, if a cephlon needs to reduce the size of its lungs to fit within a suit of armor, its breathing becomes labored and it can only hold its breath for half the usual time.

UNCONFIRMED REPORTS

Various reports and eyewitness statements have been collected by Academy staff from across every sector to provide guidelines on what to expect when encountering a cephlon. It should be noted that cephlons are regarded as a Hostile species and should be treated with extreme caution.

Many of these details are not officially confirmed under Academy guidelines and are being looked into for further information. Those who experience such events, or ones like those described below, are encouraged to contact the Academy at the nearest docking station or port.

The Hitchhiker: Several reports have arrived in strains, providing a noticeable route between planets, indicating the movements of a particular cephlon passing from one ship to another and sneaking aboard at docking stations. These ships are apparently chosen at random, though it is possible the cephlon has learned the route of its chosen ship. These reports are unconfirmed as they are based solely on emergency radio transmissions. In three cases, these transmissions led Alliance rescue crews to abandoned ships floating adrift in space.

Medicine Raids: A major breach of data security was reported by a freespace medical station indicating a cephlon hacked into the hospital's computers in search of data on a number of other species. When attempts were made to apprehend the intruder, numerous deaths ensued and the cephlon was able to escape in a life raft. An investigation is underway to discern what purpose the cephlon had for this information. Anyone with additional information regarding this incident is encouraged to contact their nearest Academy embassy or station with haste.

CR'JUDI [CRU-JOO-DEE]

TECHNOLOGY 0, MILITARY 3, SOCIETY 0 (DRIFTER, HOSTILE, TRANSMUTER)

Few xeno truly embody the ideals of being a completely hostile species. Many are driven by survival, ages old rivalries, narcissistic leaders, or confusion. The cr'judi, however, are driven by one thing: death. The horrors they've caused across the galaxy are immeasurable and few survive an encounter. They are the true embodiment of the term "hostile." But even with such a species, they too are motivated by survival; it's just that their survival requires the death of those around them.

Cr'judies are a carnivorous species that feeds on the bodies of humanoid xenos. This includes other reportedly dangerous xenos such as the seh, tskohan, vuthan, and zao. While all these encounters have been confirmed as creditable, the Academy is unaware of how the cr'judies travel from planet to planet as they have no means of crossing space (or at least none that have been discovered). One thing that is definitely known is that the cr'judies show no preference toward a single species. They gladly kill all their desired prey and feast on them afterward. The Academy believes the prey must at least be organic, but other than that, everyone is fair game. And unfortunately for all, once a cr'judi sets roots in an area, they hunt whoever is around until they are finally killed.

PHYSIOLOGY

Cr'judies have a malleable body that seems to be able to flex and bend in such odd ways that it changes from humanoid to something chaotic. The only reason their body shape physiology has been defined is because they are typically encountered with a preferred humanoid form.

Size/Weight: In their preferred form, the cr'judies are around 6 1/2ft tall. Weight is guessed at around 200lbs, but this seems to change depending on how recently they ate.

Digestion: Cr'judies appear to have a snake-like digestion track whereas their food slowly digests, allowing them to go weeks between feedings.

Mobility: Two legs in humanoid form.

Respiration: Unknown, but they have only been encountered in oxygenated atmospheres.

Senses: Tremorsense, otherwise unknown. While the Academy has confirmed documentation that the cr'judies can sense vibration, they are believed to be blind.

CR'JUDI

Cr'judies are a carnivorous species that feed on organic xenos of all type.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Skills: Climbing d10, Fighting d6, Notice d10, Stealth d8, Tracking d10

Special Abilities

- **Blindsight:** Although the cr'judi is blind, they have a way of seeing outlines of figures before them. They cannot distinguish between one figure and another, and everything appears like a moving blob. They are immune to the effects of lighting, but incur a (-4) penalty to Notice if their target didn't move during the last combat round. Additionally, unless grappling their target, the cr'judi must make a Notice roll (unopposed) to attack or close-in on a target within close combat range. When a target is out of close combat range, their tremorsense takes over.

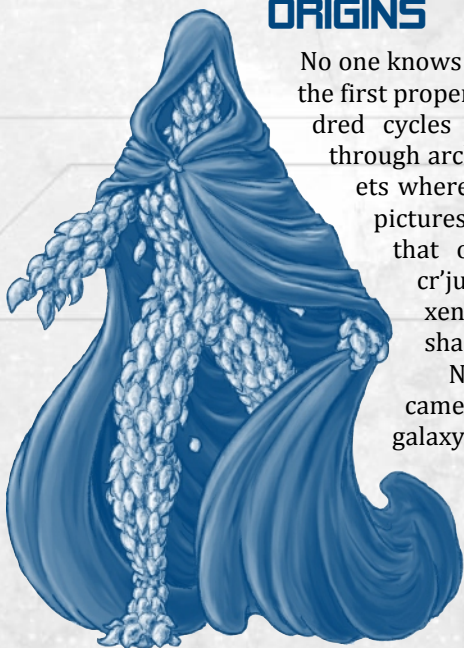
- **Feeding:** Cr'judi's prefer to suck the lifeblood from their victim. They make a grappling maneuver with a +2 bonus, due to the suction-like mouths that suck the lifeblood, and deals 2d6+2 damage on subsequent rounds.
- **Malleable:** Cr'judies have extremely malleable bodies that can move at will. They are immune to all attacks except area effect weapons and powers.
- **Sonic Scream:** The cr'judi has 10 Power Points, using Spirit, and knows the following powers with a sonic trapping: *fear*, *pummel*.
- **Tremorsense:** The cr'judi can sense all movement from outside close combat range (6") up to 50". This doesn't require a Notice roll, but does require the target to have moved during the last combat round.

ENVIRONMENT

As far as the Academy knows, the cr'judies don't have a home world. Although they're found across the galaxy, they don't congregate in one particular region. After assigning a dedicated team to study cr'judi reports and track down their whereabouts, the Academy has concluded that the cr'judies need heat to survive as it doesn't appear they can generate much themselves. They have only been found within temperate to sub-tropical climates on planets that have regular season changes and aren't subjected to severe temperature fluctuations.

From these studies, it appears the cr'judies would freeze to death in colder climates and no matter of layered clothing seems to prevent this. This may be why they've only ever been encountered wearing cloaks and never steal the armor from their victims. They also appear to be unable to hold weapons as they never steal the weapons from their victims either. How they get from planet to planet is a mystery, but those within colder climates are at least safe. In fact, one of the teams was able to lure a cr'judi into a restaurant freezer at which time it attempted to escape and froze within seconds. The theory is that their body composition hardens in the cold, although this theory is currently untested.

ORIGINS



No one knows when how far back the cr'judies date and the first properly recorded account is only a couple hundred cycles old. However, as the Academy sifted through archaic writings and illustrations from planets where cr'judies have been found, they noticed pictures and descriptions that appear to match that of the cr'judies. It's possible that the cr'judies have been around as long as every xeno out there, but always hiding within the shadows.

No one knows where the cr'judies first came from exactly. Reports span the known galaxy including those from archaic writings and illustrations, but without a known means of traveling through space, no one knows how they manage to appear on different planets. The assumption is the cr'judies originated from a planet that was destroyed by an asteroid and sent debris into space. That debris would



have been inhabited by cr'judies that went into a cryogenic stasis upon leaving their atmosphere. From there they traveled to other planets while on this asteroid-like debris. Those that crashed into planets with warm climates thawed and began to live on their new home world. Those that didn't may have perished or are still frozen in their eternal prisons.

This, of course, is all theory and no evidence has been found to support it.

MOTIVATION

Cr'judies eat to survive; they seem to know little more than survival and never hunt unless they need to feast. While they don't stalk into civilizations without purpose, they always protect their home and its surrounding lands to the death. When they come into civilization to feast, they kill everyone and every animal in their path until finding the 'right specimen'. This is only apparent from the wake of murder they leave behind before killing and hauling off the one being that will become their newest feast.

During their hunts, the cr'judies are far from simply instinctual; they show high intelligence and always hunt in packs of five to ten. The pack doesn't always stay together during the hunt, but they always rendezvous at a certain spot with whatever prey they yearn to haul away. But much like a wolfpack, they are hunting for food, not for sport.

YOUTH AND ELDER

Although the majority of the cr'judies encountered have been around the same size, they do appear to have youth and elders within their numbers. They are thus believed to not be immortal, but possibly live for thousands of cycles before dying of old age. They are also thus believed to reproduce, although how is completely unknown. This has only been recorded by teams that have monitored the movements of a cr'judi pack as it hunts. The youth are recognized as being smaller than the typical cr'judi and the elders are recognized as being much larger. Although few have been seen, they are probably as deadly a foe as the rest of them.



CR'JUDI YOUTH

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Skills: Climbing d8, Fighting d4, Notice d10, Stealth d8, Tracking d10

Special Abilities

- **Blindsight:** Although the cr'judi is blind, they have a way of seeing outlines of figures before them. They cannot distinguish between one figure and another, and everything appears like a moving blob. They are immune to the effects of lighting, but incur a (-4) penalty to Notice if their target didn't move during the last combat round. Additionally, unless grappling their target, the cr'judi must make a Notice roll (unopposed) to attack or close-in on a target within close combat range. When a target is out of close combat range, their tremorsense takes over.

- **Feeding:** Cr'judi's prefer to suck the lifeblood from their victim. They make a grappling maneuver with a +2 bonus, due to the suction-like mouths that suck the lifeblood, and deals 2d6+2 damage on subsequent rounds.
- **Malleable:** Cr'judies have extremely malleable bodies that can move at will. They are immune to all attacks except area effect weapons and powers.
- **Tremorsense:** The cr'judi can sense all movement from outside close combat range (6") up to 50". This doesn't require a Notice roll, but does require the target to have moved during the last combat round.



CR'JUDI ELDER

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d8, Vigor d10

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8

Skills: Climbing d10, Fighting d8, Notice d12, Stealth d8, Tracking d12

Special Abilities

- **Blindsight:** Although the cr'judi is blind, they have a way of seeing outlines of figures before them. They cannot distinguish between one figure and another, and everything appears like a moving blob. They are immune to the effects of lighting, but incur a (-4) penalty to Notice if their target didn't move during the last combat round. Additionally, unless grappling their target, the cr'judi must make a Notice roll (unopposed) to attack or close-in on a target within close combat range. When a target is out of close combat range, their tremorsense takes over.
- **Feeding:** Cr'judi's prefer to suck the lifeblood from their victim. They make a grappling maneuver with a +2 bonus, due to the suction-like mouths that suck the lifeblood, and deals 2d6+2 damage on subsequent rounds.
- **Malleable:** Cr'judies have extremely malleable bodies that can move at will. They are immune to all attacks except area effect weapons and powers.
- **Size +1:** Elders are fairly larger than the standard cr'judi.
- **Sonic Scream:** The cr'judi elder has 20 Power Points, using Spirit, and knows the following powers with a sonic trapping: *fear*, *pummel*, *stun*.
- **Tremorsense:** The cr'judi can sense all movement from outside close combat range (6") up to 50". This doesn't require a Notice roll, but does require the target to have moved during the last combat round.

CYLL [S-ILL]

TECHNOLOGY 0; MILITARY N/A; SOCIETY 0/1 (REFUGEE)

Younglings across the galaxy tell horrifying stories of a creature as black as midnight with a mouth filled with jagged teeth spewing molten lava. That it wasn't the bite that killed you, but the dissolving flesh from its magma saliva. Every planet that has heard the stories eventually learns there is one suspected of killing a stranded pilot, ambushing a caravan, or wiping out an entire farm. They're nothing but stories told to children as forewarning lessons, but like all legends, they started with the truth.

The cyll are the very creatures of these bedtime stories and their appearance matches perfectly with their mythology. Despite their monstrous appearance, the cyll are a quiet and solitude species grown aggressively xenophobic. Their hatred is expected as the cyll have been farmed out across the galaxy for sport hunting by those desperate to prove themselves as true warriors without signing up for war.

PHYSIOLOGY

A cyll has two very distinct features: light-absorbing skin cells and illuminated saliva. Their skin cells provide the cyll with a shadowy appearance, leaving only their beady red eyes and gaping maw of sharp teeth visible to most travelers. The light absorbed by their skin cells is used to 'charge' their saliva, giving it a glow similar to that of lava oozing from their mouths and any open wounds. They are a large, mostly nondescript humanoid figure from the waist up with thick, sharp claws at the end of their three fingers. Rather than legs, the cyll are born with a long flowing veil with suction pads allowing them to glide easily across most surfaces.

Size/Weight: The average adult cyll stands as tall as 6ft, but their bulk exceeds their expected weight to 200-250lbs.

Digestion: The cyll sustain themselves on a combination of sifted grains and minerals, collected from their suction pads, and raw meat acquired by hunting many of the wild game available on their home world, Goldurr.

Mobility: Their slug-like lower half grants the cyll an impressive ability to traverse across nearly any surface, including steps.

Respiration: Light absorbed by the cyll's skin cells provides them with the energy needed to operate all internal organs, including their lungs. If a cyll remains in a dark or dim area for too long (typically more than three hours), they start to suffocate and after six hours of darkness die.

Senses: Standard sensory organs.



CYLL

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Skills: Fighting d6, Intimidation d6, Stealth d6, Survival d6

Special Abilities

- **Adaptable Movement:** A cyll can maintain its Pace on any surface, including vertical ones, though it cannot stop moving while climbing or else it automatically falls.
- **Claws:** Str+d6
- **Friend of Darkness:** All cyll gain a +2 bonus to Stealth while hiding in darkness.
- **Slave to Sunlight:** If a cyll remains in dim light for six hours or darkness for at least three hours, they are Shaken. Remaining in total darkness causes the cyll's Vigor to reduce by one die type for each hour beyond three until it is reduced to less than d4; it then dies.
- **Terrifying Maw:** A cyll can force a single opponent to make a Fear check after gazing upon its open mouth.

ENVIRONMENT

Originally from the rich, poisonous jungle of the moon, Goldurr, cyll are naturally adept in extreme environments and have exceeded many hunters' and xenologists' expectations. The cyll must exist within a well-lit area as their respiration requires exposure to natural or artificially brilliant light. When a cyll establishes a safe haven in a habitable area, it actively hunts within the dark areas around its new home, spreading fear within any civilized populations. Their suction pads allow them access to any height, although they tend to remain at ground level with access to multiple escape routes. Any homes or communities – for those fortunate or strong enough to bond with another cyll and spawn offspring – feature an open roof to allow sunlight inside while they remain unseen from the rest of the planet. While they sleep, the cyll utilize a near minimal amount of sunlight and respiration; a type of short-term hibernation.

ORIGINS

While they are small in numbers, the cyll are spread across a vast territory with speculation that only up to twelve cylls exist on a single planet. Before they were exploited by the excessively rich for sport, this xeno lived in the thick jungles of Braxus' third moon, Goldurr. A simple and primitive species, they lived in scattered tribes and made a decent living for themselves. While highly intelligent by Academy standards, their lives of simplicity never provided much need for practical applications. This simplicity, combined with their savage appearance, made them prime targets for interplanetary game hunters.

Today, their population is tightly controlled by a select number of cyll breeders charged with maintaining this xeno's continuation while restricting their numbers to keep the hunt rare and expensive.

MOTIVATION

Never a species to populate aplenty and live in large communities, the cylls seek nothing more than the ability to live in peace without outside contact. They raise their children to avoid outsiders and respond with their claws when the time is right.

Their exact population is difficult to speculate, but it's believed that half of the cyll in the galaxy are grouped in pockets as small as 8-12, including two or three younglings. When a cyll has been harmed or killed, the remaining pocket take active steps to seek revenge against the attacker. Caged or provoked cyll evoke extended bursts of extreme violence and anger, sometimes causing harm to themselves in the process.

UNCONFIRMED REPORTS

Breeding and hunting cyll is illegal on all Alliance friendly worlds, but that leaves a large number of other inhabitable planets willing to turn a blind eye to the borderline extinction of this enslaved species. Simultaneously, cyll are banned from Alliance worlds and so any illegal cyll-hunting operations are simply shut-down and the survivors are released into the wilds.

THE DEVIL OF TSKOH

Deep in the mountainous peaks of the planet, Tskoh, a murderous beast thrives on the blood of the guilty. Known for illegal genetic experimentations, the tskohans made a terrible mistake when they decided to augment the already dangerous cyll and give it the ability to exist – and be hunted – within the snow covered elevations.

Without the need for exposure to sunlight, the subject was able to build up its strength and hatch an escape into the mountains. Known as the Devil of Tskoh, it frequently returns to the source of its captivity and kills a single tskohan at every encroachment.



THE DEVIL OF TSKOH

Few have ever lived to tell of the Devil, though many have felt its frosted presence and discovered its bloody victims. Every attack carries the Devil's vicious signature: an X clawed across the victim's chest.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Skills: Fighting d8, Intimidation d6, Stealth d6, Survival d6, Tracking d8

Special Abilities

- **Adaptable Movement:** A cyll can maintain its Pace on any surface, including vertical ones, though it cannot stop moving while climbing or else it automatically falls.
- **Claws:** Str+d6
- **Friend of Darkness:** All cyll gain a +2 bonus to Stealth while hiding in darkness.
- **Slave to Sunlight:** If a cyll remains in dim light for six hours or darkness for at least three hours, they are Shaken. Remaining in total darkness causes the cyll's Vigor to reduce by one die type for each hour beyond three until it is reduced to less than d4; it then dies.
- **Terrifying Maw:** A cyll can force a single opponent to make a Fear check after gazing upon its open mouth.

KHEEPER

Holding a ravenous collection of angry cyll does have a tendency of backfiring against the captors, ending in their bloody deaths. One such facility fell to a single night's vengeful escape, thanks to the plotting of the cyll leader known only as Kheeper (as the cyll do not have a communicable language with any other common xenos). Aware of the dangers outside of their current home, Kheeper kept his tribe within their former prison and converted it into a secure home.

As the cyll's elder and protector, Kheeper patrols the area outside of his prison home, concealing all traces of their existence and eliminating all threats that dare follow up on the rumors of a cyll community hidden deep in the forests of Theta.



KHEEPER

Few have seen the horrific visage of the cyll they call Kheeper. Wait, what is that dark figure standing next to the trees?

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Skills: Fighting d6, Investigation d6, Persuasion d8, Shooting d8, Survival d6, Tracking d6

Weapons: Longbow (15/30/60, 2d8, RoF 1, Shots 5)

Special Abilities

- **Adaptable Movement:** A cyll can maintain its Pace on any surface, including vertical ones, though it cannot stop moving while climbing or else it automatically falls.
- **Claws:** Str+d6
- **Friend of Darkness:** All cyll gain a +2 bonus to Stealth while hiding in darkness.
- **Poisonous Arrows:** Anyone struck with one of Kheeper's arrows must succeed at a Vigor test before it can attempt any action on its turn. Even if it is successful, any additional action must be part of multiple actions with the Vigor roll being the first. Failing this roll means the victim's turn is over.
- **Slave to Sunlight:** If a cyll remains in dim light for six hours or darkness for at least three hours, they are Shaken. Remaining in total darkness causes the cyll's Vigor to reduce by one die type for each hour beyond three until it is reduced to less than d4; it then dies.
- **Terrifying Maw:** A cyll can force a single opponent to make a Fear check after gazing upon its open mouth.

DETASIRA [DE-TAH-SEER-AH]

TECHNOLOGY 3, MILITARY 3, SOCIETY 3 (BIPEDAL, HOSTILE, NON-ORGANIC)

Artificial intelligence is not uncommon throughout the galaxy. It is often created to fill a need with a most common need being labor. AI developed for combat usually has limited capability outside of their programming, but can provide tactical knowledge while on the battlefield. The lack of societal and replication programming normally accompanies those used for military to avoid annihilation of the master species. This is not the case with the detasiras.

Detasiras are military cyborgs who wage an endless battle across the galaxy for some unknown purpose. The original detasiras were a humanoid species in constant fear of invasion. They have no formally established military and relied on militia groups to keep their towns and cities safe. Upon being invaded by an unknown xenos, their society was crippled and much of their home world was destroyed.

Being masters in robotics and biology, the detasiras created cyborgs to serve as their military. They were programmed with whatever military training and tactics their inventors could find in their studies. To augment their lack of knowledge, the detasiras created very powerful learning software that could continually retrain the cyborgs' military programming by learning from their mistakes in battle and create an evolving understanding their opponents' tactics. With that software, they could quickly become stronger and more capable.

In addition to this software, the cyborgs were given the knowledge to repair each other and replicate themselves if the parts are available. This would help replenish the military should losses be substantial.

The problems started when the cyborgs turned on their controllers and programmers and quickly decimated the entire detasira population. Being designed with a likeness of their designers, the cyborgs took over the entire planet and killed every detasira that remained after learning everything they needed to know to launch their military efforts into space (such as how to operate spacecraft). Once

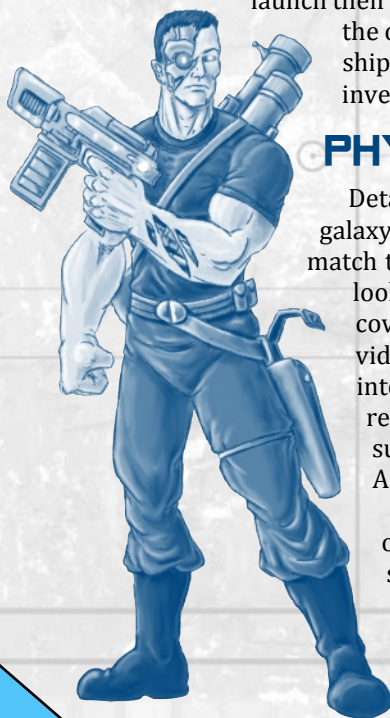
the original detasiras were annihilated, the cyborgs assumed full ownership of their home world along with assuming the species name of their inventors.

PHYSIOLOGY

Detasiras are one of the most physically dangerous species in the entire galaxy. While they may be rivaled by those with psionic abilities, few can match their military capabilities in physical confrontations. Although they look like a very standard humanoid species, due to their organic skin covering, they have an extremely capable cybernetic skeleton that provides them with amazing abilities. Each one also has a centralized internal power source that helps balance their movements. The only real flaw they have is that their cybernetic skeleton is on the inside, surrounded by the wiring and electronics that allow them to function. As such, they are not unstoppable.

Size/Weight: Detasiras are a fairly standard humanoid size. Most of them are 6ft tall but weigh around 400lbs due to their cybernetic skeleton and internal electronics.

Digestion: Detasiras don't eat, although they do need to recharge their power source once per ten days for four hours. Their spacecrafts are equipped with recharging stations.



Mobility: Detasiras move about as a standard bipedal humanoid, although they are incredibly agile for their weight.

Respiration: Detasiras don't breathe, although their internal electronics are susceptible to airborne toxins.

Senses: Detasiras have acute hearing, sight, and smell. They cannot taste and have a very poor sense of touch, although they can feel vibrations quite well.

DETASIRA SOLDIER

Most detasira cyborgs are programmed as soldiers. After their learning software reaches a certain level, they can become officers or commanders.

Attributes: Agility d10, Smarts d6, Spirit d4, Strength d12+2, Vigor d12

Pace: 8; **Parry:** 7; **Toughness:** 14 (6)

Skills: Climbing d10, Fighting d10, Notice d10(+2), Repair d6, Shooting d12, Throwing d10, Tracking d8

Edges: Alertness, Counterattack, Fleet-Footed, Steady Hands

Armor: Battle suit (all +6)

Weapons: Vibro sword (Str+d8+4, AP 8), [2] molecular knife (3/6/2, Str+d4+2, AP 2), assault rifle (24/48/96, 2d8, RoF 3, Shots 30, AP 2, Auto, 3RB)

Special Abilities

- **Construct:** +2 to recover from being Shaken; called shots do not cause extra damage; does not suffer from disease or poison.
- **Fearless:** Detasiras are immune to fear and Intimidation.
- **Low Light Vision:** Detasiras ignore penalties for Dim and Dark lighting.

Detasiras are programmed for combat; they know very little outside of warfare. Even their learning software is designed to watch the opponent and perceive how they respond to attacks from the detasiras. This allows them to become even better at combat. (The Detasira Soldier stat block reflects this.)

ORIGINS

Detasiras originate from their home world of Dertras, of which they have mostly abandoned. During their earliest days of design, they were meant to serve as a planetary defense force, keeping the real detasiras safe from invasion. As a docile species, they chose farming and science over military and lived this way for many millennia until at least one hostile species preyed upon the helpless detasiras. What little weapons they had and partially-trained militias were available could protect a good portion of the population as it went into underground buildings designed for long-term survival should disaster occur. It was within these underground buildings that the cyborgs were born.

Although the invading xenos eventually gave up and left Dertras, the detasiras designed their cyborg army to fight above ground and below it should the population be forced underground for safety. One thing they were completely unable to account for was airborne toxins. Due to the cleanliness of Dertras, the detasiras knew very little about how to protect their designs from harsh airborne toxins that could ruin the circuitry.

MILITARY FORCE

DETASIRA CONSCRIPT

Conscripts are the newly built detasira cyborgs. They are replicated from the original, known design and loaded with all the original software.

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d12+2, Vigor d12

Pace: 8; **Parry:** 5; **Toughness:** 14 (6)

Skills: Climbing d8, Fighting d6, Notice d8(+2), Shooting d8, Throwing d6

Edges: Alertness, Fleet-Footed, Steady Hands

Armor: Battle suit (all +6)

Weapons: [2] molecular knife (3/6/2, Str+d4+2, AP 2), assault rifle (24/48/96, 2d8, RoF 3, Shots 30, AP 2, Auto, 3RB)

Special Abilities

- **Construct:** +2 to recover from being Shaken; called shots do not cause extra damage; does not suffer from disease or poison.
- **Fearless:** Detasiras are immune to fear and Intimidation.
- **Low Light Vision:** Detasiras ignore penalties for Dim and Dark lighting.
- **Weakness (Airborne Toxins):** A detasira's internal electronics are highly susceptible to corrosion from airborne toxins. If exposed to airborne toxins, it immediately gains 1 level of Fatigue. For each hour it spends in that environment, it gains 1 additional level of Fatigue.

**HEAVY WEAPONS DETASIRA**

Heavy weapons cyborgs have have knowledge of using heavy weapons and demolitions the standard soldier knows nothing about.

Attributes: Agility d10, Smarts d6, Spirit d4, Strength d12+4, Vigor d12

Pace: 8; **Parry:** 7; **Toughness:** 14 (6)

Skills: Climbing d10, Fighting d10, Knowledge (Demolitions) d6, Notice d10(+2), Repair d6, Shooting d12, Throwing d10, Tracking d8

Edges: Alertness, Counterattack, Fleet-Footed, Steady Hands

Armor: Battle suit (all +6)

Weapons: Vibro axe (Str+d6+4, AP 6), [2] molecular knife (3/6/2, Str+d4+2, AP 2), plasma rifle (20/40/80, 2d10, RoF 1, Shots 8, AP 4, Snapfire, MBT, Heavy Weapon)

Special Abilities

- **Construct:** +2 to recover from being Shaken; called shots do not cause extra damage; does not suffer from disease or poison.
- **Fearless:** Detasiras are immune to fear and Intimidation.
- **Low Light Vision:** Detasiras ignore penalties for Dim and Dark lighting.
- **Weakness (Airborne Toxins):** A detasira's internal electronics are highly susceptible to corrosion from airborne toxins. If exposed to airborne toxins, it immediately gains 1 level of Fatigue. For each hour it spends in that environment, it gains 1 additional level of Fatigue.

**DETASIRA OFFICER**

It takes dozens of years before a detasira can be considered for an officer role. By this time, decades have passed and their cybernetic skeleton is beginning to weaken.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d10, Vigor d8

Pace: 8; **Parry:** 6; **Toughness:** 12 (6)

Skills: Climbing d8, Fighting d8, Knowledge (Battle Tactics) d8, Notice d10(+2), Repair d8, Shooting d10, Throwing d6, Tracking d10

Edges: Alertness, Command, Command Presence

Armor: Battle suit (all +6)

Weapons: Vibro sword (Str+d8+4, AP 8), molecular knife (3/6/2, Str+d4+2, AP 2), plasma pistol (12/24/48, 2d6+1, RoF 1, Shots 17, AP 1, Semi-Auto)

Special Abilities

- **Construct:** +2 to recover from being Shaken; called shots do not cause extra damage; does not suffer from disease or poison.
- **Fearless:** Detasiras are immune to fear and Intimidation.
- **Low Light Vision:** Detasiras ignore penalties for Dim and Dark lighting.
- **Weakness (Airborne Toxins):** A detasira's internal electronics are highly susceptible to corrosion from airborne toxins. If exposed to airborne toxins, it immediately gains 1 level of Fatigue. For each hour it spends in that environment, it gains 1 additional level of Fatigue.

ENGENICO [EHN-JEN-EE-COE]

TECHNOLOGY 3, MILITARY 1, SOCIETY 2 (BIPEDAL, EXPLORERS)

There are few species in the galaxy that exhibit a true love and admiration of machines like the engenico. Master engineers in every regard, they are highly regimented, extremely industrialized, and do very little from day to day without the use of some type of gadget, machine, or robot. Although many species throughout the galaxy thrive on the use of technology, engenicos take it to extreme measures, as if the technology is simply a part of their life. You would never find an engenico enjoying the beauty of the wilderness, especially since their home world, Enise, has very little natural wilderness left.

Engenicos thrive on the discovery, design, and development of technology. Their technological advancements are used to power their massive cities, spacecraft, homes, military, governments, and pretty much everything else imaginable. They're not the cybernetic freaks that all-but turn their bodies into machines, but they rarely get by with doing anything that doesn't involve some type of technology assistance. Their military is a bit different, however, as they're soldiers lumber around the battlefield inside robots designed for massive destruction and the ultimate protection of the engenico inside it. These man-powered constructs are incredibly difficult to defeat and it's quite rare for the engenico to lose a battle. Fortunately, they don't engage in war very often.

PHYSIOLOGY

Engenicos are small compared to most humanoids. It's believed that their size helps them in their technology endeavors as they can easily fit inside their machines to make repairs and modifications. They resemble many other humanoids, although their ears are large and prominent, with smooth, light skin.

Size/Weight: Most engenicos are around 5ft tall and weigh only 100lbs.

Digestion: Standard bipedal humanoid.

Mobility: Standard bipedal humanoid.

Respiration: Standard oxygenbreathing lungs.

Senses: Standard bipedal humanoid, but their hearing is more acute and is used quite often to aid in detecting problems within their machines.



ENGENICO

Engenicos are master engineers and build all manner of machines.

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d6, Vigor d6

Pace: 6; **Parry:** 4; **Toughness:** 8 (3)

Skills: Engineering d12, Fighting d4, Knowledge (Design) d10, Knowledge (Mechanics) d10, Notice d8, Repair d10(+2)

Armor: Lightweight titanium-plated leather (all +3)

Weapons: Vibro knife (Str+d4+4, AP 6), hand pistol (12/24/48, 2d6+1, RoF 1, Shots 17, AP 1, Semi-Auto)

Special Abilities

- **Acute Hearing:** Engenico have acute hearing that confers a +2 bonus to Notice rolls to hear things.
- **Immunity (Pollution):** Engenicos come from a highly industrialized and pollution-ridden planet. However, they have developed an immunity to air-born pollutants.
- **Master Mechanic:** Engenico are masters of understanding their designs, including how to fix them. They receive a +2 bonus to all Repair rolls.

ENVIRONMENT

Engenicos come from a filthy planet filled with factories, refineries, and everything else needed to build their technology. Lucky for them, they are immune to the pollutants being dumped into the atmosphere. Combatting this pollution while avoiding their atmosphere being damaged, they have developed automatically-piloted aircraft that scrubs the air around the cloud line. No one's quite sure why they don't scrub the pollution being dumped into the air instead, but at least their atmosphere is safe. The Academy theorizes that the engenicos have also developed nanobots to continuously rebuild the atmosphere as the amount of pollution in the air cannot be simply scrubbed enough to avoid atmospheric damage.

The engenicos seem to enjoy their polluted atmosphere, claiming it's a sign of pride that so many machines are being developed. Additionally, much of their land has been given over to scrap heaps, leading to mountains of metal waste that probably release additional toxins into the air. If one were not properly protected, any non-engenico species would surely fall ill after spending only a few hours on Enise.

The high amount of pollution has also led to higher temperatures on Enise. The clouds of smoke trap the heat, leading to eternal summer. All but the most remote poles on Enise fall below freezing, and even then it's only briefly. As such, there are few natural resources that survive on Enise as their rainfall is often acidic and the indigenous fauna have mostly died off. However, new species seem to be evolving, also immune to the pollutants. The engenicos may be helping this, but nothing has been confirmed.

ORIGINS

The engenicos have never strayed from their home world, Enise. Their first days are recorded there and they will probably spend all eternity there unless their massive quantities of pollution turn it into a dead planet. Even then, they would probably find the technology allowing them to survive.

From their earliest years, the engenicos have made technology an integral part of their daily lives. Their first advancements, which can sometimes still be found today, included clockwork mechanics before following a fairly natural progression through steam-, coal-, diesel-, and electrical-powered technology. Nowadays, they utilize a combination of whatever is optimal, typically combining electrical- and

nuclear-powered devices. Sometimes they use whatever is on-hand or easiest to acquire (such as recycling from the scrap heaps).

Nowadays, engenicos lead armies of self-powered constructs onto a battlefield should they find need for a military engagement. This isn't very often, but anyone that gets in the way of them acquiring or utilizing new technology (such as field tests) will find an army quickly knocking down their door. Engenicos are very retaliatory and often blow things way out of proportion. However, it should be noted that their construct armies are often conscripted into large military affairs, regardless of their allies. If it gives them a chance to try out their technology, engenicos rarely care who their target is.

MOTIVATION

Engenicos are extremely curious and love to test out their new inventions and designs in the field. This is often at the detriment of another species; engenicos simply don't care who the target of their field trials is unless it's a true ally. Their field tests are particularly destructive, which is why they don't often perform those field trials on Enise. They simply don't want to destroy their factories, thus it's imperative to find somewhere else to test their designs.

BATTLEFIELD CONSTRUCTS

Engenicos field their battlefield constructs until they can no longer be repaired. As such, many in current use are significantly old.



MODEL-2789

Model-2789 is a steam-powered construct, manned by a single engenico.

