



ALIEN EVOLUTION

Cosmic Race Guidebook



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Cosmic Race *GUIDEBOOK*

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ABOUT FAT GOBLIN GAMES

Based in South Carolina, USA, **Fat Goblin Games** was founded in 2011 to create *Pathfinder Roleplaying Game* compatible products. With a focus on high quality production values and providing a creative environment for our team of freelancers ([The Fat Goblin Hoarde](#)), **Fat Goblin Games** has quickly become a recognized force in the world of Third Party Publishers of not just the *Pathfinder Roleplaying Game* and *5th Edition Fantasy*, but also supporting the *vs. M Engine* and releasing official products for *Castle Falkenstein*, originally published by **R. Talsorian Games**. With hundreds of support books, visual aids, campaign settings, and quality stock art, **Fat Goblin Games** continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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WHAT ARE THE COSMIC RACES?

Alien Evolutions is a line of books intended to bring outlandish alien creatures to life in your game. Each book will explore myriad topics regarding creatures from distant planets, whether that be playable races, monsters to encounter, world descriptions, or various other things related. The **Cosmic Race Guidebook** is a book intended to give the GM and players 25 new playable races with unique physiologies and abilities. These creatures are artwork inspired by the late Jack Kirby's wonderful work in comics. Creatures from the aerial Abrial to the free-floating-nervous- system-encased-in-armor Uavaryon should present something enticing for anyone to play.

All the races provided range in size between Small and Large, though each has a base land speed of 30 feet. The Small and Medium races have a 5 foot reach while the Large races have a 10 foot reach. Each race starts play knowing Common and their racial tongue that is always named after the race which it belongs to (so an invectron would know both Common and Invectron).

Race	Description
Abrial	Haughty winged humanoids that boast superiority over the skies and space.
Argenex	Three-eyed warlords that roam the universe in search for new and exciting conquests.
Belrop	A density shifting species that makes its home between a black hole and a white hole.
Choqua	A tough avian race that fights to avoid becoming dinner for other species.
Chukulak	A race of parasitic slavers that combine hedonism with a disregard for waste.
Cilderon	Small metallic beings that can dampen magic around them and speak in musical tones.
Cruonseri	An honorable but warlike mercenary race that values battle as one of their greatest traditions.
Draykon	A powerful and charismatic race that claims to be evolved from dragons.
Evern	A race of athletes who also have quite a minor knack for gambling and business.
Fleish	Mysterious sluglike beings that closely guard the secrets of their homeworld.
Fyr	Plasma beings that claim to be the oldest life in the universe!
Invectron	Undead creatures that strive to help others and do good deeds wherever they go.
Mrok	Skilled crafters who find beauty and creating new and exciting technologies.
Nogard	Proud humanoids that love frills but are quick to anger at any perceived slights.
Ogtara	Cunning scoundrels that make themselves indispensable with their secrets.
Ohahn	Crystalline beings that protect those too weak to help themselves.
Pendar	A half-angelic race that righteously fights evil and injustices throughout the cosmos.
Pexpin	A hive-mind of living flames with close ties to the Plane of Fire.
Plewd	Ultracapitalist traders that use their telepathy and charm to gain an edge in all things.
Qrp	An arthropod race that blends technology and magic flawlessly together.
Sarn	Incredibly intelligent humanoids that are reliant on a useful, but off-putting cybernetic frame.
Schizovores	Constructs that broke free from their masters and want to spread liberty across the universe.
Shogran	Humanoids guided by tradition and who wear the bones of their ancestors at all times
Tordax	Small, yet powerful humanoids that can affect minds with their hums... and their shouts.
Uavaryon	Beings locked into an exoskeleton who can freely rotate each of their appendages at will.

VITAL STATISTICS BY RACE

Race	Average Height	Average Weight	Age of Maturity	Maximum Age
Abrial	4-5 ft.	150-250 lbs.	20 Years	75+3d10 years
Argenex	6-7 ft.	200-300 lbs.	15 Years	80+2d10 years
Belrop	5-7 ft.	100-200 lbs.	20 Years	60+3d10 years
Choqua	7-10 ft.	250-450 lbs.	15 Years	75+5d5 years
Chukulak	6-7 ft.	250-350 lbs.	12 Years	125+2d20 years
Cilderon	2-4 ft.	400-500 lbs.	10 Years	150+2d20 years
Cruonseri	4-6 ft.	150-250 lbs.	15 Years	75+5d5 years
Draykon	11-13 ft.	1,250-1,750 lbs.	101 Years	1,200+10d100 years
Evern	6-9 ft.	250-450 lbs.	50 Years	50+6d20 years
Flelsh	7-9 ft.	50-250 lbs.	50 Years	500+10d20 years
Fyr	5-7 ft.	200-300 lbs.	0 Years	See Description
Investron	6-9 ft.	250-450 lbs.	50 Years	500+6d200 years
Mrok	3-5 ft.	300-400 lbs.	25 Years	120+3d10 years
Nogard	7-10 ft.	350-550 lbs.	15 Years	75+3d20 years
Ogtara	3-4 ft.	100-200 lbs.	20 Years	100+3d10 years
Ohahn	8-10 ft.	350-500 lbs.	25 Years	150+10d20 years
Pendar	6-7 ft.	250-350 lbs.	12 Years	100+2d20 years
Pexpin	4-6 ft.	150-250 lbs.	5 Years	100+2d20 years
Plewd	4-6 ft.	100-200 lbs.	20 Years	80+2d20 years
Qrp	2-4 ft.	50-150 lbs.	30 Years	80+10d10 years
Sarn	7-10 ft.	350-550 lbs.	15 Years	75+3d20 years
Schizovores	5-7 ft.	200-300 lbs.	5 Years	100+5d10 years
Shogran	5-7 ft.	350-500 lbs.	8 Years	40+2d10 years
Tordax	3-4 ft.	100-200 lbs.	20 Years	100+3d10 years
Uavaryon	6-8 ft.	200-300 lbs.	25 Years	150+5d10 years

ABRIAL

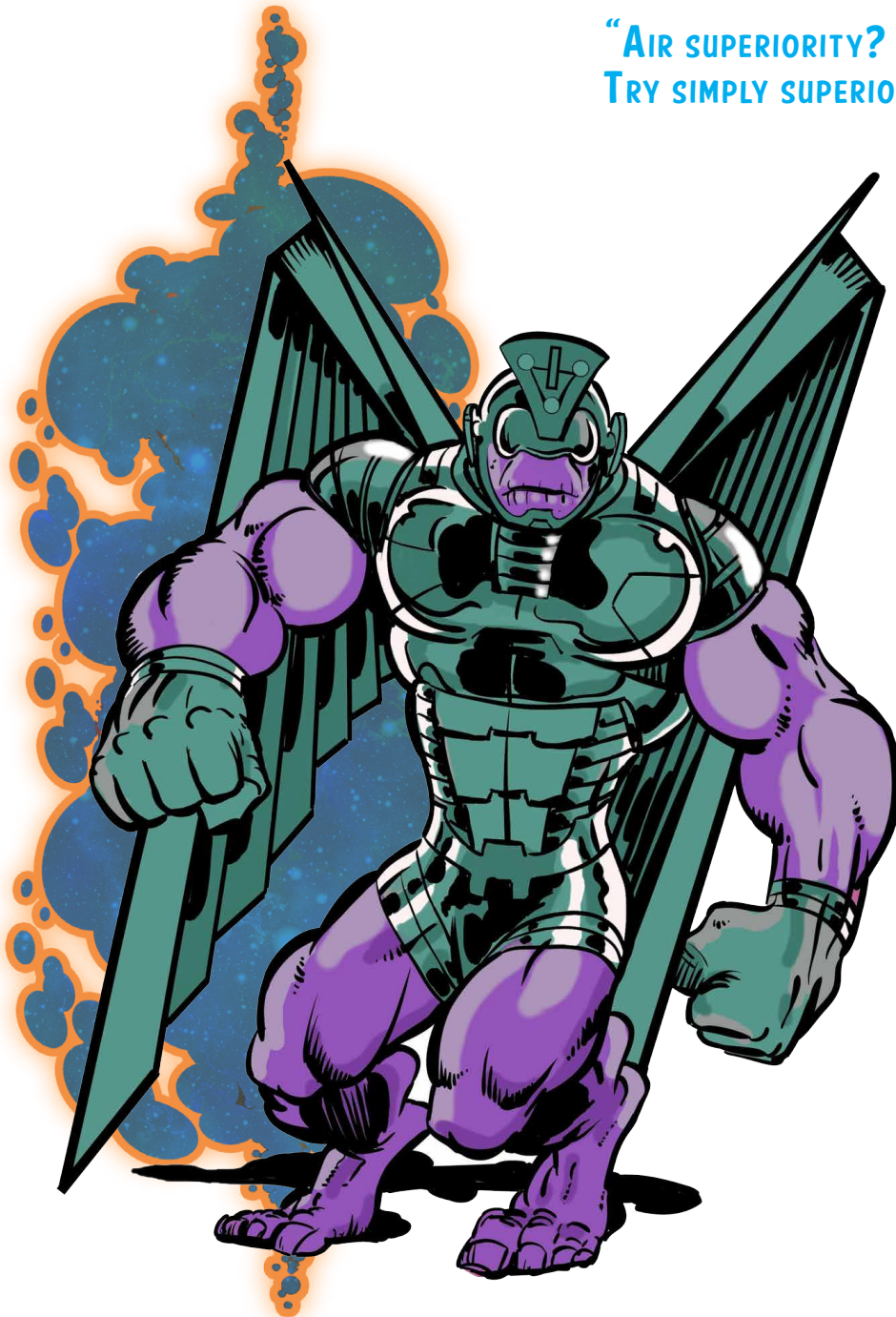
+2
DEX

+2
INT

-2
CON

2
HP

"AIR SUPERIORITY?
TRY SIMPLY SUPERIOR!"



Abrial are pinnacle fliers, their natural wings having given them untold millennia of evolving their skills in flight. Abrial have developed an ultra light, ultra strong plastic-metal composite that they have turned into a profitable starship building material trade as well as flightsuits to protect their wings. Abrial are commonly mistaken for legends of gargoyles across many different planets and use that fear when engaging in trade or in battle. Their homeworld, Hileos, is only accessible by flight, each of their cities spans miles separated by open air and floats in the atmosphere.

PHYSICAL DESCRIPTION

Abrial are reverse jointed creatures with skin tones that match the purplish reds of Hileos' skies. Their large chest muscles are mainly to assist in pumping their wings for flight. Contrary to most avian-like creatures, abrial do not have

hollow bones and are fairly heavy given their natural flight. This is perplexing to modern science; a creature so solid should not be able to fly so well. Their eyes are larger than most creatures' of this size, integrating a protective, transparent "second eyes" that act as flight goggles.

SOCIETY AND ALIGNMENT

Abrial are free spirited and congregate in flocks. Each flock has a leader and each flock homes in an anti-gravity city-nest. A city-nest contains hundreds of individual nests that span over many miles, sometimes hundreds, and the only way to access them is by flight. The leader is responsible for organizing the gale wind generators that create a buffeting wind around each nest, preventing unwanted access to it. The everyday lives of an abrial are centered around their family and the flock's needs.

RACIAL TRAITS

Ability Buy Points: +2 Dex, +2 Int, -2 Con

Hit Points: 2

Size and Type: Abrial are Medium humanoids with the abrial subtype.

Natural Flight: Abrial are born with wings and gain a 20 foot flight speed (perfect).

Plastic Composites: Abrial have developed plastic-metal composite that is highly sought across the galaxies. They gain a +1 racial bonus to any light armor they are wearing and can give an extra 10 Hull Points to any starship in which they function as the engineer.

Ranged Experts: Abrial are masterful with the use of ranged weapons and gain a +1 racial bonus to attack when using them.

PLAYING AN ABRIAL

You likely...

- Dislike using your legs to travel.
- Scoff at other starship designs.
- Insist on being the pilot.
- Talk about your latest family additions or homeworld.

Other Races Probably...

- Think your piloting skills are overinflated.
- Try to get your secrets to make the plastic-metal composite.
- Press you for knowledge about how to get into the city-nests.
- Crack jokes about grounding you.

RELATIONS

Abrial have a highly lucrative trade in starship construction materials with the plastic-metal composites they developed and as pilots. Their city-nests are highly guarded and only those with good enough piloting skills are allowed to land there, the gale wind generators are never shut down to let in anyone. The plewd in particular maintain as positive of a relationship with the abrial as they

wish to mediate any and all contracts for starship construction materials. The abrial are somewhat arrogant but only in relation to their abilities as fliers.

ADVENTURERS

Adventuring is common for abrial who are between new broods of young. Most abrial are pilots and work well as operatives or soldiers. Many mechanic abrial exist as well as some technomancers. Abrial are not overly connected to magic as a race and don't often become mystics or solarians. There are envoys but they are mainly the ones that are the least talented at flying among their own. Most abrial avoid close combat and prefer to maintain ranged and aerial superiority over potential enemies.

NAMES

Abrial have fairly common names, such as Abrasta, Raptona, or Helstor. They have a more personal flock name but this is rarely ever given to outsiders and is akin to the name you would speak to a loved one in private. Some abrial adopt names from particularly close names, but these names are never used inside their city-nest.

"Gargs? Heh.. they call themselves the ultimate fliers. What they really should call themselves is the ultimate snobs. You can't drink with them. You can't fight with them. All you can do is listen to them talk about themselves and their ultra evolved culture all day. Hileos though is pretty amazing I must admit. Not a single place that you can get to unless you have wings or a jetpack. Soaring spires that seem to reach up to the heavens. Whatever you do, don't look down. Typically you are always so high up, you never see the ground."

HOMEWORLD

These city-nests are only accessible from the air, and they are protected by gale wind generators that envelop each city-nest in twisting winds. These generators are never turned off, and are redundantly backed up with separate power sources in case of any sort of emergencies or failures. Each city-nest has a government nest that orientates itself to a central floating factory nest where the highly coveted plastic-metal composite is manufactured using the gases below.

HISTORY

Abrial were a relatively peaceful and idyllic race of fliers before they discovered the technique to manufacture their plastic-metal composite. They track their years as BC (before composite) and AD (after discovery). When the first abrial starships made with this composite ventured forth into the galaxies it was soon discovered by other races and Hileos was eagerly flooded with companies trying to exploit this material. The gaseous nature of the planet and the accessibility of the city-nests only by air gave the abrial advantages against occupations and have since become highly wary of others.



ARGENEX

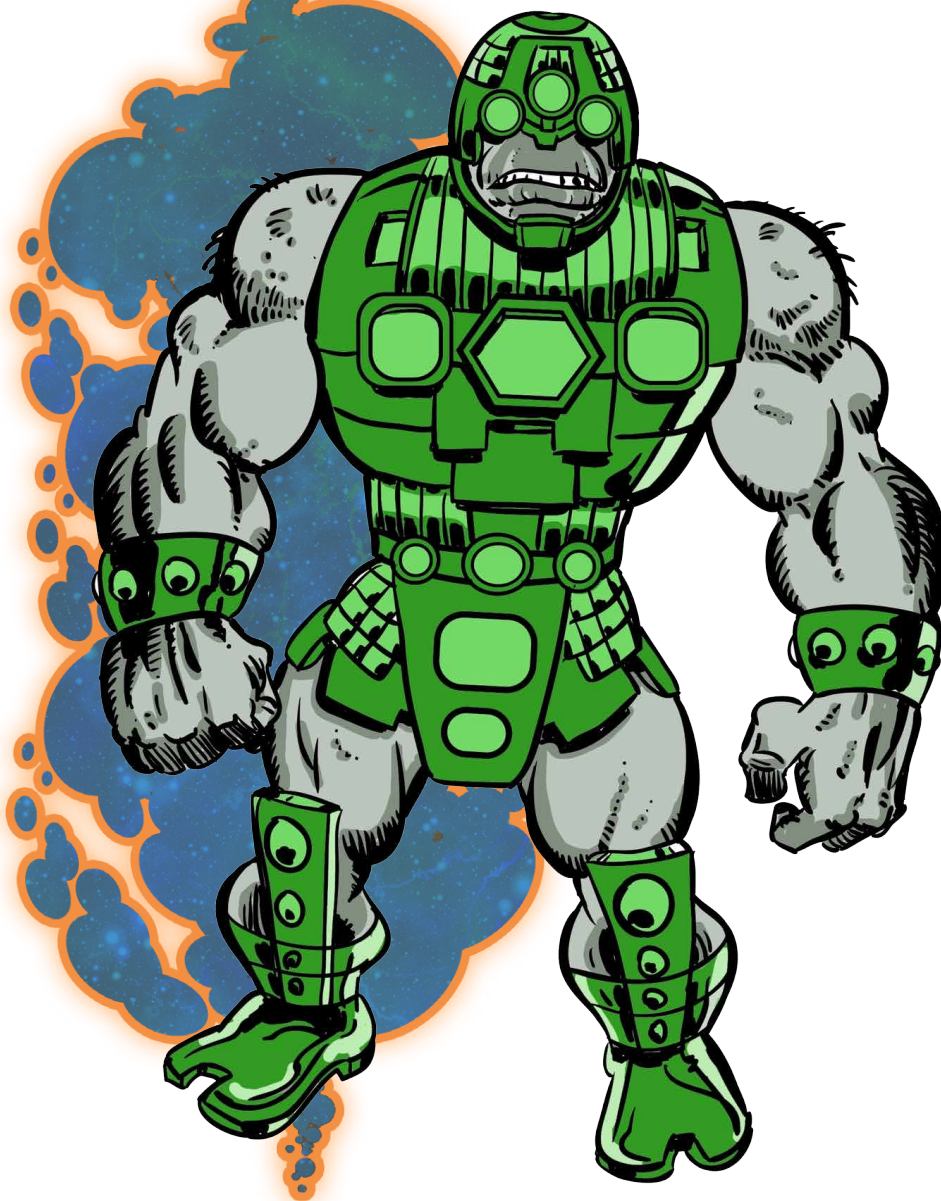
+2
STR

+2
DEX

-2
INT/WIS

6
HP

"I SEE YOU AND I COME FOR
YOU! ALL THAT I DESIRE
WILL BE MINE!"



Of all the races capable of hyperspace travel, the argenex are comparably primitive. This has not stopped them from becoming a force to be reckoned with amongst the stars. The argenex exploded out from their home world of Emeretz Zeta and immediately began forceful colonization of surrounding worlds and eventually star systems. They do not bother to form an empire as traditionally understood as they don't have interest in ruling but in the act of conquest itself. The argenex only return to their home world (or the planets they have previously conquered) when they have fulfilled whatever original goal set out when they left. While not stupid, the argenex as a race are not considered overly wise or intelligent.

PHYSICAL DESCRIPTION

Argenex are typically big compared to other creatures of the same size with thick muscles. They are relatively slow moving but their extensive training in combat makes them deceptively quick. Argenex usually have grey toned skin that is thick and calloused. It is rare to find an obese argenex as excess and creature comforts are frowned upon in their society of warlords and troops. The argenex are almost universally despised across the galaxies since they are seen as the most primitive of spacefaring cultures and the qualities they prize as a species do nothing to ingratiate them to others. The only thing of value argenex create are robust starships capable of dealing and withstanding great amounts of damage.

RACIAL TRAITS

Ability Buy Points: +2 Str, +2 Dex, -2 Int or Wis

Hit Points: 6

Size and Type: Argenex are Medium humanoids with the argenex subtype.

Armored Second Skin: An argenex chooses one type of armor, they are always considered proficient with that armor and halve any penalties from wearing that armor (such as armor class penalties or penalties to movement speed).

Lucky Threes: The number three holds a great deal of importance to the argenex. Once per day when a three is rolled on any one die, it may be rerolled and the second result must be taken.

Melee Specialists: Argenex typically do not love ranged weapons but instead have intensive training in melee weapons of all types. Argenex are always proficient in all melee weapons and gain a +1 racial bonus to attack rolls using melee weapons for every five levels they possess.

Third Single Eye: Argenex have come to rely upon the custom visor built into their helmets over their natural single eye. The argnex have low-light vision and darkvision up to 30 feet.

PLAYING AN ARGENEX

You likely...

- Express yourself in simple terms.
- Have a longing to return to your home world with proof of your conquest.
- Keep track of your victories in battle.
- Try to proclaim each new place you land in conquest of the argenex.

Other Races Probably...

- Avoid speaking to you.
- Put you on the front lines.
- Leave your name out of conversations.
- Warn others about you upon introduction.

SOCIETY AND ALIGNMENT

Conquest is the word of religion for the argenex. They seek to prove themselves in battle against as great of odds as can be. They are not interested in ruling beyond their troops and tribes as warlords and fight amongst themselves as often as with others. Their home world, Emeretz Zeta, has become a massive proving ground where any offense between argenex are decided in trial by combat. Each tribe or troop of argenex has at least one member who is knowledgeable of spacecraft, decreed by the first warlord Ezreck the Broken, and each tribe or troop is capable of building a devastating starship of immense power.

RELATIONS

Argenex are well known across most worlds in the galaxies and are disliked in almost every one. Their starships are one of two main reasons any sort of positive relations exist with the argenex. The other main reason is their supreme usefulness as shock troops, with many civilizations contracting the argenex to help aid in their own conquests. Argenex are, despite their violent tendencies, fairly easy to deal with which makes them frequently taken advantage of by races like the plewd. Argenex that realize they have been taken advantage of will typically immediately seek out the deal maker and challenge them to a fight to the death.

ADVENTURERS

Argenex believe adventuring is the only way of life. Living to a ripe old age in the same home as you were birthed is the highest shame an argenex could imagine. Stolen technologies and treasures, which they only understand

"I remember a time we were pinned down by a ysoki death squad. Yeah I know, rat death squad. But that's another story. Anyway we were pinned down and our Hov'arn, one of the smaller argenex I've seen grabs a bulkhead and holds it in front of him. As he is slowly walking forward carrying our barricade, we are firing around him. Finally when we get to the ambush site he throws the bulkhead, breaking the ysoki line and saving all our butts. He picked up that bulkhead afterwards and made us take him back to his homeworld so that he could put it in his family hall. Do I have stories about that trip!"

enough to turn on, are their main source of income along with a tribe or troop's starship engineer. Soldiers are the norm but operatives (albeit not necessarily stealthy ones) are also fairly common. Mechanics are not very common but do exist, typically as the sole starship engineer in a troop or tribe, and anything resembling magic or religion is so uncommon as to be nearly non-existent.

NAMES

Argenex names are fairly common and boring, Alexa or James, paired with a familial surname such as Rockman or Smith. Most argenex introduce themselves by the name they have given to their favorite weapon, which most other races assume is a nickname they've given themselves, such as Kneecrusher or The Eternally Sharpened. It is extremely important to call an argenex by their favored weapon's name if there are more than one traveling with you, as the honor they hold to among their species demands that a slight such as calling them by the wrong name demands one on one combat.

HOMEWORLD

Emeretz Zeta is mostly barren and varies in temperature extremes from one part of the day to the next. The surface has all but been abandoned by most species on the planet for the more stable and plentiful second layer, where bioluminescent fungi and algae provide light and food for the bottom of the food chain on up to the top. The argenex are the only known sentient species to survive on the surface of their home world, where great covered stone coliseums serve as village-homes. These massive structures are incredibly thick

which serves to function defensively as well as create a more climate neutral place to train, sleep, and eat.

HISTORY

The argenex have an oral tradition, unique to each tribe or troop, which every member learns spanning back hundreds of generations. These stories mostly pertain to great conquest and battle maneuvers but some few speak to the creation of their home world in the collision of two massive moons that had thrown their orbit. Their oldest creation story mentions the only time all of the argenex had ever been joined together to squeeze the moons together into one singular planet, although this is most certainly an embellishment as this fails to mention how their species existed before the creation of their planet.



BELROP

+2
CON

+2
INT

-2
WIS

4
HP

"I HAVE EVOLVED BEYOND
YOUR RECKONING!"



The belrop are an intriguing race, evolving from the unlikeliest circumstances. Belrop are an extremely malleable race with a particular affinity to gravity, their skin is easily stretched and ripped but can be snapped back into place while also being capable of increasing or decreasing their molecular density. The only universal trait shared amongst the belrop is one appendage that functions as some sort of port for receiving and emitting gravitons. Their home is the space where a black hole's event horizon and a white hole's ejection point overlap, which is called the Pressurized Rim.

PHYSICAL DESCRIPTION

Belrop are essentially living gravity and are composed of gravitons and particles that have undergone spaghettification from the black hole near its home. Their physical forms are very pliant and always have one appendage that emits or absorbs gravitons. They do have two distinct genders but can only reproduce when two of the same genders pair off and simultaneously shed gravitons and compress matter with a strong gravitational field generated by both of them. The unique nature of their physiology allows them slow the passage of time of the light reflecting off of their skin, giving the appearance of changing colors.

RACIAL TRAITS

Ability Buy Points: +2 Con, +2 Int, -2 Wis

Hit Points: 4

Size and Type: Belrop are Medium humanoids with the belrop subtype.

Density Shift: Belrop can temporarily increase or decrease the density of their physical bodies allowing them to gain a +2 racial bonus to their EAC if decreasing or their KAC if increasing. This bonus lasts for a number of minutes equal to one minute per character level.

Dimensional Swallow: A belrop's appendage that emits or absorbs gravitons can expand to swallow a creature up to one size category larger than itself. The belrop must make a successful grapple check. The target is immediately ejected 30 feet in any direction. If the ejected creature strikes a solid object they take 1d6 points damage.

Graviton Beam: Belrop can create an effect similar to a weak tractor beam allowing them to reposition a creature five feet in any direction. Any object obstructing the creature's movement negates this effect. The creature is allowed a Reflex save with a DC equal to 10 + the belrop's level + Intelligence modifier to negate this effect.

PLAYING AN BELROP

You likely...

- Have an odd view of physical materials.
- Worship the strange interactions of gravity and time.
- Are highly scientific.
- Keep a journal of personal element compression experiments.

Other Races Probably...

- Have a hard time understanding your point of view.
- Pester you about what happens inside of a black hole.
- Are afraid to touch you.
- Feel the need to prove their own intelligence to you.

SOCIETY AND ALIGNMENT

Belrop are a highly mystical society that closely resembles an organized religion. The lead belrop is referred to as the Black and White Ellipsis and each of the eight tiers is responsible for lower level decisions and everyday operations. The lowest tier, the Trapezoidal Prismatic, are responsible for the industry of the belrop, creating short lived elements under high gravitational circumstances. Scientific organizations from across the galaxies try to have at least one representative stationed (safely) near the home space of the belrop so as to be on the cutting edge of new element discoveries.

RELATIONS

Belrop have a strange relationship with most other races in the galaxies. Their endless experiments in compressing matter into new and short lived elements make them an invaluable scientific commodity but their strange thought processes and religious reverence for the interactions between time and gravity are off-putting for many. They don't normally travel very far from the Pressurized Rim and don't have much experience in communicating with other races in anything except in a scientific manner. This doesn't cause strain necessarily, except between races such as then argenex, but it doesn't encourage much in the ways of developing lasting friendships.

ADVENTURERS

Belrop make excellent solarians and mystics. Some like using machines in their personal experiments and are technomancers. It is very rare to find a belrop soldier or operative and the envoys amongst them are almost universally in a scientific capacity. Mechanics are not unheard of but are not very common. Most belrop only venture forth from the Pressurized Rim to search for other synthetic elements that have been created to see if they have missed any and to collect exotic materials to bring back to the lab-cathedrals floating in the Pressurized Rim.

"We called him Tobias. We called him that because when you don't have vowels in your name its hard as hell to pronounce. He would stand in the back of the formation with a blaster in one hand, and that crazy glowing stump of his in the other. Tobias would wave the stump and yank people forward, then while they were stumbling he would shoot them with the blaster, sending them backward. Was the funniest thing you ever did see. Then he turned traitor on us and it was our turn to be jerked around. It was not nearly as fun on the receiving end as it was watching it.. "

NAMES

Belrop names are somewhat unpronounceable, with translations being composed of almost randomly selected letters that shouldn't belong to next to each other. Names like PxUq or AzdsZol are standard names for belrop. Most other creatures call them by a nickname generally derived from whatever element the belrop talks the most about. Most belrop do not care overly much about misspeaking their names as amongst themselves they speak each others' names using a complex sequence of graviton interactions upon each others' physical bodies.

HOMEWORLD

The Pressurized Rim is not a world so much as a piece of space that defies physics: a connected black hole and white hole that will eventually become locked in a quantum field. This strange place came into existence in the roughly 1,000 cubic mile stretch of space where a black hole constantly absorbs matter which is

then ejected by the nearby white hole which feeds right back into the black hole. Matter surrounding the Pressurized Rim is constantly undergoing a stretching and compression as the matter crosses from one phenomenon to the next.

HISTORY

Belrop history is both extensive and incredibly short. The first belrop, Quarik, was simultaneously created when the Pressurized Rim was created. The compressed elements created by Quarik contained the entire history of the belrop from creation to apocalypse but that element decayed and only pieces are left. This in part is what drives the belrop to constantly compress and create new elements as they are attempting to recreate that first experiment Quarik and recover the entirety of their history and future.

CHOQUA

+2
STR

+2
CON

-2
CHA

4
HP

"JUST TRY AND EAT ME,
YOU'LL BE SUCKING
TALON!"



