

HOUSEKI, PAJAK, JAMILA, & ZETAN: 4 N.E.W. ALIEN RACES

The following races should be added to the list of races in the core rules. In particular, these races are all found in *The Cauldron* campaign setting.

The **Houseki** are a race of good-natured, ponderous crystalline beings. The **Pajak** are greedy insectoids. The **Jamila** are beautiful humanoids who exude strong pheromones. And the **Zetans** are a race of phased beings who move with incredible speed. All of them are suitable as player-character races.

HOUSEKI

It's hard to find a bad-natured Houseki. The Houseki are a crystalline race often found in the Cauldron sector. Humanoid in shape, Houseki grow constantly throughout their lives, getting larger and larger as the years pass. Their joints tinkle and grind as they move; they speak slowly, and their voices have a very deep bass timbre to them. A Houseki often very much typifies the strong-but-silent type.

It can take a long time for a Houseki to come to a decision. Not only do they move slowly, they also think slowly; not though lack of intelligence (indeed, they are a very intelligent race) but because they carefully weigh up every option before ponderously reaching a conclusion. A conversation with a Houseki often involves long silences.

Houseki can alter their color at will, choosing from blue, green, and red hues. Changing color takes 24 hours, so it is not done trivially.

Houseki are technically inclined, and make for great engineers and miners. They are also a psionic race, although many do not take advantage of their latent psionic abilities.

A notable feature of the Houseki is that they are functionally immortal, and continue to grow forever. A young Houseki (up to 40 years) is about the size of a human child; by

adulthood (40 to 150 years) they are the size of a human adult (albeit a big one!), and older specimens grow larger still. It is rumored that the Houseki homeworld contains ancient Houseki, hundreds of years old, and tens of feet tall.

Houseki do not breed. Their origin is lost to the depth of time, but when a Houseki dies, an offshoot crystal grows into a new, young Houseki. Because of this, the Houseki population tends to remain fairly constant.

Houseki feed on energy rather than raw material. A Houseki can literally drain electrical energy from a circuit, and a small hand-held device (a phaser or a hand scanner) provides a meal for a Houseki. They do not need to breathe, however, and can operate in space without protection.

Typical names: Polk, Burk, Chugg, Lugg, Bork, Grumm, Cork.

STATISTICS

Size: Varies (see below)

Attributes: STR +2, LOG +1, AGI -1, WIL +1, PSI +1

Skill Choices: [technical], brawling, zero-g, carousing, mining, hardy

EXPLOITS

Crystalline. As crystalline creatures, Houseki can be tough to damage. They gain a natural 5 SOAK, but are vulnerable (1d6) to sonic



damage and take double damage from falling, due to their more brittle nature. Houseki are immune to the Bleeding status track.

Always Growing. A Houseki's size category depends on its age category. Young Houseki are small, adult Houseki are medium, and old Houseki are large. In theory, Houseki can continue to grow forever, barring an accident.

Crystal Healing. A Houseki's crystalline body repairs itself at a rapid rate. Houseki gain 1 HEALTH every hour (up to their maximum HEALTH). This repair can be visibly seen as new crystals form and grow on the Houseki's body.

Jagged Crystal. The jagged protrusions all over a Houseki's body mean that their natural damage type is piercing.

Slow & Careful. Houseki are naturally slow; they suffer -1d6 INITIATIVE (to a minimum of 1d6), and -1 SPEED.

Non-breather. Houseki can exist comfortably in a vacuum. They do not need to breathe, and their crystalline structure means that pressure differences do not cause them damage.

PAJAK

With compound eyes and segmented bodies, humanity originally believed the Pajak were similar to other insectoid races they'd met—hive minded and generally unpleasant. They were only half right. Pajak are a species that is incredibly individualistic and materialistic, taking greed and avarice to new levels.

The Pajak are unable to pronounce the letter "s"; any "s" in a word comes out as a prolonged "zzzz" — "Yezzzz, I think zzzo." All Pajak names begin with "Zz".

An unscrupulous race as a whole, many Pajak are thieves and bandits. Individualistic, they don't band together well; for this reason, Pajak tend to be lower on the socio-economic scales than many races.

Pajak have shorter lives, on average, than humans, and tend to have very large families. A Pajak becomes adult at age 15 and old at age 50.

Typical names: Zzorlazz, Zziva, Zzorax, Zzill, Zzazz.



STATISTICS

Size: Medium

Attributes: AGI +2, END -1, INT +2, CHA -1

Skill Choices: *[subterfuge], [scientific], bureaucracy, hypnotism*

EXPLOITS

Insectoid. As insectoids, climbing is a natural movement rate for the Pajak; they gain a CLIMB speed equal to their regular SPEED. Pajak can move across walls and ceilings with ease.

Compound Eyes. The compound eyes of a Pajak give it +1d6 to perception checks and all-around sight, making it immune to flanks and crossfires.

Thin Bones. A Pajak is light (weighing half what a creature its size normally would) and thin. Its carrying capacity is half normal. However, they are double-jointed, and any attempt to escape a physically restrictive situation gains a +1d6 bonus.

Bite. Pajak have a bite attack which does 2d6 piercing/poison damage.

JAMILA

The Jamila are the perfect, idealized humanoid form and are shockingly beautiful to other humanoid races. Not known for their skills in

technology or their strength of body, these androgynous beings are some of the best diplomats, manipulators, and con artists in the galaxy. They also have a gland which constantly excretes a mist of pheromones that can make other creatures more pliable to their wishes. This is often used by less ethical Jamila in conjunction with their ability to drain a victim's life force to heal themselves, persuading a victim to willingly allow the process (this is actually part of the Jamila mating ritual, with both parties draining each other). For these reasons, they are colloquially known as "vamps", especially because victims have been known to become addicted to the practice.