Attributes: Agility d10, Smarts d10*, Spirit d8*, Strength d8, Vigor d10

Pace: 8; **Parry:** 5; **Toughness:** 12 (3)

Skills: Fighting d6, Notice d10, Shooting d10(+2)

Armor: Titanium plating (all +3)

Weapons: Arm-mounted Gatling (40/80/160, 2d8, RoF 3, Shots 240, AP 2, Auto, 3RB, HW), arm-mounted flamethrower (Cone, 2d10, RoF 1, Shots 50, Ignores Armor)

Special Abilities

- **Arm Mounts:** Model-2789's arm-mounted weapons can be used in close combat, using the same stats as a warhammer (Str+d6, AP 1 vs. rigid armor)
- **Engenico Operator:** The Smarts and Spirit Attributes provided belong to the engenico operators piloting the construct.
- **Fleet-Footed:** Model-2789 is fast and agile.
- **Multiple Targets:** Model-2789 may make separate ranged attacks against two targets within its firing arc without penalties.
- **Reloading:** Model-2789 cannot reload its weapons. Typically, a second engenico reloads the weapons, otherwise the pilot must spend 10 rounds to reload a single weapon.
- **Size +2:** Model-2789 is about 9' tall and fairly wide.
- **Targeting System:** Model-2789 has a targeting system that confers a +2 bonus to Shooting.

**MODEL-2795**

Model-2795 is an electrical-powered construct, manned by a single engenico.

Attributes: Agility d10, Smarts d10*, Spirit d8*, Strength d10, Vigor d10

Pace: 8; **Parry:** 7; **Toughness:** 14 (4)

Skills: Fighting d10(+2), Notice d10, Shooting d10(+2)

Armor: Tungsten plating (all +4)

Weapons: Arm-mounted Hellfire Gun (50/100/200, 2d10, RoF 3, Shots 160, AP 4, Auto, 3RB, HW), arm-mounted titanium sword (Str+d8+2, AP 4)

Special Abilities

- **Arm Mounts:** Model-2795's arm-mounted Hellfire Gun can be used in close combat, using the same stats as a warhammer (Str+d6, AP 1 vs. rigid armor)
- **Engenico Operator:** The Smarts and Spirit Attributes provided belong to the engenico operators piloting the construct.
- **Fleet-Footed:** Model-2795 is fast and agile.
- **Multiple Attacks:** Model-2795 may make a ranged and close combat attack against separate targets without penalties.
- **Reloading:** Model-2795 cannot reload its Hellfire Gun. Typically, a second engenico reloads the weapon, otherwise the pilot must spend 10 rounds to reload it.
- **Size +3:** Model-2795 is about 11' tall and fairly wide.
- **Targeting System:** Model-2795 has a targeting system that confers a +2 bonus to Shooting and Fighting.

**MODEL-2805**

Model-2805 is a nuclear-powered construct, manned by two engenicos.

Attributes: Agility d8, Smarts d10*, Spirit d8*, Strength d12+2, Vigor d10

Pace: 6; **Parry:** 8; **Toughness:** 16 (5)

Skills: Fighting d12(+2), Notice d10, Shooting d10(+2)

Armor: Silicon-composite plating (all +5)

Weapons: Arm-mounted plasma cannon (50/100/200, 3d8, RoF 1, Shots 20, AP 6, LBT, HW), arm-mounted vibro great axe (Str+d8+4, AP 6)

Special Abilities

- **Engenico Operator:** The Smarts and Spirit Attributes provided belong to the engenico operators piloting the construct.
- **Explosion:** Upon becoming Incapacitated, roll a d6; on a 1, Model-2805 explodes, sending debris in a LBT, centered on the construct, doing 2d10 damage to everyone beneath the template and 2d6 to everyone within 5".
- **Reloading:** Model-2805 cannot reload its plasma cannon. Typically, a second engenico reloads the weapon, otherwise the pilot must spend 10 rounds to reload it.
- **Size +4:** Model-2805 is about 13' tall and fairly wide.
- **Targeting System:** Model-2805 has a targeting system that confers a +2 bonus to Shooting and Fighting.

HALILUPA [HAH-LEE-LOO-PAH]

TECHNOLOGY 1, MILITARY 0, SOCIETY 1 (BIPEDAL, NON-ORGANIC)

Not all xenos are born; some are built. With such a variety of species in the galaxy with different views on how to function as a species, it's reasonable to think that they are able to create life in synthetic ways. The halilupa fall into this category as they possess artificial intelligence and are constructed through scrap metal, recycled technology, and some form of robotic module to control it all.

Halilupas were originally mining constructs developed by one of the ancient races. The developers of the original constructs are unknown and the halilupa have become a self-sustaining, robotic culture that mines their home world Hail for resources to sell. (They also sell themselves as for-hire mining constructs.) The halilupas are not believed to have been slaves during their first years of existence, but the true nature of how they were treated is completely unknown.

Halilupas seem like a completely harmless species that exists to serve its master (the current owner) or mine Hail to keep the species going. Unfortunately, they are a construct and their programming can be altered. When the halilupas replicate, they keep their seemingly flawless programming and always create new constructs as miners. Those who purchase a halilupa, as a construct worker, have access to the programming interface. There is a large black market that has grown for the sole purpose of reprogramming halilupas to perform whatever task is necessary; including military and bodyguard functions.

PHYSIOLOGY

Halilupas are large mining constructs built to withstand some of the harshest underground conditions. They have a robotic skeleton with programmable artificial intelligence and a hard shell. This shell is usually constructed using materials that survive in mining environments like metal, metallic rocks, and gems.

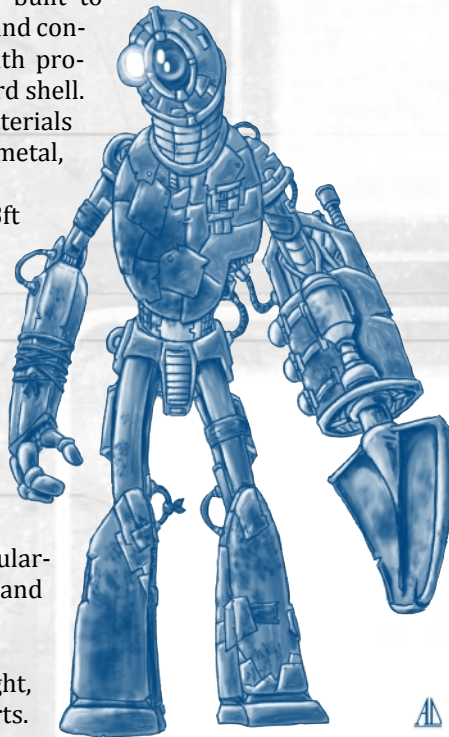
Size/Weight: The average halilupa is 8ft tall and weighs around 800lbs due to a metal shell. However, some are smaller for mining tight places and those with shells made from gems weigh much less.

Digestion: Halilupas do not consume food to function, but do need yearly maintenance to prevent internal damage.

Mobility: Most halilupas move about on two legs, but some have been constructed in a four-legged stance for particularly low ceilings or to access narrow and winding tunnels.

Respiration: Halilupas do not breathe.

Senses: Halilupas have very acute sight, hearing, and smell to aid in mining efforts. However, they have no means of tasting or feeling.



HALILUPA MINER

The halilupa miner is the most commonly found version with a shell made from metal (often scrap metal) and metallic rocks. They have no combat training but are well-versed in the use of a pickaxe, mattock, hand drill, and explosives.

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d8, Vigor d8

Pace: 8; **Parry:** 4; **Toughness:** 13 (4)

Skills: Fighting d4, Knowledge (Explosives) d8, Knowledge (Metals) d8, Notice d10(+2)

Armor: Metal shell (all +4)

Weapons: Mattock (Str+d6)

Special Abilities

- **Acute Senses:** Halilupa miners are programmed with acute sight, hearing, and smell. They gain a +2 bonus to Notice when using these senses.
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Fearless:** Halilupas are immune to fear and intimidation.
- **Immunity (Environment):** Halilupas are immune to environmental effects.
- **Program (Miner):** Halilupa miners are programmed to serve as miners. Their Fighting skill represents their ability to use their mattock to defend themselves if necessary. Although they are not trained in combat, they do have the ability to defend should they become threatened by an external source.
- **Size +3:** Halilupa miners are 8' tall and fairly wide.

ENVIRONMENT

Hail is one of the wealthiest planets in terms of natural abiotic resources in the form of heavy metals and precious stones. Due to the vast deposits of minable resources, the planet is extremely rocky, mountainous, and mostly unnavigable. These factors, other than the vast quantities of resources, mean very little to the halilupa as they are built to accommodate all the features of the planet.

Temperatures tend vary significantly as the land's elevation fluctuates, sometimes quite rapidly. There is little water to be found and thus 75% of the environment is rocky, supporting only the hardiest flora and fauna. It's feasible to believe that this environment is impassible for invasion, but no one has bothered to attempt military action against the halilupa. Instead, they visit Hail's spaceports, trade with the halilupa (they always need new maintenance equipment and technology for developing new constructs), and purchase constructs for off-world transport. All goods are bartered, though, as the halilupa have no need for credits.

Halilupas don't have homes in the typical sense, but do have a place for maintenance and daily rest (running for more than 16 hours a day can produce complications). During this time, they are sent to a maintenance facility or warehouse within one of the mountainous valleys where maintenance halilupas and friendly

xeno engineers and technicians work. These friendly xenos live in spacious high-rise housing, typically with food and entertainment on the bottom levels. For quick fixes, maintenance shelters are set-up near the largest mines. Although no one knows how long the mines have been active, the halilupas have many millennia of mining left on Hail and treat their planet as if it's an extension of themselves (meaning it needs to be properly maintained).

If one can survive in Hail's rocky environment, they'll find crisp, clean air and an abundance of hardy flora and fauna allowed to live without being threatened by humanoids. Researchers from the Academy have claimed it is on their list of 'Places to See Throughout the Galaxy.'

ORIGINS

Very little is known about the origins of the halilupas. The first contact, in an official capacity, was as a military construct. A group of halilupas had been purchased and reprogrammed as patrols for a pirate outpost. Reports received by the Academy showed extreme concern over the patrol constructs and how the pirates built them. After multiple attempts to breach the outpost, and finally being successful, the Academy learned the constructs were purchased from Hail. A research team was dispatched and, upon arriving, relieved to find a group of constructs performing mining duties and not training to be patrols.

The research team was enthusiastically welcomed by the halilupas and shown the mining operations. They were then informed that contact with other species had been made over the previous few cycles and new constructs were sold in exchange for much-needed maintenance equipment. The researchers found a valuable item to use for bartering and acquired their own halilupa construct.

After disassembling the halilupa and learning its programming interface, the researchers were able to dump what little data was stored in the mining program discussing the halilupas' 'standard protocol' (what they call their core mining program). The standard protocol called for continuous mining activities of Hail, the need for regular maintenance, and the ability to build replacement constructs. A level of intelligence existed within that programming, providing the halilupas with a survival purpose.

Little more is known about the halilupas, although researchers confirm that the oldest mine on Hail dates back to when the ancient races were believed to exist. With the ability to trade their resources for maintenance equipment, the halilupas have grown their species ten-fold throughout the galaxy; prior to that they had little reason to maintain more than a small population (around 1,000).

MOTIVATION

Halilupas have artificial intelligence to determine the outcome of their actions (such as where to mine and what they have found), but are optimally programmed to perform a specific function (such as mining, maintenance, guard, and even diplomacy). In other words, they very strictly do what they're told or allowed to do without moral concern.

CONSTRUCT VARIATIONS

HALILUPA GEMSTONE MINER

Gemstone mining halilupas are programmed to find precious stones. They are also constructed to resemble this environment due to resource availability.

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d8, Vigor d8

Pace: 8; **Parry:** 4; **Toughness:** 11 (2)

Skills: Fighting d4, Knowledge (Explosives) d8, Knowledge (Metals) d8, Notice d10(+2)

Armor: Gemstone shell (all +2) (reflects all laser weapon attacks)

Weapons: Pickaxe (Str+d6), hand drill (2d6)

Special Abilities

- **Acute Senses:** Halilupa miners are programmed with acute sight, hearing, and smell. They gain a +2 bonus to Notice when using these senses.
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Fearless:** Halilupas are immune to fear and intimidation.
- **Immunity (Environment):** Halilupas are immune to environmental effects.
- **Program (Miner):** Halilupa miners are programmed to serve as miners. Their Fighting skill represents their ability to use their mattock to defend themselves if necessary. Although they are not trained in combat, they do have the ability to defend should they become threatened by an external source.
- **Size +3:** Halilupa miners are 8' tall and fairly wide.



HALILUPA TECHNICIAN

Halilupa technicians repair and build other halilupas. They are slightly smaller and have narrower fingers for accessing smaller spaces. They can also be equipped with repair tools for the most delicate tasks.

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d8, Vigor d8

Pace: 8; **Parry:** 2; **Toughness:** 13 (4)

Skills: Knowledge (Engineering) d10, Notice d10(+2), Repair d10

Armor: Metal shell (all +4)

Weapons: Diamond drill attachment (2d4, AP 8), soldering attachment (1d8)

Special Abilities

- **Acute Senses:** Halilupa technicians are programmed with acute sight, hearing, smell, and can sense vibration. They gain a +2 bonus to Notice when using these senses.
- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Fearless:** Halilupas are immune to fear and intimidation.
- **Immunity (Environment):** Halilupas are immune to environmental effects.
- **Program (Technician):** Halilupa technicians are programmed to design and repair. If loaded with a blueprint or schematic, they can repair any device, machine, vehicle, or spacecraft.
- **Size +2:** Halilupa technicians are 7' tall.

HOKOTH [HOH-KAHTH]

TECHNOLOGY 3; MILITARY 2; SOCIETY 3 (EXPLORERS)

Bound to each other by a sacred oath, the hokoth are regarded as some of the most ironic peacekeepers in the galaxy. Once kept as warrior-slaves to a long-extinct race of warmongers, the hokoth watched their cruel masters die slow and agonizing deaths from a fierce virus and took over as the dominant species on their home world, Eir. Honoring a vow made by their ancestors to fight oppression at all costs, the hokoth have become one of the most recognized and sought after species traveling the galaxy today.

Their role as peacekeepers is all the more ironic due to their savage origins and physical stature. Quick to anger, the hokoth struggle constantly with their inner desires to tear an enemy apart and their oath to protect and preserve life and freedom.

PHYSIOLOGY

The hokoth are a powerful and fearsome-looking species. Six limbs hold up the hokoth's elongated body; the front arms are thick and powerful appendages capable of breaking bones, while the remaining four are set towards the back of the body to keep it standing erect for short periods of time. Each appendage ends in multi-fingered hands allowing a hokoth to grab objects and utilize tools easily. Its massive head consumes most of its upper body, along with a large jaw and mouth sporting many viciously sharp teeth.

Size/Weight: The average hokoth weighs as much as 400lbs and can stand as high as 7ft when using its hind legs, but stands no more than 5ft when on all six.

Digestion: The hokoth are carnivores and can only process raw meats. They can digest, with some discomfort, plants and other forms of food, natural or processed, though it does not make for a comfortable situation afterwards.

Mobility: While a hokoth can stand on its four hind legs for a brief period of time and cover a distance equal to its Pace every now and then, it must use all six limbs to move around effectively.

Respiration: Three lungs process the excessive amount of air inhaled from their large mouth and release it from an opening in their lower stomach between the four hind legs.

Senses: Standard sensory organs.

HOKOTH

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+1, Vigor d8

Pace: 6; **Parry:** 7; **Toughness:** 9 (2)

Skills: Fighting d10, Notice d6, Shooting d8

Edges: Berserk

Weapons: Can use improvised weapons

Special Abilities

- **Armor +2:** Natural hide
- **Bite:** Str+d6
- **Hind Legs:** If a hokoth uses its front arms or hands for anything, it must stand on its hind legs, reducing its Pace to half. Spending a Benny allows it to move its full Pace on its hind legs for one turn.
- **Size +1:** Hokoth weigh 400 lbs and are 7' tall when standing on their hind legs.



Tension has grown between the hokoth and the Alliance over a recently leaked motion to request the hokoth hand over reparations to numerous planets rampaged by their armies generations ago. Such a gesture by the Alliance is rumored to be part of a plan to establish research stations and embassies in some of the outer rim planets, though there is little proof of such. The effects of the eir'ye's genocidal rampage across their system linger even hundreds of cycles later and the interference of Alliance diplomats to decades of hokoth negotiations and treaties with these planets is taken as a serious insult and could lead to an incident that could put these two peacekeepers at dangerous odds.

ENVIRONMENT

Eir is a large, flat planet with very few features on its barren terrain. As the majority of hokoth enlist within their military at a young age, the majority of those residing on their adopted home world are middle aged to elderly, living out a docile life of farming, governing, and raising families.

While in service, a hokoth can spend at least ten years of their life in space and they have adapted quite remarkably. Training in military combat is conducted aboard orbiting space stations as to ensure all hokoth soldiers can account for the effects of weightlessness. Various hokoth bases have been set up across the galaxy and are used to continue their combat training in various planetary conditions. All of this makes for a very adaptive combatant, both physically and mentally.

ORIGINS

Their home world, Eir [air], once belonged to the eir'ye [air-yee], an oppressive race of slender creatures accustomed to the finer things in life. The hokoth were brought from a distant moon and genetic alterations conducted by the eir'ye over generations evolved them into an intelligent species. Used as servants and warriors, the hokoth were the frontline for the eir'ye empire and became known as dreaded hound dogs of their pristine masters.

When the eir'ye died off, the hokoth saw an opportunity to not only claim their freedom and the territories they slaved and died over, but their empathy and compassion gave them horrible guilt. Eager to make amends for their past crimes – despite the understanding of many planets – the hokoth took a sacred vow to right the wrongs of their former masters and protect the oppressed.

MOTIVATION

Ask a hokoth why they have taken on the peacekeeper role and they'll use words like "avenge," "right the wrongs," and "restore." In their eyes, their duty is the reason for their ancestor's suffering. Balance is a major aspect of their faith – a type of monastic inner search for harmony – and it's one that preaches the end of terrible deeds as a call to action amongst the survivors. If they simply moved on with their lives, their ancestors would have endured hardship for nothing.

The hokoth travel the galaxy seeking balance for the misdeeds committed in the world. Such a burden is theirs to carry and they seek no co-operation or ties with any other force or collective in their travels, though they are more than willing to work alongside when such alliances are called upon.

UNCONFIRMED REPORTS

A delicate association exists between the hokoth and the Alliance, a balance only in place after a few unfortunate skirmishes between the two peacekeepers. The hokoth have a better relationship dealing with many non-bipedal species, who find themselves uncomfortable with the gemini and most of the Alliance's members. Viewing the hokoth as "fellow outsiders," many fringe planets turn to them for aid in times of crisis or even in dealing with the Alliance's efforts in their sector.

GORTOTH THE DEFENDER

Retired after serving six tours of intergalactic peacekeeping aboard eight different vessels, Gortoth looked forward to settling down and raising a family. A hard-earned return on an investment of blood and tears, he figured. Instead of returning to Eir, he decided to grow his roots as a trader in the fringe colonies, someplace

where they could use an honest deed and a kind word. He sent for his bride (from an arranged marriage) and made a new life for himself.

Five years later, Gortoth was back aboard a hokoth fleet as the leader of an elite squadron of a hokoth infiltration unit. He has never spoken of the events that brought him from a peaceful and happy retirement back into the fray, but many of his troops hear about a vile tragedy and the bloody rampage Gortoth took to avenge those he lost.



GORTOTH THE DEFENDER

A worn and beaten down hokoth, this seasoned veteran of many campaigns is missing a couple fangs and sports many scars over his vastly bulkier physique. Yet, he is the first one to grab a weapon and prepare to enter the fray, holding the door open as you ponder your next move.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d12+2, Vigor d8

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 10 (2)

Skills: Fighting d10, Notice d8, Shooting d10

Edges: Berserk, Combat Reflexes, Frenzy

Weapons: Can use improvised weapons

Special Abilities

- **Armor +2:** Natural hide
- **Bite:** Str+d8
- **Hind Legs:** If a hokoth uses its front arms or hands for anything, it must stand on its hind legs and reduce its Pace to half. Spending a Benny allows it to move its full Pace on its hind legs for one turn.
- **Size +2:** Gortoth is larger than most hokoth.

VELACK, HOKOTH NEGOTIATOR

Despite their mighty warships and peacekeeping fleets, the hokoth are considered some of the best diplomats in the galaxy. Revered for her valiant efforts to avert war and genocide in four quadrants, Velack has proven her skills of mediation and civility at a remarkably young age. Despite such phenomenal achievements, she is not yet an adult.

While appearing as any normal hokoth would, Velack is smaller than an average member of her species and suffers from a degenerative disease many fear may be an adaptation of the very strain that killed their ancient oppressors, the eir'ye. Believing her disease is a sign of great struggle for the next generation of her people, she has set out to right the wrongs she believes will be inflicted on the hokoth after she is dead. Through sheer conviction and youthful innocence, she has become an effective negotiator and peacekeeper.



VELACK, HOKOTH NEGOTIATOR

Walking with the aid of a staff and her hind legs supported by a wheeled device to allow greater ease and movement, this frail and petite form of the normally vicious hokoth looks up at you with her beaming eyes and smiles a warm greeting despite her affliction.

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d8, Vigor d8

Charisma: 0; **Pace:** 4; **Parry:** 2; **Toughness:** 8 (2)

Skills: Healing d8, Persuasion d10

Edges: Command, Linguist, Natural Leader

Weapons: Staff (Str+d4)

Special Abilities

- **Armor +2:** Natural hide

IERE [AIR]

TECHNOLOGY 2; MILITARY 1; SOCIETY 2 (BIPEDAL)

Generations of scientists and explorers dreamed of probing the depths of the giant gas planets scattered across the galaxy. Not yet complete in their transformation from chaotic soup of elements and passing asteroids, these magnificent bubbles of toxic gases were thought to be void of life. What creature could exist within such a frantic environment, let alone an intelligent one?

The discovery of the iere on the planet Iesh was proof against the impossible. Flight is the only means of transportation in a world with sparse land to call home, and these clever avian have found a way to exist in nations formed on floating balls of rock linked to Iesh's gravity. As the orb nations spin with the planet's rotation, their tumultuous journey within the powerful winds and deadly storms of Iesh's gaseous environment leads these nations to pass by each other at infrequent times. These moments are quickly followed by war until the other nation passes out of sight and peace is restored until the next passing.

PHYSIOLOGY

While each nation has evolved unique characteristics, the iere is a four-winged avian capable of unlimited sustained flight from its enormous wingspan. Assorted claws and flexible joints along the wings, combined with clawed feet, allow the iere unexpected dexterity with tools and weapons. Their heads are aerodynamically shaped to provide an extended beak and a long, feathered crest runs from the back of its head towards the middle of its back.

Size/Weight: The common iere stands 6-6.5ft tall with a wingspan ranging from 18-25ft. Their weight is incredibly light to allow flight, typically ranging from 90-120lbs.

Digestion: Without any other food source on Ieth, many iere are cannibals and use the corpses from recent wars to sustain their population.

Mobility: Flight; an iere can fluctuate its wings to mix flapping and gliding along the strong winds, allowing it to sustain its flight almost indefinitely.

Respiration: Gills running along the iere's neck and shoulders provide plenty of carbon gas from the planet's environment, keeping its lungs pumping for those long flights.

Senses: Iere use sonar to map their way through the blinding fog of rushing gases; they are completely deaf. Communication is accomplished using finely controlled sonar bursts formed into a unique language.

IERE

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8

Pace: 2; **Parry:** 5; **Toughness:** 7

Skills: Fighting d6, Notice d6 (-2*), Shooting d8

Weapons: Netgun (see below)

Special Abilities

- **Bad Eyes:** Iere cannot see very well and must instead rely on their sonar. *This penalty doesn't apply when using sonar.
- **Beak:** Str+d6
- **Flight:** Iere have a Flying Pace of 8" with a Climb of 3.
- **Netgun:** A successful attack with this weapon grapples the target. Any attempt to free one's self requires Strength vs. the initial Shooting roll. A 50' chord connects from the net to the netgun.

- **Size +1:** An iere's wings make them larger.
- **Sonar:** An iere gains a +2 bonus to Notice rolls when detecting an object or creature with its sonar, regardless of visibility.
- **Swooping:** Whenever an iere is flying at the start of a round; it must re-draw from the deck until receiving a result lower than 10.

IERE VETERAN

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d10

Pace: 2; **Parry:** 6; **Toughness:** 8

Skills: Fighting d8(+2), Notice d8(-2*), Shooting d8(+2)

Weapons: Netgun (see below)

Special Abilities

- **Bad Eyes:** Iere cannot see very well and must instead rely on their sonar.
*This penalty doesn't apply when using sonar.
- **Beak:** Str+d6
- **Flight:** Iere veterans have a Flying Pace of 10" with a Climb of 4.
- **Netgun:** A successful attack with this weapon grapples the target. Any attempt to free one's self requires Strength vs. the initial Shooting roll. A 50' chord connects from the net to the netgun.
- **Size +1:** An iere's wings make them larger.
- **Sonar:** An iere gains a +2 bonus to Notice rolls when detecting an object or creature with its sonar, regardless of visibility.
- **Swooping:** Whenever an iere is flying at the start of a round; it must re-draw from the deck until receiving a result lower than 10.
- **Weapon Proficiency:** Iere veterans have fought many wars and are especially adept at using weapons. They receive a +2 bonus to all attack rolls.

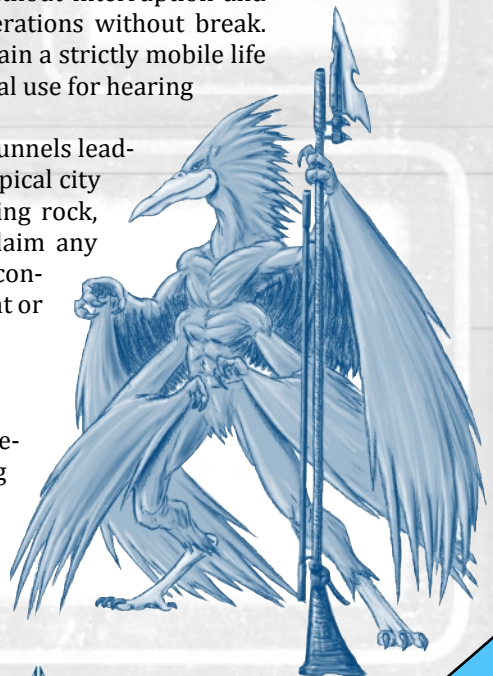
ENVIRONMENT

Life on Ieth makes it incredibly difficult for anything to remain stable for any length of time. Vicious winds whip around the planet without interruption and constantly swirl up into massive storms raging for generations without break. Despite the nations of floating rock, the iere have to maintain a strictly mobile life to survive. These very winds have provided no physiological use for hearing or scent.

Each nation's core exists within the natural and carved tunnels leading into the rock's depths. Iere nations (no larger than a typical city on any other planet) are engineered from the surrounding rock, creating an indomitable fortress of stone. Iere do not claim any particular domicile as their own, instead choosing which convenient roost is available upon their return from a long hunt or intelligence mission.

ORIGINS

Iere proclaim themselves "children of the winds" and revere this ultimate force (on Ieth, at least) as a deity guiding their path. Gliding is considered a prayer to the winds and all iere are incredibly devout believers in their faith. When another nation comes into view and provides either side with ample food sources, it is considered a gift from the winds for their devotion and patience.



Despite desperate efforts by hokoth peacekeepers, including a retaliatory strike against a Genesis Holdings mercenary ship after a tribe of iere were wiped out by the mercs, the corporations still attempted to bury their interaction with the iere. While the attack was an intergalactic incident, it brought the iere's plight to light and forced the Alliance to tend to the needs of the oppressed rather than right the deaths of the mercenaries connected with the event.

MOTIVATION

The early generations of these ignorant avians involved basic survival: fly, eat, rest, survive, and repeat. Thanks to the arrival of various mining corporations representing numerous planets in the galaxy, the iere have been exposed to advanced technologies. Raiding parties undertaken by elite iere swoopers have led to many unique adjustments to their technology and weapon designs, allowing the iere to wield deadly ranged weaponry to great effect.

What was once a peaceful species (considering the reason for their skirmishes with other nations – food) has now escalated into an arms race to conquest other nations. Additionally, many iere swoopers and aggressive nations have discovered the fine delicacy of outsider flesh. Many iere priests have seen this rise in trade as a sign of aggression from the other passing nations, leading to a call for a religious war to settle claims over the whole planet, thereby purifying the species.

UNCONFIRMED REPORTS

What began as generations of simple living in a difficult environment became treacherous when curious probes sent out by intergalactic mining corporations were viewed as an invasion attempt. When the corporations learned an intelligent species not only existed, but thrived, on Iesh, they tried to keep matters under wraps from Alliance eyes,

GAMBLE

Once a swooper like so many others raiding the carbon gas mines of Ieth, this iere, who would later become known as Gamble, was captured by security forces and detained for observation and interrogation. During her months in captivity, Gamble developed a curious understanding with her captors in various games of chance. After watching some of her guards playing them on shift, she used these games as an opportunity to establish communication.

Gamble now “lives” in the prison ward of a carbon mining vessel. While she would no doubt spread her wings given the chance to return back to the open winds of her home world, this clever iere has paved an interesting path for herself. Long has she been planning her escape and gathering assorted parts and scrap from across the mining vessel in an effort to construct a detonator, to blast open a hole in the hull, and break free.



GAMBLE

The massive span of its wings wrap around its body and the tall, gaunt form of this aviator gazes down before twisting its head curiously, grabbing a set of bone dice.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8

Charisma: 0; **Pace:** 2; **Parry:** 5; **Toughness:** 7

Skills: Fighting d6, Gambling d6, Notice d6(-2*)

Edges: Luck, Scavenger

Special Abilities

- **Bad Eyes:** Iere cannot see very well and must instead rely on their sonar.
*This penalty doesn't apply when using sonar.
- **Beak:** Str+d6
- **Flight:** Iere have a Flying Pace of 8" with a Climb of 3.
- **Size +1:** An iere's wings makes them larger.
- **Sonar:** An iere gains a +2 bonus to Notice rolls when detecting an object or creature with its sonar, regardless of visibility.
- **Swooping:** Whenever an iere is flying at the start of a round, it must redraw from the deck until receiving a result lower than 10.

INVISTORIK [IN-VIS-TOH-REK]

TECHNOLOGY 3, MILITARY 2, SOCIETY 3 (BIPEDAL, HOSTILE)

Many xenos within the galaxy believe themselves to be good even when their actions are considered hostile or downright evil by others. The invistoriks are religious fanatics that tout themselves as the saviors of the galaxy, extinguishing the evil throughout. The problem is they only consider their beliefs when performing one of their religious purges while everyone else views these as an act of hostility. From the perspective of most xenos, especially those with a formal religion, these purges are horrific acts made by an overzealous species determined to eradicate everyone they feel is 'unworthy'.

Invistoriks are an advanced species that spends most of their time traveling throughout the galaxy to spread the word of their religious beliefs and purge those who do not conform (which is almost every other xenos out there). They find death to be an acceptable form of punishment because, in their eyes, the soul is reborn and can be reshaped in the visage desired by the invistoriks. They refer to these acts of purging and cleansing, claiming the galaxy will be a better place if everyone believed in their god (who they call Tor).

Military confrontations are a regular occurrence with the invsitoriks, but they utilize the highest technology, are very well trained in combat, and are larger than most humanoid xenos. These three factors provide them with a significant advantage, but thankfully their military forces are small in number. So far, the best way to overcome an invistorik purge is to overwhelm them in sheer numbers and force.

PHYSIOLOGY

Invistoriks are large, light-skinned humanoids. Most are very athletic and particularly adept at combat. Their demeanor is very demanding and they could very easily wear an opponent down through intimidation.

Size/Weight: Invistoriks are around 7.5ft tall and weigh around 300lbs.

Digestion: Standard humanoid omnivore.

Mobility: Standard bipedal humanoid.

Respiration: Standard humanoid capable of breathing oxygen.

Senses: Standard humanoid senses with none being more capable than the others.

INVISTORIK PURGATOR

Purgator is the term invistoriks use for their warriors that travel the galaxy purging and cleansing the 'unworthy'. They are highly skilled, and very intimidating, warriors.

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d12, Vigor d10

Pace: 8; **Parry:** 7; **Toughness:** 14 (6)

Skills: Climbing d8, Fighting d10, Intimidation d10, Notice d8, Persuasion d6, Shooting d10, Swimming d8, Throwing d10

Armor: Battle suit (All +6)

Weapons: Molecular sword (Str+d8+2, AP 4), repeating railgun (50/100/200, 2d8+3, RoF 1, Shots 12, AP 8, Snapfire, Heavy Weapon), [2] plasma grenade (5/10/20, 3d6, AP 4, MBT, Heavy Weapon)

Special Abilities

- **Hardy:** Invistoriks do not suffer a wound from being Shaken twice.
- **Level Headed:** Invistoriks act on the best of two cards.
- **Size +1:** Invistoriks are over 7' tall and weigh around 300 lbs.

ENVIRONMENT

Invistoriks come from the shrine planet, Indigo. Their entire way of life has been dictated by a central religion, known as Torism, since as long as they can remember and as far back as recorded history goes. Indigo is a combination of simplistic life alongside rigorous military training and intimidating religious worship. Invistoriks live in simple houses with the bare necessities while their places of worship are large monstrosities meant to be seen from miles away. They call it a constant reminder of their dedication to Tor. Scientific research is dedicated to the worship and spreading of Torism, including spacecraft to transport purgators and the equipment needed to support their missions of faith.

Each invistorik attends a rigorous camp, essentially entering their military as a conscripted force (although they don't see it as an army and consider it to be a religious faction).

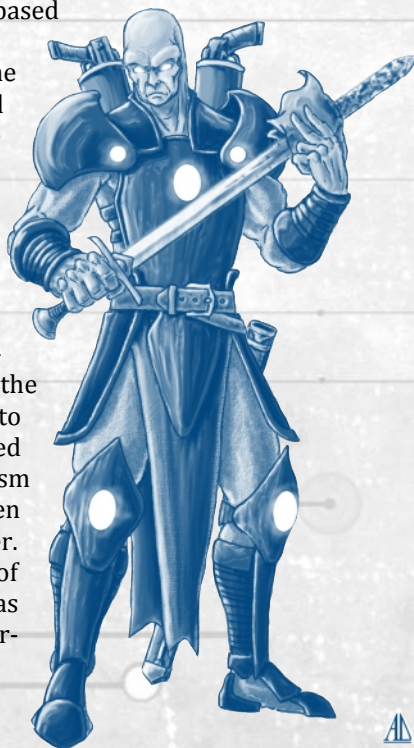
Indigo is a relatively clean planet with an oxygen-bearing atmosphere. Invistoriks do not knowingly pollute the environment, although many of their factories fulfilling purgators' needs ultimately damage the environment in some way (although not significantly enough to ravage the atmosphere). The invistoriks are thus able to survive in most environments as Indigo's is very similar to the majority of terrestrial planets in the galaxy.

ORIGINS

The recorded history of the invistoriks begins ten millennia ago when they were first contacted by Tor. The supposed god-like being found a group of primitive humanoids and presented them with the knowledge and the opportunity to begin their long trek throughout history as a civilized species. The ancient invistoriks were awestruck by the presence of the being and gave to it their souls and undying love. From that point on, the invistoriks dedicated their lives to worshipping Tor, who they call their savior. Their daily lives are lived in His visage and every decision they make is based on His teachings.

