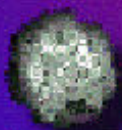


The Universe of Marvel

The *Unofficial* Lonely Planet Guide to Aliens & Space Travel

A source book for the Classic
Marvel Super Heroes RPG

By
David Edward Martin
&
Andrew James McFayden



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The Universe of Marvel:

Spacecraft and Aliens for the Marvel Super Heroes Game

By David Edward Martin & Andrew James McFayden

With help by *TY_STATES*, *Aunt P* and the crowd from *www.classicmarvel.com*.

DEM's Foreword: What you are reading is the completion of a long-abandoned project. It was originally intended to be a section of the late 1980s **The Gamer's Handbook to the Marvel Universe**. Then it was re-assigned to appear as a series of instalments of *The Marvel-phile* in **Dragon Magazine**. As things happened, it ended up being cancelled completely. For the next decade, it only existed as a stack of 1992 dot matrix printouts, gathering dust on the back of a storage shelf.

A fluke prompted my re-discovery of the printouts. I wondered if maybe there was something here to share online with gamers. Enthusiastic responses from the great people at ClassicMarvel.com gave me the energy to retype and update the article.

Even better, I discovered Andrew McFayden had the information and enthusiasm needed to make the article both playable and accessible to others online. Andrew took my barely executed Spacecraft section and made it a viable supplement the equal of anything in the original game. Andrew is also responsible for the creation of this .PDF document. So thank him profusely because without his expertise you'd be reading this as an unformatted .TXT file!

The information in this article is based on the state of Marvel Comics continuity up through 1989. Research materials included three versions of the 1980s **The Handbook of the Marvel Universe** and all the comics I could read without my head exploding. Obviously some things will have changed since then. But my head still hasn't exploded and I'd like to keep it that way a while longer.....

AJM's Foreword: When I happened across David E Martin's first work on the net about Space Travel in the Marvel Universe, it inspired me to come up with several ideas that would improve the playability in the overall mechanics that were originally proposed.

I further developed the improvements and with feedback provided by a friend (Steven Lord) I was able to further streamline the Tables for Star-ship creation. My aim was to complete David's original work with feedback from the man himself. I believe I have achieved this.

Not having access to all the original material as far as pictures of the Alien Races I put out the word for further assistance to the people at Classicmarvel.com. The response was matched by the enthusiasm that I had found.

The Sites Administrator/Creator Aunt P supplied a good starting point by supplying the Pics for a portion of the total 129 alien races I had details for. The rest came from TY_States without whom this document would have never seen its completion. Or at the very least would not have had nearly enough of the pictures I would have liked.

One major obstacle that I experienced was trying to keep the total PDF size down to below 3MB. I was successful as having the individual alien races appearing as separate images blew the total size out to between 15 to 25MB in size. The solution was to have all the pics as a collage. Although not ideal, this worked out better till a better solution presents itself. The end result was a PDF under 3MB . Each alien Picture will have a number next to it. There will be a corresponding Table so that you will be able to ID the correct alien. Number 11 walked out somewhere. As you will see, it has not returned.

When I thought I had completed the work I needed I found that the pics supplied to me outnumbered the Race BIO's that I had.

Thus I went in search of the missing BIO's for the new alien race pictures that I had. While this work may be lengthy I fear that there will still be many alien races not yet discovered in the Official Marvel Universe. If you are after a complete list then I recommend that you contact Marvel at their website.

www.marvel.com

This document originated as a .txt file then evolved to a word Document before becoming a PDF. If it evolves further it will probably be as a hologram.... who knows

This edition of Space Travel in the Marvel Universe consists of four sections:

1 Space Travel in the Marvel Universe gives basic rules for classifying, creating, and running spacecraft and other means of space travel.

2 The Universe of Marvel: The Milky Way Galaxy defines the format and terms used, then proceeds to cover known races in the Milky Way Galaxy. Note that when a world is listed, the race is the dominant species of that world.

3 The Universe of Marvel: The Andromeda Galaxy covers our sister galaxy M31. It is broken into three parts,

1. **Races of the Skrull Empire**,
2. **Races Opposing the Skrulls**, and
3. **Neutral or Non-combatant Races**.

&

4 Races from Other Galaxies which briefly covers some of the other races that also exist..

So Here it is

PS: Remember it is all about having fun.

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&
Andrew James McFayden

Space Travel in the Marvel Universe

To The Stars

SLOWER THAN LIGHT (STL) DRIVES: Some STL ships can ALMOST reach the speed of light. If such a ship is intended for interstellar flight, it may be equipped with suspended animation chambers or a life-support system capable of sustaining passengers for years or centuries.

FASTER THAN LIGHT (FTL) DRIVES: FTL ships are capable of exceeding light speed, but they still travel in "real space".

WARPDRIVE: Warpdrive ships are capable entering hyperspace and thus attaining FTL speed. Warpdrive ships might be limited to STL flight in normal space.

TELEPORTATION: Instantaneous travel across the universe is possible with this drive. This is very draining on the ships power reserves.
More details listed later.

STARGATE: A stargate uses a form of teleportation. A fixed-location device (the gate) instantaneously teleports an entire spacecraft to another stargate. Stargates are assumed to be rare, being so powerful.

STARSHIPS

The type of stardrive determines the mode of Travel. The power rank determines its basic speed value, which is then multiplied by the standard modifier for that class of travel. Table 1 shows the basic starship engine types and their speed for the MARVEL SUPER HEROES game.

To determine the speed of the Starship cross reference the Speed Rank with the Starship Drive Type. Speed is stated in multiples of "SPEED OF LIGHT" unless stated in LY=Light Years or Kilometres per second. Note that I have added Miles per second as well.