People are wary around Jamila, for they know the potency of the race's power. However, in the presence of a Jamila it is hard not to like the charming race.

Jamila are slightly longer lived than humans; they become adult at age 25 and old at 75.

Typical names: Ilona, Aaron, Iris, Adam, Meena, Mira.

STATISTICS

Size: Medium

Attributes: INT +2, CHA +2, PSI +1

Skill Choices: [social], [subterfuge], [artistic]

EXPLOITS

Pheromones. Jamila are surrounded by a cloud of pheromones which extends 5' around their body. The Jamila is able to manipulate anybody within the cloud with a CHA-based mental attack; the target will do whatever the Jamila suggests, but will stop short of harming itself or allies, for up to one minute (although they will succumb to the Draining Life Force attack). The target is thereafter immune to the effect for one day. Targets always know when a Jamila attempts to do this, and will almost always resent it.

Draining Life Force. Jamila are able to make a melee attack against a target; on a successful attack, they drain their victim's life force (HEALTH) by 1d6 psychic damage, and gain the same HEALTH back themselves. The experience is intensely pleasurable for the victim. A victim reduced to zero HEALTH in this manner does not form a death dice pool.



ZETAN

The Zetan are a rare race which are naturally in phase with subspace. This astonishing ability gives them a speed of thought and motion which makes them but a blur to observers, often accompanied by a quiet "zipping" sound.

Zetan look human, and tend towards the thin. Their accelerated metabolism makes it very hard for them to put on weight (indeed, they need to consume three times as many daily calories as a human).

The Zetan tendency to talk incredibly quickly can annoy others. Their words blend into one, often making it hard to understand them. While a Zetan can talk more slowly, it takes a conscious effort on their part.

Zetan are considered flighty and undisciplined; their attention flits from one subject to another, and it is hard to make them concentrate. It is rare that a Zetan will focus on one career, not having the patience for the time it takes to advance.

Zetan have short lives, about half those of humans.

Typical names: Keela, Zoon, Leena, Seela, Deera, Joorna, Maana.

STATISTICS

Size: Medium

Attributes: INT +2, AGI +2, LUC +1, WIL -1

Skill Choices: [artistic]

EXPLOITS

Blur. Zetan can move at astonishing speeds. They gain one extra action each round (although they still cannot normally attack more than twice in a round).

Speed Dodge. A Zetan gains +4 to both MELEE and RANGED DEFENSE.

Unfocused. Zetan suffer a -4 penalty to MENTAL DEFENSE.

AGE CATEGORIES

Race	Young	Adult	Old
Houseki	0-40	40-150	150+
Pajak	0-15	15-50	50+
Jamila	0-25	25-75	75+
Zetan	0-12	12-40	40+

ATTRIBUTE MODIFIERS

	Houseki	Pajak	Jamila	Zetan
STR	+2			
AGI	-1	+2		+2
END		-1		
INT		+2	+2	+2
LOG	+1			
WIL	+1			-1
CHA		-1	+2	
LUC			+1	+1
REP				
PSI	+1		+1	

ALSO SEE...

Other alien races found in EONS so far include the **Drahzik** (predatory manhunters in EONS #21) and **Solurials** (plant based aliens in EONS #20).

HOUSEKI ELDER

Enormous sentient crystalline humanoid (10d6)

Giant, ponderous, crystal beings who rarely move.

STR 25 (6d6) AGI 3 (2d6) END 20 (5d6)
INT 6 (3d6) LOG 10 (4d6) WIL 30 (7d6) CHA 6 (3d6)
LUC 3 (2d6) REP 6 (3d6)
PSI 10 (4d6) (100 PP)

HEALTH 96 (regeneration 1d6)
MELEE DEFENSE 27; RANGED DEFENSE 10;
MENTAL DEFENSE 39
SOAK 10 (crystalline); VULN 1d6 (sonic)

INITIATIVE 2d6
PERCEPTION 3d6
SPEED 4; CLIMB 2; JUMP -; *heavy*
CARRY 900lb (max lift 2500lb)

ACTIONS 3
NATURAL DAMAGE 3d6+6
REACH 10'

Brawling 10d6 (3d6+6 piercing damage; reach 10')
Crystal spear 6d6 (4d6+6 piercing damage; reach 15')
Hurl object 8d6 (3d6+6 blunt or piercing damage; range 12)
Psychic cone (2) 8d6 (3d6 psychic damage; cone 6)

Skills *engineering* 10 (4d6), *zero-g* 10 (4d6), *history* 10 (4d6), *concentration* 10 (4d6), *hardy* 10 (4d6), *brawling* 10 (4d6), *telekinesis** 10 (4d6), *telepathy** 10 (4d6)
Gear crystal spear

Crystal Healing. A Houseki's crystalline body repairs itself at a rapid rate. Houseki Elders regenerate 1d6 HEALTH every turn. This repair can be visibly seen as new crystals form and grow on the Houseki's body.

Non-breather. Houseki can exist comfortably in a vacuum. They do not need to breathe, and their crystalline structure means that pressure differences do not cause them damage.

Telekinesis. Houseki Elders can freely move objects of size small or smaller within 5' per PP spent. They may only manipulate on such object at a time.

Hurl Object. Using telekinesis, a Houseki Elder can hurl a single object at a target. This uses PSI (*telekinesis*) as its attack roll, does the House's natural damage, and has a range of 60'. The damage type may be blunt or piercing depending on the object thrown.

Psychic Cone (2). Houseki can emit a 30' cone of psychic energy which does 3d6 psychic damage to anybody within the area (subject to an attack, as noted above).