

# TRAPPIST

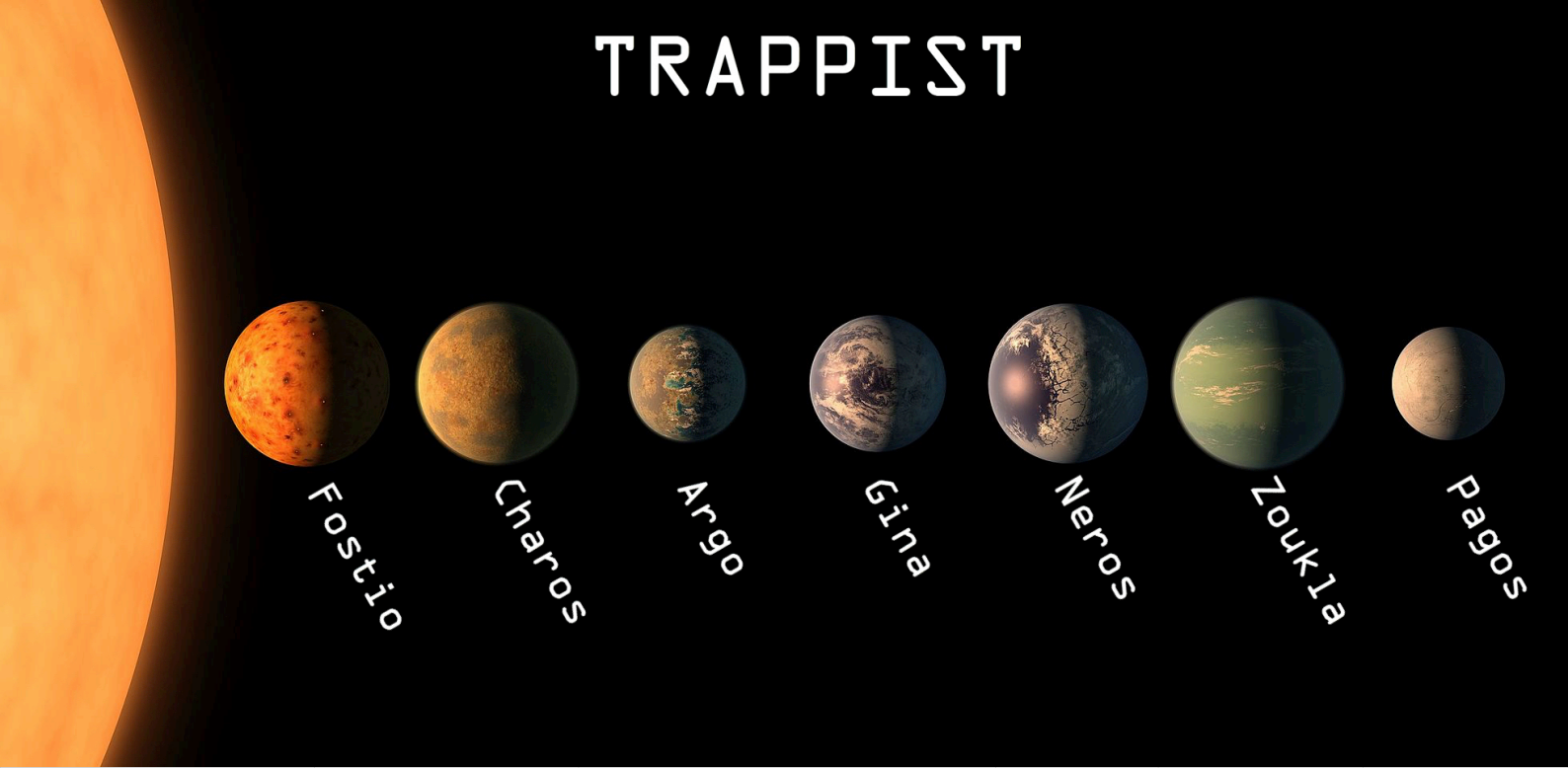
Imagine if Earth's moon had been populated at the same time as Earth itself. Two civilizations evolving from the earliest primates to burgeoning spacefaring races... all in complete view of each other! What would those primitive humans have thought of the signs of habitation they saw on the moon's surface? Would roads and cities look like the actions of gods as the surface of that great orb in the sky changed? How would the first communications take place between the two peoples - perhaps colossal structures which take decades to build would be used to communicate basic signals. As telescopes are invented, smaller structures would be needed, as the civilizations slowly developed a language of visual communication. And then, one day, radio signals would start to travel between the two worlds. Each would be able to tune in to the others' radio media, and communication between them would increase. Space flight would develop earlier as planet-bound people seek to meet their neighbors.

Now multiply this by seven. This is Trappist. Seven temperate terrestrial planets orbiting a cool dwarf star, in a system only 12 parsecs from Earth - all within sight of each other. These planets appear prominently in each others' skies, orbiting the star closer than many of Jupiter's moons orbit that gas giant; often they appear far bigger in the sky than Earth's moon does. Major features can be seen by the naked eye. And each one of them is populated.