TABLE 1: STARSHIP DRIVE TYPES AND SPEEDS					
Rank	STL Km/Sec	STL MI/sec	FTL	Warp	Teleport
FE	8 Km/sec	4.97 MI/sec	2	75 K	2000 LY
PR	16 Km/sec	9.94 MI/sec	10	100 K	4000 LY
TY	32 Km/sec	19.88 MI/sec	20	200 K	6000 LY
GD	64 Km/sec	39.77 MI/sec	40	400 K	10000 LY
EX	128 Km/sec	79.54 MI/sec	60	600 K	20000 LY
RM	256 Km/sec	159.07 MI/sec	80	800 K	30000 LY
IN	512 Km/sec	318.14 MI/sec	100	1 M	40000 LY
AM	1,024 Km/sec	636.28 MI/sec	200	2 M	50000 LY
MN	2,048 Km/sec	1,272.57 MI/sec	500	5 M	75000 LY
UN	4,096 Km/sec	2,545.14 MI/sec	750	7.5 M	100000 LY
SHX	8,192 Km/sec	5,090.275 MI/sec	1 K	10 M	150000 LY
SHY	16,384 Km/sec	10,180.55 MI/sec	2 K	20 M	200000 LY
SHZ	32,768 Km/sec	20,361.09 MI/sec	5 K	50 M	500000 LY
C1000	65,536 Km/sec	40,722.18 MI/sec	10 K	100 M	1000000 LY
C3000	131,072 Km/sec	81,444.37 MI/sec	30 K	300 M	3000000 LY
C5000	262,144 Km/sec	162,888.73 MI/sec	50 K	500 M	5000000 LY

1 K=1,000

1 M=1,000,000

LY= Light Years per Teleport Km/sec= Kilometres per Second MI/sec= Miles per second

The Speed of Light is 299,792,458 meters per second OR 299,792.458 Km/sec

Building a Starship

When building a Starship there are a number of factors to consider all of which are important due to the needs of the owner. The type of Drive that the Starship has, its speed rank, passenger loads not to mention the Control Protection and Body strength all have an important part to play.

When building a Star Ship, first decide on what you need/want. Start with Table 2 and determine the Ships Flight Capability you are after. Next determine the Speed Rank of Each Drive category that your Ship is capable of (STL at EX rank and Warp at GD rank). Next determine how many passengers your Ship can carry. Finally the Star ships details, determine Control, Protection and Body separately.

TABLE 2: STARSHIP FLIGHT CATEGORY

1d100	Category
01-66	STL
67-68	FTL
69-89	STL/FTL
90-92	Teleport*
93-96	STL/ Teleport*
97-99	FTL/ Teleport*
100	STL/ FTL/ Teleport*

*The GM May disallow these rolls for the balance of Game play

TABLE 3: STARSHIP SPEEDRANKS

1d100	Speed Rank	Rank #
01-08	FE	1-2
09-16	PR	3-4
17-24	TY	5-7
25-32	GD	8-15
33-40	EX	16-25
41-48	RM	26-36
49-56	IN	37-45
57-64	AM	46-62
65-72	MN	63-87
73-79	UN	88-125
80-85	Sh-X	126-175
86-90	Sh-Y	176-350
91-94	Sh-Z	350+
95-97	C1000	1000
98-99	C3000	3000
00	C5000	5000

TABLE 4: STARSHIP PASSENGER LOADS

1d100	Rank	Max Passenger Load
01-5	FE	1
6-10	PR	2-6
11-20	TY	7-10
21-40	GD	11-50
41-60	EX	51-100
61-70	RM	101-500
71-80	IN	501-1,000
81-85	AM	1,001-5,000
86-88	MN	5,001-10,000
89-92	UN	10,001-30,000
93-94*	SH-X	30,001-50,000
95-96*	SH-Y	50,001-100,000
97*	SH-Z	100,001-500,000
98*	CL1000	500,001-2,999,999
99*	CL3000	3,000,000-4,999,999
00*	CL5000	5,000,000-100million

*The GM May disallow these rolls for the balance of Game play

Table 5: Starship Details /Control /Protection /Body

Roll	Control	Protection	Body
1-30	FE	FE	FE
31-45	PR	PR	PR
46-55	TY	TY	TY
56-65	GD	GD	GD
65-70	EX	EX	EX
71-75	RM	RM	RM
76-80	IN	IN	IN
81-85	AM	AM	AM
86-88	MN	MN	MN
89-91	UN	UN	UN
92-94*	SH-X	SH-X	SH-X
95-96*	SH-Y	SH-Y	SH-Y
97*	SH-Z	SH-Z	SH-Z
98*	CL1000	CL1000	CL1000
99*	CL3000	CL3000	CL3000
00*	CL5000	CL5000	CL5000

If you want to determine the resource rank needed to purchase a ship, then once you have completed the above steps, you can then determine the resource rank needed.

For each Starship Flight Category of your Starship use the Lowest Corresponding number in **Table 3 in the Rank # column**. Follow the Same process for Passenger Loads and Starship details. Again determining the Rank number of each rank using the Lowest Corresponding number in **Table 3 in the Rank # column**. More details and a few examples below.

Building a Starship (cont)

Some Examples:

Single Seater Starship with STL/FTL:

The STL drive would be capable of a maximum of 128 Km/sec or 79.54 MI/sec

FTL drive capable of up to 40 times the Speed of light

STL (ex), FTL (GD), Passengers 1(FE), Control (IN), Protection (IN), Body (EX)

Thus

16 + 8 + 1 + 37 + 37 + 16

=115 Unearthly Resource Rank.

