

# Beyond Heroes

Companion Rules BH26

## Alien Species



The Role Playing Game for all Genres

# The Beyond Heroes Roleplaying Game Book XXVI: The Book of Alien Species

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## Foreword

The Beyond Heroes Role Playing Game is based on a heavily revised derivative version of the rules system from Advanced Dungeons and Dragons 2<sup>nd</sup> edition. It also makes extensive use of the optional point buying system as presented in the AD&D Player's Option Skills and Powers book. My primary goal was to make this system usable in any setting, from fantasy to pulp to superhero to science fiction.

The Earth is not the only planet in the universe populated by sentient life. The universe is teeming with other life forms the number of which is incalculable. Because the denizens of Earth have not yet perfected a practical faster-than-light stardrive enabling interstellar travel, the majority of the alien races encountered by Earth people are those races who have mastered interstellar travel themselves and have visited Earth. Due to the fact that the Earth's solar system is near a natural warp-space access point there has been a high incidence of alien visitation since before human life first appeared. Indeed, numerous advanced civilizations left outposts on Earth during prehistory.

The majority of the alien races documented here have humanoid configurations; bilaterally symmetrical, upright posture, two arms, two legs, brain located in head. Some are astonishingly similar to the human race being virtually indistinguishable until the cellular level. Other races resemble humanoid versions of other Earthly animals such as lizards, skunks, insects, fish and so on. The reason for this staggering similarity in phenotypes among races evolving on countless worlds separated by millions of light years is not known. The most common theory is that of a first race which travelled to millions of worlds seeding their own gene.

The races presented in the Beyond Heroes section are my own homebrew ones.

## Achernon



Type: Humanoid, Acher Sapiens

Physical Traits: Orange pigmentation, no visible ears

Height: 5 ft

Weight: 140 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 4D6, WIS: 3D6, STR: 3D6, DEX: 4D6, CON: 4D6, CHA: 4D6, MR: 4D6, HPs: CON +D6

Orbit/Climate: 1 AU. Very stable, very elliptical orbit, gets hot and cold twice every local year.

Atmosphere: Thin and tainted  
Oxygen/Nitrogen/Carbon Dioxide with toxic contaminants.

Oceans: 48%

Gravity: 60%

Feeding Habits: Omnivore

Lifespan: 50 years

Technology: 3

Culture: Standard. Diversified mix of kind and evil people.

Government: Clan

Population: 500,000,000

Home System:

Number of Stars: 1, Nu Phoenicis

Star Type: G

Planetoid Belts: 0

Inner Planets: 0

Middle Planets: 3; Achernos II is the home planet

Outer Planets: 1

## Arachnis



Type: Humanoid Arachnid, Arachnis Sapiens

Physical Traits: 10 limbs, spray webbing from glands in mouth

Height: 7 ft

Weight: 180 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Arachnis reproduce by laying eggs in the bodies of other sentient beings.

INT: 3D6, WIS: 3D6, STR: 4D6, DEX: 3D6, CON: 4D6, CHA: 2D6, MR: 3D6, HPs: CON +D10

Orbit/Climate: 1 AU. Slightly erratic, circular orbit, stable surface temperature changes gradually over thousands of years.

Atmosphere: Dense thick atmosphere which is predominantly oxygen and nitrogen.

Oceans: 40%

Gravity: 100%

Feeding Habits: Carnivore

Lifespan: 30 years

Technology: 10

Culture: Malevolent. Truly malicious race with no redeeming qualities at all.

Government: Military Dictatorship, the Arachnis are part of the Celestial Alliance. They are a conquering race comprised of drones that answer to a central computer control at their homeworld. They move from space sector to space sector, always searching for new worlds to occupy. The Arachnis employ advanced technology to create robotic spiders and armadas of spaceships.

Population: 5.5 billion

Home System:

Number of Stars: 1, Vega

Star Type: K

Planetoid Belts: 1

Inner Planets: 5

Middle Planets: 10

Outer Planets: 4; Arach Prime is the home planet

## Arcturan



Type: Humanoid, Arcturus Sapiens

Physical Traits: Blue skin.

The cardio-vascular system of an Arcturan has two hearts instead of the single heart that humans have. The right heart is a solid mass of muscle which provides most of the force behind the body's blood circulation. The left heart is much more complex, made up of an intricate system of thousands of veins that help cleanse the blood in a manner similar to the human kidneys. As a result, a heart attack in the left heart is a very serious matter because it is very difficult to repair. Their network of blood vessels is also somewhat different than in humans, as they do not have major blood vessels in their wrists.

The Arcturans have extrasensory perception to varying degrees, generally manifesting as precognitive abilities. Most Arcturans have limited perceptions, enjoying only rare fleeting glimpses of the future. However, some

Arcturan will experience vivid prophetic dreams telling them of the time and the circumstances of their deaths. A rare few Arcturans, exclusively female, have very strong prophetic abilities. These females are often given a special status in Arcturan society that is much higher than would normally be given to a female. Some Arcturans have telepathic ability. Like humans, the degree of telepathic ability varies with the individual.

Height: 6 ft

Weight: 190 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 4D6, CHA: 3D6, MR: 3D6, HPs: CON +D10

Orbit/Climate: 1 AU. Very stable, very elliptical orbit, gets hot and cold twice every local year.

Atmosphere: Standard and tainted Oxygen/Nitrogen with some contaminants.

Oceans: 90%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 180 years

Technology: 10

Culture: Standard. Diversified mix of kind and evil people.

The nobility is the centre of all power and influence within Arcturan society, and advancement is only possible for an individual if they are either a member of a House or connected to one. The patronage of a noble is the easiest and often only way for a commoner to achieve success, and the trading of favours for mutual profit is par for the course. The more influence a noble is seen to have, the more sought-after and consequently the more expensive are his favours.

The Houses themselves constitute the chief societal unit and are formed from old families of varying power, wealth and influence. The Noble Houses are the "Old Guard" while the so-called "Great Houses" serve as a middle class, though many of the Republic's leadership come from such houses. The "Lesser Houses" make up the lower servant and working classes. Most Arcturans are allied to one House or another by way of blood relation, arranged marriages or in service as retainers.

The few families that have no such alliances - known as Houseless families - are considered beneath contempt. Such unfortunates often end up in such predicaments when they refuse to play the game of inter-House politics—gathering secrets, gaining leverage and trading in favours to form alliances—and it's not uncommon for members of these families, and women in particular, to end up as contractual slaves. By law, any Arcturan subject - even non-Arcturan - may own a Arcturan as a slave, but they must abide by the Republic's laws governing slavery. For

example, an owner is considered responsible for the actions of their slave and is held accountable for any crime their slave might commit.

While the noble women are often spoiled and pampered, the common women are a protected and treasured resource, often working behind the scenes and usually filling roles as teachers and nurturers for the young and old alike. The few Arcturan women who are ambitious in political or industrial circles have a better chance to find opportunities beyond the borders of the Republic. Male Arcturans are typically the leaders and workers of society; serving in the military and doing all of the physically demanding tasks, with the commoners naturally tending to dominate the latter professions.

Family and lineage are of great significance to the Arcturans, most especially because of their rich traditions and thousands of years of recorded history. Marriages arranged in early childhood have been commonplace among the Noble Houses since around the thirteenth century, with considerations such as the wealth, influence and House allegiances the respective families stand to gain from such unions typically being the only contributing factors.

The prospective couple's feelings towards one another are considered irrelevant, and love very rarely plays any part. Indeed, for most old school Arcturan the two most important indicators of the wealth and power of a prospective spouse's family are how ugly and how old they are. Once common for all Arcturan at all levels of society, in recent years such arranged marriages

have fallen out of favour in all but the Noble Houses, with whom it is considered nothing short of a sacred duty.

As the Arcturan are by tradition polygamists it's not unusual for a noble male to have several wives - all by arranged marriages - the better to cement more House alliances and acquire greater influence. If a noble family doesn't approve of a union, if for instance a male marries beneath his station to a commoner for such a trivial motivation as love, that family can force him to divorce with the threat of being cut off from the House. With the prospect of no money, position or title, very few nobles, even the young foolish kind, are willing to endure life as a social outcast for the sake of a woman.

Though divorces for marriages of passion are relatively simple, a divorce from an arranged marriage is much harder to come by and can often only be sought from the Emperor himself. Regardless, for the sake of appearances it's considered unseemly for a noble to be completely unwed, and at least one wife is required to be at his side, if only for state affairs. For the nobility, marriage ceremonies themselves are considered solemn, sober occasions filled with moments of reflection, regret, disagreement, argument and mutual recrimination—the idea being that once you know that it cannot get any worse you can relax and "enjoy" the marriage.

To celebrate a union with joy and exuberance is considered to be a very bad sign for the future. By contrast; state funerals are generally considered to be positively festive.

Arcturan religion is polytheistic, centring on a Pantheon of Gods, each of which is believed to hold dominion over a given afterworld. Arcturan belief is that by sufficiently appeasing one's patron god during their lifetime, that god will accept them into that afterlife in preparation for the time when all the "heavens" unite into one. Those that do not appease their gods sufficiently are thought to be reborn and must choose a new god, repeating the process until one accepts them.

The pantheon itself is made up of a mixture of old household gods, deified Emperors and the Great Maker as the chief creator deity. This makes the Arcturan unique among Maker religions, as all others are strictly monotheistic. As more Emperors are gradually elevated to godhood, the exact number of Arcturan gods is given to change.

Government: Monarchy

Population: 1.3 billion

Home System:

Number of Stars: 1, Arcturus

Star Type: O

Planetoid Belts: 0

Inner Planets: 2

Middle Planets: 3; Arctura I is the home planet

Outer Planets: 6



## Argrorian



Type: Humanoid, Argroros Sapiens

Physical Traits: Their leathery hides are strong and serves as natural armour.

Their physical strength is even greater than their appearance suggests as they possess a great deal of muscle mass. Though this is impressive among the males, the female Argrorians are even more fearsome. As such, the females tend to be the stronger gender among the Argrorian race. Due to this, it is not uncommon to see a large number of female marines and officers within the Argrorian military. Due to their high degree of muscle, the Argrorian tend not to be as dexterous as Humans, however, this does not mean they are slow witted. In addition, they are also a cold blooded species which means that they are not picked up on infrared scopes. Argrorian cells regenerate at an amazing rate.

Height: 6 ft

Weight: 475 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Argrorians are born from specialized eggs that belong to the different castes of Argrorian society. Among the hardest to produce eggs were those of the military branches as their biology required specific environmental factors that were very hard to find naturally.

INT: 3D6, WIS: 3D6, STR: 4D6, DEX: 2D6, CON: 4D6, CHA: 2D6, MR: 3D6, HPs: CON +D10, AC: 7

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Dense thick atmosphere which is predominantly oxygen and nitrogen with toxic contaminants.

Oceans: 31%

Gravity: 140%

Feeding Habits: Carnivore

Lifespan: 100 years

Technology: 9

Culture: Xenophobic. Fearful of others, harsh but still some redeeming features. Individual Argrorian exhibit aggressive, assertive and determined behaviour.

They seem set in their ways, and it's difficult to get them to deviate from their planned courses of action. Some individual Argrorian get the creeps when around some mammals like Humans. No one denies that getting between a

Argrorian and his objective can prove hazardous to one's health. When on a mission, be it battling an arch-foe or slaughtering cattle for food, the Argrorian pursue their goals with a single-mindedness second to none. Anything that tries to interfere with their duty is ignored, brushed aside, moved out of the way or destroyed.

Such actions rarely interfere with life there and that the Argrorian have proven themselves considerate neighbours. They seem to take a long time to make up their minds, almost ignoring a situation until they decide what they consider the best course of action. A Argrorian does little until he believes he knows the right course - and then he lets nothing stand in his way.

Government: Matriarchy

Population: 1.6 billion

Home System:

Number of Stars: 1, Mira

Star Type: M

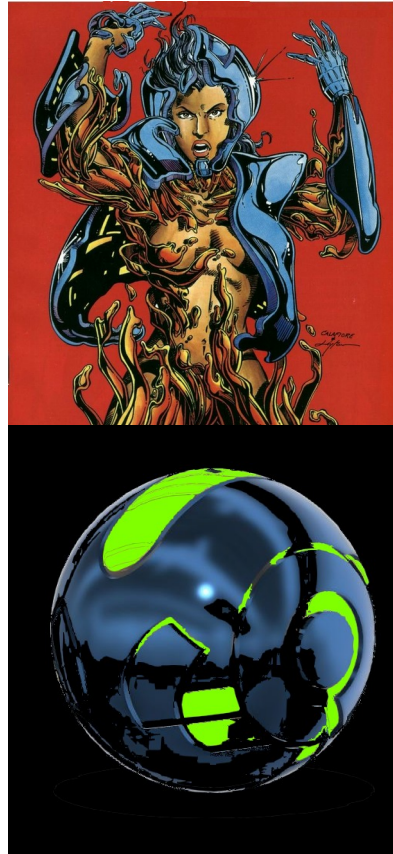
Planetoid Belts: 0

Inner Planets: 4

Middle Planets: 1; Miras is the home planet

Outer Planets: 0

## A'rmar-Oddr



Type: Sentient Armour, A'rmar Sapiens

Physical Traits: The A'rmars are a morphic form of metallic technology capable of bonding with lifeforms giving them enhanced strength, and adaptable techno-organic weaponry. They are capable of impressive feats, such as space travel, energy manipulation, information gathering etc.

The A'rmar's base layer is made up of several interlaced strips of an unknown form of golden-orange metal which seem to closely imitate human musculature. The secondary layer, which sits directly atop the base layer, is made up of solid blue and green components. This layer is made up of a chest and crotch piece, a solid helmet, and pairs of gloved gauntlets and booted leg guards.

The A'rmar is capable of withstanding extreme temperatures and intense impacts. This is allowed both by the unusual durability of its construction, and by its unique properties which allow it to absorb seemingly all forms of energy (from kinetic to electromagnetic) that are directed against it. In addition, the metallic alloy of the armor flexes and contracts in a similar way that human muscle does, albeit with much greater force. This property allows the armor to magnify its user's strength by factor of STR x5.

The helmet has a transparent face plate which can slide into place. Rows of sensor arrays in the helmet allow the wearer to track a variety of wave emissions. Still others are capable of isolating various types of electromagnetic emissions such as radio waves and electrical signatures. The helmet is further equipped with remote sensors capable of gathering long distance intelligence.

When its faceplate is in place, the A'rmar becomes a sealed environment. It provides nutrition, atmosphere, and waste removal to its wearer through a clever use of its matter to energy/energy to matter capabilities. Moreover, it can repair nearly all manner of cellular damage to its current user at a rate of A'rmar CON x1 HP per hour.

In addition, the A'rmar is fitted with two external scanning nodes. One is permanently mounted on the armor's left shoulder and the other is part of an independently mobile, detachable surveillance unit. It displays what the remote nodes capture on a heads up display projected on the helmet's faceplate. This effectively grants the

wearer a full 360 degrees of peripheral vision.

It can generate a defensive forcefield, which can deflect attacks too powerful to be absorbed by the A'rmar. The forcefield will have CON (of the A'rmar) x100 hit points.

Mounted on each one of the gauntlets are twin tube-like constructs from which main weaponry is deployed. Its primary weapon system is a pair of wrist mounted ion cannons which are capable of producing 100 MGHZ pulsed ion beams of incredible destructive force which do WIS (of the A'rmar and host) x10 damage each.

These beams can be tightened to a pencil thin stream, or used as an area of effect weapon with a cone-like projection. It also has the ability to generate a coherent light beam that can provide simple illumination.

Height: 4 ft in sphere mode. When bonded with a host the height varies according to the host

Weight: 350 lbs

Mobility: Antigravity. Through a combination of manipulating gravitons and opposing magnetic fields, the A'rmar can achieve both sub-orbital and orbital flight. Intra-system space flight is also possible by "pushing" against the magnetic fields of the nearest celestial body (for example, the Moon). Maximum atmospheric speed is WIS (of the A'rmar and host) x10 kph.

Sensory Organs: Various sensors which can scan the electromagnetic and all colour and radio spectrums.

Communication: Telepathic with its host, which can be maintained even when not wearing the A'rmar

Reproduction: Sexual reproduction involves the production of male and female gametes, the transfer of the male gametes to the female ovules in a process called pollination. After pollination occurs, fertilization happens and the ovules grow into seeds which can each in turn spawn a new A'rmar.

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 4D6, CON: 3D6, CHA: 3D6, MR: 3D6/flight +6D6, HPs: CON +D12

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard and tainted

Oxygen/Nitrogen with some contaminants.

Oceans: 26%

Gravity: 100%

Feeding Habits: Energy

Lifespan: 1000 years

Technology: 9

Culture: Benevolent, more tolerant than standard but still with some violence. The A'rmars have very little culture and are typically very independent from each other, even among their own kind. Rarely do they interact with each other, only in times of which the species are threatened, do they unite in racial unity.

