VARIANT HUMANS

Throughout humankind's history, it has spread as far as it can. On Earth, humans live in hot deserts and arctic wastelands; they build cities and live in jungles; some live underground, or high in the mountains.



This trait pushes humankind towards every more extreme environments. In the future, people have occupied asteroids, high gravity worlds, and more, and over generations those people have adapted to suit those environments. Thus, in addition to the humans described in the core rules, we have **Clones**, Belters, Jovians, and Warped.

CLONES

Genetic engineering is easy in the far future, and many babies are grown artificially. There's not much stigma to this, although the fact that those humans tend to be slightly better at most things than others can inspire occasional jealously. The jealousy is unfounded, however - while it is true that clones are slightly stronger, faster, and smarter than regular humans, they also tend not to excel in the same way, often remaining above average but not exceptional.

Most clones, grown in tanks, emerge into the world with the body and mind of a fiveyear old.

Size: Medium

Attributes: STR +1, END +1, AGI +1, INT +1, LOG +1, WIL +1 Skill Choices: [developmental], [physical]

Exploits

Ingrained Skill Package. You come into being with existing skills and abilities. Choose one category from the following: [combat], [physical], [academic]. You gain four skills at one rank from your chosen category. This does not increase a skill to higher than one rank.

Slow Aging. Clones age at half the speed of regular humans.

Fast Healing. Clones heal an extra 1d6 HEALTH each day.

BELTERS

Belters live on asteroids and low gravity worlds; some communities even exist in outer space, living on starships for generation after generation. Tall and spindly, they have adapted to move in zerog, and are more flexible than those from Earth and similar planets.

Belters were originally so named after those who worked asteroid belts, before the first major human colonies on low gravity worlds. The name stuck, however, and refers to both groups.

Belters tend to be transient, and do a lot of menial work.

Belters often wear elaborate hairstyles reminiscent of the "punk" styles of 20th Century Earth. Mohawks, shaved patterns, dyed hair, tattoos, and piercings, are not uncommon. Most Belters are very pale, although there are some exceptions on small, hot worlds.

Size: Medium

Attributes: AGI +2, INT +2, LUC +1 Skill Choices: acrobatics, low-g, zero-g, jumping, astronomy, carousing, appraisal, mining, engineering, zero-g sports, gambling

Exploits

Frail Form. Belters are tall and spindly. Their STRENGTH attributes can never exceed 6.

At Home in Space. Belters gain low-g and zero-g as natural movement rates, gaining those speeds equal to their regular SPEED.

Flexible. Belters can contort themselves into unusual positions and fit into the smallest spaces. When restrained, unless they have been restrained by somebody trained in Belter restraint techniques, they can escape within one minute. If the captor is aware of this, they can make an opposed AGI check to nullify this ability.

Hard-to-Hit. Belters often have to dodge flying debris and rocks. They gain +2 RANGED DEFENSE.

Hold Breath. A Belter can hold their breath for 10 minutes before having to form any kind of suffocation dice pool. This



enables them to movie in vacuums and ignore noxious fumes.

JOVIANS

The diametric opposite of Belters, Jovians are powerful, short humans from high gravity worlds. They were named after the highest gravity planet in the Sol system, despite no human ever having lived on Jupiter itself.

Rarely exceeding 5' in height, Jovians are known for their strength and endurance. Serious and slow to laugh, they regard Belters as spindly, weak cowards. Jovians feel at home in high-g environments, and struggle in low and zero-g spaces.

Size: Medium Attributes: STR +1, END +2, WIL +1 Skill Choices: hardy, carrying, mining, highg, [technical]

Exploits

Sturdy Frame. Jovians are short and powerful. They gain +2d6 HEALTH and natural SOAK 3.

Crushing Environment. Jovians gain highg as a natural movement rates, gaining that speeds equal to their regular SPEED.

Set in their Ways. Jovians are serious, almost dour, and hard to change. Something about high gravity results in inflexibility of mind in humans, and Jovians display this in abundance. Jovians gain +2 MENTAL DEFENSE.

Hard to Move. When a Jovian would normally suffer forced movement (from a push, knockback, or similar attack), they can spend a LUC die to remain in place.

Inexhaustible. Jovians are immune to the Tiredness status track.

WARPED

There's something strange about back holes, and those who come from planets orbiting these mysterious bodies are always a little bit different. Visitors to those planets often report hallucinations and nightmares, but those who evolved there have adapted to these phenomena.

The Warped are generally regarded as freaks. They talk funny, and have staring, violet eyes which tend to make people feel uncomfortabkle. Those who do not know them assume that they are some kind of recreational drug - their mannerisms are sudden, often seemingly random, and they tend to twitch in an unnerving manner and suddenly address people who aren't there.

Size: Medium

Attributes: INT +2, PSI +4, CHA -1 Skill Choices: [psionic], perception, insight, foresight, astrogation

Exploits

Crazed Minds. The Warped really are a bit different. They think differently, and act strangely. They gain +2 MENTAL DEFENSE.

Warped Psionics. Warped begin play with two clairsentience or clairvoyance psionic powers.

See Ghosts. Warped claim to be able to see ghosts. Whether these are hallucinations or some strange artifact of the black holes they grown up near, these ghosts are able to impart information. Once per day, a Warped can spend a LUC die and ask one yes/no question which the GM will answer truthfully.