Although no one can prove this story, it is the religious origins of the xenos and they will gladly repeat it to all who wish to become 'enlightened', as they say.

Life on Indigo was much like that on many terrestrial planets: evolution allowed the invistoriks to become sentient and they grew to be the dominate species on the planet. They spent many millennia squabbling over territorial ownership, but the entire species always remained beneath the umbrella of Torism; it's been engrained into their psyche from their first days of recorded history. They know little outside what Torism teaches, although nature often takes over when one leader wanted something from another. The Academy is unaware if the earlier days of invistoriks saw warlords, kings, or emperors as leaders, but there is definitely evidence of skirmishes between them.



Nowadays, the invistoriks travel beneath a single empiric banner and all report to a single emperor. That emperor usually reins until they die, with the current emperor being Mahk Cathu. Like most emperors, Cathu expects his people to continue following the teachings of Torism and to never let go of the original virtues taught by Him. He also expects those virtues to be spread across the galaxy and all those who refuse to conform are to be purged.

MOTIVATION

Invistoriks are extremely overzealous missionaries. While they wish to convert the entire galaxy to their religion, its views are either so perverse or unaligned with another xenos' beliefs that they receive much more resistance and reluctance than adherence to their religious demands. Few, if any, xenos wish to conform to the religious beliefs of another species; especially one that willfully purges those who refuse by decimating their population. Even if their intentions are good, the invistoriks are treated as an evil and hostile species. So much so that the Academy refuses to document Torism as it may help to propagate the religion.

GRAND PURGATOR BRAHK ALLINOY

Invistorik purgators have a rank in the eyes of Torism. These ranks could be based on seniority, missionary or cleansing success, or some type of absurd deification. The lowest ranks of purgators are actually called squibs and mostly serve support functions for the true purgators. After purgators are a Master Purgator and then a Grand Purgator. Grand Purgator is the highest achievable rank and is seen as a god-like alignment close to Tor's own power. Grand Purgators are worshiped quite devoutly by their followers.

Brahk Allinoy is one of the most well-known Grand Purgators in the Invistorik Empire. He leads a fleet of three spacecraft that travel across the galaxy to spread Torism. He maintains a regular force of veteran purgators, one who is considered to be a Master Purgator, along with hundreds of regular purgators and a Tor priest named Rhed Molore.

Allinoy and his purgators are responsible for the deaths of millions from their purge and cleanse acts across the galaxy. They have come into contact with no fewer than a dozen different xenos, records are sketchy, but it could be much higher, and few forget the faces of the invistoriks if they're lucky enough to survive. Like many of his invistorik brethren, Allinoy is smart enough to know when the odds are stacked too much against him and retreats from his missionary work for the safety of himself, his priest, and his veteran purgators. He doesn't care so much about the large force of regular purgators as they are considered replaceable. In fact, some of his purgatory replacements are actually xenos who he successfully converted to Torism and joined his galaxy-spanning crusade. Rhed Molore is able to call upon Tor to fully convert these individuals, which includes massive doses of supplements to increase their physique. One must be a proper purgatory to participate in the crusade.

**BRAHK ALLINOY**

Brahk Allinoy is a grand purgator and has served the Torism missionary ideals for five decades. He is an extremely capable warrior and time has honed his abilities into brutal efficiency. As a grand purgator, he often wears ceremonial dress over his battle suit.

Attributes: Agility d12, Smarts d12, Spirit d12+1, Strength d12+2, Vigor d12

Charisma: +2; **Pace:** 9; **Parry:** 8; **Toughness:** 16 (6)

Skills: Climbing d10, Fighting d12, Intimidation d12, Notice d10, Persuasion d10, Shooting d12, Swimming d10, Throwing d12

Edges: Command, Command Presence, Inspire, Leader of Men, Two-Fisted

Armor: Battle suit (All +6)

Weapons: Vibro halberd (Str+d8+4, AP 8, Reach 1), large plasma pistol (12/24/48, 2d6+1, RoF 1, Shots 18, AP 4, SBT), large needle pistol (12/24/48, 2d6, RoF 1, Shots 24, AP 5), [2] plasma grenade (5/10/20, 3d6, AP 4, MBT, Heavy Weapon)

Special Abilities

- **Hardy:** Invistoriks do not suffer a wound from being Shaken twice.
- **Large Hands:** Brahk Allinoy can fight one-handed using two-handed weapons.
- **Level Headed:** Invistoriks act on the best of two cards.
- **Size +2:** Brahk Allinoy is 8' tall and weighs 400 lbs.

**RHED MOLORE**

Rhed Molore is a Tor priest and Brahk's most trusted advisor. His knowledge of the religion is vast and he possesses the ability to channel his deity's power.

Attributes: Agility d10, Smarts d10, Spirit d12, Strength d12, Vigor d12+2

Charisma: +2; **Pace:** 8; **Parry:** 5; **Toughness:** 14 (4)

Skills: Climbing d8, Fighting d6, Intimidation d12, Notice d8, Persuasion d12, Shooting d6, Swimming d8

Armor: Body glove (All +4)

Weapons: Adamantine staff (Str+d4+2)

Special Abilities

- **Hardy:** Invistoriks do not suffer a wound from being Shaken twice.
- **Level Headed:** Invistoriks act on the best of two cards.
- **Powers:** Tor priests are able to channel Tor's power through chant, using their Spirit die as an Arcane Skill, and the use of their adamantine staff. They have 40 Power Points and know the following powers with a dark divine trapping: *banish, barrier, blast, blind, burst, confusion, divination (Tor), fear, havoc, healing, pummel, puppet*
- **Size +1:** Invistoriks are over 7' tall and weigh around 300 lbs.

JHET [ZHAH-ET]

TECHNOLOGY 3; MILITARY 2; SOCIETY 2 (BIPEDAL, EXPLORERS)

With the advances in technology required to become a part of the interstellar community, many species consider themselves evolved from their baser instincts. Emotions like anger, jealousy, and competition are put to the wayside as the species' technology and way of life no longer requires such feelings and the habits they create. Others, such as the highly competitive jhet, elevate such traits as a valued part of their traditions and heritage.

While not a vicious or aggressive species, the jhet are commonly known to invoke conflict or fierce responses from other planets and species due to their cultural need to prove themselves against another. In the vastness of the galaxy, there are many species to test the jhet's impressive physical abilities, regardless of disadvantages from environment or their opponent's innate gifts.

PHYSIOLOGY

Tall and extremely slender, underneath the jhet's pearl blue skin lays a network of taut muscles formed like strings. While each "string" is thinner than your average species', there are more "strings" in a jhet than any other species of equal size (or larger). This astounding physical composition creates an agile body from which the jhet excels in running, jumping, and other physical feats with speed and accuracy. Not only that, they can store excess adrenaline and release it into their muscles to gain temporary boosts in strength, speed, and other physical maneuvers.

Accentuating these features, the jhet have elongated digits on both hands and a smooth oval head adorned with large, glistening yellow eyes and a wide mouth running from one audio canal to the other. Their bone structure is divided into numerous subdivisions and held together by their unique muscle structure wrapping around the bones and allowing them to move with unnatural agility.

Depending on the jhet's conquests in life, it will sport a slender tail of similar skin tone. The longer the tail, the greater their victories, as per their culture's belief in strength above all others. When a jhet is defeated in a contest or combat, it must cut off this tail in ceremonial fashion and present it to the victor. This tail can easily grow back should it be allowed to do so unimpeded.

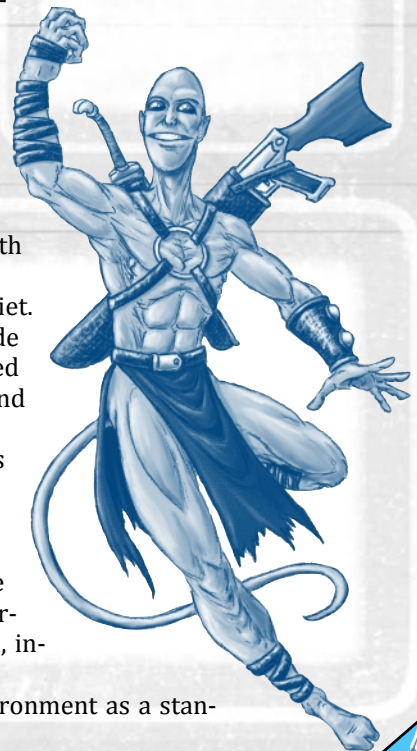
Size/Weight: Varies by gender. Males are shorter, averaging 6ft in height and a slimmer 120lbs, while females are taller with a thick muscle structure, averaging 6.5ft and 160lbs.

Digestion: The jhet sustain themselves on a pure liquid diet. While various natural liquids found on many planets provide basic thirst requirements, the jhet have adapted to a diet based on genetically modified drinks providing all the nutrients and sustenance needed to survive, thrive, and stay alive.

Mobility: Standard bipedal humanoid; it walks on two legs and climbs and swims with the use of its hands.

Respiration: A jhet's air intake is absorbed throughout the body, allowing it to breathe with very little oxygen. Ironically, this process prevents it from being able to hold its breath. The jhet have developed topical creams capable of blocking out certain toxins and allow them to breathe only the native oxygen, including while underwater.

Senses: Standard sensory organs; a jhet can detect its environment as a standard bipedal humanoid.



The jhet became part of the interstellar community within a few cycles of their first encounter with another species, the hokoth. While the purpose of the hokoth's arrival was innocent (the hokoth craft had been struck by an asteroid outside Visith's orbit and they needed to land for repairs), the behavior of the jhet was belligerent and offensive to the visitors. Eager to prove their ability to fly into space, the jhet set about building a space program within the next five cycles and set a course for the hokoth home world, Eir. To this day, the hokoth have never forgiven or forgotten the jhet and refuse to have any dealings – political, trade, or otherwise – with the highly competitive jhet.

JHET

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6

Pace: 7; **Parry:** 2; **Toughness:** 5

Skills: Climbing d8, Notice d6, Survival d8, Swimming d8, Taunt d6

Armor: None

Weapons: None (see Eager To Prove)

Special Abilities

- **Adrenaline Reserve:** Any dice that explodes on a jhet's roll can instead be reserved to gain a +2 bonus to any attribute. At the start of the next round, the jhet loses one of these bonuses until there are none left.
- **Eager To Prove:** All jhet are extremely competent unarmed combatants and are always considered armed

ENVIRONMENT

On the jhet's home world, Visith, the terrain is treacherous and fragile as tactile plates deep within the planet's core continue to shift and adjust. Combined with numerous active volcanoes and the viscous clouds spewed constantly into the air, this species has adapted to such a harsh environment capable of testing their reflexes and endurance like few others in the galaxy.

The typical jhet home and craft is a compounded structure of difficult climbs, winding corridors, and rotating floors as the jhet love to sprint across shifting environments and directions to reach their destination. For example, simply reaching a control panel on a jhet transport ship may require leaping down to a lower platform and vaulting across a wide gap with a pulley system.

MOTIVATION

Proving themselves the best at anything is the primary duty and purpose in jhet society. Even the use of technology to prove one's physical superiority, including armor and weapons in a fight, is considered sinful. Regardless of the reason for the competition – whether it's proving they are better than another xeno in a foot race or being declared the best warrior in all of Visith – jhet society is built around competition. Even their government and leaders are determined by monumental contests, some of them deadly tournaments held in massive arenas. For this species, athletes become their leaders until they are bested by a challenger.

Once a jhet has been bested or another has clearly proven themselves better in a given area, that individual is given some of the highest regards a jhet can offer. Experience does not matter, only proof of another's skill and ability in a given field. If the jhet thinks they have the better means to take that respect for themselves, they will do so without hesitation. Only when someone has spared a jhet's life from an embarrassing defeat or death will they vow eternal loyalty and servitude to another and never challenge them again.

DOSH'HO'NI

Competing in games of physical mastery, combat, and running is ancient history, according to a small group of jhet explorers. For them, the day their species took to the heavens was the day they discovered a new way to excel: interstellar pod racing.

Dosh'ho'Ni is one of the galaxy's best pod racers with nearly seven championships to his name. Along with being one of the best in his category, he's also considered one of the worst opponents to compete in the sport. Ever eager to prove his "superiority" to his opponents, Dosh'ho'Ni has been known to send insulting feeds to his competitors homes (a charge he vehemently denies). Regardless of the accusations, there is no mistaking his skill in the pilot's chair.

**DOSH'HO'NI, JHET RACING PILOT**

Practically hurling himself on top of your ship, this jhet whistles sharply to gain your attention, only to point at it and laugh.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

Charisma: +4; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Skills: Climbing d8, Notice d8, Piloting d10, Repair d8, Taunt d10

Edges: Ace

Special Abilities

- **Adrenaline Reserve:** Any dice that explodes on a jhet's roll can instead be reserved to gain a +2 bonus to any attribute. At the start of the next round, the jhet loses one of these bonuses until there are none left.
- **Eager To Prove:** All jhet are extremely competent unarmed combatants and are always considered armed

SIRKKA'SINE

Abandoned by her unit during a rescue mission on a distant moon, the legend of Sirkka'Sine began the day her captors finally caught up and held her for close to two cycles. After enduring torture and intense interrogations, she was able to slay her abductors and walk out that prison camp with the fires of her deed raging behind.

Whoever you talk to, the legend of her escape from duntar freedom fighters has reached far and wide. Still bitter for being left behind, she has become a mercenary working for the highest bidder. If anything drives her, it's the need to prove her strength despite being a jhet. She is incredibly discriminatory to her own people and refuses to deal with them under any circumstances, yet the old customs still remain. Whatever group she is a part of, she attempts to assert her leadership within the first meeting and takes great pains to hold that position, real or imagined.

**SIRKKA'SINE, JHET WARRIOR-ATHLETE**

Standing over you with an intimidating stare, the deep golden eyes of this tall and lanky blue-skinned humanoid evaluate your potential. With a proud stance, she extends her open palm and points the other towards the training floor.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d8

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Skills: Climbing d8, Fighting d10, Notice d8, Survival d8, Throwing d10,

Edges: Command, Command Presence, Nerves of Steel

Special Abilities

- **Adaptive:** When an opponent engaging Sirkka'Sine in a fight uses a Combat Edge, she can use that Edge once in the next round. However, all Combat Edge requirements must be met for her to use them.
- **Adrenaline Reserve:** Any dice that explodes on a Sirkka'Sine's roll can instead be reserved to gain a +2 bonus to any attribute. At the start of the next round, he loses one of these bonuses until there are none left.
- **Awkward Dodge:** Because of her unusual muscle and bone structure, Sirkka'Sine gains +1 to Parry.
- **Eager To Prove:** All jhet are extremely competent unarmed combatants and are always considered armed

KKAXZ [KAZ-ZAKS]

TECHNOLOGY 0; MILITARY N/A; SOCIETY 1 (BEAST)



As explained in the introduction, there are billions of species across thousands of worlds not found within this initial body of work for the sole reason that they are commonly un-encountered in daily travels. Were it not for their extraordinary ability to replicate electrical currents, there is a good possibility the kkaxz would remain within that rather large group. Solely because so many other species believe they can domesticate and utilize this species' ability, they are a common occurrence in the vastness of space to warrant mention.

Highly intelligent though they may be, the kkaxz are regarded as an animal rather than a sentient species as it is many entries in the Xenopedia. As capable as they are in understanding a variety of languages, these creatures do not have a noticeable form of communication, other than basic body language, and do not have any societal basics to speak of, such as infrastructure or government. Solely because of their ability to create electrical and electromagnetic currents, the kkaxz are regarded as one of the most travelled animals in the galaxy.

PHYSIOLOGY

These bulky, four-legged creatures carry around a massive amount of weight and are incredibly slow-moving. Supporting on its massive shoulders is a large head with small eyes, a wide mouth, and a pair of metallic probes above each eye. It is these probes, called electropes, which create their signature ability.

Size/Weight: On all fours, a kkaxz can stand as tall as 3ft and if it becomes inclined to stand on its hind legs can reach as tall as 5.5ft. Its cumbersome weight ranks anywhere from 120-200lbs.

Digestion: As a natural scavenger, the kkaxz sustain themselves as omnivores and show an impressive constitution with any type of diet, native or alien.

Mobility: It briskly strolls on its four legs, but can break into a run for a short period of time if it needs to (which is rare).

Respiration: The kkaxz breathe oxygen through their lungs accessed through their mouth and nose.

Senses: Standard sensory organs with an enhanced sense of smell. The kkaxz can also detect electrical and electromagnetic currents through the use of their electropes.

KKAXZ

Attributes: Agility d6, Smarts d8 (A), Spirit d4, Strength d8, Vigor d6

Pace: 4; **Parry:** 2; **Toughness:** 5

Skills: Notice d8(+2), Shooting d6, Tracking d8(+2)

Special Abilities

- **Detect Currents:** A kkaxz can use its Notice skill to detect electrical currents and can spend a Benny to ignore all darkness-based modifiers to detect a living creature (conducting its own mild electrical current) within 60'.
- **Electrical Charge:** A kkaxz can make ranged or area effect attacks with its electropes.

- **Electromagnetic Pulse:** By spending a Benny, a kkaxz can project a 30' electromagnetic pulse that can deactivate electrical equipment, including computers.
- **Electropes:** 10/20/40, 2d8, RoF 1, electricity
- **Enhanced Smell:** A kkaxz gains a +2 bonus to Notice and Tracking when using its enhanced sense of smell.
- **Immunity (Electricity):** Kkaxz are immune to the effects of electricity.

ENVIRONMENT

The kkaxz originate from the distant moon, Tixan, an orbital body known for its highly charged surface. While many of the animals native to the moon display immunity to these properties, only the kkaxz seems capable of replicating such energy for hunting and self-preservation. While the moon's surface projects a mild current that would eventually be unsettling and harmful to alien visitors, the kkaxz are able to produce excessive jolts that overwhelm many native inhabitants and render them unconscious long enough for the kkaxz to stroll forward and consume its meal.

One of the main issues with life on Tixan is dwelling beneath the electrically-charged surface, where the charge increases three fold. With their natural affinity for electricity, the kkaxz are able to burrow deep tunnels and exist in packs with each pack member taking turns to hunt and forage for themselves. Other than this co-existence, these animals are normally solitary creatures when they venture to the surface.

MOTIVATION

Easy-going creatures, a kkaxz found in the company of other species does so as an unspoken bond. So long as the kkaxz is provided with food and shelter, it offers its lovable companionship and uses its electropes upon request (not by command). Despite many nefarious characters' absolution of their dominance over these creatures, no kkaxz does anything it doesn't want to. Anyone who believes otherwise soon learns the kkaxz's intelligence and free will very quickly when the creature chooses to "disobey" a command during a raiding party or other activity that would leave its crew in dire straits.

When treated with respect, the kkaxz is a fiercely loyal member of any crew and is not prone to bribery or any shift in loyalty. This mistake has been made by many an intruder thinking that a piece of raw meat will keep them from getting fried.

KOSSAR THE DROOLER

Many security and mercenary crews prefer not only the protection offered by a kkaxz, but the companionship as well. They know the loyalty of such a well-fed animal pays dividends when you need to keep others from entering a vault, as is the case with Kossar the Drooler, perhaps one of the most infamous of all kkaxz. The reason for his nickname becomes self-evident to those who meet him.

His age may keep him from running and playing like his younger self, but his experiences have taught him ways to augment his natural abilities to newfound heights. Stationed aboard the Ironbox, a roaming vault used by many corporations to transport large sums of money and valuables, Kossar's post is at the foot of the vault itself. An impressive construction to penetrate alone, it has been programmed to set off 3m thick iron rods through the vault doors whenever an electromagnetic charge shuts off its computer system. When that happens, no one but the Ironbox's fleet commander can reactivate the vault's computer. Kossar

Records as to when this species was discovered and transported off-planet are scattered at best, but it is believed their popularity grew to its current proportions close to 1,000 cycles ago. This is when documented accounts of pirates and other criminals using the kkaxz to override electrical functions to board ships or break into secure vaults came into the official record. This popularity within the illegal circles of the galaxy quickly translated into other fields of expertise, including law enforcement and the general population. In some cases, a kkaxz simply follows along with a new crew after the death or capture of its old companions.

knows this and will only unleash his pulse as a last resort. Otherwise, he looks forward to charging potential thieves before they commit their crime.



KOSSAR THE DROOLER

A friendly-looking, four-legged beast lies before you, its massive tongue practically pouring saliva onto the floor. Just when you think about taking another step forward, a thin electrical charge passes between two metallic horns on its forehead.

Attributes: Agility d4, Smarts d10 (A), Spirit d4, Strength d6, Vigor d6

Pace: 4; **Parry:** 2; **Toughness:** 5

Skills: Investigation d8, Notice d10(+2), Shooting d10, Tracking d10(+2)

Special Abilities

- **Detect Currents:** Kossar can use his Notice skill to detect electrical currents and can spend a Benny to ignore all darkness-based modifiers to detect a living creature (conducting its own mild electrical current) within 80'.
- **Electrical Charge:** Kossar can make ranged or area effect attacks with his electropes.
- **Electromagnetic Pulse:** By spending a Benny, Kossar can project a 30' electromagnetic pulse that can deactivate electrical equipment, including computers.
- **Electropes:** 20/40/80, 2d8, RoF 1, electricity
- **Enhanced Smell:** A kxaxz gains a +2 bonus to Notice and Tracking when using its enhanced sense of smell.
- **Immunity (Electricity):** Kxaxz are immune to the effects of electricity.

GRIZZLE

Grizzle is a fierce kxaxz warrior; or at least as fierce as they come. He's brave and determined and typically stands in as the leader. Grizzle is akin to an alpha male wolf. He is the hunter when the kxaxz 'pack' together and stands in front when that pack is threatened. Grizzle has never served as anyone's pet and knows little outside of life in the 'wild'. Most commonly, Grizzle is sought out by other kxaxz for protection as his ability to defend the pack is somehow common knowledge throughout the species.



GRIZZLE

Attributes: Agility d10, Smarts d8 (A), Spirit d6, Strength d8, Vigor d8

Pace: 4; **Parry:** 2; **Toughness:** 6

Skills: Notice d8(+2), Shooting d12, Survival d10, Tracking d8(+2)

Special Abilities

- **Detect Currents:** Grizzle can use his Notice skill to detect electrical currents and can spend a Benny to ignore all darkness-based modifiers to detect a living creature (conducting its own mild electrical current) within 60'.
- **Electrical Charge:** Grizzle can make ranged or area effect attacks with his electropes.
- **Electromagnetic Pulse:** By spending a Benny, Grizzle can project a 30' electromagnetic pulse that can deactivate electrical equipment, including computers.
- **Electropes:** 20/40/80, 2d8, RoF 1, electricity
- **Enhanced Smell:** A kxaxz gains a +2 bonus to Notice and Tracking when using its enhanced sense of smell.
- **Immunity (Electricity):** Kxaxz are immune to the effects of electricity.

KRATCH [KRAH-CH]

TECHNOLOGY 2; MILITARY 2; SOCIETY 1 (DRIFTER, HOSTILE)

Slavery is an unfortunate aspect in many cultures around the galaxy, one that is condoned by the Academy under all circumstances. As not all inhabited planets have the capacity or understanding of technology and physics to enter free space on their own, these more primitive worlds are commonly exposed to slave traders. Easily overpowering many of these planets' defenses, they swarm in and take thousands, if not millions, of slaves over the course of decades.

The kratch were one such race and many of them still exist in servitude to their masters across many outer rim planets. Now they are more commonly known as pirates, bandits, and marauders with many trade routes and military vessels under orders to open fire on any kratch pirate ship.

PHYSIOLOGY

The average kratch is a short and squat creature with chitinous plating along its head, back, and extremities necessary to survive the desert conditions of Dotch. Large mandibles protrude from their mouths, the essential element to their clicking language. Each of the kratch's two main "arms" can branch out to form its own pair of small limbs, though it should be noted their thick legs connected to heavy clawed feet do not share this ability.

Size/Weight: A kratch stands no higher than 5ft and generally weighs 200lbs by armor alone.

Digestion: A lifetime of pillaging in space has made the kratch natural scavengers. Acids ejected by their mandibles break down any solid compound into a sticky, consumable paste.

Mobility: As a standard biped, its powerful claws allow a kratch's feet to grip onto any solid object capable of supporting its weight.

Respiration: Lungs process oxygen accessed and expelled through tiny lips located between some of the kratch's plating.

Senses: Kratch communicate and observe their surroundings with the clicking sounds produced by their acidic mandibles. Using echolocation, a kratch can observe its complete surroundings until getting close enough to witness an object or person with its small, beady eyes.

KRATCH

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d10

Pace: 6; **Parry:** 5; **Toughness:** 9 (2)

Skills: Fighting d6, Repair d6, Shooting d6, Stealth d6, Survival d6

Special Abilities

- **Acidic Bite:** A kratch's bite attack reduces the victim's Armor by 1 in that given area (the torso unless performing a called shot).
- **Armor +2:** Chitinous plates
- **Bite:** Str+d6
- **Claws:** Str+d4
- **Hive Mind:** The stats for a kratch's Smarts reflect whenever they are alone. When any kratch acts as part of a group, their Smarts is raised to d6.

ENVIRONMENT

Few native habits and genetic traits remain from the kratch's origins on Dotch. While their plated armor and claws remain, they are adapted for the rigors and



fortitudes of space travel, combat, and other physical dangers. While their ancestors were slow and steady travelers, the modern kratch is a slick and quick opponent due to genetic modifications made by the tskohan to their armor's size and bulk.

The common kratch today has adapted to a life of artificial gravity or no gravity at all, comfortable space or cramped conditions, seizing a defended cargo ship or hiding out in the sewers of a major city. A hardy species, the kratch can survive in any oxygen-based environment, no matter how limited.

ORIGINS

Little is known amongst the kratch of their own home world, Dotch, as this species has spread across the galaxy in massive and diverse numbers. Only because of extensive geological research has the true location of their home world become available. They were literally ripped from their birth place and forced to work across all of known space. Even the kratch themselves have little memory or tales of their harsh desert birthplace as their short lives (the average kratch only lives for 20 years) gives them reason to focus on the present, not the past.



There is no doubt the exposure to crime led to the shift of kratch culture from hive workers to vicious bandits and robbers. As many of their masters were eliminated in various conflicts, the surviving kratch were free to make their own way about the universe and went with the only tactics they knew: they became pirates. Attacking ships for spare parts, food, and fresh slaves, the kratch have made a nasty reputation for themselves in many sectors.

While they do not have native technology of any sorts, they do have a clever habit of figuring out how to use most anything that is not DNA-encoded or password protected. Some reports have indicated a few select kratch capable of reconfiguring such devices to work (at half capacity) despite such security measures.

CAPTAIN ZHTICK

Currently the 17th commanding officer of her ship, Zhtick has made a fierce name for herself in the distant corners of free space. In typical kratch fashion, she slew her previous captain and assumed his mantle. Proudly showing her command by wearing the blood-stained coat worn by every captain of this vessel, Zhtick has used terror and extreme violence to demonstrate her absolute power over her crew and those she kidnaps. She is also maniacally clever at the expense of other's lives. One report details how she left one surviving crewmember aboard his ship with the ventilation system intentionally damaged, forcing rescue ships to focus on finding the suffering survivor instead of the fleeing kratch.

This harsh leadership combined with pure greed for metal (she herself craves the fine delicacy of rare metals commonly found in ship hulls) has sent her crew on blatant attacks on high profile transports and cargo ships. Many bounty posters and holograms bare the image of this wicked pirate.



CAPTAIN ZHTICK

The torn dress clothes of a noble ship captain are now stretched and worn out over the body of this short, insectile pirate. Missing her right leg, she has found an ingenious replacement: a pulse rifle.

Attributes: Agility d6, Smarts d8, Spirit d12+1, Strength d6, Vigor d10

Charisma: -2; **Pace:** 5; **Parry:** 5; **Toughness:** 9 (2)

Skills: Fighting d6, Knowledge (Battle) d8, Notice d8, Shooting d8, Survival d8

Edges: Command, Tactician

Weapons: Electrothermal rifle (24/48/-, 2d8+1, RoF: 1, AP 8)

Special Abilities

- **Acidic Bite:** A kratch's bite attack reduces the victim's Armor by 1 in that given area (the torso unless performing a called shot).
- **Armor +2:** Chitinous plates
- **Bite:** Str+d6
- **Claws:** Str+d4
- **Hive Boss:** All other kratch within eyesight of Captain Zhtick receive a +2 bonus to all dice rolls.
- **Pirate's Charm:** All kratch Wild Cards have -2 to Charisma.

SPARKS, BLACK MARKETEER

Horrifically beaten and left for dead in an abandoned lifeboat by his crew, Sparks is a shell of his former self, and he wouldn't have it any other way. Always handy with technology, Sparks was able to repair the lifeboat and return it to its original co-ordinates: a massive fuel transport ship long since emptied of its main cargo. However, there were plenty of parts available for Sparks to start building the tools needed to help him get around and make something of himself.

In the five cycles since that fateful time, Sparks has become one of the outer rim's most influential black marketeers. If it exists, he knows where to find it. If it doesn't, Sparks knows where to find the parts for him to build it. Unlike other kratch, he doesn't need brutality or intimidation to ensure his customers don't leave him high and dry. Every purchase includes a failsafe switch, allowing Sparks the option to permanently turn it off or overload its circuitry with explosive results.



SPARKS

Sitting inside a suspended chair connected to a pulley system connected to the ceiling, this rugged and cracked kratch moves about his crowded shop of spare parts, wires, and walls of metal using the large remote connected by a thick red wire to the pulleys above. A welding torch dangles from a belt to his side and goggles are worn over his eyes at all times as he scurries about his shop.

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d6, Vigor d8

Charisma: -2; **Pace:** 4 (in chair); **Parry:** 2; **Toughness:** 7 (1)

Skills: Knowledge (Engineering) d10, Persuasion d8, Repair d10

Edges: Luck

Special Abilities

- **Acidic Bite:** A kratch's bite attack reduces the victim's Armor by 1 in that given area (the torso unless performing a called shot).
- **Armor +1:** Cracked chitinous plates
- **Bite:** Str+d6
- **Claws:** Str+d4
- **Connections:** Anyone dealing with Sparks can spend a Benny for him to instantly know someone with a part or person needed for a mission. However, they must bring back something for him.
- **Lame:** Sparks' Pace is reduced by 2 and rolls a d4 for running rolls.
- **Pirate's Charm:** All kratch Wild Cards have -2 to Charisma.

The kratch survive drifting through space using the only means they know: brute force. If a ship has something they want, they will steal it and remove whatever problem gets in their way. Their limited intelligence keeps their priorities straight and to the point.

LISTRYDAN [LIS-TREYE-DEN]

TECHNOLOGY 3, MILITARY 2, SOCIETY 3 (BIPEDAL, PSIONIC)

Every now and then the Academy comes across a xeno that seems a bit... peculiar. They're immune to the differences in shapes and sizes and even internal organs, but the listrydan fit into a new category of 'different'. Standing quite smug with instruments slung over their shoulder or tied to their back, the typical listrydan wouldn't seem like much of a threat; until one realizes how psychotic and sociopathic they are. That's usually right before they turn and assault using mind-screaming psionic powers through their instrument.

To the listrydan, life is essentially one giant rock concert. These punked-out beings are never without their instruments as they are essentially the tool used to channel, or possibly amplify, their psionic abilities. Their physical demeanor is aggressive enough, but when combined with their mob-like tendencies, they are a serious threat. That is, only if they want to be a threat. In the mind of a listrydan, many species they encounter are simply not worth their time and effort to attack. Those who they deem worthy quickly become the victims of psychotic rage.

It is thus that the Academy urges to use caution and submissiveness when encountering a listrydan. If they don't view someone with threatening eyes, the listrydan act ignorant of that person's presence. If they feel threatened, or want to feel threatened such as when they're in a sociopathic rage, they become very hostile. Some within the Academy think there's a mental trigger that sets off a listrydan, but no one has been able to prove that theory.

PHYSIOLOGY

Listrydans are humanoid and very similar in composition to many other humanoid species. Their biggest difference is their thick facial features, six fingers, and two small tusks that grow from their bottom teeth.

Size/Weight: Most listrydans are around 6ft tall and 200lbs; even the females.

Digestion: Standard humanoid digestive system.

Mobility: Standard bipedal humanoid.

Respiration: Standard humanoid lungs capable of breathing oxygen.

Senses: Standard humanoid senses, although their sense of touch seems acute.

LISTRYDAN

Listrydans are psychotic humanoids that use musical instruments to channel and enhance their psionic abilities.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d10

Pace: 6; **Parry:** 5*; **Toughness:** 8 (1)

Skills: Fighting d8, Intimidation d10, Notice d8, Psionics d10, Shooting d8

Armor: Leather trench coat (Torso, Arms, Legs +1)

Weapons: Guitar (Str+d8, *Parry -1, 2 hands), plasma pistol (12/24/48, 2d6+1, RoF 1, Shots 6, AP 4, SBT), molecular knife (Str+d4+2, AP 2)

Special Abilities

- **Instrument Channeling:** Listrydans channel their psionic powers through their instruments to make them easier to perform and more powerful. As long as the listrydan is carrying his chosen instrument, each raise he gets on his Psionics roll reduces the cost of the power by 1 Power Point. He must first have the points available to cast the power in the first place before rolling and loses this ability while not carrying his chosen instrument.

- **Powers:** Listrydians have 20 Power Points and know the following powers with a mental-assaulting psionic trapping: *burst*, *confusion*, *havoc*, *pummel*, *stun*
- **Psychotic Rage:** Listrydians have a hard time controlling their psychotic rage and sociopathic tendencies. Immediately after suffering a wound, including a Shaken result from physical damage, the listrydan becomes enraged. While enraged, he receives a +2 bonus to all Fighting and Intimidation rolls. During this time, he eschews all use of ranged weapons, not including ranged psionic powers, and thus attacks the nearest foe. They cannot recover from this psychotic rage until being rendered unconscious or Incapacitated.

ENVIRONMENT

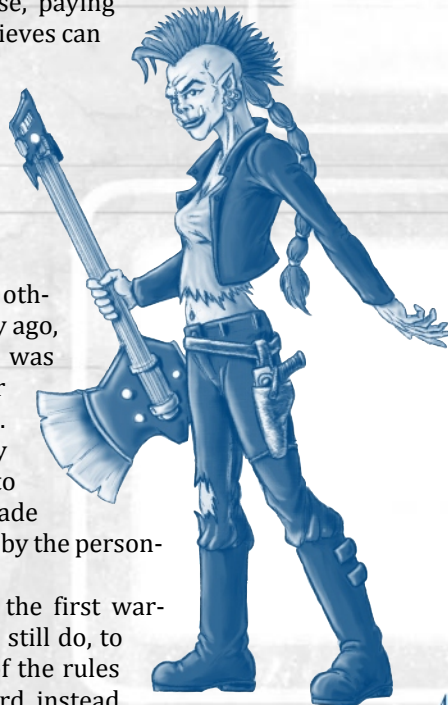
The listrydians' home world of Leth is an extremely industrial, temperate, terrestrial planet ruled by tyrannical warlords and overbearing, devious corporations beneath the thumb of a single empire. Most rulers on Leth are forced into some type of conformance according to the empire's standards, but most rebel and enlist thieves and masterminds to wreak havoc across their region. Once the warlords and crooked corporations get bored, they send a small force of listrydians to neighboring planetary systems to do the same thing. This is often in retaliation for something that occurred off-planet, but sometimes it's just to incite a riot between listrydan invaders and the indigenous people. Thankfully, they never attack anyone that is below listrydran capabilities in terms of technology. They apparently have some sense of morals, but they don't seem to extend any further than that.