Dual Seater Starship with STL/FTL:

The STL drive would be capable of a maximum of 128 Km/sec or 79.54 MI/sec

FTL drive capable of up to 40 times the Speed of light

STL (ex), FTL (GD), Passengers 2(PR), Control (IN), Protection (IN), Body (EX)

Thus

16 + 8 + 3 + 37 + 37 + 16

=117 Unearthly Resource Rank.

Personnel Transport Shuttle with STL/FTL:

STL (ex), FTL (GD), Passengers: up to 50(GD), Control (PR), Protection (EX), Body (EX)

Thus

16 + 8 + 8 + 3 + 16 + 16

=67 Monstrous Resource Rank.

Now if this is too deep for your pockets you may be able to purchase a 2nd hand (used) Starship with the same stats that would be about 33% cheaper. It may need some maintenance or repairs (GM's discretion). Repairing the Starship would use the rules found in the Players Book.

With that said depending on the planet that you travel to these vehicles may be cheaper depending on the technology level of the planet or system you are currently residing in. Thus a starship with only STL travel would be cheaper on a planet with the technology to build WARP drives. Using the above example of a "Single Seater Starship with STL/FTL" the cost would be divided by the number found in **Table 6** when you cross reference the drive with the Tech Level of the Planet.

Thus

115 Unearthly Resource Rank / 3 (Warp Tech Level) results in 38.33 Incredible. This would be cheaper again if the vehicle was 2nd hand.

One Final note on Starships. They are all fitted with Thrusters of some sort or another. These are mainly used for Docking and Speeds up to the FEEBLE RANK speed for STL drives.

TABLE: 6 Starship Drives Availability					
PLANET OR SYSTEM TECH LEVEL	STARSHIP DRIVE TYPE				
		STL	FTL	WARP	TELEPORT
STL	1	n/a*	n/a*	n/a*	n/a*
FTL	2	1	n/a*	n/a*	n/a*
WARP	3	2	1	n/a*	n/a*
TELEPORT	4	3	2	1	1

Notes about Teleportation Drives on Starships.

- With Teleportation Drives in Starships the drain on Energy Supplies is dramatic.
- The Teleportation Device Needs a minimum of SH-X power source to initiate a Teleport.
- When the Maximum distance for a Teleport is used the batteries are completely drained. Leaving the ship with only STL, FTL or Warp drives reduced to FEEBLE RANK regardless of what their starting rank was.
- The batteries need 12 hours to recharge after use unless spare battery pack is available
- N/A means that this Drive type is not currently available on the markets retail sales. (GM's discretion as to whether these Drive types exist as Proto-types made privately.) None the less these items' should not come cheap or be easy to obtain.

Other Details of the Starship

Weapons and Defence Items

These can be included. Type, Rank and the like are left up to the descretion of the GM.

Storage Space

consider this to be along the lines of 1/3 the passenger number. Thus if your starship is capable of transporting upto 50 passengers then consider the Starship to have enough room to hold approximately 16 to 17 people extra people (round to the nearest full number.). This Storage space is as a rule of thumb not a comfortable way to travel.

Escape Pods

Again these items are left up to the GM's descretion. They may have be used previously or in any state from in disrepair to fully functional. Normally they come with lifesupport and a transmitting beacon. They normally DONOT have any form of propulsion. If they do it is extremely limited (mostly to point a planet and provide enough thrust to enter the atmosphere.).

Now to tell you all where to go....

The Universe is a huge place. The Next section contains details of Alien Races in the Marvel Universe. So if you go somewhere and the Trip was not to your liking or your side kick developed a nasty rash. Just remember **Caveate Emptor!** (Buyer beware).

The Universe of Marvel: The Milky Way Galaxy

Our galaxy contains over a hundred billion stars. It measures 100,000 light years across and has an average depth of several thousand light years. Earth's home, the Sol System, is 27,000 light years from the galactic centre.

The Milky Way is home to a myriad of races and cultures ranging from primitive tribes to interstellar empires. Unlike other galaxies in the Marvel Universe, such as Andromeda or the Greater Magellanic Cloud, no single race or culture dominates this galaxy. There are several interstellar empires in existence (Badoon, Interplanetar Inc., Quists, Rigellians, Sagittarians, Sneepers, Stonians, Vegans), a few in decline (The Charter, The Universal Church of Truth), and some now represented only by ruins or a handful of survivors (Dionists).

Getting Along With the Neighbours

Earth has a peculiar place in the Milky Way. It is located near a nexus of naturally-occurring space warps and is thus relatively easy to get to. It is also home to the Human race, a race that is rapidly developing a reputation as a world to be reckoned with. It is also the source of the largest concentration of super powered beings in the galaxy.

Despite Earth's reputation and army of defenders, it remains a tempting target for would-be conquerors. In the past, Earth has been the target of attacks by such galactic neighbours as the A-Chiltarians, Alpha Centaurians, Autocrons, Fromans, Kronans, Quists, Stonians, Tribbites, Vegans, and Zn'rx.

Passing as Terran

Humans and humanoid races dominate the Milky Way. Several races are visually identical to Normal Humans. Terrans and these aliens can intermingle without risk of immediate exposure of their alien status; they can even interbreed. These races include the Arcturians, Dakkamites, Galadorians, Hibers, Lumina, Myndoi, Quists, Sirians, Sirusites, and Zenn-Lavians.

Humanoid races are structurally similar to Normal Humans but the basic body shape contains minor differences that must be disguised or imitated before casual infiltration can occur. These races include Ba-Bani, Centaurians, Centurii, Clavians, Contraxians, Horusians, Levians, and Sagittarians.

Race Details

Below you will find an example of the layout used to describe each relevant section concerning an Alien Race.