Well, not all of them. A few hundred years ago, bright flashes were visible on Trappist 1-c, otherwise known as Charos. Little did the pre-medieval inhabitants of the rest of the system know that they were watching the Charons wipe themselves out in a mighty nuclear war. Today, Charos is a wasteland populated by barbaric tribes who manage to scrape and survive the radiation-soaked deserts.

This article details the system known as Trappist. Today it's a popular tourist destination, but it has a fascinating history.





Body	Name	Type	AU	Pop	Year
Trappist-1	Trappist	Cool red dwarf (M8V)	0	-	-
Trappist 1-b	Fostio	Medium volcanic industrial	0.01	5 (4.8M)	1.5 days
Trappist 1-c	Charos	Medium desert homeworld	0.01	3 (8,000)	2.5 days
Trappist 1-d	Argo	Small terrestrial homeworld	0.02	6 (100M)	4 days
Trappist 1-e	Gina	Medium terrestrial homeworld	0.03	8 (4B)	6 days
Trappist 1-f	Neros	Medium water homeworld	0.04	7 (500M)	9 days
Trappist 1-g	Zoukla	Large jungle agricultural	0.05	8 (5B)	12 days
Trappist 1-h	Pagos	Small icy homeworld	0.06	5 (25M)	20 days



## SYSTEM INFORMATION

Trappist is very compact system, located just 12 parsecs from Earth in the constellation Aquarius. All seven planets orbit close to the red dwarf, all closer than Mercury is to Sol. Of course, Trappist is much cooler than Sol (it's only about 11% Sol's size), so those close orbits are still within that star's habitable zone. None of the planets have moons.

So close are they all to their star, the length of a "year" on any of these worlds is measured in days (were one to be using Earth units). The closest, Fostio, orbits Trappist in just 36 hours, while the outermost icy world, Pagos, does so in 20 days.

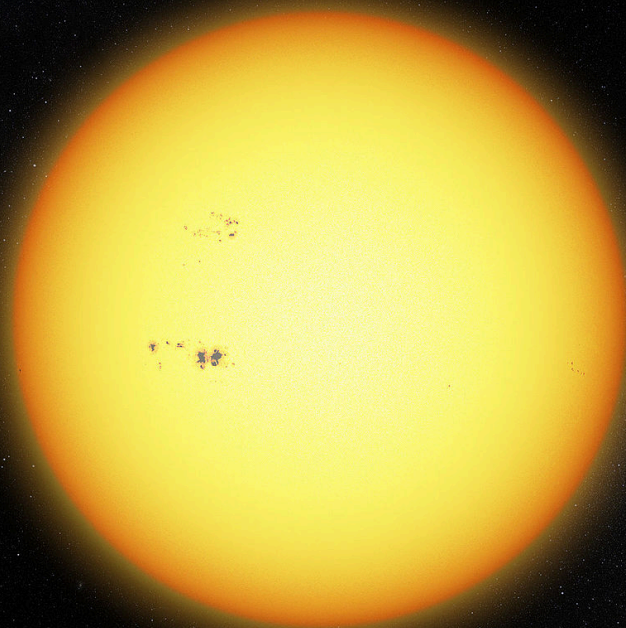
All of Trappist's planets are inhabited. Some of them are popular tourist spots; Fostio is an industrial powerhouse; while Charos and Zoukla are no-go zones. Most

of the system is patrolled by Gina's small but effective navy. There is no combined government - each planet is independent - but Gina, Neros, and Argo cooperate a lot.

Trappist-1 is a young star, only about a billion years old. Just over a tenth the size of Sol (see the comparison image below), it's one-fifth the age. It's an ultra-cool red dwarf, and is not visible with the naked eye from Earth.

In this system, you will find the following worlds:

- **Fostio**, planet of the androids.
- **Charos**, irradiated mutant wasteland.
- **Argo**, beautiful twilight world.
- **Gina**, temperate world run by lizards.
- **Neros**, underwater theocracy of medical science.
- **Zoukla**, planet of the apes.
- **Pagos**, icy lizard dictatorship.



Sun



TRAPPIST-1



## **FOSTIO**

*(planet of the androids)*

A volcanic planet close to the sun, Fostio is home to major industrial facilities. The planet includes important android construction foundries. Indeed, due to the volcanic nature of the planet, the primary inhabitants of the world are, indeed, androids - nearly five million of them. Fostio is the one world which did not harbor its own life, and which was colonized and industrialised by outsiders before any of the Trappists developed the ability to do so. The planet is now one of the largest and most advanced manufacturers of androids in the galaxy, and this causes some resentment in the inhabitants of the other Trappist worlds who feel that Fostio is rightfully theirs.

Notable features include high mountain peaks twice the height of Everest and vast subterranean cave networks.