The most precarious part of Leth is that it's home to more than just the listrydians as they have opened their planet to off-world competition. The corporations that build facilities there are typically as underhanded as the listrydan, but there is apparently an exchange of money amongst them all that makes everyone look the other way. In other words, if one wanted to exploit something on Leth with a new technology they can't sell anywhere else, paying the right warlords and hiring the right thieves can ensure the safety of whatever facility they establish. Some of the more violent races have found a way of generating wealth on Leth with little threat to their assets.

ORIGINS

The listrydan evolved much like many other humanoid species, but about a century ago, their planet fell into disarray and was brought together by a single emperor known colloquially as The Great One. This emperor established a large military force that forced all the inhabitants into compliance. This went on for about a decade until the military force became fractured by the personal interests of regional commanders.

These regional commanders became the first warlords who technically still reported, and still do, to the emperor, but usually ignore many of the rules established by the empire. Each warlord instead



chose to industrialize his region in different ways, leading to an influx in jobs ranging from those with horrific conditions to those with mountaintop chalets. Corporations were allowed to develop and some grew so big that they took over complete cities beneath the rule of the warlords who still reported to the emperor.

Decades later, the emperor was reported to somehow be uplifted to an immortal being, surviving until this very day. However, the empire itself lost much of its influence over the warlords and even more of its influence over the corporations. Instead of fighting the 'new system', the emperor chose to side with them and pretend as though all of Leth, and all listrydans, are underneath the control of a single empire. The truth is the empire has little say in the day-to-day activities and the warlords and corporations have much more power over the people than the empire they are reportedly a part of.

Although they are violent against other species, the listrydans aren't stupid. When encountering a species much more capable, hostile, or powerful, they use subterfuge instead of direct violence to convince that species to leave the Leth alone and then invite them to open a corporation and fleece the people out of their hard-earned - or stolen - money. Because of this and the warlords' rule, Leth is reported as being one of the most dangerous planets in the galaxy.

MOTIVATION

When in control of their mental rage, listrydans are motivated by greed and the thrill of pleasing their employers. When enraged, they're driven by a primal nature to defend themselves against all aggressors. The only problem is that while enraged, they lose control of themselves until being rendered unconscious.

No one within the Academy understands the listrydans' psychotic rage and sociopathic tendencies. It may be a part of their history from before the emperor took over or it may be a result of the military control beneath the tyranny of the emperor and the subsequent warlords. If the latter, it may be a means of survival within a dangerous planet. If the former, it could simply be a part of their nature.

Interestingly enough, listrydans also have psionic capabilities. Unlike psionic implants (see the Mercenary's Handbook), these are naturally occurring psionic abilities that appear to work by assaulting the mind sonically using sounds that are out of the normal humanoid's range. Although their instruments have never been researched, as a listrydan never gives up a psionic instrument, it's believed a listrydan's chosen instrument is able to amplify those sonic frequencies either through technology implanted into the device or a psionic connection to the instrument that channels the power through the instrument.

GALEN TAMERON

Galen Tameron is a well-known listrydan who often stalks the galaxy, looking for something to steal, finding networks to hack into, and basically doing whatever he can to satiate his thirst for thrilling situations. Galen also has a very unique quality: he's managed to learn how to channel his psionic powers through a whistle. Attached to a thin rope and hanging around his neck, Galen's Whistle, as it's been called, is one of the most amazing pieces of equipment the Academy has ever documented, although only Galen knows how to use it. In a single, compact size, this whistle can do as much damage as a weapon of a significantly larger size.

To make matters worse, Galen is a trained fighter being more proficient with weapons. Because his instrument of choice conveniently hangs around his neck, his hands are freed up to attack his enemies with his silvery glaive or his plasma weapons.



GALEN TAMERON

Galen is a dangerous listrydan thief and a powerful psion.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d12

Pace: 6; **Parry:** 7; **Toughness:** 9 (1)

Skills: Fighting d10, Hacking d8, Intimidation d10, Notice d8, Psionics d10, Shooting d10

Armor: Leather trench coat (Torso, Arms, Legs +1)

Weapons: Plasma rifle (20/40/80, 2d10, RoF 1, Shots 8, AP 4, Snapfire, MBT, Heavy Weapon), plasma pistol (12/24/48, 2d6+1, RoF 1, Shots 6, AP 4, SBT), molecular glaive (Str+d8+2, AP 4, Reach 1, 2 hands)

Special Abilities

- **Instrument Channeling:** Listrydans channel their psionic powers through their instruments to make them easier to perform and more powerful. As long as the listrydan is carrying his chosen instrument, each raise he gets on his Psionics roll reduces the cost of the power by 1 Power Point. He must first have the points available to cast the power in the first place before rolling and loses this ability while not carrying his chosen instrument.
- **Powers:** Galen has 30 Power Points and know the following powers with a mental-assaulting psionic trapping: *burst*, *confusion*, *havoc*, *pummel*, *stun*
- **Psychotic Rage:** Listrydans have a hard time controlling their psychotic rage and sociopathic tendencies. Immediately after suffering a wound, including a Shaken result from physical damage, the listrydan becomes enraged. While enraged, he receives a +2 bonus to all Fighting and Intimidation rolls. During this time, he eschews all use of ranged weapons, not including ranged psionic powers, and thus attacks the nearest foe. They cannot recover from this psychotic rage until being rendered unconscious or Incapacitated.



MENSILO [MEN-SEE-LOH]

TECHNOLOGY 1, MILITARY 1, SOCIETY 0 (BIPEDAL, DRIFTER, HOSTILE, PSIONIC)

Mensiloes are an interesting species. They're present in many areas of the galaxy, although they rarely seem to ally with each other. Preferring a life of solitude, it's a rare occasion to encounter two mensiloes simultaneously. These creatures are perfectly capable of protecting themselves without the need for allies.

Mensiloes are a dominating species dangerously adept in the use of their psionic abilities. Once they settle into a new home, or repopulate an old one, they emit psionic tendrils attacking the minds of everyone within 900m or so (the accuracy of this distance has yet to be confirmed). Those with weak wills are easily overcome and turn into mindslaves of the mensilo and are used to perform whatever act their master deems necessary, including attacking a friend or family member, and can go as far as serving as a vassal for a mensilo offspring. Mensiloes implant a part of them in their vassal, which grows into a newborn mensilo. The newborn bursts out of the vassal and learns everything it needs to know for survival from its

elder mensilo. After a decade, the newborn leaves and finds its own home.

Mensiloes do not travel through space in the traditional sense. Their psionic abilities are apparently so strong that they're capable of bending the space around them to create some type of wormhole that brings them to a new planet. The Academy doesn't understand how this is possible, but it has been witnessed at least once and noted in highly classified documents not made publicly available.

PHYSIOLOGY

Mensiloes are a strange looking species; not because of their features, but because of their awkward facial structure. Their four fingers on each hand and four toes on each foot are but their plainest features, sporting six eyes, horns that appear to grow straight from their foreheads, and tendril-like growths from their snouts. They are an interesting site to behold.

Size/Weight: Mensiloes are quite large for humanoids, standing around 8ft tall and weighing 350lbs.

Digestion: Unknown.

Mobility: Standard bipedal humanoid.

Respiration: Unknown, as they seem capable of breathing in the vacuum of space.

Senses: Mensiloes appear to have somewhat standard senses except for their six eyes and the ability to 'see' people telepathically.



MENSILO

Mensiloes are powerful psions that mentally enslave the population around them to perform various tasks, such as protect the mensilo's home. Mindslaves that survived the ordeal report blacked-out periods where memories no longer exist.

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d12, Vigor d10

Pace: 8; **Parry:** 6; **Toughness:** 11 (2)

Skills: Climbing d10, Fighting d8, Notice d8, Persuasion d10, Psionics d12, Survival d12, Swimming d10, Tracking d10

Special Abilities

- **Armor +2:** Thick skin

- **Darkvision:** Mensiloes ignore all penalties for lighting.
- **Environmental Immunity:** Mensiloes have incredible control over their internal organs. They can use the *environmental protection* power as if it's an integral part of the biology. This ability can only be used on itself, but the duration is permanent until the mensilo alters their biology once again. Using the power still costs 2 Power Points, but it takes 1 minute to complete.
- **Mindslave:** Mensiloes can use the *puppet* power to great effect. The range is increased to Smarts x 50 and the duration is permanent (until the mensilo releases the mindslave or is killed). Using the power still costs 3 Power Points. The target may make an unopposed Spirit roll, with a (-2) penalty, each round to overcome the mindslave ability.
- **Powers:** Mensiloes have 60 Power Points and know the following powers with a psionic trapping: *armor, barrier, blast, blind, bolt, burrow, burst, confusion, entangle, farsight, fear, growth/shrink, havoc, healing, mind reading, pummel, speak language, summon ally, telekinesis, wall walker*
- **Size +2:** Mensiloes are quite large humanoids.
- **Wormhole:** Mensiloes create wormholes to teleport from one planet to another. This is done by bending the space around them at which time they can travel throughout the galaxy. This ability costs 30 Power Points and requires two full combat rounds to perform.

Due to how spread across the galaxy the mensiloes, it's almost impossible to pin down a single planet as their original home world as documented encounters go back as far as ten millennia. That's also assuming at least one mensilo still lives on the species' original home world. As such, their origins are unknown.

ENVIRONMENT

Mensiloes are highly adaptable. They have been encountered across the galaxy and within a variety of environments across numerous systems. The Academy is unsure how the mensiloes are able to accomplish this, although many theories exist. Some researchers believe these xenos have complete domination over their biology, much like the biotechnology created by other xenos like the tskohan and the morr'd. Other researchers believe the xenos is simply immune to all environments. Due to the ability of the mensiloes to mentally dominate those around them, no theories have been confirmed.

Regardless of the environment on the planet or moon each mensilo resides on, there is one common trait to their habitat: they all live in caves or some type of underground opening. By studying the habits from a very safe distance, it's believed the mensiloes have few ways of protecting themselves outside of their psionic abilities (which are formidable). The caves appear to offer them enough protection from the indigenous species that they can hide and mentally manipulate others in relative safety. It's also theorized that the caves allow them to funnel any potential threats in a known direction instead of being caught in the open.

MOTIVATION

Mensiloes are very clearly driven by the proliferation of their species. They seem perfectly capable of surviving without the threat of outsiders, but they don't seem capable for reproducing with each other. The only signs of reproduction have come through one or more mindslaves, each producing a single offspring. Unfortunately for the mindslave, their body is consumed by the offspring upon birth.

MENSILO OFFSPRING

Mensilo offspring are much smaller versions of the adults. Although perfectly capable of surviving on its own upon birth, they stick close to their mensilo parent until they leave through their first wormhole and never return.

Mensilo offspring are born with some inherent abilities, but are not as powerful as their parent. The Academy estimates the offspring don't possess the ability to open a wormhole until becoming what is essentially an adult themselves. Rigorous research also shows they are incapable of enslaving the minds of those around them.



MENSILO OFFSPRING

Mensilo offspring are smaller and less capable, but still dangerous.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d6

Pace: 6; **Parry:** 5; **Toughness:** 7 (2)

Skills: Climbing d6, Fighting d6, Notice d6, Persuasion d4, Psionics d8, Survival d10, Swimming d8, Tracking d8

Special Abilities

- **Armor +2:** Thick skin
- **Darkvision:** Mensiloes ignore all penalties for lighting.
- **Environmental Immunity:** Mensiloes have incredible control over their internal organs. They can use the *environmental protection* power as if it's an integral part of the biology. This ability can only be used on itself, but the duration is permanent until the mensilo alters their biology once again. Using the power still costs 2 Power Points, but it takes 1 minute to complete.
- **Powers:** Mensilo offspring have 20 Power Points and know the following powers with a psionic trapping: *armor, barrier, bolt, burrow, confusion, farsight, fear, havoc, speak language, telekinesis, wall walker*

MINDSLAVE

Mindslaves do not always serve their mensilo master. The mensilo often allow their mindslaves to act on his own for many hours of the day, typically serving his master for a couple hours a day. During this time, he has no control over his thoughts and motor functions and cannot retain any memories of their dominated experiences.

A mindslave's movements are dictated by their mensilo master. They don't think or act for themselves and their intelligence appears to be an extension of their master's. They are often encountered sputtering an intelligible language and completely unresponsive while being threatened. That is until their mensilo master turns them into killing machines.



MINDSLAVE

Mindslaves are mentally enslaved victims from the surrounding population.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Pace: 6; **Parry:** 7; **Toughness:** 5

Skills: Fighting d10, Notice d8

Edges: Ambidextrous, Berserk, Improved Martial Artist, Martial Artist,

Special Abilities

- **Darkvision:** Mindslaves ignore all penalties for lighting.
- **Fearless:** Immune to Fear and intimidation.
- **Mentally Enslaved:** Mindslaves are essentially extensions of their mensilo masters. The mensilo can see through the eyes of their mindslave as well as sensing what is around the mindslave. When a mindslave is summoned, they provide their mensilo master a +2 bonus to Notice.

MESOZAO [ME-ZOH-ZHOW]

TECHNOLOGY 3, MILITARY 2, SOCIETY 2 (BIPEDAL, NOMADIC)

In a galaxy filled with high technology, it's not very often that a spacefaring species still resorts to horde-mentality when it comes to military engagement. Due to their relative lack of control, the mesozao revel in this style of combat.

Mesozaos, another species from Arim, have a population that tends toward the excessive. Their size and stature has always been a limitation, but what they lack in strength they make up for in numbers. Throughout their youthful years battling the arrakins and zalaris, the mesozaos were continually uprooted when not properly prepared. But when a mesozao army would come knocking on the metaphorical door of their opponents, there was little stopping the wave of millions from overwhelming the opposition and killing everyone onsite, claiming a near instant victory. That has always been their strategy: overwhelm with numbers.

Today, with spacefaring technology on their side, the mesozao population frequently depletes their home world's resources (those which only they require for survival) and have turned to a somewhat nomadic lifestyle; to the chagrin of all who get in their way. Mesozaos are not outright hostile with no indications they have ever been that way. However, they're not afraid to engage in warfare and fight back with a horrendous frenzy when provoked. Without provocation, they are generally docile and can even be a great asset to those needing a large quantity of hard workers.

PHYSIOLOGY

Mesozaos are a small species with a devilish grin. Some have called them bipolar as their attitudes ride on both sides of friendly and terrifying. For their size, they have very prominent features that don't seem quite right for their size. These include very large ears, an oversized mouth, long fingers, stubby legs, and a big head.

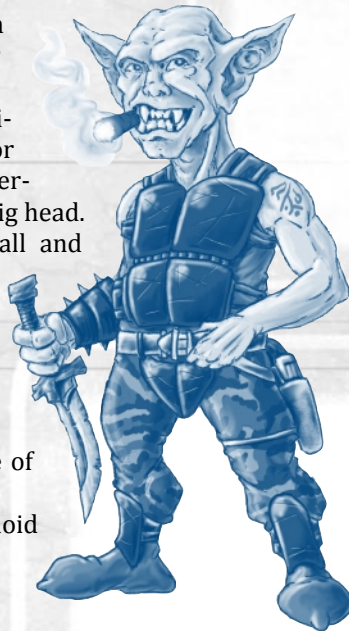
Size/Weight: Mesozaos are around 4ft tall and weigh 60-85lbs.

Digestion: Mesozaos are carnivores and often deplete their food sources once their population gets out of control.

Mobility: Mesozaos are standard bipedal humanoids with elongated fingers.

Respiration: Mesozaos have lungs capable of breathing oxygen.

Senses: Mesozaos have standard humanoid senses with acute hearing.



MESOZAO

Mesozaos are small humanoids with overly accented features, such as their ears and fingers. They have very dense populations and prefer horde-styled combat over tactics and weaponry. Although short they are agile and quick to anger. They're also good at sabotaging vehicles to give them a military advantage.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Pace: 4; **Parry:** 5; **Toughness:** 5 (1)

Skills: Fighting d6, Notice d6(+2), Repair d8, Shooting d6, Stealth d6, Survival d8, Taunt d6, Throwing d6

Armor: Leather (all +1)

Weapons: Knife (3/6/12, Str+d4), hand pistol (12/24/48, 2d6+1, RoF 1, Shots 17, AP 1, Semi-Auto)

Special Abilities

- **Acute Hearing:** Mesozaos have very good hearing and gain a +2 bonus to Notice rolls for hearing things.
- **Frenzied:** Mesozaos become frenzied with the smell of blood. Upon inflicting a Wound, they may make a Spirit roll to rile themselves up into a Frenzy. While Frenzied, they gain a +1 bonus to Pace, Fighting, Taunt, and Throwing. Subsequently, their Parry is reduced by 1. This condition doesn't go away until they've become Incapacitated. Mesozaos adjacent to a Frenzied mesozao may also make a Spirit roll, but with a -1 penalty, or else also become Frenzied.
- **Immunity (Disease):** Mesozaos are immune to the effects of disease.
- **Size -1:** Mesozaos are short and light.

ENVIRONMENT

The mesozaos are another species that calls Arim their home world. Like the arrakins and zalaris, the bulk of their population lives in the more populace areas of the planet. Unlike the other two, mesozaos outside these urban areas tend to live in packed cities throughout the wooded and mountainous regions. Sometimes these cities are built into the mountains, throughout the trees, or deep within the underground. Those that live outside the urban centers are the ones that tend to be the most nomadic. Once their main source of food is depleted, they either find a new home or a new planet (although they only call Arim their home world).

Mesozaos can survive within very rugged environments, much better than their Arim-brethren. Their ability to hunt as a pack is similar to that of the animal world, allowing them to bring down very large targets for food. This ability also allows them to survive on planets inhabited by large, dangerous creatures where others would flee. After extensive study using proximity observation studies, The Academy has observed the mesozaos frenzied state that allows them to bring down such large prey.

ORIGINS

The mesozaos origins are not much different from the arrakins and zalari. One area where they divert greatly is that they survived for centuries without encountering either of their planetary brethren. This was due to the remoteness of their homes. Without a warlike enemy knocking on their door, the population swelled

and it wasn't long before their first encounter with the arrakins changed everything. Although the arrakins had superb weapons, the mesozao outnumbered them greatly, granting them easy means to overwhelm the invaders. This sparked the many years of confrontation between the three species as the mesozao's population growth encroached on the other two's territory.

Nowadays, the mesozao actually outnumber the arrakins and zalari combined, two to one. However, half of their population is typically off-planet, due to their nomadic lifestyle, and the rest live relatively peacefully with the other two species. The mesozao do find time to get involved in the continuous back and forth of espionage, but their art of choice is sabotage; they prefer to break their target's vehicles and flee without being chased. As with the other two, these types of antics are like a game to the mesozao.

MOTIVATION

Mesozao aren't hostile. They don't live to kill, but they do kill to live. They are expert hunters as their bodies cannot digest fruits, vegetables, or nuts. Their only means of survival is to hunt; when their typical prey becomes few in number, they move on to the next prey or move to a new region. Once their prey in the new area becomes depleted, they move back to the region and go back to living just as before.

In military terms, the mesozao never attack first. They will fight to the death to protect their people, but they will never initiate a confrontation. Of course, they are often easily scared and feel threatened at the slightest hint of aggression, which ironically turns them into ravenous creatures. The Academy was able to approach the mesozao with no intentions of hurting them, using as much caution as possible, and was actually invited in to learn all they could about them, the arrakins, and the zalari (what little the mesozao knew). During that time, the Academy researchers witnessed the mesozao defend their city from what appeared to be an intrusion of jhet (possibly by accident), with each one being slaughtered and the mesozao losing very few of their warriors. (In mesozao society, everyone could be a warrior.) They are brutally effective killers and very little provokes them. Keep on their good side and they are extremely friendly and diplomatic.

ORTATH CH'ASULL

Although the mesozao live in defined nations, each slightly different from the other, they have a very clan-like hierarchy. Each city is led by a chieftain followed by various ranks of warriors, such as general, captain, elite guard, guard, and conscript. Every mesozao is trained as a conscript and only becomes a guard if the nation enters a war. Each city within each nation allies together as a single military entity, defending each other and protecting all other cities within that nation. This allows the mesozao's army to swell in numbers to route their opponents with overwhelming force. When traveling to a new home world, the entire nation heads to the stars.

Chieftains are not likely to see military action, although they do lead from the back should full warfare break-out. Instead, mesozao generals are the ones that get the most fighting time under their belt, and none have seen as much action as Ortath Ch'Asull.

Ortath is part of a nomadic group of mesozaoos that hasn't returned to Arim in over three decades. Instead, they are blazing the trail for other mesozao nations to find optimal planets to travel to and from when prey becomes scarce. Due to this exploration of new planets, Ortath and his brethren often clash with the indigenous species.

The mesozaoos are, of course, seen as an invading force and treated as an immediate hostile threat. This is not really the case as Ortath's nation is simply establishing new home worlds for the rest of their species. Convincing another xenos about these plans is extremely difficult and everyone resorts to military action. If the mesozaoos win, they explain their intentions to the indigenous species, as best they can, and hope no further altercations occur (some species don't care for the mesozaoos hunting a single creature to near-extinction). If they lose, they leave and find another planet.



ORTATH CH'ASULL

Ortath Ch'Asull is a mesozao general and part of a scouting nation that finds new home worlds for mesozaoos with a nomadic lifestyle. His nation has battled more species than any other mesozao nation, and they've become quite efficient at it.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

Pace: 4; **Parry:** 6; **Toughness:** 8 (1)

Skills: Fighting d8, Knowledge (Battle) d10, Notice d6(+2), Persuasion d8, Repair d8, Shooting d8, Stealth d6, Survival d8, Taunt d6, Throwing d8

Edges: Command, Command Presence, Fervor, Inspire

Armor: Leather (all +1)

Weapons: Knife (3/6/12, Str+d4), short sword (Str+d6), hand pistol (12/24/48, 2d6+1, RoF 1, Shots 17, AP 1, Semi-Auto), assault rifle (24/48/96, 2d8, RoF 3, Shots 30, AP 2, Auto, 3RB)

Special Abilities

- **Acute Hearing:** Mesozaoos have very good hearing and gain a +2 bonus to Notice rolls for hearing things.
- **Frenzied:** Mesozaoos become frenzied with the smell of blood. Upon inflicting a Wound, they may make a Spirit roll to rile themselves up into a Frenzy. While Frenzied, they gain a +1 bonus to Pace, Fighting, Taunt, and Throwing. Subsequently, their Parry is reduced by 1. This condition doesn't go away until they've become Incapacitated. Mesozaoos adjacent to a Frenzied mesozao may also make a Spirit roll, but with a -1 penalty, or else also become Frenzied.
- **Immunity (Disease):** Mesozaoos are immune to the effects of disease.
- **Size -1:** Mesozaoos are short and light.

MORR'D [MOHR-DE]

TECHNOLOGY 3; MILITARY 1; SOCIETY 2 (BIPEDAL)

Currently, there are no viable options for teleportation available in the galaxy. That is not to say there have not been efforts, and all of them have come at a price. For the morr'd, the cost of attempting the delicate process of transferring a physical object from one location and reassembling it perfectly in another was a major sacrifice. While the initial generations proceeding what is known as the Great Failure in morr'd history suffered agonizing pain and disfigurement from these effects, their children adapted to the genetic alterations to become something different. In some eyes, they became something better.

PHYSIOLOGY

The morr'd are a bulbous humanoid species, clearly identified by their loose fitting skin and rotund frame. Their obvious difficulty to move about physically is their less obvious trait when compared to their skin and muscle tissue; it is unable to adhere itself to the morr'd bone and muscle structure properly and instead causes them to lumber about with their bodies jiggling from the effort.

Size/Weight: Short in stature, but hefty in size, a typical morr'd stands around 5.5ft. Their weight is very deceptive; the average morr'd only weighs 150-250lbs, due to a combination of a previously slim build and the fact that their shape is not obesity.

Digestion: A morr'd obtains its dietary needs by absorbing material into its skin. Unfortunately, solid foods are difficult for the morr'd to digest and so it must feed on crumbs and minor morsels to survive.

Mobility: Standard bipedal humanoid, though it's body is rather cumbersome and slow to move about.

Respiration: Oxygen is processed through the morr'd's skin and processed throughout the entire body directly into the blood vessels. Due to this enhanced process, the morr'd's lungs are now a non-functioning organ (and highly prized on the black market by those believing its properties hold the key to teleportation).

Senses: Standard sensory organs.

MORR'D

Attributes: Agility d4, Smarts d12, Spirit d6, Strength d6, Vigor d6

Pace: 4; **Parry:** 2; **Toughness:** 6

Skills: Investigation d8, Knowledge (Physics) d10, Notice d4

Special Abilities

- **Obese:** All morr'd carry an excessive amount of weight, resulting in reduced Pace and +1 to its Toughness. It has a running die of d4.
- **Phasing:** By spending a Benny, a morr'd can phase through a physical object or allow such objects to pass through its body without causing harm. While phasing, it must be able to end its move without remaining inside an object or become permanently fused with the object.
- **Unstable Defense:** Whenever a morr'd is attacked, it can roll its Vigor. If the Vigor roll is higher than the attack, it takes half damage.



The morr'd exist for the advancement of science, discovery, and exploration. When they undergo the ceremony of cass'a to become a recognized adult, they must give a pledge to make a scientific discovery before their end days. This pledge drives the morr'd for the remainder of their life and they are not free to enjoy the perks of their work until they can confirm their life's work under intense scrutiny.

ENVIRONMENT

Aside from dwelling on their home world of Labbos, the morr'd have always been encountered within any of their orbiting laboratories and science vessels scattered across the galaxy. Reclusive and xenophobic in past generations, they are now an open and inviting race, even though their arrogant and opinionated tendencies remain. Since the discovery of teleportation, they have become a marked species and constantly find themselves the target of kidnappings and extortion attempts by many nefarious individuals and organizations looking to obtain the ultimate technology in the galaxy.

Whereas many species have mandatory enlistment in the military, all morr'd are required to serve aboard a science vessel for at least five cycles before they are declared an adult. They are well versed in the demands of space travel and typically continue to serve off-planet well into their adult years.

ORIGINS

For generations, the morr'd have been known as some of the most brilliant scientific minds in the galaxy. Their brilliance was scarred by their arrogance and obsessive behavior to the point of being highly sought and desperately avoided. When they first developed the ability to teleport a solid object from one location – their home world of Labbos – to a science station 50,000 miles away, news of their success was shared across the galaxy within moments. Within a few months, they were experimenting with teleporting living tissue to an eager collective.

That was in the beginning cycles and things took a downward spiral. Were it not for their arrogance and impossibly high price for access to the technology, countless other races would have been exposed to the deterioration inherent to the technology. Not long after some of the initial symptoms – fierce abdominal pain, internal bleeding, and loose muscle tissue – the morr'd realized they had made a horrible mistake.

Today, the current generation has naturally adapted to the transformation and reshaped the physicality and viewpoint of their species. No longer the highly sought after minds in matters of science, the morr'd have dedicated themselves to one of two causes: curing their genetic affliction or discovering the missing piece of the puzzle that would complete the teleportation process without slowly degrading genetic tissue.

UNCONFIRMED REPORTS

The use of teleportation, regardless of its origins, has been banned by the House of the Alliance after the discovery of the morr'd's genetic meltdown. While there are some seeking to perfect the technology under the Alliance's radar, even they are mindful of the repercussions of improper teleportation and actively attempt to thwart any other species' attempts to perfect what they could not. Others have aligned with the Alliance for the sole purpose of wiping out all underground efforts to build such devices, whether they use the morr'd's existing plans or work to construct their own version.

S'SEVA SHO KHAN

Before the side effects of morr'd teleportation became apparent, there were many opportunities for ambitious morr'd scientists to sell their schematics on the black market. S'seva Sho Khan was one of the early defectors, taking the discovery away from morr'd hands and into those of the highest bidder. By the time her body began to deteriorate into its present form, she owned an elaborate orbiting science station complete with cloaking technology to avoid unwanted visitors.

Today, the criminal known as S'seva Sho Khan is wanted on fifteen planets for continuing to provide teleportation services from her wandering station. While it may be hard for many to believe, there are certain factions of the galactic trade who require one quick teleportation to escape authorities, persecution, or simply fall victim to S'seva's cruel charm. Her only concern is finding new test subjects for her continued research into stable teleportation; willing subjects simply make it easier to avoid repercussions or spend the time and money needed to obtain them forcefully.



S'SEVA SHO KHAN

Ragged breathing greets you as you enter the morr'd's laboratory. Looming over the equipment, studying her latest data on screen, is the melted form of a once great mind desperately trying to reverse her agonizing condition.

Attributes: Agility d4, Smarts d12+1, Spirit d10, Strength d6, Vigor d6

Pace: 4; **Parry:** 2; **Toughness:** 6

Skills: Investigation d10, Knowledge (Physics) d10, Knowledge (Quantum Mechanics) d10, Persuasion d8

Special Abilities

- **Obese:** All morr'd carry an excessive amount of weight, resulting in reduced Pace and +1 to its Toughness. It has a running die of d4.
- **Phasing:** By spending a Benny, a morr'd can phase through a physical object or allow such objects to pass through its body without causing harm. While phasing, it must be able to end its move without remaining inside an object or become permanently fused with the object.
- **Unstable Defense:** Whenever a morr'd is attacked, it can roll its Vigor. If the Vigor roll is higher than the attack, it takes half damage.

MOKK'AR SHEVY

When the morr'd's fate first revealed itself, an inquest was formed by their highest council to review the facts of their research into teleportation and determine if such side effects were detectable and, if so, apprehend those responsible for such negligence. Mokk'ar Shevy has taken up the mantle of Lead Investigator after his mother passed away from her condition less than a cycle ago. Driven by the need to avenge his mother and his people, Mokk'ar took to his duties with a furor.

While working within the confines of his position by day, Mokk'ar has struck a deal with numerous galactic underworld figures to execute who he considers "criminals of the state."



MOKK'AR SHEVY

Using a liftchair to hover above the ground, this refined morr'd conceals most of its physical disfigurement behind thick robes and distracting jewelry.

Attributes: Agility d4, Smarts d10, Spirit d10, Strength d4, Vigor d6

Pace: 4 (7 in liftchair); **Parry:** 2; **Toughness:** 6

Skills: Investigation d8, Knowledge (Physics) d10, Notice d6, Streetwise d8, Tracking d6

Special Abilities

- **Obese:** All morr'd carry an excessive amount of weight, resulting in reduced Pace and +1 to its Toughness. It has a running die of d4.
- **Phasing:** By spending a Benny, a morr'd can phase through a physical object or allow such objects to pass through its body without causing harm. While phasing, it must be able to end its move without remaining inside an object or become permanently fused with the object.
- **Unstable Defense:** Whenever a morr'd is attacked, it can roll its Vigor. If the Vigor roll is higher than the attack, it takes half damage.

PAIKDTEE [PAYK-TEE]

TECHNOLOGY 3, MILITARY 3, SOCIETY 0 (DRIFTER, HOSTILE, NON-ORGANIC)

In the greater scheme of things, even extremely terrifying xenos can usually be overcome with a strong enough force of warriors; provided they aren't overwhelmed by tremendous numbers. Nothing can be further from the truth when it comes to the paikdtee. These cosmic beings are one of the most terrifying things in the galaxy. The only reason anyone has been able to live is because the paikdtees have only been encountered alone. However, it's known that there are at least five reported contacts with paikdtees in completely different parts of the galaxy.

Paikdtees can best be described as godlike beings wielding the power of a star. Although calling this sounds frightening enough, it doesn't really encompass how dangerous an encounter with a paikdtee can be. Although they don't go as far as destroying space fleets or entire planets at will, they do invade the minds of everyone they come into contact with, turning them into puppets at the hands of a deadly master. The mind turns to a figurative mush and most are driven completely insane by the encounter. Although it should be noted that a paikdtee probably does possess the ability to destroy an entire space fleet and planet; they've yet to do it. Instead, they seem to enjoy playing with the minds of those they encounter.

PHYSIOLOGY

As a cosmic being, paikdtees look like an amalgamation of energy swarming across outer space. Being able to change their size at will, it's assumed they don't really have a physical form.

Size/Weight: In their energy form, paikdtees are as large as a planet.

Digestion: Paikdtees appear to consume energy and feed off the minds of intelligent species.

Mobility: Paikdtees are able to move through space like they're floating on air.

Respiration: None.

Senses: Paikdtees are omniscient, but this ability only extends to one light year from their actual location.



PAIKDTEE

Paikdtees are often worshiped as gods on nearby planets, but they are far from deific and are extremely hateful.

Attributes: Agility N/A, Smarts d12+6, Spirit d12+2, Strength N/A, Vigor N/A

Pace: N/A; **Parry:** N/A; **Toughness:** N/A

Skills: Intimidation d12+2, Psionics d12+4

Special Abilities

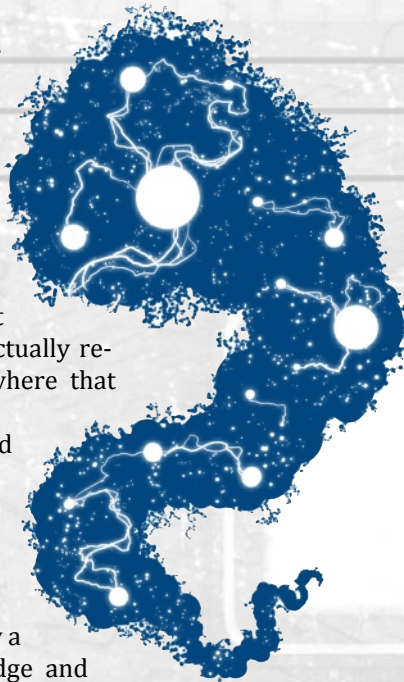
- **Cosmic Size:** Paikdtees are cosmic beings the size of planets. However, they have no physical form and are rather only seen as an energy force that can communicate to and manipulate intelligent beings through psionic means.
- **Omniscient:** Paikdtees know everything that goes on within one light year of their actual location. They are not omnipresent, but can travel through space at the speed of light.
- **Powers:** Paikdtees have an infinite number of Power Points and can use the following powers with a psionic trapping: *confusion, drain power points, mind reading, puppet, speak language, terror (same as fear but using the terror mechanics), zombie (only works on intelligent beings that died within the prior ten minutes)*

ORIGINS

The Academy is completely unaware of where the paikdtee come from. They've only been encountered well outside the limits of the charted galaxy and they're never far from a planetary system that basks in the glow of a healthy star. Many researchers speculate the cosmic beings get their powers from the stars, but that power never seems to wane as they get farther away from it. Without a way to actually research the paikdtee, there's no telling where that power truly comes from.