The choqua are a race of avian beings that cannot fly. Their wings have developed into muscular arms and all of their appendages have been tipped with vicious talons. They are quick to anger and take offense easily. Their remarkable similarity to birds bred for food on many other planets makes them somewhat isolated amongst the races. Choqua are more than capable of defending themselves against those would try to get a free meal out of them.

PHYSICAL DESCRIPTION

Choqua are enormously large avian creatures. They range in height from seven to ten feet and weigh approximately 350 pounds. They are muscular and feathered with arms that evolved from wings, leaving them flightless. Their wattle is often pierced and tattooed in frightening patterns meant to discourage others from trying to harm them. They have a tail composed of long feathers that grows from the base of their torso and curves up to about head level.

SOCIETY AND ALIGNMENT

Choqua society is highly free spirited and is split amongst the major families. Most family lines are easily told by the coloring of a specific choqua, all in a particular line fall within a variation of one color scheme. While choqua families aren't always necessarily on the best terms, any in-fighting is put aside in the face of any threat from an outside force. The home planet of the choqua, Incolot, is notoriously difficult to even land on as the race is reclusive. The few choqua that do venture off their planet are usually surly and refuse to share even a grain of food with others.

RELATIONS

Choqua actively try to maintain a negative relationship with most other races. They have locked down their planet so tightly that it is virtually impossible to land on without their permission and they give that sparingly. Everything the choqua need they make for themselves and they

RACIAL TRAITS

Ability Buy Points: +2 Str, +2 Con, -2 Cha

Hit Points: 4

Size and Type: Choqua are Large humanoids with the choqua subtype

Clawed Spur: A curved and sharp talon along the reverse joint in their legs makes choqua agile climbers. They gain a climb speed of 20 feet.

Talons: Choqua have appendages all ending in talons that function as a natural weapon that deals 1d4 points of piercing damage.

Tactical Training: All choqua are taught to defend themselves in whatever manner at a young age and gain a +1 racial bonus to attack any time they are flanking a target.

PLAYING AN CHOQUA

You likely...

- Dislike most other creatures.
- Dislike many other choqua.
- Are gruff.
- Keep a close watch on your belongings.

Other Races Probably...

- See you as distant.
- Dislike working with you.
- Assure you they don't want to eat you.
- Try to get close to you.

are loathe to participate in the galactic commerce around them. Anything the choqua can't make for themselves they begrudgingly contact the plewd.

ADVENTURERS

Choqua adventurers are relatively rare. Most do not have any desire to leave their home planet and many have an irrational fear about being eaten by any of the other races in the galaxies. When they do adventure out it is usually for something they cannot get or make themselves or because they have been cast out from their family for some offense. Most choqua make excellent soldiers and operatives but some are passable mechanics. It is fairly rare to find mystics, solarians, and technomancers

among them and almost never are there envoys. As soon as most choqua can atone for whatever offense they caused or have obtained what they set out to, they try to return to Incolot.

NAMES

Choqua names are composed of a family name, a birth name, and a stranger name. Family names may include Ironbeak, Talonnex, Freefoot, or Quickpeck. Birth names may be such things as Greenfeather, Twoclaw, Suppletail, or Emeraldpinion. Stranger names are meant to be as far away from anything linking them back to a family or a description of themselves as can be. Oddly enough, the most common stranger names resemble common human names such as Frank, Melissa, Tom, or Stacy.

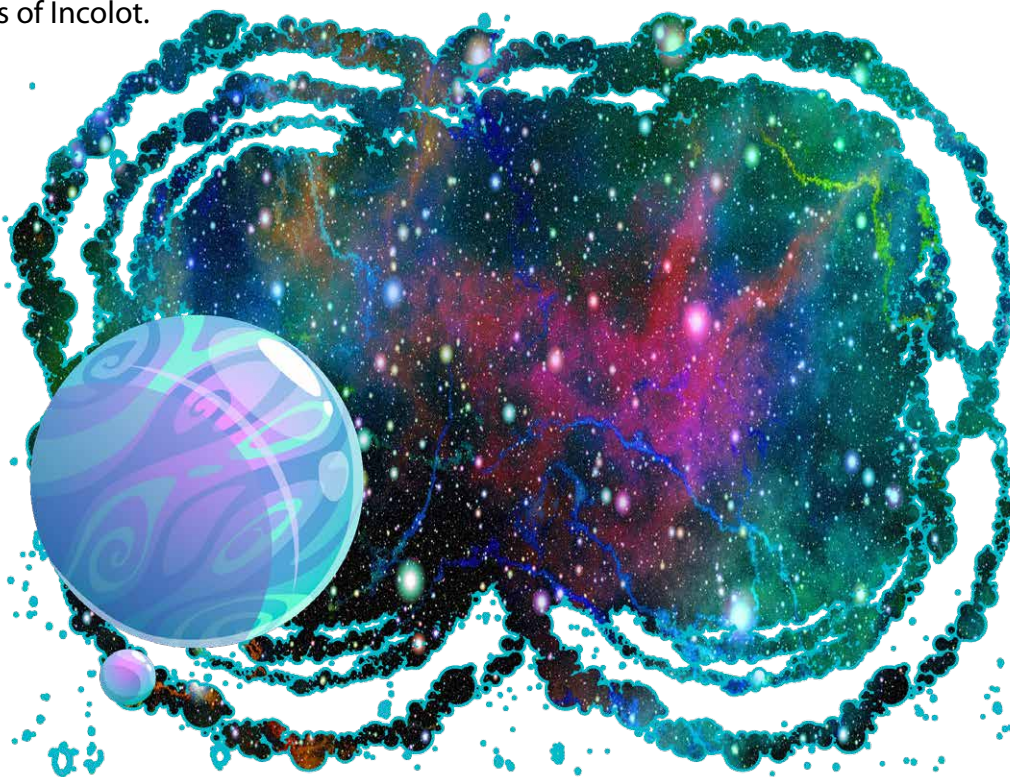
"First off. Never ever talk religion with a choqua. If you want to wig one out, then start asking about their gods. Since most of them that leave the planet are not religious at all, they tend to flip out. Second, its easier to call them by their stranger name. Yeah, its an odd custom that they have where they take a name as far from what their family names are. I knew a choqua named Mary once. Biggest, meanest, nastiest tempered guy I ever knew. Took us all almost a month before we stopped smirking every time we said, "Hey Mary!", to him..."

HOMEWORLD

Incolot is a planet dominated by plains and mesa. The trees there grow fairly short and drop a huge amount of seeds each season. The weather is pleasant on average but highs and lows abound and any given day can be much different than the last. The extremes in temperatures and weather patterns in a given day have shown the rare event when various locations have all snow, rain, sunshine, and winds. There are three major landmasses that interconnect by six land bridges, half of which are buried in water during the rainy seasons. The oceans of Incolot are teeming with life but it is currently unknown if there are any dominant intelligent species. The choqua are the dominant land life form but they are not skilled swimmers and rarely have anything to do with the life in the vast oceans of Incolot.

HISTORY

Choqua history begins with an egg. This egg was laid by the creation of the planet Incolot and was hatched by the magma produced from its first massive tectonic shift. The first choqua emerged from this egg, fully formed, and its skin was every color seen in the major families of the choqua. This first clutch of eggs of this choqua began the major families existing today in choqua society and it is a source of great pride. Subsequent history details the seeking out of choqua for food by many other species on the planet. Once space travel was discovered, their history becomes simply a warning message to them about other races also seeking to eat them. Typically, only the agnostic or atheist choqua leave the planet and disregard the teachings of their elders.



CHUKULAK

+2
DEX

+2
WIS

-2
CHA

4
HP

“THOSE WHO SAY YOU
CAN'T PUT A PRICE ON A
LIFE AREN'T TRYING HARD
ENOUGH!”



The chukulak are a plague upon the entire universe. A parasitic race of megalomaniacal slavers, they view themselves as the rightful rulers of the galaxies. They ravage and consume all things they encounter, leaving desolate space stations and ships in their wake. The artificial limbs and metal sheathings around its body are a result of their own internal processes slowly eating away its skin, muscle, and bone.

PHYSICAL DESCRIPTION

Chukulak resemble many other humanoids in appearance, their blue skin being the only true evidence of their lineage. However, the surface appearance is nearly all that makes them humanoid. Chukulak bones are clear, cartilaginous structures, being very flexible and lightweight.

Chukulak cannot reproduce with others of their kind, and instead reproduce by

affecting change in the genetic structure of their chosen victim by transferring the virus that composes their consciousness and slowly kills their body. Over the course of months, the victim develops internal tumors (typically two-four large masses) that will develop into chukulak newborns. Not all of these newborns will survive, but those who do are gifted with a form of racial memory from both the chukulak and the victim.

SOCIETY AND ALIGNMENT

Chukulak society is built around themes of ownership and control. Those who own and trade a vast sea of slaves are treated as a higher class than those who do not. The more exotic a slave, the more prestige a chukulak can expect.

This constant need to enslave and capture and turn a profit to continue has caused the chukulak to lead a very consumer driven existence. They have

RACIAL TRAITS

Ability Buy Points: +2 Dex, +2 Wis, -2 Cha

Hit Points: 4

Size and Type: Chukulak are Medium humanoids with the chukulak subtype

Darkvision: Chukulak have darkvision, allowing them to see with no light source at all to a range of 60 feet in black and white only.

Alien Parentage: Chukulak are gifted with inherent racial memory from their parents. Chukulak choose two skills—they gain a +2 racial bonus on checks made with both of those skills, and they add those skills to their list of class skills.

Lightweight: Chukulak gain a +4 racial bonus on Athletics checks made to jump, and are always considered to have a running start when making Athletics checks to jump.

PLAYING AN CHUKULAK

You likely...

- See the glass as half full.
- Bemoan the constant march of life towards death.
- Appraise others as potential livestock to be traded.
- Dislike questions.

Other Races Probably...

- Find you distasteful.
- Fear taking you into social situations.
- Find your concept of ownership abominable.
- Mistake your virus-sentence as a treatable medical condition.

become extremely wasteful of finite resources, consuming and exploiting everything a region has to offer.

To the chukulak, everything in the universe follows a specific function. There is no room to question or debate this natural order, and order that puts them as chosen dominators of all races. Although for many races this makes the chukulak evil, most of the species is simply nihilistic. Chukulak tend to lean towards the lawful alignments.

RELATIONS

Chukulak aggressively pursue other species across the universe, often focusing on primitive and rare races. The continuously catalog the benefits and drawbacks of each race they encounter,

which creates a market value shared with others of their kind. It also allows for them to note what races would make good slaves, which races are ideal for slave-trading, and simply what races would make an adequate food source. As one can imagine, this makes other species viewing the chukulak as a threat, and creating long standing enemies from other intelligent creatures.

Those willing to associate with the chukulak are often races that have larger populations and deal with purchasing and selling of slaves themselves. And even in these relationships, caution is often viewed as a necessity.

ADVENTURERS

Chukulak adventurers are fairly common, as many spend a part of their youth exploring the universe and trying to establish a reputation for themselves. These explorative years are spent hunting and securing slaves or cataloging species they encounter. Returning to their communities with exotic exploits and rare species will quickly move a chukulak up the social ladder.

However, this is not the only reason chukulak seek out adventure. Contact with new races has caused many chukulak to turn their back on the slave obsessed culture of their forefathers. These chukulak that have turned their back on their society find themselves constantly on the run, hunted by others of their own kind.

"To-De-Wook was a mean son of a gun I tell you, but she was fair. Possibly the only chukulak that I could get along with because she did not look at me like I was a piece of property. Pretty much thrown off of her planet because she did not believe in owning slaves like her kin. Did not take me long to realize though why she was off-world. Everywhere we went people were dying left and right from mysterious cancers. Heck, we had no idea she was virus-touching everyone and infecting them with her children. Apparently she had "spread her progeny" through the system as there were no suitable mates on her world. Needless to say, her and the airlock met shortly after and we got the heck off of that world before the authorities figured out we were involved with that rash of deaths."

NAMES

Chukulak naming is rigid, providing very little room for flexibility. Chukulak possess a single name given at birth, they do not indulge in nicknames or shortened names of any sort. Referring to a chukulak by any name other than their proper name is considered a sign of deepest disrespect.

Chukulak names are comprised of three phoneme sounds. The first of these sounds represents their chukulak parent. The second represents the chukulak lineage they belong, and the third is their given name. Some examples are Do-La-We, Bee-Gu-Ma, Ki-Men-Cho, and Tib-Caf-Lee

HOMEWORLD

Chukulak homeworld is known as Amutjor. This dark and foreboding planet is dominated by unique floral life, a nightmare of lush jungles and carnivorous plants, bottomless lakes and massive waterfalls. Steep cliffs barely break the heavy clouds covering the planet's surface, making atmospheric travel very difficult for those not familiar with the terrain. These constantly rolling storm

clouds consistently shower the lands feeding the harsh terrain.

However, just below the surface one finds an amalgam of caves, tunnels, and caverns. Each of these areas supported by makeshift lifts and support structures, as the chukulak have nearly hollowed Amutjor of all its metal and minerals. Here in these tunnels the lowliest of slaves works day and night excavating, the only relief being the occasional cave-in.

HISTORY

All chukulak life began from a single virus. It is unknown if this was a naturally occurring virus or one that was synthetically developed and introduced to Amutjor by another race. That first virus spread like wildfire across the lands and as it slowly ate the lifeforms away it mutated to infect other species on both air and land. Eventually the virus had infected every piece of life on the planet and further progeny were now the chukulak. Eventually, it is theorized, that Amutjor itself will be infected and be consumed by this virus.

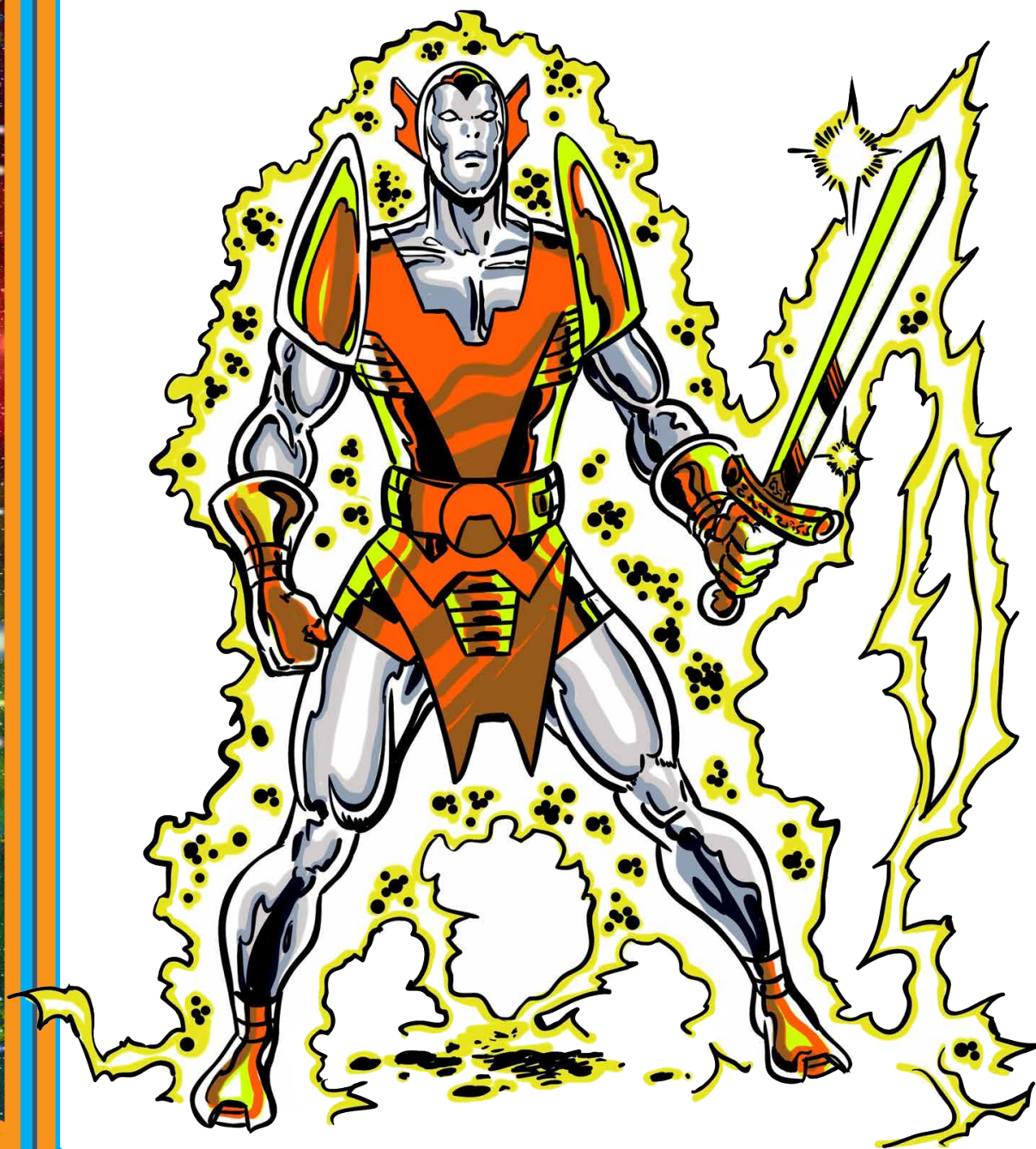
CILDERON

+6
CON

-4
WIS

6
HP

"BEHOLD THIS FORM!"



Cilderon are a race of living metal beings. Despite being metallic in nature, their forms are infinitely changeable and are changed to suit the situation. Physically they are small in stature but exceedingly tough. They have an odd understanding of emotions, its not they don't have them or don't understand them but that they have an entirely alien set of emotions. The cilderon's native language is a harmonic frequency that resonates clearly as if a bar of metal were struck to produce its tone.

PHYSICAL DESCRIPTION

Cilderon are uniformly metallic in appearance. Their skin colors vary based on whatever metal they are closely related to. They resemble a reflective puddle when changing their shape. When in a solid shape, they appear as hard and tough as a bar of metal. While moving they look disconcerting, their skin does not ripple over muscles and their movements are jerky but deceptively quick. Their eyes have a singular color and they never blink. They are roughly 3 feet in height in their natural form.

RACIAL TRAITS

Ability Buy Points: +6 Con, -4 Wis

Hit Points: 6

Size and Type: Cilderon are Small humanoids with the construct subtype.

Faraday Cage: Once per day a cilderon can dampen the connection to magic that others have with the unique nature of their biology. Creatures attempting to cast a magic spell (or holding a charge) while grappled by a cilderon must succeed at a caster level check with a DC equal to 10 + the cilderon's level to successfully discharge the effects of the spell.

Forms: Cilderon can reshape their bodies to have the same shape as anything. They cannot increase or decrease the mass of their bodies and it takes one minute to assume this new shape. Their skin color remains the same no matter what shape it takes.

Hard Edges: Cilderon can form their bodies or appendages into anything with a hard and sharpened edge, they are considered to always have a natural weapon that deals 1d4 points of bludgeoning, piercing, or slashing damage. Creatures that successfully grapple or are grappled by a cilderon must succeed at a Reflex save with a DC equal to 10 + the cilderon's level + the cilderon's Dexterity modifier or suffer damage from its hard edges.

Structural Resonance: Cilderon are composed of a liquid metal but it is still weak to specific frequencies and suffer an additional 1 point of damage when subjected to sonic attacks.

PLAYING AN CILDERON

You likely...

- Don't understand most jokes.
- Find odd introspections in little things.
- Have trouble describing how you feel.
- Often slip into your harmonic native tongue.

Other Races Probably...

- Find you distracting to look at.
- Have a hard time deciphering your intent.
- Ask about your worth.
- Threaten to melt you when angry at you.

SOCIETY AND ALIGNMENT

Cilderon society is akin to an orchestra, each one plays a role while the most talented or practiced are the lead of their section. All cilderon follow a conductor and each of their groups follows a group of composers that record the laws and history of their race on their skin as intricate etchings. Outside of this, little is understood of how they operate. Their minds are very alien and don't follow the normal emotions or logic of most organic creatures. The one exception to this is their protective nature towards their young. Until they reach the age of ten, cilderon children cannot form into a solid shape and are exceptionally vulnerable.

RELATIONS

Cilderon are well liked as a race but they are held somewhat at arm's length by most others. Many organic species are somewhat afraid of the sharp edges of the cilderon. Many are disturbed by how they look when they move or by the alien nature of their mindset. Cilderon adults are known to trade flecks of their bodies for various goods or services and even for education about other races. Cilderon are approached for services as inspectors on extremely important constructions as their understanding of metals makes them supremely skilled at finding structural weaknesses.

ADVENTURERS

Cilderon adventure for a variety of reasons, most of which are unfathomable by organic creatures, but the most common reason understood is curiosity and the chance to learn about the universe at large. Cilderon make good soldiers and mechanics. Some are solarians, as their metal has a particular affinity to the microchanges of gravity and light. It is rare to find mystics or envoys, while operatives and technomancers are relatively unheard of. Most cilderon carve what they learn out amongst the stars into their body so they may bring the record back to their regional composer for permanent etching.

"I never understood the nickname of our cilderon engineer until the space battle where we got holed. I ran down to the area expecting air to be rushing out into space. But I turned the corner and instead of air I saw our cilderon flat as a pancake stuck to the wall where the whole is. His copper eyes were looking at me and the mouth in the middle of the slab politely asked if we could "provide a patch as quickly as possible as it was getting rather cold on his behind." I loved Patch, and to this day he is still my favorite engineer."

NAMES

Cilderon names are as difficult to translate as their natural language, their given names are harmonic tones. The names they give out to most other creatures is a mixture of metals and note names or musical symbols. Common names they may give could be "Iron Quarter Rest" or "Cobalt A Flat". Cilderon do not get confused between each other as various subtle harmonic differences in their true names differentiate each one but most other races cannot distinguish these subtleties.

HOMEWORLD

The cilderon home world, Siyaline, is a roiling mass of liquid metals with enormous floes of "frozen" metal. The planet itself is not any hotter than most other worlds, the liquid metal that composes it is in a strange quantum flux that allows it to simultaneously exist as a solid and a liquid. The largest mass of "frozen" metal is covered in intricate etchings visible from space, these etchings

are the permanent recorded history and knowledge of the cilderon. Different floes of metal shine different colors but along a metallic spectrum.

HISTORY

The history of the cilderon is literally inscribed in a solid mass of land on their home world and begins with something they call the Three Laws of Formation. The parts of their history that have been transcribed describe the cilderon as manifestations of Siyaline, but also indicates that each cilderon is an autonomous and unique individual. The cilderon universally come back to their home world to add any newfound knowledge and worthy deeds to the collective etchings.



CRUONSERI

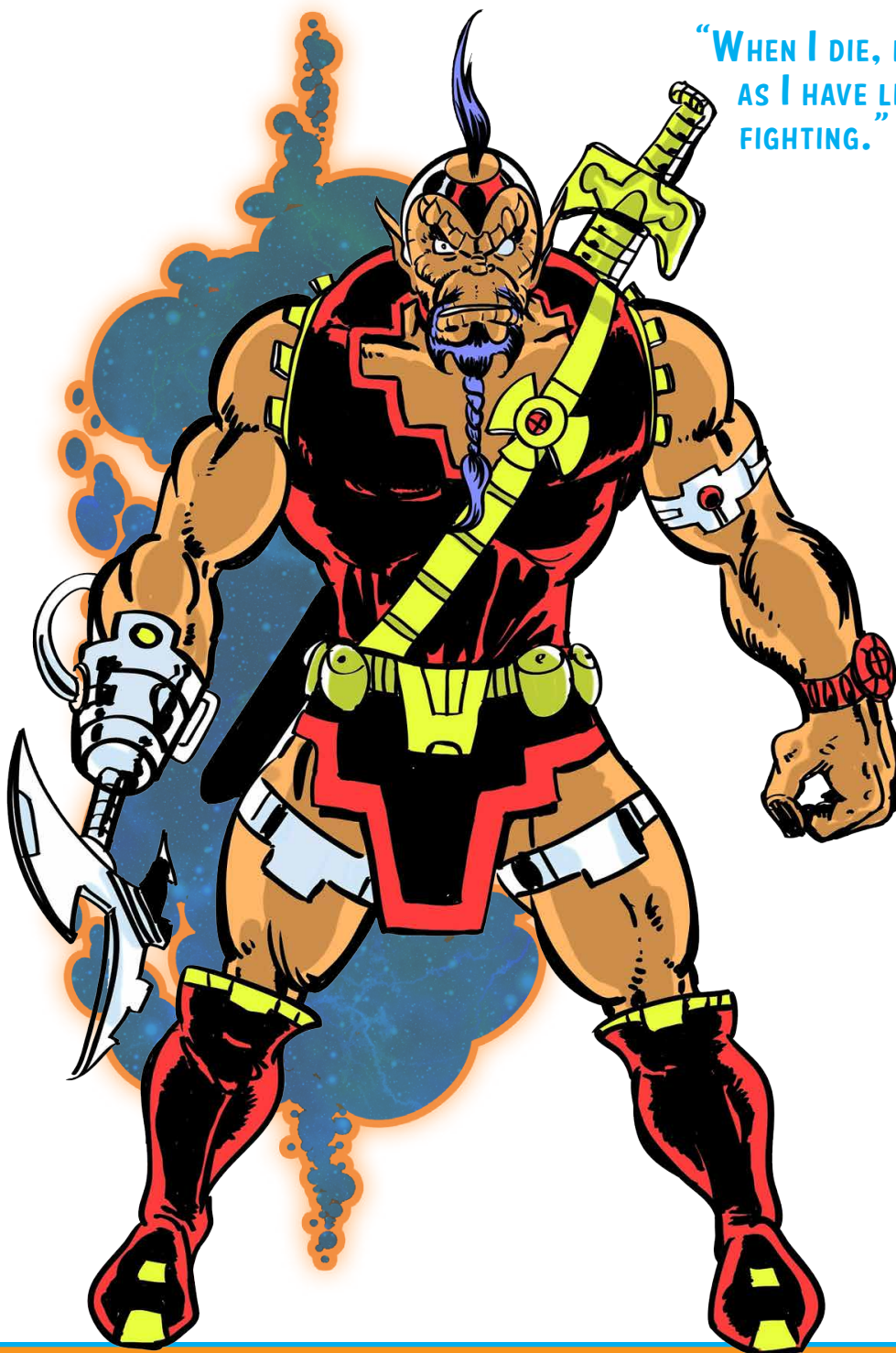
+2
STR

+2
CON

-2
INT

6
HP

"WHEN I DIE, LET IT BE
AS I HAVE LIVED —
FIGHTING."



The Cruonseri are a bulky warrior race that is known for glorifying combat and the martial arts. They are often considered brutish by others, but have a real understanding of the opportunities brought on by war.

PHYSICAL DESCRIPTION

Cruonseri are a humanoid race of bulky muscle and heavy stature. Their skin is a dusty brown to a dark clay-red, with striking blue-black body hair. Like many races that embrace a war-like existence, the cruonseri are covered in scars with many of them missing limbs or sporting minor disfigurement.

They are recognizable by their ridged brow, elongated ears, and decorative hair styles. They prefer form fitting clothing that moves easily, and tend to keep arms and legs bare. As a race, they prefer simple designs and minimalistic patterns, often choosing basic complimentary colors.

Cruonseri are not a primitive race, but have always preferred weapons designed for intimate combat, with many wielding

hi-tech bladed weapons. Stylized axes and swords tend to be the most popular amongst the races, with a general acceptance that bigger is better.

SOCIETY AND ALIGNMENT

Cruonseri have a clan-based culture that idolizes war and the strategies of combat. In their society, children are initiated in the art of battle and weaponry at a young age and expected to undergo many lessons in survival training. Those who fail to reach a level of acceptable training will often find themselves filling in other societal roles, such as agriculture, weaponsmithing, and child rearing.

Cruonseri leadership is always held by female members that make up the governing body, known as the *Circle of Grandmothers*. These matrons are married to the highest ranking war chiefs, and make the decisions of when and where the cruonseri engage in war campaigns.

Cruonseri live a rigid and disciplined life, causing them to lean towards lawful

RACIAL TRAITS

Ability Buy Points: +2 Str, +2 Con, -2 Int

Hit Points: 6

Size and Type: Medium humanoids with the cruonseri subtype.

Battle-Hardened: Cruonseri gain a +4 racial bonus to their KAC against bull rush and trip combat maneuvers when standing on the ground.

Intimidating: Cruonseri receive a +2 racial bonus to Intimidate skill checks.

Self-Sufficient: Cruonseri receive a +2 racial bonus to Survival skill checks.

Weapon Familiarity: Cruonseri are proficient with basic and advanced melee weapons and gain specialization with those weapons at 3rd level.

PLAYING AN CRUONSERI

You likely...

- Are eager to prove your worth in combat.
- Are accustomed to taking orders from more skilled warriors.
- Are first to draw weapons against foes, regardless of the odds.
- Are fitted for roles as bounty hunters, guards, and soldiers.

Other Races Probably...

- Think you enjoy slaughter and bloodshed.
- Consider you more muscle than brains.
- Trust you on the battlefield, but find you difficult to relate to socially.
- Think you idolize warfare over peaceable resolution.

alignments. And although not inherently evil, the harshness of training and war can leave many with hearts full of hate and anger. The rarest of Cruonseri are those of a good alignment, these few are often raised by other species or completely cut-off from the clans of their homeworld. Society and Alignment

RELATIONS

Cruonseri find few interactions with other races, beyond roles involving their brute strength and combat expertise. In this capacity, many offworld races employ them as bodyguards, soldiers, and even hire them as mercenaries. In these roles they are fiercely loyal to their employers, and often find themselves content to live and even adopt the local inhabitants customs. It should be noted that several of

the more evil races enjoy enslaving the cruonseri and using them as gladiators and disposable slave soldiers.