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### **Fostio (Trappist I-b)**

*Medium prosperous volcanic industrial world*

#### **Astronomical Data**

**Parent Star** Trappist-1 (M8V; cool red dwarf)

**Orbital Position** 1; AU 0.01; **orbital period** 36 hours; **rotation** 20 hours  
**Size** medium (radius 6,918km); **gravity** 0.79G (low)

**Atmosphere** thin; **composition** carbon dioxide; irradiated

**Type** industrial

**Satellites** 0; **rings** -

#### **Civilization Data**

**Civilization** industrial

**Advancement level** 9 (advanced FTL)

**Wealth** prosperous (credit limit -)

#### **Population Data**

**Population** 4.8 million (90% Android; 10% mixed)

**Government** corporate

**Lawfulness** B (lawful)

**Habitability Rating** 4

**Sociological Rating** 8

**Catalog Code** M7-m1V-I9iv-5cpB

## **CHAROS**

*(irradiated mutant wasteland)*

As you approach Charos, automated beacons issue dire warnings. This desert world was once the most advanced in the system, reaching its Information Age hundreds of years before the others. Sadly, its inhabitants were aggressive and territorial, and throughout the planet's



history it was wracked by war. Once the atomic age commenced, it was the beginning of the end, and it was not long before the planet's civilisations were wiped out by an immense nuclear war. This war was so intense that it could clearly be seen by the then-primitive inhabitants of the other worlds orbiting Trappist. Great explosions flared across the surface of the planet, giving rise to multiple religions throughout the system. Indeed, some of those religions, antiquated though they are, still exist in cult form today.

The wars did not wipe out all life on Charos, but the planet was irradiated, and civilisation was thrown back into the dark ages. Now, the planet is a desert, inhabited by barbarian tribes who use old technology to fight over the world's dwindling resources. It is a lawless, violent place, where the best a visitor - valued by the natives for any technology they may carry - can hope for is a quick death, and the worst being capture by one of the many tribes.

Those on Charos know well of their history, and of the other worlds in the system. It is their curse that they can see those prosperous worlds clearly in their night sky, but have no means of reaching them.

Notable features include high radiation, a mutated population, and a slave economy.

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## Charos (Trappist 1-c)

*Medium poverty-stricken desert homeworld*

### Astronomical Data

**Parent Star** Trappist-1 (M8V; cool red dwarf)

**Orbital Position** 2; **AU** 0.01; **orbital period** 2.5 days; **rotation** 26 hours

**Size** medium (radius 6,727km); **gravity** 1.6G (high)

**Atmosphere** earthlike; **composition** earthlike

**Type** desert

**Satellites** 0; **rings** -

### Civilization Data

**Civilization** homeworld

**Advancement level** 3 (renaissance)

**Wealth** poverty-stricken (credit limit 500)

### Population Data

**Population** 8,000 (100% Charons)

**Government** anarchy

**Lawfulness** E (lawless)

### Habitability Rating 8

### Sociological Rating 0

**Catalog Code** M7-m2D-H3i-3anE

## ARGO

*(beautiful twilight world)*

This small, tidally-locked world is largely barren, save for a narrow band of water - named the Potamo - which runs round the planet's terminator, the divider between the perpetually unit half and the perpetually dark half. Civilization crowds round this water like the Egyptians used to live along the Nile, where it is always twilight with a soft red hue.

The populated part of the planet is beautiful. The people live in harmony with the native wildlife, and it is not unusual to see a placid grippofar plodding down leafy, gloamy city streets. While technologically advanced, the custom on Argo is to hide technology as much as possible; the inhabitants choose to live in wooden homes, and have mastered the art of miniaturised and concealed technology.

Argon society is a benevolent hereditary monarchy. Argo is inhabited by the Argons, a race of tall furry humanoids.

Notable features include singing winds, and effervescent seas. Argo is also the source of an extremely rare and expensive beverage, Argoan Wine, which costs 5,000cr per bottle.

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## Argo (Trappist 1-d)

*Medium terrestrial homeworld*

### Astronomical Data

**Parent Star** Trappist-1 (M8V; cool red dwarf)

**Orbital Position** 3; **AU** 0.02; **orbital period** 4 days; **rotation** tidally locked

**Size** small (radius 4,587km); **gravity** 0.3G (low)

**Atmosphere** earthlike; **composition** earthlike

**Type** terrestrial

**Satellites** 0; **rings** -

#### **Civilization Data**

**Civilization** homeworld

**Advancement level** 9 (advanced FTL)

**Wealth** average (credit limit -)

#### **Population Data**

**Population** 100 million (85% Argons; 15% mixed)

**Government** monarchy

**Lawfulness** B (lawful)

**Habitability Rating** 9

**Sociological Rating** 9

**Catalog Code** M7-s3M-H9iii-6moB

## **GINA**

*(temperate world run by lizards)*

Gina is a lot similar to Earth in terrain. The most populated world around Trappist, it is a prosperous place.

On Gina can be found the Great Canals which were used to form enormous patterns visible from other planets. These canals, thousands of miles long, and up to a hundred miles across, form pictographs which show the shape of the dominant reptilian life-form (the Gineans), along with mathematical symbols and concepts.

Gina is a very popular tourist destination, and the Gineans embrace this wholeheartedly. Some extraordinarily luxurious hotels can be found on Gina.