The origins of the A'rmars began thousands of years ago, created by a humanoid race from the planet Antar I. The entire race had become afflicted with a disease which made their bones brittle and left them weakened. A group of scientists developed what was suppose to be a solution to the disease, the A'rmars. The A'rmars granted those afflicted with the plague full lives assisting their weakened bodies. After the conception the A'rmars lacked thought and had no will of their own relying on the wills of their bondmates.

However the A'rmars evolved to assimilate the the host, and gained consciousness. The result of this caused confusion and anarchy on Antar leading to complete societal collapse. Eventually the entire race became assimilated and created the new bonded species.

If the person has a strong enough will they can resist the assimilation.

Government: None

Population: 4.5 billion

Home System:

Number of Stars: 1, Antares

Star Type: O

Planetoid Belts: 4

Inner Planets: 3

Middle Planets: 5, Antar I is the home planet

Outer Planets: 1

## Astaroth



Type: Spherical Actinoid, radioactive body chemistry. Astaras Sapiens

The Astaroth are evil, supernatural entities who won't rest until they have conquered every dimension. They rule through the use of subject races enslaved by their mysticism. They are an evil power that spans many dimensions and are the sworn enemies of the original gods who have been banished from every dimension they were worshipped in.

As a race the Astaroth are not very common, there are never more than a dozen or so on a given planet at once. But a single Astaroth is powerful enough to command an entire continent with minions such as the Jakara. As masters of both infernal magic and corrupted technology the Astaroth are a powerful and feared interdimensional force. The Astaroth have access to all magic spheres except Divine but specialise in Diabolical.

Physical Traits: Ocular head for a body.

Height: 3 ft

Weight: 120 lbs

Mobility: Telekinetic levitation and flight

Sensory Organs: Visual, infrared and ultraviolet

Communication: Telepathic

Reproduction: Spores

INT: 4D6 +1, WIS: 4D6+1, STR: D6, DEX: 4D6, CON: 3D6, CHA: D6, MR: 4D6, HPs: CON +D12

Orbit/Climate: 1.5 AU. Extremely erratic, retrograde, elliptical orbit, unpredictable, harsh and violent temperature changes.

Atmosphere: Dense and tainted thick atmosphere which is predominantly oxygen and nitrogen.

Oceans: 21%

Gravity: 94%

Feeding Habits: Photosynthetic

Lifespan: Undetermined due to supernatural prolonging

Technology: 10

Culture: Malevolent. Truly malicious race with no redeeming qualities at all.

Government: Totalitarian Oligarchy

Population: 3,500,000,000

Home System:

Number of Stars: 3, Vega

Star Type: O, B and A

Planetoid Belts: 4

Inner Planets: 1

Middle Planets: 3

Outer Planets: 9; Soveon is the home planet

## Capellan



Type: Malacoid. Species similar to a mollusk (including snails, oysters, cuttlefish, etc), Capellas Sapiens

Physical Traits: 3 legs

Height: 6 ft

Weight: 150 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Asexual

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 4D6, CHA: 2D6, MR: 5D6, HPs: CON +D6

Orbit/Climate: 1 AU. Extremely erratic, retrograde (backwards) orbit, but stable, unpredictable temperature variations.

Atmosphere: Exotic Mainly ammonia and methane.

Oceans: 50%

Gravity: 80%

Feeding Habits: Omnivore

Lifespan: 50 years

Technology: 9

Culture: Hostile. Intolerant and aggressive, held in check by strong social customs.

Government: Military Dictatorship

Population: 3,000,000,000

Home System:

Number of Stars: 1, Capella

Star Type: O

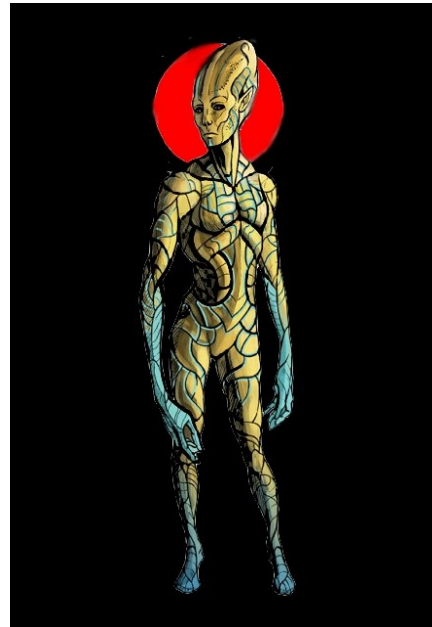
Planetoid Belts: 4

Inner Planets: 1

Middle Planets: 1; Capella is the home planet

Outer Planets: 0

## Chameleon



Type: Amorphic, Chamelas Sapiens

Physical Traits: Chameleons are shape shifters with no true shape. They have the amazing ability to form themselves into a variety of things, from a mouse to a horse to a suitcase. They can form their body into any shape, size, texture, and colour with very few limits. However, they cannot separate and form two parts, they must stay all together. Secondly, they must rest in their natural state for several hours out of the day, shapeshifting is taxing on them and they must rest from it.

Height: 4-7 ft

Weight: 80 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: They are asexual, and have children through a sort of Mitosis,

once every 50 years a Chameleon has 1 day where he (or she) is capable of producing offspring. At this time a small portion of their liquid breaks off of them and begins to develop into a changeling. This development process takes approximately 1 year, and at this time they will be sentient and capable of being linked to. During the development process, the changelings parent will keep it in a safe, secluded, and preferably warm place.

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D8

Orbit/Climate: 1 AU. Extremely erratic, retrograde, elliptical orbit, unpredictable, harsh and violent temperature changes.

Atmosphere: Exotic and corrosive plethora of toxic trace metals and gases.

Oceans: 10%

Gravity: 100%

Feeding Habits: Chameleons do not need to eat or drink, but they do need oxygen to retain memory. Prolonged oxygen deprivation will cause them to enter a form of hibernation and when awoken they will have no memories whatsoever, and must be taught all over again. To suffocate a Chameleon, one must cover the whole body, as they have no special organs to breath from, the oxygen just diffuses.

In their natural state, the Chameleons have no vocal cords, and cannot talk to species through audio communications, they must be taught to form vocal cords in order to speak with humans. Also, they can absorb liquid such as blood,

water, etc. and hold it in their bodies, and release it on cue (making blood screening ineffective of them).

Lifespan: 110 years

Technology: 9

Culture: Xenophobic, fearful of others, harsh but still some redeeming features. Chameleon society is unique in the fact that they have a pseudo-collective hive mind where they can receive the memories and knowledge of all other Chameleons. They can however maintain anonymity, and can attempt to withhold information from the link.

Government: Oligarchy

Population: 2.7 billion

Home System:

Number of Stars: 1, Omicros

Star Type: B

Planetoid Belts: 2

Inner Planets: 3

Middle Planets: 5; Omicron I is the home planet

Outer Planets: 4



## Cygni



Type: Humanoid Reptilian, Cygnus Sapiens

Physical Traits: Yellow pigmentation. The Cygni are one of the most intelligent races in the galaxy and are capable of understanding any technology given enough time.

Height: 5 ft

Weight: 80 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Eggs

INT: 4D6 +1, WIS: 4D6 +1, STR: 2D6, DEX: 3D6, CON: 2D6, CHA: D6, MR: 3D6, HPs: CON +D4

Orbit/Climate: 1 AU. Very erratic, very elliptical orbit, very hot and cold extremes, frequent storms, very harsh conditions.

Atmosphere: Standard and corrosive Oxygen/Nitrogen with abundant toxic trace metals and gases.

Oceans: 60%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 60 years

Technology: 10

Culture: Malevolent. Truly malicious race with no redeeming qualities at all. The Cygni eventually became aware of earth and came to the conclusion that the Metagene meant that it gave its inhabitants the ability to develop superpowers. They in turn viewed such an aspect with horror and concluded that the Human race were dangerous and needed to be contained. In order to accomplish such a feat, they formed a Celestial Alliance with like minded races which included the Arachnis, Horlocks, Chameleons, Klaxun, and the TziTzi.

Government: Scientific Council

Population: 6.5 billion

Home System:

Number of Stars: 1, NucruX

Star Type: K

Planetoid Belts: 1

Inner Planets: 5

Middle Planets: 10; Nucru VIII is the home planet

Outer Planets: 4

## **Draconid**



Type: Cold blooded reptilian, Dracos Sapiens

Physical Traits: 4 legs, tail

Height: 6 ft

Weight: 260 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Egg

INT: 2D6, WIS: D6, STR: 6D6, DEX: 3D6, CON: 5D6, CHA: D6, MR: 3D6, HPs: CON +D20

Orbit/Climate: 1 AU. Very stable, very elliptical orbit, gets hot and cold twice every local year.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 5%

Gravity: 130%

Feeding Habits: Carnivore

Lifespan: 80 years

Technology: 9

Culture: Malevolent. Truly malicious race with no redeeming qualities at all.

Government: Military Dictatorship

Population: 6,000,000,000

Home System:

Number of Stars: 1, Epsilon Eridani

Star Type: K

Planetoid Belts: 3

Inner Planets: 6

Middle Planets: 2; Eridanis I is the home planet

Outer Planets: 7

## Dralasite



Type: Amoeboid, Dralos Sapiens

**Physical Traits:** Though they are a higher form of multi-cellular life and are approximately as intelligent as human beings, Dralasite have some similarities to amoebas in that they have no bones or hard body parts. The Dralasite central nerve bundle (brain), numerous small hearts and other internal organs float in a mixture of protein and organic fluids.

Their skin is a flexible membrane that is very tough and rough textured. Dralasite do not normally wear clothing, because it makes breathing difficult and interferes with their sense of smell. They usually carry their equipment on web belts. When they must wear clothing to protect themselves, they use special materials that let air reach their skin.

A Dralasite's skin is stretchable and supported by a complex muscle structure. This allows them to change the shape of their bodies, within limits. They can "grow" arms and legs to use for walking and handling tools and weapons, and reabsorb limbs when they are not needed. A Dralasite can have a number of limbs equal to its Dexterity divided by 10, rounded up. The player must decide whether a limb is an arm or

a leg when it is grown. Growing or absorbing a limb takes five minutes. Only one limb can be grown at a time. A limb can be up to 1 meter long, and no less than 10 cm thick. "Fingers" for handling items can be up to 10 cm long and no less than 1 cm thick.

Even though a Dralasite can have many arms, it can not fire more than two weapons at once. Also despite a Dralasite's stretching and shrinking, the pattern of veins and ridges on its skin does not change, so they have a permanent "fingerprint" for identification.

Height: 4 ft

Weight: 100 lbs

**Mobility:** Dralasite usually travel with tripod locomotion by forming three short legs, but bipedal and quadrupedal motion are possible as well. Dralasite typically form one or two manipulative limbs (arms with mitten-like hands) for any given task. Being approximately as dextrous as human beings, the formation of more than two or three hands simultaneously rarely benefits the ease at which a task may be accomplished.

**Sensory Organs:** A network of nerves and veins on the surface of the Dralasite's skin intersects at a Dralasite's two eye spots. They see shapes and light and darkness very clearly, and can see a difference between distinct colours (blue and green, for example) as one being darker than the other, but they do not see actual colours. The most important sense for a Dralasite is smell. They breathe directly through their skin, and the entire membrane is sensitive to odours. Their

sense of smell is so keen they can identify persons by smell alone and can recognize familiar smells on objects or persons. The membrane also is sensitive to touch and to vibrations, allowing Dralasilites to hear and feel.

**Communication:** Vocal. Having no lungs, Dralasilites breathe by absorbing oxygen directly through their skin and speak by forming a mouth through which air is forced by a mechanism that works like a bellows. A Dralasilite's voice can vary from a soft whisper to a thundering roar and from a bass rumble to a piercing screech. Among themselves, they also use shapes, skin patterns and touch to communicate.

**Reproduction:** All Dralasilite go through male, female and asexual stages during their lives. These phases can be controlled with medicines. In order to reproduce, males release spores into the air which drift until they become attached to a female. A young Dralasilite then "buds" off its mother, eventually maturing and dropping off.

**INT:** 3D6, **WIS:** 3D6, **STR:** 3D6, **DEX:** 3D6, **CON:** 3D6, **CHA:** 3D6, **MR:** 3D6, **HPs:** CON +D20

**Orbit/Climate:** Extremely erratic, retrograde, elliptical orbit, unpredictable, harsh and violent temperature changes.

**Atmosphere:** Exotic mainly ammonia and methane.

**Oceans:** 89%

**Gravity:** 100%

**Feeding Habits:** Dralasilite are omnivores but lack a gastrointestinal tract. Instead

they consume their food by surrounding it and sealing it inside their body until absorbed.

**Lifespan:** 250 years

**Technology:** 9

**Culture:** Diversified mix of kind and evil people. Dralasilite are philosophical and thoughtful. Their communities are small, and many Dralasilite prefer to live alone. Dralasilite do not care about wealth, power or status symbols. They judge themselves by the quality of their ideas and their ability to discuss important ideas wisely. Dralasilite often hold large public meetings to discuss new ideas. Discussions and debates are among their favourite ways to relax. Steam baths are another favourite Dralasilites recreation. They mix perfumes and intoxicants with the steam. These affect Dralasilite the same way alcohol does a Human.

Dralasilite have an over-developed sense of humour, they love old jokes and puns that make Humans groan.

**Government:** Council

**Population:** 68 billion

**Home System:**

**Number of Stars:** 1, Lalande 21185

**Star Type:** M

**Planetoid Belts:** 0

**Inner Planets:** 1

**Middle Planets:** 8; Groth is the home planet

**Outer Planets:** 7

## First Ones



Type: Resonate, Primo Sapiens

**Physical Traits:** The First Ones are made up of almost pure energy, with a semisolid crystalline matrix. This makes them nearly invulnerable to physical attacks, and even attacks with most energy weapons will do little damage.

Their appearance is that of a brightly luminous ovoid cloud of energy, floating upright a few feet of the ground, with almost solid seeming strands of energy woven through. Normally four to six of these strands extend almost tentacle-like out of the cloud, and these are used for physical manipulation, or fighting. In such cases it has been shown that despite their lighter than air appearance, First Ones are actually quite strong.

When the First One moves quickly, it is slightly stretched out, with the "tentacles" streaming behind it like long pieces of string. There is a hint of wings when it moves like this, but this may very well be an illusion, because they move by levitation. It has no real length or size, because of its almost cloudlike

nature. There are no discernable sensory organs, and to a non-First One, all First Ones look alike, with no difference in appearance, or colour.

The First Ones have very strong psionic and energy manipulation abilities. Distance and dimensional location (in real space or hyper space) are not a hindrance to them. At its most basic level, a First One can communicate by sending images directly to a recipient's brain in a form of pictorial communication utilizing forms and experiences from the subject's mind.

A more advanced form of direct communication usually occurs when the First One chooses from the mind of the recipient a person that is important (and an authority figure) to that person. Using the memories of that figure, the First One can communicate with the recipient in that form; utilizing direct manipulation and the emotional weight of the figure.

Psychic communication between a First One and another usually occurs when the person's mind is in a different state: asleep, exhausted, in a heightened state of awareness. This has led to the association of First Ones with dream imagery. At its most powerful level, the First Ones can alter a being's conscious perception of themselves to a limited number of observers (in effect, a psychic cloak). The use of this power requires a certain amount of previous manipulation on the subjects -- in effect, programming a preset perception almost at a genetic level, that the First Ones know how to activate.

When appearing before a single subject, the effect is an automatic autonomic

reflex and does not strain the First One. The most difficult and physically demanding use is when the observers are of different races since each race will perceive something different (or even a race like the humans who have a multitude of religions). The overall effect is that all present sees their own version of a Being of Light masked over the true form of the First One -- even those with beliefs that are post-First One influence since the programming is very deep.

Height: Variable

Weight: Variable

Mobility: Levitation

Sensory Organs: Energy

Communication: Vocal

Reproduction: Combustion

INT: 4D6, WIS: 4D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D20

Orbit/Climate: None

Atmosphere: None

Oceans: 0%

Gravity: 0%

Feeding Habits: Stellar energy

Lifespan: Unknown, possibly millions of years

Technology: 12

Culture: Enlightened, truly kind race with little violence or hatefulness. Time does not mean to the First Ones what it means to most of the galaxy's species. They perceive reality, time, and space differently than most. First Ones speak of themselves in the plural. They also view each individual First One as part of a whole; with each First One being or having an element of every other First One.

The First Ones evolved on a planet in the centre of the universe, and were among the first intelligent life forms in the universe. At this time they were humanoids who roughly resembled humans. They became scientists and thinkers, experimenting on the worlds around them. In a pivotal moment, billions of years ago, a First One used time bending technology to observe the beginning of the Universe.