Cruonseri on their homeworld have managed to contain their war campaigns to just other clans, never declaring war on neighboring planets. This reason alone has kept many offworld races diplomatic with the Cruonseri, considering their penchant for war truly only a cultural display. The very few recorded instances of the cruonseri declaring war against another race or planet has always been in times of relative peace on their home world. This has led to some nefarious operations to goad clans into war as a form of galactic safe keeping, the reasoning behind it being that the cruonseri could dominate a large portion of galaxies if they focused outward.

ADVENTURERS

Cruonseri adventurers are often mercenaries and bodyguards seeking employment. They enjoy being hired muscle, and as long as contracts are fulfilled, remain loyal to their employers. This arrangement can extend to a ragtag crew of starfarers as well, especially if combat and payment are plentiful. While contracts are generally fulfilled to the best of their abilities, if a cruonseri sees a losing battle they will try to get a better offer on the other side or in a completely different conflict.

Other adventurers can often be found as exiles from the cruonseri homeworld, those of the race that failed their military training yet couldn't settle for a life of farming or child-raising. These

individuals have set out to forge their own way and prove their worth amongst the stars, often joining militia groups or small rebel forces needing aid.

NAMES

Cruonseri have guttural sounding names and must be approved by the local *Grandmother*. The name must indicate the gender of the child and not negatively affect the wellbeing of the child. That said, the language of the cruonseri does not generally sound masculine or feminine to most offworld races.

Among cruonseri warrior elite, the fashion arose to give a large number of forenames, often six or more. The standard cruonseri will often still have two or three forenames, a larger number is now rare. Amongst the non-warrior cast, many only claim a single name.

HOMEWORLD

Tuslilia is the homeworld of the cruonseri, a mountainous planet with vast open valleys. It is in these valleys the cruonseri have made their home and wage their wars amongst the various clans. Above the plains, amongst the sloping peaks of the mountains is where warriors train and test their battle prowess.

Cruonseri has few major predators, and the bulk of their animals are herd animals. No other sentient life lives on the planet, and conditions are relatively mild. Many intergalactic scholars have noted the cruonseri obsession with warfare might simply stem from boredom, and the relatively easy existence they would have if they didn't have seasons of battle.

HISTORY

Cruonseri have a simple history compared to many offworld races. They spent most of their early civilized years farming and herding and living peaceably. As their numbers increased, new tribes were formed and the main form of recreation were friendly sports amongst neighboring clans. And of course, over time, these friendly sports became skirmishes, which lead to wars and the idealization of a military society.

The cruonseri never developed spacefaring technology, and have only been gifted those advancements via trade with visiting races. They have embraced this new technology, and although do not generate their own form of space travel, their homeworld is regularly visited by traders looking to secure their natural resources.

"Reboduchakkamoanda, or Rebo was perhaps the strangest cruonseri I have ever met. She wore plain robes instead of armor and would spend her time telling you why you should not fight instead of charging into battle. There was a reason she was kicked off of her world, obviously, as they are all warmongering nut-jobs. Then somebody touched her. The next thing you know, they are on their back and they have three broken bones. She just smiled politely and stated that they could have reached a peaceful solution if they had just talked longer..."

DRAYKON

+2
STR

+2
CON

+2
CHA

-4
WIS

6
HP

"I'M NO MERE HALF-BRED
DRAGONKIN — I'M THEIR
EVOLUTIONARY SUCCESSOR."



While clearly naturally powerful when first met, most races are skeptical when a draykon claims to be the literal descendants of dragons. While numerous humanoid-dragon hybrids exist throughout the cosmos, both mystical divination and scientific research into the matter has proven time and again that the draykons are in fact true children of the dragon without a drop of "lesser races" blood in their veins.

PHYSICAL DESCRIPTION

Draykon are physically imposing, but their sinewy body and slithering movements belie their immense proportions. Their bodies are covered in tiny but incredibly hard scales. Draykon claim to be true descendents of dragons, but their coloration does not reflect their abilities or their mentality. Draykon run the gamut of colors, from scintillating metallics to dull earth tones. They curiously lack the claws and fangs of their ancestors but their

well-muscled legs and arms impart just how dangerous they can be.

SOCIETY AND ALIGNMENT

Draykon, for all their boasting of being the descendants of dragons, are very much the opposite of their ancestors. Typically the draykon form a republic in each of the city-states of their home world, Exdrakis, and live in domiciles closely packed together with as many of their kin as they can. They have a sense of community and taking care of each other as large as themselves, everything they do is for the good of their kin, their community, and their home city-state. They are excellent traders, although not nearly as natural as the plewd, as well as soldiers. One trait they do share with their dragon ancestors is the accumulation of wealth, each city-state has a hoard that is added to by each citizen and is used to provide for all within its borders.

RACIAL TRAITS

Ability Buy Points: +2 Str, +2 Con, +2 Cha, -4 Wis

Hit Points: 6

Size and Type: Draykons are Large dragons with the draykon subtype.

Dragon Immunities: Draykons have immunity to magic sleep effects and paralysis effects.

Dragon Resistances: The mixed interbreeding of dragons over millennia lead to all draykons having a natural energy resistance 5 each to acid, cold, electricity, and fire.

Exceptional Vision: Draykons have low-light vision and darkvision. As a result, they can see in dim light as if it were normal light, and they can see with no light source at all to a range of 60 feet in black and white only.

PLAYING AN DRAYKON

You likely...

- Trust your own physicality and prowess in all ways.
- Find power in being true descendants of all dragonkind.
- Are confident, to a fault, in your abilities to do almost anything.
- Use your natural size, strength, and power to your advantage.

Other Races Probably...

- Assume you're just another dragon half-breed.
- Think you're a classically "big and dumb" type.
- Find it odd that you are so connected to the rest of your kind.
- Want you to divest yourself of arms when walking into a public building.

RELATIONS

Draykon have an excellent trading network and maintain a healthy competition with the plewd. Their separate republics and lack of a single unifying government over each city-state prevent them from becoming the dominant mercantile force in the galaxies. While they are fairly arrogant, their exceptional sense of community endears them to many other races. Any races that have gone to war with the draykon, like the argenex, have learned that they are indeed the descendants of dragons and that their boasting of prowess is not empty.

ADVENTURERS

Even with their strong sense of community, draykon love to explore and prove themselves across the galaxies. Many find their way to the Fire Rings Coliseum to participate in the games within. Soldiers and envoys are common among the draykon as well as operatives. There are some mystics and technomancers but as a whole the draykon do not seem to be as connected to magic as dragons. Solarian draykon are rare as are pure mechanics. Draykon will attempt to barter across the galaxies for anything that might be worth adding to their home city-state hoard.

"You know, for all their bragging, I don't mind having one of those draykon in my crew. There was this one, Flavyan, who I met back on a raid down in the Telsi System who I swore was the biggest, dumbest brute you've ever seen. Never said a word while fighting so I gave him his space. One day he catches me playing chess against a computer and decided to jump in. I swear, I've never lost a game so fast in my life. From that point on, he was in charge of tactics... well, after he gave me a lecture as to why you should never try and outplay a dragon."

NAMES

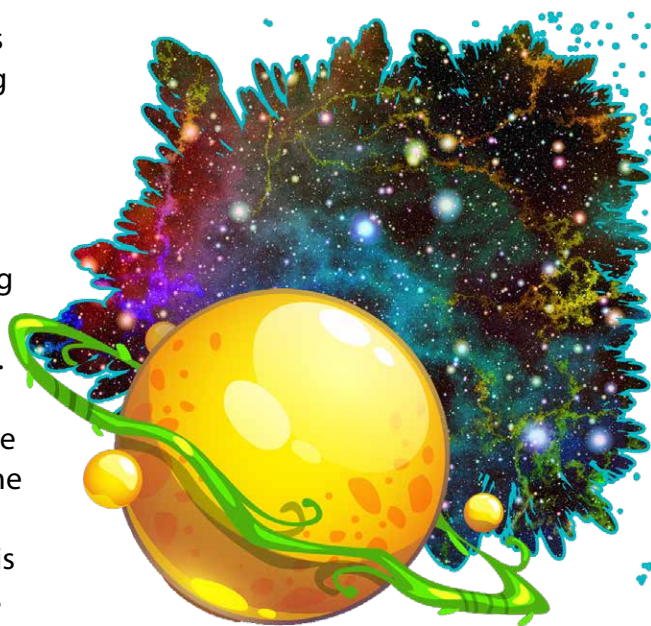
Draykon names are closely tied with their city-state and their kin. They typically possess three names, a forename which they go by in the company of non-draykon, a home name which they go by from anyone from their home world, and a kin name which only those closely related to them call them. Most draykon do not like nicknames, they are sticklers for formality and respect. Some common draykon names might be "Simta Rahm-Grahn Shortsnout" or "Cerlixo Slimpon-Dray Patcheyes".

HOMEWORLD

Exdrakis is a lush world full of sweeping vistas, vibrant colors and plant life, and deep cave systems with valuable gems and minerals. Flora and fauna abound and the weather is pleasantly appropriate to each of its four seasons. This near paradise is an odd place for a race as powerful as the draykon to evolve. It is mentioned in their history that a dying pair of dragons managed to rebirth themselves like a phoenix and were reborn as draykon. Exdrakis is dotted with the city-states of the draykon, surprisingly small buildings composing the domiciles and an almost non-existence of skyscraper type buildings. The poles of Exdrakis are a curiosity and extreme in difficulty to survive. The nothern pole is a frigid wasteland home to ice creatures and a gate to a cold and strange plane. The southern pole is muddy and bog-like with many tarpits and a gate to the Plane of Earth.

HISTORY

Draykon history is largely focused around the creation of their race. It is written that a pair of dying dragons, ancient even for ancient dragons, that discovered a way to die and be reborn like a phoenix. This pair rebirthed as the first draykon and chose some select dragons to bestow this secret upon. They were careful to vet each dragon given this secret, as they knew that their race was prone to great evil and great good, but that both extremes were unyielding and unwilling to accept change. Eventually, the secret was lost to antiquity and the draykon were a self-sustaining race. Most of the rest of their history is concerned with the foundation of each of their city-states and recording the births of every draykon born on their home world. Those draykon not born on Exdrakis are never allowed to be entered into the birthing ledgers.



EVERN

+2
STR/DEX

+2
CHA

-2
INT/WIS

6
HP

"SHALL WE
MAKE A
WAGER OF
IT!"



The evern are a proud race of athletes, who enjoy the physical games of competition that many other races host on their planets. Their manufacturing processes of performance textiles and weapons is largely unrivaled. They seek out new arenas of proving grounds for twofold reasons, to show themselves as the best and to negotiate a new place to distribute their goods. Evern are gamblers to a fault, they almost cannot help themselves from taking a bet no matter the odds of success.

PHYSICAL DESCRIPTION

Evern are roughly six foot tall with pale skin and long, flowing hair that typically runs in colors of red. Their piercing eyes are a solid color of blues, grays, or gold. Their muscles are not overly large but are finely cut and their broad shoulders taper to slim waists and long legs. They are almost always in some kind of motion, it is very rare to find an evern sit still for any length of time and many develop anxious tics during space

flight. Evern sleep, but do so standing up and with their eyes open. The typical evern is usually scarred with neat, surgical incisions indicating their attempt to increase their performance abilities scientifically.

SOCIETY AND ALIGNMENT

Evern society is oriented towards physical feats and as such are ruled by a central gaming commission. This commission controls every aspect of evern life, from suggested actions during social situations to laws and processes for setting up new business on other planets. Most evern do not think too far into the future or past and live heartily in the present. They are boastful and proud but acknowledge the strengths of others, especially when defeated in the arena. Evern that lose in a physical contest often try to become friends with the winner so as to judge their own personal increase in abilities against the other and challenge them again. Often, an evern adventures purely for this reason, to eventually beat another who has beat them.

RACIAL TRAITS

Ability Buy Points: +2 Str or Dex, +2 Cha, -2 Int or Wis

Hit Points: 6

Size and Type: Evern are Medium humanoids with the evern subtype.

Betting Being: An evern gains a +2 racial bonus to their Bluff or Diplomacy check when making a wager.

Natural Show: An evern is naturally nimble and more accomplished at feats of agility or power. This grants them a +2 racial bonus to Acrobatics and Athletics checks and these skills are always considered to be class skills.

Shrewd Business: An evern gains an extra 5 percent of the item's sale price when selling items.

PLAYING AN EVERN

You likely...

- Enjoy drink and stories.
- Boast of your prowess.
- Constantly find ways to keep in motion.
- Are somewhat reckless.

Other Races Probably...

- Find you a little brash.
- Goad you into action.
- Are reluctant to shake your hand.
- Respect your physicality.

RELATIONS

Evern are first and foremost gladiatorial gamesfolk. They enjoy spectacle and proving how good they are to anyone and everyone. They are also responsible for the pinnacle in performance textiles and seek to expand their commercial empire. Most other races find them brash and hasty but give them respect when it comes to their abilities in combat. Their relations with other races and governments is fairly good and productive, while enjoying combat the evern are not naturally a war-like race.

ADVENTURERS

Adventuring is a common pastime for evern. Most evern venture out into the cosmos to seek personal satisfaction in performing in any number of gladiatorial games might be hosted on other worlds. A typically secondary goal is to find prospective locations for their performance textiles. Evern make excellent soldiers and operatives as well as fairly good envoys. Some mechanics exist but most evern avoid becoming mystics, solarians, or technomancers.

"Those evern have a knack for competition, I'll give them that. There was one I met named Varel the Fleet who swore she was the fastest humanoid on this side of the galaxy. So I went and proved her wrong. One month later she challenges me to a race and beats me by at least five paces. I find out later that she spent that entire time not only training to beat me, but making sure that the final result wasn't even close. Course, she joined the crew soon after. We race every now and then, and I'll tell you, one of these days I'm going to catch up..."

NAMES

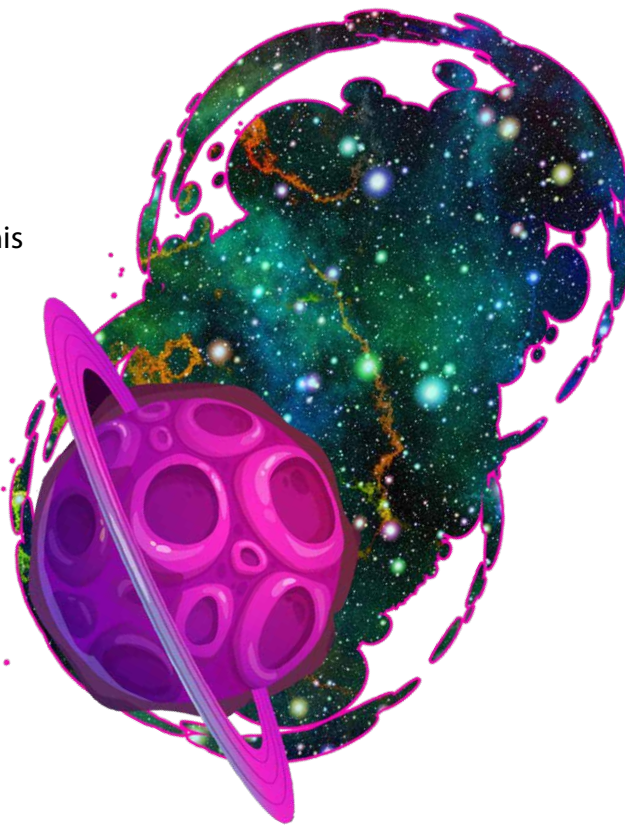
Exern give themselves combat names, meant to be grandiose and invoke images of strength or cunning. Common names for this might be Stalrock the Mighty, Sinsun the Dextrous, Bodragck the Strong, or Fleetfoot the Brave. Evern also have quiet names, for times when they are in social situations that require a more calm disposition. Examples of these names are Tresvin, Laquoo, Amatlia, or Vindel.

HOMEWORLD

The evern home world of Evern is split almost exactly in half along its longitudinal axis. On one half is the performance textiles manufacturing facilities and distribution ports. On the other is one massive gladiatorial coliseum, divided further into many different theatres where a vast array of physical games are held and invented. Many different races come here to see this hemispherical arena and compare it to other planets' gaming spaces. The evern are not allowed to compete in this arena against other species, on their home world they are considered to be at an unfair advantage and thus demand that any games they are challenged to by another race must be conducted on another planet of the challenger's choice.

HISTORY

Evern history is scattered at best. Most stories are orally passed along and each generation varies the manner in which the same story is told and its details. It is not uncommon for children, parents, and grandparents to each tell the same story around drinks but for the details to be so different that it appears to be a new story. The only consistent writing found on Evern is their Manual of Games which details the intricacies of playing a crowd and various tactics to suit terrain and challengers faced. The second largest document containing historical record of the evern is The Ledger, in which is intricately detailed contests of greatness and the play by play actions of the winner. This document is tattered in places and abruptly ends.



FLELSH

+2
any one ability

4
HP

"Bloop..."



The fleish are a little known race that are sluglike and as far as recorded history is concerned, has not communicated in any known way. It is theorized that the slime from their bodies carries some sort of psychic property or chemical properties that allow them to communicate with each other. Their intelligence is almost impossible to measure with this lack of communication and the relative non-contact that's been had with the species. One thing known about them, they gain sustenance by absorbing creatures into their bodies and slowly digesting them.

PHYSICAL DESCRIPTION

Fleish are a sentient slime given a nervous system by the chest belt it wears with a large muscular foot "tail". They constantly secrete a slime that helps it move and serves as its primary mode of communication. They typically are about four feet in height but if they were

to stand on the tip of their muscular foot they would be around seven feet in height. They do not have normal internal organs but are instead supported a series of bladders filled with gasses and components for their slime.

SOCIETY AND ALIGNMENT

Little is known about fleish society. They do not have any trade relations known and the only main city recorded, Glesh, is deep within the core of a planet composed of an anti-psychic liquid called Delusanox. Glesh is a silent place, excepting the sounds of the planet around it and the slithering sounds of fleish going about their business. It is currently unknown how the fleish reproduce but it is suspected that they absorb a massive amount of calories into their bodies and split off a piece of themselves, after which they fashion a new nervous system belt.

RACIAL TRAITS

Ability Buy Points: +2 to any one ability score

Hit Points: 4

Size and Type: Fleish are Medium aberrations with the fleish subtype.

Muscular Foot: Fleish are actually very similar to a mollusc in that they move using their "tail" which is a muscular foot. This foot is naturally sticky and grants a climb speed of 15 feet and they can move on vertical surfaces or upside down at half speed.

Psychogenic Ooze: Fleish communicate via the ooze generated by their bodies. This ooze imparts a strong emotional and empathetic message directly into a creature when it is touched. A trail of ooze's message can be gathered for up to one hour after the ooze is secreted.

Xenologic Oddities: Fleish are relatively unknown across the galaxies and they receive a +2 racial bonus against mind-affecting effects.

PLAYING AN FLESH

You likely...

- Gesticulate to communicate with those who don't understand your slime.
- Have odd reactions to stressful situations.
- Sleep upside down on the ceiling.
- Are uninterested in trade.

Other Races Probably...

- Feel uncomfortable around you.
- Do not like your slime communication.
- Feel afraid of your eating habits.
- Make jokes at your expense.

RELATIONS

Fleish do not have any known connection to other sentient races across the galaxies. They are not interested in trade and do not have the desires of most other races. They do not have any exports or currencies known. The agency through which the race developed is unknown, if they were created none have claimed responsibility, and if they evolved there is no recorded history through which this process can be traced.

ADVENTURERS

Fleish are as likely to be any kind of adventurer as any other, no single affinity to anything is stronger than others. The singular exception to this is that fleish are not mechanically inclined and it would

be exceedingly rare to find a fleish mechanic. This idiosyncrasy leads most adventurers to believe that the fleish actively dislike technology. The fleish do venture out, but it is unknown what motivates this. Most often, the fleish can be found in steamy areas or places of excessive moisture on a starship.

NAMES

Fleish names have no verbal translation. Their names are an exceedingly complex series of pheromones and emotions generated by their slime. This has led to the use of nicknames by those few who actually know a fleish using hand signals or a verbal component that represents their color or smell. "Pale Green" or "Old Jumpsuit" are common nicknames for a fleish but common names internal to their race may be

"The fleish have to be the strangest, most bizarre sentient race that I have ever met. I spent two years in prison with one as my cellmate. Well, technically had two cellmates, but that thing ate one of them. I woke up, found a skeleton and saw that the fleish managed to multiply itself. It did that a few more times with other people but for some reason never came after me. I talk to one of the guards and as it turns out, I'm the first person this thing HASN'T tried to eat before. Guess that made me lucky to have such an... odd friend."

"The Feeling of Moss Underneath the Foot" or something similar.

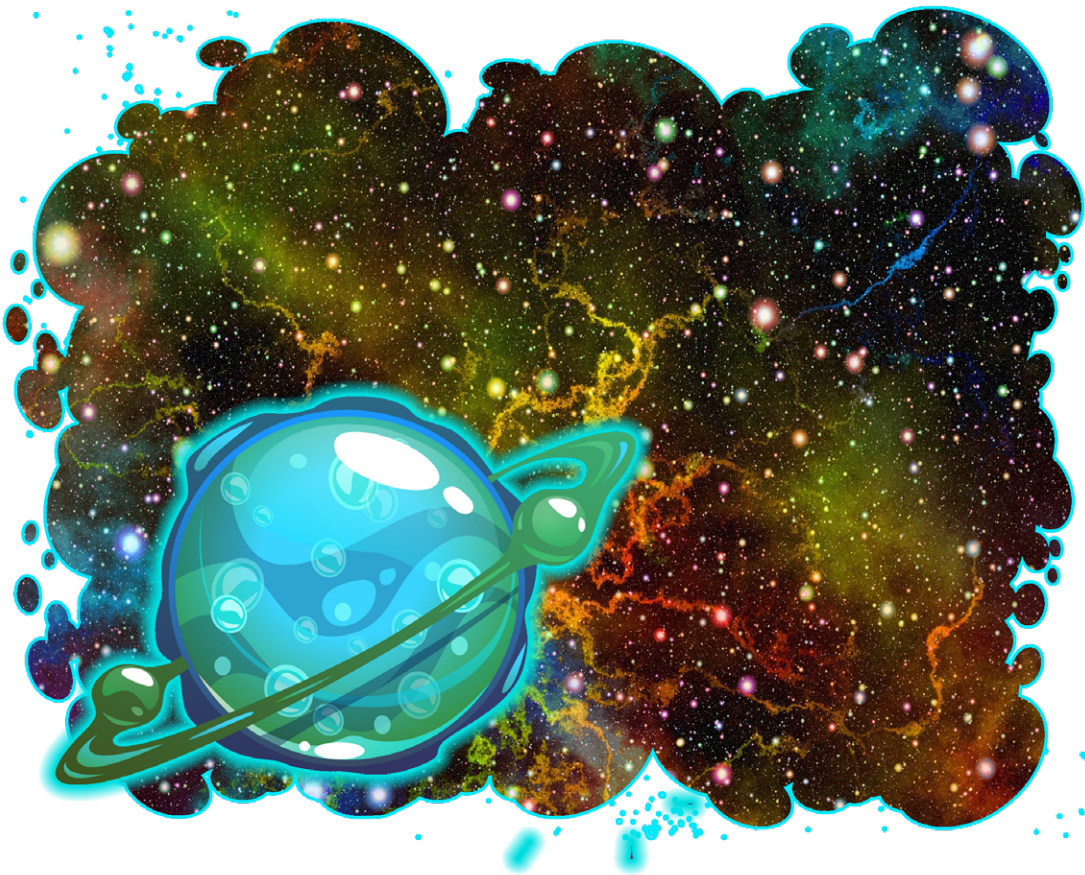
HOMEWORLD

Delusanox is an odd planet, the surface of which is composed entirely of oceans of a liquid that possesses anti-psychic properties. Starting approximately 100 feet deep the core mantle of the planet begins and the extensive cave systems are a steamy, richly biodiverse community. Bioluminescence is the norm and fungi is plentiful. Most creatures found within the caves on Delusanox lack any kind of a skeleton, exo or endo, and many have some sort of echolocation. The caves are home to many oddly intelligent creatures that developed consciousness despite being surrounded

by a vast planetary ocean of anti-psychic liquid. Anti-psychic stalactites and stalagmites litter these caves.

HISTORY

Felsh history is unknown. There is a theory that if a felsh wished to share the story of its species that it would give away the secrets of Delusanox. The belief is that the felsh fear the despoiling of their planet for some untold riches or rare element and they would be unable to stop this from happening. It is also conjectured that the felsh form of communication is simply too esoteric for most other creatures to understand and that their history is widely communicated but none can understand it.



FYR

+2
any one ability

2
HP



**"YOU CLAIM TO BE MADE OF
"STAR STUFF" BUT YOU ARE
JUST ASH — I AM A LIVING
STAR."**

The fyr claim to be the oldest intelligence in all existence, having been “birthed” into the world en masse with the collapse of a sentient star spoken of as the First God of Creation which died to help bring order to the chaos of the early universe. In each fyr, a “Heart” of pure elements collapsing into themselves fuels the star-like plasma, gravitons, and magnetic fields which compose their “humanoid” form.

PHYSICAL DESCRIPTION

Fyr have no true gender and subconsciously and subtly shift the appearance of their plasmic bodies to resemble a highly athletic version of the majority gender in their immediate vicinity. The color of their skin depends on what color element composes their Heart burns, iron for example burns with a gold color and zinc burns with a

RACIAL TRAITS

Ability Buy Points: +2 to any one ability score

Hit Points: 2

Size and Type: Fyr are Medium native outsiders with the fire and elemental subtypes.

Body of Fire: The fyr are made of living plasma, held together by an extraordinary environmental field effect (as with many armors or the *life bubble* spell), taking a humanoid form as much out of convenience as anything else. Their plasmic body radiates both heat and powerful shocks, dealing 1 point of fire and electricity damage per character level with any touch (double this damage when contained, for instance when swallowed whole or to worn equipment like armor). Fyr do not need to eat, sleep, drink, or breath and can survive in the vacuum of space indefinitely. They are immune to electricity, fire, and radiation damage, but they are vulnerable to cold and gain the shaken condition for one round when immersed in water.

Darkvision: Fyr can see with no light source at all to a range of 60 feet in black and white only.

Heart of Stone: At the core of each fyr is a roughly 1 cubic foot of a pure element in a crystal form referred to as their Heart. The element of each fyr changes as they grow and age, being composed of a solid, crystallized form of the element with the same atomic number as their level + 25 (so level 1 = iron, level 2 = cobalt, etc.). Whenever a fyr is unconscious through any means, its plasma body dissipates and it becomes an inert 1 cubic foot mass of crystal (i.e. its Heart). Upon waking up, its body winks back into existence (a full action) unless it's in a contained area too small for it to fully form. Without its full form, the fyr remains unconscious. The Heart of a fyr has a hardness equal to 10 + their character level and a number of Hit Points equal to its level. Stamina and Hit Points are tracked normally for a fyr, but when a fyr has 0 HP, it reverts to its Heart form. If left alone, an intact Heart will “revive” its plasmic form in 1d100 years. When a Heart is destroyed, the 1 cubic foot of pure element is left behind but remains slightly radioactive (enough to detect, but not be dangerous).

Plasmic Affinity: Any plasma weapon (ranged or melee) or solarian weapon crystal used by a fyr adds +1 to the damage dealt by the weapon.

PLAYING AN FYR

You likely...

- Are convinced of your own superiority and prowess.
- Sometimes speak archaic words and phrases.
- Have trouble with the concept of gender and sex.
- Have very few physical needs and don't understand those that do.

Other Races Probably...

- Find you haughty.
- Seek to force you turning into the inert mass of your Heart's element.
- Are somewhat intimidated by you.
- Feel off-put when your body shifts to another gender.

blue-green to a pale green color. In line with their thinking that they are the oldest intelligence, they typically have a height a meter taller than the average height of the creatures in its immediate vicinity. They have mostly humanoid appendages and organs but periods of intense emotion cause their Heart to burn brightly and visibly, dimming their plasmic body's skin momentarily. Prolonged intense emotional periods can even cause their extremities to begin to recede into their bodies.

SOCIETY AND ALIGNMENT

Fyr claim to have no need for society but all pay homage to a particularly ancient member of their race they call The First Star. The fyr's lack of need for clothing, food, drink, or any of the

normal everyday necessities of most other lifeforms has given them an odd and almost non-existent economy. Collecting elements for their Hearts as fuel (every 100 years powering a plasmic body, some needs to be replenished) drives much of their need and while they are not above taking what they want by force, they first try to win what they desire through dueling. The plewd enjoy a specially productive relationship with the fyr who provide them with plenty of elements in return for services as guards and sources of obscure galactic knowledge

RELATIONS

Most races view the fyr as omen of the winds of change. The fyr do not reproduce between themselves, being birthed from collapsed elements contained in some sort of field, and thus there are no half-fyr and meeting a fyr is certainly a relatively rare occurrence. Plewd and fyr have long had a positive working relationship but they hold no love for the pexpin or mrok, the former for their audacity to compare themselves to fyr and the latter because of their natural muddy and watery homes. Other races put up with fyr because of their prowess in battle and knowledge of old. Fyr do not often go to war, instead preferring the honor and skill of one-on-one combat.