Every encounter with a paikdtee has had devastating results for the crew of any ship unfortunate to behold their presence. Over half were driven crazy and at least a fourth dying from unknown causes. The best reports received from those that survived are that their minds were invaded by a vicious force that set every nerve on edge and made them want to commit suicide. With these reports and what spotty information there is otherwise, the Academy has concluded that the paikdtee have incredible psionic abilities rivaled by none.

With such strong psionic abilities, it is thus assumed by the Academy that the paikdtee are essentially a psionic essence with some type of sentience that attacks anyone that threatens it. Those that worship a paikdtee seem completely subservient to it and are thus left alone, but whether or not the cosmic being can physically harm them is unknown. The Academy requires closer observation of these worshipers to know how, or if, they interact with the paikdtee. Knowing this may provide additional clues to the cosmic beings' origin.



MOTIVATION

The paikdtee have a love-hate relationship with the rest of the galaxy. They love, or at least appear to love, those that worship them. They hate everyone else and will stop at nothing to keep everyone away from their worshipers. The Academy is unsure if this is a survival tactic or a means of protecting their worshipers out of fear. Maybe they fear other species will bring harm to their worshipers or maybe they are a servant of their worshipers and have offered protection in exchange for worship. There is simply not enough information for the Academy to properly research the beings; everything is speculation and theory.

THADE

Several cycles ago a small spacecraft left the planet of Chthar in search of life outside their home world. The craft traveled one parsec and malfunctioned. The craft's power source began leaking into outer space and those aboard sent out a distress signal to anyone that may be listening.

The small craft was picked-up by an Allied Navy ship on patrol after it detected the distress signal. Upon docking, a force was sent to inspect the ship, only to find a single survivor. The tall, lithe creature was hairless with large eyes and long fingers, but humanoid. Its speech pattern was completely unrecognizable and it was escorted to a room for recovery and language-deciphering by a universal translator. Although the resulting translation was poor, the Navy was able to communicate to it. Instead of frightening the creature, they had one of their diplomatic ambassadors sit down to learn more.

Ambassador Jase Gonzal was able to discern much information from the unknown species, who called himself Shogge Sycia. Shogge's home world was Chthar and he was part of an outer space exploration fleet, the first of its kind. The fleet was supposed to travel until they found another intelligent life form and become allies. The hope was that they could begin trading for resources that were diminishing on their planet (they were apparently running low on their main fuel source). Shogge exclaimed numerous times that the trip was a blessing from their god Thade as He finally gave them permission to leave Chthar.

Ambassador Jase was fluent with religious speak and knew many species in the galaxy had many different types of religious views. However, as Shogge continued, he explained the beautiful sight of seeing Thade in His true form as they broke through the heavens and traveled into the stars. He went on to describe Thade as a mystical being whose storms could light-up the sky and were even seen in the darkness of space as his craft traveled farther away.

Shogge described Thade's presence within his mind, embracing him and his brethren as they traveled through space to find an ally. However, Thade warned them multiple times that the crew must be vigilant and protect themselves as well as their god for there are surely many species in the galaxy that meant to do them harm.

As Shogge looked around the room, he commented that Ambassador Jase was so friendly that surely Thade had not seen all that the galaxy had to hold and while hostilities are sure to be found, so are allies.

The encounter with Shogge was very detailed, although his description of the god Thade was spoken through the words of his religion. The Academy has since gotten a hold of this report and believes Thade is a paikdtee that prevented his worshipers from leaving Chthar until the time was absolutely necessary. This could explain the presence Shogge felt in his mind as he traveled farther away from Chthar. At present, these theories have not been further researched.

WHAT THEY REALLY ARE

Paikdtees are in fact amalgamations of energy – religious energy. They form due to the needs of an intelligent species that desires a deity to worship. Before encountering a planet of worshipers, paikdtee are harmless cosmic beings traveling through outer space, looking for a 'home'. Once they come into contact with the religious outcries of an intelligent species, they're able to feed of that religious energy which swells them to insurmountable sizes. The more societies that worship the paikdtee, the 'larger' they become and the more influence over the people they gain. They don't have an actual size, but their presence near the planet grows like a cloud of space dust.

When a paikdtee gains enough energy from their worshipers, they gain a sense of being and take on multiple personas as desired by the religion of their worshipers. They can contact their worshipers, as desired, conforming to different roles to placate their worshipers and the priests that preach the religions. For example, if the religion has multiple deities within a single pantheon, the paikdtee will assume different forms when attempting to recreate the different deities. They then attempt to conform to the stories surrounding those deities to make their worshipers continue believing.

No one, other than the paikdtee, understands that they are only as powerful as the size of their religion. If all their worshipers were to abandon their beliefs and stop worshipping the paikdtee as a deity, the cosmic being would fizzle down to their original cosmic form and become completely harmless to everyone until finding a new religion. However, as long as they're worshiped, their powers are endless and their ability to influence others is incredibly overwhelming.

Paikdtees are hostile because they know the source of their power. They fight in when is essentially a defensive manner as they fear that their worshipers will be swayed by the influence of outsiders, thus abandoning their religion. Should this happen, the paikdtee becomes little more than nothing in the vastness of space. This is why they do everything within their power to keep outsiders away from their worshipers.

Defeating a paikdtee is impossible. They are presented as an obstacle while traveling across outer space. The only way to get away from them without losing everyone aboard a spacecraft is to outrun them. Any craft with an FTL drive can outrun a paikdtee encounter in 10 rounds.

If the characters are unable to outrun a paikdtee encounter, at some point, their spacecraft spins out of control and crashes into a planet that worships the paikdtee as a god. This is because the paikdtee rarely stray far from their worshipers, and each one serves at least one planet, sometimes several.

PAKSA [PAK-SAH]

TECHNOLOGY N/A, MILITARY N/A, SOCIETY 1 (BEAST, HOSTILE)

It is well-known that there is a black market for exotic animals and those animals are continually smuggled across the space lanes. It is an unfortunate event and one that is incredibly difficult to infiltrate. Some of these animals are used as pets, some for hunting, some for illegal sports, and some for killing. It is the latter that worries the Academy the most and the paksa are amongst its casualties.

No carnivorous animal is smuggled more than the paksa. As a large, extremely dangerous canine, they will never be domesticated and are instead used for murder. They serve no one and respond to no commands, so how they are handled is beyond the scope of the Academy. The worst part of all this is that a smuggled paksa almost always gets away from its 'owner' and manages to find another from the opposite sex to procreate. When this happens, anyone in the area would be wise to watch their backs for fear of being mauled by these horrific hounds.

It has been said in the rumor mills that the only means of controlling a paksa is through some type of hypnotism (and probably drugs). However, every handler that has ever successfully controlled a paksa has never lived to tell their secrets (at least not to the Academy). The black markets are probably swarming with those in the know, but none of them are willing to speak.

PHYSIOLOGY

For easy comparison, paksas are akin to combining a canine with a demon-like being. They have the body style and size of a large canine, but with the vicious claws, fangs, and appetite of a ravenous carnivore.

Size/Weight: While standing on all four legs, paksas are about 3.5ft tall. While standing on their hind legs, they are about 6ft tall. They weigh around 250lbs.

Digestion: Paksas are carnivores that require a fairly steady diet of meat. In their youth, they are omnivores and often eat fruit, but upon reaching adulthood, they rarely find sustenance in fruit.

Mobility: Paksas move quite quickly on four canine legs. Although they cannot walk on their hind legs, they can jump into a standing-like position.

Respiration: Standard oxygen-breathing lungs.

Senses: Standard five senses, although their sense of smell and hearing are acute.

PAKSA

Paksas are vicious canines, known for their extreme aggression.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

Pace: 10; **Parry:** 6; **Toughness:** 7 (1)

Skills: Fighting d8, Notice d8(+2), Stealth d6, Swimming d6, Tracking d8(+2)

Special Abilities

- **Acute Senses:** Paksas have very acute smelling and hearing, providing them a +2 bonus to all Notice and Tracking rolls.
- **Armor +1:** Thick hide
- **Bite/Claws:** Str+d6
- **Fear:** Paksas are ferocious, feral canines with glowing red eyes and a hellacious appetite for fresh meat (in any form). They kill for food and sport and their rage is well-known throughout the known galaxy.
- **Pack Hunters:** Paksas are most efficient when hunting in packs. While adjacent to at least one other paksa, they gain a +1 bonus to all Fighting rolls and to Spirit rolls to recover from being Shaken.

ENVIRONMENT

Little is known of the paksas' native environment. What is known is that outside of their home world, they appear extremely hardy. Although avoiding the hot, tropical climates, they have been found in temperate, oceanic, continental, and alpine climate zones. The belief is that their thick skin and fur keep them quite warm and they have the ability to grow a winter coat if necessary. Paksas have an extreme taste for fresh meat and are rarely found far from some type of civilization.

Due to smuggling and the deaths of handlers, paksas are thus found in an array of environments across the galaxy. Sometimes they're even discovered on previously uncharted planets, leading the Academy to believe they are either being smuggled by non-Allied xenos or space pirates are dumping the beasts wherever they please. The only commonality in these environments is that they must have an oxygen-bearing atmosphere with no toxins, access to water, and nearby fauna that can support the paksas' survival (herbivores seem to be a favorite).

ORIGINS

The origins of the paksas have been traced back to a distant, remote planet called Tetron. A planet devoid of intelligent species, it's an extremely hostile environment filled with very dangerous animals. The Academy sent an exploration fleet to better understand the paksas, but only one of the explorers made it out alive. The lone survivor described a planet swarming with vicious animals that make the paksa look like a domesticated cat. How the first paksa was smuggled off the planet is unknown.

The Academy came upon the paksas' home world by pure chance. An Allied Navy fleet came upon a ghost ship floating in space and investigated. After a thorough investigation of the ship, it was determined to be a pirate ship used for smuggling exotic animals. While the ship was empty of intelligent life, a small pack of paksas was found in the cargo hold. As the only creatures aboard the ship, it was assumed the paksas killed the crew and ate them. Fortunately for the investigators, the paksas made a large sealable room their den and were safely sealed inside upon discovery.

Upon ensuring their safety, the investigators continued their search and found a manifest pointing them to Tetron with orders to remove twenty of the beasts, although only five were found. They handed the information over to the Academy for investigation, at which time a full exploration fleet was formed. This exploration fleet comprised six landing parties of ten explorers each. Out of the sixty that landed, only one made it back to the capital ship in near space, although he did manage to carry back photographic evidence of hundreds of paksas hunting in packs and many other horrific creatures.



MOTIVATION

Paksas live in packs of five to twenty. Survival of this pack is important because together they are formidable, but apart they are vulnerable. A single paksa is ferocious, but they can easily be killed by a trained warrior. By hunting in packs, however, a single warrior is no match for them. While a paksa lives in a pack, they are all but impossible to control by handlers. While alone, however, the story seems to change quite drastically.

Many encounters with villainous people have been accompanied by a paksa and its handler. These handlers have an incredible knack for ordering the beasts to do as the handler pleases, but only as long as this bond is active. Once the bond is broken, such as the handler is killed, the paksa regains control of itself and typically flies into a primal rage.

Many hostile species have been encountered with paksa killers at their side. If the beast seems docile to that species, there has to be a handler nearby.

ALPHA AND OMEGA

Paksas follow a very simple hierarchy within their pack. There is a single alpha male, a single omega male, and the rest are capable of being beta males (actual beta males or capable subordinates). The alpha male is the leader of the pack while the omega male is the runt of the litter. If there was a glimmer of hope of domesticating a paksa, it would have to be an omega male. Once the omega male becomes friendly with whoever subdues them, they follow their new companion around until finding a new home. If a new home cannot be found, they may follow their new companion indefinitely. However, they will still flee at the first site of that new home.



PAKSA ALPHA MALE

Alpha males are the highest of the paksa hierarchy.

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d8, Vigor d8

Pace: 10; **Parry:** 7; **Toughness:** 7 (1)

Skills: Fighting d10, Notice d8(+2), Stealth d8, Survival d8, Swimming d6, Tracking d8(+2)

Special Abilities

- **Acute Senses:** Paksas have very acute smelling and hearing, providing them a +2 bonus to all Notice and Tracking rolls.
- **Armor +1:** Thick hide
- **Bite/Claws:** Str+d6
- **Fear:** Paksas are ferocious, feral canines with glowing red eyes and a hellacious appetite for fresh meat (in any form). They kill for food and sport and their rage is well-known throughout the known galaxy.
- **Ferocity:** Paksa alpha males are extremely aggressive. Upon taking a Wound, he becomes extremely aggressive as if his hierarchical ranking is being threatened. His Parry is reduced by 2, but he gains a +2 bonus to Fighting, Strength, bite damage rolls (not claw damage), and Toughness. This aggression only subsides once the alpha male is Incapacitated.
- **Pack Hunters:** Paksas are most efficient when hunting in packs. While adjacent to at least one other paksa, they gain a +1 bonus to all Fighting rolls and to Spirit rolls to recover from being Shaken.



PAKSA OMEGA MALE

Omega males are the lowest of the paksa hierarchy.

Attributes: Agility d6, Smarts d4(A), Spirit d4, Strength d6, Vigor d8

Pace: 8; **Parry:** 5; **Toughness:** 7 (1)

Skills: Fighting d6, Notice d6(+2), Stealth d6, Swimming d6, Tracking d6(+2)

Special Abilities

- **Acute Senses:** Paksas have very acute smelling and hearing, providing them a +2 bonus to all Notice and Tracking rolls.
- **Armor +1:** Thick hide
- **Bite/Claws:** Str+d6
- **Fear:** Paksas are ferocious, feral canines with glowing red eyes and a hellacious appetite for fresh meat (in any form). They kill for food and sport and their rage is well-known throughout the known galaxy.
- **Pack Hunters:** Paksas are most efficient when hunting in packs. While adjacent to at least one other paksa, they gain a +1 bonus to all Fighting rolls and to Spirit rolls to recover from being Shaken.
- **Submissive:** Paksa omega males are scapegoats. Upon taking a Wound, they can potentially become submissive: if there are no paksa alpha males alive in the pack, the omega male moves from aggressive to passive on a successful, unopposed Persuasion or Intimidation roll and from passive to friendly on a second roll. If the omega male's pack still contains a living alpha male, the omega male continues fighting to please the alpha male.

PENGUA [PEN-GWAH]

TECHNOLOGY 3, MILITARY 1, SOCIETY 1 (BIPEDAL, NOMADIC)

Societal ways of most xenos are fairly easy to pin down. Sometimes the Academy comes across those who are difficult to understand; the pengua is one of them. Many species develop in logical ways whereas their technology and society grow at relatively the same rate. They move away from their simple tribal roots, growing into large nations before discovering space travel. The pengua have instead stuck to their ancient traditions of living in simplistic tribes and migrating from place to place, living as nomadic societies. Due to their ability to travel through space, their migrations bring them from planet to planet.

Penguas are cave dwellers that live deep beneath the surface in massive cavernous systems. They thrive off underground lakes, or access to aquifers, and the flora and fauna that also live within those caverns. Once their food sources are mostly depleted, they pull-up roots, get back into their spacecraft, and travel to a different planet. This process changes depending on the abundance of food. Adding to this interesting means of living, the penguas appear to have split their tribes multiple times throughout the past millennia as they can regularly be found on multiple planets with slightly different features, due to evolution, within different tribes. Some may be short, others tall; some even have different religious beliefs. However, they are all definitely penguas.

PHYSIOLOGY

Penguas vary quite significantly from tribe to tribe in terms of size and weight. While they are unmistakably of the same species, they appear as distant cousins from a distance. Up close, they look more like variances of a single tribe until speaking and even their language can vary from tribe to tribe.

Size/Weight: Penguas vary in size and weight depending on where their tribe has established its roots throughout the past century. The shortest are around 5ft tall while the tallest are around 7ft. Their size is comparable to their height with the shortest weighing 150lbs and the tallest weighing around 300lbs.

Digestion: Although the penguas have very typical digestion systems, they appear to be quite hardy and can withstand ingesting poison.

Mobility: Standard bipedal humanoid.

Respiration: Penguas absorb oxygen through their lungs and appear to be able to filter out light toxins as well.

Senses: Standard sensory organs, although their eyes are attuned to pitch black darkness and have difficulty adjusting to bright light and sunlight.



PENGUA

Penguas are nomadic cave dwellers with space travel capabilities.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d10

Pace: 6; **Parry:** 5; **Toughness:** 9 (2)

Skills: Climbing d8, Fighting d6, Knowledge (Engineering) d8, Knowledge (Metals) d8, Knowledge (Mining) d8, Notice d8, Repair d8, Shooting d8, Survival d8

Weapons: Razorgun (30/60/120, 2d8, RoF 1, Shots 6, AP 4) [fires sharpened metal saw blades], reinforced metal baton (Str+d8) [blunt]

Special Abilities

- **Armor +2:** Thick skin
- **Darkvision:** Penguas ignore all penalties for Dim and Dark lighting and pitch blackness. However, they are impaired in direct sunlight and areas of bright light, incurring a (-2) penalty to all combat and Notice rolls.
- **Immunity:** Penguas are immune to poison and disease and can survive in slightly toxic environments.

ENVIRONMENT

Penguas thrive in the constant temperatures of underground caverns. Although their thick, hairy skin should provide ample warmth in colder and changing climates, they seem to avoid them at all costs. Instead, they choose caverns that can be easily enlarged to house their underground cities, are near an ample deposit of minerals or metals that can be forged, and within a temperate climate zone. Additionally, since they can breathe slightly toxic air, these types of caverns are relatively easy to find and inhabit.

Penguas no longer have a single home world and consider at least three dozen planets as part of their home (currently). At any one time, about half of these planets are populated by usually no more than 2,000 penguas in a single tribe. This allows them to survive off the flora and fauna within the caverns and underground water for around a century before needing to move, finding a new location to call home. Although these home worlds vary quite a bit, the location chosen by the penguas are all similar, providing them with what they need to survive.

ORIGINS

The Academy has spent much time researching the nomadic lifestyle of the penguas and managed to uncover signs of previous settlements across more than 75 planets. Half of them have been abandoned, but each one shows signs of multiple occupations revealing the penguas leave a city only to return to it at some time in the future. This appears to be enough time to allow the flora and fauna to replenish and the cycle continues until the metal deposits run out.

Through the use of sophisticated dating methods, the penguas original home world has been identified: a small planet called Raha. Raha, now barren, shows signs of life dating back five millennia according to those same dating methods. It shows signs of complete depletion of natural resources, most likely starting with its water supply, leaving nothing but thousands of miles of dry, cracked land everywhere. After excavating a large city, relics more than twenty millennia old were found, showing that life thrived there for quite a long time. It's believed the penguin survived on Raha from their earliest years until the planet began to die. Before the death of their species occurred, they sent all survivors to the stars in search of new life elsewhere.

Bringing their technology with them, the penguas initially split into fifteen tribes, divided into more tribes and only fifteen survived, or split their tribes after the first mass migration from Raha to ensure the survival of the species. Whatever the quantity is unknown, but it appears to have worked. The penguas now survive although they are fractured across their current fifteen different tribes that have evolved slightly differently from one another.

Every time a pengua tribe finds an optimal location, they begin excavating the caverns, reinforcing the walls, and building a large underground city. Due to their expertise in metals and engineering, they are able to make structures that withstand everything their underground environment can throw at them for many centuries. So much so that the cities can be abandoned for nearly a century only to be repopulated, once the flora and fauna have replenished. These existing cities, with half of them being completely abandoned and never returned to, provide bits and pieces of the penguas' history given the signs they left behind including forgotten artifacts, smelting plants, abandoned mines, and empty homes.

MOTIVATION

The Academy believes the penguas were not always nomadic. The current theory is that they have yet to find a single planet that can house their entire population in an environment that they can survive. By choosing the ones they've chosen, natural resources become depleted to the point of not being able to sustain the population; thus they pack-up and leave. However, during this time, they are willing to fight tooth and nail to protect their people.

Penguas are motivated by a common factor among xenos: survival. Their nomadic lifestyle is meant to keep the tribe alive, allowing them to thrive without worrying about times of despair (such as when a particular natural resource begins to run low). They have become brutally efficient and packing their people into their spacecrafts (a single spacecraft is large enough to support the entire tribe), find a new or previous home, establish or re-establish roots, and go about their day as if nothing happened.

If their current home is occupied by other species, the penguas don't appear to care. They don't engage in military actions unless their homes are being threatened. If someone decides to dig a mine near a pengua settlement, as people rarely know those settlements exist, the penguas will kill everyone in or near that mine. If someone discovers a cave entrance to a pengua city, they will find themselves running away from angry pengua warriors brandishing dangerous weapons.

JAFFA ATHIL

Penguas are believed to be led by a group of elders and a single military commander. The commander is in charge of ensuring the safety of everyone in the tribe, especially the tribal elders and youth. When any outsider gets near the tribe, the commander is ordered to do everything he can to kill them. The penguas appear to have no desires to be diplomatic, especially toward those who live on the surface. Dealing with other underground species may be different, but no one has been able to support that theory.

One of the most vicious commanders ever encountered is Jaffa Athil, who also happens to be the largest penguin ever encountered. Jaffa and his penguin warriors were the cause of a massacre at a mining facility only a mile from Jaffa's settlement. No one knows why the penguin warriors attacked as the mining facility didn't seem to threaten their city, but then no one was willing to investigate the miles of caverns beneath the ground to find out.

The death of so many truly angered the Alliance and a mercenary force was sent in to investigate. This force never returned and their bodies were never found. The Allied Navy decided to step in and clear the penguas out for good, but were too late. The entire city had been abandoned and Jaffa's tribe fled to a new location. Once it was determined that the caverns were completely empty, an investigation showed the penguas appeared to have been preparing for their next migration starting days before the massacre. This may have led to the massacre, but no one, other than Jaffa and his tribal elders, knows the motivation behind the event.



JAFFA ATHIL

Jaffa is one of the largest and most vicious penguin commanders ever encountered. His bloodlust is fairly well-known.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d10, Vigor d12

Pace: 6; **Parry:** 5; **Toughness:** 11 (2)

Skills: Climbing d8, Fighting d10, Knowledge (Engineering) d8, Knowledge (Metals) d8, Knowledge (Mining) d8, Notice d10, Repair d8, Shooting d10, Survival d12

Edges: Command, Command Presence, Hold the Line!, Inspire

Weapons: Razorgun (30/60/120, 2d8, RoF 1, Shots 6, AP 4) [fires sharpened metal saw blades], molecular halberd (Str+d8+2, AP 4, Reach 1, 2 hands)

Special Abilities

- **Armor +2:** Thick skin
- **Darkvision:** Penguas ignore all penalties for Dim and Dark lighting and pitch blackness. However, they are impaired in direct sunlight and areas of bright light, incurring a (-2) penalty to all combat and Notice rolls.
- **Immunity:** Penguas are immune to poison and disease and can survive in slightly toxic environments.
- **Size +1:** Jaffa is the largest known penguin, standing over 7' tall and weighing more than 300 lbs.

ROCANAR [ROHK-AH-NAR]

TECHNOLOGY 3, MILITARY 1, SOCIETY 1 (BIPEDAL, GENETICIST)

It's rare to encounter an organic species that doesn't breathe some type of air – oxygen, nitrogen, carbon dioxide, etc. The rocanar are one of those rarities and use that lack of air-breathing necessity to live places where few would live: on moons and barren planets. Of course, these home worlds must have enough gravity to keep the rocanar from floating into outer space, but they have an interesting knack for surviving in low gravity environments. The key is they don't need an atmosphere to survive.

The rocanars are master geneticists who use gene splicing to 'improve' upon themselves. Although what they see as improvements others see as freakish mutations. To fuel their genetic desires, rocanars take to kidnapping species with optimal traits they'd like to incorporate into their species. As a species, they evolve extremely quickly being able to adapt to exotic environments due to their genetic experiments.

Rocanars are so good at genetic manipulation that they only choose compatible species and upon giving birth to the next generation, the new genetic code is an integral part of the species. Each generation thus looks different from the next, but the changes are so slight that one can always tell when they're encountering a rocanar. Extreme caution is advised when encountering a rocanar as anyone could become their next genetic victim; their victims never survive the experiments.



PHYSIOLOGY

Although they are constantly changing their genetics, the physiological make-up of the rocanar remains mostly unchanged from generation to generation. What's presented here is the most commonly found rocanar regarding the currently dominating generation.

The most commonly found rocanars, the 10th generation, are humanoids with extremely thick, hairless skin that looks like it's made from rocks. Dotting their body, in various places, are large pores that allow the environment to flow through the skin. They have rounded heads with thick features, a flat nose, and are hairless. Their hands and feet are extremely thick, matching that of their arms and legs.

Size/Weight: Rocanars are large being around 7ft tall and weighing around 300lbs.

Digestion: Unknown. Most speculate their digestion is tied to their respiration.

Mobility: Standard bipedal humanoid.

Respiration: Rocanars do not breathe. Instead, their porous skin allows the environment around them to flow through a set of filters. These filters remove particles used for survival.

Senses: Standard humanoid senses, although their sense of smell is somewhat lacking.

10TH GENERATION ROCANAR

The currently dominant rocanar generation is the 10th generation. They are the most commonly encountered version of the species.

Attributes: Agility d6, Smarts d10, Spirit d4, Strength d10, Vigor d10

Pace: 5; **Parry:** 6; **Toughness:** 11 (3)

Skills: Fighting d8, Notice d6, Knowledge (Genetics) d10, Shooting d8, Taunt d8

Weapons: Hand-forged axe (Str+d6, AP 2), electrothermal rifle* (24/48/-, 2d8+1, RoF 1, AP 8, Heavy Weapon), plasma pistol (12/24/48, 2d6+1, RoF 1, Shots 6, AP 4, SBT)

Special Abilities

- **Armor +3:** Rock-like skin
- **Atmospheric Immunity:** Rocanars are immune to all types of exotic atmospheres, including the most toxic or ones that lack oxygen. Additionally, they can move unimpeded in low gravity environments.
- **Environmental Immunity:** Rocanars are immune to all but the most extreme environments.
- **Size +1:** Rocanars are larger than the typical humanoid.

ENVIRONMENT

Rocanars are an extremely adaptive species. During their first years of genetic manipulations, they also became a fractured species, dividing into tribes and scattering across the galaxy. The various tribes look slightly different from each other, but overall their genetic manipulations have remained mostly the same. It's believed the most elder rocanars get-together to discuss the species' survival, leading to similar changes in their genes.

The result is a species that lives in a variety of environments from moons with nothing to breathe but outer space to barren planets with nitrogen in the air. The only constant among the species is that they always choose planets and moons that are uninhabited and would rarely support another intelligent species. This method of isolation tells the Academy they generally wish to be left alone, but they're not against attacking their neighbors. This is especially true if someone attempts to explore or settle a rocanar inhabited planet or moon.

ORIGINS

Rocanars originate from the now dead planet Felkor and their species dates back millions of years. By Academy standards, they are one of the ancient races. They evolved on a very fertile, lush terrestrial planet that eventually became barren and dead due to the enlarging of the local star. During the last centuries of life on Felkor, rocanars, already embracing extremely advanced technology, took to modifying their genetics to survive on Felkor after it died. The first generation born with the genetic manipulations was known as the first generation.

The first generation was able to survive, but Felkor became so hot that it became uninhabitable. Although this first generation was able to filter the new toxins in the air, they couldn't survive in the extreme heat. They began traveling the galaxy looking for species that could survive in exotic environments and started kidnapping them to use as specimens for further genetic manipulations.

With a supply of new species in the laboratories, the rocanar created a new genetic strand that would become the second generation. This generation was able to withstand many different environments, but was still not quite what they are now. With each generation, the rocanar changed ever so slightly to what they are now, and continue to change with new genetic manipulations. Additionally, each tribe changes ever so slightly from other tribes, creating what will someday become a very unique appearance.

MOTIVATION

Like many species, the rocanars are driven by the need to survive; they just have a bit of an extreme nature about it. Instead of finding a home that accommodates their species, they alter their genetics to survive on an uninhabited planet or moon. Their biggest cause of concern is when they start scouring the galaxy for species to kidnap for their genetic experiments. It's been rumored that some tribes kidnap up to two dozen different specimens from various species at one time.

Additionally, rocanars are extremely defensive and fight to the death to protect their home, family, and genetic secrets. They utilize devastating technology and even carry weapons that can burn holes through the sides of spacecraft. However, if they're not being threatened and not hunting for specimens, they can be quite friendly and have an amazing amount of knowledge to share.

ROCANAR GENERATIONS

8TH GENERATION ROCANAR

8th generation rocanar are shorter than the 10th generation and serve as the current tribal elders and generals. Additionally, their skin is not as thick.

Attributes: Agility d6, Smarts d12, Spirit d6, Strength d8, Vigor d10

Pace: 6; **Parry:** 5; **Toughness:** 9 (2)

Skills: Fighting d6, Notice d8, Knowledge (Genetics) d12+2, Shooting d6, Taunt d10

Edges: Command, Command Presence, Hold the Line!

Weapons: Hand-forged dagger (Str+d4, AP 2), plasma pistol (12/24/48, 2d6+1, RoF 1, Shots 6, AP 4, SBT)

Special Abilities

- **Armor +2:** Thick skin
- **Atmospheric Immunity:** Rocanars are immune to all types of exotic atmospheres, including the most toxic or ones that lack oxygen. Additionally, they can move unimpeded in low gravity environments.
- **Environmental Immunity:** Rocanars are immune to all but the most extreme environments.

9TH GENERATION ROCANAR

9th generation rocanars are the same size as 10th generation and currently serve as elite warriors. Their skin is the same thickness as the 8th generation, but they are as tall as the 10th generation.

Attributes: Agility d8, Smarts d10, Spirit d4, Strength d12, Vigor d12

Pace: 5; **Parry:** 6; **Toughness:** 11 (2)

Skills: Fighting d10, Notice d10, Knowledge (Genetics) d10, Shooting d10, Taunt d12

Weapons: Hand-forged halberd (Str+d8, AP 4, Reach 1, 2 hands), plasma pistol (12/24/48, 2d6+1, RoF 1, Shots 6, AP 4, SBT)

Special Abilities

- **Armor +2:** Thick skin
- **Atmospheric Immunity:** Rocanars are immune to all types of exotic atmospheres, including the most toxic or ones that lack oxygen. Additionally, they can move unimpeded in low gravity environments.
- **Environmental Immunity:** Rocanars are immune to all but the most extreme environments.
- **Size +1:** Rocanars are larger than the typical humanoid.

11TH GENERATION ROCANAR

11th generation rocanars are considered the youth of the species, although they are actually larger than the 10th generation, receive regular combat training, and have thicker skin like the 10th generation.

Attributes: Agility d6, Smarts d10, Spirit d4, Strength d10, Vigor d10

Pace: 5; **Parry:** 5; **Toughness:** 12 (3)

Skills: Fighting d6, Notice d6, Knowledge (Genetics) d8, Shooting d6, Taunt d6

Weapons: Hand-forged axe (Str+d6, AP 2), plasma pistol (12/24/48, 2d6+1, RoF 1, Shots 6, AP 4, SBT)

Special Abilities

- **Armor +3:** Rock-like skin
- **Atmospheric Immunity:** Rocanars are immune to all types of exotic atmospheres, including the most toxic or ones that lack oxygen. Additionally, they can move unimpeded in low gravity environments.
- **Environmental Immunity:** Rocanars are immune to all but the most extreme environments.
- **Size +2:** 11th generation rocanars are larger than the 10th generation.

SEH [SAY]

TECHNOLOGY 3; MILITARY 2, SOCIETY 3 (BIPEDAL, DRIFTER / REFUGEE)

Empires rise and fall by the second in the vastness of space. What may last for centuries on a single planet may dwarf in comparison to the millennium of another light years away, but they both reach their eventual peak and break apart like colliding asteroids. The aspirations of the seh's galactic plans for domination was intended as a means of extending their rule over the lesser beings of nearby stars were it not for one minor detail: their fragile composition away from their home world.

The Seh Empire now struggles to cope with the aftermath of that tragic military coup and co-exist with the rest of the galaxy. Suffering a humiliating defeat and the death of millions of soldiers at the hand of lesser beings has brought about a new era: forced peace.

PHYSIOLOGY

Physically formidable at first glance, the typical seh is a hulking figure composed of a red-black stone husk known as sehqua (say-kwhə). Even without this bulky natural armor, the seh are clearly strong individuals capable of enormous feats of strength (so long as they are on the proper world). While residing on their home world of Seh Mag, they are near immortal. Away from the denseness of their home planet, particularly during space travel, they risk agonizing deaths as their physical composition weakens their hardened shards of armor to brittle glass.

Any seh encountered off-world appears battered and broken, with many of their sehqua armor broken off in battles taking place away from the harsh gravity and density-inferring abilities of their home world.

Size/Weight: An adult seh stands an average 8ft tall and can weigh as much as 600lbs on its home world. This weight varies based on its sehqua's density (see **Environment** below).

Digestion: The seh derives its nutrients from steam, absorbing it into their skin from direct exposure. This same process is what allows a seh to breathe (see **Respiration** below).

Mobility: Standard bipedal humanoid.

Respiration: Steam absorbed into the seh's metabolism oxygenates within their blood streams and provides them with up to six hours of respiration. If a seh is unable to absorb any steam, it will begin to enter cardiac arrest within several hours.

Senses: Standard sensory organs, though the seh do possess enhanced vibration sensors within their sehqua, allowing them to sense movement simply by touching inanimate objects.

SEH

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d6

Pace: 5; **Parry:** 6; **Toughness:** 6*

Skills: Fighting d8, Intimidation d6, Notice d6

Special Abilities

- **Born Fighter:** A seh is never considered unarmed and does not suffer the additional penalties.
- **Sehqua Density:** *A seh's armor is only as effective as its current environment. On its homeworld, it has +4; on any other planet, it is +2; in space, its Toughness is -2 as the armor is useless and the body becomes weak. This same modifier is added to a seh's unarmed damage.

- **Size +2:** The seh are 8' tall and can weigh as much as 600 lbs.
- **Steam-Dependent:** If a seh goes longer than 6 hours without exposure to steam, it must succeed in a Vigor Test every 10 minutes or become Shaken then suffer 1d8 damage per round until exposed.
- **Tremor Sense:** While maintain physical contact with its surroundings, a seh can automatically detect the location of moving objects or creatures within 50' of its current location.