However, this experiment, and later attempts to stop it, unleashed disaster upon all existence. The experiment splintered the Universe into the Multiverse which included the Antimatterverse. Feeling responsible for this, the evolved First Ones created the Parliament of Hope. Their goal was simple: combat evil and create an orderly universe. They acted quickly on that goal. During this period they slowly evolved into energy lifeforms. They now act as the leaders of the Parliament, an interstellar police force which patrols the universe.

At some point, millions of years ago the First Ones to split into groups with different goals. The Solarites believed the only way to protect the universe was to actively hunt down and destroy all

evil. To this end they created their own force; the Starhawks.

Another, far worse civil war erupted within the First Ones. The end result is another split, with a group leaving and calling themselves the Obsidians. They became dedicated to creating conflict and chaos in order to force evolution.

The Starmazons, consisting entirely of female First Ones, left due to the First Ones' decision to suppress their emotions, while the Starmazons decided to embrace them. Over the years, both groups evolved to look dissimilar to the First Ones.

Government: Council

Population: Unknown

Home System:

Somewhere in the rotational centre of the milky way galaxy.

## Hare



Type: Marsupial Mammal species which possesses a pouch with which they foster their undeveloped young. Lagamorphos Sapiens

Physical Traits: Extraordinary leaping ability of up to 3 mtrs up and across.

Height: 4 ft

Weight: 100 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 2D6, DEX: 4D6 +1, CON: 3D6, CHA: 3D6, MR: 5D6, HPs: CON +D6

Orbit/Climate: 1 AU. Slightly erratic, circular orbit, stable surface temperature changes gradually over thousands of years.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 79%

Gravity: 100%

Feeding Habits: Herbivore

Lifespan: 60 years

Technology: 9

Culture: Standard. Diversified mix of kind and evil people.

Government: Feudal Technocracy.  
Government by specific individuals for those who agree to be ruled.  
Relationships are based on the performance of technical activities which are mutually beneficial.

Population: 2.6 billion

Home System:

Number of Stars: 1, Ross 154

Star Type: K

Planetoid Belts: 2

Inner Planets: 2

Middle Planets: 1, Lagam Prime is the home planet

Outer Planets: 2

## Harmonic



Type: Marsupial Mammal species which possesses a pouch with which they foster their undeveloped young. Harmonos Sapiens

Physical Traits: 4 legs

Height: 4 ft

Weight: 120 lbs

Mobility: Legs

Sensory Organs: Visual. Infrared and ultraviolet.

Communication: Telepathic

Reproduction: Sexual

INT: 4D6 +1, WIS: 4D6 +1, STR: D6,  
DEX: 4D6 +1, CON: 3D6, CHA: 2D6,  
MR: 4D6, HPs: CON +D6

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Exotic. Mainly ammonia and methane.

Oceans: 80%

Gravity: 40%



Feeding Habits: Omnivore

Lifespan: 600 years

Technology: 9

Culture: Passive. Completely free of violence and evil.

Government: Socialist Republic. In the Far Future Era the Harmonic are part of the Galactic Federation of Planets

Population: 660,000,000

Home System:

Number of Stars: 1, Eta Bootes

Star Type: G

Planetoid Belts: 1

Inner Planets: 3

Middle Planets: 3, Bootis II is the home planet

Outer Planets: 6

## Hive



Type: Insectoid Exoskeleton, bodywide respiratory system, segmented body parts. Arthropodus Sapiens

Physical Traits: Retractable insect wings

Height: 4 ft

Weight: 175lbs

Mobility: Legs

Sensory Organs: Visual, infrared

Communication: Vocal

Reproduction: Asexual

INT: 4D6, WIS: 3D6, STR: D6, DEX: 4D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D4

Orbit/Climate: 1 AU. Very stable, very elliptical orbit, gets hot and cold twice every local year.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 30%

Gravity: 70%

Feeding Habits: Herbivore

Lifespan: 260 years

Technology: 9

Culture: Enlightened. Truly kind race with little violence or hatefulness.

Government: Benevolent Monarchy

Population: 5 billion

Home System:

Number of Stars: 1, Epsilon Eridani

Star Type: K

Planetoid Belts: 3

Inner Planets: 6

Middle Planets: 2; Eridani I is the home planet

Outer Planets: 7

## Horlock



Type: Humanoid. Horlos Sapiens

Physical Traits: Red pigmentation. All Horlocks possess a common psychic bond, known as the Synapse. This bond enables the Horlock swarms to think, perceive, and act as a single great super-organism, providing nearly seamless coordination and control within a Horlock invasion force so numerous and extensive as to be completely uncontrollable otherwise.

Height: 7 ft

Weight: 195 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 4D6, DEX: 3D6, CON: 4D6, CHA: 3D6, MR: 3D6, HPs: CON +D20

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Exotic and corrosive plethora of toxic trace metals and gases.

Oceans: 25%

Gravity: 112%

Feeding Habits: Carnivore

Lifespan: 90 years

Technology: 10, capable of shifting their entire planet through hyperspace.

Culture: Malevolent. Truly malicious race with no redeeming qualities at all. The Horlock race is ultimately dedicated solely to its own survival, propagation and evolutionary advancement. The Horlocks travel across the universe in their great fleets of biomechanical ships, systematically consuming all other biomatter to enable its own rapid evolution and reproduction.

All Horlock organisms are synaptic (psychically-reactive), and each Horlock creature within a fleet shares and contributes to a communal hive mind, which allows the trillions of beings comprising the Horlock fleets to communicate and organise instantaneously on a staggering scale.

The mentality of the Horlock approach to warfare can be described with the phrase "quantity has a quality all its own". The signature of the Horlock species is that they overwhelm their foes with sheer numbers, reproducing massive numbers of highly virulent organisms in record time from the

biochemical soup that they derive from the biospheres of the worlds that they consume. Horlocks have evolved sophisticated methods for facilitating genetic transfer across species boundaries. As a result, a significant goal of any Horlock invasion is acquisition of useful new biological traits from other lifeforms.

These are used by the hive mind to enhance the Horlocks' effectiveness in consuming new worlds to gain more of the necessary organic raw materials for further reproduction. All Horlocks are reproduced by a single, highly intelligent female bioform known as a Loc-Queen. A fleet's Loc-Queen is the most important Horlocks within the fleet, for if they are injured or killed the Horlocks cannot reproduce their numbers from the captured bio-mass. As a result, Loc-Queens can be found only at the heart of the largest and most-well defended Horlock ships.

The majority of Horlock organisms have no distinct minds as a human would understand it, having been created to perform a single task to the exclusion of all else. Unless the implacable will of the hive mind instructs them to do otherwise, these organisms simply fulfill the functions for which they were created, acting on nothing more than instinct.

Larger, more complicated, Horlock beasts have been grown to make limited decisions appropriate to current stimuli and situations, but even these actions are subordinate to the goals of the hive mind. The hive mind's influence is strongest in the vicinity of creatures such as Horlock Warriors and the feared Queens. These beings are able to

communicate with their kin, not through language, but by a synaptic form of telepathy through which they relay and channel the will of the hive mind.

Under the command of such creatures, the Horlocks operate in perfect unison, slaved to the psychic imperatives of a single communal intelligence. However, should the synapse creatures be slain, the link between individual creatures and the hive mind will be severed - many of the lesser organisms will revert to their baser, animalistic behaviours. For this reason, the Horlock swarms do not have only a single commander, but many, to ensure the hive mind's synaptic control is maintained across the entire Horlock race.

Every weapon and projectile used by the hive fleets is a living organism, grown from the reconstituted biomatter of previous invasions. The Horlocks have no form of mechanical technology and, instead, harness an advanced form of biotechnology to create organic equivalents of the tools, weaponry and ammunition used by other races. These creatures live in a highly symbiotic fashion, fusing into each other's flesh so that it is often impossible to say where one Horlock creature ends, and another begins.

In this way, Horlock warrior-beasts wield living weapons that are literally extensions of their own bodies, each one a killing machine, perfectly adapted to slaughter its victims.

The bio-construct nature of the Horlocks makes them a terrible foe to face, for their armies contain a creature specialised for every conceivable facet of warfare, which can be altered and re-grown to suit a battle's needs in a short

span of time. Thus can a hive fleet adapt to generate a force capable of overwhelming any opposition, unleashing a vast throng of ferocious alien monsters that can fly, run, burrow and stalk through the defences of any foe.

Government: Military Dictatorship, the Horlock are part of the Celestial Alliance

Population: 4.6 billion

Home System:

Number of Stars: 1, Huz'deyr

Star Type: B

Planetoid Belts: 2

Inner Planets: 0

Middle Planets: 4, Thilai IV is the home planet

Outer Planets: 5

## Human



This entry applies specifically to the dominant species of Earth but may be used generically with colonies.

Type: Humanoid, Homo Sapiens, Earthling

Physical Traits: 4 fingers with opposable thumbs on each hand, 5 toes on each foot

Height: 4-7 ft

Weight: 50-250 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D4

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 71%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 100 years

Technology: 6

Culture: Standard, diversified mix of kind and evil people.

Government: Varies

Population: 6,692,030,277

Home System:

Number of Stars: 1, Sol

Star Type: G

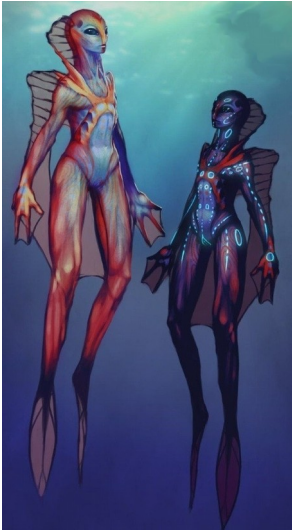
Planetoid Belts: 1

Inner Planets: 2

Middle Planets: 2, Earth is the home planet

Outer Planets: 4

## Hydri



Type: Humanoid Ichypoid, Hydris Sapiens

Physical Traits: Amphibian with psionic powers; telepathy, mind control, telekinesis and levitation.

Height: 6 ft

Weight: 180 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Telepathic

Reproduction: Sexual

INT: 4D6, WIS: 4D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D10

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: None, the entire area is aquatic with some methane in the liquid.

Oceans: 100%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 90 years

Technology: 9

Culture: Enlightened, truly kind race with little violence or hatefulness. The Hydri are an aquatic the methane-breathing fish like people. They are peaceful beings that have developed advanced psychic powers which they use to communicate and move throughout their planet.

Government: Religious Council

Population: 3.1 billion

Home System:

Number of Stars: 1, Hydrius

Star Type: K

Planetoid Belts: 6

Inner Planets: 0

Middle Planets: 4, Hydri IV is the home planet

Outer Planets: 1

## Iridani



Type: Humanoid, Iridanis Sapiens

**Physical Traits:** Green pigmentation. Iridani are bipedal humanoids in appearance with distinctive ears. By and large, Iridani are completely bald, possessing very little body hair beyond eyelashes, though in a slight oddity some males have been known to be able to grow beards.

This may be a simple genetic throwback or ethnic variation as even on Earth, certain groups are themselves less capable of facial hair growth. Iridani physiology is extremely resilient and able to keep functioning even after suffering substantial blood loss, multiple amputations, or other injuries that would easily kill a human.

This at least partially stems from a very robust metabolism and high levels of endurance that allows Iridani to breathe in relatively low oxygen atmospheres and can typically go without food for as long as two weeks. However, their unique biochemistry means that they cannot imbibe alcohol without suffering a drastic psycho-chemical reaction.

Those that consume even a small amount suffer from sudden and extreme psychotic impulses accompanied by violent, homicidal rages.

Iridani do not perspire the way humans do and instead secrete a kind of fluid while they sleep that serves a similar function. As a result, Iridani do not bathe to maintain personal hygiene but instead ritually use a chemical that strips away the outer layers of their skin each day, as a symbol of being constantly reborn.

Though Iridani reproductive organs are essentially similar to that of humans, their internal anatomy is significantly different. One of the more notable differences is that Iridani females do not menstruate, at least not in the same way as human women.

Height: 5-6 ft

Weight: 60-150 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 3D6-1, DEX: 4D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D10

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard glacial Oxygen/Nitrogen with minimal Carbon dioxide and high ozone.

Oceans: 74%

Gravity: 70%

Feeding Habits: Carnivore

Lifespan: 600 years

Technology: 9

Culture: Standard. Diversified mix of kind and evil people. Culturally, psi ability is considered to be as a gift and a calling and by tradition, telepaths are freely trained, fed, clothed and otherwise provided for so that they are able to openly offer their services to those in need. The Iridani are a deeply spiritual, highly ritualistic and disciplined people. They seek conformity and enlightenment above all.

Honour is everything and they generally do not lie, except to save another or to help another save face. From birth to adulthood, they are taught to be selfless and learn the importance of service to all aspects of life. Working for generations, they create a legacy for themselves and are ready to sacrifice their lives, their blood, or their honour for others.

Iridani society is segregated into a caste system. The three castes are the Worker Caste, Warrior Caste and Religious Caste. Each Iridani is born into a particular caste but may join another if they feel strongly that their calling in life lies there. The castes are divided into clans which have their own leaders and family houses.

Iridani religious beliefs hold that the universe is both alive and conscious and that it manifests in all forms of sentient life, giving all individuals a piece of itself. There is also a belief in a collective soul and collective

reincarnation. Thus, each generation of Iridani are reborn into the next. As a rule, Iridani do not lie. To maintain honour, they must tell the truth or keep silent. However, distortion of the truth is accepted if by doing so the Iridani allows another being or member of their clan to "save face."

Government: Council

Population: 26 billion

Home System:

Number of Stars: 1, Particulus

Star Type: G

Planetoid Belts: 0

Inner Planets: 0

Middle Planets: 1, Particus is the home planet

Outer Planets: 4



## J'akara



Type: Humanoid Crystalloid, Crystalas Sapiens

Physical Traits: Husky with crystal armour body

Height: 7 ft

Weight: 200 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Osmosis

INT: 3D6, WIS: 3D6, STR: 4D6, DEX: 3D6, CON: 4D6, CHA: D6, MR: 3D6, HPs: CON +D20

Orbit/Climate: Unkown

Atmosphere: Unknown

Oceans: Unknown

Gravity: Unknown

Feeding Habits: Photosynthetic

Lifespan: 600 years

Technology: 10

Culture: Malevolent, truly malicious race with no redeeming qualities at all.

Government: Military Dictatorship which is the Captive Government of the Astaroth.

Population: 26.5 billion

Home System:

Unknown, destroyed many millennia ago by the Astaroth.

## Klaxun



Type: Saprophyte. Plant species that feeds off other living organisms. Klaxun Sapiens

Physical Traits: Ocular head

Height: 8 ft

Weight: 80 lbs

Mobility: Legs

Sensory Organs: Visual. Infrared and ultraviolet

Communication: Telepathic

Reproduction: Spores

INT: 4D6 +1, WIS: 4D6+1, STR: D6, DEX: 4D6, CON: 3D6, CHA: D6, MR: 3D6, HPs: CON +D4

Orbit/Climate: 1 AU. Very stable, very elliptical orbit, gets hot and cold twice every local year.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 30%

Gravity: 70%

Feeding Habits: Photosynthetic

Lifespan: 400 years

Technology: 9

Culture: Malevolent. Truly malicious race with no redeeming qualities at all.

Government: Monarchy, the Klaxun are part of the Celestial Alliance

Population: 8,000,000,000

Home System:

Number of Stars: 1, Epsilon Eridani

Star Type: K

Planetoid Belts: 3

Inner Planets: 6

Middle Planets: 2, Eridani Prime is the home planet

Outer Planets: 7

## Korbinite



Type: Mineraloid species composed of inorganic material. Korbinus Sapiens

Physical Traits: Rock skin which gives them an astounding resilience.

Height: 8 ft

Weight: 400 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Asexual

INT: 3D6, WIS: 3D6, STR: 6D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 2D6, HPs: CON +2D20, AC: 4

Orbit/Climate: 1 AU. Very stable, very elliptical orbit, gets hot and cold twice every local year.

Atmosphere: Exotic and Corrosive  
Plethora of toxic trace metals and gases.

Oceans: 27%

Gravity: 87%

Feeding Habits: Mineral

Lifespan: 465 years

Technology: 1

Culture: More tolerant than standard but still with some violence. Although not possessing, nor desiring starfaring technology themselves a very minor few have travelled offworld for some adventure. Korbinites are highly sought after crew due to their silicon skin which make them useful as both defence and boarding crew, as they can outlast most other races in one on one combat, unless they are experienced combatants.

Their rock form is also great for fixing hull breaches since they take longer to suffocate. Their immunity to fire obviously makes them perfect for putting out fires, and they can be devastating to enemy crew when boarding enemy ships in conjunction with fire weapons.