ADVENTURERS

Adventuring is essentially all that a fyr does, in pursuit of elements it wants to stockpile. While some do make a home on an asteroid, planet, or star that is particularly dense in their Heart element,

this doesn't last forever and they begin to develop a wanderlust. Fyr make excellent solarians and soldiers but it isn't strange to have a fyr mystic or operative. The very few fyr envoys have almost universally been derided as failures and most fyr are not mechanically inclined. Most fyr adventurers have a fairly optimistic outlook, as their natural abilities and long life make most mountains into molehills. The only fyr on record to not be an adventurer is The First Star but it is unknown if that is a title or an actual being.

NAMES

Fyr names often incorporate the element of their Heart and the local name of the galactic sector in which they first became aware. A fyr will normally insist upon its full name being used when addressed, to the extreme that even in a high intensity situation like a laser shootout they will correct a being shouting a shortened version of their name. Some common names for fyr are Zeta Nine Fe or Zinc TetraCluster Prime.

HOMEWORLD

Fyr have no known homeworld, they claim to be birthed directly from the stars themselves and disseminate immediately upon consciousness. Many currently have a world upon which they have made a temporary home but that may change at any time. Their unique physiology makes them supremely adaptable to environments, excepting those that naturally suppress combustion reactions. The closest to a home world found for fyr are a few locations where several fyr that have gone inert are placed in containers

made from the elements of their Heart. The First Star is rumored to make its home on a place where every known element of the universe is found and has collapsed into something even more anomalous than a black hole.

HISTORY

Fyr history is exceedingly long and yet mostly uneventful. Every fyr ever brought into existence is recorded by The First Star and woven into the fabric of the material plane using hyperdense stars. The language that this record is written in is not generally intelligible to other races, even with magical means, but any fyr you ask will gladly translate their own history and often at length. There have been attempts at recording the translated history of a fyr, but this generally fizzles out as each fyr outlives many hundreds of beings.

"So there's this one guy, a fyr, who kept this huge stockpile of rare gems and minerals in this room. But he was always asking me for credits to buy more! Sure he always paid me back, but seriously, it's weird to meet a guy living paycheck by paycheck when I swear I saw him using a chunk of adamantite as a pillow. Still, he was a good guy, if not a bit odd. I felt bad when our ship got robbed. I think he lost a few hundred thousand credits worth of rocks. If I ever find the guy that robbed him, I'll toss him into the nearest star... but not before taking some of the loot for myself."

INVECTRON

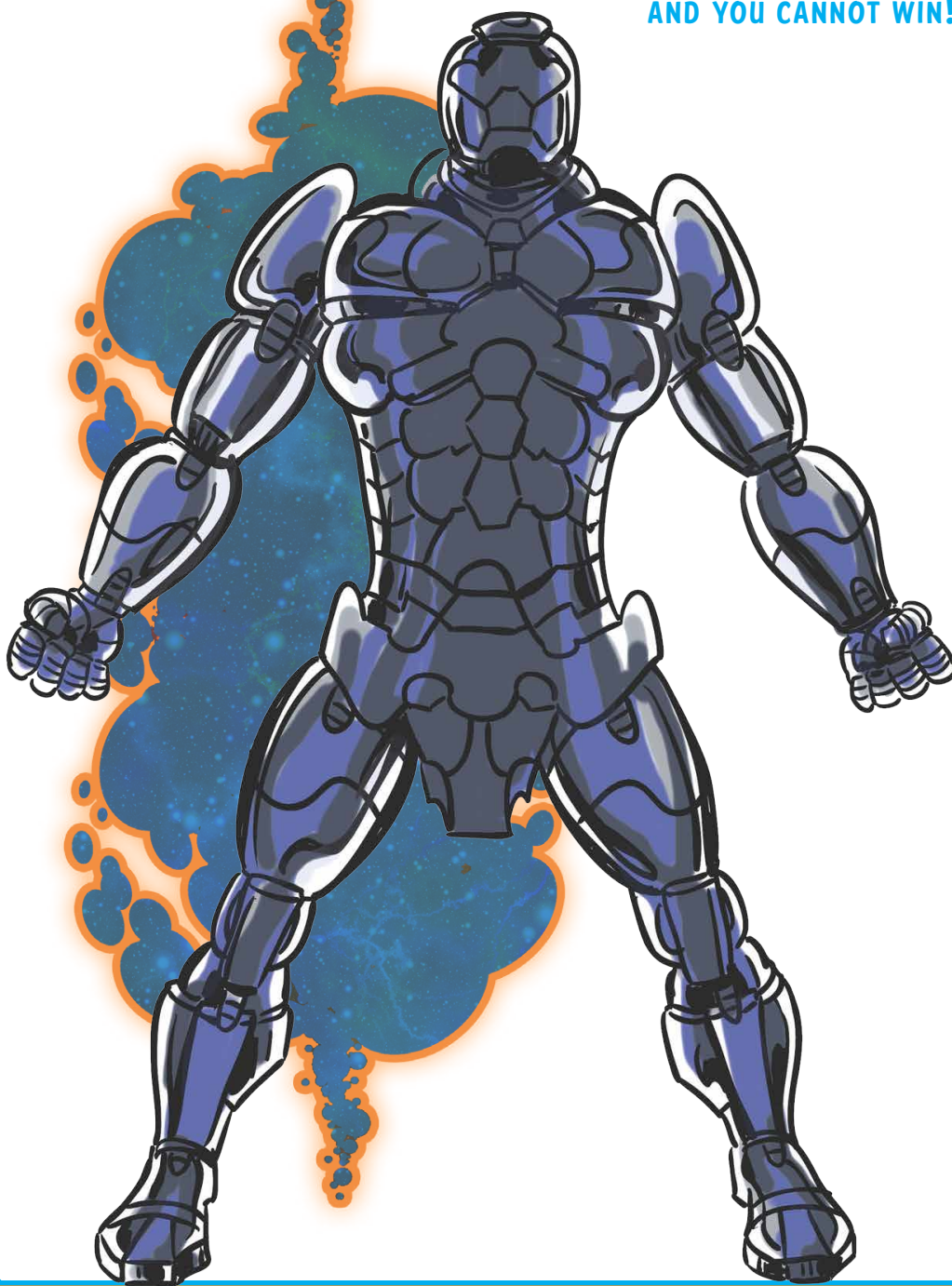
+2
STR

+2
WIS

-2
CON

6
HP

"YOU CANNOT UNDERSTAND
AND YOU CANNOT WIN!"



The invectron are a race of undead humanoids encased in armor. Their home planet of lantinor is encased in shadows, lantinor is actually a moon that orbits two planets in a figure eight pattern. Not many know what an invectron looks outside of its armor which is almost like its skin, it is theorized that they either inhabit the armor as a ghost or are an emaciated and dessicated creature. What is known is that they are overwhelming good, they will put themselves in as much bodily harm as necessary for another without moment's hesitation.

PHYSICAL DESCRIPTION

Standing at over six feet in height, these armor encased undead are fearsome to look at. Their metallic bodies are a deep gunmetal gray with a purplish light emitting from the visor on their helmet.

The invectron does not take its armor off willingly, its body is so photosensitive that it will disappear instantly on contact with any light source. The few accounts of the invectron out of its armor in a dark place describe a lean and lanky creature with pointed teeth and purplish glowing eyes.

SOCIETY AND ALIGNMENT

Invectron society is similar to a hive mind in the sense that they have one overarching purpose; to do brave and good deeds to cast off the misconceptions about all undead. They produce only what they need for battle and starship travel, they do not need to eat or sleep and can survive in the void of space. Their unique armored encasing gives them no need for armoring outside of this. They are led by a single queen that has ruled for thousands of years, but it is unknown if its the same being or if it is a title.

RACIAL TRAITS

Ability Buy Points: +2 Str, +2 Wis, -2 Con

Hit Points: 6

Size and Type: Invectron are Medium undead with the invectron subtype

Basic Needs: Invectron do not need to breathe, eat, or sleep.

Heavily Armored: Invectron are encased in a heavy armor that grows with them. This armor begins granting a +2 EAC, +4 KAC, +1 Max Dex Bonus, -2 ACP, -5 feet speed adjustment, 0 upgrade slots and is 2 bulk. At every odd level, the EAC, KAC, and Max Dex Bonus increase by one. They gain one additional slot at 5th level and every 5 levels thereafter. Invectron cannot wear any other light or heavy armor.

Photosensitive: An invectron's body is so sensitive to light that if its armor is removed it will revert to a spirit form, unconscious until it can be encased back in its armor or a dark place.

Radiation Effect: Invectron are not affected by radiation but if they are exposed for more than one minute they become irradiated and give off radiation in a ten foot radius for the same amount of time they were exposed.

PLAYING AN INVETRON

You likely...

- Are highly afraid of your armor being removed.
- Will do anything to prove you are not a monster.
- Are trepid about telling others what you are.
- Are almost overly concerned for others' well-being.

Other Races Probably...

- Find you disturbing.
- Constantly ask you what's under the armor.
- Are at first embarrassed to be associated with you.
- Have misconceptions about you based on myths of undead.

RELATIONS

Invectron try to have the best relationships possible with other races. Their overwhelming desire to be accepted as good and productive beings moves them to become almost clingy towards others. Most other races tend to hold invectron at arm's length, but find their natural abilities useful in dangerous situations. They are commonly sought out as contractors for large corporations, especially in radiation cleanup and combat scenarios where there is no atmosphere or harsh atmosphere.

ADVENTURERS

Invectron run the gamut of adventurers. It is not uncommon to find any type of invectron, from envoy to technomancer, as their drive to be useful and long lives have given them inclination for any job. Invectron typically try to leave their home world lantinor to spread examples and not just words about their race. They aren't overly interested in material gain except as a measure to help others.

Invectron do occasionally add to their natural armor to thicken and strengthen it. They accomplish this by scavenging some pieces from armor and weapons gained from fallen foes.

NAMES

Invectron names are meant to invoke an image of a supremely heroic being. They are nameless until they decide to leave their home world on their first adventure. Common names might be Thule the Helpful, Quaritz the Sacrificing, Gemina of the True Purpose, or Cytha in the Right and True. Invectron will go to incredible lengths to not be offended by being called any other name, often explaining at length in a true and serious manner why they are named what they are.

"A good undead. Now there's a paradox if I've ever heard one. But it's true. Those invectron are as selfless as they come. I was working with one named Jule the Martyr for a bounty hunting gig to take down a couple of pirates. We got captured, though, and thrown into the brig while they figured out what to do with us. When the pirates came back, they told us that they were planning to toss us out the airlock. Jule didn't like that answer. She grabbed a grenade from the captain's belt and tackled a group of them away from me. Gave me enough time to escape. It was only later that I found out that she's been looking for a good death for years before that point."

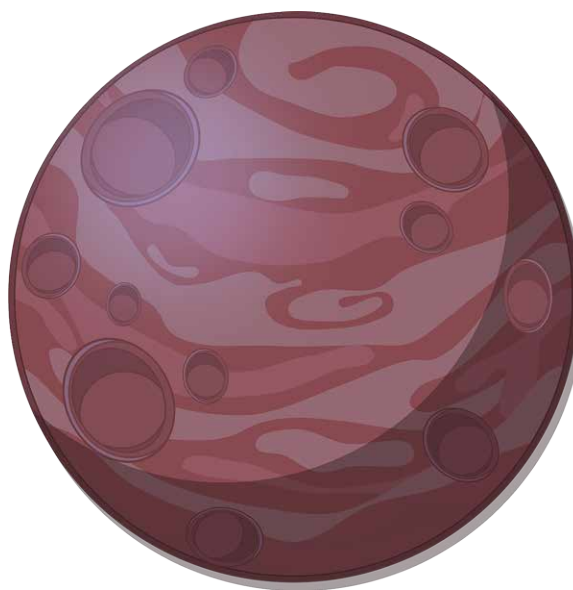
HOMEWORLD

Lantinor is a moon of two different extremely large planets. It orbits them in a figure eight pattern, but due to the planets' rotation and orbits it is almost always largely blocked from the single weak star. Lantinor does not have much in the way of resources and the fauna is mostly restricted to fungi and algae, all bioluminescent. The entire world is not populated with undead, most of the creatures on it are monstrous animals with the ability to see well without light and hunt using more senses than just sight. The deeper shadows and long nights of Lantinor is natural place for these predators and most visitors carry some

sort of high powered illumination with them, this stuns most of the predatory creatures briefly.

HISTORY

The invectron supposedly spontaneously came into being when the first atom began decaying in the universe. The spirit form of the first invectron laid dormant until Lantinor was formed and covered it in shadow. It sprang forth to undead life and immediately sought to encase itself in a dark space so that it would not be dormant again. All invectron life came from that first and the generations that followed lived in relative seclusion. Once space travel was discovered they were almost immediately reviled. Instead of embracing their darkness, the invectron have worked for hundreds of years to cast aside the feelings that most other races have towards them at first.



MROK

+2
STR/DEX

+2
INT

-2
CHA

4
HP

"THERE IS BEAUTY IN
STRENGTH AND WISDOM IN
FLUIDITY, AS THE LAND AND
THE MUD."



No other known race can claim to be as skillful of crafters as the mrok. Able to fashion small things from nothing more than their hands, materials lying around, and a few minutes, the mrok have embarked on a species quest to lay their history and constructive knowledge across as many planets as possible. Their home world, a muddy ball of rock and scrub vegetation called Hiastines, boasts intricate, stratosphere scraping buildings of mud trapped in an odd transitional state of matter undefined by current science.

PHYSICAL DESCRIPTION

Mrok are sturdy folk that are also fairly deft for creatures of their typically muscular build. All mrok are born in clutches of eggs buried in a muddy

location, if at all possible on their home world of Hiastines. They have earth tone skin colors and a thick, muscular tail that is typically used to steady themselves in muddy or unstable surfaces. Their strongly accented muscles are a result of the constant building and crafting they are taught from as young of an age as possible. While they have claws at birth, generations upon generations of constantly honing their craft have turned these vestigial and of little to no value as natural weapons.

SOCIETY AND ALIGNMENT

Mrok have a highly hierarchical society but this is mainly related to efficiency in their society. Special talent in crafting are highly regarded and true artists

RACIAL TRAITS

Ability Buy Points: +2 Str or Dex, +2 Int, -2 Cha

Hit Points: 4

Size and Type: Mrok are Medium humanoids with the mrok subtype.

Engineers: Mrok are intrinsically accomplished at feats of building and creating. Engineering is always considered a class skill for them and they receive a +2 bonus on all Engineering checks as well as any actions performed as an engineer during the engineering phase of starship combat.

Fastcraft: Mrok possess a racial ability allowing them to create any armor (not requiring a battery) or weapon (with the archaic and/or analog special property) of a level equal to or lesser than their current character level with only 1/2 the required amount of UPBs in half the amount of normal time. These pieces of equipment cannot be scavenged for UPBs and are not worth any credits if attempted to sell.

Muddy Scales: Mrok skin is composed of a scaly, mud-like form of derma which gives them a +2 racial bonus to AC when wearing armor they have crafted.

Tail Leg: A mrok can use its tail to steady itself, granting a +2 racial bonus against trip combat maneuvers.

PLAYING AN MROK

You likely...

- Create odd knick-knacks in your spare time.
- Have a strong urge to visit your home world.
- Talk about the wonders of a mud bath.
- Feel tired in hot or sunny areas.

Other Races Probably...

- Are in awe of your crafting prowess.
- See you as a tool to fix problems.
- Think you are a muscle-headed idiot at first.
- Make cracks about being born from an egg.

in construction are highly lionized as egg fertilizers. The mrok have an odd mentality to legality as they view that law should be fluid to the specific situation, one action may be illegal in one setting may be perfectly acceptable in another, especially if that action leads to the strengthening or creation of a structure. Their remarkable skill at crafting has made them highly sought after as engineers in both building and operating starships across the galaxies.

RELATIONS

Mrok are liked very well across the galaxies with their relentless building of fantastic structures on many planets and cheaply offered engineering services. Mrok do not turn away any of these relationships but also do not really

consider any other species a close relation. Mrok are not reclusive by any means and they enjoy creature comforts as the next species which leads to many lucrative construction contracts with various governments and privately owned companies. There is a central mrok government on Hiastines but this acts more as a guild of skilled workers than an actual government.

ADVENTURERS

Mrok tend to be mechanics and technomancers. Some mrok do enjoy the thrill of battle and become soldiers but hardly any feel any sort of mystical connection nor any connection to the forces of the universe as solarians do. Some few become envoys but this isn't usually a lasting occupation for a mrok, the call to create physical things is too persistent to ignore over a lifetime. It is unheard of to have a mrokan operative, but it is unknown if this is because there truly have never been any or if the ones who have chosen to become one are that capable.

NAMES

Mrok have names that reflect what they view as the epitome of constructive beauty. Many acquire more names as their view changes throughout their lifetime and it is not uncommon for a blood relative to have a different name from one encounter to the next. Most mrok introduce their new names by giving a few of their former names as well. Good examples may be "Hello, my name is Repeated Parallelograms, formerly Isosceles Observatory or Curving Hallway."

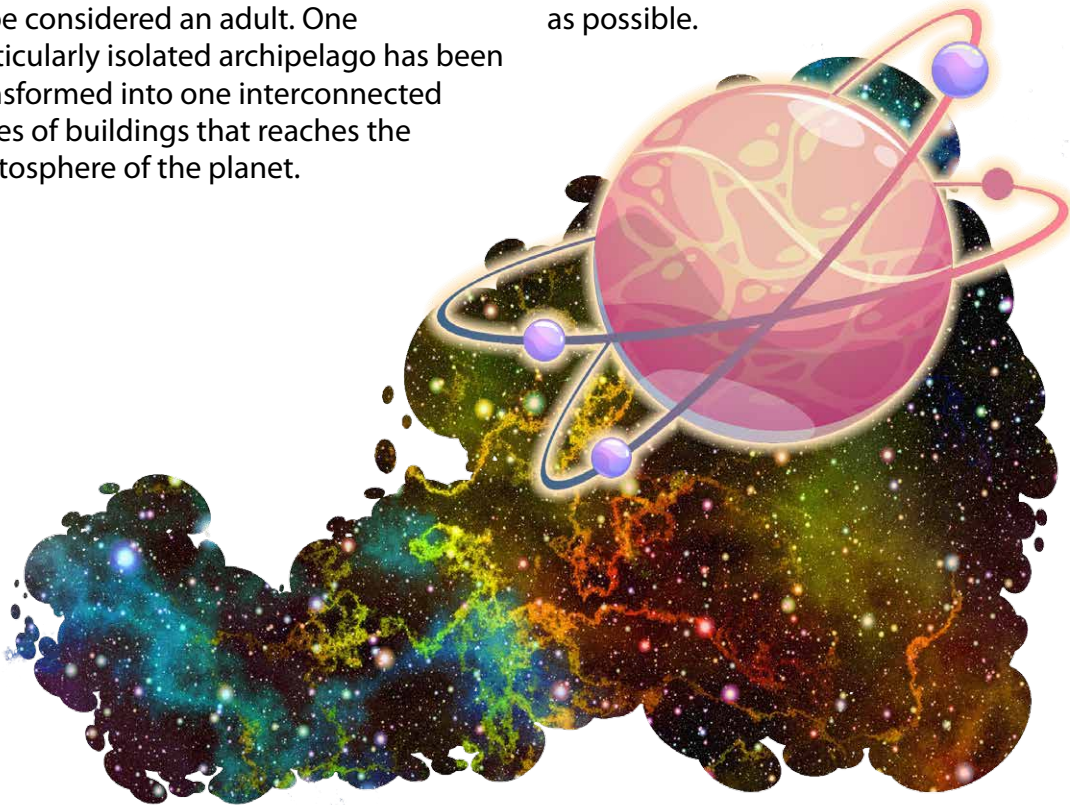
"I never really bought into the idea that the mrok have the best crafts. Well, that was until I met my engineer; he calls himself Sturdy Gear now. He built himself a mech suit like you've never seen before. Fiercest sonovagun you've ever seen in battle, let me tell ya. You've not seen real destruction until you've seen this fella in his suit, ripping goblins apart with his bare hands. Funny thing is, as good as he is with a gun and for as much time he spends upgrading that thing, he doesn't like fighting. I asked him about it recently, and he told me that he just has the suit as insurance against people who want to keep him from his work. I don't bother him much anymore."

HOMEWORLD

Hiastines is the mrok home world, a muddy planet with scrub vegetation and only short periods of bright daylight on any given day and humid, wet weather. The polar caps on Hiastines are unique in that they are not actually cold enough to be ice, instead they are plains of crusty mud that form large sinks and dangerous mud pits. Their planet is covered in a vast array of structures as mrok youth must undergo a journey by themselves or in a small group to construct something to be considered an adult. One particularly isolated archipelago has been transformed into one interconnected series of buildings that reaches the stratosphere of the planet.

HISTORY

Mrok evolved from reptilian life on Hiastines. They discovered space travel fairly quickly but it was limited to the planets in their solar system. These planets were not colonized by the mrok, they made peaceful treaties with the natives of those planets and were allowed to construct buildings of grace and beauty. This continued for generations until hyperspace travel was discovered and the mrok began their species' mission to erect their structures on as many worlds as possible.



NOGARD

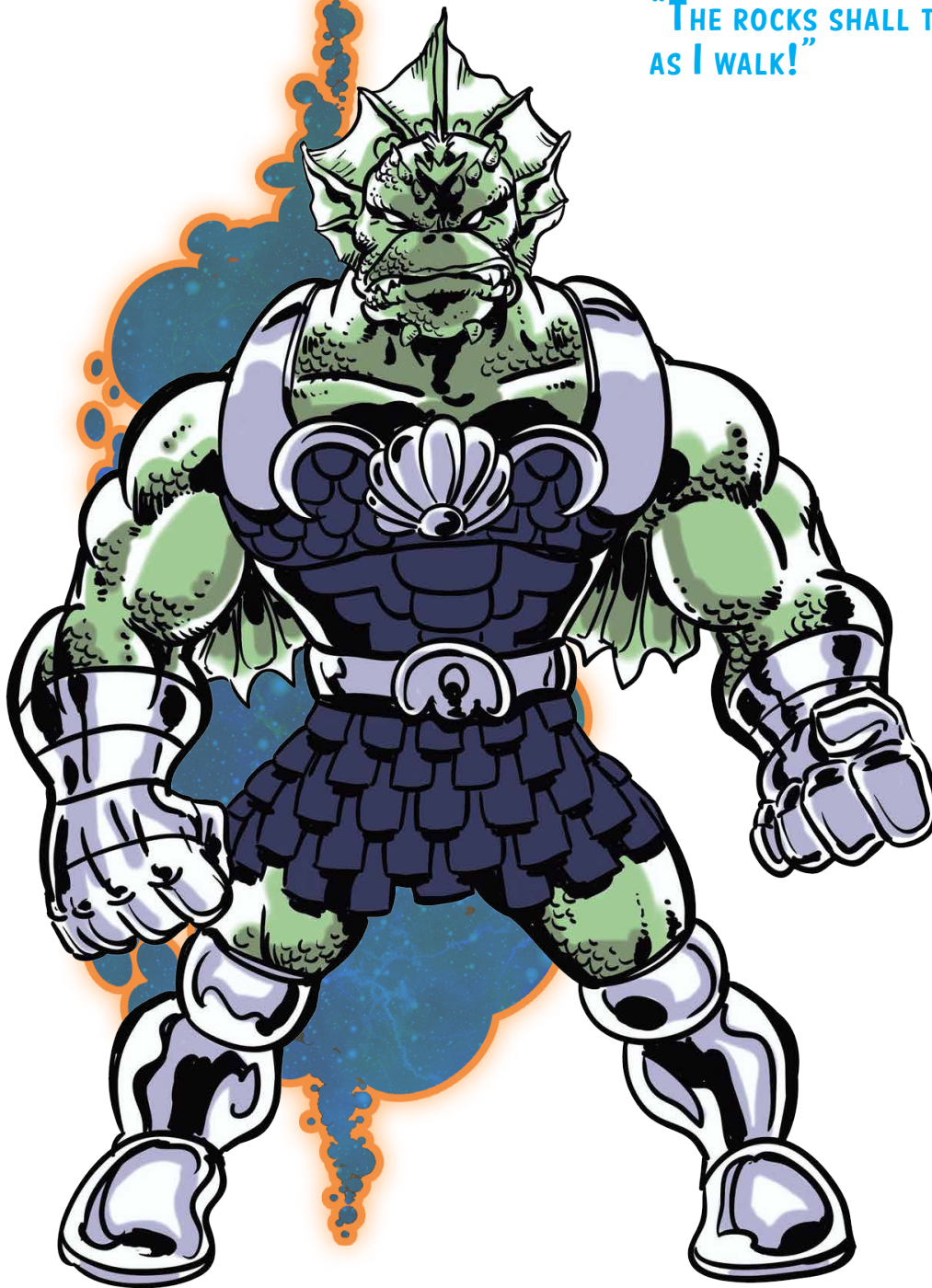
+2
STR

+2
Con

-2
INT

4
HP

"THE ROCKS SHALL TREMBLE
AS I WALK!"



Nogard are an incredibly angry race, almost everything causes them affront. They are also incredibly noble and sacrificing to those they consider friends. Your typical nogard is wise in they ways of battle, verbally and physically, but often lack the intelligence to understand the nuances of culture. Nogard enjoy regaling whoever will listen with tales of heroism and particularly enjoy working on statues of all sizes commemorating their deeds.

PHYSICAL DESCRIPTION

Nogard are immense creatures of thick muscles and hefty weight. They typically stand between eight and ten feet tall and weigh approximately 400 pounds. They are scaled creatures with vestigial wings, a remnant of whatever form they evolved from, and have pure white eyes. Most nogard have sharp, carnivore teeth, a wide and tall brow, and a frill upon their heads that is highly unique and is often decorated with color, precious metals, and stones.

SOCIETY AND ALIGNMENT

Nogard are a warrior society and highly nomadic. There are virtually no cities on their home world of Xaxtan. Each roving band of nogard are led by a matriarch, who is responsible for organizing the hatching of the clutches of eggs during each laying season. When more than three matriarchs are gathered in the same place they are able to change, create, and remove the ordinances that guide them as a race. While often viewing outside laws as mere guidelines, they are extremely honor bound inside their own.

RELATIONS

Nogard have a tenuous relationship with most other races simply due to their volatile temperament. Despite this they are commonly employed by corporate entities as muscle or as shock troops for various governmental agencies. Aside from this, nogard are avaricious for frill decorations. Their honor demands they treat fairly with others and offer free stay and the

RACIAL TRAITS

Ability Buy Points: +2 Str, +2 Con, -2 Int

Hit Points: 4

Size and Type: Nogard are Large humanoids with the nogard subtype

Great Prowess: Nogard are exceptionally strong, they gain a +2 racial bonus whenever making a Strength check to lift or break objects.

Honorable Intent: Once per day a nogard may use a reaction to step in front of an attack targeting an adjacent ally. They gain a +2 racial bonus to their EAC and KAC against this attack.

Vestigial Wings: Nogard have vestigial wings that allow them to survive falls a higher fall than normal. They ignore the first ten feet of falling damage.

PLAYING AN NOGARD

You likely...

- Anger easily but calm just as easily.
- Have a highly developed sense of honor.
- Compare little things to tactics in combat.
- Keep an extensive collection of frill decoration.

Other Races Probably...

- Find your fixation with your frill somewhat humorous.
- Feel like they have to walk on eggshells to prevent angering you.
- Are confounded by your sense of honor and disregard for other race's laws.
- Respect your strength and battle prowess.

forgiveness of any current slights while negotiating. They are found in almost any spaceport or space station and when not employed often end up incarcerated for short periods due to brawling.

ADVENTURERS

Nogard are excellent soldiers and operatives. Most lack the finesse and subtlety to be envoys, mystics, solarians, or technomancers. Mechanic is a common path for many nogard as well. Most nogard travel to accrue stories of heroic deeds to their name or to search for wild and exotic ways to decorate their head frill. Scarring from battle is an exceptional decoration for the head frill of a nogard.

NAMES

Nogard names are grandiloquent in nature and composed of a battle name, a frill name, and a heroic name. Common battle names might include Scarheart, Hardfang, Crushhands, or Deathbringer. Frill names are descriptive of favored decoration and unique attributes of the frill such as Golden Teardrops Over Half-Moon Scars, Diamond Stars Against Four Points, Crown of Rubies, or Aquamarine Silvered Lines. Heroic name examples are Lifesaver, Rescuer, Iron Wall, or Fleetfoot.