ENVIRONMENT

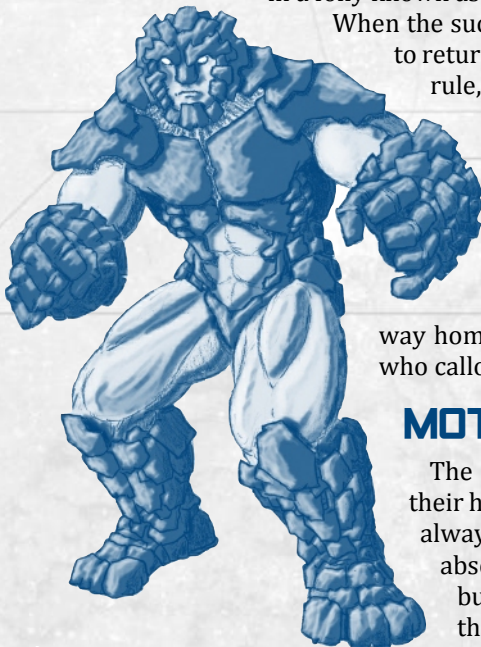
Their home world, Seh Mag, is a dense and violent planet. A fairly young planet by comparison, its core remains in a state of flux, causing its gravity to remain especially strong and nearly impossible for any outsiders to exist without suffering excruciating pain. In this way, the seh have always been immune to invasion and this security may have led to their empire's downfall.

Unfortunately, this property has a direct effect on their sehqua armor. While on Seh Mag, this material's composition is at its strongest and is near unbreakable against the harshest stressors a seh could inflict on itself. On any other world, its sehqua becomes weak and prone to wear and tear over time. In the void of space, away from any gravity whatsoever, this material becomes brittle and easy to shatter.

ORIGINS

The Seh Empire has existed since the rise of Tec San, a massive spire of sehqua created by the tumultuous earthquake that tore apart the central continents and shaped the world as it exists today. Tec San became the focal point of seh civilization and the rule of Emperor Dol Mag turned the seh from wandering brutes to a tyrannical power. Overconfident in his people's strength, numbers, and might, Dol Mag set plans in motion to conquer nearby planets and establish the seh as a galactic superpower. Refusing to believe his science council's research into the effects of sehqua in deep space, Dol Mag sent millions of seh troops to their death in a folly known as Vey Kan (or "fall from grace").

When the successful "victims" of the invasion sought to return the favor and bring an end to Dol Mag's rule, a truce was declared that allowed the emperor to remain on his Eternal Throne atop the highest peak of Tec San. In exchange, the seh are prohibited from the manufacturing of interstellar technology. Many seh encountered today are refugees from the original assault, either making their way home or turning their back on the emperor who callously sent them to their doom.



MOTIVATION

The seh existed as an unstoppable force on their home world for close to a millennium and always believed themselves to be destined for absolute power. The events of Vey Kan burned a scar in their psyche and belief in their emperor's rule. Yet without any other way to provide comparison and possi-

bility, they continue to follow the crazed demands of their clearly power-mad leader.

Some of the original survivors have seen other worlds and ways of government and learned there is a better way for their people trapped under Dol Mar's thumb. While they are scattered across the vastness of space (many of them hiding out in small communities and various outposts at the distant edge of the galaxy), a rebellion has begun and there have been reports of an uprising building outside of Seh Mag.

UNCONFIRMED REPORTS

When the Seh Empire launched its attack, the Allied Navy was quick to repel these weakened invaders and assemble an assault force to move against Emperor Dol Mar. As a condition of their surrender, an Alliance Inspection Detachment of 12 inspectors and a rotating force of 68 highly trained mercenaries and corporate marines remain on Seh Mag to ensure all terms are being met. Their camp at the base of the sacred monument and imperial palace, Tec San, is seen as an affront to the emperor's rule. Diplomatic conflicts continue on a near daily basis as the absolution of Dol Mar's rule, which has never before been challenged, butts heads with the firm demands of the Alliance Inspection Detachment. Many Alliance observers and inspectors with the Detachment feel it is only a matter of time before these diplomatic hiccups will escalate into violence.

HUR SAN

In his youth, all served the will of the Emperor and to a young seh like Hur San, there was no greater honor than to serve in the Emperor's Legion. His parents had served with distinction, as did theirs and those before. He came from a long line of soldiers and there was no other path available than that of a warrior.

When Hur San witnessed the savage manner in which his comrades were cut down on the fateful day known as Vey Kan, everything changed. No longer blinded by the edicts of his people, as he could physically observe their greatest flaw tearing them to pieces, Hur San gained a new purpose: survival. Staying alive and hiding out in underground caverns until he could secure transport with other seh, he began to plot against his once beloved emperor. Someone had to save his people as it was clear – now – that Dol Mar could not remain in power if the seh were to exist into the next millennium. To start a rebellion, he needs an army, and so he makes his way across the galaxy by whatever means necessary to find those stranded seh and bring them together for one last march... against the fortress of Tec San. All that's needed is the charisma and the connections to make it happen.



HUR SAN

The right side of his face has been stripped of its signature stone construction, instead revealing a scarred and disfigured visage. Various other jagged shards of sehqua cover his body.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d10, Vigor d6

Pace: 5; **Parry:** 6; **Toughness:** 6*

Skills: Fighting d8, Knowledge (military tactics) d6, Intimidation d8, Persuasion d8, Shooting d6

Special Abilities

- **Born Fighter:** A seh is never considered unarmed and does not suffer the additional penalties.
- **Sehqua Density:** *A seh's armor is only as effective as its current environment. On its homeworld, it has +4; on any other planet, it is +2; in space, its Toughness is -2 as the armor is useless and the body becomes weak. This same modifier is added to a seh's unarmed damage.
- **Size +2:** The seh are 8' tall and can weigh as much as 600 lbs.
- **Steam-Dependent:** If a seh goes longer than 6 hours without exposure to steam, it must succeed in a Vigor Test every 10 minutes or become Shaken then suffer 1d8 damage per round until exposed.
- **Tremor Sense:** While maintain physical contact with its surroundings, a seh can automatically detect the location of moving objects or creatures within 50' of its current location.

LUR XAK

The Fourteenth Imperial Speaker of Tec San and personal advisor to the emperor, Lur Xak has been standing loyally by Dol Mar's side for nearly three hundred cycles. It was she who delivered the emperor's wishes to the council and set the plans in motion to invade and conquer new worlds in the Empire's name.

Today, she languishes in a prison cell buried deep within the confines of Tec San. Pegged as the scapegoat for Vey Kan and sentenced to remain incarcerated for the rest of her immortal life, she has accepted her sentence with dignity and in service to her emperor. Only because of seh law prohibiting the execution of any noble house member does she remain alive. Were it not for that, the Emperor would have killed her to bury the secret behind his need for conquest and the search for a lost relic believed to forecast the doom of the entire species.



LUR XAK

Huddled in the far corner of the thick stone cell, this small and lithe seh is wrapped in a tattered robe marking her as an inmate of this forgotten section of the palace.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d8, Vigor d6

Pace: 5; **Parry:** 2; **Toughness:** 6*

Skills: Investigation d6, Knowledge (Politics) d8, Knowledge (Seh Geography), Knowledge (Seh History) d8, Persuasion d8, Survival d6

Special Abilities

- **Born Fighter:** A seh is never considered unarmed and does not suffer the additional penalties.
- **Sehqua Density:** *A seh's armor is only as effective as its current environment. On its homeworld, it has +4; on any other planet, it is +2; in space, its Toughness is -2 as the armor is useless and the body becomes weak. This same modifier is added to a seh's unarmed damage.
- **Size +2:** The seh are 8' tall and can weigh as much as 600 lbs.
- **Steam-Dependent:** If a seh goes longer than 6 hours without exposure to steam, it must succeed in a Vigor Test every 10 minutes or become Shaken then suffer 1d8 damage per round until exposed.
- **Tremor Sense:** While maintain physical contact with its surroundings, a seh can automatically detect the location of moving objects or creatures within 50' of its current location.

SHAUDEN [SHOW-DEN]

TECHNOLOGY N/A; MILITARY 3; SOCIETY 3
(HOSTILE, NON-ORGANIC, PSIONIC)

Every species in every moment of great exploration unveils a terrible evil upon their kind that brings great doubt to the intent and efforts of reaching beyond their homeland. The discovery of deadly infections, an aggressive species, or the truth behind the origins of their world is but a sample of the horrors that would have otherwise lay dormant.

In the depths of space, that horror is the shauden; an intelligent energy collective with a hive mind devoid of physical form dwelling along the fringes of a black hole. Their very existence continues to baffle and perplex the Academy, leaving much of this entry provided by theoretical calculations known only to their most brilliant scientists. Whether one considers such concepts blasphemy or ignorance, the reality of this unreal species is undeniable. If one should encounter the shauden, they should make peace with an inevitable end.



PHYSIOLOGY

No known physiology exists for the shauden. It is an essence of pure energy, or rather dark energy to use the current scientific analogy. Dark energy is a theoretical substance best capable of explaining their form and how they can survive in their environment.

Dark energy is similar to dark matter in that it is a counterpoint to a known and measurable opposite. As dark matter is the opposite to matter and both work together to compose the universe, dark energy is the counterpoint to the energy output by forces such as gravity, force, and other known sources. Because this dark energy counters the massive energy of a black hole, the shauden is able to remain free floating along the edge of the Antares IX black hole.

Producing the incredible amount of dark energy required to counter the pure energy of the black hole is possible due to the shauden's singular form. Based on survivor accounts and actual recordings of shauden encounters, the species has merged into a singular entity and every individual within the collective completes its own functional role. An individual shauden can be expelled from the collective and sent to inhabit a physical form, albeit for a brief period of time. (See **Possession** below.)

Size/Weight: Immeasurable.

Digestion: Unknown.

Mobility: Unknown. The shauden cannot be physically observed until they possess a physical form, but this possession does indicate an ability to move through physical space prior to inhabiting a physical form.

Respiration: Not applicable.

Senses: Unknown.



SHAUDEN DEVOURER

Attributes: Agility N/A, Smarts d12+2, Spirit d12+2, Strength N/A, Vigor N/A

Pace: 8; **Parry:** N/A; **Toughness:** N/A

Skills: Intimidation d12, Investigation d8, Persuasion d10, Psionics d10

Special Abilities

- **Absolute Intelligence:** Whenever a shauden rolls Smarts, it rolls 2d12 and uses the highest result (the same as rolling a Wild Die).
- **Collective:** A single shauden devourer is part of a larger collective. These stats reflect a lone shauden. For every additional shauden involved in a scene, increase Smarts by +2.
- **Dark Consumption:** Once possessed, the target creature must succeed on an opposed Spirit roll against the shauden devourer. Only by gaining a raise can the target creature expel the shauden. On a simple success, nothing happens. On a failure, the creature suffers damage equal to the shauden's Spirit, ignoring all armor.
- **Ethereal:** Shauden are immaterial and can only be harmed by magical attacks.
- **Fear -2:** Shauden are terrifying to experience. Upon the first possession attempt, the target creature must make a Fear check at -2.
- **Possession:** When a living, intelligent creature is chosen for possession. Make an opposed Spirit roll; if the target creature succeeds, the shauden does not possess them. On a raise, the shauden devourer is expelled and cannot attempt to possess that creature again. If the target creature fails, they become possessed and the shauden devourer can use this body to communicate for as long as it remains stable.
- **Psionics:** Shauden have unlimited Power Points and can use all psionic powers.
- **Pure Energy:** The shauden is a species of dark energy. It is not limited by physical barriers and can "move" freely in any direction.

ENVIRONMENT

The shauden exist in and out of the swirling black hole known as Antares IX. As all known matter, including light, is absorbed by the massive forces of the black hole, there is no available information on this environment.

ORIGINS

More than any other section in this entry, the shauden's origins are purely speculative. There are two theories on the evolution of this species: the first postulates their existence began with the start of the universe and the second offers a concept of a race of highly intelligent creatures evolving into the ultimate form of being - pure intelligence without physical bounds. The latter is considered the most popular and reasonable explanation for this mysterious, logic-defying species.

Many beliefs among the Academy's known species proclaim the shauden are a form of divine evolution, where a single species of great intuition and brilliance rises from the oozing mass of a newborn planet, elevating itself both mentally and physically to become only an essence of pure intelligence. While religions refer to such essences as spirits, science dictates it as a form of energy as it exists without mass. Their bodies evolved from a physical solid into an ethereal energy. Dark energy, which Academy scientists believe is the force holding the shauden together, works on a similar principle of dissolving physical matter, and so this origin fits with scientific ideals.

Whatever that origin may be, the shauden are indeed a superior intelligence and treat all other species as their pawns. Threatened by the discovery of other beings gaining interstellar travel, the shauden appear to be making a considerable effort to place their dominance over these species, thereby ensuring their continuance as the highest evolved species in the galaxy. This is a fact, as nearly every documented encounter with a shauden possession has clearly declared this doctrine.

POSSESSIONS

The sole form of contact anyone has with the shauden is when they choose to possess a physical body. Their ability to inhabit physical forms applies to objects and living creatures alike, but the latter have a slim chance of resisting the possession. Surviving once possession occurs is considered impossible.

When a single physical form is possessed, it is occupied by a single member of the shauden collective. Yet even that minor amount of dark energy is enough to annihilate the target while allowing the individual shauden an opportunity to move on to another target. The amount of time required to completely consume the target depends on its size, composition, and (remarkably) willpower.

Intelligent Creatures: Living creatures with self-awareness and individuality have an inexplicable ability to resist the devouring dark energy wrought down on them during long periods of possession. When a shauden attempts to possess such a creature, use the Shauden Devourer provided here.

Objects: When an individual shauden possesses a physical object, it starts to break down into nothing within a matter of milliseconds. Any object smaller than a 1.5m space is destroyed instantly. Objects large enough to withstand this initial contact will last for a number of Combat Rounds equal to its total number of square meters divided by two. In that time, the object begins to break down and collapse in on itself as it is consumed by the shauden's dark energy.

UNCONFIRMED REPORTS

Of all the organizations, societies, and fleets in the galaxy, the shauden have selected the jhet as a featured target of their fear campaign. To date, few direct actions have been made against any jhet ships, outposts, or other significant operations other than detailed accounts of possessions, whereby the "emissary" of the shauden proclaimed their superiority. Some of these possessions have included a ship's computer and its primary engines.

Most documented shauden encounters occur within ships and are even believed to be responsible for the disappearance of an orbiting science station, the *Oracle*, recorded as the first contact with this unusual species. The *Oracle* was studying fluctuating data picked up by jhet probes around the Antares IX black hole when the station suffered numerous shutdowns and hull breaches before all contact was lost with the crew. It's believed the *Oracle* was sucked into the black hole.

Since this event, the shauden have staged aggressive possessions of many jhet vessels and outposts within this sector. In a few cases, those incidences even involved other xeno ships. Many jhet leaders believe the shauden have chosen them as the greatest threat to their intellectual dominance of the galaxy, though few have taken it as a compliment.

Once the shauden were identified as an intelligent species (and not an elaborate terrorist strategy designed to make the jhet and other xeno believe in a fictional race of energy beings), efforts were made to establish friendly dialogue with them. When a lone representative of these dark energy beings nearly caused the destruction of an ambassador's ship, the plan known only as Stage Two was developed.

The engenico have been contracted to develop mechanized options for use against and to protect from the shauden. The engenico believe the only defense is to destroy the shauden's home – the black hole itself.

SOHTE [SOH-TAY]

TECHNOLOGY 0, MILITARY 0, SOCIETY 0 (HOSTILE, NON-ORGANIC, TRANSMUTER)

Information controls the galaxy in ways beyond the nominal scope of armaments and finances. While the latter may be useful in scientific exploration, information is what allows the continuation of a species' achievements for without discovering your surroundings, one cannot hope to conquer them.

Someone else had such a concept in mind when they created the sohte, a sentient gatherer of data, detail, and decomposition that has unleashed a frenzied wake of destruction in its path. Operating on a hive mind mentality, the sohte release their spores into the vastness of space hitching rides on asteroids or passing vessels or plummeting onto an unsuspecting planet's surface with one goal: collect and eliminate.

PHYSIOLOGY

As its role and purpose are difficult to understand, so too is its physiology. Everything about the sohte defies standard expectations of life; from its physical composition to its function and origins.

The sohte and its spores are a transmutational mass of sickening protoplasm capable of expanding its size to incredible proportions or making itself small and sleek enough to pass undetected through any unwatched gap in defenses. When it wishes to make contact with an object or creature, it can envelop it entirely or extend tentacles of any diameter to perform the task while it concentrates on other tasks.

Size/Weight: A sohte can assume any form to a size ranging from a vermin to a six-passenger vehicle.

Digestion: No physical explanation exists regarding the sohte's digestive system other than it's either able to sustain itself by collecting information on its raids or that the sohte is a biologically manufactured agent that doesn't require digestion.

Mobility: Adhering itself to nearby surfaces, the sohte can crawl across nearly any solid surface.

Respiration: The sohte doesn't breathe by any known means and is therefore considered a non-organic creature despite its unknown organic make.

Senses: A sohte is aware of its surroundings by sending vibrations while in contact with objects or surfaces, including the electrical hum of computers, ship hulls, and other constructed objects.



SOHTE

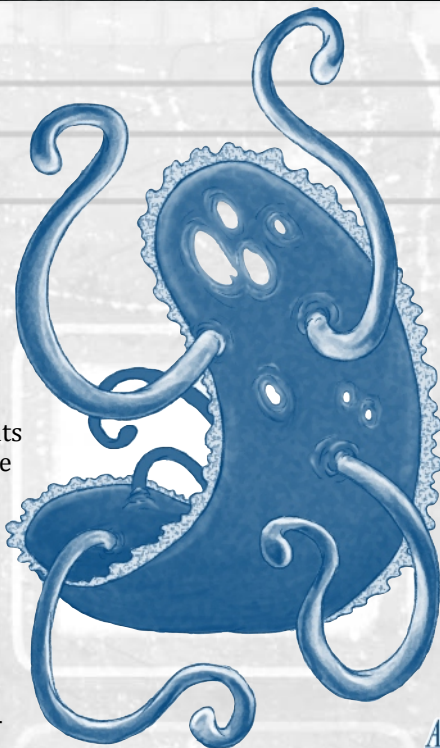
Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Pace: 6; **Parry:** 7; **Toughness:** 8

Skills: Climbing d6, Fighting d8, Investigation d6, Knowledge (Everything it comes into contact with) d6, Tracking d6

Special Abilities

- **Acidic Touch:** Anyone or anything struck by a sohte begins to slowly break down and is destroyed or exposed by the start of the next round. This substance can decrease any armor by 1 point per round. Once this armor is destroyed, the wearer suffers d6 damage every round until it is Incapacitated.



- **Amorphous Tentacle:** Str+d6, Reach 1
- **Block:** A sohte can block using its tentacles giving it a +1 bonus to Parry.
- **Download Awareness:** Once per round, a sohte can add +2 to all rolls made against a single opponent it has successfully damaged with its *acidic touch* or *spores* special abilities as well as increase its Parry by 2. By spending a Benny, it can gain this bonus against a second opponent until the end of the current round.
- **Rapid Regeneration:** A sohte is immune to all damage unless it originates from any weapon capable of area effect attacks (e.g. grenades).
- **Slippery Adaptation:** At the start of the new round, a sohte can increase a single Trait by one die.
- **Split:** A sohte can spend a Benny and split itself into two sohte. This second sohte cannot perform any actions until the start of the next round and acts as a separate creature once active.
- **Spores:** Once per round, the sohte can unleash spores against anything within 2". Any exposed victim failing a Vigor roll within this range is Shaken and automatically provides the host sohte with its knowledge (see *download awareness*).
- **Swelling:** A sohte can increase or decrease its girth, but this requires complete concentration. If it spends a round doing nothing else and doesn't suffer any damage at the end of that round, it can increase or decrease its Size by one to a maximum of +4 and a minimum of -2.
- **Wall Walker:** A sohte can adhere to any solid surface, moving at a climbing Pace of 6.

ENVIRONMENT

Little is known about the sohte's native environment, but with good reason: it's not a native species in the traditional sense. Experiments conducted on living sohte tissue have revealed traces of bioengineering and genetic manipulation on an incredibly advanced level. While the tskohan are suspected as the creators of these biological infiltrators, there is no way to prove such theories as anything more than theories.

ORIGINS

While they don't originate from a particular planet, nor can they be traced to a particular sector with any certainty, what is known follows. The first confirmed encounter with a sohte occurred twenty-six cycles ago – a very recent event. A detailed analysis from the wreckage of a jhet transport ship, the Ulup, found traces of the sohte's destructive properties after initial findings ruled the ship's "accident" (originally ruled as a faulty air lock door ejecting the crew into space) as sabotage by unknown circumstances. Since then, 97 additional cases of sohte involvement in what would otherwise be known as accidents or unexplained occurrences have been documented as being a sohte's handiwork.

MOTIVATION

While there is no mistaking the sohte's intelligence – it has demonstrated decision-making abilities and a willingness to conduct itself under extreme conditions, adapting to its environment and the reflexes of any defenses both living and programmed – only guesses remain as to its motivation. For every question left unanswered, a dozen more rise in its place. There is, however, no mistaking the arrival of two mysterious and solitary espionage species operating in the galaxy: the sohte and the cephlon. No cases of the two species operating in the same

location exist, let alone the same sector, but many Academy members have begun to wonder about the probability of two intelligent species with the same nefarious purposes operating in known space.

With the rise of this theory, many have begun to wonder about a possible connection between the cephlon and the sohte in that some have speculated the two are working towards opposite ends. What those ends may be remains a mystery wrapped in an enigma, but there's no mistaking the danger facing many intelligent species in the galaxy as either danger sees any obstacles in its path as expendable.

There are some within the Academy who believe in one major difference between the sohte and the cephlon and that's orders. While the cephlon appear by all accounts to be a native species of undetermined origins, the sohte are known to be genetically created (or altered from an unknown source) and that implies a master species. Whoever created the sohte is believed to be directing its orders; establishing who gave it strings may be the key to uncovering the truth behind this abnormality.

UNCONFIRMED REPORTS

Many within the Navy believe there is too much of a coincidence between the existence of the sohte and the cephlon to disregard as hostile threats and possibly the sign of a larger, impending danger to allied interests. However, much of the blame doesn't point to the tskohan, the theoretical creators of the sohte, as it does to various corporations operating in allied space and beyond. Perhaps the genetically brilliant tskohan are involved in the sohte's creation. It would not be the first time that species has manufactured something beyond the scope of many intelligent species.

Another scientist has her own theory as to the sohte's purpose. Dr. Andori Nephai has published many controversial papers on the dangers of uncharted space and believes the sohte are indeed an evolved species born from intelligence itself. As many species – particularly those using high technology – transmit data from planet to planet, Dr. Nephai theorizes the sohte are protoplasmic organisms capable of receiving and incorporating information in the same way any other species can observe their environment. She disregards the conclusive research indicating the sohte are genetically modified organisms based on one simple truth – there is no marker indicating how such modifications were made. Genetic manipulation requires an existing component of genetic material to be altered; all that can be identified are previously unknown capabilities within genetic tissue, which does not indicate the likelihood of alteration so much as previously unknown science, according to her theories. There are few who take Dr. Nephai's theory seriously as she is the same scientist who publicly stated the brauks were once slaves to the renowned festoons (a statement that has excluded her from many prestigious posts).

Sohte are one of those species that many scientists love to ponder and theorize. There have been many reports about them being created from cosmic dust or even the same processes that form new planets and stars. Others have theorized the sohte were created during lab experiments gone wrong; purely by accident of course. Religious zealots like to theorize that the sohte are a god-like species with roots in every galaxy within the universe. Few of these reports have any type of merit to them as most are pure speculation and 'funny' science (experiments that don't actually prove anything). In fact, some say there are entire sects of scientists and researchers dedicated to rooting out the origins of the sohte, and possibly the cephlon too. However, these sects have never been located and no one claims ties to them whatsoever.

SORGILUN [SOR-GI-LUN]

TECHNOLOGY 2, MILITARY 2, SOCIETY 1 (BIPEDAL, DRIFTER, HOSTILE)

Able to draw energy from the dark matter in space and turn that into supernatural abilities, sorgiluns are a bit of a mystery. How this is possible remains undetermined, but as long as there's dark matter in space, the sorgiluns have a continuous power source to feed off.

Sorgiluns have a tumultuous past that appears to feed the anger they brood. They're only found in low numbers and remain scattered across the galaxy. However, these low numbers mean very little as each sorgilun is extremely capable of defending himself.

Using dark matter to produce their supernatural abilities, sorgiluns have turned to thievery and trickery to spread themselves across the galaxy. They don't research or create advances in technology, though they have a strange affinity toward using it. By stealing spacecraft, the sorgiluns are able to venture from planet to planet, wreaking havoc wherever desired. How they're able to control the spacecraft without formal training is unknown, but they never seem incapable of using whatever technology they steal. They're also very brazen when doing it; a group of sorgiluns walks up to a group of guards, kill them all, and steal whatever they were guarding. They don't typically use that technology for war purposes, such as invasions or outright conquest of territories, and instead lay claim to magnificent buildings of immense power and meaning. Many researchers within the Academy feel this is just an ego thing.

PHYSIOLOGY

Sorgiluns are fairly similar to most humanoids out there. The biggest difference is their dark black skin and glowing tattoos. Some speculate the tattoos store the dark matter they use, but most within the Academy find this theory to be preposterous. Sorgiluns typically live to between two and three centuries. They are by no means immortal, but they also age quite slowly. This means that most encountered sorgiluns were deposed by the listrydan invasion.

Size/Weight: Sorgiluns are rarely taller than 6ft and weigh no more than 150lbs.

Digestion: Sorgiluns are omnivores and seem capable of digesting food from across the galaxy.

Mobility: Sorgiluns are standard bipedal humanoids, although they typically hover above the ground.

Respiration: Sorgiluns are capable of breathing oxygen without additional protection. However, they have supernatural means to provide them with protection.

Senses: Standard humanoid senses; none seem more acute than the others.





SORGILUN

Sorgiluns are dark-skinned humanoids with an ability to harness the dark matter that exists in outer space. They often use this ability to steal technology and incorporate it into their lavish homes.

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d6, Vigor d6

Pace: 6; **Parry:** 4; **Toughness:** 6 (1)

Skills: Fighting d4, Intimidation d10, Knowledge (Astronomy) d12, Lockpicking d6, Manipulation d10, Notice d8, Persuasion d10, Repair d6, Stealth d6

Armor: Light leather (Torso, Legs, Arms +1)

Weapons: Knife (Str+d4)

Special Abilities

- **Powers:** Sorgiluns harness the power of dark matter and manipulate it to create supernatural abilities. They have 40 Power Points and know the following powers with a dark trapping: *blast, blind, boost/lower trait, burst, confusion, darksight, disguise, fear, fly, havoc, puppet*

ENVIRONMENT

The sorgiluns' home world of Regoon was a terrestrial paradise. The air was crisp and clear, the climate warm and predictable with peaceful nights and a land filled with amazing flora and fauna. It all came to an end nearly half a century ago as Regoon fell victim to a massive invasion from the listrydans. At the time, the sorgiluns disregarded the development of advanced technology as the solitude on Regoon was all they ever needed. After the invasion, subsequently decimating the population, those that remain were left to fend for themselves. With so many brethren gone and a planet all but laid to waste, the sorgiluns figured out how to fly the few listrydan spacecraft that never made it off-planet.

A small part of the sorgilun population stayed behind to continue their lives on Regoon. The rest sought out new homes amongst the galaxy. What they found was that their home world was so diverse that as long as they found a terrestrial planet with an oxygenated atmosphere, they could survive on the that planet's food source. They are incredibly adaptable in new environments, as long as that environment doesn't harbor airborne toxins and has plenty of clean water.

ORIGINS

Sorgiluns lived a very docile life before the listrydan invasion. They used what many deem now as archaic technology, but it suited their way of life. They lived for the lavish things, like large houses and grand social gatherings, while technology was merely a second thought. They didn't care about leaving the planet and were quite comfortable with what they had. All the while they were well aware of what's in outer space as they had learned early on to harness the dark matter throughout, but interplanetary travel didn't seem necessary at the time.

This changed the day the sorgiluns were invaded. Their planet was destroyed and there was little left to support the remaining population. Compelled by basic survival needs, they learned how to fly the listrydan spacecraft and fled Regoon. Upon finding a new home, their docile nature was gone and rage had built up in the pits of their stomachs. They wished to seek revenge on the entire galaxy for interrupting their peaceful lives and claim their rights over these new territories. If the galaxy would take away their home, the sorgiluns would make new ones wherever they chose.

MOTIVATION

Sorgiluns are driven by a mostly meaningless concept of revenge. They feel the galaxy owes their species something and they'll do whatever they want to get it. Most of them resort to thieving as a means of entertainment and to relive the lives they had on Regoon where the houses were large and lavish and everyone had a massive ego problem.

The way the sorgiluns go about this is a bit counterintuitive as they continue to be bothersome to every other species and have no qualms about killing to get what they want. While they may be living in housing akin to what was on Regoon, they will never be surrounded by peace or acceptance. They are simply too evil to be called a friend.

DREX HASHETH

Drex Hasheth was a well-to-do sorgilun before the invasion. He was incredibly powerful and wealthy due to having ownership of a large plot of land where many sorgilun lived. He parceled out the land, retained ownership rights, and those who lived on it served as a part-time vassal to Drex. He was already 100 when the invasion hit and is determined to live well into his 300s. He is also determined to make everyone else in the galaxy pay for the wrongdoings of the listrydan.

Drex is an extremely intelligent and tactical spy and thief. Although he owns four very large domains on different planets, he spends much of his time on a capital ship trading, and stealing, from pirates and other willing sources throughout the space lanes. One of his main focuses is finding medicine that keeps him and his crew, which he refers to as his family, healthy. He's not averse to stealing that medicine and has been known to trade for it openly and then destroy the trading partner's spacecraft as it flew away. He also thoroughly enjoys raising a cacophony within the pirate circles.

The Academy considers Drex a pirate due to these acts. The pirates consider Drex an annoyance and often only do business with him because of his deep pockets. Both fear for their lives when Drex is around as him and his crew is responsible for the deaths of thousands. Drex claims this is small in comparison to the deaths the sorgiluns took. He tends to allow the invasion to fester in his mind; he simply will not let it go and uses that to drive his actions.

**DREX HASHETH**

Drex Hasheth is a particularly vile sorgilun who enjoys killing for sport. He uses the decimation of his species as a crutch and acts as though it's the only thing that matters in justifying his actions.

Attributes: Agility d8, Smarts d12, Spirit d12, Strength d6, Vigor d8

Pace: 6; **Parry:** 5; **Toughness:** 8 (2)

Skills: Fighting d6, Intimidation d12, Knowledge (Astronomy) d12, Knowledge (Engineering) d8, Lockpicking d8, Manipulation d12, Navigation d10, Notice d8, Persuasion d10, Piloting d8, Repair d8, Stealth d8

Edges: Ambidextrous, Command

Armor: Reinforced leather (Torso, Legs, Arms +2)

Weapons: Molecular knife (Str+d4+2, AP 2)

Special Abilities

- **Powers:** Sorgiluns harness the power of dark matter and manipulate it to create supernatural abilities. They have 40 Power Points and know the following powers with a dark trapping: *blast, blind, boost/lower trait, burst, confusion, darksight, disguise, fear, fly, havoc, puppet*

UNCONFIRMED REPORTS

The Academy received a report that a recent jhet racing event was disrupted by a large capital ship. A large force materialized amongst the crowd and started attacking, completely unprovoked. The force had no weapons although each one was capable of causing the deaths of hundreds of spectators apiece. These assailants wore no armor save for the large cloak that wrapped around their bodies. Additionally, each one was said to move about the stands as if they were floating on air.

The description of this force is similar to that of the sorgiluns. While few are brazen enough to beam into a crowd of spectators during a racing event, Drex Hasheth is quite capable of such villainy. His reputation for causing wanton destruction is well-known and there are reports of his presence in the area. His capital ship has a tendency to be modified frequently, so the attacking crafts were not properly identified. Unless their cloaks are removed, sorgiluns look the same from one to another, thus none of the assailants were identified either.

After the massacre, the force, including any that were killed, were beamed back onto the ship before it took off back into deep space. No one was in near-space to see the ship and no one has reported any unknown craft movements in the sector.

TAURJERNE [TAHR-ZHURN]

TECHNOLOGY 3, MILITARY 3, SOCIETY 3 (BIPEDAL, HOSTILE)

Some within the Academy state that war is in the taurjernes' blood and know very little outside of that. Although they function cohesively while engaging other species in war, there are no shortages of in-fighting between different sects, military forces, and even leaders throughout the Taurjerne Empire.

Although they spend much of their time engaged in battle, the Taurjerne Empire spends what remains developing new weapons, crafts to carry those weapons, and crafts to carry their armies across the vastness of space. Even their technology is geared toward their ability to do battle. However, they honor brute strength over enhancements and refuse to introduce cybernetics, robotics, or any type of mechanized gear to their soldiers. They simply don't find it necessary to augment their soldiers when they're already bred to be strong and brave warriors.

While many within the Academy fell the taurjerne should be at a significant disadvantage due to their hesitance to use augmented soldiers, they are an extremely formidable foe and one that repeatedly plagues the galaxy. They are almost always engaged in some type of military action and when they aren't, they can be found training for the next one.

PHYSIOLOGY

Taurjernes are large humanoids with a slightly elongated snout, very short horns, long pointed ears, and covered in coarse fur. Their fur acts like an additional layer of armor, being difficult to pierce. Due to their affinity to war, they are very athletic and often very strong. They are very dexterous on the battlefield, although seeing their bulk could lead one to believe otherwise until being charged at.

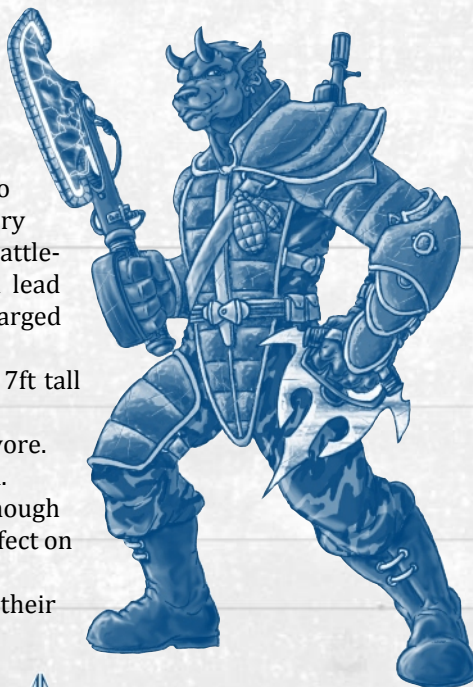
Size/Weight: Taurjernes are around 7ft tall and weigh almost 300lbs.

Digestion: Standard humanoid omnivore.

Mobility: Standard bipedal humanoid.

Respiration: Standard humanoid, although toxic air has an increased detrimental effect on them.

Senses: Standard humanoid although their hearing is quite acute.