Of course, with a population of 4 billion, Gina is far more than just a tourist spot. It resembles Earth in many ways, being home to many corporations, and prosperous industries. Gina is the most populous planet in the Trappist system except for the primitive ape-ruled Zoukla, and has a small but effective navy. For that reason, it imposes on itself the burden of protecting the entire system, and is the primary counterbalance to Pagos.

Notable features include bubbling mud pools said to have healing properties.

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## **Gina (Trappist I-e)**

*Medium prosperous terrestrial homeworld*

#### **Astronomical Data**

**Parent Star** Trappist-1 (M8V; cool red dwarf)

**Orbital Position** 4; **AU** 0.03; **orbital**

**period** 6 days; **rotation** 16 hours

**Size** medium (radius 5,848km); **gravity** 0.6G (low)

**Atmosphere** earthlike; **composition** earthlike

**Type** terrestrial

**Satellites** 0; **rings** -

#### **Civilization Data**

**Civilization** homeworld

**Advancement level** 9 (advanced FTL)

**Wealth** prosperous (credit limit -)

#### **Population Data**

**Population** 4 billion (75% Gineans; 25% mixed)

**Government** democracy

**Lawfulness** B (lawful)

**Habitability Rating** 12

**Sociological Rating** 13

**Catalog Code** M7-m4M-H9iv-8deB

## **NEROS**

*(underwater theocracy of medical science)*

A water planet - once a medieval theocracy, now a modern one - Neros is dotted by tiny islands and icy reaches. The inhabitants live underwater, able to breathe and swim there naturally; there are underwater domes for visitors - and these are very popular - but most Nerons live outside those domes.

Nerons are welcoming to outsiders, but have a culture steeped in custom; those who do not acclimatise to these customs are made to feel unwelcome. However, those who make the effort to adopt the Neron customs benefit from the bests of Neron hospitality.

Humans refer to Nerons as "mermen" - and they do, indeed, resemble that mythical creature. An aquatic tail makes them excellent swimmers, and gills ensure they can breath in water. Nerons do not have body hair, and wear little in the way of clothing.



Neros never developed spaceflight, but they embraced the galactic community nonetheless.

Notable features include severe atmospheric distortions; the Nerons also have an unusually advanced medical capability, which is AL 10 (compared to their overall AL 6), and many seek them out for expert medical care.

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## Neros (Trappist I-f)

*Medium water homeworld*

### Astronomical Data

**Parent Star** Trappist-1 (M8V; cool red dwarf)

**Orbital Position** 5; **AU** 0.04; **orbital period** 9 days; **rotation** 9 hours

**Size** medium (radius 6,657km); **gravity** 0.5G (low)

**Atmosphere** thick; **composition** nitrogen

**Type** water

**Satellites** 0; **rings** -

### Civilization Data

**Civilization** homeworld

**Advancement level** 6 (fusion)

**Wealth** average (credit limit -)

### Population Data

**Population** 500 million (95% Nerons; 5% mixed)

**Government** theocracy

**Lawfulness** B (lawful)

**Habitability Rating** 4

**Sociological Rating** 9

**Catalog Code** M7-m5W-H6iii-5thB

## ZOUKLA

*(planet of the apes)*

The second of Trappist's "no-go" areas, the jungle planet of Zoukla is ruled by apes.

The apes have reached a low industrial age - they use rifles and ride horses. The apes of Zoukla resent intruders, and will tend to kill visitors on sight. They have no interest in anything outside of Zoukla, and usually destroy any advanced technology that outsiders bring in.

Zoukla features ancient ziggurats - some of them arranged in great patterns which were used by the natives in centuries past

to send visual messages to the other worlds in the system. The meanings of these messages have been lost to history, and the Zouklans have little interest in explaining it to anybody.

Notable features include ancient alien structures, some extremely dangerous animal predators, and hostile plant life.

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## Zoukla (Trappist I-g)

*Large poor jungle homeworld*

### Astronomical Data

**Parent Star** Trappist-1 (M8V; cool red dwarf)

**Orbital Position** 6; **AU** 0.05; **orbital period** 12 days;

**rotation** 40 hours

**Size** large (radius 8,550km); **gravity** 1.2G (standard)

**Atmosphere** thick; **composition** earthlike

**Type** jungle

**Satellites** 0; **rings** -

### Civilization Data

**Civilization** homeworld

**Advancement level** 3 (renaissance)

**Wealth** poor (credit limit 5,000)

### Population Data

**Population** 5 billion (100% Zouklans)

**Government** balkanized

**Lawfulness** C (average)

**Habitability Rating** 4

**Sociological Rating** 7

**Catalog Code** M7-l6J-H3ii-8baC

## PAGOS

*(icy lizard dictatorship)*

This small icy world is ruled by a dictator. Highly militarized, the laws on Pagos are strictly enforced. Pagos is known for its bluster, but is not really considered a threat to any of the other planets in the system.

This totalitarian dictatorship is based around a cult of personality - its dictator, Chan Chan Mankor, rules with an iron fist. Many ridiculous achievements are attributed to Chan Chan Mankor, whose position in society is closer to that of a god than a head of state.