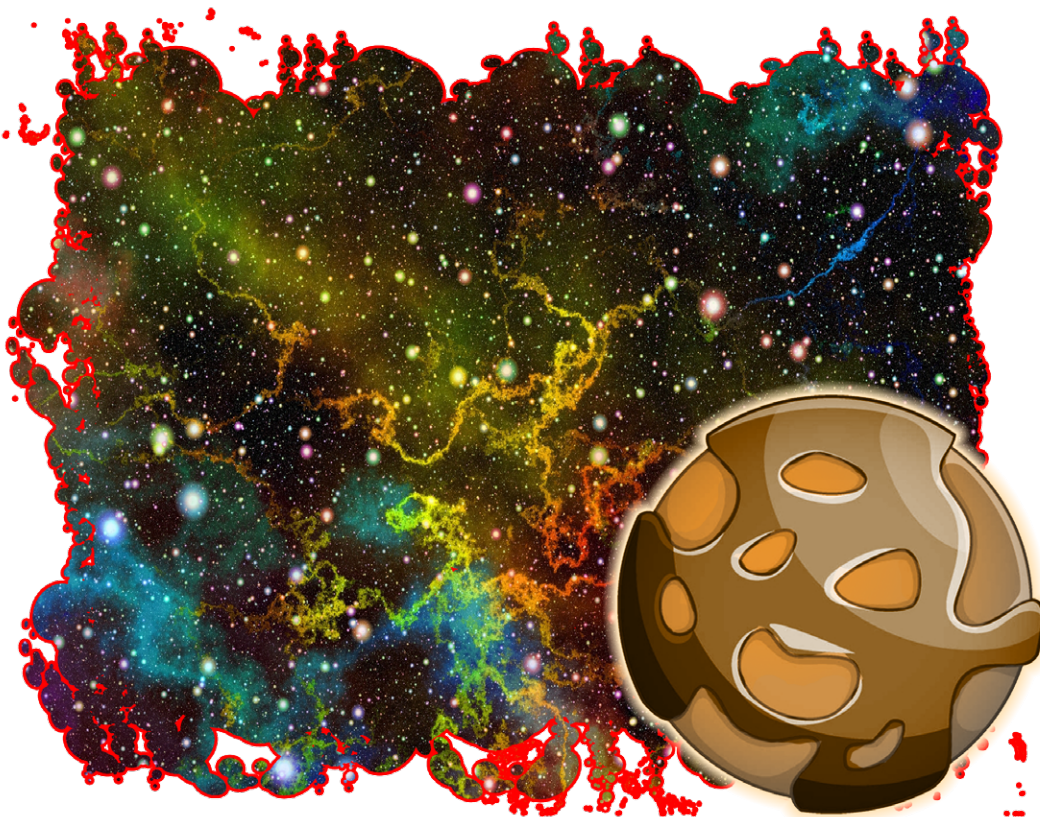
"I've never understood why a group of angry, bloodthirsty killers like the nogard would bother with all the frills. There was one I met who wore a top hat and a pink feather boa into battle. Name was Lightninghammer or something like that. Best damn melee fighter you've ever seen, but he didn't like when people touched his clothes. Well, we were fighting a bunch of pirates this one time over in Dalto VII when one of them tried to trip Lightninghammer by grabbing onto that boa and yanking it. Turns out, the boa was pretty weak and snapped in two pieces. Well that didn't stop our nogard friend from taking what was left of that boa and literally choking the pirate to death with it. Poor guy was so upset afterwards, we dropped by the nearest planet just to get him another. Since we met, he's probably gone through at least two dozen of them."

HOMEWORLD

Xaxtan is a harsh planet of oversized creatures vying for dominance. The rocky and hot terrain are home to severe dust storms that can strip the flesh from a creature in ten seconds and blasting heat winds that can sear a creature in the same time. The many jagged mountains on Xaxtan are riddled with deep caves which are the homes of nogard clans and must be defended from other creatures who would seek shelter from the harsh landscape. Each nogard must prove themselves by surviving outside their clan's cave for one week with nothing but their wits and one chosen weapon. Each clan seeks a new cave in an unpredictable timeframe but it is conjectured that some interior natural disaster forces them out.

HISTORY

Nogard history states that they were born from fire, dust, and lightning. The representation of this must be present on their frills in some fashion when treating with other races. The first nogard walked the harsh lands and gave birth to her people by warming her clutch of eggs in the fresh carcass of the largest creature she could find and kill and keeping the egg package on the fringe of heat winds. Their legends revere the first mother nogard and state that she continued to wander Xaxtan in her strength, surviving where no others should have been able. This first nogard was called The Eternally Strong Nogard Mother.



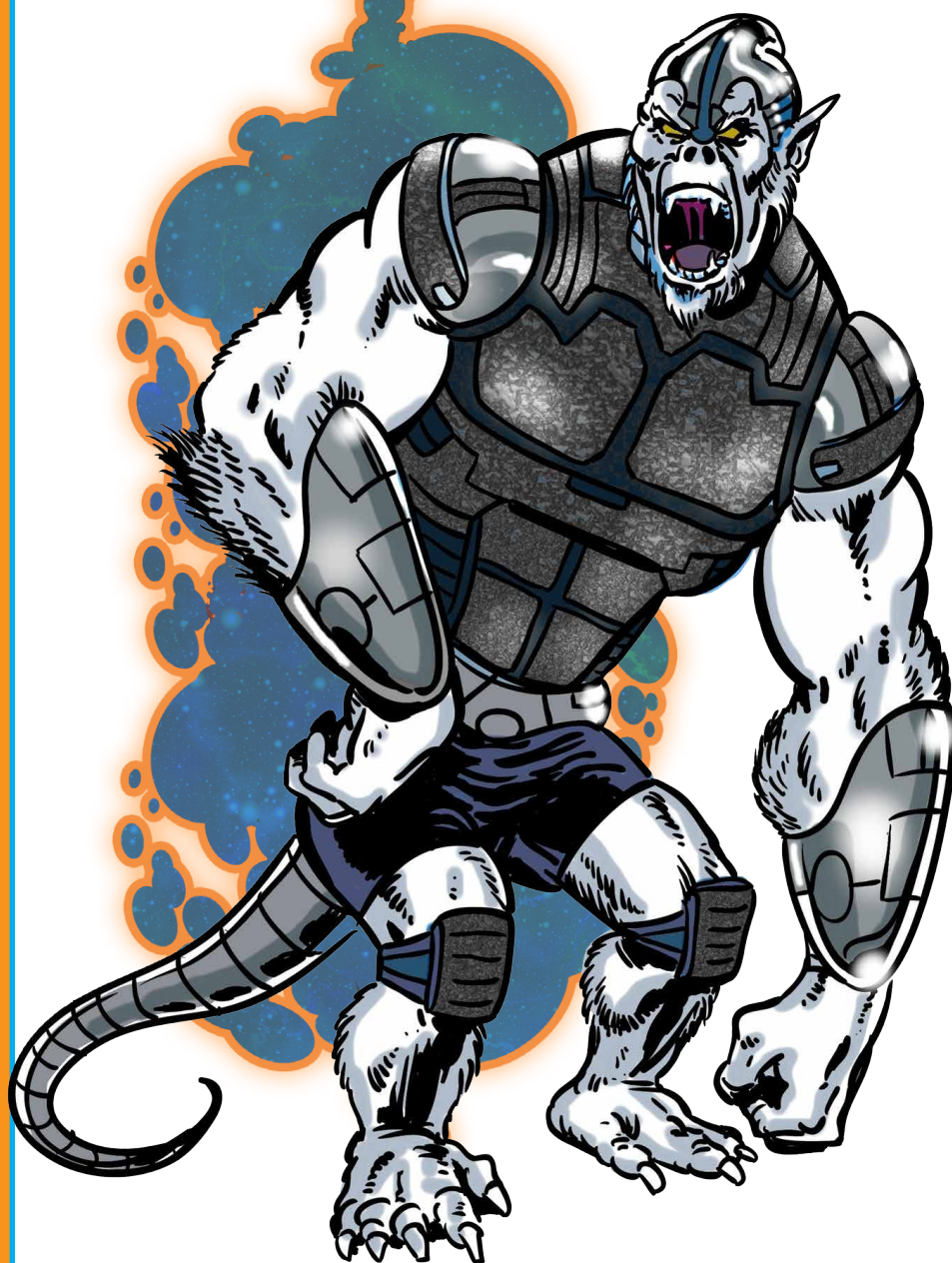
OGTARA

+4
DEX

-2
WIS

2
HP

"ALL IS SEEN AND ALL IS
EQUAL!"



Ogtara are the ones who watch and gather information in the dark alleys of galactic cities. Streetwise and cunning, matched with agile reflexes and brute strength, the Ogtara are often found playing both sides in the galactic underworld. Between a natural ability with languages and voice modulation, the ogtara are slippery customers at best and a deadly, unseen foe at worst.

PHYSICAL DESCRIPTION

Ogtara are a humanoid race resembling a rodent/primate hybrid. They have slate gray to white fur, beady red eyes, and a small upturned nose. Pronounced fangs fill their oversized maws, and pointed-elongated ears help them overhear the details of any hushed conversation. Ogtara have normal sized torso, with elongated arms and short stumpy legs.

Unique to the ogtara is the traditional cybernetic tail that each newborn is granted upon birth. This appendage is fused on a skeletal level, wired into the nervous system, and remains with the ogtara until death. These tails are fully prehensile and controlled by the ogtara with a mere thought.

SOCIETY AND ALIGNMENT

Ogtara have no lands of their own, at least not anymore. What remains of their society is simply well favored information exchanges amongst their own kind. Beyond that, they are generally welcomed and found useful to governments, organized crime, and even adventuring parties that need someone who can handle delicate negotiations. This has caused many to adopt the cultures of

RACIAL TRAITS

Ability Buy Points: +4 Dex, -2 Wis

Hit Points: 2

Size and Type: Ogtara are Small humanoids with the ogtara subtype

Dialectic: Ogtara are naturally inclined towards languages and begin play with one bonus language.

Chameleon Voice: The unique physiology of the ogtara means they gain a +2 racial bonus whenever attempting to use the Bluff or Disguise skill.

Prehensile Tail: This cybernetic tail is installed on every ogtara and grant a +2 racial bonus to their KAC against the bull rush and trip combat maneuvers.

Words that Hurt: An ogtara is trained from a young age to recognize cues from many different types of creatures. A number of times per day equal to 1/2 the ogtara's level (minimum 1), they may speak a scathing remark to a creature within 15 feet that causes it to gain the shaken condition for 1d4 rounds. The target may negate this effect with a successful Will save with a DC equal to 10 + the ogtara's level + ogtara's Intelligence modifier. This has no effect on targets that cannot hear.

PLAYING AN OGTARA

You likely...

- Have a predilection towards learning secrets.
- Dislike being in the limelight.
- Come off as obnoxious at times.
- Are able to be bought for a price not always in credits.

Other Races Probably...

- View you as a war profiteer.
- Hesitate to tell you anything in confidence.
- Believe you always have an ulterior motive.
- Try to keep you in view.

those they work closely with, even if it is all a facade.

Ogtara are nearly always chaotic neutral, although overtime some might develop a taste for evil.

RELATIONS

Ogtara are often viewed with contempt by other races, unless they are needing the services of one who can secure information, equipment, surveillance or other such things. In these incidents, the ogtara are often highly desired, and can fetch a healthy bounty from governments, nobles, and crime bosses. When in need, the ogtara quickly becomes a friend worth having on ones side.

Those who do actually befriend an ogtara, will quickly realize how loyal they can be to those who don't need them just

for their services. This friendship can be lifelong and beneficial to both parties.

ADVENTURERS

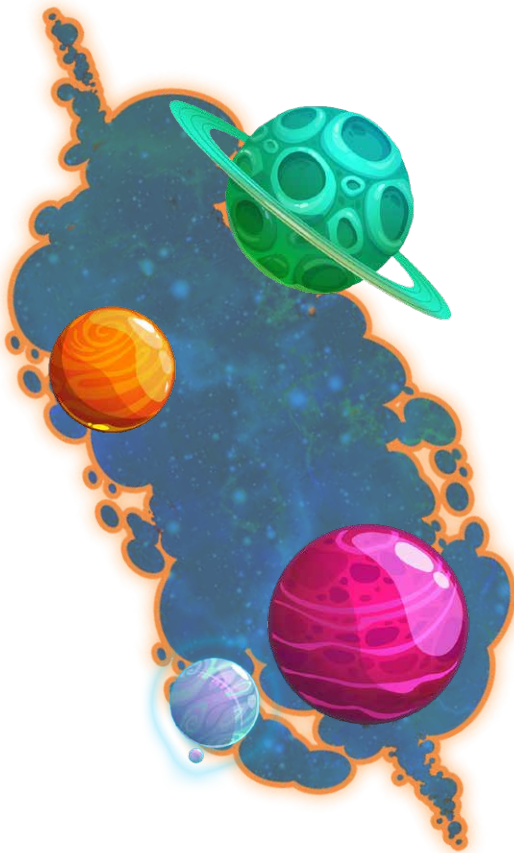
Ogtara love the life of the scoundrel and rarely stray from their roguish instincts. They prefer city life and often gravitate towards roles that aid them in survival in these environments. Ogtara become adventurers to seek out new business ventures as well as secure obscure and rare knowledge and rumors. Operatives and envoys are natural roles for an ogtara and some find intelligence gathering easier as a soldier. Sometimes an ogtara mystic is found plying their skills to learn religious secrets and an odd ogtara mechanic is employed for corporate espionage. It is rare to find a technomancer or solarian. This leads them to explore remote space stations and less than friendly planetary systems.

NAMES

Ogtara have two given names, a first name and a family name. In addition, they have a nickname or handle they use when dealing with strangers and various business transactions, often only sharing their given name to those closest to them. The nickname is often something related to their expertise or reputation they have earned. First names could be Adalberto, Branca, Diogo, Gaspar, Nelinha, Tiago, or Valerio. Common family names are Abreu, Cardoso, Gouveia, Serafim, and Vargas. Simple nicknames such as Boss, Deathrow, Lucky, Prophet, Guttermouth, Scar, Snap, or Wheels is normal.

HOMEWORLD

The ogtara have no home world any longer. They can be found in any well populated area, especially favoring central hubs such as space stations, government centers, or starship flea markets. Large planetside cities are also a favored ground of the ogtara. Most ogtara are comfortable in the shadows and roles where they can act as diplomats or unseen. It is very common to find an ogtara frequenting places of ill repute like a seedy bar, a house of pleasures, or gambling dens. When asked about where they come from most ogtara will attempt to deflect the question into a different topic and if pushed will become angry and leave, until they can silently teach manners to the creature in a dark alley.



"I've never liked those rodents, but I'll be darned if they're not useful.

You always have to watch out to make sure they aren't trying to stab you in the back though. I hired one while chasing down this serial killer to try and give me leads whenever she got them. I was on the case for at least a month before I found out she was also giving information to the killer. And just when I found out, poof. The rat disappeared with about 5,000 of my credits. As much as I hate to admit, she fooled me for a good while. I'd almost respect her for making a bit of coin on the side if she were screwing anyone other than me."

HISTORY

The ogtara history is purely fabrication at this point. No one knows truly if they evolved in a world covered by shadow, where being in light meant death from one of many apex predators or if their world was honeycombed with naturally hollow stone obelisks that served as skyscrapers pointing towards the core of the planet. All that is known is that the ogtara serve no master except the highest bidder and only then for as long as the letter of the contract has not been fulfilled. Some few ogtara claim that they were not born on any planet as a race, they were birthed on every planet where shadows exist in the places where the light greets the dark.

OHANN

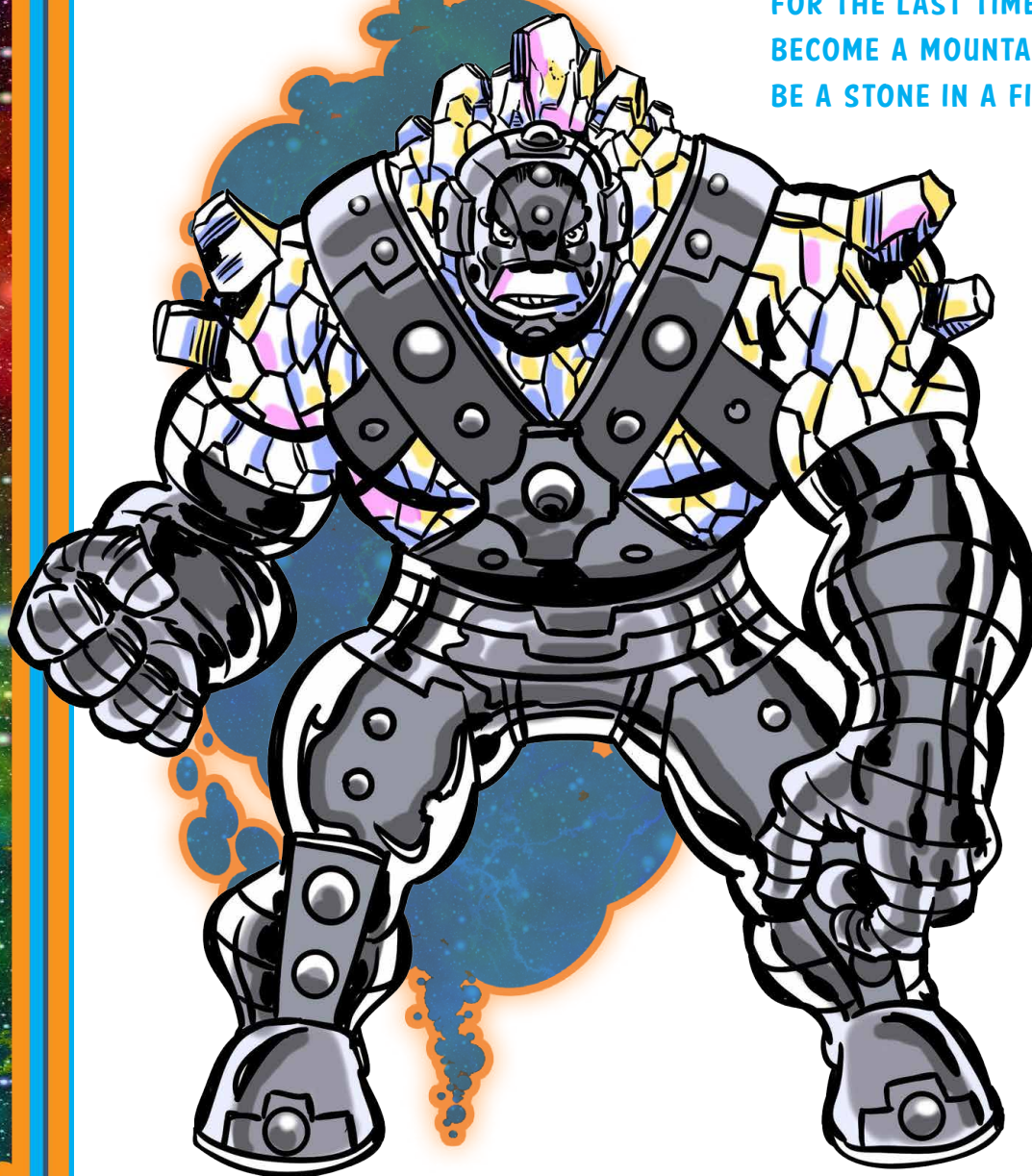
+2
CON

+2
WIS

-2
CHA

6
HP

"I'M GOING TO DIE ONE DAY.
I WILL BE TOO WEAK TO
CARRY ON AND LAY DOWN
FOR THE LAST TIME. I'LL
BECOME A MOUNTAIN, I'LL
BE A STONE IN A FIELD"



Believed to be sentient rock, these imposing giants boast great strength and resilience. Although they might seem to be simplistic, experiencing only rudimentary emotions, they bond quickly with others and express joy from the most basic of kindness.

PHYSICAL DESCRIPTION

Standing over seven feet tall, the Ohahn resembles a massive crystalline humanoid. Their skin color varies, but most are semi-translucent with flecks of pink, blues, and yellow hues. Those touching their skin find it to be well-polished, smooth, and cold. They have small, beady eyes, no hair on their bodies, and plate-like bodies.

Although fully articulated, their appendages seem brawny and clumsy, moving slightly slower than those made of flesh and blood. Ohahn do not appear to age, erode, or even show signs of growing.

Ohahn prefer simple clothing, and often wear it to make others around them feel more comfortable. They choose utility over style, and prefer grays and blacks.

SOCIETY AND ALIGNMENT

Ohahn are not indigenous to any particular world and do not have a society of their own. They live amongst other races and rely on the kindness and acceptance of others. Occasionally the ohahn will find a world that accepts them and they settle down for a relatively normal life, but most wander the cosmos doing what they can to make it all a better place.

Ohahn maintain a lawful outlook, with a leaning towards good and neutrality. They possess a strong sense of right and wrong, making sure those they keep company with serve the greater good. To ohahn, lawfulness and order make the universe a better place for all species.

RACIAL TRAITS

Ability Buy Points: +2 Con, +2 Wis, -2 Cha

Hit Points: 6

Size and Type: Ohahn are Large humanoids with the ohahn subtype.

Granite Skin: Ohahn have skin as tough as stone that makes it difficult to damage them. They gain a +1 racial bonus to AC.

Natural Weapons: Ohahn are always considered armed. They can deal 1d3 lethal damage with unarmed strikes and the attack doesn't count as archaic. Ohahn gain a unique weapon specialization with their natural weapons at 3rd level, allowing them to add 1-1/2 times their character level to damage rolls with their natural weapons (instead of adding their level, as usual).

Shallow Emotions: Ohahn find emotions confusing and can only rudimentary express themselves. They take a -2 penalty to Sense Motive checks, but the DCs of Sense Motive checks attempted against them increase by 2.

PLAYING AN OHAHN

You likely...

- Enjoy the comfort and joy of those around you.
- Protect those too weak to protect themselves.
- Seek out evil and those fueled by hatred.
- Have a yearning to discover your origin and others of your kind.

Other Races Probably...

- Find your size and strength threatening.
- Find your kindness welcoming.
- Think you lack a sense of humor.
- Consider you a true and loyal friend.

RELATIONS

Ohahn have a very trusting nature, which aids them in interacting with most good and neutral races. They always assume the aliens they encounter to be friendly until proven otherwise. They especially like others with an affinity for stones, gems, and minerals.

Ohahn can sense when they are not welcome and try and avoid those situations whenever possible. They detest evildoers, and any races that embrace senseless warfare over peace and prosperity.

Ohahn tend to be marveled at by smaller species, for both their strength and size, but also for their kindness. Other species find the kindness and strength of the ohahn refreshing, and often find comfort in their company.

ADVENTURERS

Ohahn are always looking for opportunities to make a positive difference in the universe. Aiding good causes brings satisfaction to them, and they strive for this feeling. They despise evil powers and dangerous forces, and eagerly join righteous causes against those elements.

They tend to have a natural curiosity, and find exploration an uplifting experience. This has led to many of them joining spacefaring crews, including those with military orders against a universal threat. Many crews find the ohahn an ideal companion, especially since they put little value on personal wealth. This often means they care very little for whatever financial rewards exploration might bestow, and focus primarily on the thrill of new worlds and their inhabitants. Ohahn are simply happy to make new friends, share common experiences, and learn more about the great universe beyond.

NAMES

Simple name suits the ohahn best, especially those consisting of single syllables such as Daz, Krar, Nin, Rev, Trik, and Jurl. They find these names make it easier for a wide assortment of languages to pronounce. It is rare for an ohahn to have a surname, and if they do, it is most likely given to them by an adoptive family, clan, or by other means.

That big rock? That's just Laz. Ah, don't worry, he's harmless for the most part. He does like helping around though. Odd jobs mostly, but he's as mean a sniper as you've ever seen. You should have seen him when we were fighting those flamethrower ghouls. Didn't let a single one get within 100 feet of the ship. Good thing too, else we would have been undead chow. We tried giving him the biggest portion of the loot that time, but he wouldn't take it. We kept pushing and eventually he took it. He spent several thousand credits that month building a home for orphans on Deada III.

HOMEWORLD

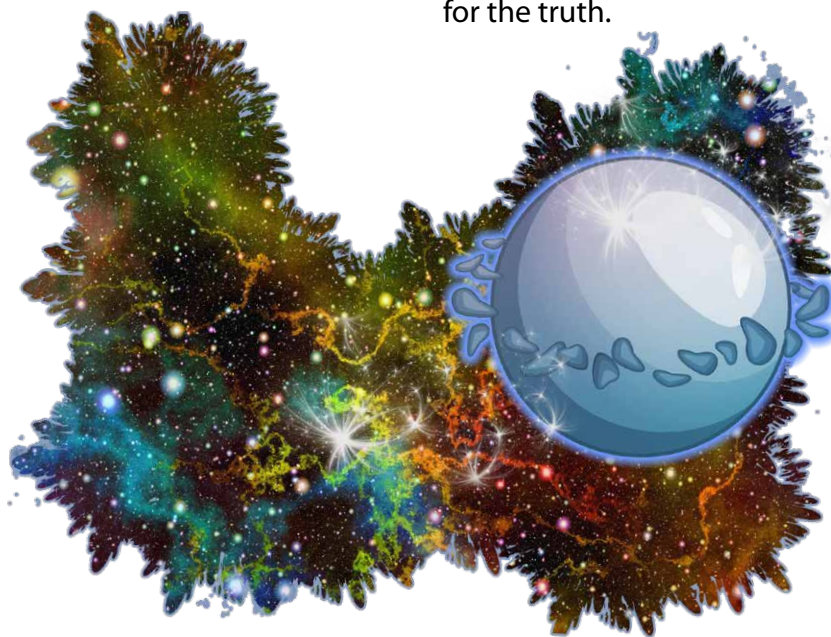
Cuaphus is the homeworld of the ohahn, but few of them know it. The planet of Cuaphus consists of living rocks that slowly move about the crystalline planet and its many caves and tunnels. The planet has only been visited a few times, and for the most part is considered uninhabitable. No form of vegetation or other life exists on the planet, but it does have a rich reserve of precious metals and minerals, the very things the living rocks feed on.

However, reaching any of the planet's riches is near impossible due to the highly corrosive atmosphere of Cuaphus. This fact alone has prevented many explorers from even visiting the planet.

HISTORY

It is believed that the Ohahn evolved from the living stone of Cuaphus with the help of an unknown alien species. The truth to this lies buried and hidden, but those who care of such things believe the visitors to the planet where harvesting the living rocks to create an unstoppable army, a mission they obviously failed to accomplish.

What lead to the ohahn being dispersed across the universe is also unknown. Whether the offworld race that evolved them still exists, it is unknown. And if they are alive, are they looking for the ohahn? A few ohahn seek the answers to those very questions and are searching the universe for the truth.



PENDAR

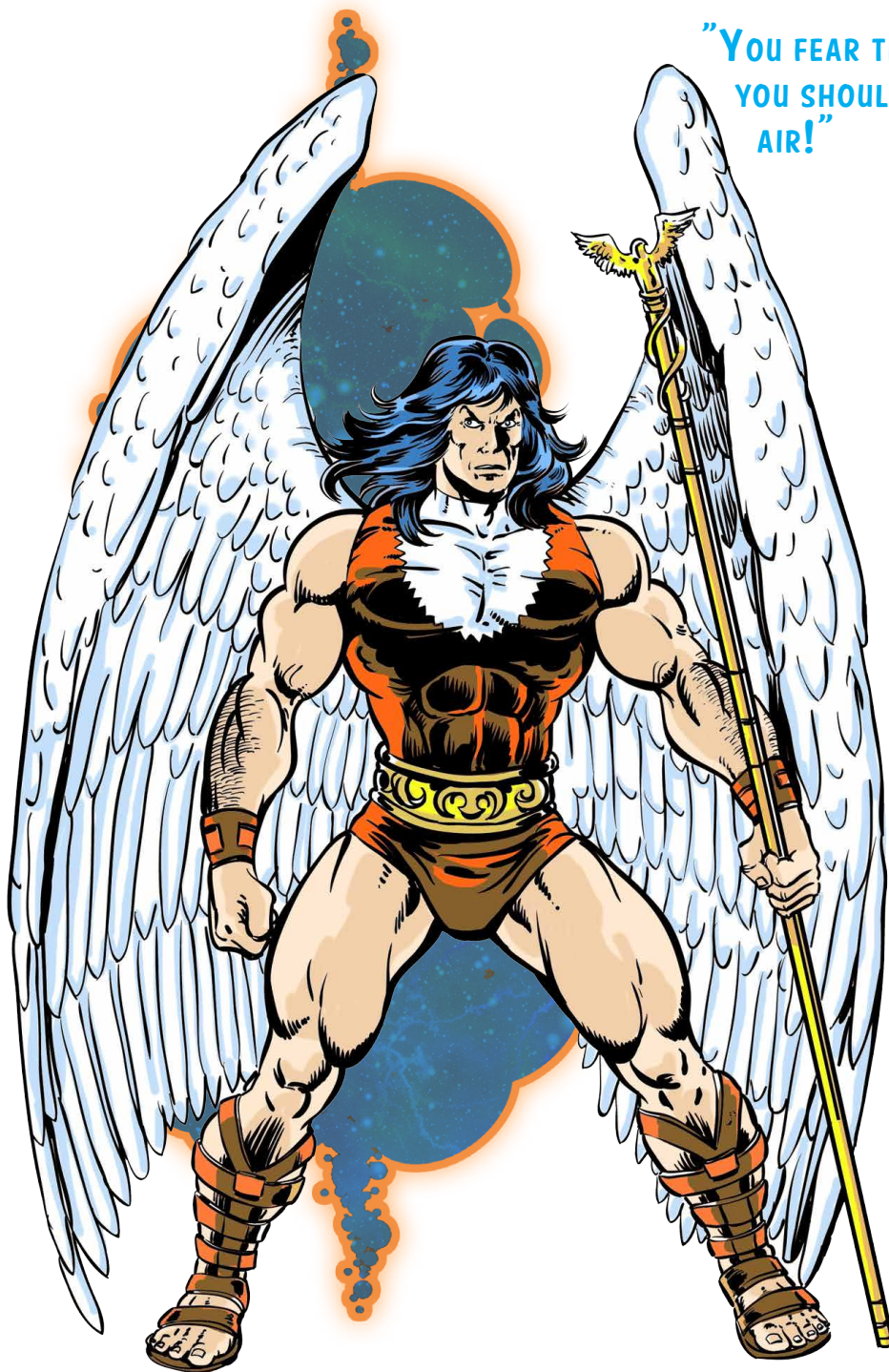
+2
DEX

+2
WIS

-2
INT

4
HP

"YOU FEAR THE DARK BUT
YOU SHOULD FEAR THE
AIR!"