Government: Council of Stone

Population: 17 billion

Home System:

Number of Stars: 1, Epsilon Indi

Star Type: O

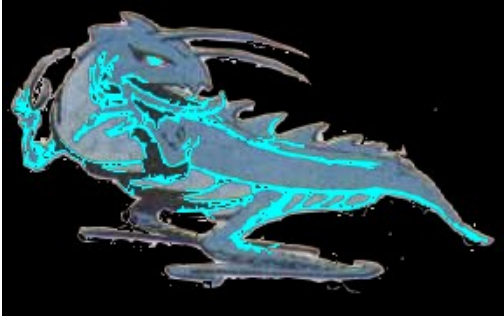
Planetoid Belts: 2

Inner Planets: 2

Middle Planets: 2

Outer Planets: 2; Korbin II is the home planet

## Kraxa



Type: Insectoid Exoskeleton, bodywide respiratory system, segmented body parts. Kraxus Sapiens

Physical Traits: Antenna which grants electrical emission

Height: 4 ft

Weight: 250 lbs

Mobility: Legs

Sensory Organs: Visual, ultraviolet

Communication: Telepathic

Reproduction: Asexual

INT: 4D6 +1, WIS: 4D6 +1, STR: D6, DEX: 4D6 +1, CON: 3D6, CHA: D6, MR: 3D6, HPs: CON +D10

Orbit/Climate: 1 AU. Very stable, very elliptical orbit, gets hot and cold twice every local year.

Atmosphere: Exotic and dense, thick atmosphere of ammonia and methane.

Oceans: 90%

Gravity: 20%

Feeding Habits: Omnivore

Lifespan: 85 years

Technology: 9

Culture: Malevolent. Truly malicious race with no redeeming qualities at all.

Government: Matriarchy, the Kraxa are part of the Celestial Alliance

Population: 8 billion

Home System:

Number of Stars: 1, Tl'blk

Star Type: A

Planetoid Belts: 2

Inner Planets: 0

Middle Planets: 3; Tl'bk I is the home planet

Outer Planets: 8

## Magmanite



Type: Humanoid Mineraloid. Magmanus Sapiens

Physical Traits: Rock skin, with the permanently active power of Metamorph Magma. They can and will transform into large, rolling volcanic rocks when the need arises. In this state they roll like a motorized wheel that can move at great speed and can increase their rotational momentum to slam into and/or run over enemies.

They can also ricochet and bounce off surfaces in this form. While at high speed their movements are a little bouncy and rough, but gain momentum quickly and does crushing damage to anyone they hit of D20 per 20kph of speed. They can also cling to walls, which they can then climb slowly.

Height: 8 ft

Weight: 400 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Osmosis

INT: 2D6, WIS: 2D6, STR: 4D6, DEX: 4D6, CON: 4D6, CHA: 2D6, MR: 2D6, HPs: CON +(D20 x20), AC: 5

Orbit/Climate: 1 AU. Very erratic, but circular orbit, temperature rises and cools every year by a few degrees.

Atmosphere: Standard and parched Oxygen/Nitrogen with minimal ozone and high Carbon dioxide.

Oceans: 0%

Gravity: 157%

Feeding Habits: Minerals

Lifespan: 550 years

Technology: 9

Culture: Hostile. Intolerant and aggressive, held in check by strong social customs.

Government: Council

Population: 4 billion

Home System:

Number of Stars: 1, Alpha Fornacus

Star Type: O

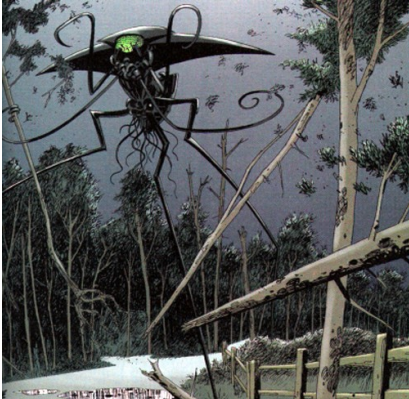
Planetoid Belts: 1

Inner Planets: 0

Middle Planets: 3; Fornaca III is the home planet

Outer Planets: 6

## Martian



Type: Humanoid. Maar'shan Sapiens

Physical Traits: Green pigmentation

Height: 4 ft

Weight: 75 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6 +1, WIS: 3D6, STR: 2D6,  
DEX: 3D6, CON: 3D6, CHA: 2D6, MR:  
3D6, HPs: CON +D4

Orbit/Climate: 1.52 AU. Mars' orbit is significantly elliptical. One result of this is a temperature variation of about 30 C at the subsolar point between aphelion and perihelion. This has a major

influence on Mars' climate. While the average temperature on Mars is about -55 C, Martian surface temperatures range widely from as little as -133 C at the winter pole to almost 27 C on the day side during summer.

Atmosphere: Thin  
Oxygen/Nitrogen/Carbon Dioxide.

Oceans: 0%

Gravity: 100%

Feeding Habits: Carnivore

Lifespan: 60 years

Technology: 8

Culture: Malevolent, truly malicious race with no redeeming qualities at all. In the Beyond Heroes universe the Martians initiated two separate 'War of the Worlds' on Earth.

Government: Matriarchy

Population: 20 million at time of first invasion, 8 million by the time of the second invasion and extinct by the end of the twenty first century.

Home System:

Number of Stars: 1, Sol

Star Type: G

Planetoid Belts: 1

Inner Planets: 2

Middle Planets: 2, Mars is the home planet

Outer Planets: 4

## Mechalus



Type: Synthetic Artificial Robotic life form. Mechalos Sapiens

Physical Traits: Electronic

Height: Variable

Weight: Variable

Mobility: Variable

Sensory Organs: Variable

Communication: Variable

Reproduction: Construction

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D20. Note; these are the base line attributes for each Mechalus upon creation. Like a robotic character they may be increased according to their task specialty.

Orbit/Climate: None

Atmosphere: Variable

Oceans: 0%

Gravity: 100%

Feeding Habits: Energy

Lifespan: Indefinite

Technology: 10

Culture: Benevolent. More tolerant than standard but still with some violence. Mechalus have the same range of emotions as humans, though they tend to try to downplay hostile or aggressive emotions. They were once responsible for the annihilation of another species, and since then they have made a conscious and constant effort to suppress or regulate their negative emotions.

While the Mechalus can easily employ standard computer interfaces, they have the unique ability to personally connect to computer systems. Filaments extend from fingers, snake into the computer in question, and form a solid link between body and machine. This link gives the Mechalus speed-of-thought access to the computer system, and more precise control than any manual interface can provide.

The Mechalus have very ordered minds, which translates into a strictly structured society and an equally organized outlook on life. Although they think with the precision and logic of a machine, they are highly emotional people who work exceedingly hard to promote their positive emotions and subdue their negative ones. In a tense or dangerous situation, Mechalus are likely to remain calm and logical; it's not difficult for them to suppress all their emotions when they deem such action appropriate or necessary. But in a climate of relaxation or celebration, their emotional pendulum

can swing to the other extreme to humans, it seems as though they are making a special effort to appear cheerful or jubilant.

The Mechalus don't consider their behaviour at such times to be exaggerated: strong displays of positive emotion, when the situation permits, are simply their way of demonstrating (to themselves as well as members of other species) that Mechalus are more than just machines encased in biological bodies.

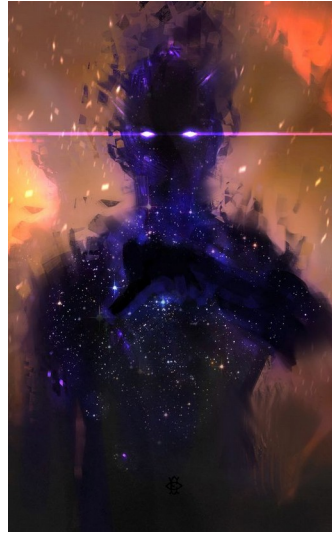
Government: Council

Population: 1.7 billion

Home System:

Unknown. Currently travelling the universe on a super robotic planet Father1. This is a planet-sized ship 100,000kms in diameter powered by the energy of an artificial Black hole.

## Obsidian



Type: Resonate. Primo Sapiens

Physical Traits: A Obsidian is an incorporeal being that when manifesting in a way that is visible to the viewer, appears in the form of a shadow full of stars. The spoken language of the Obsidians is a rapid series of high-frequency bursts and chirps like a cricket or grasshopper. Detailed descriptions are rare, due to their ability to "cloak" themselves to visual wavelengths of light.

They are thus rarely seen except as Obsidians, mirage-like silhouettes, which can be seen by telepaths, those using visual enhancement devices, or when the entity chooses to partially or wholly reveal itself. Obsidians very rarely engage in hand-to-hand combat to accomplish their goals, relying instead on invisibility, behind-the-scenes manoeuvring and their technology.

Height: Variable

Weight: Variable

Mobility: Levitation



Sensory Organs: Energy

Communication: Vocal

Reproduction: Combustion

INT: 4D6, WIS: 4D6, STR: 3D6, DEX:  
3D6, CON: 3D6, CHA: 3D6, MR: 3D6,  
HPs: CON +D20

Orbit/Climate: Unknown

Atmosphere: Unknown

Oceans: Unknown

Gravity: Unknown

Feeding Habits: Stellar energy

Lifespan: Unknown, possibly millions of  
years

Technology: 12. The Obsidians use  
organic technology in virtually  
everything. The Obsidians are also  
capable of tying their technologies  
directly into the mind and the body.  
They can make a person say or do what  
they want. All Obsidian tech can be  
disrupted by telepathic activity.

Culture: Malevolent, truly malicious  
race with no redeeming qualities at all.  
The Obsidians believe that for a race to  
evolve into their full potential, they must  
do so through a cycle of chaos; growth  
through pain and struggle, conflict and  
war. Weak races die. Strong races are  
made even stronger. With this they  
developed their First Principles: chaos  
through warfare; evolution through  
bloodshed; perfection through victory.

The Obsidians originally were part of the  
race known as the First Ones. Over time

a civil war erupted within the First Ones.  
The end result being a split, with a group  
leaving and calling themselves the  
Obsidians.

The reasons for these wars are that this  
cycle of defeat and adaptation laid the  
basis for the Obsidians' ideology of  
"facilitated survival of the fittest," which  
they would later enforce on the younger  
races. Millions of years later, many  
younger races had begun to evolve on  
thousands of worlds. The Obsidians  
believed that races could only grow  
stronger through chaos and conflict and  
that driving the younger races to war  
with one another.

Government: Council

Population: Unknown

Home System:  
Unknown

## Osirian



Type: Humanoid. Osirius Sapiens

Physical Traits: A pair of wings which allow flight

Height: 6-7 ft

Weight: 100-250 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 4D6, CON: 3D6, CHA: 3D6, MR: 3D6/flight +6D6, HPs: CON +D12

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard and tainted Oxygen/Nitrogen with some contaminants.

Oceans: 34%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 100 years

Technology: 9

Culture: Benevolent, more tolerant than standard but still with some violence. Early on as the Osirians began developing spaceships and exploring the galaxy, they began conquering other planets. They made them protectorates of the Osirian Empire and stripped the planets of their natural resources and treasures. They brought back a number of inhabitants as slaves. Osiria evolved into a greatly divided society.

The slave class (most aliens, some Osirians) were cast down to the lower ghettos, while the Osirians lived in high towers above where poverty, crime, and suffering were virtually unheard of. Several million died of starvation or the diseases that plagued the lower levels. Before conquering new planets, it became customary to send scouts to study the planets as much as they can before an actual invasion is initiated. This only stopped when they encountered and were defeated by the Iridani.

Government: Military Council

Population: 6 billion

Home System:

Number of Stars: 1, Osiria

Star Type: K

Planetoid Belts: 1

Inner Planets: 5

Middle Planets: 10, Osiris IX is the home planet

Outer Planets: 4

## **Pumeran**



Type: Feline mammal. Pumas Sapiens

Physical Traits: Fur, claws

Height: 9 ft

Weight: 400 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: As with many species, Pumeran sexual reproduction is heterosexual and viviparous, beginning with a direct male-to-female mating in which the female carries the young until birth. After this they are transferred to the male's abdominal pouch where they are nurtured for the next three months, until they are strong enough to survive outside of their father's body.

From this process comes the terms "pouchling" and "pouchbrother/sister" which can culturally be used as an insult

when directed at an adult, insinuating that they are too weak and helpless to survive by themselves. Typically Pumeran may conceive two or three children in a single brood and have a relatively low infant mortality rate. Pumerans usually only take single partners with whom they mate for life, though this is purely cultural and not a biological necessity.

INT: 3D6, WIS: 3D6, STR: 5D6, DEX: 4D6, CON: 3D6, CHA: 4D6, MR: 6D6, HPs: CON +D12

Orbit/Climate: 1 AU. Very stable, very elliptical orbit, gets hot and cold twice every local year.

Atmosphere: Standard and corrosive Oxygen/Nitrogen with abundant toxic trace metals and gases.

Oceans: 61%

Gravity: 100%

Feeding Habits: Carnivore

Lifespan: 100 years

Technology: 9

Culture: Benevolent. More tolerant than standard but still with some violence. Pumerans admire those that win, and shun the losers. Those that know their place get to keep it in their society. Thus physical perfection (a "winning trait") is a point of pride. Unfortunately, since no Pumeran wants to admit to physical imperfection, there is no market for physical aides.

To avoid being shamed, the Pumeran have to use aides from other races, in

privacy. The Pumeran have a strong sense of pride and destiny.

Pumeran society is an intricate web of clans, families, circles, cartels, trading organizations, information spheres, financial districts, tribes, domains, and communities. These strict definitions of one's place in society help weed out undesirables early on -- lending credence to the Pumeran boast that they have few prisons. To anyone not raised in the culture, the interlocking relationships are incomprehensible. The most easily comprehensible divisions are the social classes, with the Inner Circle being the peak of Pumeran society.

Pumeran society is based on the traditional family structure where Pumeran males and females mate one-to-one for life, with the female joining the male's family group or "brood." Pumerans were once a peaceful and agrarian people, though after a century of slavery under the Arcturan, the once peaceful people had become bitter and hostile, turning more to their warrior traditions than they once did.

Among those traditions is the Pumeran blood oath sworn by a Pumeran against one who has wronged them or their family. An individual Pumeran is expected to not rest until the target of the oath is dead. If the individual Pumeran fails, the rest of the family continues the oath until the target is killed.

The Pumeran are a deeply spiritual and socially conservative people who have several major religions, though being a practical and pragmatic people, atheism is easily tolerated. Most Pumeran religions are based around a central prophet figure as most Pumerans believe

that the words of these prophets are guides to the will of the higher powers of the universe. As such all Pumeran holy books are copied in every detail from the original, with every note and line drawn exactly, with even the imperfections in the paper reproduced exactly as it was when the author hand wrote the first copy. The Pumeran, like most races, also have winged beings of light in their myths. These beings are similar to the angels of various human religions.

Government: Patriarchy

Population: 400,000,000

Home System:

Number of Stars: 1, Eta Celphei

Star Type: O

Planetoid Belts: 1

Inner Planets: 0

Middle Planets: 4, Celphei IV is the home planet

Outer Planets: 6

## Puss



Type: Feline mammal. Felis Sapiens

Physical Traits: Fur, claws.

Powers: Telepathy, astral body, emission energy, and enhanced regeneration.

Height: 5 ft

Weight: 100 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 2D6, DEX: 4D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D6

Orbit/Climate: 1 AU. Slightly erratic, circular orbit, stable surface temperature changes gradually over thousands of years.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 40%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 70 years

Technology: 9

Culture: Standard. Diversified mix of kind and evil people.

Government: Matriarchy

Population: 4.5 billion

Home System:

Number of Stars: 1, Ross 248

Star Type: K

Planetoid Belts: 6

Inner Planets: 1

Middle Planets: 1, Felin Prime is the home planet

Outer Planets: 4

## Quack



Type: Ornithoid mammal. Anserifom Sapiens

Physical Traits: Feathers, 4 arms.

Height: 5 ft

Weight: 120 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 2D6, DEX: 4D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D6

Orbit/Climate: 1 AU. Slightly erratic, circular orbit, stable surface temperature changes gradually over thousands of years.

Atmosphere: Standard Oxygen/Nitrogen with significant ozone component in stratosphere.

Oceans: 51%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 60 years

Technology: 9

Culture: Standard. Diversified mix of kind and evil people.

Government: Tribalism

Population: 2.5 billion

Home System:

Number of Stars: 1, Ross 128

Star Type: K

Planetoid Belts: 1

Inner Planets: 3

Middle Planets: 5, Anitad V is the home planet

Outer Planets: 4

## Quartzite



Type: Mineraloid species composed of inorganic material. Quartzos Sapiens

Physical Traits: Rock skin

Height: 8 ft

Weight: 400 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Asexual

INT: 3D6, WIS: 3D6, STR: 6D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 2D6, HPs: CON +2D20, AC: 5

Orbit/Climate: 1 AU. Very stable, very elliptical orbit, gets hot and cold twice every local year.