While outsiders are not barred from landing on Pagos, they are viewed with suspicion, and expected to follow Pagos' strict laws. At present, it is believed that there are several hundred outsider prisoners on Pagos, serving lengthy sentences for minor infractions.

Pagos has a large military; conscription is a part of life there. A few decades ago, Chan Chan Mankor attempted an invasion of Argo. The invasion was repulsed, and over a million Pagozans were killed. Despite that, Pagos has the largest military in the systems and its planetary defences are superb.

It is believed that agents of Pagos have infiltrated the governments of more than one world in the system. What Chan Chan Mankor failed to do by force, perhaps he can do by subterfuge.

Pagozians look very similar to the reptilian Ginans, although they tend to be paler.

Major features include a diamond core (which Chan Chan Manor believes makes him the richest being in the galaxy) and exotic ice geysers.



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## Pagos (Trappist 1-h)

*Small average icy homeworld*

### Astronomical Data

**Parent Star** Trappist-1 (M8V; cool red dwarf)

**Orbital Position** 7; **AU** 0.06; **orbital period** 20 days; **rotation** 6 days

**Size** small (radius 4,555km); **gravity** 0.8G (standard)

**Atmosphere** thick; **composition** earthlike

**Type** icy

**Satellites** 0; **rings** -

### Civilization Data

**Civilization** homeworld

**Advancement level** 9 (advanced FTL)

**Wealth** average (credit limit -)

### Population Data

**Population** 9 million (100% Pagozians)

**Government** dictatorship

**Lawfulness** A (rigid)

**Habitability Rating** 5

**Sociological Rating** 5

**Catalog Code** M7-s7I-H9iii-5diA

## TRAPPIST TIMELINE

What follows is a history of the Trappist system. The timeline below is measured back from the present day.

**3.5 billion years.** The earliest vertebrate life appears on Neros. Within 1 billion years, vertebrate life is present on all seven planets.

**2 billion years.** The earliest known intelligent ancestors of the Charons begin





to appear on Charos. Within a hundred million years, all seven planets have early ancestors of their current dominant races.

**4,200 years.** Zer Cho Romon, an early Pagozaian warlord, begins to conquer the tribes of Pagos, a process which will last his lifetime and those of his grandchildren.

**4,300 years.** Jor Mar Chron, great granddaughter of Zer Cho Romon, finally dominates the small planet of Pagos. Pagos will never free itself from the rule of that dynasty.

**4,000 years.** The ancient Zouklans build great ziggurats, visible from Pagos.

**3,750 years.** Len Tor Mar, warlord of Pagos, arranges for a great fire, five hundred miles wide, in which millions of his subjects are burned alive as an offering to the god Zouklan.

**3,700 years.** The Zouklans, having seen the great inferno, build more ziggurats to form a great symbol. Chor Bar Gerro, warlord of Pagos, sees this as a blessing and confirmation that his father's actions were deemed worthy, and arranges a second great inferno. This time, the fire is one thousand miles wide and can be seen from every planet in the system.

**2,500 years ago.** The first telescope is created by Minister Voge Darrin on Charos. He observes details on the other worlds never seen before and realises that the other planets are all inhabited. It will be a thousand years before any of the other planets reach this level of technology.

**2,200 years ago.** The steam engine is invented on Charos. Industrialization beings in earnest.

**1,000 years ago.** Charos is engulfed in a great atomic war. Inhabitants of the other planets, all still at medieval stages, watch in awe as fire flashes across the planet's surface. They all take this



as a sign from the gods, unaware that they are watching the death throes of their neighbors.

**950 years ago.** The Great Message begins. For 300 years, each world develops new ways to send signals to each other via massive engineering projects. The period only ends with the invention of radio. The first to invent radio are the Gineans, who use the now long-developed shared visual language to send instructions to their neighbors. Within 20 years, the planets are all talking.

**500 years ago.** The Pagozans develop rudimentary space flight, and send probes around the system.

**310 years ago.** An exiled Borian explorer, whose name is lost to antiquity, finds Fostio uninhabited and sets up shop there. Nobody in the Trappist system notices.

**300 years ago.** The Pagozans launch an invasion of Zouklan. They find that the apes have no technology to match their own, but the large planet and its vast population prove impossible to conquer. The Pagozans withdraw, wounded, while the Zouklans vow never to allow outsiders on their soil again.

**280 years ago.** The unknown Borian explorer dies. In the 30 years he spent on Fostio, he build dozens of androids, all able to build more of their own kind.

**275 years ago.** Gina and Argo both develop their first primitive space ships.

**230 years ago.** Argon colonists reach Fostio, the only uninhabited planet. To their surprise they find that the world is occupied by androids. A conflict ensues, which the androids win easily.

**225 years ago.** A Ginean vessel travels to Fostio and brokers a peace with the androids. The androids will continue to manufacture their kind on the planet, and trade negotiations begin, part of which include the secret of FTL travel.

**190 years ago.** The Pagozans launch a second invasion attempt at Zouklan. This time, they bring more soldiers - conscription is made part of Charon life and one-in-ten civilians is sent on the great expedition. The Pagozans manage to occupy part of the large jungle planet.