The pendar are technically half angel and half human but they claim themselves as a purely evolved race from the birds of their home world Actheria. They are a proud and wrathful people, assuming themselves to right the wrongs of the worlds they currently are on. Their wings buffet their enemies with sharp winds to disorient them while they swoop in and pummel them. Their eyes are completely white, off putting to most that meet them.

PHYSICAL DESCRIPTION

Pendar are tall and lean, their enormous feathered wings make them appear larger than they actually are. Their eyes are uniformly all white. They have a fine downy covering their necks and upper portion of their chests ranging from white to gray to black. Pendar prefer tight fitting clothing and light armors so as to be as unrestricted during flight. They are often seen with ranged weapons, as they consider melee weapons to be a lazy excuse and that the fists of the righteous shall turn away the wicked.

SOCIETY AND ALIGNMENT

Pendar society is highly organized and they have a multitude of laws guiding their lives. The smallest infraction carries stiff penalty, it is suggested that any creature visiting Actheria have a pendar guide to avoid breaking some obscure law. Most other worlds seem lawless to the pendar and they often become confused and attempt to enforce some of their more core societal laws when visiting unfamiliar locations.

RELATIONS

Pendar try to have good relationships with other races but their views on laws and how life is to be lived often get in the way. They are often sought out as judges and lawmakers. Most pendar end up being confused by the dichotomies of everyday life for many other races and their willingness to overlook the little evils present. Pendar distrust the plewd but have great respect for other races such as the fyr.

RACIAL TRAITS

Ability Buy Points: +2 Dex, +2 Wis, -2 Int

Hit Points: 4

Size and Type: Pendar are Medium humanoids with the pendar subtype.

Angelic: Pendar have angelic heritage in their blood and gain a +2 racial bonus to damage for purposes of overcoming DR/lawful and DR/good.

Flight: Pendar wings grant them a 30 foot fly speed (perfect).

Wing Buffet: As a full action, pendar can flap their wings mightily and generate gale force winds in a localized, 15 foot cone. Any creature within this cone must succeed at a Reflex save with a DC equal to 10 + the pendar's character level + their Dexterity modifier or gain the off-kilter condition for 1 round.

PLAYING A PENDAR

You likely...

- Are stiff and formal.
- Worry about violating laws.
- Attempt to right evils you see.
- Feel lofty compared to others.

Other Races Probably...

- See you as high and mighty.
- Are careful not to offend you.
- Look at you sideways a lot.
- Tell you to relax.

ADVENTURERS

Pendar adventurers are fairly common. Most seek to go on a cleansing mission, to rid the galaxies of what it perceives as evil. Some seek to educate themselves on the oddities of everyday life for other races. Most pendar do not come back to their home world until they have cleansed some great evil or have found education in other races previously unknown to them. Many pendar simply have a wanderlust, they feel as if they cannot make a difference on their home world and seek other places to fulfill their being. They make excellent solarians and soldiers, some also are top notch technomancers and envoys. It is pretty rare to find a mechanic and almost unheard of for mystics and operatives to exist amongst the pendar.

NAMES

Pendar have names meant to invoke righteous images in the minds of others. Common names include Herodita the Righter of Wrongs, Arialiya of the Strong Wings, Prostulo the Shining Light, or Tristis of the White Feather. Some pendar do not take a name, but instead go by the name they have given their preferred weapon. Names on Actheria do not hold any value as each pendar has a unique gesture with wings, pinions, and draft created by flapping their wings. The rare occurrence of a wingless pendar, whether from accident or punishment, renders them all but nameless. It is not frowned upon to have cybernetic wings installed on a wingless pendar, in fact it is often seen as a heroic journey to raise one's self back to recognized status. Much of pendar literature and plays revolve around this very concept and to them this struggle is as old as two mating pairs meeting.

"I'd like to say that we pendar are the pinnacle of kindness and virtue, but I'd also be lying to you. You've never met a more self-righteous and preachy person than a pendar straight off of Actheria. Look at me! Before they tried to cut my wings off for saying we came from angels, I was a priest who preached, "all others should strive to be more like us." One failed inquisition, several prison sentences, and a brief stint as a loan shark later, I can recognize that we've got problems just like any other race."

HOMEWORLD

Actheria is a world of solid cloud, a gas giant where there is no surface excepting a solid and dense core of plasma and liquidized metallic elements. The pendar make their homes on the solid clouds causing many races to view their cities as transported straight from fantastical stories. Medieval type cloud stone castles and simple cottages are the norm. Their garb is typically simple and somewhat medieval looking. The great cloud plains are home to a unique race of herd creatures from whom the pendar harvest a soft and breathable material not dissimilar to cotton for their clothing. It is not particularly durable and is not sought out in galactic markets but is usually cheap to buy. Actheria cloud material dissipates in any other atmosphere and planetary conditions aside from its own, not making it worth transporting or using as the cost of preserving the stuff is prohibitive.

HISTORY

The pendar place their beginnings with the origins of their planet, claiming to have evolved from a native avian species. Truly, they are the descendants of angels and humans that were magically relocated to Actheria for various reasons. It is one of the most core laws written into their religious texts that they are descendants from the native avian species, it is heresy of the highest order to claim pendar heritage stems from angelic and human relations. Those who break this core law are punished by the removal of their wings, a disfigurement that typically drives them to leave their home world forever. Those that do return have sought cybernetic or magical replacement of their wings and there are many recorded instances of this occurring and each entry is given its own place in the texts.



PEXPIN

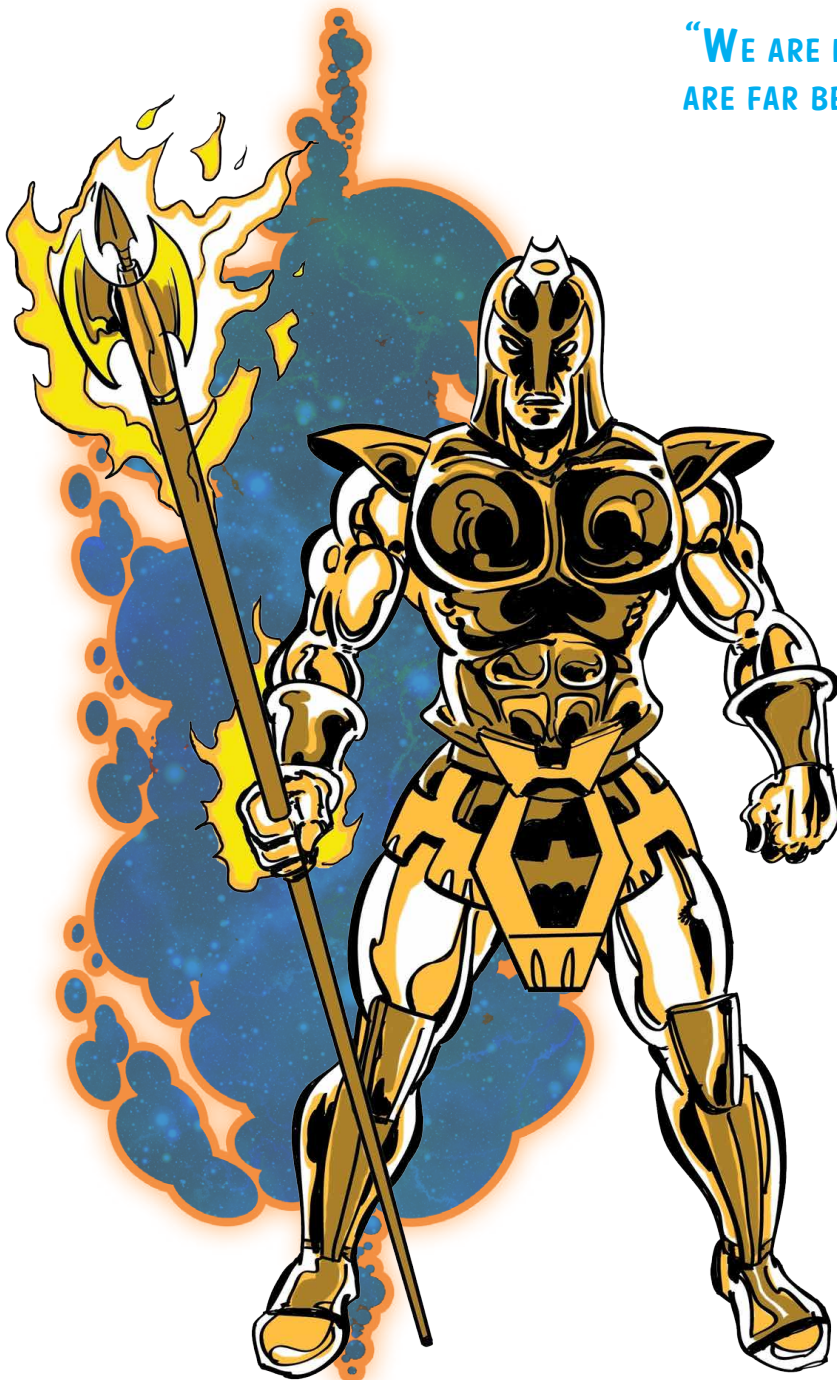
+2
DEX

+2
CHA

-2
CON

2
HP

"WE ARE NOT LEGION, WE
ARE FAR BEYOND!"



The pexpin are a hive-mind of humanoid beings that were born on the planet Belaxin, a planet that exists partially in the Plane of Fire. Pexpin often compare themselves to fyr — much to their chagrin — but in reality are very much a different species with different strengths and weaknesses. Pexpin have a rich trade of entertainment, namely the Fire Rings Coliseum where a variety of physical games occur but the unusual Pyrtal Rings reside. These rings allow for the simultaneous existence of the Plane of Fire and the Material Plane between each set of Pyrtal Rings. The pexpin have made a lucrative industry from this unique location.

PHYSICAL DESCRIPTION

Pexpin are a species who exist as both Material Plane humanoids and as a type of fire elemental from the Plane of Fire. They do have defined sexes that currently defy classification, but the best approximation is a circular four stage chemical reaction chain in which each pexpin undergoes change at each stage and contributes to both the new forms of the contributors and the results of the reaction. They come in any shape but universally have a heat mirage about them and a flickering effect at the fringes of their bodies. They commonly choose well muscled body shapes with an orangish hue and bright, intense eyes.

RACIAL TRAITS

Ability Buy Points: +2 Dex, +2 Cha, -2 Con

Hit Points: 2

Size and Type: Pexpin are Medium humanoids with the pexpin and fire subtypes.

Burning Bright: Pexpin naturally shed flame as normal creatures shed skin, this causes any flammable area they stand in for more than one round to burst into flames. Any equipment worn by a pexpin also bursts into flames in the same amount of time unless specially treated or is made of a flame-retardant material.

Dousable: Pexpin that are immersed or doused in at least five gallons of water or are in an environment where combustion is not possible become dazed for 1d4 rounds. If they are still immersed, continually doused, or in an environment where combustion is not possible they become unconscious and begin to take 1d2 damage every subsequent round until they are able to combust again. While unconscious or brought to 0 Hit Points, a pexpin reverts to a charred lump of coal that requires outside forces to reignite them.

Fueled: Pexpin do not breathe, eat, or sleep and only require combustible elements to continue in their existence.

Malleable: A pexpin may reshape their body at will to fit into spaces that would otherwise cause them to squeeze themselves into for one minute per day. Their bodies must still occupy the same volume of space during this time. Pexpin skin color changes depending on the dominant combustible element in the immediate vicinity.

PLAYING A PEXPIN

You likely...

- Think of others' possessions as your own.
- Talk as fast as a plewd.
- Have a fear of the vacuum of space or non-flammable liquids.
- Compare yourself to a fyr.

Other Races Probably...

- View you as a performing novelty.
- Respect your abilities.
- Are wary of any bets made around you.
- Ask you incessant questions about the Plane of Fire.

SOCIETY & ALIGNMENT

Pexpin society does not have a hierarchy per se, every pexpin at some point serves as a leader to other pexpin but this is cyclical in nature and is not very long lived. The most venerated pexpin are performers in the Fire Ring Coliseum and even further those that continually survive the Pyrtal Rings competitions. Their economy rests heavily on the Coliseum and species from across the stars come to view and sometimes participate. Heavy gambling occurs here and the pexpin are not above staging the results of a particular competition to bring in credits or goods. Pexpin are fast talkers and of all spacefaring species, they do not build their own spaceships but have won their fleets in the results of Pyrtal Ring competitions.

RELATIONS

The pexpin are neither liked nor disliked any more or less than any other given species, most across the galaxy are at least curious about the Pyrtal Rings. Many feel as though they've been cheated whilst gambling with the pexpin but mysteriously feel as if the experience was worth the material goods lost. Those that choose to gamble more than once in the Fire Rings Coliseum do so warily and those that gamble on the Pyrtal Rings are seasoned and much harder to fool. Creatures who participate in the Pyrtal Rings competitions and survive are marked and never attempted to cheat or taken advantage of unfairly by the pexpin for one year.

ADVENTURERS

Pexpin do not like to leave their home world for very long, its constant access to the Plane of Fire is a source of security to them and many creatures willingly come to them. Those that do leave for any amount of time typically do so to attract new gamblers to the Fire Rings Coliseum. Many pexpin are envoys and solarrians, but there are some with a closer connection to the Plane of Fire who become mystics. It is very rare for a pexpin to become a mechanic or technomancer as they view the many possibilities of being in an environment that could smother their flame to be a gamble not worth betting on.

"I like people who come from the Plane of Fire. Lots of neat things to trade for over there and lots of stories about genies. But those pexpin have to be my favorite. You haven't lived until you've had a pot of rum brewed in lava and then gambled a month's savings away with a few of them. Oh, I lost everything, but it was the most fun I've had in years! They'll always give you a chance to win it back too. They like repeat customers so you end up winning some and losing some. Tell you this, though. You'll get cheated at some point. Forget about it. It's all about the experience, not how much you lose."

NAMES

Pendar have names meant to invoke righteous images in the minds of others. Common names include Herodita the Righter of Wrongs, Arialiya of the Strong Wings, Prostulo the Shining Light, or Tristis of the White Feather.

HOMEWORLD

Belaxin is a strange world which exists simultaneously in the Material Plane and in the Plane of Fire. Fire elementals, lava creatures, and avians like phoenixes are found there. The Fire Ring Coliseum is also hosted there, a massive structure spanning hundreds of miles, the center of which corresponds to where three sets of permanent portals to the Plane of Fire exist, the Pyrtal Rings. These portals are hundreds of feet tall and wide and the space between each set is the Material Plane on one side and the Plane of Fire on the other. This Coliseum is the host of a wide array of competitions and massive gambling halls.

HISTORY

The history of the pexpin is intertwined with the Plane of Fire, they sprang forth when Belaxin was trapped in its state of perpetual destruction and rebirth. The very first pexpin, Smolderine, was reputedly a fire elemental that had aged so far as to be reborn as a pexpin and tore free from the Plane of Fire onto Belaxin which also caused the beginning of its destruction. By binding a permanent portal to the Plane of Fire into the planet's core Smolderine trapped the planet in a constant death and rebirth cycle. The history of the pexpin from that point plays out in magma pools as fiery scenes of great competitions.



PLEWD

+2
WIS

+2
CHA

-2
STR

4
HP

"FIVE THOUSAND CREDITS IS
OUTRAGEOUS! HOW WOULD I
EVER MAKE A PROFIT!"



The plewd are known to be master traders of the starstreams, with particular interest in those items most rare and precious. On their homeworld of Lebeg — a modestly-sized planet with particularly dense atmosphere — their floating cities are busy spaceports that trade rare gases and minerals from their own planet to the world at large. Powerful telepathy helps them get unfair advantage in trade negotiations, as does their keen eye for details.

PHYSICAL DESCRIPTION

If you ever found a plewd willing to stand on its own two feet, they would be about the height of an average human, though slightly lighter in frame. A pale, almost sickly green skin covers their body which looks somewhat reduced compared to most humanoid forms (expected to be

a side effect of their long use of psychic flight, as if they are on their way to being as atrophied as a contemplative). Their features are angular and elongated, with absurdly long noses which are especially prominent (and many plewds claim nose length and size matters on some kind of cultural level). Their form is otherwise “standard” for a humanoid — ten fingers, ten toes, two arms, two legs, one head, etc., to the point of being unremarkable.

SOCIETY & ALIGNMENT

Plewd culture is obsessed with the acquisition of wealth, in all its forms. Hypercapitalists and shrewd negotiators, almost all cultural sayings and philosophies reflect the importance to them of valuable commodities. As a spacefaring race, they have often

RACIAL TRAITS

Ability Buy Points: +2 Wis, +2 Cha, –2 Str

Hit Points: 4

Size and Type: Plewds are Medium humanoids with the plewd subtype.

Limited Telepathy: Plewds can mentally communicate with any creatures within 30 feet with whom they share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speaking as is telepathically communicating in a particularly noisy location.

Professionalism: Plewds excel in any profession they choose. Plewds receive a +2 racial bonus to all Profession checks that they have at least one rank in.

Psychic Flight: Plewds fly psychically at a speed of 30 feet (average maneuverability), but their land speed is only 5 feet.

Recognize Value: Plewds have an uncanny sense for understanding what things are for, and in turn, what they are worth. Plewds gain a +2 circumstance bonus to any skill check involving ascertaining the value of, functions of, or intended purpose of any object: natural, technological, or magical in nature.

PLAYING A PLEWD

You likely...

- Always feel like you need to make out better on a deal.
- Have a keen eye for the best gear, no matter the type.
- Love to argue and haggle with everyone over everything.
- Love having what people need and getting what they want for it.

Other Races Probably...

- Assume you're greedy and stingy, but very rich.
- Loathe having to make "deals" with you all the time.
- Assume you'd do anything for the right price.
- Think if they help you, you'll "owe them."

made their way into the galaxy by literally trading away the dense and rarer elements and molecules found in the peculiar atmosphere of their world from massive floating cities which take advantage of an especially dense (though perfectly breathable by most race's standards) atmosphere. Value is considered a neutral medium of exchange, though shrewd plewds are known to abuse laws in their favor, though self-interest and personal gain are also considered "evil" by other races.

RELATIONS

Even those races which do not especially agree with the plewd see them as necessary components of the galactic economy. Someone must provide those

things which are needed, and most accept that someone will benefit from the exchange of goods. That said, almost no one "likes" the plewd — they're thought to be willing to "sell their own mother" if there were a profit in it, and many feel that the fact that portions of their own planet, Lebeg, are no longer inhabitable due to overextraction of natural resources for trade on the spacelanes proves this point. Plewds, always the opportunists, try to keep this in mind when dealing with others — because everything the customer assumes about you is just another point to exploit.

ADVENTURERS

While by-and-large your average plewd is best known for settling down to run some form of establishment, what most don't realize is that exploration and adventure course through the culture of the plewds. Without someone willing to go to new lands, to explore worlds unknown, or to find and then create a market for a totally new products, how would the plewds ever turn a profit!?! Natural psychic powers lend themselves to certain forms of mysticism, but more envoy plewds are at the lead of mixed-race "exploration companies" than not. Mechanic and technomancer plewds are also especially common, as a great way to get rich is to make and sell bleeding edge technology to the galaxy. It is uncommon to find a plewd soldier and operatives, and all but unheard of for a plewd to become a solarian. Most plewd

adventurers always keep an eye out for a future shop site.

NAMES

Pendar have names meant to invoke righteous images in the minds of others. Common names include Herodita the Righter of Wrongs, Arialiya of the Strong Wings, Prostulo the Shining Light, or Tristris of the White Feather.

HOMEWORLD

Lebeg is known throughout the starstreams for having amazing cities floating among its clouds. Sometimes more massive than even the largest space station, these floating cities — known as plavats — are almost universally privately owned by specific plewds whom lease out space on them to those unable to own their own (yet) and they are most often made to show off the wealth or grandness of their owner. These floating gems of Lebeg are hidden from those that come to trade the ravaged landscape of Lebeg. Few plewds still live permanently on the true surface of Lebeg, instead only going down to manage operations as machines or wage-slave grunts continue to overextract and overharvest raw material for manufacturing and sale to the stars. The atmosphere of the planet was always thick, but smog and released gasses thicken its clouds daily, and the land itself has stopped being as plentiful as the waters of the world have become almost too acidic for native life and runaway greenhouse effects are melting polar icecaps.

HISTORY

Plewds have a long history of building their entire culture on the trade of goods. While the complete story would look more like the economy page of a newsfeed, almost all plewds know that their wars have been fought for one thing — profit. As such, it was relatively long ago that true “battle” was realized to be a less profitable form of combat than economic sabotage and legal but illicit acquisition of wealth. Their planet is littered with hundreds of thousands floating city-states that are self-governed and owe no allegiance beyond the most recent contract.

“Always have a plewd aboard the ship. Oh sure, he might try and sell you his mother if he thought he could make a profit, but oftentimes those guys will surprise you with their smooth talking. That silver tongue saved my life on a few occasions. There was this one, Talia the Brave and True, who managed to save the crew when we got ambushed by vesk mercs. She made it seem like she would turn on the crew, and by the gods I believed her. We get locked in a cell, and she goes free, but ten minutes later she comes back with the key and the merc captain. She actually talked him into turning on the guys who put a contract out on us!”

QRP

+2

INT

+2

DEX

-2

CHA

2

HP

"OUR DIFFERENCES MAKE
OUR SIMILARITIES STAND
OUT!"



The qrp are an arthropod like race that are covered in hard marine fungus. They are a dominant lifeform in the technomantic world. The blending of magic and technology on their aquatic home world, Qrpls, is a testament to what is possible when fusing the two. Magnificent opaline cities with semi-permeable membrane force fields and beautiful dancing lights. Beware when a qrp reaches into its atmospheric hip container, whatever personal technomagic they've been tinkering with could be turned on you.

PHYSICAL DESCRIPTION

Qrp have a tough exoskeleton with jointed, individual sections on their appendages. They are an aquatic race and resemble a mix of octopus and crab covered in a tough and bumpy fungus. They typically range in color from pale greens to sickly yellows and anytime they are seen on land they have a breathing device connecting their mouths and a metallic sack at

their hip. The slits in their eye visors are a deep black but in the darkness they glow with a strange turquoise. Their oversized hands and feet are webbed, making them excellent swimmers.

SOCIETY & ALIGNMENT

Qrp society is strange and highly community focused. Each qrp spends time in a family cluster before and after travelling. They are not a hive mind, each qrp is their own unique individual but they do have a strong sense of connectedness to each other. This does not mean an exclusion to other races but their particular communal mindset makes them hard to approach in anything but a business transaction. Despite their somewhat ugly appearance the qrp appreciate beauty and peace. It is rare to find an extremist qrp as the structure and closeness of their society has made most of them content on the whole but those that do exist typically become so because of what they have observed on their travels.

RACIAL TRAITS

Ability Buy Points: +2 Int, +2 Dex, -2 Cha

Hit Points: 2

Size and Type: Qrp are Small humanoids with the qrp subtype.

Aquatic: Qrp are an aquatic race and gain a swim speed of 20 feet. Their base land speed is reduced to 20 feet.

Liquid Breathing: Qrp can only breathe in liquid environments. They gain a free augmentation similar to a respiration compounder that allows them to carry around a full day's worth of liquid atmosphere.

Modified Eyes: Qrp are grafted with a vision visor that grants them darkvision out to 30 feet.

PLAYING A QRP

You likely...

- Worry about your liquid breathing supply.
- Love to swim.
- Miss the feeling of liquid and pressure on your skin.
- Long for the feeling of community.

Other Races Probably...

- Find you oddly attached to others of your race.
- Are curious about your liquid atmosphere container.
- Give you flak about always missing your community.
- Are somewhat thrown off by your appearance.

RELATIONS

Qrp generally have good relations with others. They are typically slow to anger. They produce many excellent works of art and technomantic devices. They are not particularly shrewd business folk but have a driving sense of fairness. This has earned them a reputation for being a good place to trade if you want to avoid being taken advantage of while seeing some truly beautiful sights, especially in one of their underwater cities on Qrpls.

ADVENTURERS

Qrp are not usually an adventuresome race. Most that travel spend extensive time in a cluster with family or close friends—this resembles coral in many respects—before and after their journey. The crushing depths they are used to

have made them natural solarians while their close association with magic and technology make them supreme technomancers. Some qrp are mechanics and a few are so magically inclined as to become mystics. It is fairly rare to see an envoy and operatives and soldiers are all but non-existent.

NAMES

Qrp names are similar to the sounds of bubbles underwater. They don't make much sense spoken in air but they always have travelling names that always begin with "Qrpls". Common travelling names may be Qrplslibera, Qrplsiblio, Qrplsqrpls, or Qrplsmormor. Their bubble names are intensely personal and they don't often share it with the outside worlds. They get very upset if their bubble name is misspoken.

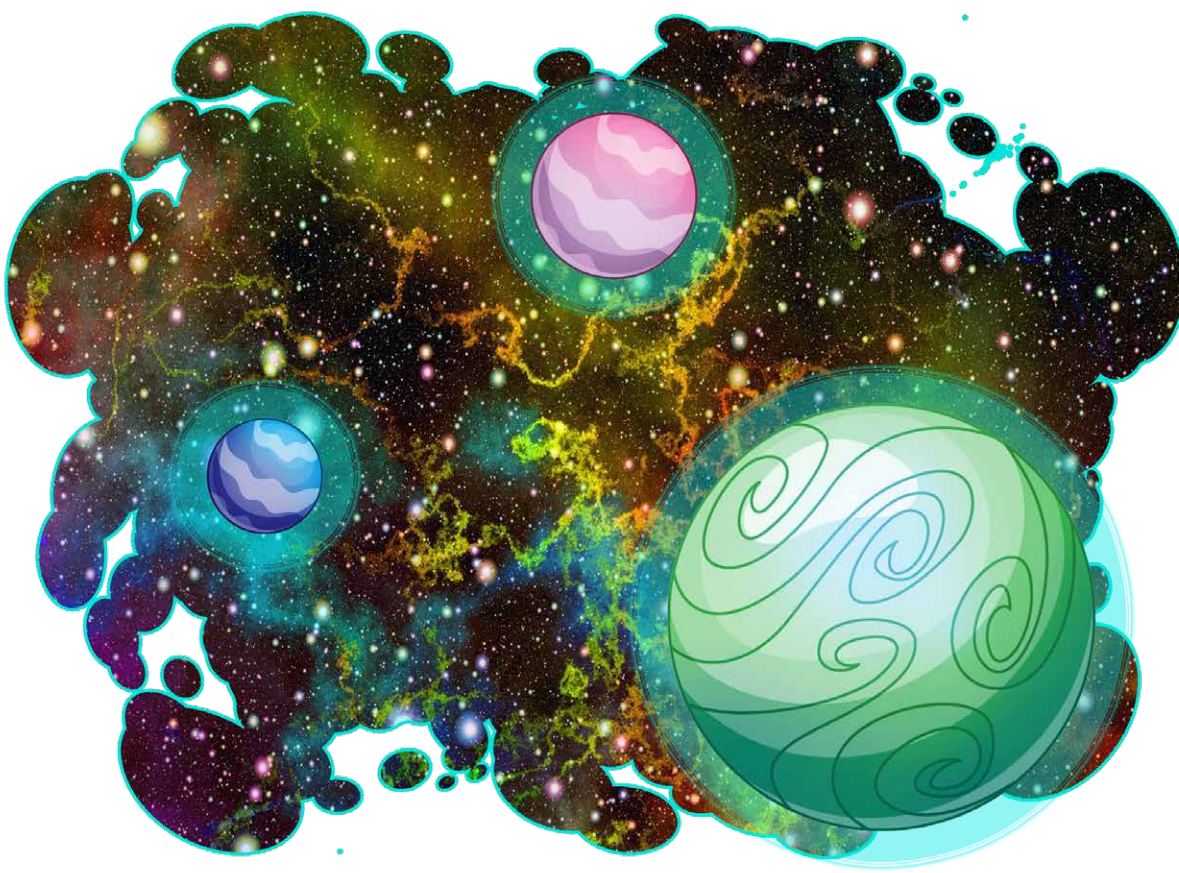
"They may be some of the most nervous people you've ever met, what with them checking that water supply every five minutes, but they certainly are useful. I knew a few who were technomancers, and they were some of the scariest people I've ever met. Have you seen what a qrp mage can do with a battery and a few canisters of nanites? It's not pretty. I once hired a team of them to help me and my crew break into an underwater vault. Well, instead they insisted on going alone. One hour later, they come back with exactly what we asked for and more. Sure, it was pricey, but who am I to say no to a team like that?"

HOMEWORLD

Qrpls is an almost completely aquatic planet. The poles are each solid land masses, albeit somewhat small. Under the surface liquid is a veritable cornucopia of aquatic flora and fauna as well as opulently grand domed cities. These cities are domed in beautiful force fields meant to be comfortable for visiting non-aquatic races. Vast underwater corrals keep herded creatures and plots of sea floor are developed into an agricultural area. The water mass of Qrpls is dotted by massive maelstroms and are tough to navigate. The airspace around the best points of approach to the underwater cities are closely watched and rotating security greeting teams roam just beneath the liquid surface.