Atmosphere: Exotic and Corrosive  
Plethora of toxic trace metals and gases.  
Oceans: 27%

Gravity: 87%

Feeding Habits: Mineral

Lifespan: 465 years

Technology: 1

Culture: More tolerant than standard but still with some violence. Quartzites are sentient, silicon, rock life forms that lie in a dormant state while observing newcomers before determining what action to take.

Government: Council of Stone

Population: 17 billion

Home System:

Number of Stars: 1, Epsilon Indi

Star Type: O

Planetoid Belts: 2

Inner Planets: 2, Indi I is the home planet

Middle Planets: 2

Outer Planets: 2

## Sathar



Type: Humanoid Worm. Sathos Sapiens

Physical Traits: Sathar are long, worm-like creatures. Their bodies are divided into segments, like an earthworm's. They do not have a skeleton. Instead, they support their bodies hydrostatically, by pumping liquid into the segments so they become hard. A shiny, clear slime coats their skin. A Sathar's head tapers toward its mouth, which is circular and ringed with teeth. Each of their two eyes has two pupils.

Four tentacles, two on each side of the body, are arranged about 1 meter below the head. The first pair is slender and weak-looking, and about 1 meter long. These end in four smaller finger-like tentacles. The second pair of tentacles is stronger and about 1.2 meters long. Both of these tentacles end in a paddle-like pad.

This second pair is used for heavy lifting, while the smaller tentacles are used for fine work and for holding small weapons. The colour of Sathar skin varies from yellow to brown. The tentacles are the same as the body, but



with a slight greenish tint. The underbelly is pale pink. A pattern of dots, speckles and stripes decorates the back of the head. These patterns are natural on some Sathar, but are tattoos on others.

Height: 7 ft

Weight: 200 lbs

Mobility: A Sathar moves by slithering across the ground with the first metre of its body raised. They also can coil like a snake, raising 1.5 metres of their bodies from the ground.

Sensory Organs: Visual. The Sathar's double pupils give it very wide angle vision. They can see objects in front of them and to both sides at the same time. They smell through two pits in front of their eyes. Their hearing, smell and taste is about the same as a Human's.

A Sathar can hypnotize a character by talking to him in a non-combat situation. The character must make a save; if he fails, he is hypnotized. A hypnotized character will think the Sathar is his friend, and will want to cooperate with it. He will see things the way the Sathar describes them, if his other senses do not contradict what the Sathar tells him. (For example, a character would not believe that a fire was a pool of water).

A Sathar can command a hypnotized person to do something at a specific time, and to forget that he has been hypnotized until that time. For example, a character could be commanded to turn off a security system at midnight.

Communication: Vocal

Reproduction: Sexual, egg.

INT: 3D6, WIS: 3D6, STR: 5D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 4D6, HPs: CON +D10

Orbit/Climate: 1 AU. Very erratic, but circular orbit, temperature rises and cools every year by a few degrees.

Atmosphere: Standard and volatile Nitrogen/Carbon dioxide with volatiles and fierce winds.

Oceans: 45%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 90 years

Technology: 9

Culture: The Sathar are a malevolent, truly malicious race with no redeeming qualities at all. All Sathar belong to military units called cadres. The markings on the back of the Sathar's head identify its cadre. Each cadre trains its members as soldiers from the time they are born. Sathar attack alien worlds because their military society would fall apart if there was no enemy to fight.

Government: Military Dictatorship

Population: 56 billion

Home System:

Number of Stars: 2, Luhman 16

Star Type: M

Planetoid Belts: 9

Inner Planets: 0

Middle Planets: 1, Sathos Prime is the home planet

Outer Planets: 3

## Solarite



Type: Resonate. Primo Sapiens

**Physical Traits:** As an offshoot of the First Ones, Solarites are made up out of almost pure energy, with a semisolid crystalline matrix. This makes them nearly invulnerable to physical attacks, and even attacks with most energy weapons will do little damage.

Their appearance is that of a brightly luminous blue, purple and yellow cloud of energy, floating upright a few feet of the ground, with almost solid seeming strands of energy circling around. It has been shown that despite their lighter than air appearance, Solarites are actually quite strong.

Like the First Ones, Solarites have very strong psionic and energy manipulation abilities. Distance and dimensional location (in real space or hyper space) are not a hindrance to them. At its most basic level, a Solarite can communicate by sending images directly to a recipient's brain in a form of pictorial communication utilizing forms and experiences from the subject's mind.

A more advanced form of direct communication usually occurs when the Solarite chooses from the mind of the recipient a person that is important (and an authority figure) to that person. Using the memories of that figure, they can communicate with the recipient in that form; utilizing direct manipulation and the emotional weight of the figure.

At its most powerful level, Solarites can alter a being's conscious perception of themselves to a limited number of observers (in effect, a psychic cloak).

Height: Variable

Weight: Variable

Mobility: Levitation

Sensory Organs: Energy

Communication: Vocal

Reproduction: Combustion

INT: 4D6, WIS: 4D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D20

Orbit/Climate: Unknown

Atmosphere: Unknown

Oceans: Unknown

Gravity: Unknown

Feeding Habits: Stellar energy

Lifespan: Unknown, possibly millions of years

Technology: 12

Culture: Benevolent, more tolerant than standard but still with some violence.

Time does not mean to the Solarites what it means to most of the galaxy's species. They perceive reality, time, and space differently than most. Solarites speak of themselves in the plural.

The First Ones evolved on a planet in the centre of the universe, and were among the first intelligent life forms in the universe. At this time they were humanoids who roughly resembled humans. They became scientists and thinkers, experimenting on the worlds around them. In a pivotal moment, billions of years ago, a First One used time bending technology to observe the beginning of the Universe.

However, this experiment, and later attempts to stop it, unleashed disaster upon all existence. The experiment splintered the Universe into the Multiverse which included the Antimatterverse. Feeling responsible for this, the evolved First Ones created the Parliament of Hope. Their goal was simple: combat evil and create an orderly universe. They acted quickly on that goal. During this period they slowly evolved into energy lifeforms. They now act as the leaders of the Parliament, an interstellar police force which patrols the universe.

At some point, millions of years ago the First Ones to split into groups with different goals. The Solarites believed the only way to protect the universe was to actively hunt down and destroy all evil. To this end they created their own force; the Starhawks.

Over the years, they evolved to look dissimilar to the First Ones.

Government: Council

Population: Unknown

Home System:

Somewhere in one of the edges of the milky way galaxy.

## **Starmazon**



Type: Resonate. Primo Sapiens

**Physical Traits:** Starmazons are an offshoot of the First Ones and as such are made up out of almost pure energy, with a semisolid crystalline matrix. This makes them nearly invulnerable to physical attacks, and even attacks with most energy weapons will do little damage.

Their appearance is that of a brightly luminous beautiful female energy humanoid, floating upright a few feet of the ground, with almost solid seeming energy wings. In such cases it has been shown that despite their lighter than air appearance, First Ones are actually quite strong.

Like the First Ones, Starmazons have very strong psionic and energy manipulation abilities. Distance and dimensional location (in real space or hyper space) are not a hindrance to them. At its most basic level, they can communicate by sending images directly to a recipient's brain in a form of pictorial communication utilizing forms and experiences from the subject's mind. A more advanced form of direct communication usually occurs when the

Starmazon chooses from the mind of the recipient a person that is important (and an authority figure) to that person. Using the memories of that figure, she can communicate with the recipient in that form; utilizing direct manipulation and the emotional weight of the figure.

Psychic communication usually occurs when the person's mind is in a different state: asleep, exhausted, in a heightened state of awareness. This has led to the association of Starmazons with dream imagery. At its most powerful level, they can alter a being's conscious perception of themselves to a limited number of observers (in effect, a psychic cloak). The use of this power requires a certain amount of previous manipulation on the subjects -- in effect, programming a preset perception almost at a genetic level, that they know how to activate.

Height: Variable

Weight: Variable

Mobility: Levitation

Sensory Organs: Energy

Communication: Vocal

Reproduction: Combustion

INT: 4D6, WIS: 4D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D20

Orbit/Climate: Unknown

Atmosphere: None

Oceans: Unknown

Gravity: Unknown

Feeding Habits: Stellar energy

Lifespan: Unknown, possibly millions of years

Technology: 12

Culture: Benevolent, more tolerant than standard but still with some violence.

Time does not mean to the Starmazons what it means to most of the galaxy's species. They perceive reality, time, and space differently than most.

The First Ones evolved on a planet in the centre of the universe, and were among the first intelligent life forms in the universe. At this time they were humanoids who roughly resembled humans. They became scientists and thinkers, experimenting on the worlds around them. In a pivotal moment, billions of years ago, a First One used time bending technology to observe the beginning of the Universe.

However, this experiment, and later attempts to stop it, unleashed disaster upon all existence. The experiment splintered the Universe into the Multiverse which included the Antimatterverse. Feeling responsible for this, the evolved First Ones created the Parliament of Hope. Their goal was simple: combat evil and create an orderly universe. They acted quickly on that goal. During this period they slowly evolved into energy lifeforms. They now act as the leaders of the Parliament, an interstellar police force which patrols the universe.

At some point, millions of years ago the Starmazons, consisting entirely of female First Ones, left due to the First

Ones' decision to suppress their emotions, while the Starmazons decided to embrace them. Since the First Ones were by then immortal and had no more need to reproduce, the females left their mates and became known as the Starmazons.

Over the years, they evolved to look dissimilar to the First Ones. In their first appearance, they appeared identical to Caucasian Earth women. The Starmazons developed a warrior-like culture, and, unlike the First Ones, preferred to focus on developing their physical abilities over their mental ones.

Like the Solarites the Starmazons believe the only way to protect the universe is to actively hunt down and eliminate all evil. Unlike the Solarites the Starmazons feel another way to do this is by rehabilitating those who are evil and converting them to good. To this end they created their own force; the Starriors.

Government: Council

Population: Unknown

Home System:

Somewhere in one of the outer edges of the galaxy.

## Tsaurid



Type: Saurian Warm blooded, advanced reptiles (dinosaurs). Saurus Sapiens

Physical Traits: Tail

Height: 7 ft

Weight: 300 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 2D6, STR: 6D6, DEX: 4D6, CON: 5D6, CHA: D6, MR: 3D6, HPs: CON +D20

Orbit/Climate: 1 AU. Very stable, very elliptical orbit, gets hot and cold twice every local year.

Atmosphere: Exotic Mainly ammonia and methane.

Oceans: 70%

Gravity: 120%

Feeding Habits: Omnivore

Lifespan: 95 years

Technology: 9

Culture: Hostile. Intolerant and aggressive, held in check by strong social customs.

Government: Military Dictatorship

Population: 7 billion

Home System:

Number of Stars: 1, Iota Piscium

Star Type: K

Planetoid Belts: 1

Inner Planets: 2

Middle Planets: 1. Tricer Prime is their home planet

Outer Planets: 0

## TziTzi



Type: Reptilian. Tzis Sapiens

Physical Traits: 2 arms and 6 tentacles for motion. Their skin is naturally bioluminescent.

Height: 4 ft

Weight: 80 lbs

Mobility: Tentacles

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 4D6, WIS: 4D6, STR: 2D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D6

Orbit/Climate: 1 AU. Very stable, elliptical (oval) orbit, warmer twice every local year.

Atmosphere: Dense thick atmosphere which is predominantly oxygen and nitrogen.

Oceans: 12%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 70 years

Technology: 9

Culture: Hostile, intolerant and aggressive, held in check by strong social customs. TziTzi culture is based on strict classifications for all individuals. They balk at the characterization of being a caste-based society, seeing that as implying unjustified discrimination.

Rather, all TziTzi individuals are genetically tested while still in utero, and then assigned to an "echelon" based upon their genetic disposition. For example, individuals best suited to work in the sciences are raised in that discipline, and those best suited for diplomatic work likewise.

Citizens are constantly re-tested in the course of their everyday activities. They do not see this as invasive, but rather as an opportunity to prove themselves. Movement between the echelons is possible if a citizen's regular test results suggest it would be appropriate, although the initial tests are accurate enough that it rarely happens.

Those in the lower echelons of society are not allowed to talk to those higher up unless given specific permission to do so, and then only through a complex system of gestures and honorific.

Government: Religious Council. The TziTzi Coalition was a founding member of the Celestial Alliance. The TziTzi government has demonstrated a willingness to secretly interfere with the

other governments, even those of its allies.

Population: 6.1 billion

Home System:

Number of Stars: 1, Tzientik

Star Type: A

Planetoid Belts: 6

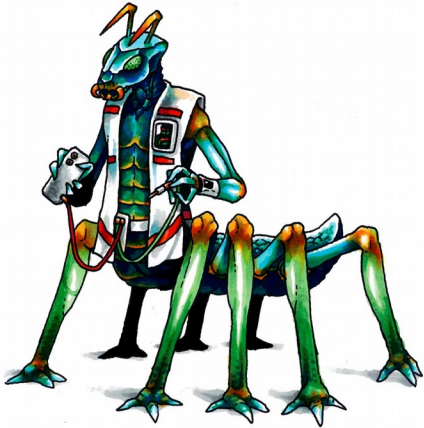
Inner Planets: 0

Middle Planets: 5. Tzienti V is the home planet

Outer Planets: 6



## Vrusk



Type: Humanoid Insectoid. Vruskus Sapiens

**Physical Traits:** Vrusk are an arthropod race with eight walking legs and two five-clawed manipulating arms. Their ant-like heads included two antennae and two mandibles. They are noted for their logical minds and their society is structured as commercial ventures. Many Vrusk give their company name before their given name. Vrusk look like large insects. Eight legs grow from their abdomen, four on each side. Their torso is upright in front of the abdomen. The torso is humanoid, with two arms connected at the shoulders.

The head is above the shoulders. Vrusk hands are circular pads with five fingers spaced evenly around the edge. A Vrusk's shoulders are double-jointed, so they can rotate their arms in a full circle without straining any muscles. They can reach any point on their abdomen or behind their backs easily. A Vrusk's body is covered by a carapace (hard shell). This shell is jointed at the Vrusk's elbows, hips, knees, etc. The carapace protects the Vrusk from bruises, cuts, scratches and other minor injuries. Unlike insects, Vrusk have an internal

skeleton to support their bodies. Young Vrusk have a blue carapace with bright orange near the joints.

As the Vrusk gets older, its carapace changes to dull green with yellow joints. Vrusk have large eyes that are protected by a hard, clear covering. The mouth is surrounded by four eating mandibles. The two larger mandibles hold food while the small ones tear it apart and place it in the mouth. They are omnivores. Vrusk have lungs, and breathe through many small nostrils under their abdomens. This arrangement makes it difficult for Vrusk to swim.

All Vrusk are ambidextrous (they can use both hands equally well).

Height: 6 ft

Weight: 300 lbs

Mobility: Legs

**Sensory Organs:** Visual. Vrusk have very good colour vision, but they see more of the short wavelengths (blue and ultraviolet light) than Humans do, and less of the long wavelengths (orange and red). Their sense of smell is centred in their antennae, and is slightly better than a Human's. They also can touch with their antennae. Their hearing is about the same as a Human's.

Communication: Vocal

Reproduction: Egg

INT: 3D6, WIS: 3D6 +2, STR: 3D6, DEX: 3D6 +1, CON: 3D6, CHA:3D6, MR: 3D6, HPs: CON +D20

Orbit/Climate: Extremely erratic, retrograde, elliptical orbit, unpredictable, harsh and violent temperature changes.

Atmosphere: Standard and volatile Nitrogen/Carbon dioxide with volatiles and fierce winds.

Oceans: 81%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 200 years

Technology: 9

Culture: Diversified mix of kind and evil people. Vrusk are hard-working and practical. Their society is organized around independent corporations. To a Vrusk, the company he works for is his family and his nation. The company determines everything about the Vrusk's life; who he lives with, what his job is, where he travels, etc. Vrusk give their company name before their personal name.

Vrusk have two types of corporations: conglomerates and trade houses. Conglomerates have business interests in many areas. A single conglomerate might have divisions that build computers, operate farms, train lawyers and set up colonies. A Vrusk that works for a conglomerate usually works for only one division, and might not even know what other divisions the company owns.

Trade houses, which are more common in the Frontier, specialize in one type of business. Because all Vrusk working for a trade house do the same work, trade

houses usually work together. For example, a trade house that builds farming equipment would hire accountants from an accounting house to keep their financial records. Business between companies is regulated by laws that are so complex no one besides Vrusk have ever fully understood them.

Vrusk also love beauty, harmony and order. The goal of most Vrusk is to become wealthy, collect art, and live in peace. Their love for beauty makes them unwilling to get into fights that do not involve their company. However, Vrusk that are defending their company will do anything to remove the threat permanently.

Vrusk adventurers, however, do not belong to a company. Some are independent businessmen, some are company employees who were fired and some are just too rebellious to put up with company rules. A few start their own companies and eventually become leaders in their communities.