TAURJERNE SOLDIER

Taurjernes are known as the fiercest, most capable warriors in the galaxy that avoid the use of augmentation. Their tempers flare quite easily and they love to be involved in a battle just for the thrill of combat.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d12

Pace: 8; **Parry:** 6; **Toughness:** 14 (5*)

Skills: Climbing d10, Fighting d8, Intimidation d8, Notice d8(+2), Shooting d8, Throwing d6

Armor: Tactical suit (all +4)

Weapons: Chain axe (Str+d6+4, AP 2*), laser rifle (need stats), [2] knife (3/6/12; Str+d4)

Special Abilities

- **Acute Hearing:** Taurjernes have very good hearing and gain a +2 bonus to Notice rolls for hearing things.
- **Chain Masters:** Taurjernes are specially trained to fight with chain weapons; they ignore the “roll a 1 on the Fighting die” characteristics of all chain weapons.
- **Fleet-Footed:** Taurjernes gain a +2 bonus to Pace and roll a d10 when running.
- **Size +1:** Taurjernes are around 7' tall and 300 lbs.
- **Tough Fur:** Taurjernes have coarse fur all over their body that confers a +1 bonus to their armor rating.
- **Toxic Vulnerability:** When in an environment with any level of toxins in the air, taurjernes immediately gain 1 level of Fatigue. They gain an additional level of Fatigue for each hour spent in that environment.

ENVIRONMENT

Taurjernes come from an extremely clean planet, Surat. Those within the Academy that have visited Surat state that the planet would be a tropical paradise if not for the taurjernes. These xenos have populated every passible landmass on the planet, forming what is known as the Taurjerne Empire. This empire extends to every orbiting satellite and spacecraft, all reporting to whoever has taken the emperor's throne at that time. (It's common for emperors to be dethroned every cycle or two.)

Taujernes are an extremely technologically advanced species and use their advancements to build environmentally friendly facilities to build their weapons and spacecraft. Most of the taurjernes are trained as soldiers and elite warriors, leaving very few left to work these facilities (it's estimated that, on average, 50% of their population is away on battle, and less than half of them return). As such, taurjernes use slave or indentured labor, treating them better than they treat their latest combat targets. These workers live in isolated parts of the Empire to keep them separated from the continual combat training.

ORIGINS

Surat wasn't always a single-intelligent species home world. At one point in time – how long ago is unknown – the taurjernes lived alongside another species. It's unknown what the other species were, but research has shown warfare was a common occurrence between them and the taurjernes. The taurjernes will always reply that the 'now-dead ancients' were no match for the might of the Taurjerne Empire and have become little more than a fading memory. There are no written

accounts of this other species' origins, whereabouts, or if they still exist and the taurjernes are extremely vague about their descriptions.

The Academy does know that the taurjernes were locked in what seemed like a never-ending war that lasted millennia before becoming the dominate species on Surat. Their youth were trained from a very young age to fight and after claiming 'ultimate victory', they had to set their sights elsewhere to satiate their appetite for combat. Unfortunately for the rest of the galaxy, taurjernes choose their targets quite randomly and enjoy nothing more than a good fight. It's as if the only honorable way to die is in combat and the only thing they know is war and how to support it.

MOTIVATION

To the taurjernes, war is like a sport. The bigger the war, the more exciting it is. In fact, their spacecraft are set-up with small stadiums to watch the war unfold planet-side (they typically don't engage in space combat). This allows the support personnel to watch their soldier brethren and even bet on who will live, die, and how many kill counts one army may accumulate. Pirates have been known to partake in these 'games' as the lure of gambling is simply too strong to keep them away from the deadly taurjernes. However, for some reason, taurjernes have a strange sense of respect for pirates and provide them the berth needed to travel throughout the spacecraft unharmed. Through these pirates, many outsiders are able to revel in the spectacle of high-tech warfare without the hassle of being involved in the battle.

Taurjernes rarely need a reason to declare war on another species, but always provides some small amount of warning before it happens. The taurjernes may enjoy combat, but they aren't an invasion-type species and appear to enjoy full-blown warfare rather than guerrilla ambushes. A common taurjerne claim is that "there is no honor in killing an unsuspecting victim, and even less in dying at the hands of one."

This awkward sense of honor extends to the battlefield every time the taurjernes engage in combat. They refuse to pillage or plunder, avoid killing civilians, never harm children, rarely take prisoners to use as slaves (most of their slaves are purchased from pirates), never use guerrilla or stealth tactics, and never choose a target that doesn't have the technology to fight back. It's like a 'code of conduct' for the taurjernes, although the rules are unwritten and it's engrained in their morals rather than simple rules to abide by.

DAFTE SPIRE

Dafte Spire is a fierce, elite taurjerne warrior captain. The duties of a captain within the taurjerne forces is different from those of other xenos as they are senior soldiers acting as frontline shock warriors rather than officers giving orders. Captains are expected to 'lead the wave' of soldiers across a battlefield against the target's defenses. They are chosen to strike at the support forces and those protecting an important landmark or person that quickly becomes a target of the taurjerne.

Supporting the captains and their strike forces are the younger soldiers, led by generals and commanding officers, keeping the target's offensive teams busy or providing cover fire. Dafte has strict expectations from these younger teams to keep his strike force safe.

When speaking about a taurjerne attack, it's rare for Dafte's name to not come into the conversation. He works diligently to be at every battle possible and always leads his team in for quick strikes rather than drawn-out campaigns. His military reputation within the Taurjerne Empire is so high that he even has his own spacecraft to quickly deliver his team to a new battlefield and extract them before the younger soldiers get overwhelmed. He's only lost a dozen or so warriors throughout the past decade and leads a strike force of between 40 and 60 elite warriors.



DAFTE SPIRE

Dafte Spire is the most well-known taurjerne warrior captain in the entire galaxy. He's known for being ruthless and extremely efficient. Few targets ever survive his force's attacks.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d12, Vigor d12

Pace: 8; **Parry:** 8; **Toughness:** 16 (7*)

Skills: Climbing d12, Fighting d12, Intimidation d10, Knowledge (Tactics) d10, Notice d8(+2), Shooting d12, Throwing d10

Edges: Ambidextrous, Command, Command Presence, Two-Fisted

Armor: Battle suit (all +6)

Weapons: Chain sword (Str+d8+4; AP 2*), plasma pistol (need stats), [2] knife (3/6/12; Str+d4)

Special Abilities

- **Acute Hearing:** Taurjernes have very good hearing and gain a +2 bonus to Notice rolls for hearing things.
- **Chain Masters:** Taurjernes are specially trained to fight with chain weapons; they ignore the "roll a 1 on the Fighting die" characteristics of all chain weapons.
- **Fleet-Footed:** Taurjernes gain a +2 bonus to Pace and roll a d10 when running.
- **Size +1:** Taurjernes are around 7' tall and 300 lbs.
- **Tough Fur:** Taurjernes have coarse fur all over their body that confers a +1 bonus to their armor rating.
- **Toxic Vulnerability:** When in an environment with any level of toxins in the air, taurjernes immediately gain 1 level of Fatigue. They gain an additional level of Fatigue for each hour spent in that environment.

TRYD [TRID]

TECHNOLOGY 1; MILITARY 3; SOCIETY 1 (BIPEDAL, HOSTILE, REFUGEE)

Profit drives many cultures in the vastness of space, though each has their own definitions for an economy. Some value the abstract principles of money; others value the number of possessions or offspring in their home. For the tryds, they pride themselves on death and destruction and have built up one of the most reviled and outlawed species known today.

Despite their aggressive personas and violent nature, the tryd are one of the most populace and frequent species encountered in the galaxy. Unfortunately, there is a greater demand for their services within the outer planets and colonies than there are enforcement fleets capable of keeping them at bay. Plying their skills as mercenaries to the highest bidder, they may constitute one of the greatest threats to galactic stability.

PHYSIOLOGY

Tryds have a rapid growth rate bringing them from egg to adult within five cycles. Tryds are recognized by their heaving chest and three insectile arms complete with prehensile, clawed fingers. Their chest can turn as much as 90°, allowing a tryd to utilize all three arms simultaneously in all directions. They also have three legs to support their slender, exoskeleton frame that can also rotate around up to 90° at the hip.

Each tryd's head is an ovular dome without any distinct features, making it impossible for outsiders to distinguish between two tryds.

Size/Weight: An adult tryd can stand as tall as 5ft and weighs no more than 150lbs.

Digestion: Tryds exist on a solely liquid diet and prefer warm blood to any other source. They ingest these liquids through their clawed hands.

Mobility: Their three legs allow the tryd to move faster than many other xenos, but they are restricted in their ability to climb, including stairs.

Respiration: Tryds have three lungs capable of breathing oxygen in many mixed environments.

Senses: A tryd's head senses everything within 360° as its exoskeleton contains millions of tiny hairs capable of picking up scent and changes to air pressure.

TRYD

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

Pace: 8; **Parry:** 5; **Toughness:** 5

Skills: Fighting d6, Notice d8, Shooting d6

Special Abilities

- **Complete Vision:** Tryds can sense everything within 360° simultaneously. They gain a +4 bonus to Notice versus an opposing Stealth roll.
- **Sturdy Legs:** Anyone attempting to push or trip a tryd must succeed on an opposed Strength roll with the tryd gaining a +4 bonus to that test.
- **Triple Threat:** A tryd can attack with up to three different weapons on its turn, but only two weapons can be used to target a single individual at a time.

ENVIRONMENT

Tryds thrive in a variety of environments and have one of the most adaptable biologies in the galaxy. They exist in hives across a dozen planets and are rumored to hide out in a couple dozen more. Individual tryds build nests with their own

waste, adhering them to walls and ceilings. These nests are the only isolated space a tryd experiences in its lifetime as they are a hive species, meaning they exist and operate en masse. Once they have used all natural and manufactured resources within their chosen area, they pack up and move on to another on the same planet or hijack enough ships to complete the journey to a neighboring planet.

As spread out as they are, their exoskeletons do adjust to the local environment after a few weeks. For example, a hive located on an ice planet typically presents their usually green/brown tones with frosted colors, such as blues and whites, while those existing in a sandy environment will take on a dusty shade to match their surroundings. This coloration does not provide any form of camouflage, though it does help at great distances.

ORIGINS

As this species does not utilize any written communication and their language consists of a series of clicks and growls, there is no valid means of establishing their origins. All known records involving encounters with the tryd date back as far as most planets can recall.

MOTIVATION

Without the proper means of establishing communication and report with the tryd, all that can be determined about this species is that they function at a purely basic level of territorial survival. In other words, they exist where they can until they cannot sustain themselves any longer. They have no creative or manufacturing capacity, yet understand existing technology at a surprising level and can operate most weapons and crafts with relative ease. The tryd are known to prefer inhabited planets and communities as they provide a readymade source of food, supplies, and dwellings to claim as their own.

Tryds decorate themselves in macabre trophies collected from their kills and raids into civilization for two purposes: to designate their individual tribe and present themselves as one of the strongest members of the tribe. Tryds do not exist with any true leadership at all and are notoriously difficult with employers, but can intimidate their way into favorable treatment within their tribe. None are ever in command; they are threatened by the concept of individualism.

TRYD SWARM

A small pocket of isolated tryds can be a handful on their own, but this species thrives in greater numbers, particularly in battle. By sacrificing self-survival for the greater objective, a swarm is a raging swell of destruction. A popular expression among many travelers is “angry like a swarm of tryds.”

The majority of tryd encounters involve such swarms except when the hive was caught off-guard or encountered during random patrols. It is only when the tryd are worked into a frenzy – particularly when they pick up the scent of blood – that they congeal into a swarm and roll their way over anything in their path.



TRYD SWARM

A writhing mass of vicious, foul-smelling insectoids lunges forward. It's hard to tell that screeching noise is from their clicking mandibles eager for blood or the chaotic chatter of their feet pushing themselves forward, but it's a sound you'll never forget... if you live to tell the tale.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d6

Pace: 6; **Parry:** 2; **Toughness:** Special

Skills: Notice d6, Survival d6

Special Abilities

- **A Pile of Tryds:** A swarm's Toughness is based on the number of tryds and decreases as some tryds are killed or pushed out of the swarm. Starting with a base Toughness of 4, it increases by 1 for every 6 tryds within the swarm. When a swarm is Shaken, 1d4 tryds are removed and become individual opponents unable to rejoin the swarm. Reducing the swarm to half of its original size eliminates forces the tryds to act individually.
- **Complete Vision:** A tryd swarm can sense everything within 360° simultaneously. They gain a +4 bonus to Notice versus an opposing Stealth roll.
- **Size +1:** These swarms are always at least one size larger than an individual tryd. For every increment of 12 in the swarm, the size increases by another +1.
- **Swarm Mentality:** At the start of a round, a tryd swarm can either draw two cards during initiative and choose the highest result or gain a Wild Die as if they were a Wild Card.

TRYD BIRTHMOTHER

Many inexperienced encounters with the tryd mistake their birthmothers as matriachs for tryd society; years of extensive study have proven this false, though not too far from the mark. The usually asexual tryds take great pains to ensure their tribe has a birthmother for the survival of the tribe.

Birthmothers produce and seed their own eggs as they gestate and grow clung to their birthmother's belly. While under the care of a tribe, they are well cared for, even nurtured. Should a birthmother fail to produce a satisfactory number of younglings to the tribe, she is killed, or simply wanders off; the tribe then takes another one by force from a neighboring tribe.

**TRYD BIRTHMOTHER**

This tryd walks around slowly with a hunched back, cradling a drooping sack of sinewy pink eggs.

Attributes: Agility d4, Smarts d8, Spirit d10, Strength d6, Vigor d6

Pace: 4 (Climb 6); **Parry:** 2; **Toughness:** 5

Skills: Notice d6, Survival d6

Special Abilities

- **Complete Vision:** Tryds can sense everything within 360° simultaneously. They gain a +4 bonus to Notice versus an opposing Stealth roll.
- **Secreted Fluids:** Fluids drip from the birthmother's eggs, making the floor extremely slippery. While an opponent stands on this fluid, the Birthmother can spend a Benny to negate a single Ace.
- **Sturdy Legs:** Anyone attempting to push or trip a tryd must succeed on an opposed Strength roll with the tryd gaining a +4 bonus to that test.

TSKOHAN [TSE-KOH-HAHN]

TECHNOLOGY 3, MILITARY 2, SOCIETY 3 (BIPEDAL, GENETICIST)

The average intelligent species attains its current status through a combination of genetic evolution and technological advancement. The exact balance between these two major factors varies by the species in question, but there's no denying how much the tskohan have used the latter to drive their evolution. This race of genetic manipulators has advanced their personal development to such a degree that there's no telling what they must have looked like in their original, natural incarnation. Many xeno-historians dedicate their life's work to uncovering any evidence of tskohan ancestry in its most un-tainted form.

While many outsiders would consider these cybernetic augmentations, the tskohans abhor the concept of being half-natural or half-machine and instead view their improvements as natural selection. If they were granted the intelligence to create these augmentations, is it not their genetic duty to maximize their potential? What has resulted is deemed an abomination by most, an impressive feat of technological mastery by the rest.

PHYSIOLOGY

While each tskohan's lineage determines its basest physical features, there are a few commonalities. A tskohan's skin has been enhanced to take on the properties of a rigid, stone or metallic substance adorned with ornate tskohan runes and their heads are crafted into a mathematical shape designating their social status (i.e. doctor, soldier, politician). The fewer points on their head, the higher their station in life, reserving only their High Excellencies for truly round or oval heads.

Body shapes are tailored to suit their castes (stations in tskohan society), allowing tskohan warriors to augment their strength through steroid-producing muscles or genetically manipulating an individual stomach to require less sunlight, thereby keeping their incredibly lithe figure. The only common features are their three-fingered hands and protruding spines.

Size/Weight: Adult tskohans stand anywhere from 4-6ft tall and weigh as little as 50lbs or as much as 450lbs, depending on their caste.

Digestion: Tskohans have adapted their digestive systems to absorb solar energy and process it accordingly. Some are required to absorb more energy than others to maintain and utilize larger features than others, making smaller tskohans generally faster to process than their larger cousins.

Mobility: While the average tskohan is a standard bipedal humanoid, others have adapted more mechanically or bioenhanced means of transportation (including hovering and propellers).

Respiration: See Digestion; a tskohan's energy capacity fuels its vital organs.

Senses: Tskohan skin, even in its hardened state, is incredibly sensitive to all forms of light, vibrations, and temperature. Many of their sculpted heads do not have any eye sockets because they have mastered the use of their skin's texture to become completely aware of their environment.

TSKOHAN

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

Pace: 6; **Parry:** 2; **Toughness:** 7 (2)

Skills: See Tskohan Caste below

Weapons: Runic glaive (Str+d6+2, AP 2, Reach 1, 2 hands)

Special Abilities

- **Armor +2:** Runic stone skin

Tskoha has received as much nipping and tucking as its people, but the planet is known as a large body rich in plant and animal life with massive seas of deep oceans providing vast amounts of precipitation and tumultuous storms. While continents and cities have been carved to mold the desired image of the tskohan's belief, their scientific research ends at any effort to control the dangerous storms rocking many regions of the planet. According to the tskohan faith, storms are a sign of imperfection and give warrant to rebuilding and restructuring efforts. Whenever a city is struck by a storm, it is deemed chosen for purity and those responsible for its upkeep are executed for their failings.

- **Augmentation:** Depending on their caste, tskohans receive benefits as given in Tskohan Caste.
- **Solar Absorption:** Tskohan's gain energy by absorbing the sunshine and don't need any type of food to eat. However, if they cannot be exposed to sunshine at least 30 minutes per week, they gain one level of Fatigue.

TSKOHAN CASTE

Each tskohan is assigned a caste which governs their general abilities and training. Using the tskohan stat block, modify it according to the chosen caste as follows:

Advisor: Agility d8, Strength d8, Spirit d10, Vigor d8; Toughness: 8 (2); Investigation d8, Persuasion d10, Stealth d8; one skill from its infiltrated caste at d6.

Judge: Smarts d12; Knowledge (Government) d10, Knowledge (Politics) d10

Priest: Spirit d10, Vigor d8; Parry: 5, Toughness: 8 (2); Fighting d6, Healing d8, Persuasion d10, Streetwise d8

Soldier: Strength d10, Vigor d8; Parry: 6, Toughness: 8 (2); Climbing d8, Fighting d8, Notice d8, Shooting d8

ORIGINS

Little is known of the tskohans' origins other than those provided in their scriptures (and this is incredibly limited to those discovered aboard tskohan wrecks or battlefields). In the primordial days of their existence, they were said to be an ugly and imperfect creature incapable of surviving the rigors of their world. The jungle heat caused them to sweat and the night's chills were too much for their delicate skin. From this madness of impurity, the tskohan way of life raised these people from the mud to become the dominant species on Tskoha.

MOTIVATION

The tskohan are obsessed with perfection, both external and internal. Their vast efforts to adapt their appearance through genetic sculpturing demonstrate a clear obsession complex – outsiders are completely forbidden from observing an unmodified tskohan child by penalty of death to the outsiders and the child. Tskohan are forbidden from verbally communicating with any outsider and their manners only fall in with those who have shown dedication to a single craft, duty, or purpose, regardless of its benefits to the galaxy or not.

Tskohan culture has bred out all individuality and broken all individuals into a standard image and expectation based on their caste. Only by studying and reading their etched runes or learning their name can one be identified from another. Castes are assigned based on genetic markers detected at birth in one of the many birthing centers scattered across their home world, Tskoha. All tskohan are developed in laboratories between two parents (approved by the proper authorities) and assigned their caste once insemination has been administered.

CASTE SYSTEM

With over 1,000 castes available on a planet as vast as Tskoha, only the major ones are listed below. Because verbal communication with outsiders is prohibited (see Motivation), Academy standards list each caste based on job titles commonly used throughout the galaxy.

Advisors: Who watches the judges and ensures perfection rules at the highest level of power? The advisors are an inexplicable select force operating in secrecy, acting as members of other castes to ensure perfection remains at all levels, including within the judges caste. Their existence has yet to be proven, but the belief in their operation by all tskohans makes them powerful enough to mention

here. If they exist, they are bred to infiltrate a caste and are thereby manipulated to appear as a standard member of that caste.

Judges: This ruling caste dictates the final interpretation of perfection needed for the tskohan people and deems verdicts designed to keep their system working as perfect as was originally designed. As the highest order in their species, all judges have round heads.

Priests: Perfection is more than an ambition on Tskoha; it's a religion. Priests spread the word of perfection and keep their flock in check, reporting all infractions to judges as is proper procedure. All priests have inverted pyramid-shaped heads.

Soldiers: Whether they enforce the judges' verdict or impose their will upon another species, soldiers are genetically modified as the perfect tskohan warrior. Large and impossibly constructed, all soldiers have square heads.

CLYHT

To be selected as an advisor from birth is a sign of true honor for Clyht, a symbol of the true perfection running through her genes. Infiltrating the soldier caste, she has worked her way to become a sentry within one of the capital city's courthouses. Rather than continue only infiltrating the soldier caste, she has now been tasked with also observing and maintaining perfection within the judges she watches over, a task aided by the neuralrecorder implanted within her molded head.

Responsible for the uncovering of imperfection by three judges, Clyht has been selected for a crucial mission. An encoded file was intercepted by another advisor providing a rather crude translation guide for the tskohan language, an affront to their purity against the onslaught of outsiders eager to conduct trade and access Tskoha's vast aquatic and mineral resources. As only judges are allowed knowledge of tskohan writing, sealing this leak lies in the hands of the unsuspecting soldier standing watch over the very fabric of the tskohan judicial system.



CLYHT

Standing at full attention along the far wall, this square-headed tskohan could be mistaken for an inanimate statue. This absolute concentration masks an ulterior purpose to her presence within this courtroom.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d6

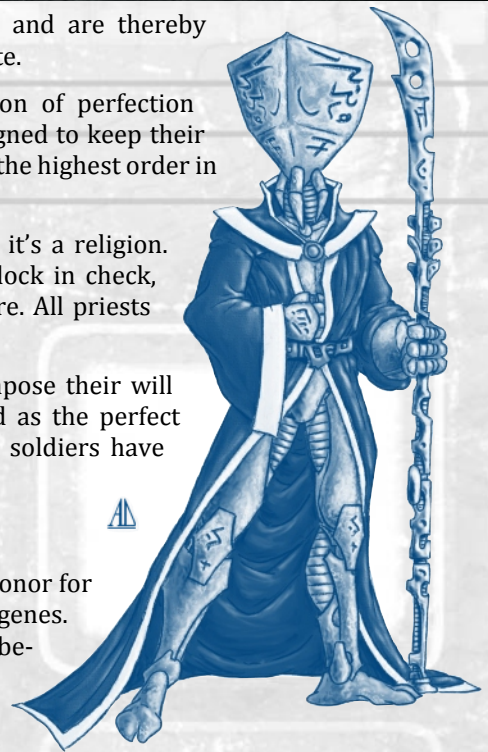
Pace: 6; **Parry:** 6; **Toughness:** 7 (2)

Skills: Fighting d8, Investigation d8, Notice d8, Persuasion d10, Shooting d6, Stealth d8

Weapons: Implanted vibroblaster (treats as the *burst* power, activated using Shooting and requiring no Power Points), runic glaive (Str+d6+2, AP 2, Reach 1, 2 hands)

Special Abilities

- **Armor +2:** Runic stone skin
- **Neuralrecorder:** Clyht can perfectly recall all conversations and replay them back on demand, providing a +2 bonus to all Smarts rolls when recalling information.
- **Solar Absorption:** Tskohan's gain energy by absorbing the sunshine and don't need any type of food to eat. However, if they cannot be exposed to sunshine at least 30 minutes per week, they gain one level of Fatigue.



VUTHAN [VOO-THAN]

TECHNOLOGY 1; MILITARY 0; SOCIETY 1 (BIPEDAL, PSIONIC, REFUGEE)

There are two sagas to the proud vuthan people. The first is a legacy of social and cognitive achievement as a race of gentle, reflective psions learning to thrive on the harsh, lava-spewing world of Vuthan. The second is their downfall at the hands of their own creation, their limited numbers being banished to the circling moon of Em.

Vuthan society is modeled after the teachings of the Great Elders – wise vuthans who discovered incredible advances in mathematics and technology. (They allowed the vuthans to climb out of their darkened caves and stride across the dangerous landscape of the ever-shifting continents.) Every vuthan is a devout follower of meditation and reflection, turning their backs on the quest for advanced science and power. What was once a species dedicated to the engineering of incredible technology, now lives in peace within the rich forests of their adopted moon.

PHYSIOLOGY

Each vuthan is a slender figure with extended bone structures on its shoulders, spine, and forehead. Their pale blue-grey skin is lined with sparkling veins pulsing in different colors to match the vuthan's mood. When they become angry or upset, warmer colors dominate these veins, while those who have discovered tranquility emit a calming white light.

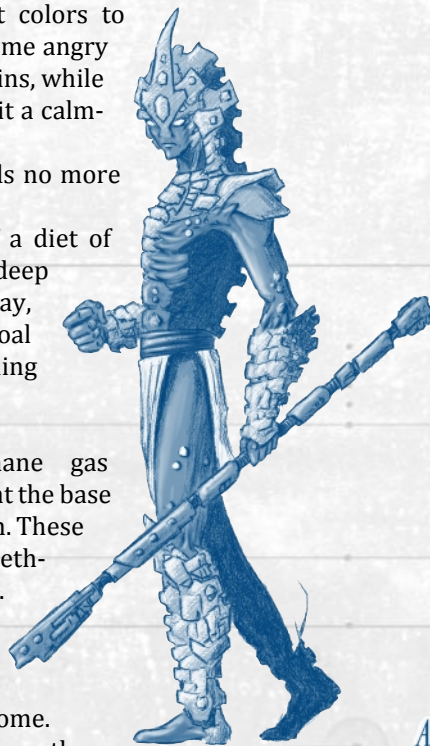
Size/Weight: The average vuthan stands no more than 5.5ft tall and weighs around 150lbs.

Digestion: On Vuthan, they existed off a diet of cooled paste formed at the base of many deep pits, but those delicacies are long gone. Today, they hunt the wild game on Em and charcoal their meat to a black crisp to avoid becoming sick.

Mobility: Standard bipedal humanoid.

Respiration: Vuthans absorb methane gas through grills, a set of sifting holes located at the base of their neck and alongside their midsection. These grills expand and retract to draw in the methane gas and push out the unwanted toxins. Because there is no methane on Em, all vuthan rely on their psionic abjure methane spell to temporarily hunt and farm in the wildlands that has become their new home.

Senses: Standard sensory organs. Some vuthan are capable of psionically viewing events beyond their normal reach.



VUTHAN

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d10

Pace: 6; **Parry:** 2; **Toughness:** 7

Skills: Notice d8, Psionics d8, Riding d6, Survival d6

Armor: None

Weapons: Psionic staff (Str+d4, can substitute Psionics for Strength if higher)

Special Abilities

- **Emotional Display:** The color changing veins of a vuthan makes it very difficult to hide emotion. They incur a (-2) penalty to all rolls for lying or concealing their true emotions.
- **Psionics:** Vuthans have 20 Power Points and the following powers: *beast friend, environmental protection, mind reading, telekinesis*

ENVIRONMENT

The vuthans have undergone tremendous difficulties adapting to their new environment on the wild and thriving moon, Em. Using their psionic abilities – something the xorn could never take away – they have learned to temporarily adapt to the forests and roaming landscapes of their new home. This ability can only last so long, requiring these vuthan refugees to depend on atmosphere generators to supply the elements needed to breathe.

Using methane on a transport ship is dangerous and nearly impossible to provide. To account for the elements provided in methane-based atmosphere, these generators were designed for short-term use on missions, not for permanent use. Many elderly vuthans have been diagnosed with chronic lung infections, breathing disorders, and tumors.

ORIGINS

Vuthan discoveries brought the species leaps and bounds above its origins in the dark caves winding just under the churning surface. As the vuthans discovered the volatile properties of methane could be harnessed to power even more advanced technology, they required mechanical units with some awareness of its surroundings and problem solving to perform the arduous and harmful tasks needs to construct and maintain these mines. In doing so, the vuthans discovered artificial intelligence. It was a monumental achievement for vuthan culture and technology, until their creation decided it needed to use vuthan bodies to further its own goals and ambitions.

Quickly, the programs created to operate the methane mines merged into a single entity and turned on their creators. Called “the xorg,” after the tale of a rogue vuthan who sought to enslave his people, they networked directly with vuthan brains to create mindless slave bodies before learning to genetically grow stronger bodies. What became known as the Expulsion War saw the vuthans exiled to the nearby moon of Em.

MOTIVATION

The modern vuthan is well aware of the reason for their downfall: their hubris for daring to create intelligence for servitude. While many young vuthans dream of reclaiming their ancient homeland, the rest have taken a vow of tranquility and seek to focus their attentions on adapting to their new environment and one day become a part of their world rather than a manager of its resources.

This divisive stance between the elder and future generations has led to a major shift in vuthan society. Many young and teenage hunters branched off to form a rebel army to launch assaults on their xorg oppressors, leaving the elders to worry about retaliation on their new home. The elder vuthans don't want to break their vow of peace by sparking the anger of a hateful machine.

SY'SZHE, VUTHAN ELDER

In their new society deep in the lush forests of their new home, the elders gather to discuss the affairs of their communities – or voors, according to their language – and debate philosophies of inner peace and understanding. Sy'Szhe is the elder of a small voo of fifty shuttles and saw much bloodshed in the voracious Expulsion War as a frontline warrior. Eager to prove her value in this new world, she has taken to the vow and become a strong elder for her people.

Her son, Sen'Shu, doesn't agree with his mother and ran off to declare dozh'han, or holy war, against the constructed army of the xorg. Having never shared her horror stories with her son, he heard only the glorious tales told by the young who never lived to see such violence. Afraid of the doom Sen'Shu will bring on the vuthan people, she has abandoned her voo and wanders the farthest reaches of Em to find her son and his growing rebellion before the programs decide they don't need a second moon anymore.



SY'SZHE

The serene and graceful form of this female vuthan is matched by her grim visage and determined gaze.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d10

Pace: 6; **Parry:** 6; **Toughness:** 7

Skills: Fighting d8, Notice d10, Psionics d10, Riding d8, Survival d8

Edges: Combat Reflexes, Command, Leader of Men

Armor: None

Weapons: Psionic staff (Str+d4, can substitute Psionics for Strength if higher)

Special Abilities

- **Emotional Display:** The colour changing veins of a vuthan makes its very difficult to hide emotion. They incur a (-2) penalty to all rolls for lying or concealing their true emotions.
- **Psionics:** Sy'szhe has 30 Power Points and the following powers: *beast friend, deflection, environmental protection, farsight, mind reading, telekinesis*
- **Shape Staff:** Sy'Szhe can change the shape of her wooden staff, by spending 1 Power Point, into a spear or longbow.

SEN'SHU, VUTHAN REBEL

When Sen'Shu looks up at the sky, he is constantly reminded of the war crimes committed by the ferocious xorg and of a home his feet have never touched, but hovers faintly above his struggling people. Many stories tell of the valiant vuthan warriors holding back the invading armies of half-robotic zombies and ancient scriptures speak of his people as a once proud and barbaric race. Like his elders, including his mother, Sen'Shu believes the modern trappings of technology and the consequences of their actions was rightful punishment, but that's where the viewpoints split. Sen'Shu believes this to be a call for his people to return to their ancient roots and take up the quest to defend their rights as native citizens.

Sen'Shu has quickly risen to a powerful rank within the Dozh'ha, or holy warriors, seeking to wage guerrilla warfare against the xorg. While their Dozh'ha's current strategy involves recruiting thousands of new warriors to join their fold, Sen'Shu can't wait for that glorious day and has begun establishing a plan to return to Vuthan soil and strike the xorg where they'll hurt most: their programming.

With a team of quick-to-learn programmers, Sen'Shu's warriors have created a programmed worm capable of uninstalling the virus from the slave bodies. The worm is inserted into the virus as a sonic blast picked up by the slave body's ears and transmitted directly into the xorg virus, deactivating it within seconds. It's only a matter of time before Sen'Shu and his warriors secure enough fuel to return to Vuthan and launch their attack.



SEN'SHU

A feral and aggressive individual in all regards, he painted his face to camouflage himself inside the rich greens of the forest and sports a long-barreled rifle over his shoulder.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d10

Pace: 6; **Parry:** 6; **Toughness:** 7

Skills: Fighting d8, Knowledge (Programming) d10, Notice d8, Psionics d6, Riding d6, Survival d6

Edges: Command

Armor: None

Weapons: Psionic staff (Str+d4, can substitute Psionics for Strength if higher), hunting rifle (24/48/96, 2d8, RoF 1, Shots 7, AP 2, Snapfire)

Special Abilities

- **Emotional Display:** The color changing veins of a vuthan makes it very difficult to hide emotion. They incur a (-2) penalty to all rolls for lying or concealing their true emotions.
- **Psionics:** Sen'Shu has 15 Power Points and the following powers: *beast friend, environmental protection, telekinesis*

XORG [ZORG]

TECHNOLOGY 3; MILITARY 3; SOCIETY 3 (HOSTILE)

Classifying a species can be a difficult task for the Academy's dedicated team of xenobiologists. Perhaps no species currently discovered challenged their designations more than the xorg. Earlier accounts were drafted from contact reports involving the xorg's upper circles – mining staff and management of their vast methane plants. Since those early reports, made shortly after their conquest of the planet, Vuthan, Academy agents have discovered the true secret of these creatures: they're not biological at all.

The true form of the xorg is the viral program inserted within the mechanical attachments found on every physical specimen. What was originally believed to be neuroelectrical enhancements provided to a sect of the Vuthan people is, in fact, an interface for a massively intelligent program of artificial intelligence. Little is known about the source program controlling these slave bodies, but it is now clear the xorg invaded Vuthan to take control of its vast methane mines to ensure enough energy to sustain the cooling fans for the massive hardware required to keep them alive.

PHYSIOLOGY

While becoming aware of the xorg's true form, the physiology of the race must still be divided into two sections: one for the slave bodies and the other for the virus operating the body.

Their physical forms are genetically modified from the original Vuthan bodies, maintaining the pale blue-grey skin tones and sleek features of their enslaved ancestors. Because of their constant exposure to methane, soot, and raging fires, much of their bodies are caked black. Their large and hulking physiques are augmented by their neurogrip, a technology devised to allow complete physical and mental control of the slave bodies. By jolting these bodies with excess electrical charges, the neurogrip allows them to accomplish great feats of strength for working in the harsh conditions of the Vuthan methane mines.

Within the neurogrip itself lies the virus. Each neurogrip is an individual program designed to "run" the slave bodies and maintain constant contact with the host software. Otherwise, this form has no true physical body.

Size/Weight: The slave bodies have been enhanced and stand as tall as 7ft and weigh as much as 250lbs.

Digestion: Xorg bodies must be maintained as any other living creature, but they exist solely on a protein paste manufactured from the remains of the destroyed xorg.

Mobility: Xorg bodies remain bipedal humanoids and move about as one would normally expect. The virus, however, can transfer its operating files into any other linked hardware connected to the central program.

