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ALTERNATE RACIAL TRAITS: WORLDS OF DIFFERENCE

The player character races provided in the core rulebook offer a good foundation for science fantasy adventures. Each race boasts a set of special traits that describes their strengths and talents. Given the vast size and epic scope of the universe, each race holds the potential for a near-endless variety of what traits they may possess.

Here are several new alternate racial traits for each of the core races. These alternate traits offer a way for players to differentiate their characters while also providing the GM with tools for expanding and enhancing their campaigns.

ANDROID

Lie Detector: Some androids find the concept of lying difficult to accept. They take a -2 penalty to Bluff checks. At the same time, these androids tend to notice micro-expressions in the vocal tone and facial features of other creatures when they lie. This gives them a +2 racial bonus to Sense Motive checks when detecting deception. This racial trait replaces flat affect.

Non-Lethal Response: When possible, androids prefer to resolve violent situations with non-lethal reactions. An android with this trait receives a +2 bonus on combat maneuver checks made to bull rush, disarm, grapple, or trip an opponent. This racial trait replaces upgrade slot.



Written by Mark A. Hart

Social Heuristics: A few prototype androids were given the ability to better fit in (or infiltrate) and socialize with humanoid creatures. An android with this trait is considered to have a Charisma score of 4 points higher when making Diplomacy and Sense Motive checks. This alternate racial trait replaces exceptional vision and flat affect.

Starship Link: A number of androids were built to serve as a more relatable interface for a starship. An android with this trait is considered to have a wireless complex control module when aboard a starship or vehicle to which it has gained or been granted root access. The android can only have complex control to one vessel at a time. This trait replaces upgrade slot.

HUMAN

Classically Educated: The thirst for knowledge often drives humans to learn as much as possible about the outside world. Those with this trait treat Culture, Life Science, and Physical Science as class skills. If the character already receives one or both these as class skills for their chosen 1st level class, they instead gain a +1 bonus on that skill. This racial trait replaces skilled.

Gearhead: Humans are known for their love of machines, both in operating them and in tinkering with them. Humans with this racial trait gain a +2 racial bonus on Engineering skill checks. Engineering is automatically a class skill. In addition, they receive a +2 racial bonus on Charisma-based skill checks when attempting to locate, purchase, or sell technological equipment or parts. This racial trait replaces skilled.

Hacker Ethic: Some humans believe that information, regardless of its intent or purpose, must remain available to everyone; no secret is sacred. Humans with this trait gain a +2 racial bonus on Computers skill checks. In addition, when using this skill to gain root access to a computer, the DC for the attempt is 5 lower. This racial trait replaces skilled.

Social Chameleon: Although most humans enjoy socializing and forming new friendships, some among them possess a remarkable gift for putting other creatures at ease. A human with this trait gains a +2 racial bonus on Culture and Diplomacy checks. In addition, when making a Diplomacy check to change a creature's attitude, they can adjust that creature's attitude by two steps without taking extra time to do so. This trait replaces skilled.

Survivor: When it comes to surviving hostile conditions, humans are among the most adaptable and resourceful creatures alive. A human with this trait gains a +2 racial bonus

on Survival checks. In addition, they receive a +2 racial bonus on Fortitude saving throws to resist disease, poison, and radiation effects. This alternate racial trait replaces skilled.

KASATHA

Hunter: Thanks to their natural grace and innate tenacity, kasatha are among the best hunters of any race. Kasatha with this trait gain a +2 racial bonus to Perception and Stealth checks when tracking, hunting, or otherwise pursuing another creature. This alternate racial trait replaces historian.

Keeper of Secrets: While most kasatha believe that the answers to problems lie in the traditions of the past, a few of their kind believe some knowledge must remain secret. These kasatha gain a +2 racial bonus to Charisma-based skill checks to obscure, misrepresent, or mislead others with regards to information they believe too sensitive to share. This alternate racial trait replaces historian.

Quicker than the Eye: Any kasatha forced to live on the streets or survive on their own tends to learn how to use their second set of arms to confuse and misdirect their intended marks. Kasatha with this racial trait gain a +2 racial bonus on Sleight of Hand checks. This trait replaces historian.

Speaker to the Dead: The veneration the kasatha hold for the past sometimes manifests in strange ways, allowing a handful of kasatha to hear words spoken by the deceased. These kasatha can use *grave words* as an at-will spell-like ability. This replaces the desert stride racial trait.

LASHUNTA

Con Artist: Although most lashunta use their natural charm and wit to interact with other creatures, a few of their kind use these gifts to become exceptional liars. Lashunta with this trait receive a +2 racial bonus to Bluff. In addition, their target's initial attitude is always one category better than it would be; if the initial attitude starts at helpful, the lashunta receives a +4 racial bonus to Bluff checks. This trait replaces student.

Diplomatic Magic: Lashunta excel at interacting with other races and making them comfortable in social situations. Those trained in the diplomatic arts sometimes acquire minor magic to aid them in such interactions. Lashunta with this racial trait and an Intelligence score of 11 or greater gain the following spell-like abilities once per day: *disguise self* and *share language*. Treat the caster level for these effects as equal to the lashunta's level. This alternate racial trait replaces lashunta magic.

Infiltrator: Especially talented lashunta receive special training in the art of infiltration. They learn how to integrate with other species and gather crucial information about them. Lashunta possessing this trait gain a +2 racial bonus on Bluff and Disguise checks. In addition, they receive a +2 insight bonus on Culture skill checks dealing with the species or group they are currently infiltrating. This racial trait replaces student.

Psychic Sensitive: On rare occasions when a lashunta undergoes the rituals to determine their subspecies maturation, they develop sensitivity to psychic energy. Those lashunta with this trait gain Mysticism as a class skill and receive a +2 racial bonus to those skill checks. In addition, the DC is 5 lower when they attempt to identify creatures that possess innate telepathic abilities. This trait replaces student.