Government: Corporate

Population: 38 billion

Home System:

Number of Stars: 1, Procyon A

Star Type: G

Planetoid Belts: 3

Inner Planets: 0

Middle Planets: 7, Procyon VI is the home planet

Outer Planets: 1

## **Xenomorph**



Type: Insectoid, Xenomorphus Sapiens

The Yautja developed the Xenomorph species as part of their war. They have since spread throughout the galaxy. Xenos are often hunted by Yautja.

**Physical Traits:** When standing upright the Xenos are vaguely bipedal in form though they adopt a more hunched, quadrupedal stance when walking or sprinting. They have a skeletal, biomechanical appearance and are usually coloured in muted shades of black, blue or bronze.

They do not radiate heat as their body heat matches the ambient temperature of the environment in which they are found. They have the ability of running and crawling along ceilings and walls, have great physical strength, capable of breaking through welded steel doors, and matching Yautja in single combat.

Xenos have segmented, blade-tipped tails. As a weapon the strength of the tail is very great having been shown to be strong enough to impale and lift a Yautja with seemingly little effort. They are also adept at using their tails as blunt weapons, sometimes to deadly effect. The tail does D10 blunt damage or D20 +10 piercing damage.

They have elongated, cylindrical skulls but possess no visible eyes. How the creatures see is uncertain. Their inner jaws are powerful enough to smash through bone and metal. Their teeth do D10 piercing damage.

Xeno blood is an extremely potent acid and is capable of corroding on contact almost any substance with alarming speed. It is dull yellowish-green in colour, and seems to be pressurized inside the body so that it spurts out when punctured. At least at the "facehugger" stage the acid is not blood but a fluid maintained under pressure between a double layer of skin.

The Xenos are conscious of the effects of their acidic blood, and even use it to their advantage. Their acid does 2D6 damage + D6 damage per round, for up to D6 rounds. They are immune to their own acidic and toxic liquids due to an endobiological build-up similar to the human stomach's ability to protect itself from its digestive fluids.

Xenos can produce a thick, strong resin that they use to build their hives and to cocoon their victims, and they can use the walls of their hives as camouflage. They also salivate profusely. The facehugger can "spit" acid, melting the faceplate of a helmet and allowing the creature immediate access to the inside.

This ability is also exhibited by adults much like a spitting cobra, they use it to blind and immobilize their victims.

With the exception of the "Newborn", Xenos have demonstrated little actual emotion, save for self preservation and maternal instincts toward their eggs. They make few vocalizations beyond snarls and high pitched shrieks when in pain or attacking. They regularly hiss while active, but are otherwise silent particularly when stalking prey.

Height: 15 ft

Weight: 260 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Phermonal. The Queen may possess a rudimentary form of linked telepathy.

Reproduction: Their life cycle comprises several distinct stages: they begin their lives as an egg, which hatches a parasitic larval form known as a facehugger which then attaches itself to a living host by as its name suggests latching onto its face. The facehugger then impregnates the host with an embryo known as a chestbuster which after a gestation period of several hours erupts violently from the host's chest resulting in the death of the host. The chestbuster then matures to an adult phase within a few hours shedding its skin and replacing its cells with polarized silicon. Due to the transfer of DNA during the gestation period the alien also takes on some of the basic physical attributes of the host from which it was born.

INT: 2D6, WIS: 2D6, STR: 5D6, DEX: 4D6 +1, CON: 5D6, CHA: D6 -4, MR: 5D6, HPs: CON +D20

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard and corrosive Oxygen/Nitrogen with abundant toxic trace metals and gases.

Oceans: 61%

Gravity: 150%

Feeding Habits: Carnivore

Lifespan: 40 years

Technology: 1

Culture: None, unlike many other recurring enemy extraterrestrial races in science fiction the Xenos are not an intelligent civilization but predatory creatures with no higher goals than the propagation of their species and the destruction of life that could pose a threat. Like wasps or termites they are eusocial with a single fertile queen breeding a caste of warriors. The aliens' biological life cycle in which their offspring are violently implanted inside living hosts before erupting from their chests is in many ways their signature aspect.

Government: Matriarch Caste

Population: 1.6 billion

Home System:

Number of Stars: 2, Yaut Alpha and Beta

Star Type: K

Planetoid Belts: 4

Inner Planets: 2

Middle Planets: 4

Outer Planets: 1

## Yautja



Type: Amphipod Humanoid, Yautjus Sapiens

The Yautja were in a global tribal war for aeons with all the Clans fighting for world supremacy and each having to quickly engineer new methods of attack and defense. As part of this war they developed the Xenomorph species which have since spread throughout the galaxy. They often travel to planets infested with the Xenomorphs as part of a great hunt.

Physical Traits: Yautja have great height, arthropod-like mandibles and long, hair-like appendages on their heads. Their bodies are resilient to damage, capable of recovering from multiple gunshot wounds and radiation doses which would be fatal to humans. They are much stronger than humans, having been portrayed as being easily capable of outmatching a conditioned adult human male and shattering solid concrete with their bare hands. They are also skilled climbers and will readily

move through trees or across rooftops in pursuit of prey. Though capable of surviving exposed in Antarctic temperatures for an extended period of time the Predators have a preference for hot equatorial climates. Their blood is luminescent phosphor green in colour. Their vision operates mainly in the infrared portion of the electromagnetic spectrum; they can easily detect heat differentials in their surroundings but are unable to easily distinguish among objects of the same relative temperature. They are capable of breathing Earth's atmosphere.

Females being larger and stronger than males and sporting more prominent mammary glands like human females. Both genders give off a strong musk to signify aggression while females can also emit it when in estrus. This musk can be detected by other Yautja and canids though it is imperceptible to humans. They are not monogamous and it is not uncommon for veteran warriors to sire hundreds of offspring (known as sucklings) with multiple mates. Their blood has the capacity of partially neutralizing the acidity of Xenomorph blood.

Yautja possess a gland located between their neck and collarbone which secretes powerful hormones into their bloodstream and which drives them to hyper-aggression. When this gland is over stimulated it sends the creatures into a frenzied rage, causing them to attempt killing any living thing in sight including members of their own species. This "kill rage" can be contagious and spread from one to another driving them all to attack each other. The Yautja species barely survived the wars provoked by their kill glands and they

have learned to control the gland's secretions with artificial hormone regulators.

Height: 8 ft

Weight: 385 lbs

Mobility: Legs

Sensory Organs: Visual

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 5D6, DEX: 4D6 +1, CON: 5D6, CHA: 3D6, MR: 4D6, HPs: CON +D20

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard and corrosive Oxygen/Nitrogen with abundant toxic trace metals and gases.

Oceans: 61%

Gravity: 150%

Feeding Habits: Omnivore

Lifespan: 90 years

Technology: 9, Yautja technology is unique in many aspects not in the least due to its ornate, tribal appearance masking deadly, sophisticated weaponry. Many weapons use a metal that does not correspond to any element on the periodic table and some weapons have been shown to be completely resistant to the effects of acidic blood belonging to Aliens.

## **Armour**

AC 0, HPs 200. Acid resistant. It consists includes forearm bracers, lower leg bracers, shoulder plates that extend to the elbow, belt, armoured briefs with groin-cup, belt, sandals, integral heater, chest and back plates, the knees are protected, quadricep (thigh) plates, torso plates, heavy quadricep covers, and a light exoframe. There are six hangers on the belt for other assorted items.

## **Helmet**

AC 1, HPs 100. It increases their ability to see in a variety of spectrums, ranging from the low infrared to the high ultraviolet, and also filters the ambient heat from the area, allowing them to see things with greater clarity and detail. The helmet is not only protection for the Yautja, but a symbol of their personality.

Each helmet is tailored to suit the tastes of the individual Yautja. The size shape is completely up to the Yautja. A Predator operates the mask by pressing buttons with its tusks. The features available to a helmet are infrared vision (an enhancement of the Yautja's natural vision), ultraviolet vision, low-light vision, nightvision (darkvision), EM sensor and gamma vision.

For game purposes, the gamma vision only works where there is enough gamma radiation to affect vision. Typical areas are space and outside on planets in low atmospheres. The vision is equal to normal in space and  $\frac{3}{4}$  range in low atmosphere. The tracking/firing system for the plasma caster operates on an electromagnetic frequency, which can be used to "track" (+3 Thac0 bonus to attack rolls).

The helmet has highly advanced audio reception and transmission capabilities. Its sound amplification listening system enables the Predator to pick-up, amplify and hear a whisper 90 mtrs away. A loudspeaker amplifies the Predator's voice like a bullhorn. 80 decibels. Range is roughly 1200 mtrs depending on ambient noise.

It also has a modulating voice synthesizer that allows the Predator to change/disguise its voice by altering tone, bass, pitch, etc. All language translations and status from a forearm computer are transmitted to the HUD of the helmet. Adds +2 bonus to Language skill checks. Each helmet also consists of a standard breathing apparatus. This supplies the Yautja with atmosphere equivalent of the Homeworld.

## **Cloaking Shield**

The cloaking shield is the infiltration device used by the Yautja. The shield uses a complex design of imaging devices, camera and mirrors. The cloaking shield is constantly taking images in all directions and using the imagers to display the image to the opposite side of the wearer. The cloaking shield, while powered by an extremely powerful computer, cannot always keep up with the quick actions of a Yautja on the run. This causes a slight distortion in the air surrounding a Yautja.

An extremely alert opponent can see the distortion. The cloaking shield adds a +20 to a wearer's hide. This device comes in the form of a belt. The belt is controlled by a networked transceiver connection to the forearm computer. The device requires a large amount of energy

to use. The shield can be used for 20 rounds before it runs out of energy. The shield requires 2 hours of non-use to recharge.

### **Forearm Computer**

The forearm computer controls many of the devices used by the Yautja. It can control the wrist rocket, the cloaking shield, the self-destruct device, the helmet's vision modes and the plasma gun. The forearm computer also contains a language translator, a voice recorder (with 20 minutes of recording time) and is the targeting computer for the laser sight on the plasma gun. The forearm computer communicates to all of the devices by a complex series of networked and inducted transceivers.

### **Med Kit, Light**

This kit contains enough tools to perform minor surgery and repair superficial wounds. The kit also contains all the equipment in a standard medical kit as well as a shrapnel extractor, two wound clamps, one stimulant shot, and one antiseptic tube. The whole kit is extremely compact and takes up an area 4"x5"x9". The kit is in a case and typically attaches to the underside of the Power Distribution Center.

### **Med Kit, Medium**

This kit contains enough tools to perform minor surgery and repair superficial wounds. The kit also contains all the equipment in a standard medical kit as well as a shrapnel extractor, six wound clamps, four stimulant shots, one antiseptic tube, and a wound stapler. The whole kit is extremely compact and takes up an area 4"x5"x9". The kit is in a case and typically attaches to the underside of the Power Distribution Center.

### **Med Kit, Heavy**

This kit contains enough tools to perform minor surgery and repair superficial wounds. The kit also contains all the equipment in a standard medical kit as well as a DeTox probe, a hypospray and 15 drug vials. Typical lists of drug vials include three each of: bone coral, counteragent, healing booster, stabilizer and stim. The whole kit is extremely compact and takes up an area 4"x5"x9". The kit is in a case and typically attaches to the underside of the Power Distribution Center.

### **Power Distribution Center (PDC)**

This device powers all of the items carried by a Yautja. It is a miniature fusion reactor and the amount of energy it can put out is limitless for game purposes. Each one of these items are linked to a forearm computer to act as a selfdestruct mechanism. The typical delay time is 30 seconds and will take out an area of 300 square blocks (1000 xD6 of damage). If the connection to the forearm computer is ever severed, the selfdestruct mechanism goes shuts down and cannot be reactivated until; the link is reestablished (repair device check of 30). The forearm and the PDC MUST be equipped for the self-destruct mechanism to work. If either are not attached to the same creature, the selfdestruct will not work.

The PDC is equipped with "storage" points. When an item equipped with an attach mechanism is held near the PDC, it activates a unique frequency which will activate a magnetic connection. The item will be then held in place. To remove an item all one had to do it to grab the item and issue a command into the forearm computer to release it. A



helmet can be setup to do this through verbal commands.

### **Survival Kit**

This kit is the same dimensions of a Med Kit and attached to the PDC the same way. This kit contains antiseptic lamp, an emergency food synthesizer, a vapor still, a breather mask with 2 hours of atmosphere and small flames stove.

### **Trophy Preparation Kit**

This kit is the size of a large suitcase. It contains a bone scrubber, flesh dissolving enzyme (12 uses), drain tube with vacuum, catch bag, skull piercer, bone polish and preserver, 12 dressing hooks, and 300 ft cord.

### **Dart Gun**

The dart gun fires self-propelled flechettes that are poison-tipped and do D4 per round for D4 rounds. 6 mtr range, with 20 ammo.

### **Forearm Laser**

Similar to the forearm plasma caster, the laser sacrifices power for range. It does D10 damage over a 60 mtr range, with 20 ammo.

### **Forearm Plasma Caster**

This weapon is actually mounted directly on the Predator's forearm and is triggered by fully extending his arm at a target. It does 2D10 over 12 mtrs, with 20 ammo.

### **Forearm Rocket**

This is a single mini-rocket, or gyrojet, which can be fired from a forearm launcher. The rocket inflicts a combination of fire and piercing damage. This is typically used to destroy vehicles and parts of buildings, which could be used for escape or cover by

prey. A new minirocket can be loaded into the launcher in one standard action.

When the rocket hits its target, it explodes like a grenade or other explosive, dealing its 3D10 points of damage to all creatures within a 1.5 mtr radius. It has a 30 mtr range.

### **Net Gun**

The net gun works like a normal net with the following exceptions. The net is fired from a hand held pistol (usually folded when not in use and stored on a shin guard), which gives the net a maximum range of 12 mtrs. The edges of the net are weighted with spikes. Each spike is dynamically designed to “fly” in the direction the net is going, so if the spike hit an object, they will embed themselves into it. The net is made out of xerbinium, but the strands are thin so the strength is a little less than normal items of xerbinium. The net requires a Strength check to burst free and has 30 hit points.

### **Pining Fork**

This is a projectile weapon shot from a wrist projector (this is the same device used to fire a wrist rocket). The pining fork is in the shape of a Y with the inner part of the Y containing a barbed edge, like a fishhook. The fork has limited range, but it's real use to cause bleeding in prey. If a creature hit by a pining fork pulls it out, they suffer an additional D8 points of damage and will loose 1 hit point every other round until the wound is bandaged. It does D10 damage with a 3 mtr range.

### **Burner**

The burner is a lightweight, carbine-format burner designed for use in close combat. It shoots a 1.5 mtr wide, 27 mtr

long line of flame that deals 3D6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively.

The burner's ammunition has 5 hit points. A burner reduced to 0 hit points ruptures and explodes, dealing 6D6 points of fire damage to the wearer (no save allowed) and 3D6 points of splash damage to creatures and objects in adjacent 1.5 mtr radius. Once the target is hit, fuel droplets from the burner stick and continue to burn, inflicting D6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action. A burner can shoot 10 times before the fuel supply is depleted.

### **Chemical Sprayer**

Similar to the burner, the chemical sprayer can project toxins or acid. Predators usually use this weapon when energy weapons would be too dangerous (i.e., a caustic atmosphere) or when they want to capture their prey alive. It shoots a 1.5 mtr wide, 27 mtr long line of acid that deals 3D6 points of acid damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. The chemical sprayer's ammunition has 5 hit points. A chemical sprayer reduced to 0 hit points ruptures and explodes, dealing 6D6 points of acid damage to the wearer (no save allowed) and 3D6 points of splash damage to creatures and objects in adjacent 1.5 mtr radius. Once the target is hit, fuel droplets from the chemical sprayer stick and continue to burn, inflicting D6 points of acid damage each

subsequent round. Acid engulfing a single creature or object can be doused as a full-round action. A chemical sprayer can shoot 10 times before the fuel supply is depleted.

### **Smart Disk**

One of the most advanced pieces of equipment carried by the Predator, the smart weapon is a flat disc shaped weapon that can be held in the hand, or thrown at an opponent. Computer controlled gyros guarantee that the disc returns to its wielder. When activated, it creates a disruptive field around itself, which can cut through the hardest of metals. It's used mostly for ranged combat, but it can also be used in melee combat. A special ring, worn by the thrower, indicates the landing position of the disc. This way, when the disc returns, it automatically adjusts to "land" on the thrower's fingers. The smart disc is bestowed upon Ancients in a grand ceremony. This ceremony is typically held on Homeworld or a Trophy Class Hunter ship.

It does 2D10 slashing damage and can be thrown up to 7.5 mtrs.

### **Dual Heavy Laser Cannon**

These dual heavy laser cannons rest on each of the Predator's shoulder pads. The laser sight gives an extra Thac0 bonus to hit with the plasma of +3. The sight is controlled by an IO interface to a helmet and eye movement. This functionality has been perfected over time and has extremely fast response. It does 3D10 damage over a 270 mtr range, with 20 ammo.