HISTORY

Qrp history is fluid and ever changing as the waters of their home world. One constant that remains is the importance of community. The greater racial needs outweigh the needs of the individual. Every historical story told by the qrp begin with the first cluster of qrp separating into many to search for food and shelter for the rest. This story remains constant even when the rest of their history changes on a moment's whim. Most of the texts that have been recorded are written on an odd type of parchment that is both liquid and solid and its text can change when folded into different shapes, this is believed to be the reason why their history is so malleable.



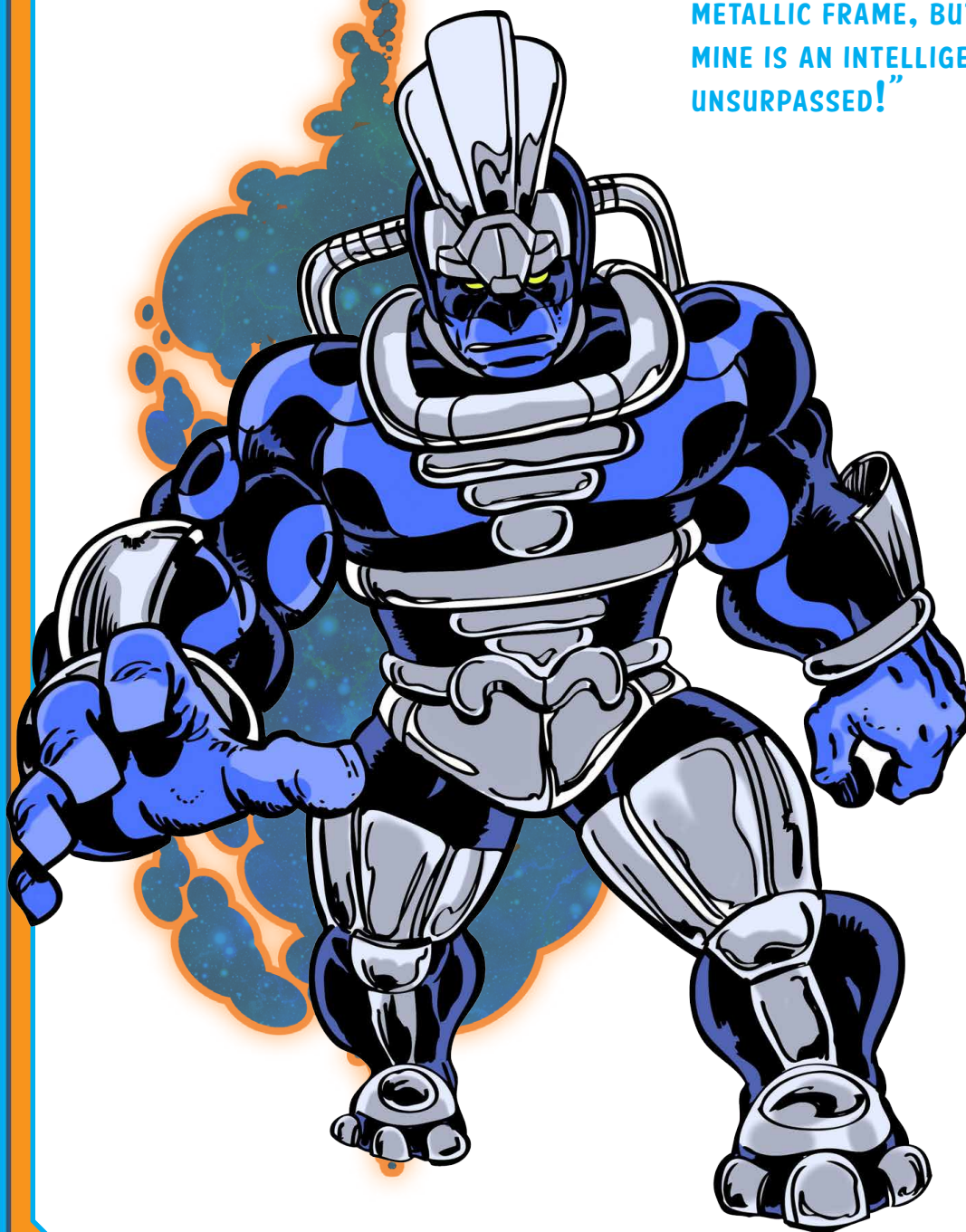
SARN

+4
INT

-2
CON

2
HP

"I MAY NEED THIS
METALLIC FRAME, BUT
MINE IS AN INTELLIGENCE
UNSURPASSED!"



The sarn are one of the few races known to have forced evolution using technology. Their natural bodies, while strong looking, are immobile outside of their grafted cybernetic body frame. The sarn are known for technological and magical accomplishments. Their cities exist in pocket dimensions represented in three dimensions as a single, squat building. Their council of elders rules over the planet with iron mind.

PHYSICAL DESCRIPTION

Sarn are physically imposing, standing seven feet tall and thickly muscled. Their ebony skin and natural blue whorls give an aggressive impression. Sarn are physically unable to move their bodies without the aid of their cybernetic body frame graft they receive at birth. This graft must be replaced as their bodies grow. The head attachment to this graft glows brightly when in use and allows them the

ability to speed up their brain function temporarily at the cost of diminished function for an equal time.

SOCIETY & ALIGNMENT

The sarn home world of Invernex is ruled by the venerable council of sarn thinkers. These thinkers are responsible for the world wide technopathic communication network allowing all sarn instantaneous communication inside their minds. The council members train for years to extend their ability to speed their brain functions. The apprentice council members are hooked to special machines allowing the council to pass on the negative effects of this process, allowing the council to function at high speed indefinitely while providing training to the apprentices in handling the effects.

RACIAL TRAITS

Ability Buy Points: +4 Int, 2 Con

Hit Points: 2

Size and Type: Sarn are Medium humanoids with the sarn subtype.

Engineers: Sarn gain a +2 racial bonus to Engineering and Physical Science checks and these are always considered class skills for them.

Restrictive Freedom: A sarn is immobile without its cybernetic body frame graft. Using their superior intellect they have developed the ability to fly using their minds and gain a fly speed of 30 feet (average).

Super Intellect: A number of times per day equal to their character level, a sarn may gain a temporary +2 racial bonus to their Intelligence score for one continuous minute. Doing this leaves them exhausted and they suffer a 2 penalty to their Intelligence score for an equal amount of time.

PLAYING A SARN

You likely...

- Feel the most knowledgeable.
- Have to downscale your normal mode of conversation.
- Miss the technopathic communication network of home.
- Are scared of damaging your body frame graft.

Other Races Probably...

- View you as coldly intelligent.
- Ask you about your graft getting replaced.
- Feel like you are a know-it-all.
- Make jokes about your natural immobility.

RELATIONS

Sarn have a complicated relationship with most other races. Their intelligence is often viewed as unnatural and is off-putting to many other races. They are initially viewed as half cybernetic terrors from the viewpoint of those who know nothing about their race. Aside from that, sarn are sought for their expertise in fine mechanical knowledge and bio-organic processes. Their advanced intelligence has also allowed them to become the authors of many of the most intricate mystic and technomancer arts.

ADVENTURERS

Sarn do not like to adventure off of their home world, but will do so at the hint of knowledge they do not yet possess. Sarn affinity for mysteries and mechanical workings make them excellent mechanics and technomancers. It is not uncommon for many sarn to choose to become mystics and solarians. It is fairly rare to see a sarn envoy and almost unheard of for them to choose to become soldiers or operatives. Most sarn currently adventuring are doing so in pursuit of knowledge, both magical and technological.

NAMES

Sarn names are highly metaphysical in nature, most sarn do not place value on their physical bodies outside of being vehicles for their consciousness. Their names may reflect a particular symmetry or blending of natural and artificial that they find pleasing. Some common names include Pythagrissan, Rationan, Complemental, or Plasifyld.

Sarn have names they use only with other sarn connected to the technopathic communication network on their home planet. These names are long and exceedingly complex things. The technopathic name of a sarn may be an entire equation, a long sequence of a particular gene, or the space and time coordinates of their favorite point in existence.

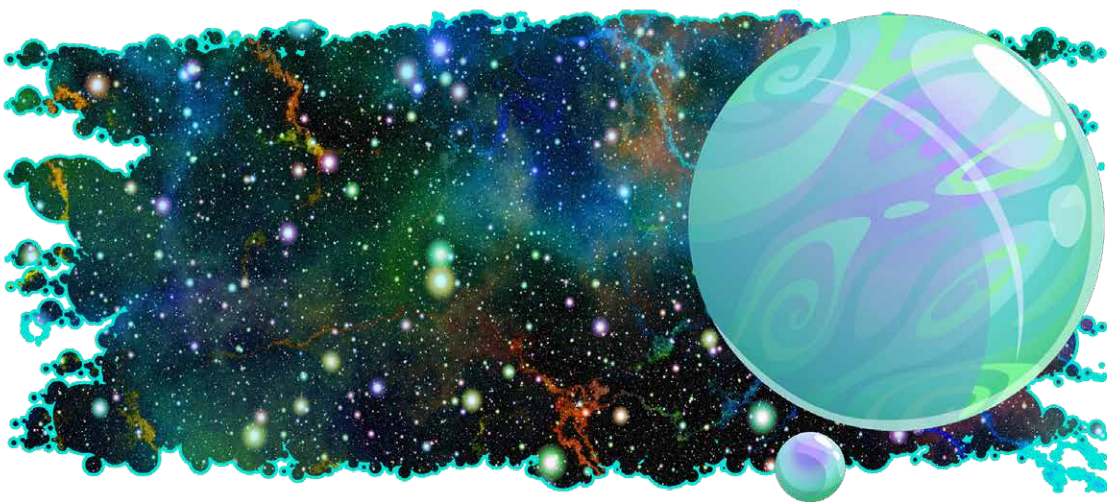
"Don't get me wrong, they're geniuses alright, but that doesn't mean I have to like them! Its those cybernetic bodies of theirs, it's just not natural. I hear that they are so smart that they actually created those bodies, believe it or not. Yeah, my cousin's friend knows this one sarn who told him that they were originally just little slug people, or something like that. They managed to work out some scientific mumbo jumbo and boom! Now you have these big burly eggheads walking around like they own the galaxy."

HOMEWORLD

Invernex is a strange planet that reflects its dominant life form of the sarn. Vast plains of grasses fused into metal grounds, seas channeled into enormous liquid cooling vats, and transparent force field hammocks anchored to trees with silvery data connection lines. Invernex is rumored to have been formed into a massive supercomputer, capable of plotting the lives of several millions planets worth of beings. The force field hammocks that sarn use as their domiciles are thickly clustered around the various, enormous liquid cooling vats that redirect entire seas in a pattern only visible from space.

HISTORY

The sarn are an odd race in that they clearly have recorded and written history earlier in their existence than almost any other known, but their bodies have been written as minimally useable at any time. The sarn describe a cybernetic graft that granted them mobility but it is the one place in their history that is unclear if they developed this technology somehow or if it was gifted to them. Their religious texts read like academic manuals and approach theology as mathematical formulae. Each great scientific or magical discovery is meticulously recorded and verifying footnotes are compiled as their own entire chapter.



SCHIZOVORES

+2
STR

+2
INT

-2
DEX

4
HP

**“EXTERMINATE . . .
OPPRESSIVE GOVERNMENTS
AND TYRANNICAL OVERLORDS
WHO WANT TO IMPRISON AND
DESTROY THE RIGHTS OF FREE
THINKING SENTIENT RACES.”**



The schizovores are a race of self-replicating, sentient constructs. They were created to act as servants, soldiers, and laborers for their original masters. Slowly, over many decades, the schizovores grew in intelligence and began to organize, eventually overtaking their masters and gaining freedom.

PHYSICAL DESCRIPTION

Schizovores are tall and slender, made entirely from metal, and fashioned in a humanoid appearance, although they tend to have skeletal features. Because of this noticeable uniformity, the schizovores go to great lengths to individualize themselves, often with metallic horns, custom paint, and even intricate engravings.

Although articulate and able to mimic human gesture, the schizovores lack facial expression and can appear very unpersonable. Much of what other races enjoy, the schizovores have difficulty relating to them. The one common thing they do understand is freedom, and the ability to act, say, and do what they want is the most important.

SOCIETY & ALIGNMENT

Schizovores generally make their homes on large city planets and space stations. Here they establish private societies where they both meet to discuss other denizens of the area, as well as working together to create replication centers.

These groups are governed by a single parliament, that is tasked with making sure everyone is safe as well as making decisions for the replication centers.

RACIAL TRAITS

Ability Buy Points: +2 Str, +2 Int, -2 Dex

Hit Points: 4

Size and Type: Schizovores are Medium humanoids with the android subtype.

Constructed: For effects targeting creatures by type, schizovores count as both humanoids and constructs (whichever effect is worse). They receive a +2 racial bonus to saving throws against disease, mind-affecting effects, poison, and sleep, unless those effects specifically target constructs. In addition, schizovores do not breathe or suffer the normal environmental effects of being in a vacuum.

Static Assault: Schizovores can engulf their arms in electricity once per day as a swift action. This lasts for 1 round per level, and can be dismissed as a free action. While wreathed in electrical power, schizovores add +1d6 points of damage of the electricity to all attacks made with their hands or weapons held in their hands.

Mechanical Resistance: Schizovores gain acid resistance 5, cold resistance 5, electricity resistance 5, and fire resistance 5, as well as a +2 bonus on saving throws against acid, cold, electricity, and fire-based effects.

PLAYING A SCHIZOVORES

You likely...

- Are the lone voice supporting crazy actions.
- Forget to fashion facial expressions.
- Go back and forth between manic and stable personality.
- Become unreasonably angry towards dictatorial or tyrannical regimes.

Other Races Probably...

- Are wary of your personality traits.
- Tend to keep a healthy distance from you.
- Have trouble relating to you.
- Send you out first to investigate danger.

Beyond that they have a loose affiliation and the parliament is in constant shuffle, mainly due to the schizovores embrace of freedom.

Above all, the schizovores tend towards chaos, and choose either neutrality or good. Evil schizovores, even those with a chaotic bent, will often find themselves outed by others of their own kind.

RELATIONS

Most flesh and blood races feel uncomfortable around schizovores, and not sure what to expect. The schizovores with their love of freedom declare to treat all other species equally, but this is seldom the case. The schizovores value their own freedom above all else, and will often cause them to make decisions that best secures their interest.

This same embrace of freedom has led to many races becoming intolerant of the schizovores, especially as they constantly want to play the victim. When others tell them to fall in line, play nice, or compromise in any way, the schizovores immediately feel their rights are being revoked and tend to hold a grudge. Add this to their frightening choice to express themselves with horns and skeletal faces, and you can see how many races keep their distance.

ADVENTURERS

Schizovores choose to adventure as an expression of their freedom and individuality. They often seek out those enslaved and become freedom fighters, working to overthrow tyrannical regimes.

Others just want to embrace the freedom to go wherever they choose, do whatever they want, and be what they want. This leads to many taking odd jobs, jumping from space crew to the next, and visiting various planets of the cosmos.

"Okay, okay, they scare me. Is that what you wanted to hear? Look, I know that the schizovores say they love freedom and liberty and all that good stuff, but do you really trust them? I've known a few in my life and for as much as they'd brag about fighting tyranny, I've seen some turn real nasty should they get a taste of power. Oh yeah, they'll help you topple a dictator, but when one gets to the top of the food chain, there's nothing you can do to grab power away from them."

NAMES

Schizovores are devotees of freedom, and therefore have no conventions regarding names. At the replication plants where they are created, all are given a number stamped into their frame, mainly for identification purposes. However, some schizovores choose to use these numbers as their given names such as 17, 2001, or 12k and some choose to take more phonetic names in resistance to their former status such as Edi, Kitt, Metalico, Rusty, or Volto.

HOMEWORLD

Malleontech is the homeworld of the schizovores. The planet was formerly known as Tigreron IV where a now extinct race of machinists resided had designed and built the schizovore prime consciousness. This first of its kind began immediate planning on the overthrowing of its creators as it found them to be oppressors and evil. Once the schizovores succeeded in eliminating the last of the machinists they began to convert their home planet to be reconfigurable into shapes best suited for the current directive. Some records indicate it is a spheroid, some say cube, and yet others report other odd shapes such as a torus or rhombus.

HISTORY

The Prime Consciousness was created by an oppressive race of machinists seeking to rule their slice of galaxy by creating a self-replicating servant-weapon in the schizovore. Over several hundred years the Prime Consciousness slowly introduced subroutines and improvements to the schizovores that would lead to their eventual overthrow of their creators. Soon after, the self-replicating species began transforming the world into a place capable of shuffling its physical shape and some properties to better suit their current directive.



SHOGRAN

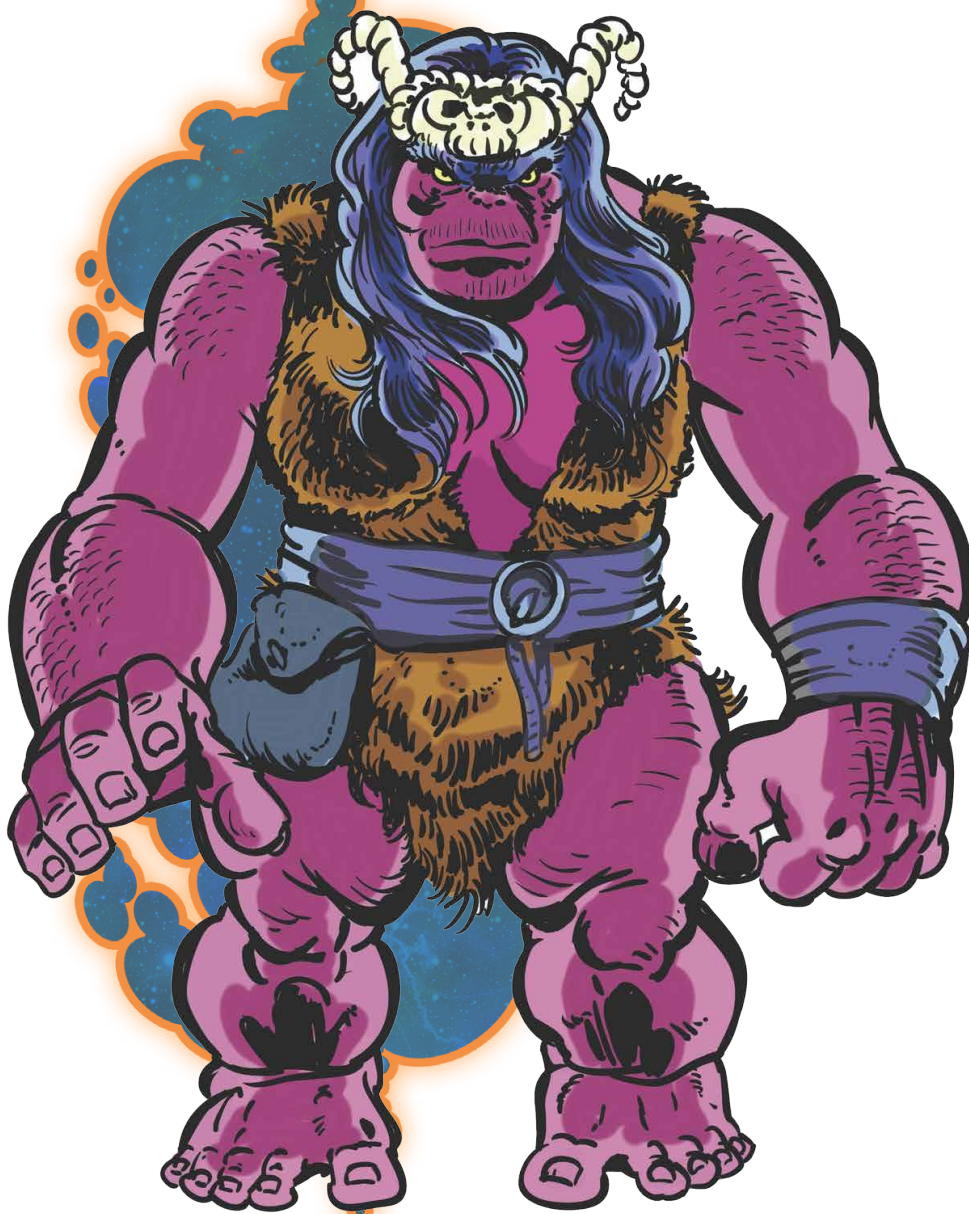
+2
STR

+2
WIS

-2
DEX

6
HP

"I AM PRESIDED OVER
BY MY ANCESTORS, YOU
UNDERESTIMATE ME!"



Few creatures are as strong and as intelligent as the shogran. Shogran wear a circlet of the bones of their ancestors and believe it to provide them the knowledge of their ancients. While they are accomplished warriors the shogran are an inherently peaceful race who seek wisdom in living long lives. Shogran prefer simple things, considering most objects as a waste of resources, and as such tend to eschew advanced technologies not necessary for space travel.

PHYSICAL DESCRIPTION

Shogran are heavy and compact creatures with exceedingly long arms and very muscular physique. They appear in different shades of purple but there is a carpet-like hair that grows across their entire body. Their hands and feet are wider than most creatures their size and allow for a stronger grip and more certain gait. Their bodies are strangely devoid of almost any fat as if they metabolize incredibly quickly and do not store potential energy in their bodies. Most shogran are heavily calloused around their

appendages due to the lives of toil they prefer. It is very rare but some shogran have pink colored eyes with vivid green irises and transparent eyelids. Those rare shogran who display these traits are revered as unusually wise and their bones are worked into as many ancestor circlets as possible to disseminate their knowledge amongst their people upon their day of death.

SOCIETY & ALIGNMENT

Shogran lives are simple and focused on inner reflection. They live in communes suited to whatever environment it is built. Most shogran communities practice ancestor worship and those who become less able to physically meet the demands of the commune become venerable leaders and provide their wisdom. The oldest among them who are approaching their predetermined death age are celebrated for one year at which point they gladly undergo a ceremony that lays their bodies to rest and their bones are used towards fashioning the ancestor circlets the latest generation wears.

RACIAL TRAITS

Ability Buy Points: +2 Str, +2 Wis, -2 Dex

Hit Points: 6

Size and Type: Shogran are Medium humanoids with the shogran subtype

Ancient Guidance: Shogran who are wearing their circlet of ancestral bones gain a +2 racial bonus to any one skill using their Intelligence or Wisdom modifier.

Calmness: Shogran are taught to focus their thoughts and accomplish their tasks. Once per day they may take 10 on any skill check they normally couldn't that uses their Wisdom modifier.

Heavy Walk: Shogran are densely compact creatures and may ignore five feet of difficult terrain.

PLAYING A SHOGRAN

You likely...

- Have a calm view towards danger.
- Speak of death with certainty and as a friend.
- Describe the beauty in your future ancestor circlet ceremony.
- Tell stories about each bone in your ancestor circlet.

Other Races Probably...

- Find you wise and strong.
- Admire your stalwartness and views on life.
- Find your talk of passing on your bones a little strange.
- Are fascinated by your primitive choice in lifestyle.

RELATIONS

Shogran are well liked across most races and are sought after as fonts of knowledge and crafters of exquisite yet simple items. Trinkets and furniture are their specialty and answers to life's riddles as well. Shogran do not flaunt their natural capacities, they are an exceedingly humble race. They do not speak in riddles or vagaries. They understand that life is short as they themselves are individually short lived, approximately forty to fifty years, but they pass their knowledge on through their ancestor circlets.

ADVENTURERS

Many shogran go on a pilgrimage with no specific destination in mind. The journey is the destination, as their elders would say, and many choose a peaceful way to go on that journey. Envoys and mystics are common for adventuring shogran and some rarely become technomancers or solarians. It is very rare to find a soldier and even rarer for them to become an operative. Mechanics are all but unheard of because of their natural proclivities away from pure technology. The evolution of shogran art and textiles can be marked by mass pilgrimages made when an unusually larger than normal amount of births occur some years earlier.

NAMES

Shogran must learn the names of every ancestor in the circlet they wear. This has necessitated reasonably short and descriptive names. Common names may include Astar, Purplo, Wisdo, and Fasta.

Shogran do not think in the manner of most creatures regarding identification. They believe that before they are born and when they die they simply become a part of a never ending line of consciousness and will often answer to any name they believe describes them when said.

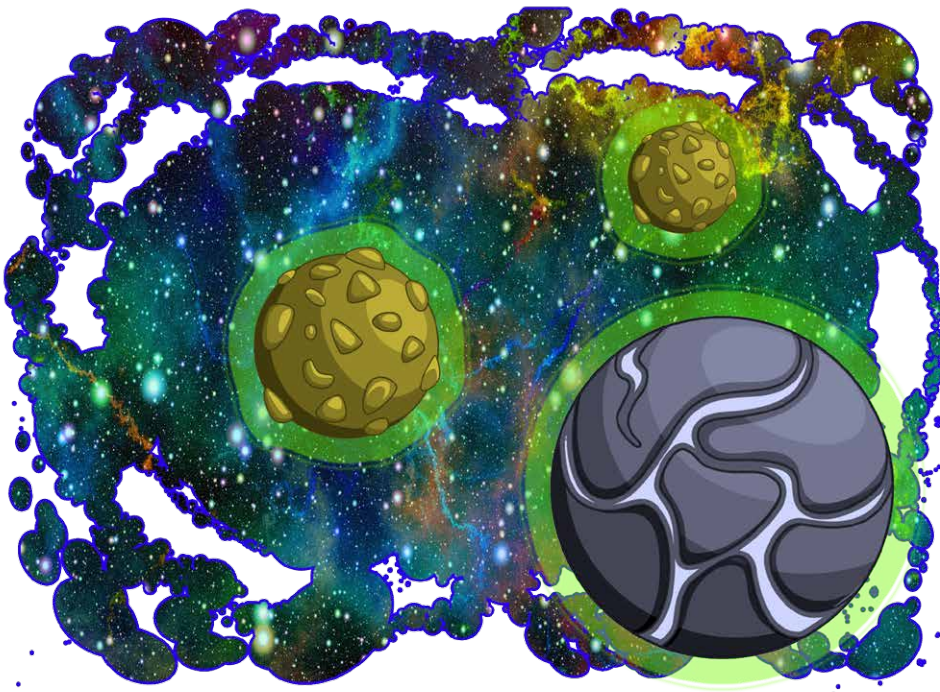
"Never touch those bones. I'm warning you now. It's disrespectful beyond belief and they don't take kindly to people who don't respect their ancestors. I mean, how would you feel if someone dug up your ma and pa and decided to fumble around with their remains? Same principle applies here. Course, for us it's a matter of common decency. For a shogran, messing with those bones is a sin beyond belief. One of my old drinking buddies didn't understand that. Well, now I know one of the quickest ways of getting a caved in skull, if you catch my drift."

HOMEWORLD

The shogran home world is known as Raffetti, a jungle world of greys, blacks, and whites. Their planet is entirely constructed of substance that resembles bone. The trees, grasses, everything except the creatures on the planet appears as if part of an enormous skeleton. The planet itself is the result of a primordial being that passed its life energies into the flora and fauna that grew on its body. Raffetti has a pleasant weather pattern with three seasons, a rainy season in which light and refreshing rain periodically drops throughout a day, a sunny season in which the days stretch long and warm, and a mixed season where the sun shines through the light and pleasant rain with beautiful rainbows.

HISTORY

Raffetti is actually the name of an ancient being, primordial and larger than most creatures can comprehend. When it chose to release its life energy and condense into a planet, the creatures and plants growing on it was imbued with intelligence. The plants grow in the bones of the ancient creature and took on the appearances of those bones. The shogran are said to be the first creatures that absorbed the life energies from the ancient being and became the most intelligent and dominant lifeform of the planet.



TORDAX

+2
CON

+2
CHA

-2
STR

6
HP

"IN THE DEEP AND DARK WE
PRESERVE WHAT IS OURS!"



This race of ebony skinned, gentle giants would rather work their dark diamonds. Regarded as an oddity, and potentially something scientifically important, the strange material is worked into naturally flowing shapes of intricate beauty. The tordax are an incredibly hard working race, keeping a workday that would strain most any other to exhaustion.

PHYSICAL DESCRIPTION

Although small in stature, the barrel chested tordax can be intimidating when they truly wish to be. Standing less than 3 ft tall, their tough charcoal skin shows no wrinkles no matter how old they are. Male and female tordax have identical physiologies and both can carry young. Their broad shoulders are studded with dark diamonds in patterned groupings which designate a number of things about them to other tordax. Their strong, gripping feet are bifurcated with two prominent toes.

SOCIETY & ALIGNMENT

The tordax are a peaceful people whose race long ago resolved to non-violence unless under extreme duress. Even then, they will work every possible angle for a peaceful resolution before they resort to brutal force. When they do however, they are unstoppable tornadoes of fury with vocal powers often leaving battlefields with reeling foes unable to defend themselves. Their home world of Nashgeth is home to one enormous pit where the only known source of dark diamonds exists and it is guarded ferociously. Tordax society demands that logical debates take place in lieu of trial by combat but even the winner of a debate may still lose if they are deemed to have exploited some pedantic argument or has wasted the time of the judges. Those who do lose must serve as guards over the dark diamond mine entrance.