RACE NAME

Origin Galaxy: their original home

Homeworld/ Star System: their current homeworld, star, and place in orbit (for example, Earth/ Sol III)

Estimated Population: includes colonies and space-dwellers

Society: social organization or governmental form

Technology Level: basic level compared to Earth

Spaceflight Level:

Interplanetary STL slower than light, FTL faster than light, Warp, Teleport

Or a combination of the above see "To the Stars" for definitions

Average Height: a typical individual

F A S E R I P

a typical individual

Health: a typical individual

Karma: a typical individual

Racial Powers: superpowers or special body attributes

Representatives: known individuals

Attitude Toward EARTH: a typical individual's view

Notes: Known facts about the race

Note: Except for specific cases, the following material only applies to the 20th and 21st centuries.

The Races of the Milky Way

AAKON

Origin Galaxy: Milky Way
Homeworld/ Star System: Oorga/ Mira II
Estimated Population: 300,000 on planet, 800,000 in space
Society: Militaristic Oligarchy
Technology Level: Slightly ahead of Earth
Spaceflight Level: FTL
Average Height: 5'8"
F A S E R I P
Ex Gd Ex Ex Ex Gd Ty
Health: 70 **Karma:** 36
Racial Powers: none
Representatives: none
Attitude Toward EARTH: Potential ally against the Kree
Notes: The Aakon are dedicated to their guerilla war against the Kree Empire.

A'ASKAVARII

Origin Galaxy: Milky Way
Homeworld/ Star System: O'erlanii/ Deneb III
Estimated Population: 2.5 billion
Society: Benign anarchy
Technology Level: Slightly ahead of Earth
Spaceflight Level: FTL, rudimentary warpdrive
Average Height: 5'9"
F A S E R I P
Gd Gd Gd Ty Gd Ty Ty
Health: 36 **Karma:** 32
Racial Powers:
Amphibious (able to air or water)
Tentacles: Each of the six tentacles has suction cups instead of fingers.
Representatives: Derath'Ath Machlan'n (deceased)
Attitude Toward EARTH: Neutral
Notes: The A'askavarii are a relatively friendly race who are just beginning to colonize their region of space.

ACHERNONIANS

Origin Galaxy: Milky Way
Homeworld/ Star System: Achernon/ Alpha Unakalhal IV
Estimated Population: 81 million
Society: Dictatorship
Technology Level: Pre-Industrial
Spaceflight Level: None
Average Height: 6'4"
F A S E R I P
Gd Gd Gd Gd Pr Pr Fe
Health: 40 **Karma:** 10
Racial Powers:
Phasing: Random individuals have the Excellent ability to become immaterial at will.
Representatives: Brahl
Attitude Toward EARTH: Ignorant of Earth's existence
Notes: The Achernonians are still a Dark Ages culture. As such, they often end up as lackeys for powerful non-Achernonian masters. Brahl, for example, was a minion of Korvac.

A-CHILTARIANS

Origin Galaxy: Milky Way
Homeworld/ Star System: Achiltar III
Estimated Population: 800 million
Society: Tribal
Technology Level: slightly behind Earth
Spaceflight Level: STL
Average Height: 5'5"
F A S E R I P
Ty Ty Gd Ty Ty Ty Pr
Health: 28 **Karma:** 16
Racial Powers:
Circular Vision: The eyes' position and structure enable one to see simultaneously in every direction except directly behind/ below.
Representatives: Kraglin
Attitude Toward EARTH: Would-be conquest
Notes: They are a primitive people who stumbled upon workable starships designs. A-Chiltarians once tried to conquer Earth with a robotic replica of a Cyclops from Greek mythology. It is highly indicative of their lack of intelligence that they were defeated by Ant-Man.

ALPHA CENTAURIANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Arima/ Alpha Centauri A III

Estimated Population: 75 million

Society: Feudal kingdoms

Technology Level: Advanced

Spaceflight Level: STL

Average Height: 6'1"

F A S E R I P

Gd Ty Gd Gd Gd Ty Ty

Health: 36

Karma: 22

Racial Powers:

Amphibious: Able to breathe water or air.

Representatives: Dynarr ("The Stalker"), Yennon

Attitude Toward EARTH: Water to plunder

Notes: They are one of the three races living in the trinary star system of Alpha, Beta, and Gamma Centauri. They are the most advanced of the three races, at least in the field of starflight. Since they are an aquatic race, they lacked interest in drier worlds such as Centauri IV and Centuri-Six. They avoided conflict with the Centauri and Centurii races as well as foes of those races. They have a medieval culture based on small independent kingdoms. However they achieved a high level of technology in some fields such as starships. They once invaded Earth in an attempt to steal an ocean's worth of water but they were repulsed by the Sub-Mariner.

ARCTURANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Arcturus IV

Estimated Population: 4 billion

Society: National governments

Technology Level: Earth equivalent

Spaceflight Level: Interplanetary STL

Average Height: 5'9"

F A S E R I P

Ty Ty Ty Ty Ty Ty Ty

Health: 24

Karma: 18

Racial Powers: Half of the population has severe random mutations.

Representatives: Stakar (a.k.a. Starhawk of the 30th century Guardians of the Galaxy)

Attitude Toward EARTH: Ignorant of Earth's existence

Notes: In the 20th century, the Arcturans are recovering from a severe nuclear war. The radiation has caused over half the race to suffer severe deforming mutations. By the 30th century, the Arcturans have regained a stable human form but retained the latent ability spontaneously transform into exotic energy forms.

ASTRANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Astra/ Mu Cephei II

Estimated Population: 10 million

Society: Theocracy

Technology Level: Earth equivalent

Spaceflight Level: FTL

Average Height: 5'6"

F A S E R I P

Ty Ty Ty Rm Ty Pr Ty

Health: 42

Karma: 16

Racial Powers: Special excretory glands in the stomach may be artificially modified to give the possessor Matter Control or Matter Conversion powers.

Representatives: Metal Master

Attitude Toward EARTH: Neutral

Notes: Astrans have a rigid social structure with little tolerance for deviation. The criminal mastermind Metal Master was sent to Earth, where he unsuccessfully fought the Hulk and Rom.

AUTOCRONS

Origin Galaxy: Milky Way

Homeworld/ Star System: Cron/ Betelgeuse VI

Estimated Population: 10 billion

Society: Technocracy ruled by a computer

Technology Level: Advanced

Spaceflight Level: f/ warp

Average Height: 6'5"

F A S E R I P

Rm Ty Am Am Ex Gd Ty

Health: 136

Karma: 36

Racial Powers: Autocron biochemistry is based on iron rather than carbon. This gives them increased Strength, Endurance, and Health.

Representatives: Ten-For

Attitude Toward EARTH: Neutral

Notes: Autocrons are a militaristic technocracy ruled by a world-computer. They established a small interstellar empire in their region of space. The scout Ten-For was vanguard for a proposed invasion of Earth but the invasion was cancelled after Machine Man defeated Ten-For.

BA-BANI

Origin Galaxy: Milky Way

Homeworld/ Star System: Ba-Banis/ Ba IV

Estimated Population: 92 million

Society: Local military dictatorships

Technology Level: Earth equivalent

Spaceflight Level: Interplanetary STL

Average Height: 5'9"

F A S E R I P

Ex Gd Gd Gd Ty Pr Pr

Health: 50

Karma: 14

Racial Powers: none

Representatives: none

Attitude Toward EARTH: Ignorant of Earth's existence

Notes: The Ba-Bani have a number of military dictatorships. They were engaged in a planetwide war which Moondragon interrupted with her brief reign.

BADOON

Origin Galaxy: Milky Way

Homeworld/ Star System: Latiaara/ Lomora II (a.k.a. Swampworld)

Estimated Population: 40 million

Society: Monarchy

Technology Level: Advanced

Spaceflight Level: FTL, Interdimensional travel

Average Height: 6'

F A S E R I P

Gd Ty Gd Gd Ty Ty Ty

Health: 36

Karma: 18

Racial Powers: none

Representatives: The Brother Royal

Attitude Toward EARTH: Foe

Notes: The Badoon are an older race than the Kree and the Skrulls yet they were slower to develop due to their nearly stagnant culture. They are hostile and see most other races as potential slaves. However they have recently tempered their views and entered the Kree-Skrull War on the side of the Kree.

Badoon have been able to at least temporarily conquer regions as diverse as Arkon's other-dimensional realm of Polemachus and an alternate 30th century Earth, home of the Guardians of the Galaxy.

BETANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Beta/ Mirpet III

Estimated Population: 65,900

Society: Militaristic

Technology Level: Advanced

Spaceflight Level: FTL

Average Height: 7'1"

F A S E R I P

Ty TY Gd Gd Gd Ty Ty

Health: 32

Karma: 22

Racial Powers:

Winged Flight: vestigial wings give Feeble airspeed in low gravity environments.

Representatives: none

Attitude Toward EARTH: Battleground, Foe

Notes: Betans have been fighting a centuries-long war with the Megans. Their favored weapons are trained gigantic monsters. The Megans recently came to Earth planning to capture Terran giant monsters. The expedition was destroyed when they tried to capture Godzilla..

CENTAURIANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Centauri IV a.k.a. Beta Centauri IV

Estimated Population: 100 million

Society: Tribal

Technology Level: Primitive

Spaceflight Level: none

Average Height: 7' (includes dorsal fin)

F A S E R I P

Gd Gd Gd Gd Ty In Rm

Health: 40

Karma: 76

Racial Powers: Random individuals possess rudimentary psionics.

Representatives: Yondu of the Guardians of the Galaxy

Attitude Toward EARTH: Ignorant of Earth's existence

Notes: Centaurians have a culture similar to pre-Columbian American Indians. They are unaware of their neighboring races the Alpha Centaurians and Centurii. In an alternate 30th century, the Badoon exterminated all the Centaurians except for Yondu, who helped found the Guardians of the Galaxy.

CENTURII

Origin Galaxy: Milky Way

Homeworld/ Star System: Centuri-Six a.k.a. Proxima Centauri VI

Estimated Population: 400,000 (pre-conquest)

Society: Planetary democracy

Technology Level: Earth equivalent

Spaceflight Level: none

Average Height: 5'6"

F A S E R I P

Fe Ty Pr Ty Ty Gd Ty

Health: 18

Karma: 22

Racial Powers: none

Representatives: none

Attitude Toward EARTH: Ignorant of Earth

Notes: The Centurii had a peaceful civilization similar to Earth. They lacked space travel of their own but they were aware of their planetary neighbors the Alpha Centaurians.

The entire Centurii race was conquered and sold into slavery by the Grey Gargoyle and his crew of space pirates. Only a few refugees remain in hiding on the homeworld.

CLAVIANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Clarius/ Clyph IV

Estimated Population: 45 million

Society: Tribal nations

Technology Level: Inferior to Earth

Spaceflight Level: none

Average Height: 5'10"

F A S E R I P

Ty Ty Gd Gd Pr Ty Ty

Health: 32

Karma: 16

Racial Powers: none

Representatives: none

Attitude Toward EARTH: Ignorant of Earth's existence

Notes: The Clavians were conquered by the Dire Wraiths but were later freed by Rom and the Spaceknights.

CONTRAXIANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Contraxia/ Elidra III

Estimated Population: 17 billion

Society: Theocratic Matriarchy

Technology Level: Advanced, including Genetics

Spaceflight Level: FTL

Average Height: 5'10"

F A S E R I P

Ty Ty Ty TY Ex Gd Gd

Health: 24

Karma: 40

Racial Powers: For unknown reasons, the left sides are darker than the right sides.

Representatives: "Marcy Kane," Commander Varga, "Marie Hart"

Attitude Toward EARTH: Friendly

Notes: Elidra was a dying star. Rather than simply conquer another world and relocate their population, the Contraxians launched a galaxy-wide search for a means to rekindle Elidra's fire. Some were secretly sent to Earth on related missions. "Marcy Kane" became a college friend of Peter Parker (Spider-Man). "Marie Hart" married an Earthman and gave birth to the hybrid now known as Jack of Hearts. When he reached adulthood, Jack of Hearts traveled to Contraxia and used his powers to stabilize Elidra.

COURGA

Origin Galaxy: Milky Way

Homeworld/ Star System: Courg/ Bledsoe III

Estimated Population: 20 million

Society: Tribal

Technology Level: Inferior to Earth

Spaceflight Level: none

Average Height: 7'2"

F A S E R I P

Gd Gd Gd Gd Ty Ty Ty

Health: 40

Karma: 18

Racial Powers: none

Representatives: Dr. Pazz-ka, Dr. Rah-ma

Attitude Toward EARTH: Ignorant of Earth's existence

Notes: The Courga have a primitive culture but they are apparently capable of rapid social evolution. In an alternate 30th century, the Courga developed a culture similar to 20th century Earth.

DAKKAMITES

Origin Galaxy: Milky Way

Homeworld/ Star System: Dakkam/ Beta Rigel V

Estimated Population: 37 million

Society: Technocracy

Technology Level: Superior to Earth

Spaceflight Level: STL

Average Height: 5'9"

F A S E R I P

Ty Ty TY Ty Ty Ty TY

Health: 24

Karma: 18

Racial Powers: none

Representatives: Wundarr a.k.a. Aquarian, Hektu, Saja, Zeneg, Tuumar, Overlord

Attitude Toward EARTH: Friendly

Notes: The Dakkamites have a peaceful technocracy, advanced technology, and the potential to mutate and acquire superpowers. They also have their share of madmen, such as the unnamed Dakkamite scientist who incorrectly predicted Dakkam would explode and sent his infant son Wundarr to Earth in a small starship.

In an alternate 30th century, the Dakkamites established a galaxy-wide empire under the leadership of the Overlord

DEONISTS

Origin Galaxy: Milky Way

Homeworld/ Star System: Deo/ Denebola V a.k.a. Templeworld or Doomsday Star

Estimated Population: 200

Society: Theocracy

Technology Level: Highly advanced but stagnant

Spaceflight Level: FTL

Average Height: 5'8"

F A S E R I P

Pr Ty Pr Ty Gd Gd Gd

Health: 20

Karma: 30

Racial Powers: none

Representatives: K'rill, N'rill (two of the "Soul Survivors")

Attitude Toward EARTH: Neutral

Notes: Deo was once the religious center of an interplanetary confederation. Their god in residence, "The One Above All," died building a protective forcefield around Deo. Since then, the Deonists have devised a means of refueling the forcefield by capturing other deities and draining their lifeforces. Thor barely avoided dying in the Deonists' trap.

ELAN

Origin Galaxy: Milky Way

Homeworld/ Star System: Elanis/ Beta Scorpi V

Estimated Population: 2.7 million

Society: Planetwide union of democratic nations

Technology Level: Advanced but neglected

Spaceflight Level: FTL/ warp

Average Height: 10'

F A S E R I P

Ty Ty Ex Am Gd Gd Am

Health: 82

Karma: 70

Racial Powers:

Individuals may possess one or more powers which they emit through their antennae:

Elemental Conversion (Am), Kinetic Bolt (Am), Molding (Am), Molecular Conversion (Am)

Telekinesis (Am), Telepathy (Am), primarily used for communication with other Elan.

Representatives: "The Infant Terrible," a toddler briefly left without explanation with the Fantastic Four.

Attitude Toward EARTH: Mostly harmless, a safe place to leave your kids

Notes: The Elan are a friendly, open people although they seldom seek contact with other races.

They established an advanced technology before they developed psionic powers. They currently neglect the physical sciences while they concentrate on developing these powers.

ENTEMEN

Origin Galaxy: Milky Way
Homeworld/ Star System: Entem/ Donatut V
Estimated Population: 98 million
Society: Unknown
Technology Level: Inferior to Earth
Spaceflight Level: None
Average Height: 6'6"
F A S E R I P
Ty Ty Ty TY Ty Ty Pr
Health: 24 **Karma:** 16
Racial Powers: Entemen have tentacles instead of arms or legs.
Representatives: Mr. Slech
Attitude Toward EARTH: Ignorant of Earth
Notes: The Entemen are still a developing culture in a state of flux.

ERGONS

Origin Galaxy: Milky Way
Homeworld/ Star System: Ergonar/ M. Canum Venaticorum II
Estimated Population: 2.4 billion
Society: Variety of national governments, primarily military dictatorships
Technology Level: Earth equivalent
Spaceflight Level: FTL
Average Height: 6'2"
F A S E R I P
In Ty In In Gd Pr Pr
Health: 126 **Karma:** 18
Racial Powers: Enhanced Strength due to their evolution on a high-gravity world.
Representatives: Sklarr
Attitude Toward EARTH: Neutral
Notes: The Ergons are a belligerent people prone to piracy. Sklarr was formerly captain of the starship Bird of Prey, the starship that later conquered the Centurii.