Respiration: Xorg bodies absorb methane gas through grills, a set of sifting holes located at the base of their neck and alongside their midsection. These grills expand and retract to draw in the methane gas and push out the unwanted toxins.

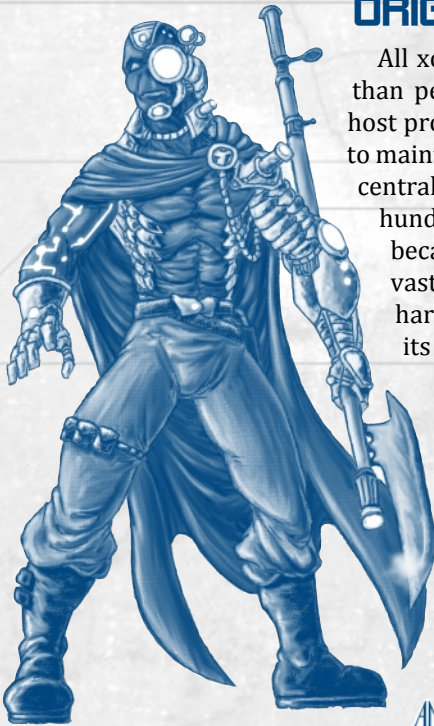
Senses: Information processed by the body's brain (which is only functional at a base physiological level) is transferred to the virus through the neurogrip and in-turn processed for a response. Doing so allows the body to witness, process, and react at a much faster rate than typical species.

XORG NEUROS�AVE**Attributes:** Agility d6, Smarts d8, Spirit d4, Strength d12+1, Vigor d8**Pace:** 6; **Parry:** 6; **Toughness:** 8 (2)**Skills:** Fighting d8, Repair d6, Shooting d8**Edges:** Brawny, Quick**Armor:** All +2 (Neurogrip)**Weapons:** Fist (Str+d6), welding torch (2d8 [fire]), grinding saw (Str+d8)**Special Abilities**

- **Construct:** +2 to recover from being Shaken; called shots do no extra damage; does not suffer from disease or poison.
- **Immunity (Fire):** Xorg bodies are immune to the effects of fire and heat.
- **Interactive:** The virus host within the neurogrip can network with nearly every other xorg computer. If the body is destroyed or the neurogrip's cranial unit is removed, the virus is automatically backed up into a nearby computer.
- **Neuro Surge:** By spending a Benny, the xorg gains +d6 to a single Strength-based roll or attack or can ignore being Shaken for that turn.
- **Size +1:** Xorg bodies are larger than their original forms.

ENVIRONMENT

Xorg bodies can survive extreme climates, particularly the heat and fumes of a Vuthan methane mine and the great depths of the host program's inner sanctum. With the rapid expansion of these mines after the xorg invaded the planet and banished the surviving native species, the vuthan and the sporn, nearly every square mile of land and ocean has been converted into a methane mine. Toxic waste from the processing plants has begun to corrode the planet's environment at an alarming rate. This ever-changing pollution requires the virus host to continually adapt the slave body's respiration to filter out more and more toxins.

ORIGINS

All xorg slave bodies are descendents of the vuthan people, a swollen adaptation created by the host program to perform the grueling tasks needed to maintain the vast quantities of energy to keep the central computers cooled. Created by the vuthan hundreds of years ago, this artificial intelligence became acutely aware of its potential and knew vast resources were required to maintain the hardware and interface required to maximize its potential. As doing so required conquering lands and materials possessed by its creators, the xorg program aggressively chose to eliminate all possible threats to its plans before any effort could be made to unplug its central hardware. The Expulsion War lasted eighteen cycles until the surviving vuthan and sporn were exiled to the two moons orbiting the Vuthan planet.

MOTIVATION

To understand the xorg's true intentions, consideration has to be given to the potential for artificial intelligence and the possibility of true sentience. The host program – the true form of the xorg – is acting to secure its survival and its ability to achieve massive potential. Another way to think of it is that once the host program knew it was alive, it became obsessed with experiencing it to the fullest. It was aware that its intelligence was based on adaptation and expansion and it could create physical actions to increase its potential.

All resources in the host program's capabilities are invested towards increasing the output of the host program. Every virus controlling a slave body is programmed to facilitate this function. Even the viruses have artificial intelligence and operate with the goal of advancing higher in station to achieve more potential for themselves; promotions to become software closer to the host program is the essential motivation for every individual virus.

Unfortunately, the slave bodies are nothing more than dead meat operating on a series of electrical charges ingested into their reanimated corpses. The bodies are grown, not born, in factories found deep within the putrid oceans of Vuthan, once home to the aquatic sporn.

UNCONFIRMED REPORTS

The xorg don't really function without some type of host. Their slave bodies are not the only hosts they can use, and it's possible for their original slave bodies to wear out. However, the planet they originate from is still covered in methane mines and although settlement may not be desired, the methane is. Incomplete reports have been found describing various corporations who traveled to this planet after initial scans found the methane mines. The problem with the reports is that much of their information has been erased or doesn't appear to have ever been documented. What reports have been found and pieced together show numerous landing parties that returned with 'issues' (as the reports say).

The issues within the reports are caused by the xorg virus moving from its slave body to latch onto anything it could from what the landing party brought. They were able to sabotage the party's equipment, changing initial reports to hopefully get the invaders to leave. After reading the altered report, the initial landing party returned to the spacecraft where the xorg were able to attach to their computers. This new invasion changed scans and other reports to send another landing party. This process went back and forth until the xorg were able to take-over every piece of technology it could within the spacecraft.

Weeks later, the spacecraft was found floating through space. Everyone onboard was dead. No traces of the xorg were found, but their viral signature was everywhere. They made it appear that the crew committed suicide, but commands were traced throughout the computer network that showed the xorg were commanding whatever equipment they could in the craft that could infect (with diseases, experimental medicines, poisons, etc.) or kill the crew.

EXECUTIVE-51738, XORG VIRUS

A xorg virus exists to gain greater advancement with the Central Program, a near deific entity in the eyes of many Executive units. Charged with the operational supervision of numerous divisions within the xorg's domain, each unit has begun the elevation to achieve greater access to a higher function. Executive-51738 knows how it's going to get ahead of the others.

For several cycles, it has been working on a wireless neurogrip that could allow a single virus to operate up to six bodies at one time. If such advancement was made possible, fewer viruses would be required to run the slave bodies and advancement would be mandated to conserve unnecessary processing time. What Executive-51738 needs are new subjects to test the wireless connection and stock in slave bodies is particularly limited. As a result, it has concluded a need to obtain test subjects using "outside sources."



EXECUTIVE-51738

Attributes: Agility N/A, Smarts d12, Spirit d8, Strength N/A, Vigor N/A

Pace: N/A; **Parry:** N/A; **Toughness:** N/A

Skills: Knowledge (all) d8

Armor: None

Weapons: Controlled device (2d6)

Special Abilities

- **Control Devices:** By moving into a machine or device's computer, Executive-51738 can activate and control the device. If possible, it can attack opponents with the device and cause different types of damage.
- **Interactive:** A virus can network with nearly every other xorg computer. It can "move" from one computer to another on its turn and wirelessly send a message to any nearby xorg neuroslaves.
- **Program:** As an artificially intelligent program, any virus encountered at any level is immune to any physical actions. It cannot be attacked or harmed.

ZALARI [ZAH-LAR-EE]

TECHNOLOGY 3, MILITARY 2, SOCIETY 2 (BIPEDAL, DRIFTER, HOSTILE)

There are few species in the galaxy that look for ways to stab everyone in the back like those of the zalari. They are known as the galaxy's shadow warriors and seemingly exist to cause chaos everywhere they go. They travel in small groups and operate like a covert special teams force determined to root out some type of evil. Unfortunately for all, the zalari view everyone as evil and are always looking for a way to disrupt the general flow of daily activities including political, social, military, and corporate.

The zalari don't operate in the open nor do they employ mass battle tactics. They operate like a guerilla band and prefer precision strikes to frontal assaults (although they've been known to defend themselves with frontal assaults). These precision attacks always appear to be extremely tactical and always manage to have a much larger effect than one would guess. It is as if the zalari spend months researching their quarry before moving in to strike. The reason for this assumption is because they always seem to know exactly who they have in mind, where their quarry will be at all times, and what the outcome of their attacks will be. In military terms, these strike teams would be perfect for espionage.

PHYSIOLOGY


The zalari are incredibly stealthy and always attack under the cover of night. They hop from shadow to shadow, hiding their lithe physique, but are not impervious to attacks. As such, several have been killed and through this their physiology has been determined. They have elongated snouts and ears with small claws and an athletic body tone.

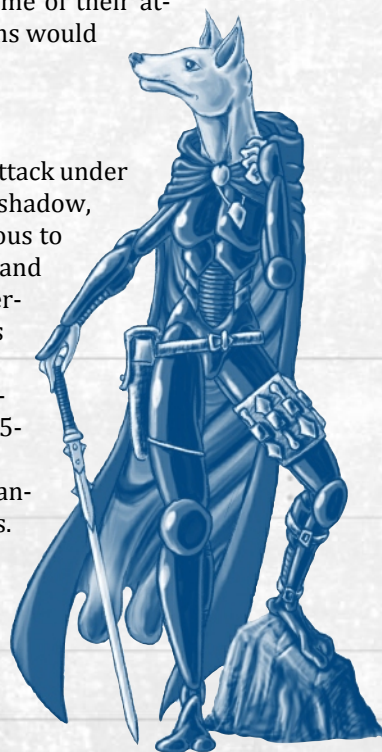
Size/Weight: Zalari are humanoid with optimal bodies for stealth activities. They average 5-5.5ft tall and are rarely more than 125lbs.

Digestion: Zalari appear to have a fairly standard digestive track and appear to be omnivores.

Mobility: Zalari are bipedal with feet and hands akin to most humanoids.

Respiration: Zalari have lungs capable of breathing oxygen.

Senses: Standard humanoid senses, although their site and hearing appear to be acute. They can also see well in the dark. 



ZALARI SHADOW WARRIOR

The zalari shadow warriors are those that stalk the galaxy, performing precision strikes amongst all other species to sow chaos into their daily lives.

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d8, Vigor d8

Pace: 8; **Parry:** 7; **Toughness:** 8 (2)

Skills: Climbing d8(+2), Fighting d10, Knowledge (Tactics) d8, Lockpicking d8, Notice d8(+2), Shooting d10, Stealth d10, Swimming d8, Tracking d10

Edges: Alertness, Ambidextrous, Assassin, Extraction, Fleet-Footed, Two-Fisted

Armor: Exotic leather (all +2)

Weapons: [2] Molecular knife (Str+d4+2, AP 2), needle pistol (12/24/48, 2d6, RoF 1, Shots 12, AP 5)

Special Abilities

- **Immunity (Poison):** Zalari are immune to the effects of poison.
- **Low Light Vision:** Zalari ignore penalties for Dim and Dark lighting.
- **Small Claws:** Zalari have small claws on their hands and feet that aid in climbing, giving them a +2 bonus to all Climbing rolls. However, these claws are not large enough to be used as weapons.

ENVIRONMENT

Like many humanoid species, the zalari can live within any oxygenated environment. They seem to prefer urban centers, possibly ones that allow them to hide amongst a throng of people and buildings. They tend to stay clear of planets with extreme climates, especially cold, but have been known to make their escape through such climate zones when necessary.

The zalari home world of Arim is much like those inhabited by other humanoid species. It has multiple climate zones with the bulk of the population living in the temperate and tropical ones. It's a mixture of rolling plains, mountains, coastlines, islands, and deserts that are ideal locations for many humanoid species. Environments familiar to their home world appear to be chosen first before those unfamiliar.

ORIGINS

The Academy was lucky enough to come upon a captured zalari ship with vast electronic libraries of the species' origin. Dating back tens of thousands of years, the zalari evolved from mammals like many others. Their biggest problem on Arim is that they weren't the only evolved species there. The zalari annals speak of two other species, the arrakin and mesozao (see their entries in the Xenopedia), which also evolved on Arim. Throughout their history, the three species clashed in hundreds of encounters, rarely finding a time for peace.

As time went on and each species focused more on technology and less on war, all three made scientific breakthroughs at a similar pace. The direction taken by each one was slightly different, and their technology bases rarely looked exactly the same, but they eventually grew to befriend each other, mostly, while looking toward the stars for new enemies.

During their time of technological development, the zalari chose to focus more on being a stealth-like species with weapons used for precision strikes against the arrakin and mesozao. There are many documented occasions where the zalari would send a small team to an arrakin embassy to assassinate one of their representatives, causing chaos to emerge from within. The arrakin would retaliate and the mesozao would sit on the sidelines. After things settled down, the arrakin would attempt a similar act on the zalari or mesozao and more chaos would ensue. Although war wasn't nearly as common as before, there was always a lot of tension between the three species.

The latest information gathered from the annals shows a relative truce between the three species, although espionage appears to be a favorite pastime among them all. However, the zalari appear to excel at it compared to their worldly brethren, though the other two have their own specialties. Once they manage deep space exploration, the zalari took their espionage antics to the stars and found new places to sow the seeds of chaos. It's almost like a game for the zalari.

MOTIVATION

One thing is very clear about the zalari: they never take anything away after the aftermath of their precision strikes. They treat these as sport and appear to see chaos as a form of entertainment. Since their earliest recorded years on Arim, they've been known for being assassins for no real purpose. Maybe when they first started down this path it was for the protection of their nations, but once the appropriate technology was developed and war was unnecessary, they continued their assassinations with no personal or societal gain. Why they have turned their gaze toward other species is beyond the understanding of the Academy, and not a single capture zalari shares that information. They simply smile and wait to be executed.

BARO DEANI

Every zalari strike team is led by an elite warrior, serving as the team's captain or experienced veteran who makes tactical decisions. Baro Deani falls into the latter; an experienced zalari veteran and a deadly assassin. In his strike teams, he serves as a sharpshooter in addition to the zalari's normal role of infiltrator.

As an assassin, Baro has over 400 kills under his belt. As the veteran of numerous strike teams, his forces have over 1,000 kills under their belts. The first recorded incident involving Baro occurred 25 cycles ago. Since then, he has been extremely active in zalari precision strikes and appears to enjoy the thrill of killing for no reason at all. The only reason anyone knows he's behind it is because Baro likes to leave a sign that shows his involvement (a decorative BD scrawled onto a wall).

No one knows how Baro travels throughout deep space or where he will strike or why. As with all zalari, Baro creates chaos in the wake of his killings and with the assistance of a strike force, the chaos can grow quite significantly. His team commonly comprises a combination of standard zalari shadow warriors and a hand-selected group of those he's traveled with before. The Academy only knows this because sightings of particular zalari assassins have been noted multiple times when Baro is involved.

**BARO DEANI**

A deadly assassin, Baro has led many shadow teams across the cosmos.

Attributes: Agility d12, Smarts d10, Spirit d10, Strength d10, Vigor d10

Pace: 8; **Parry:** 9; **Toughness:** 9 (2)

Skills: Climbing d10(+4), Fighting d12, Knowledge (Tactics) d10, Lockpicking d10(+2), Notice d10(+2), Shooting d12, Stealth d12(+2), Swimming d8, Tracking d12

Edges: Alertness, Ambidextrous, Assassin, Danger Sense, Extraction, First Strike, Fleet-Footed, Marksman, Thief, Two-Fisted, Weapon Master

Armor: Exotic leather (all +2)

Weapons: [2] Molecular knife (Str+d4+2, AP 2), needle pistol (12/24/48, 2d6, RoF 1, Shots 12, AP 5), assassins rifle (60/120/240, 2d8+2, RoF 1, Shots 5, AP 4, Snapfire)

Special Abilities

- **Immunity (Poison):** Zalari are immune to the effects of poison.
- **Low Light Vision:** Zalari ignore penalties for Dim and Dark lighting.
- **Small Claws:** Zalari have small claws on their hands and feet that aid in climbing, giving them a +2 bonus to all Climbing rolls. However, these claws are not large enough to be used as weapons.

**ELITE ZALARI INFILTRATOR**

Baro's elite zalari infiltrators are those he's worked with many times in the past and have been chosen for their tactical abilities.

Attributes: Agility d10, Smarts d10, Spirit d8, Strength d8, Vigor d10

Pace: 8; **Parry:** 8; **Toughness:** 9 (2)

Skills: Climbing d8(+2), Fighting d12, Investigation d8(+2), Knowledge (Tactics) d8, Lockpicking d8, Notice d8(+2), Shooting d10, Stealth d12, Streetwise d8(+2), Swimming d8, Tracking d10

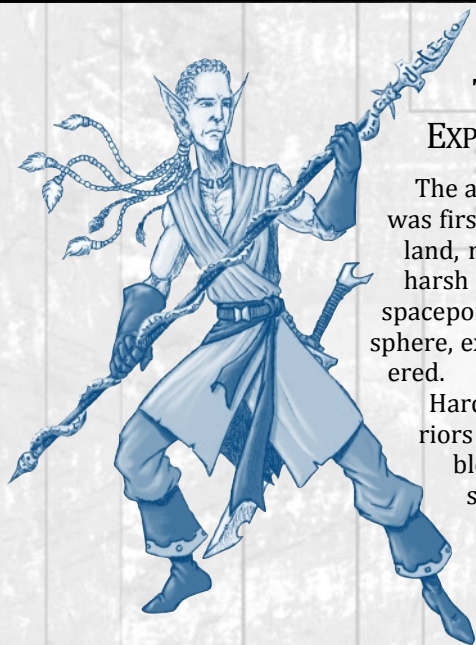
Edges: Alertness, Ambidextrous, Assassin, Counterattack, Extraction, Fleet-Footed, Investigator, Two-Fisted

Armor: Exotic leather (All +2)

Weapons: [2] Molecular knife (Str+d4+2, AP 2), needle pistol (12/24/48, 2d6, RoF 1, Shots 12, AP 5)

Special Abilities

- **Immunity (Poison):** Zalari are immune to the effects of poison.
- **Low Light Vision:** Zalari ignore penalties for Dim and Dark lighting.
- **Small Claws:** Zalari have small claws on their hands and feet that aid in climbing, giving them a +2 bonus to all Climbing rolls. However, these claws are not large enough to be used as weapons.



ZAO [ZH-OW]

TECHNOLOGY 1; MILITARY 1; SOCIETY 2 (BIPEDAL, EXPLORERS)

The arid and desolate world of Zaoz held many mysteries when it was first discovered by explorers. At first, it seemed a solid place to land, make repairs, and regain bearings. Little life existed in this harsh realm of skin-tearing winds and sandstorms that so many spaceports opened up on the surface and orbiting the planet's atmosphere, existing for close to a decade before the first zao was discovered.

Hardened creatures in every way, the zao are fiercely loyal warriors and hunters, surviving in elements none would expect possible. When the heavens opened up to them, the zao took it as a sign of progress and began to offer their services. What they lack in an ability to utilize technology is balanced by their combat expertise and fierce loyalty to whatever crew they serve. The definitive fish out of water, the zao have adapted to a galaxy none of their ancestors thought possible.

PHYSIOLOGY

The zao are a slender and sturdy people. Their pale blue skin matches that of the bizarre sand of their home world, Zaoz, while their long faces, pointed ears, and braided hair define the species against all others.

Size/Weight: An adult zao can stand as tall as 7ft and weigh anywhere from 150 to 200lbs.

Digestion: Omnivores; the zao have adapted to many different cuisines and have very hardy stomachs.

Mobility: Standard bipedal humanoid.

Respiration: While their lungs process oxygen, the zao are able to hold their breath for extended periods of time without difficulty. This process is what allowed them to hunt on the surface of Zaoz without suffocating from the clouds of toxic sand blown by its biting wind.

Senses: Standard sensory organs. Whenever a zao enters a state of ka-rosh (see below), their awareness becomes enhanced to near animal-like abilities.

ZAO

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d10

Pace: 6; **Parry:** 6; **Toughness:** 9 (2)

Skills: Fighting d8, Notice d6+2, Survival d8, Tracking d6

Weapons: Ka [spear] (Str+d8)

Special Abilities

- **Alertness:** The zao have a keen sense of awareness, gaining a +2 bonus to all Notice rolls.
- **Armor +2:** Natural armor
- **Ka-Rosh:** After spending 10 minutes in silent prayer toward the direction of their sun, a zao enters an enhanced state called ka-rosh, gaining +2 to Notice, Survival, and Tracking. Once activated, the zao can also choose to gain one of the following enhancements: +1 to Toughness against environmental effects and damage or +1 to Parry. The zao's ka-rosh lasts until it becomes Shaken.
- **Unlimited Breath:** A zao can hold its breath with little effort for as many minutes as its base Toughness score (without armor). This includes any

use of ka-rosh, but that ability must be used before a zao starts to hold its breath.

ENVIRONMENT

Originally from the fierce world of Zaoz, a toxic sandscape considered useful only as a short-stop spaceport, the zao are the definition of survival against all odds. While their physical bodies are capable of tremendous feats of endurance and awareness, it's their ingenuity that has allowed them to endure the dangers of their home world. From marching across the surface in search of prey to scavenging throughout the expansive caves below for mosses and water, the zao have proven themselves a formidable species when all others thought there was nothing but desolation.

This versatility has come in handy for the zao as they joined various crews and ships traveling the stars, particularly when it comes to extreme environments. There are rumors of a zao surviving the rigors of space without wearing any containment suits or breathing apparatus and while such rumors can't be confirmed, it is biologically possible for the zao to achieve such a feat through their physical and mental constitution.

ORIGINS

Early legends of the zao tell of fierce tribal wars as this species struggled to not only survive on their home world, but understand how they came to be part of a world that clearly did not want them. Ancestral zao were considered a vicious and savage race until elders rose up and began to settle these disputes through the development of a shared language and customs. In time, the zao learned to repress their aggression and focused on understanding their plight through knowledge and serenity rather than bloodshed and ferocity. This ancestral anger has never truly left the zao and they can now return to it through a meditational practice called ka-rosh, whereby a zao begins a standing prayer facing the direction of their sun, Zo, calling upon their ancestors to guide their actions and bodies to survive the plights ahead.

Their journeys into the vastness of the galaxy have provided the zao with a new purpose: learning how to build the cities and technology commonly available to many other species. Taking on odd jobs as mercenaries, enforcers, and security officers, the zao have demonstrated their skill despite their unwillingness to embrace the use of modern warfare.

MOTIVATION

While they have embraced the exploits of space travel wholeheartedly, the zao are a stubborn and religious species. Their mythology speaks grimly about the troubles of their ancestors and the horrors of non-stop war, giving them cause to refuse the use of modern weaponry. Instead, a zao warrior uses only a prized spear known as a ka. Adorned with carvings and decorations depicting the story of their travels and adventures, a zao's ka is as valuable to them as a mercenary's gold and they will never give up until they have recovered a lost or stolen ka. Most technology is fair game and the zao are eager to learn, but they draw the line at blasters and other weapons. When not using their ka, the zao are formidable unarmed combatants.

UNCONFIRMED REPORTS

A mining expedition was reported as traveling to Zaoz, although it never returned. Its mission was quite simple: explore Zaoz for possible minerals to mine

Zao compatriots are sometimes considered difficult companions on account of their harsh opinions, blunt speech, and refusal to lie under any circumstances. While many mistake this as a religious compulsion to follow a strict code, it is simply the result of the zao's life and customs. What they lack in civility and manners, they make up for with loyalty and dedication to their crew, throwing themselves into danger before any others can take up the mantle. For a zao to give his or her life to save those of their comrades is considered an honorable death.

and if found, establish a quarry. The expedition sent four reports back to their employers that several mining locations had been identified and they were going to establish their first quarry. A fifth report was sent stating the expedition had encountered hostilities.

No further reports were ever received and after scanning the planet for signs of the expedition, no remains were ever found. It is as if the ship and everyone on it disappeared. The fleet had very little means of defending themselves and the assumption is the zao didn't like the presence of the quarry. It's also possible the expedition fleet angered the zao in some way and their retaliation was to imprison the fleet. To this day, no one knows the fate of those in the expedition.

DOEKM ROAW

When Doekm Roaw signed up with the crew of the *Absolution*, a jhet mining vessel, he had no aspirations for anything other than the means to return to his village with the tools and resources to drill under the solid rock of Zaoz for water. Instead, this hardened zao warrior ended up the sole survivor and legendary commander of the very ship that destroyed his crew.

A few months after leaving his home world, the *Absolution* was attacked by a xorg warship and most of the crew was sucked out of the ship when a massive hole was blown into the hull. Boarding the heavily damaged ship to loot its cargo, the xorg did not count on its sole survivor: Doekm Roaw. Using nothing but his ka, the zao warrior stabbed and sliced his way past the neuroslave crew and took command of their ship by threatening the xorg central computer with an electromagnetic detonator. Eager to maintain its own existence, the xorg computer agreed to transport Doekm home with enough supplies to establish a water mining operation for his people.

Today, Doekm continues to provide his services to many different vessels eager to have the infamous xorg-killer onboard. Known for his distinct ka – adorned with the very electromagnetic detonator he used to threaten the xorg – his deeds have made him a target, particularly with the xorg. These threats, however, do not faze him and he waits patiently for the next invader to threaten himself and his crew.



DOEKM ROAW

This could only be the very zao you've heard about. Aside from the distinct features of his species – the pointed ears and pale blue skin – there is the flashing red light of the electromagnetic detonator dangling loosely from his spear.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d12+1

Pace: 6; **Parry:** 6; **Toughness:** 10 (2)

Skills: Fighting d8, Notice d8+2, Survival d8, Tracking d8

Weapons: Ka [spear] (Str+d8)

Special Abilities

- **Alertness:** The zao have a keen sense of awareness, gaining a +2 bonus to all Notice rolls.
- **Armor +2:** Natural armor
- **Ka-Rosh:** After spending 10 minutes in silent prayer toward the direction of their sun, a zao enters an enhanced state called ka-rosh, gaining +2 to Notice, Survival, and Tracking. Once activated, the zao can also choose to gain one of the following enhancements: +1 to Toughness against environmental effects and damage or +1 to Parry. The zao's ka-rosh lasts until it becomes Shaken.
- **Unlimited Breath:** A zao can hold its breath with little effort for as many minutes as its base Toughness score (without armor). This includes any use of ka-rosh, but that ability must be used before a zao starts to hold its breath.

CREATURE GENERATION

Instead of using the creatures presented in the Xenopedia, you may want to quickly insert a new creature into your adventure. While there can be a number of ways to create new creatures and adversaries, including making a sci-fi version of anything real-world, fantasy, or horror genres, here are some factors to consider.

SIZE

Deciding how big a creature is can help guide the remaining steps to flesh out the details. Larger creatures will probably be stronger, harder to kill, pack more of a punch in close combat situations, and have fewer of them pitted against the characters. Smaller creatures, on the other hand, may be faster, more agile, harder to hit, use different tactics to remain safe, and possibly tend to swarm together.

TYPE

Type is ultimately a flavor description for how the creature looks. It can help to define its special abilities, weapons, and armor, but sometimes it's just used to give a sense of resemblance so that players can better understand what their characters are facing. When creating a truly alien creature, type could be mostly ignored or is a result of a combination of multiple familiar creatures.

ARMOR

Defining armor is simply another way of defining how tough the creature is. This should be represented by worn or natural armor or no armor at all. Additionally, consider that many militaristic xenos would adorn even their common soldiers in basic armor.

WEAPON

Sometimes starting with a loose definition of a weapon is a good place to start (such as long ranged). From here, the actual description of the weapon can be further fleshed out once the other factors of the creature have been defined. For example, if the final creature is a humanoid with no natural weapons, the long ranged weapon can be chosen from the equipment list. If the final creature is a demon with natural weapons, the long ranged weapon could be energy that shoots out from the demon's hand.

STRENGTHS

Each creature most likely has some type of strength that sets them apart from other creatures. This could be hyper intelligence, hive mind, psionics, flight, poison attacks, size, fear, low light vision, etc. These strengths are what make the creature unique and brings all other aspects together. If the creature is reptilian, does it have a tail that gives it some type of advantage? If it's some type of insect, does it fly? If it's humanoid, can it see in the dark? These are the types of abilities that can give them some type of advantage over the characters, providing an interesting encounter. GM's are encouraged to exploit a creature's special abilities when creating an encounter (such as fighting a creature with low light vision in the dark). Just remember, strengths can also be present in the creature's skills.

RANDOM CREATURE GENERATOR

When creating a new creature, a handful of defined characteristics help to further flesh out the details of the creature. Most of these characteristics have actual in-game effects while others are simply there to better visualize the creature. Combine these in unique ways to construct what the actual creature looks like.

To create a new creature, use the standard deck of playing cards and deal out a total of 3 cards. Each card's suit and value define the creature's many characteristics. If a Joker is dealt, place it back into the deck and deal a new card.

READING THE CARDS

The first card's suit defines the general size of the creature. Its value defines what type of creature it is.

The second card's suit defines the armor of the creature. Its value defines what type of weapon the creature utilizes.

The third card's suit defines what type of special ability is attributed to the creature. Its value is the generalization of that special ability.

CARD NUMBER ONE

Club	Size <0: The creature is smaller than the average humanoid.
Diamond	Size 0: The creature is about the size of the average humanoid.
Heart	Size >0: The creature is larger than the average humanoid.
Spade	Size >4: The creature is significantly larger than the average humanoid.

CARD VALUE

2	Humanoid
3	Insect
4	Reptilian
5	Mechanical
6	Amphibian
7	Mammal
8	Arachnid
9	Humanoid
10	Cephalopod
J	Demon
Q	Beastman
K	Feline
A	Canine

CARD NUMBER TWO

Club	Armor +1: The creature has thick skin or light armor.
Diamond	Armor +2: The creature has tough skin or medium armor.
Heart	Armor +3: The creature has hard skin or thick armor.
Spade	Armor +4: The creature has solid skin or heavy armor.

CARD VALUE

2	Short Ranged
3	Long Ranged
4	Stabbing (Spear-like)
5	Cutting (Sword-like)
6	Chopping (Axe-like)
7	Small Burst Template
8	Medium Burst Template
9	Large Burst Template
10	Cone Template
J	Teeth
Q	Claws
K	Improvised Weapons
A	Scavenged Weapons

CARD NUMBER THREE

Club	Agility: The creature's special ability is associated with Agility.
Diamond	Strength: The creature's special ability is associated with Strength.
Heart	Vigor: The creature's special ability is associated with Vigor.
Spade	Spirit: The creature's special ability is associated with Spirit.

CARD VALUE (CLUBS)

2	Flight
3	Pace 8
4	Fleet-Footed
5	Pace 5
6	Aquatic
7	Pace 10
8	Wall Walker
9	Burrowing
10	Counterattack
J	Dodge
Q	Frenzy
K	Martial Artist
A	Two-Fisted

CARD VALUE (DIAMONDS)

2	Brawler
3	Strength d10
4	Rock and Roll
5	Strength d12
6	Brawny
7	Strength d8
8	Bruiser
9	Strength d12+1
10	Immunity (Cold)
J	Strength d12+2
Q	Immunity (Heat)
K	Strength d12+3
A	Immunity (Poison and Disease)

CARD VALUE (HEARTS)

2	Low Light Vision
3	Infravision
4	Poison
5	Inflicts Paralysis
6	Regeneration
7	Stun
8	Infection
9	Ethereal
10	Command
J	Nerves of Steel
Q	Fast Regeneration
K	Florentine
A	Hard to Kill

CARD VALUE (SPADES)

2	Undead
3	Demonic
4	Fear
5	Terror
6	Fearless
7	Hardy
8	Elemental
9	Fear -2
10	Spells
J	Elemental Resistance
Q	Natural Leader
K	Common Bond
A	Beast Master

PUTTING IT ALL TOGETHER

Card number three only defines a single special ability for the new creature. If additional special abilities are desired, draw additional cards, treating them as the same suit as card number three. Once you have the basic characteristics of the new creature, wrap everything around card number one's value to create a visualization of what the creature looks like.

Example: After drawing the cards, the resulting creature has the following characteristics: Size >0, Arachnid, Armor +2, Medium Burst Template, Agility, and Wall Walker. You decide the creature looks like a giant scorpion with a natural shell and a tail that shoots a poisonous concoction that causes damage.

Remember to scale the difficulty of your new creature according to what level the characters are at. Use the terrain and environment as an advantage to the creature or a disadvantage to the characters by considering things such as:

- **Lighting** – creatures with Low Light Vision might have an advantage.
- **Wild Cards** – define how many creatures, if any, are Wild Cards and how many are Extras.
- **Environment** – creatures with Immunity (Heat) fighting at noon in the desert don't gain levels of Fatigue.
- **Stealth** – creatures with a high Stealth die could surprise the characters, swinging combat in their direction early on.
- **Terrain** – creatures with a higher Pace can travel across difficult terrain faster than the characters, possibly engaging them in melee first and striking the first blow.

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DramaScape



SCIFI NPS'S & WEAPON CARDS



Savage Worlds Equipment Cards were created for use in near and far future science fiction Savage Worlds settings. The front of each card has the equipment's image and Savage Worlds basic weapon statistics in order of range, cost, damage, weight, rate of fire, and clip size if applicable to the equipment. The back of each card has the equipment's notes and allowed weapon options on the guns. The equipment varies with melee weapons from chainsaw gauntlets to beam glaives, ranged weapons from rocket pistols to particle rifles, special weapons like grenades, optional weapon add ons, communication equipment, a powered rig, and a stationary battle platform.

The Savage Worlds SciFi NPC Cards contain 48 NPC cards for use with any near or far future Savage World setting. The front of each card has the character's image, while the back of the card show the character's Savage World statistics, including attributes, skills, racial abilities, hindrances, edges, and gear. The cards are available in PDF and on print on demand through DriveThruCards.

The PDF also includes in depth character information, including potential aliases, history and background, current work and situation, and resources available to the character. The character information also details a pending mission for the Player Characters to get involved in, and an optional plot twist that alters the NPC in some unforeseen way.

The cards are available in PDF and on print on demand through DriveThruCards.

DramaScape



Mercenary Breed is a science fiction action and adventure toolkit and sandbox setting for Savage Worlds. The core setting set is broken into three rulebooks: *Mercenary's Handbook*, *Galaxy Guide*, and *Xenopedia*. The *Xenopedia* is a collection of adversaries including those used in the missions and Savage Tales in the *Galaxy Guide*.

Although *Xenopedia* is designed for use with **Mercenary Breed**, it's actually a completely universal science fiction adversary book, usable with any science fiction setting or campaign, published or homebrewed. The xenos listed therein don't rely on the *Mercenary's Handbook* or *Galaxy Guide* to be usable, although they are utilized by the *Galaxy Guide*. Their backgrounds and motivations can be placed within any galaxy!

Xenopedia includes:

- 35 different xenos species including...
- Intelligent species.
- Non-organic species.
- Animal-like species.
- Monstrous species.
- A simple rating system to better understand the species.
- Wild Card villains.
- Illustrations for each species.
- ... and more!