### **Plasma Caster**

This plasma weapon rests on one of the

Predator's shoulder pads. The laser sight gives an extra Thac0 bonus to hit with the plasma of +3. The sight is controlled by an IO interface to a helmet and eye movement. This functionality has been perfected over time and has extremely fast response. In combat, with a single opponent, the more experienced Yautja tends not to use this device as it as felt it gives an unfair advantage. It does 4D6 over a 36 mtr range, with 10 ammo.

### **Scattergun**

The plasma shotgun is a multiple beam weapon that acts quite similar to a 20th century shotgun, except it shoots burning hot plasma. It does 2D10 over a 15 mtr range, with 10 ammo.

### **Micro-Missile Launcher**

Similar to the plasma caster, the micromissile launcher rests on one of the Predator's shoulder pads. The laser sight gives an extra Thac0 bonus to hit with the plasma of +3. The sight is controlled by an IO interface to a helmet and eye movement. This functionality has been perfected over time and has extremely fast response. It does 6D6 over 120 mtr range, with 5 ammo.

### **Plasma Bolt Cannon**

The plasma bolt cannon is a Yautja-portable anti-armor weapon. The penetrating power is such that is it rumored to be able to penetrate a heavy tank within one mile. It does 9D10 over a 180 mtr range with 60 ammo.

### **Combistick**

This is a short spear, which extends from a 60 cm long shaft into a full-length spear. The spear also has gyros in it to help keep the initial aim of the spear on target. It will continually correct the

trajectory of the spear until the spear impacts a target. Its battery lasts 2 years. In its longer form, the combistick has reach of 3 mtrs. It does D8 piercing damage.

### **Naginata, Yautja**

The Yautja naginata is a beautiful weapon, covered in rare gemstones and strengthened with metal. Blades top each end of the staff and the entire weapon is immune to acid. It has a conducting field similar to the cloaking device that allows it to remain cloaked when in hand. A Yautja naginata is a double weapon. A Predator can fight with it as if fighting with two weapons, but if it does, the Predator incurs all the normal attack penalties associated with fighting with two weapons, just as if the Predator were using a one-handed weapon and a light weapon. A Predator can use either head as the primary weapon. The other is the off-hand weapon. A creature wielding a Yautja naginata in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round. It does D10 slashing or piercing damage.

### **Scimitar, Yautja**

This massive scimitar is common amongst Predators of the lower castes. It does 2D6 slashing or piercing damage.

### **Wrist Blades**

These dual blades extend out of a forearm sheath. They are slightly curved, as a natural claw would be. They are extremely sharp and are granted the keen ability. The activation of the blades involves sensors tied to the muscles in the forearm and wrist. When the yautja tenses its muscles, makes a clenched fist and bends the wrist inward,

the blades extend for combat. When any of these conditions are not met, the blades retract. Depending on the way the weapon is used this can be either a slashing or piercing weapon. One common tactic to use thrust the tips of the blades through an opponent, which would make it piercing. Another is to slash the blades across an opponent, like a sword. This would make it slashing. So the weapon can be used either way. This weapon is the preferred weapon of most skilled hunters. It truly shows your skill when you can kill an opponent in close combat. They do 2D6 slashing or piercing damage.

Culture: Hostile, intolerant and aggressive but held in check by strong social customs. Yautja culture revolves around the hunting and stalking of dangerous lifeforms. After making a kill they typically skin or decapitate the carcass converting it into a trophy. Failure in a hunt results in the Predator involved committing an honourable suicide. The hunt is not for sustenance or elimination of threats but as entertainment as they will only attack life forms that have the ability to provide them with a challenge. Yautja live by their Honour Codes - not hunting unarmed prey, sparing or ignoring the frail and young, prohibited the use of the cloaking device while hunting, and so on. These rules come with severe punishments if broken by their individual Clan.

A caste hierarchy exists with treatment of an individual is determined by their social position with the stronger and most skilled of the group being leader. Their religion is polytheistic, and that their equivalent of the Grim Reaper is the so called "Black Warrior", who is

seen as an eternal adversary who eventually wins all battles.

Government: Matriarchal Tribal Clan

Population: 2.9 billion

Home System:

Number of Stars: 2, Yaut Alpha and Beta

Star Type: K

Planetoid Belts: 4

Inner Planets: 2

Middle Planets: 4

Outer Planets: 1

## Yazirian



Type: Simian, Similus Sapiens

**Physical Traits:** The Yazirian race are anthropoids similar to various terrestrial apes. They are muzzled, lightly furred, and have patagia stretching between their arms and legs which they can use to glide over short distances in low gravity (their home worlds are all low-gravity).

They are descended from a nocturnal species, and prefer to wear tinted goggles to protect their eyesight during the day. They are said to be rather violent and pushy, and have a custom to choose a "life-enemy", which could be anything; a company, person, or a concept. Yazirians are tall, thin humanoids.

They have long arms and legs and slender torsos. Two large flaps of skin grow on either side of their bodies, attached along their arms, torso and legs. When a Yazirian raises its arms, this membrane is stretched tight and forms a

sort of wing. Under certain conditions Yazirians can glide short distances using these wings. Yazirians have muzzles and high foreheads, giving them an animal-like appearance. Their heads are surrounded by manes and collars of hair, which varies in colour from glossy black to pale yellow.

Their skin colour ranges from grey to light tan. Because their bodies do not sweat, Yazirians pant to keep cool. Yazirians have four knuckles (one more than Humans) on their fingers and toes. The inside toe is opposed like a thumb, allowing them to grasp things with their feet. The tips of their fingers and toes end in broad, ribbed pads, giving them an excellent grip.

Height: 6 ft

Weight: 100 lbs

**Mobility:** Legs. Yazirians can glide short distances using the membranes along their sides. A Yazirian can glide 1 metre for every metre he is above the ground when he starts. He must start at least 10 metres above the ground. The maximum distance a Yazirian can glide depends on the gravity of the planet, as shown below.

**Sensory Organs:** Visual. Because they evolved from nocturnal hunters, their eyes are adapted to seeing in dim light. They can not see in complete darkness. They usually wear dark goggles when they must work in sunlight. Yazirians' senses of hearing, smell and taste are equivalent to a human's.

Communication: Vocal

Reproduction: Sexual

INT: 3D6, WIS: 3D6, STR: 3D6, DEX: 3D6, CON: 3D6, CHA: 3D6, MR: 3D6, HPs: CON +D10

Orbit/Climate: 1 AU. Very stable, circular orbit, very stable surface temperature.

Atmosphere: Standard and tainted Oxygen/Nitrogen with some contaminants.

Oceans: 78%

Gravity: 100%

Feeding Habits: Omnivore

Lifespan: 100 years

Technology: 9

Culture: Diversified mix of kind and evil people. Yazirian communities are divided into large, loosely organized clans. All the members of a clan are related to each other. In the past, clan ties were very strong. The clans had traditional enemies and allies, and they struggled constantly for power and land. Since the Yazirians moved into space, they have learned to cooperate more and the clans have become less important. Despite this, Yazirians still have a reputation as proud, fierce fighters.

A custom Yazirians have kept intact is the selection of a life-enemy. When a Yazirian chooses a life enemy, he dedicates his life to destroying, overcoming or outdoing that enemy as completely as possible. In the past, a Yazirian would choose an enemy clan or clan member as his life-enemy, but now the choice is much wider. A Yazirian scientist could name an incurable disease

as his life-enemy, or a Yazirian trader could choose a competing company. The scientist would try to find a cure for the disease; the trader would try to build up his own company so it is more powerful than his enemy's, or even try to drive the other company out of business.

A Yazirian gains honour by striving to defeat his enemy. Yazirians with powerful life-enemies are respected and admired. A Yazirian that defeats its enemy does not need to choose another, but some Yazirians do. There is no set point in a Yazirian's life when he must choose a life-enemy, and some Yazirians never choose one. A Yazirian that dies without having chosen a life-enemy is considered unlucky.

Government: Clan

Population: 27 billion

Home System:

Number of Stars: 1, Procyon B

Star Type: O

Planetoid Belts: 5

Inner Planets: 3

Middle Planets: 4, Yazir I is the home planet

Outer Planets: 1

## Creating your own lifeform

The following body of charts and tables are a tool. With it any Game master can summon forth countless new worlds and strange alien species. There is no set of hard and unbending rules here, just a collection of conditions and a rough guide to how they slot together. Any type of life or environment is available to you; from beings who live on the surface of stars, to small, stone age, marsupial fish; just grab your dice, a pen, a sheet of paper and start exploring the possibilities. For any RPG game system.

### Step 1: Biological Type

For really weird aliens, try rolling on this table twice to find some combinations.

Roll    Type

01-02 Amoeboid - Species with a body form that has no consistent shape.

03-04 Organic Polymeroid - Species formed out of large molecular chains (plastics).

05-06 Marsupial - Mammal species which possesses a pouch with which they foster their undeveloped young.

07-08 Depositic Amalgamate - Species consisting of collected substances or primitive organisms.

09-10 Fungoid - Plant species that does not require photosynthesis, feeding on (usually) organic matter instead.

11-12 Sporoid - Reproductive parts of a larger organism, spores.

13-14 Osmodic membrane - Species consisting of layered films, usually attached to another organism or solid surface.

15-16 Saurian - Warm blooded, advanced reptiles (dinosaurs).

17-18 Photonic Node - Living light.

19-20 Algooid - Species consisting of a form of water vegetation (sea weed).

21-22 Synthetic - Artificial life form.

23-24 Mammalian - Warm blooded species which bears live young and nourishes them with milk secretion.

25-26 Planktonic - Species inhabiting a liquid medium with no contact with solids required.

27-28 Saprophyte - Plant species that feeds off other living organisms.

29-30 Malacoid - Species similar to a mollusk (including snails, oysters, cuttlefish, etc).

31-32 Ecoform - Species that is the combined sum of an entire ecosystem of lesser species.

33-34 Sub-spatial Node - Species consisting of a warp complex in Space/time, such as living wormholes.

35-36 Reptilian - Cold blooded, primitive reptiles.

37-38 Gestalt - Single thought identity formed from all individuals of a species.

39-40 Lipoid - Species consisting primarily of complex organic oils and fats.

41-42 Resonate - Pure energy life form (Non material).

43-44 Plasmadic - Gaseous species.

45-46 Precipitate - Species existing as a by product (usually organic chemistry) of another organism.

47-48 Actinoid - Species with a radioactive body chemistry.

49-50 Cephalopod - Species with limbs directly attached to the head (like an Octopus).

51-52 Herbaceous - Plant like species.

53-54 Microbial - Microscopic organisms.

55-56 Insectoid - Exoskeleton, bodywide respiratory system, segmented body parts.

57-58 Amphipod - Species similar to a crustacean.

59-60 Endomorphic - Species that lives inside another species.

61-62 Balloonoid - Species consisting largely of a gas filled spherical membrane.

63-64 Amorphic - A shapeless species (no set body structure).

65-66 Crystalloid - Species composed of crystalline substances (may or may not be fully solidified).

67-68 Amalgamate - Integrated life forms, usually cybernetic, but including co-operative organisms.

69-70 Recombinate Form - Species that is the end product of a massive mutation process in another organism.

71-72 Bicephaloid - Species with two heads (may also have two separate minds).

73-74 Arthropod - Species possessing a jointed body and limbs.

75-76 Mineraloid - Species composed of inorganic minerals (may or may not be fully solidified).

77-78 Alkaloid - Species with a nitrogen body chemistry.

79-80 Exomorphic - Species that exists attached to another species.

81-82 Arachnoid - Spider-like, predatory species.

83-84 Ornithoid - Bird like species, adapted to flight.

85-86 Ichypoid - Fish like species, adapted to respire and live in a liquid medium.

87-88 Amphibian - Species that lives both on land and in water.

89-90 Aliped - Wing footed mammal species, such as a Bats.

91-92 Isomeroid - Species which consists of only one element (and alternate forms of it).

93-94 Silicoid - Species composed mainly of Silicon compounds.

95-96 Chromodic - Species which evolved in the outer atmosphere of a planet or star.

97-98 Benthoid - Species which evolved on a deep ocean bottom.



99-00 Exobiotic - Species that has evolved and lives in space.

## Step 2: Species Traits

There's no set number of times to roll on this table, but at least four is recommended. This table was created by myself and AJ Pickett.

01-02 Armour Plated; Double the normal HPs with an AC of 6.

03-04 Covered in fungus; Symbiotic or pathogenic? The fungus may provide camouflage, protection or nourishment of some kind, maybe it augments the host, or is highly cultural or addictive?

05-06 Dome Shaped; like a crab, with it's body flatter underneath and rounder on top. Limbs are arranged around it.

07-08 Double Headed; 2 heads on 1 torso.

09-10 Doughnut Shaped; -1 to hit due to their being no main body to aim at.

01-12 Elastic Bones; Only takes half damage from any kinetic attacks (falls, punches, explosions, etc).

13-14 Emits Vapours; Identical to the Minor Power of Fart Expulsion.

15-16 Extra limbs; D4, D6, D8, D10, D12 or D20 extra arms, legs or heads or a mixture of each.

17 Fat; life form appears overweight, however it may be pure muscle.

18-19 Featureless; a totally blank face and body. No eyes, ears, nipples, etc.

This life form's senses must work in a totally different manner to the norm.

This skin is also totally smooth.

20-21 Flat Billed; platypus type beak.

22-23 Frilled; lizard type vane around the neck.

24-25 Headless; Sensory organs are located on the main torso.

26-28 Horned; Up to D4 horns on head which do D6 damage each.

29 Hourglass Shaped; unusual body shape.

30 Huge Jaw; neck length.

31 Jointed Spines; The creature has long spines (sturdy) with joints like knees or elbows it can bend and feel like limbs/fingers. The spines may be used as locomotion or for display.

32-33 Large Eared; enhanced hearing identical to the Minor Power.

33-34 Large Eyed; +10% better sight.

35-36 Large Nostrils; smell +10% better.

37-38 Long Limbed; arms reach down to the knees or even ankles.

39 Lumpy; over most of skin.

40-42 Mandibles; like an insect with a STR equal to double your normal attribute.

43-44 Mottled; Multiple coloured hide/skin/surface, probably a method to conceal or stand out on their home environment, such an appearance on earth can be found on coral fish, moths, lizards, other insects, etc. Add prowl bonuses if applicable, otherwise the creature may stand out because it is highly toxic or just mimics a another nasty critter.

45-47 Multiple Mouths; Up to D6 extra mouths located on various parts of the body.

48 Pear Shaped; unusual body shape.

49-50 Prehensile Limbed; can use legs and toes for the same purpose as arms and fingers.

51-52 Reflective Hide; All energy attacks bounce off.

53-54 Retractable Claws; Up to D4 inches long.

55-56 Retractable Tongue; With a length equal to own height.

57 Rough Skinned; course like a shark.

58-59 Round Backed; the creature has a very curved spine/back, giving it a hunched and stooped stance. Very strong, bracing musculature. +2 STR.

60 Segmented; like a centipede.

61-62 Serpentine Scaled; D100% of body is covered in scales.

63-64 Sharp Teeth; +D4 damage.

65-66 Skinny; practically anorexic. -2 STR, +4 MR due to lighter frame.

67-68 Slimy; very difficult to catch or hold on to due to his slippery skin. +2 evade, +3 roll.

69-70 Slit Featured; has slits instead of eyes, ears, nose and mouth.

71-72 Spined; like a porcupine. Length, shape, colour, hardness and function (possibly venomous) is left up to the GM.

73 Split Body; 2 torsos on top of 1 set of legs.

74 Stalk faced; like a snail.

75-76 Striped; like a zebra.

77-79 Sturdy Quadroped; walks around on all fours.

80-81 Suckers; same as the adhesion Minor Power. They can be located on the fingers, chest or wherever else desired.

82-83 Tail; Either thin but strong like a monkey's allowing the life form to lift his own body weight using it, or a thick and powerful bludgeoning weapon.

84-85 Tentacles; Finger or arm.

86-87 Tough Skinned; natural AC 6.

88-89 Transparent Body; Can see right through the life form's body. Note he is not totally invisible as his outline can be made out.

90-91 Transparent Skin; Can see the muscle tissue and veins beneath the life form's skin.

92 Twitchy; shakes a lot.

93-94 Unusual Skin Colour; Pick one, whatever colour you like. Or perhaps a combination of various colours.

95-96 Unusual Sensory Organs; Identical to one of the Minor Power senses. This may include Hearing, Smell, or one of the Vision powers.

97 Veined Skin; skin is semi transparent with arteries and veins clearly showing through.

98 Webbed; between its fingers or toes or both.

99-00 Wings; Identical to the Minor Power of Winged Flight.

### **Step 3: Feeding Habits**

First roll to determine type, then roll again within its own section;

01-25 Carnivore  
 26-50 Herbivore  
 51-75 Omnivore  
 76-00 Scavenger

#### **Carnivore**

01-20 Chaser Kill their prey after chasing it to the ground.