FLB'DBI

Origin Galaxy: Milky Way
Homeworld/ Star System: Jdd'btt/ Beta Lyrae IV
Estimated Population: 3.2 billion
Society: Socialist republics
Technology Level: Advanced
Spaceflight Level: FTL
Average Height: 3'8" at the shoulder
F A S E R I P
Fe Ty Pr Un In Rm Rm
Health: 112 **Karma:** 100
Racial Powers:
Telepathy (In), primarily used for communication
Longevity, with a normal lifespan of millenia
Representatives: Primus
Attitude Toward EARTH: Friendly
Notes: The Flb'Dbi have an extremely stable culture with an extremely slow rate of change. Individuals are friendly and cooperative, even to aliens. They use shapechanging androids to handle physical attacks.

A Flb'Dbi starship was recently discovered buried in Antarctica with its crew in suspended animation. The Fantastic Four were able to revive the crew and help them return home.

FOMALHAUTI

Origin Galaxy: Milky Way
Homeworld/ Star System: Pumor/ Fomalhauti VI
Estimated Population: 7.8 billion
Society: Democracy
Technology Level: Advanced
Spaceflight Level: FTL
Average Height: 2'5" (normal), 6' (mutant)
F A S E R I P
Ty Gd Ty Rm Rm Ex Ex
Health: 52 **Karma:** 70
Racial Powers:
Plasticity: The body is multicellular but highly malleable like an amoeba. Pseudopods can be extruded to act as limbs.
Representatives: Dumor (normal race), Sporr (deceased, last of the mutant race)
Attitude Toward EARTH: Neutral
Notes: The Fomalhauti are predominantly a peaceful race using their technology to explore the galaxy. They were troubled by an offshoot race of oversized malevolent mutants. While normal Fomalhauti are small and white, the mutants were pink in color and six times normal size. The mutant Sporr once invaded Earth but was defeated. The mutant race is now extinct.

FONABI

Origin Galaxy: Milky Way

Homeworld/ Star System: unknown

Estimated Population: unknown

Society: unknown

Technology Level: Advanced, especially in Weaponry

Spaceflight Level: FTL

Average Height: 16'5"

F A S E R I P

Gd Gd Am C1000 Mn Mn Un

Health: 1070

Karma: 250

Racial Powers: none

Representatives: Terminus

Attitude Toward EARTH: Would-be conquest

Notes: So far we only have the example of a single Fonabi, Terminus, a mean-spirited, ruthless merchant and conqueror who saw the universe's races as tradegoods or rarely customers. It is unknown if Terminus was typical for his race.

FORTESQUIANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Colony Fortesque (system unknown), Earth (ancestral world)

Estimated Population: unknown

Society: Benign anarchy

Technology Level: Advanced

Spaceflight Level: FTL

Average Height: 5'11"

F A S E R I P

Ty Rm Rm Rm Rm Ty Ex

Health: 96

Karma: 56

Racial Powers:

Energy Control (Mn)

Flight (Un, 600 mph airspeed, 40,000 mph space)

Healing (Rm)

Levitation (Ty)

Telelocation (In)

Telepathy (Un)

Teleport Self (In)

Weakness: Each day a Fortesquian is exposed to another race or its broadcast media, he must make a Psyche FEAT or lose 1 point of Karma. As the Psyche decreases, the individual grows increasingly erratic in his behavior. When he reaches zero, the individual becomes homicidal.

Representatives: Max

Attitude Toward EARTH: Friendly, curious about their ancestral home

Notes: The Fortesquians are an offshoot of humanity. Eons ago the other-dimensional Beyonders created the first Fortesquians from cavemen living in the Savage Land. The new race was designed to be curious and to serve the Beyonders as their agents and intelligence-gatherers. The Fortesquians were relocated to a world of their own where they developed advanced technology. They then set about studying the galaxy. They maintained periodic studies of inhabited worlds by using starships disguised as comets.

Fortesquians are normally cool and logical in their manner but close contact with other races or even immersion in a world's mass media has a disconcerting effect on the typical Fortesquian. It may make an individual increasingly eccentric, temporarily manic, or even homicidal as long-repressed emotions reawaken.

Fortesquians' wide array of powers make them both useful allies and dangerous foes.

FROMA

Origin Galaxy: Milky Way

Homeworld/ Star System: Galador/ Talamon III

Estimated Population: 5 billion (before extermination), 12 (current)

Society: Technocratic democracy

Technology Level: Advanced, especially in cyborg systems

Spaceflight Level: FTL

Average Height: 6'3"

F A S E R I P

Ty Ty Ty Ty Gd Gd Gd

Health: 24

Karma: 30

Racial Powers: none

Representatives: Rom, Ray-Na, Landra, the other Spaceknights

Attitude Toward EARTH: Ally

Notes: The Galadorians were a peaceful race who developed the cyborg Spaceknights as a means of protecting themselves against the Dire Wraiths. Galactus used his powers to relocate Galador to another section of the galaxy. Unfortunately the Spaceknights were ignorant of the new location. Fearful of being left defenseless, the Galadorians created a second generation of Spaceknights. Tragically these new cyborgs turned against their kin and exterminated the rest of the race. The renegades were later wiped out by the avenging first generation Spaceknights.

Rom and his fellow Spaceknights are now the sole surviving Galadorians. Rom and his Terran mate Brandy Clark have returned to human form and are hoping to be the progenitors of a new Galadorian race. The remaining ten Spaceknights are dedicated to their assistance and protection.