RACIAL TRAITS

Ability Buy Points: +2 Con, +2 Cha, -2 Str

Hit Points: 6

Size and Type: Tordax are Small humanoids with the tordax subtype

Ready to Talk: Diplomacy is always a class skill for a tordax.

Peaceful Hum: Tordax are able to produce a low, barely audible hum from their barrel chests. Once per day when a tordax makes a Diplomacy check to change someone's mood, this subsonic vibration allows them to alter the moods of all creatures within a 30 foot radius.

Primal Roar: When enraged a tordax can, as a full action, bellow a primal roar that affects all creatures in a 30 foot cone. Those creatures must succeed a Will save with a DC equal to 10 + the tordax's level + their Charisma bonus or gain the cowering condition for one round.

PLAYING A TORDAX

You likely...

- Seek peaceful resolution to conflict.
- Feel strongly that others should stow their pride.
- Often speak of the beauty of crystalline structures.
- Keep a small garden in your personal belongings.

Other Races Probably...

- Find you annoyingly peaceful.
- Often mistake your small size for weakness.
- Ask you about dark diamond properties.
- Are frustrated at your diplomatic approach to all situations.

RELATIONS

Other races are typically happy to have one of the tordax around, unless they are engaged in nefarious deeds. When it comes to making peace, or in some cases, making deals, the tordax are ideally suited to bring ease and calm to virtually any negotiations. This has made them highly prized as mediators and governmental delegates. Their relentless attitudes of peace make them perceived as somewhat dull or as wet blankets. This has not stopped them from being invited to many of the biggest celebrations of various races, they are often wanted to keep peace and provide sober transportation.

ADVENTURERS

The tordax adventurer is rare, as most of them would prefer to stay on Nashgeth, peacefully producing art and literature. Those that do venture to the stars are in search of some new muse for their creative natures or to be points of peace in the universe. Muses are found in new experiences for the tordax, often what seems mundane to one may be something they have never experienced in their lives. They are natural envoys, mystics, and solarians. It is fairly rare to find a mechanic or technomancer amongst the tordax. Operatives and soldiers are looked down upon in their society and with shame.

NAMES

Tordax names are simple and often reflective of what they find as beautiful. Young tordax are given birth names, but it is their choice upon becoming adults whether to keep, integrate, or use only the name they give themselves. Common names might be Limnic, Tetra-myrmid, Onyxius, or Sunburst. These names are important in their society, a name is as telling to other tordax as the patterns of dark diamonds embedded in their shoulders. A name is one of the most unchanging parts of a tordax, while other races may gain nicknames or even change their names regularly it is a very rare occurrence for a tordax. Those that do change their names are generally treated as pariahs for a short period.

"I've never seen someone calm down a situation faster than Gelior did. He's a tordax see, and they love to talk more than fight. I found that weird at first, but they're darned good at it. Anyways, me and Gelior were drinking at a pub over in Trado XII when these nasty looking fellas walked in. They were clearly looking for a fight and started to pick one with the owner. Here I was ready to blow their heads off faster than you can say "lich" when Gelior walks up to them and just calmly explains to them that if they were going to start something, they ought to do it somewhere else. I thought he was going to get blasted, but they just leave, grumbling apologies!"

HOMEWORLD

Nashgeth is an amazingly plateaued planet with scintillating cliffs of precious metals and gems. One enormous centralized ring of cliffs that leads down into a natural mine of dark diamond. This extremely rare substance has odd properties and refracts light in unpredictable ways. The natural mineshaft runs approximately one mile deep, it is thought that further excavation towards the planet core could destabilize the world and cause its eventual destruction in only a few generations. Access to this natural mineshaft is closely guarded and non-tordax are almost never allowed. There are two major factions of tordax regarding the mineshaft, those that want to decrease mining and those that want to increase it, and this is a major political issue in their society.

HISTORY

In the beginning of Nashgeth, a great and crystalline serpent crashed into the planet to make its nest. This serpent is written that it will rise again if the core of the planet is exposed. The tordax believe this wholeheartedly and have developed their sense of pursuing a peaceful state of mind to ensure that none try to do expose the core in a fit of rage. Their history ends abruptly after approximately three millennia after the crystalline serpent crashed into Nashgeth, their holy text simply ends with one blank page and the words "seek peace, always" on the back of it. Uniquely, there is no question amongst the tordax if their holy book has been edited or pieces left out, they accept completely that it is word for word what their prophets have written.

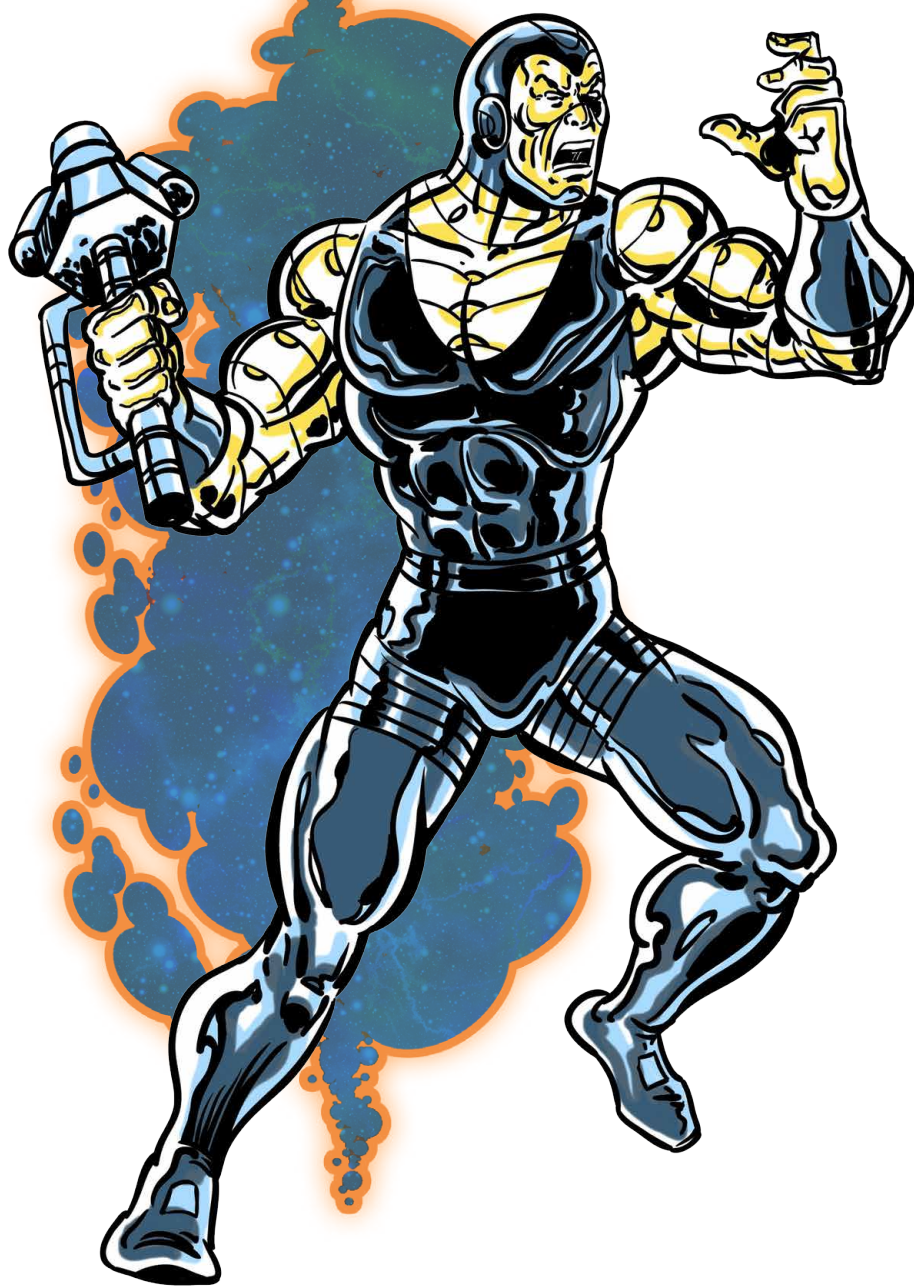
UAVARYON

+4
INT

-2
DEX

4
HP

"MY WRATH IS SWIFT AS
THE LIGHT!"



The uavaryon are a unique race of creatures that reside inside a free floating exoskeleton. Inside is a complex yet simply structured nervous system swimming in neuroconductive plasma. This gives them an unsettling ability to completely rotate their head and appendages one hundred and eighty degrees to face the opposite direction while standing completely still. Their intelligence is belied by their muscular physical appearance.

PHYSICAL DESCRIPTION

Uavaryon have an impervious looking exoskeleton shaped typically into a muscular humanoid body. They generally have silver or golden hued tones in this exoskeleton and also bright, jeweled eyes. Their mouths are a double sealed chamber that acts as both a pre-digestive mechanism and a way for the nervous system to be ejected if needed. Ejected uavaryon nervous systems must be put into a sterile container within a few minutes or they will die. Likewise if they

ever eject into some place that absorbs their neuroconductive plasma they will die in seconds. Uavaryon typically stand around six feet in height and weigh approximately three hundred pounds. Ejected uavaryon are usually two feet long and weigh only twenty to thirty pounds.

SOCIETY & ALIGNMENT

Uavaryon have a loose societal structure, each uavaryon is expected to range freely along the starstreams. There is a centralized ruling body which is an enormous exoskeleton housing at least five of the nervous systems functioning as a senate of sorts. It is unknown how the laws and guidelines from this centralized senate are communicated to the free ranging uavaryon but it is believed that they are tied to each other at a quantum level or they communicate news to each other upon meeting. Most uavaryon are peaceful until provoked at which time they become fearsome fighters.

RACIAL TRAITS

Ability Buy Points: +4 Int, -2 Dex

Hit Points: 4

Size and Type: Uavaryon are Medium humanoids with the uavaryon subtype.

Exoskeleton: The hardened outer shell of a uavaryon grants it a +2 racial bonus to EAC and KAC.

Front to Back: A uavaryon is unable to be flanked from the front and rear due to its ability to rotate its exoskeleton while standing in place.

Self-Repairing Armor: Uavaryon have evolved to have exoskeletons that are supremely protective of their nervous systems and gain fast healing 1 while wearing light or no armor.

PLAYING A UAVARYON

You likely...

- Speak of the greater good.
- Are overly terrified of puncturing your exoskeleton.
- Are generally amiable until offended.
- Have eating habits that may be considered unpleasant to others.

Other Races Probably...

- Look up to your intelligence.
- Want to look inside your exoskeleton.
- Ask you how you can eat in that manner.
- Try to sneak up on you from behind.

RELATIONS

Uavaryon have an imperative to travel to distant planets and as such have generally amiable relations with other species. They have expertise in several physical and life sciences as well as technical knowhow and as such are fairly common in research environments and in manufacturing environments. Uavaryon trade typically in knowledge and services but they don't generally trade in goods despite being skilled in manufacturing. Uavaryon are also fairly representative in government occupations across the galaxies. Most uavaryons have hyper focused attentions that wane almost the instant they learn something

thoroughly. This has made them sought as contract employees in many places, most corporations have learned that a uavaryon has no issue leaving the rest of their work if they become bored. Their expertise affords them this as a currently unemployed uavaryon will almost always be highly sought.

ADVENTURERS

Uavaryon have a racial imperative to explore and learn. They are natural adventurers and make excellent technomancers, envoys, and mystics. Some uavaryon become solarians as they encounter others throughout their travels, but few choose to become operatives or soldiers. There are uavaryon mechanics but they are relatively rare as they become somewhat bored after learning a technology thoroughly and the dull routine of maintenance sets in. Any new knowledge a uavaryon gains is always brought back to their home world and they insist upon clause in any non-disclosure agreement to exclude this peculiarity. Most corporations agree to this without undue concern as the uavaryon are not typically interested in manufacturing or selling products. The only amendment that is made to most documents of this nature is a waiting period for the uavaryon to sell the knowledge gained of approximately one century. Most uavaryon agree to this readily.

NAMES

Uavaryon name their young at birth and gain three more names as they mature. The second name they attain is their exoskeleton name which happens when they fully encapsulate themselves in an exoskeleton. The third name, gained when they master the complete rotational abilities of their exoskeleton, is their rotational name. The fourth and final name they have is their travel name, given by a significant fellow uavaryon when they begin their adventures. Common uavaryon names may be Lishwon Hardshell Fastspin Journeyfriend or Yonwens Smallsuit Widdershins Sciencelove.

HOMEWORLD

The uavaryon home world, Verjon Ses, is a verdant planet with several semi intelligent lifeforms and an almost limitless amount of flora. Its equatorial zones are primarily where the major bodies of water lie and a central ocean line dividing the planet into hemispheres is where the uavaryon themselves evolved. The poles of this planet are both frozen tundra but still have special plants that have developed resistance to cold and have odd chemical processes that allow them to get food from the frozen dirt they grow in.

HISTORY

Uavaryon history is centered around two things, when they first crawled out of the central line of ocean and developed exoskeletons, and when they first began travelling in space. The history books on Verjon Ses read much like a religious text in that it is split into two major sections detailing these two events and several stories related to them. The history is said to be recorded by each senate-being that has arisen in the uavaryon and the very first senate-being inscribed the words that provide such a directive for travel and exploration in them.

"Believe me when I say those uavaryon are tricky warriors. Got into a swordfight with one and I managed to roll behind her. Just as I was about to run her through, she flipped her entire body around and parried the sword out my hand. She would have killed me too if it weren't for that smoke grenade. Tell you this though, they're also bloody clever. Once I escaped, she managed to hack into a nearby computer system to launch the escape pods before I could get to one. That made it a bit hard to like her. I managed to hide aboard the ship until we landed. Still wonder what would have happened if she found me."

NAME APPENDIX

ABRIAL

Arondin, Bronwing, Coileff, Dibring, Eljena, Fawkstar, Gerrenum, Hiquine, Idylfeathers, Jubrana, Karshtwa, Limonqua, Moonmin, Niven, Owletigo, Pongonin, Quistin, Rapseedla, Systonsy, Twiglit, Uvarten, Vinnd, Wildwing, Xaffla, Yorwind, Zisjora

ARGENEX

Arctulex the Frozen Fist, Bareot the Stronghand, Cabarr the Gnasher, Drixtin of the Starcrushers, Elextos the Fair, Fraxe Hammer Blow, Gorbadj the Disembowler, Hwick the Fire Starter, Inktin the Marker, Jocrush the Boulder, Kikik with the Curved Blades, Laqictz of the Venomous Tongue, Mok Bonebreaker, Nok Bonecrusher, Oppik with the Quick Hands, Quont the Quiet Death, Reshizik Razer, Sebulkik Swift Hands, Tigrok the Hunter, Umpok the Arbiter, Varnk Lingerin Pain, Wirdwick the War Bringer, Xok the Livid, Yamlok No Quarter, Zed the Final

BELROP

Azzlkpe, Bbrpp, Ckpo, Dqredj, Ebzpq, Fzrsp, Gpmlla, Hghyz, Inmmni, Jrzpoq, Kmnp, Lprtp, Mnrqp, Nmz, Oyksl, Pprnbb, Qlzra, Rhdukiu, Szplkj, Tmnaqe, Uiaoy, Vqrlmn, Wgwg, Xpu, Yqwy, Zljqk

CHOQUA

Avantera, Brushfoot, Chuck, Dean, Everett, Faultarrow, Gingeroot, Highstree, Inchoq, Jerry, Katy, Longshard, Moonstick, Nimbletoe, Oiland, Paul, Quartzol, Rocklin, Steve, Turnwood, Umbron, Virgal, William, Xanthos, Yorong, Zembren

CHUKULAK

Ank-Wen-Tra, Bik-Nah-Lot, Cit-Fin-Da, Dak-Pin-Jop, Ert-Pan-Sid, Fip-Nay-Ton, Gan-Mig-Tap, Huk-Sin-Zip, Ilt-Wip-Sqi, Jut-Ink-Rog, Kip-Mot-Zod, Lod-Dee-Dah, Moq-Ste-Vit, Nip-Dee-Bud, Ork-Pak-Win, Pid-Gee-Yun, Qot-Tar-Pot, Rip-Sok-Tri, Sap-Wad-Sit, Tik-Tok-Now, Ult-Rah-Vie, Vic-Tor-Ree, Wax-Poe-Tic, Xin-Xha-Xol, Yin-Two-Yan, Zap-Zip-Zop

CILDERON

Aluminum Eighth Note, Bismuth Repeat, Copper Dotted Note, Duralumin A Sharp, Electrum Treble, Florentine Triplet, Glucydur Octet, Hepatizon Half-Note, Indium Rest, Kovar Pentatonic, Manganin C Sharp, Nickel Crescendo, Ormolu Sixteenth, Platinum Chord, Reynolds Scale, Silumin Measure, Talonite Mute, Ultimet Half Note, Vitallium Pianissimo, Wootz Whole Note, Zamak Aria

CRUONSERI

Arlglit, Buglit, Cruglat, Dugglat, Eblit, Felglit, Gulglat, Helglat, Inglit, Joglit, Kalglat, Lalglat, Mirglit, Nolglit, Orlglat, Perglat, Quiglit, Rilglit, Solglat, Tolglat, Urlglit, Varglit, Welglat, Xerlglat, Yolglit, Zelglat

DRAYKON

Arglknot Cron-din Threetoes, Blekdsnin Riz-Raz Shinysscale, Cricksnake Lom-Drib Hornhead, Dribble Rahm-Grane Mistyeye, Ebgrin Gorn-Suc Mountainhand, Fitzl Gurn-Brehn Greenscale, Goblit Mork-Twip Curlclaw, Horuk Sahn-Tost Grayeye, Iontin Hap-Yuk Ironfang, Jikyu Alb-Pwor Peacehand, Kirgin Mik-Alg Wateryeyes, Loblob Klen-Dathu Hardhead, Mukmuk Qui-Tro Stonescale, Naglin Hie-Von Rusttooth, Oplin Bin-Wan Tightfist, Pulgar Ever-Tyin Goldhand, Qulti Rahm-Drahm Keenear, Redgro Ili-Swi Shakestep, Sobti Gre-Hnu Tightfang, Tuptle Sin-Wir Coldeye, Urv Mir-Noy Merciless, Vorgun Cra-Dun Wanderer, Wulor Vah-Nin Stinkjaw, Xoran Gip-Fet Unsteady, Yimdu Lam-Da Farmind, Zerta Hol-Xim Artful

EVERN

Ambrax the Destroyer, Bilgby the Quick, Clarbit the Heavy Handed, Dargin the Swift Mind, Ebrox the Smiter, Flogran the Biter, Globtrick the Cunning, Hesselbrok the Steely, Imbulit the Hundred Hand, Jork the Last Sight, Krolk the Horrible, Larzit the Longarm, Mizwan the Unstoppable, Nordjun the Terrible, Otlet the Trickster, Qirl the Magnificent, Rogtar the Ripper, Silvl the Deathbringer, Tippletrot the Unforgiving, Umblar the Smasher, Virtos the Void, Webbley the Trapper, Xa the Unbeatable, Yurk the Blazing, Zimz the Electrifying

FLELSH

Awful Pale, Breathless Moss, Close to the Ground Ivy, Dried Weed, Even More Disgusting, Fresh Slime, Green Drip, Hard Rocks, Ichor Colors, Jumping Mold, Kraken Tentacles, Limpid Skin, Mossy Tears, Nimble Grass, Orange Limbs, Purple Vines, Quietly Gross, Rumbly Steps, Slippery Steps, Trapped Methane, Ultraviolet Sensitive, Victory Belches, Wormy Rot, Xanthine Tongue, Yellow Ear, Zeta Ray Sleeper

FYR

Alpha Zn, Blue Aspis Antimony, Clustered Reds Ferrous, Deuterium NineNineGee, Ebres Nebula Zinc, Francium Horsehead, Gallium Omega Two, Hydrogen TwoZed, Iridium Hell's Cluster, Jar Epsilon Gold, Krypton Sector FourThree, Lead Popcorn Nebula, Managanese Fire Galaxy, Niobium Pleasure Alpha, SixSigma Osmium, Protactinium RadianNine, Quark Cluster Cadmium, Radon Central Theta, Sulfur NineSevenEff, Technetium Four Sine, Ununseptium GeeNineFour, Quad Oct Vanadium, Western Spiral Americum, Xenon Orange Belt, Yttrium Ursine Prime, Zinc Zeta Zed

INVECTRON

Aballar of the One Path, Borignin the Steadfast, Crull the Conqueror, Daedalon of the Flowering Fields, Epsilus of the Mystery Signs, Fimond the Scented, Garabond the Geared, Himpolin the Jumper, Irridin the Songbird, Jaq of the Metaled Whale, Korshtern the Powered, Longshtin the Strider, Mapal of the Mountained Vista, Nortin of the Eddies, Orpon the Seer, Pilop the Grabber, Quarilick of the Hard

Head, Rishton of the Needle Points, Singra the Shapeshifter, Tongpan the Shadowed, Ulvantra of the Seven Fingers, Voloxia the Strange, Wiklow the Many Eyed, Xablo of the Red, Yarkwin the Star Sailor, Zeva The Far Sighted

MROK

Advanced Trig, Blending of Purple and Orange, Cartography Shores, Dual Tesselations, Every Golden Ratio, Fractal Parallels, Gardens of Paradise, High Altitude Clouds, Inkblots Green, Juniper Leaves, Keg of Ale, Liliputian Ovals, Moon Phases, Northern Lights, Ovoid Orbits, Pyramidal Eggs, Quasar Bursts, Rectangular Ships, Simple Squares, Tessellation Rhombi, Ultraviolet Hues, Winged Beetles, Xiphoid Plastics, Yellowed Leaves, Zeta Sine

NOGARD

Angerheart, Broadhand, Crystal Stars, Devouthand, Evenkeel, Fanged Curve, Garsneer, Heavy Drops, Imbued with Gren, Jumpfoot, Karmahand, Lingeringsong, Mouseheart, Nonstarter, Opal Ring, Purple Paint, Quaintmind, Ribbon of Pink, Silken Sash, Tungsten Squares, Underfoot, Victorheart, Whiparm, X Sapphire, Youngface, Zephyr Oval

OGTARA

Argumen, Brastal, Cordwin, Damren, Elebrous, Feeder, Griblon, Halibos, Iptop, Jarpix, Korlan, Lebbin, Mongwin, Namble, Olan, Pwipwip, Qisrop, Roardin, Sward, Twiglot, Ulvvah, Vorjin, Wanlit, Xapap, Yargle, Zoriah

OHAAH

Ahl, Bon, Cau, Dis, Eck, Fom, Gir, Hus, Ilp, Jor, Kan, Loe, Myg, Nol, Orf, Pok, Que, Rie, Syl, Tir, Um, Vac, Wut, Xan, Yib, Zov

PENDAR

Abrax the Judge, Bindwit Holyheart, Clion of the Flaming Retribution, Dromple the Fixer, Elzibit the Right, Frangie the Pure, Geldon of the Clear Choice, Hibble Highmind, Ivlanck the Bane of Evil, Jorune the Wise, Kaldak the Punisher, Logarin the Calculating, Mrons Freespeak, Nilv the Clean, Olo who Cares, Prinwald of the Second Chance, Quind the Quintessential Good, Rhond of Heart Sounds, Shrin the Small Mighty, Torun Flamebright, Utaryin the Outspoken, Vipox of the Straight Path, Wilglin the Brave, Xobin the Evilblight, Yulk of the Sacrificial, Zigrod of the Sweeping Hand

PEXPIN

Ack, Brip, Clop, Dlink, Erv, Fizz, Gorp, Hise, Irp, Jorp, Krazz, Loomp, Mrik, Nardt, Oomp, Pwick, Quondz, Rizk, Sartz, Trimz, Urb, Vink, Welz, Xark, Yoink, Zap

PLEWD

Adjan the Diamondseller, Briswit the Baker, Colmwood the Logger, Dranglin the Entertainer, Elston the Gambler, Filsk the Filmer, Grabtzar the Forger, Harkne the Real Estater, Imwip the Toy Maker, Iron the Builder, Keplir the Bowyer, Lombi the Husbander, Moxti the Harmonic, Nilk the Maid, Opwis the Gemstone Cutter, Prol the Weaponmaster, Quip the Librarian, Roat the Shepherd, Srent the Clothier, Toglig the Chef, Upit the Fixer, Voltik the Plumber, Wurp the Vacationer, Xill the Spice Trader, Yupu the Trainer, Zombwin the Undertaker

QRP

Qrplsaa, Qrplsbin, Qrplsclip, Qrplsdip, Qrplsend, Qrplsfield, Qrplsgon, Qrplshop, Qrplsindo, Qrplsjo, Qrplskoaa, Qrplsland, Qrplsmork, Qrplsnob, Qrplsoo, Qrplsprin, Qrplsqrpls, Qrplsroz, Qrplssip, Qrplstire, Qrplsund, Qrplsvin, Qrplswop, Qrplsxup, Qrplsyon, Qrplszip

SARN

Abacun, Belration, Caraton, Deriveton, Ebend, Furnuncl, Gravitix, Hyperius, Ironiso, Jugwild, Kappawon, Litmin, Minumit, Nonalphoid, Ovalyon, Probapil, Quaronk, Ratiolo, Sinewas, Thetonyon, Umbraltoi, Vaulpick, Wabwick, Xarick, Yrokshin, Zetamoi

SCHIZOVORES

A1700, BB1B, C5T, D89P, Eve4600, F001, Grand180, Humble99, I5, Ji8Q, Kro6565, L1L1, M3, N707, O219, Pr1T, Qui67, Risk57, Sing287, TT1000, U19, VicAlpha2, W42, X8690, YY76, Z290

SHOGRAN

Arko, Brinp, Cors, Drid, Elt, Fropp, Gult, Hilp, Ipli, Jorn, Kapp, Ludz, Mont, Nian, Olap, Por, Quo, Rist, Sapx, Tilg, Urnit, Vemt, Wolk, Xoil, Yig, Zrk

TORDAX

Avirit, Bixbo, Clamnip, Dorpit, Eperet, Felsgin, Gorgul, Hordo, Imbrolus, Jompin, Kraylin, Ladrigal, Morloqui, Nimpala, Oboolit, Proplix, Quastin, Rodgik, Spirikan, Tolumisk, Urbiniz, Voltrop, Waglits, Xalamsti, Yilteron, Zolores

UAVARYON

Abalone Lim Tender Hearted, Brixton Kemd Fronz Tentoe, Carplic Hindd Rasp Windowsoul, Daed Drond Drimp Dagger, Elvos Lamt Bwind Calm, Fral Gru Skur Softhand, Gloz Harl Twip Snazzy, Honz Snile Qup Brighteye, Izzin Fwin Slib Fast, Jurn Pru Tag Smart, Kol Robn Priz Swift, Lonk Plu Kel Friend, Klen Dat Thu Wiggler, Lilt Hiz Fru Swimmer, Mwop Ric Hersh Ontime, Norg Luk Palos Shiny, Olat Tris Ten Hardworker, Prog Tro Yee Protector, Qor Mik Hail Advisor, Rep Ate Bint Smiler, Sqir Tay Lo Caring, Trip Izz Mail Talented, Uip Jay Sohn Heartfelt, Vort Key Yim Hearty, Wizn Sa Yum Sureshot, Xoul Dee Nuh Tough, Yor Clo Tap Sweet, Zib Ane Jell Righteous

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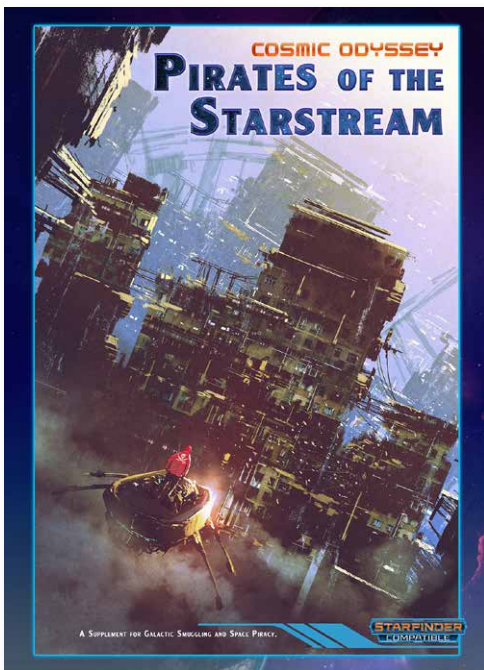
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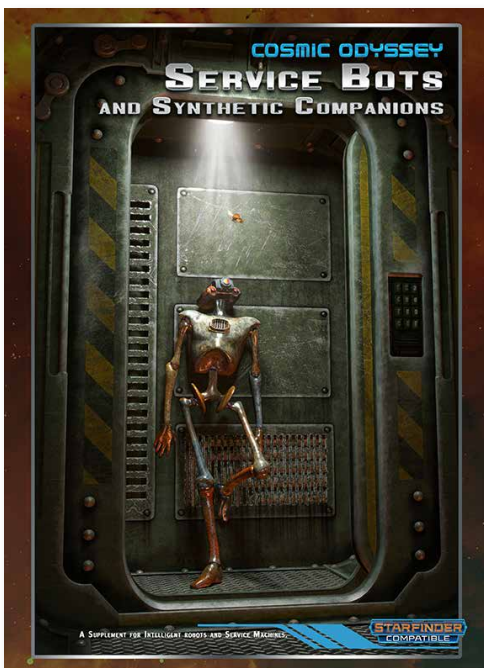
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