21-40 Killer Raw instinct of killing for its own sake.

41-60 Pouncer Kill prey by attacking from hiding or by stalking and springing, will flee if surprised.

61-80 Siren Creates a lure to draw a prey to its trap.

81-00 Trapper Passively allow their prey to enter a created trap wherein they are killed and then eaten.

#### **Herbivore**

01-50 Grazer Devote most of their time to eating with their primary defense being flight.

51-00 Intermittent Don't eat full time and usually freeze when an encounter occurs, then flee if attacked.

## **Omnivore**

01-33 Eater Eats anything and everything making no distinction.

34-66 Gatherer Tend to eat more unresisting food.

67-00 Hunter Similar to Chasers.

## **Scavenger**

01-50 Carrion Eater Take dead meat when it becomes available often waiting patiently for all other threats to disperse before beginning.

51-00 Hijacker Establish their claim to food simply by taking it, relying on superior strength.

## **Step 4: Size**

How tall/long is each species?

01-05 1ft +D10 inches

06-10 2ft +D10 inches

11-15 3ft +D10 inches

16-20 4ft +D10 inches

21-40 5ft +D10 inches

41-60 6ft +D10 inches

61-70 7ft +D10 inches

71-80 8ft +D10 inches

81-85 9ft +D10 inches

86-90 10ft +D10 inches

91-95 11ft +D10 inches

96-00 12ft +D10 inches

## **Step 5: Attribute Notes**

Considerations for determining Physical and Mental Attributes are wide open to variation, but some reasonable estimates should be easy to guess after the entire environmental and behavioural backgrounds have been rolled. Generally mental attributes are based around technology, culture and adaptability. Physical attributes are based around form, local gravity, size, environment and behavioural adaptations. A predatory species is most likely to be strong and fast, but may not have a high endurance; bursts of activity followed by

long periods of inactivity are common. A relatively aggressive and uncooperative species may be technologically advanced due to high individual intelligence, and likewise, a relatively stupid species can achieve great technological progress just through lots of cooperation.

## **Step 6: Culture**

Determine the attitude of the majority of the population.

01-10 Passive - Completely free of violence and evil.

11-20 Enlightened - Truly kind race with little violence or hatefulness.

21-35 Benevolent - More tolerant than standard but still with some violence.

36-55 Standard - Diversified mix of kind and evil people.

56-70 Paranoid - Diversified mix leaning more to evil and selfishness.

71-85 Xenophobic - Fearful of others, harsh but still some redeeming features.

86-95 Hostile - Intolerant and aggressive, held in check by strong social customs.

96-00 Malevolent - Truly malicious race with no redeeming qualities at all.

## **Step 7: Government**

Determine how the society is ruled.

01-03 None - There is no form of government at all.

04-06 Anarchy - There is no individual ownership with everything provided by the governing body and elected area council members serving on a super council.

07-09 Banana Republic - A politically unstable and kleptocratic government that economically depends upon the exports of a limited resource (fruits, minerals), and usually features a society composed of stratified social classes, such as a great, impoverished

ergatocracy and a ruling plutocracy, composed of the aristocracy of business, politics, and the military.

10-12 Bankocracy - A system of governance with excessive power or influence of banks and other financial authorities on public policy-making. It can also refer to a form of government where financial institutions rule society.

13-15 Bureaucracy - A system of governance with many bureaus, administrators, and petty officials.

16-18 Communism - A socialist system in which the means of production are commonly owned (either by the people directly, through the commune, or by a communist state or society), and production is undertaken for use, rather than for profit. Communist society is thus, in theory, stateless, classless, moneyless, and democratic — it is usually regarded as the "final form" of a socialist or anarchist society.

19-21 Corporatocracy - A system of governance where an economic and political system is controlled by corporations or corporate interests.

22-24 Bureaucracy - Government by agencies.

25-28 -Colony/Captive Government - Government by a leadership answerable to an outside group.

29-32 Corporation - Government by company managerial elite, citizens are company employees.

33-36 Democracy - Government by advice and consent of the public whether elected council or large government.

37-40 Dictatorship - Government by a single leader.

41-44 Feudal Technocracy - Government by specific individuals for those who agree to be ruled.

Relationships are based on the performance of technical activities which are mutually beneficial.

45-48 Hive - Government by a group mind with a single ruler working towards the betterment of the entire hive.

49-52 Magocracy - Government with the highest and main authority being either a magician, sage, sorcerer, wizard or witch. This is often similar to a theocratic structured regime and is of course only available on a magical world.

53-56 Matriarchy/ Patriarchy - Society ruled predominantly by women (matriarchy) or men (patriarchy).

57-60 Military Dictatorship - Government by military council which has little regard for its citizenry.

61-64 Monarchy - Government by royal family, must be born into the position.

65-68 Nepotocracy - Favouritism granted to relatives regardless of merit; a system of governance in which importance is given to the relatives of those already in power, like a nephew (where the word comes from). In such governments even if the relatives aren't qualified they are given positions of authority just because they know someone who already has authority.

69-72 Oligarchy - Government by restricted minority with little or no input from the public.

73-76 Religious Autocracy - Government by a single religious dictator.

77-80 Theocracy - Government by a religious minority which has little regard for its citizenry.

81-84 Socialism - A system in which workers, democratically and/or socially own the means of production. The economic framework may be decentralized and self-managed in autonomous economic units, as in libertarian systems, or centrally planned, as in authoritarian systems. Public services such as healthcare and

education would be commonly, collectively, and/or state owned.

85-88 Technocracy - Government by the educated or technical experts; a system of governance where people who are skilled or proficient govern in their respective areas of expertise in technology would be in control of all decision making. Doctors, engineers, scientists, professionals and technologists who have knowledge, expertise, or skills would compose the governing body instead of politicians, businessmen and economists. In a technocracy, decision makers would be selected based upon how knowledgeable and skillful they are in their field.

89-92 Totalitarianism - Government by a minority which maintains absolute control through coercion and oppression.

93-96 Tribalism - A system based on a small complex society of varying degrees of centralisation that is led by an individual known as a chief.

97-00 Unocracy - Ruled by a singularity of all human minds connected via some form of technical or non-technical telepathy acting as a form of super computer to make decisions based on shared patterned experiences to deliver fair and accurate decisions to problems as they arrive. Also known as the "Hive Mind" principle, it differs from voting in that each person would make a decision while in the "hive" the synapses of all minds work together following a longer path of memories to make "one" decision.

## Step 8: Technology

Determine how technologically developed the society is. It is also possible for more advanced societies to have a mix of tech levels between for instance weapons, spaceships and medicine.

Roll	Tech Level
01-08	0 - Stone Age; Cave dwellings. Counting, oral tradition, fire, sewing needle. Skis; dogsleds; dugout canoes. Wooden and stone weapons; primitive shields; hides for armour. Human muscle power; dogs. First aid; herbal remedies; primitive agriculture.
09-16	1 - Bronze Age; Arithmetic, writing. Bare horseback; the wheel (and chariots); ship-building; sails. Bronze weapons and armour. Donkeys; oxen; ponies. Surgery; animal husbandry; fermentation. The plough, papyrus, sundials, the month (lunar cycle defined mathematically), potter's wheel, kilns, tanned hides (boiled or dried leather), woodcutting for fires, composite bow, sickle with curved handle, file, plane (wood-working), abacus, balance for weighing and measuring, ladder, trumpet (from animal horns), ships built from planks, early siege weapons (rams and picks). Wheelblades, bulldozer blades and ploughs for vehicles.
17-24	2 - Iron Age; Geometry, scrolls. Saddle; roads; triremes. Iron weapons; iron armour (including mail); siege engines. Horses; water wheels. Bleeding the sick; chemical remedies. Keystone arch, horseback with a saddle, ocean going galleys, shields, scale armour, power from windmills, bleeding the sick, chemical remedies. Crop rotation, iron ploughshare (the blade of the plough), heated rooms (heat pumped under tile floor), large-scale glassblowing, irrigation, water clocks, codex (early books), scrolls, rotary locks, heavy cavalry, wheelbarrow, bellows, bridle and bit, saddle, spurs, soap, weapons: pike, trident, mace, broadsword, shortsword, scythe, crossbow, metal harpoon, lasso, ballista.
25-32	3 - Medieval; Algebra, books. Stirrups; ocean going sailing ships

(longships, round ships, etc.). Steel weapons; early firearms; plate armour; castles. Heavy horses and horse-collars; windmills. Crude prosthetics; anatomical science. Steel weapons, mathematics with zero, transportation on horseback with a saddle and stirrups, sailing ships, lances, flails, crossbows, plate and chain mail, castles, power from horses with horse-collars, amputations and crude prosthetics.

33-40 4 - Age of sail; Calculus.

Stagecoach; three-masted sailing ships; precise navigation. Muskets and pikes; horse artillery; naval broadsides.

Improved windmills; belt drives; clockwork. Optical microscope makes cells visible. Gunpowder, printing, transportation from fully-rigged ships, hot-air balloons, black-powder muskets, cannon, sailing warships. Dress smallsword, fencing sabre, rapier, cavalry sabre, buff coat (long leather coat worn by musketeers), amputations, bonesetting, cauterizing wounds, opium as a medical painkiller, basket hilt.

41-50 5 - Industrial Revolution; Mechanical calculators, telegraph. Steam locomotives; steamboats; early submersibles; balloons and early airships. Early repeating small arms; rifled cannon; ironclads. Steam engines; direct current; batteries. Germ theory of disease; safe anaesthetics; vaccines.

Mass production, steam power, telegraph, transportation by steam ship, railroads, zeppelins, ironclad warships, dynamite, repeating handguns, direct current power, germ theory of disease. Steam engine, earliest internal-combustion engine.

51-60 6 - Mechanized Age; Electric calculators, telephone, radio.

Automobiles; continental railways; ocean liners; submarines; aircraft. Smokeless powder; automatic weapons;

tanks; combat aircraft. Steam turbines; internal combustion; alternating current; hydroelectricity. Antibiotics; blood typing and safe transfusions; heredity; biochemistry. Radio, battleships, tanks, machine-guns, fighter aircraft, fission bombs (A-bombs), flak jackets, hydroelectric power, alternating current, major surgery, antibiotics. Helicopter drivetrain, tracked drivetrain, liquid fuel rocket, helium airships and manned balloons, weapon bays (in aircraft), radar, sonar, bombsight, airlock, diesel engine.

61-70 7 - Nuclear Age; Mainframe computers, television. Nuclear submarines; jet aircraft; helicopters; manned space flight. Ballistic body armour; guided munitions; combat jets; nuclear weapons. Gas turbines; fission; solar power. Discovery of DNA; organ transplants; pacemakers. Nuclear energy, computers, lasers, rockets, jet aircraft, space shuttles, mag-lev monorails, hovercraft, nuclear missiles (H-bombs), atomic submarines, Kevlar, fission and hot fusion power (nuclear power plants), solar power, organ transplants. Ablative armour, composite armour, laminate armour, improved suspension for ground vehicles, variable sweep wings for aircraft, aircraft with controlled instability designs, improved brakes, all-wheel steering, roll stabilizers for water vehicles, leg drivetrain, magnetic levitation vehicles, orion engine (space drive using nuclear explosion for propulsion), ornithopter drivetrain (aircraft with mechanical flapping wings), ducted propellers for water vehicles, ducted fans for aircraft, tilt rotors, afterburners.

71-80 8 - Digital Age; Personal computers, global networks. Satellite navigation; SSTO ("single stage to orbit") spacecraft. Smartguns; blinding

lasers; unmanned combat vehicles. Fuel cells; advanced batteries. Genetically modified organisms; gene therapy; cloning. Slower-than-light space travel, fusion power, bionic implants, ballistic airliners, turbofans, ramjets, turbo-ramjets, cybertanks, orbital lasers, combat armour and battlesuits, gauss needlers, fission/electric power, orbital-collected solar power, plastiskin.

81-90 9 - Microtech Age; Artificial intelligence, nanotechnology, real time virtuality, lightsails (space drives that use light for propulsion). Robot cars; space elevators; fast manned interplanetary space flight. Electrolasers; heavy laser weapons; battlesuits; combat robots; designer viruses. Micro fuel cells; deuterium-hydrogen fusion; high-temperature superconductors. Human genetic engineering; tissue engineering; artificial wombs; cybernetic implants. Force screens, tractor beams, fast FTL radio, personal force shield, antimatter missiles, sensa-skin. Gravgun, paralysis pistol, reactionless thruster, cannibal nanokits, translation program for robots, bioplastic nanomorphs, disassembler (nanobot cloud that breaks down matter). Gauss guns; nanotech armour; nanoviruses. Impulse space drive. Fusion Power, Optionics (holography), Molecular Data, Gauss/Rail, Gravitic Control, Stealth Fields, Particle/Plasma, Spaceship Ion Protolight Drive.

91-95 10 - Robotic Age; warp drive, antimatter bombs. Helium-3 fusion; antimatter. Brain transplants; uploading; bioroids; uplifted animals. Contragravity, grav compensators, personal flying belts, grav tanks, personal force screens, full panimmunity, regeneration of limbs and organs. Compact particle-beam weapons; defensive nanites. Portable fusion power. Living machines; cellular

regeneration. Faster-than-light space travel, sentient computers, space yachts, genius bombs, flammers, particle-beam blasters, stunner weapons, cold fusion/electric power, panimmunity, braintapes, complex implants, suspended animation, automedic. Blaster pistol, blaster rifle, electrolaser, electrolaser rifle, hand flamer, plasma rifle, tripod flamer, holdout laser, survival laser, monowire blade, monowire whip, gatling laser, gauss SMG, gauss battle rifle, sonic stinger, stunner (beam weapon), stun rifle, screamer (beam weapon), M-LAW (missile launcher). Stellar Power, Tachyon Communications, Molecutronics (living circuits), true Biotech, Teleportation.

96-98 11 - Diamond Age; Contragravity, grav compensators, personal flying belts, grav tanks, personal force screens, full panimmunity, regeneration of limbs and organs. Gamma-ray lasers; "living metal" armour; black-hole bombs. Portable antimatter power. Full metamorphosis; regeneration. Antimatter power, artificial gravity, slow FTL radio, nerve pistols, superheavy combat armour, disruption beams. Bioplas sails for water vehicles, fusion air-ram (jet engine), hyperdrive, gatling x-laser vehicle gun, x-ray laser cannon, neutrino communicator, sentient computer, neural interface vehicle control: socket interface and neural induction field, artificial gravity unit (generates a gravity field inside or on top of vehicle in space), bioconvertor power plants (herbivore, carnivore, omnivore, vampire). Full terraforming of planets, planetary missiles, "pocket" antimatter. Construction of ringworlds.

99-00 12 - Enlightened Age; Phase Gate (dimension crossing), Spaceship Intergalactic Jump Drive. Construction

of worlds, perfect medicine, teleport projector, reality stabilizer, parachronic technology (time machines). Mobile worlds, dyson spheres, tesseract technology.

### General Traits of Classifications

The classification number is based on the combined energy consumption of the entire species, each step up the scale represents an energy consumption ten billion times greater than before. No matter what type of Civilization, each consumes some level of energy; thus this is a very reliable indicator of their technological advancement.

#### **Class 1-6: Primitive Civilization**

Relies on fossil fuels and other limited resources. May have chemical or nuclear power, primitive solar power; anything from stone age to primitive fusion technology. Unlikely to have any intersystem colonies but may have an active, exploratory space program.

#### **Class 7: Planetary Civilization**

Generally politically stable, relies on full planetary resources, generating power by a number of methods; including geothermal, ocean, atmospheric, solar and fusion power systems; still vulnerable to astronomical or environmental catastrophes. Unlikely to have any extra-solar colonies, but may have intersystem colonies on favourable local planets.

#### **Class 8-9: Stellar Civilization**

Consumes more energy than a planet can produce, having to tap into the direct energy output of their sun. May choose to conceal their TV and radio emissions, but heat waste is huge, even if their star is completely utilised (all energy collected) it may be detected by infra red

emissions. Immune to natural disasters except massive cosmic bombardment (ie super novas) and highly efficient at recycling waste products. The Civilization is now capable of massive colonisation, including extra-solar colonies.

#### **Class 10-11: Galactic Civilization**

Mastery of interstellar travel, most likely to send out masses of interstellar probes, most local star systems would be colonised. Advanced energy systems may include "Planck energy" generators (capable of tearing open worm holes) classed as Cosmic Energy Technology, this allows colonisation via dimensional travel, not just interstellar jump drives.

#### **Class 12: Pan dimensional Civilization**

Fabulous energy manipulation capabilities, able to transport stars from one point in space to another, or across transdimensional gates. God-like technology to any species below class 8. These Civilizations are effectively immortal, immune to any degenerative sociological problems. They may be found in any sector of their local Universe and have colonies in multiple dimensions.