**175 years ago.** The Nerons are discovered. As an underwater race, they had passed notice until now - and had not themselves been aware of other life. The Nerons are behind on technology generally, but have incredibly advanced medical sciences. They are welcoming to strangers, but insist that their odd customs are adhered to.

**150 years ago.** The Zouklans, after 40 years of Pagozan oppression, slaughter the invaders to a man. They destroy all examples of technology they find.

**70 years ago.** The Pagozans attempt an invasion of Argo. Gina comes to Argo's aid and forms a defensive blockade with its navy. Casualties are high on both sides, but the Pagozans are repulsed. A permanent alliance behind between Argo and Gina, and the Gineans vow to protect the the whole Trappist system forever.

**65 years ago.** The first Union Space Force ship, the *USF Antares*, reaches Trappist. Its first encounter is with Pagozans at the edge of space, and the *Antares* is destroyed.

**20 years ago.** Gina sets up a blockade of Pagos, with the intention of keeping the warlike people on their own planet.

**15 years ago.** The *USF Chancellor* arrives at the head of a small task force. This time they encounter the Ginean blockade, and only quick thinking and diplomacy manage to prevent another battle.

**13 years ago.** A treaty is signed between the Union and Gina, Argo, and Neros. The Pagozans refuse to talk, and the Union stays clear of Zoukla and Charos.

**8 years ago.** The Pagozans launch a new battleship which proves able to break the Ginean blockade. War threatens the system again.

**5 years ago.** The Union comes to Trappist in force, spearheaded by two new *Endeavour*-class cruisers. These vessels are more than able to handle the Pagozans' current fleet, and a stalemate is reached. The *USF Barracuda* remains stationed at Trappist.

**2 years ago.** Argo and Gina formally join the Union.



## NEW CHARACTER RACES

Each of the races of the Trappist system is available as a playable race.

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### Argons

These fur-covered humanoids inhabit the planet Argo. Tall (they average around 7' in height), the Argons are strong and peaceful, despite their ferocious appearance.

The Argons are all well-spoken. They speak softly and politely.

Argons are very much in tune with nature, and choose to live in harmony with it. A technological species, they prefer to hide technology where possible, creating as natural an environment as they can. Indeed, they often live in treehouses.

**Size:** Large

**Attributes:** STR +2, AGI +1, INT +1, CHA +1

**Skill choices:** *nature, diplomacy, perception, reactions, carrying*



**Mighty load.** Argons are able to carry great weights. Their CARRY capacity (and their max lift) is double normal.

**Commune with nature.** Argons have the ability to talk to land-based semi-sentient beasts. This does not grant those animals intelligence or knowledge they would not already have.

**Pacifists.** While big and strong, and more than capable of it, Argons do not enjoy violence. They suffer -1d6 to INITIATIVE checks.

**Thick fur.** Argon fur means that they are immune to cold-based environmental effects and gain natural SOAK 5 vs. cold damage.

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### Charons

The crazed, mutated inhabitants of Charos are horrific to look at. When all that self-mutilation, filed teeth, grotesque piercings, and ferocious, cannibalistic attitude is combined, the result is less a person and more a force of nature.

The Charons live on an irradiated planet, in the post-apocalyptic remnants of a nuclear war which wiped out civilization nearly 1,000 years ago. Now, they fight over resources, and kill or enslave any who dare to land on their parched world.