SHIRREN

Alien Mind: Shirren brain physiology operates differently compared to other species. Shirren with this racial trait gain a +2 racial bonus on saving throws against enchantment spells and effects. This trait replaces communalism.

Hive Link: Shirren are adept at working with other creatures. Once they come to trust their comrades, they can serve as the backbone of an integrated team. Shirren with this racial trait can link telepathically with up to three other individuals at a time. When a creature connected to this link succeeds at the aid another action on a skill check, the bonus they contribute increases to +3. Creatures on the link must remain within 30 feet of the individual attempting the skill check, who must also be part of the link. The GM has final say as to how many creatures can use aid another to contribute to a given skill check, and whether aid another is applicable to the skill check being attempted. This racial trait replaces cultural fascination.

Spiritual Path: Shirren take great pride in their personal choices, especially those related to faith and the gods. Some shirren dedicate their lives to seeking the divine in the universe, although this tends to divert their attention from learning about other cultures. Shirren that choose this racial trait receive a +2 racial bonus to Mysticism skill checks. In addition, they receive a +2 racial bonus to Culture and Diplomacy skill checks involving topics of religion, faith, and spirituality. This trait replaces cultural fascination.

Telepathic Guidance: The shirren telepathic ability allows them to sense when a nearby comrade needs help. Once per day, a shirren with this trait can select an ally within 10 feet. The chosen individual can reroll one attack roll or skill check and take the higher result. This trait replaces communalism.

VESK

Destructive: Most vesk enjoy breaking things, but some of their kind have turned it into an art form. Vesk with this trait receive a +2 racial bonus on Strength checks to break unattended objects. In addition, the vesk ignores a number of points of an unattended object's hardness equal to his Strength modifier. This trait replaces fearless.

Intimidating Presence: By nature of their sheer size and physicality, vesk tend to intimidate other creatures whether they wish to or not. Some vesk learn how to put this fact to frighten and unnerve their enemies. Vesk with this alternate racial trait use Strength instead of Charisma as their key ability for Intimidation skill checks, and Intimidate is always a class skill for them. In addition, when they successfully use Intimidate to demoralize a target, the creature is shaken for an additional round. This racial trait replaces fearless.

Never Say Die: Few creatures can boast the sheer stubborn determination of vesk, even when it comes to death and dying. If a vesk with this racial trait falls to 0 hit points and has no Resolve Points remaining, he clings to life for a number of rounds equal to his Constitution modifier (minimum of 1) before finally dying. This trait replaces natural weapons.

Venomous Claws: Some vesk have developed the natural ability to secrete a mild toxin from their claws. When a vesk with this trait inflicts claw damage against a creature, the target must make a Fortitude save (DC = 10 + the vesk's Constitution modifier + ½ his class level) or become sickened until the start of the vesk's next turn. This racial trait replaces armor savant.

YSOKI

Prehensile Tail: Typically, a ysoki uses its tail to keep its balance, especially in areas of low or no gravity. Some of their kind, however, possess a fully prehensile tail. Ysoki with this racial trait can use their tail like an extra hand to hold equipment, although not weapons. In addition, they gain a +2 racial bonus on Acrobatics and Climb checks. This alternate racial trait replaces cheek pouches.

Quick Hands: Ysoki possess exceptional hand-eye coordination. Those ysoki with this trait gain Sleight of Hand as a class skill and receive a +2 racial bonus with the skill. This racial trait replaces cheek pouches.

Resilient: Scrounging often serves as an essential tool for survival among the ysoki. Over time, many ysoki develop a resistance to the toxins and diseases to which their scrounging

exposes them. Ysoki with this trait gain a +2 racial bonus on Fortitude saving throws against diseases and poisons. This trait replaces moxie.

Skulker: Overall, ysoki love tinkering and building. Some of their kind, however, prefer to spend their time staying out of sight and performing tasks out of sight of the larger races. Ysoki with this trait gain a +2 racial bonus on Bluff, Sleight of Hand, and Stealth skill checks. This racial trait replaces scrounger.

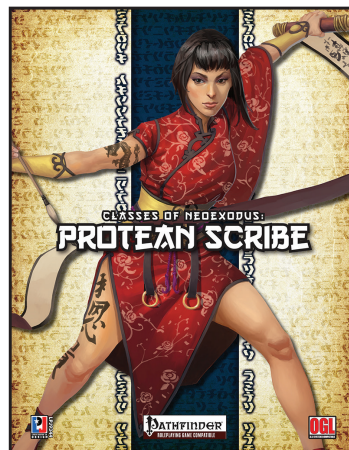
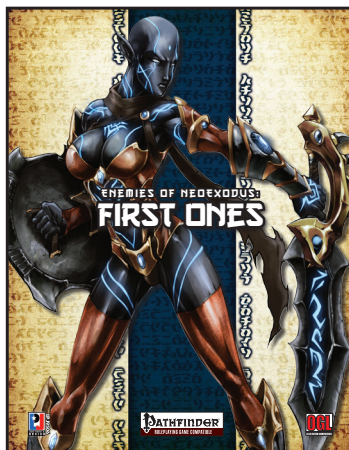
Unobtrusive: Although ysoki pride themselves on being stealthy when they wish to be, their high levels of energy and enthusiasm sometimes attracts unwanted attention. A number of ysoki have learned how to remain hidden among crowds—a ubiquitous part of the background. Those ysoki with this trait receive a +2 racial bonus on Disguise checks. Also, when making Diplomacy checks to gather information, ysoki with this trait can lower the DC of the check by 5 if they spend an

additional hour collecting information (i.e., 1d4+1 hours). This trait replaces moxie.

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