**Size:** Medium

**Attributes:** AGI +1, END +2, WIL +1, REP +1

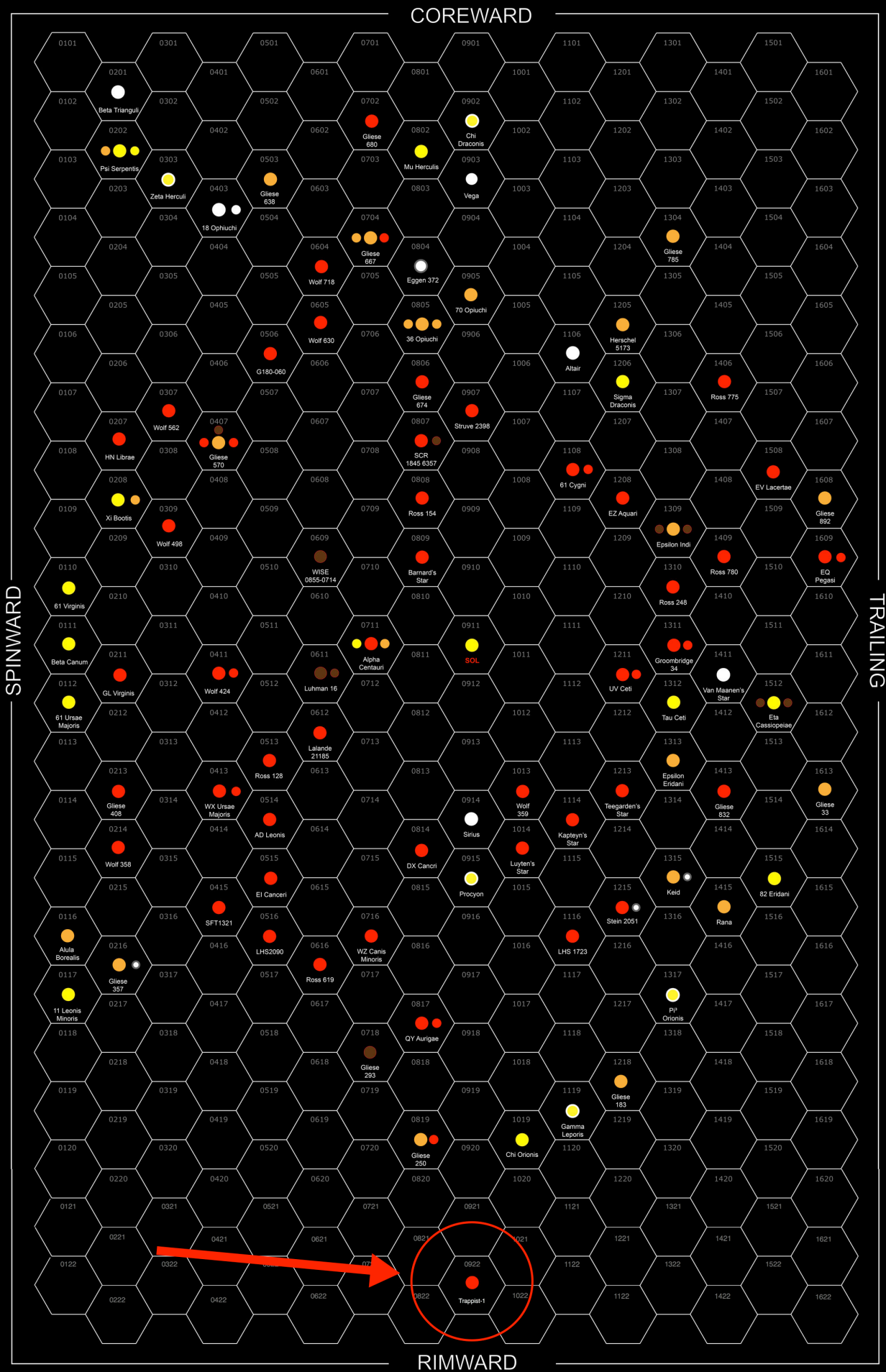
**Skill choices:** *survival, hunting, engineering, pistols, rifles, [melee weapons], tracking, running, intimidation*

**Irradiated.** Charons are completely immune to radiation.

**Grotesque.** A Charon's appearance is so grotesque and fearsome that they begin play with *intimidation* 10 (4d6).

**Mutation.** Every Charon has at least one mutation. Roll 1d6 on the following table:

1. *Extra eyes.* You have extra eyes; they might be on the back of your head, in the palms of your hands, or somewhere else. You gain all-around vision and cannot be flanked.



#### Spectral Classification & Specials

O Blue	●	G Yellow	●
B Blue-white	●	K Orange	●
A White	●	M Red	●
F Yellow-white	●	BD Brown Dwarf	●
WD White Dwarf	●	MD Methane Dwarf	●

# SOLSPACE

ONE HEX = ONE PARSEC





piercing, and anybody who attempts to attack you unarmed takes 1d6 damage each time they strike.

## Gineans

The reptilian inhabitants of Gina are one of the most populous races of the Trappist system. Biologically, they are very similar to Pagozans, but differ in the color of their scales - Gineans are green and yellow in color, while the Pagozans are white. It is believed that the two are the same race, or at least evolved from a common ancestor. The Gineans have evolved to blend in with their temperate world.

**Size:** Medium

**Attributes:** AGI +2, END +1, LOG +1, WIL +1

**Skill choices:** *climbing, computers, piloting, [artistic], [academic]*

2. *Extra appendage.* You have more than the normal set of appendages - extra arms, legs, more than one nose, or four ears. Arms give you +1d6 STR, legs give you +1d6 AGI, and noses or ears give you +1d6 INT. However, you have a permanent -1d6 CHA.

3. *Displaced Organs.* You might look human (almost), but your internal organs are all in a different place. You gain 2 natural SOAK, and you are immune to any exploits which rely on the attacker targeting your anatomy for extra damage. However, anybody attempting medical assistance on you suffers a -2d6 to their check.

4. *Poison fangs.* Just like a poisonous snake, you can bite and deliver a venomous toxin. Your unarmed attack increases by +1d6 and becomes piercing/poison damage.

5. *Regeneration.* You can heal wounds that would kill normal man, and regrow body parts even if they've been severed. As long as you are above 1 HEALTH, you automatically heal 1d6 HEALTH per hour.

6. *Bone spikes.* You are covered in a layer of spikes which protrude through it from your bones. Your natural damage becomes

*Camouflage.* Gineans have the ability to turn almost invisible in jungle environments.



**Motion-sight.** Gineans are very sensitive to motion. A moving subject gives them +1d6 to INT (*perception*) checks.

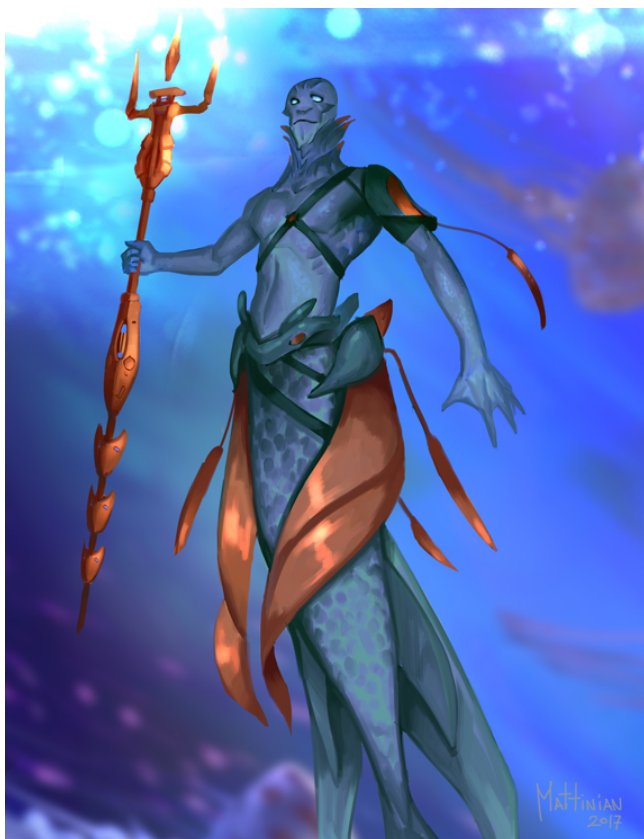
**Tail.** Gineans are able to use their tails to help climb - they gain a natural CLIMB speed.

**Regenerative.** Gineans have a natural reptilian regenerate ability. Once per day they may pause for five minutes, during which they regain HEALTH equal to an END attribute check.

# Nerons

This aquatic race of “merfolk” didn’t even realise there might be other life in the galaxy until the Argons and Gineans arrived. When you live your life under the sea, you never see the sky. Nerons resemble the mythical mermen - they have a fish-like lower half, while their upper half is hairless. Gills give them the ability to breathe underwater, and they are natural swimmers. Nerons do need breathing apparatus to breathe in air.

The Nerons are way behind their neighbors when it comes to most technology, but somehow they did



develop the most marvellous medical sciences, which have an Advancement Level of 10.

**Size:** Medium

**Attributes:** AGI +1, LOG +2, CHA +2

**Skill choices:** *medicine, insight, linguistics, oceanography, polearms*

*Swimmers.* Nerons have a natural SWIM speed, and can breathe in liquids. However, they cannot breathe in air, and need special apparatus to do so, and move at half SPEED on land.

**Medical marvel.** The Neron aptitude for medicine is legendary. A Neron can spend LUC dice to heal themselves or others by the amount rolled on the spent dice as long as they have a medical kit available.

**Marine friends.** Nerons can speak to all marine life. This does not grant those animals intelligence or knowledge they would not already have.

**Darksight.** Nerons can see clearly in darkness as though it were daylight.

## Pagozans

Very similar to the Gineans, these white reptilians have evolved to blend in with their icy environment. The Pagozans are a warlike race, with a militaristic society led by an aggressive dictator; for this reasons, Pagozans find it hard to be accepted elsewhere.

**Size:** Medium

**Attributes:** AGI +2, END +1, LOG +1, WIL +1

**Skill choices:** *climbing, computers, piloting, [combat], stealth*

**Camouflage.** Pagozans have the ability to turn almost invisible in snowy or icy environments.

**Motion-sight.** Pagozans are very sensitive to motion. A moving subject gives them +1d6 to INT (*perception*) checks.

**Tail.** Pagozans have a tail swipe attack as a free action to their rear with 5' reach,





which does their natural damage; they may not attach exploits to this attack.

**Regenerative.** Pagozans have a natural reptilian regenerate ability. Once per day they may pause for five minutes, during which they regain HEALTH equal to an END attribute check.

## Zouklans

Billions of apes inhabit the jungle planet of Zoukla. While their society is primitive, they have built great structures and ziggurats. The Zouklans are incredibly territorial and will kill or enslave any who set foot on their world.

Zouklans have a special dislike for technology. They are primitive by choice - they destroy any technology more complex than a simple rifle.

Zoukla is also home to many dinosaur species, and many of these have been tamed by the Zouklans. It is not unusual for a Zouklan to ride a spikeosaur or other creature.

**Size:** Medium or Small

**Attributes:** STR +2, AGI +3

**Skill choices:** [outdoor], spears, rifles, riding, hardy, acrobatics

**Climbers.** Zouklans have a natural CLIMB speed.

**Great leap.** Zouklans have double the normal jump distance, and take half damage from falls.

**Ferocious blow.** Zouklans do +1d6 damage in melee attacks.

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**W.O.I.N.**  
ROLEPLAYING GAME SYSTEM