GLX

Origin Galaxy: Milky Way

Homeworld/ Star System: Glx/ Zpist III

Estimated Population: 3.9 billion

Society: Socialist Republics

Technology Level: Highly advanced in the fields of molecular engineering and bio-engineering

Spaceflight Level: FTL

Average Height: 8'

F A S E R I P

Ty Ty Gd Rm Gd Ex Ty

Health: 52

Karma: 36

Racial Powers:

Abnormal Biochemistry: Their silicon-based body chemistry enables them to eat metals as food.

Representatives: Chleee

Attitude Toward EARTH: Friendly

Notes: The Glx are a friendly, philanthropic race as a whole. They feel friendly toward anyone and may mistake hostile actions for friendly gestures. For example, shooting them with bullets would be mistaken for an unconventional method of rapidly feeding them nutritious lead. This was how Chleee misinterpreted Hammer and Anvil's attempt at self defense; Chleee repaid the meal by them by giving them superpowers.

GRAMOSIANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Gramos/ Sekar III

Estimated Population: 1.3 billion

Society: Elective monarchy

Technology Level: Highly advanced

Spaceflight Level: FTL

Average Height: 5'11"

F A S E R I P

Ty Ex Ex Ex Ex Gd Ex

Health: 66

Karma: 50

Racial Powers: none

Representatives: Mercurio a.k.a. The Fourth-Dimensional Man

Attitude Toward EARTH: Neutral

Notes: Gramosians have an advanced culture that was recently disrupted by peculiar stellar radiation storms that induced widespread insanity and death. With the cessation of the bombardment, the Gramosians have set about rebuilding their pacifistic, artistic way of life.

GRUNDS

Origin Galaxy: Milky Way

Homeworld/ Star System: Grundar/ Quat V

Estimated Population: 2.5 billion

Society: Matriarchal feudal states

Technology Level: Unremarkable

Spaceflight Level: none

Average Height: 3'2"

F A S E R I P

Gd Ty Ty Ty Ty Fe Gd

Health: 28

Karma: 20

Racial Powers: The antennae are the focus of two powers. If severed, the antennae regenerate within a year.

Absorption: Amazing power to absorb energy through the antennae.

Kinetic Bolt: Remarkable blasts emitted from the antennae.

Representatives: Grott a.k.a. "The Man-Slayer"

Attitude Toward EARTH: Playground

Notes: Grunds are a primitive culture full of unprincipled, amoral beings whose behavior resembles self-centered brats.

HIBERS

Origin Galaxy: Milky Way

Homeworld/ Star System: Hiberiac/ Hunyoc VI

Estimated Population: 444,000

Society: Absolute Democracy

Technology Level: Earth equivalent, advanced in suspended animation technology

Spaceflight Level: none

Average Height: 5'7"

F A S E R I P

Ty Ty Ty Ty Ty Ty Ty

Health: 24

Karma: 18

Racial Powers: none

Representatives: none

Attitude Toward EARTH: Ignorant of Earth's existence

Notes: Most of the time Hiberiac appears to be a lifeless frozen world.

For a brief time every 1000 years, Hiberiac's twin suns thaw the temperate zones. At that time the Hibers emerge from suspended animation to enjoy the brief warmth.

HORUSIANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Horus IV

Estimated Population: 1.3 billion

Society: Planetary monarchy

Technology Level: Advanced, especially in bio-engineering

Spaceflight Level: FTL

Average Height: 7'

F A S E R I P

Ex Rm Ex Rm Ex Ty Gd

Health: 100

Karma: 36

Racial Powers: none

Representatives: Duamutef, Imset, Neferthamen, Qebehseuf

Attitude Toward EARTH: Would-be conquest

Notes: Horusians idealize the warrior ethic. They are fascinated by alien cultures and often disguise themselves as the local gods of whatever worlds they are visiting. On Earth they masqueraded as the Gods of Heliopolis, the ancient Egyptian pantheon.

HUJAH

Origin Galaxy: Milky Way

Homeworld/ Star System: Huj/ Zuccone XVII

Estimated Population: 3.9 billion

Society: Tribal

Technology Level: Inferior to Earth

Spaceflight Level: none

Average Length: 16'4"

F A S E R I P

Rm Rm Ty Gd Ty Ty Gd

Health: 76

Karma: 22

Racial Powers:

Telekinesis (Ex)

Representatives: none

Attitude Toward EARTH: Hostile

Notes: The Hujah are one of the few purely serpentine races in the universe. They developed Telekinesis as compensation for the lack of limbs. Hujah act as mercenaries for mixed race armies.

INTERDITES

Origin Galaxy: Milky Way

Homeworld/ Star System: Interdis/ Tartaru VII

Estimated Population: 1,750

Society: Scattered hermits

Technology Level: Highly advanced but now in ruins

Spaceflight Level: none

Average Height: 5'11"

F A S E R I P

Ty Ty Gd Ex Rm Ex Rm

Health: 42

Karma: 80

Racial Powers:

Precognition: Some possess ranks as high as Class 3000 and can foresee events several months in the future.

Telepathy (Rm)

Representatives: Klarian (deceased)

Attitude Toward EARTH: Neutral

Notes: The Interdites originally possessed a highly developed civilization but they were decimated by the Badoon. The survivors turned their attention to the development of psionics and mysticism. They now live as hermits scattered across the universe.

JUDANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Dyofor/ Polyn II

Estimated Population: 3.2 billion

Society: Theocracies

Technology Level: primitive

Spaceflight Level: none

Average Height: 12'

F A S E R I P

Gd Ty Gd Rm Ty Fe Fe

Health: 56

Karma: 10

Racial Powers: Judans automatically generate Telekinetic force sufficient to support their great weight. They reproduce asexually.

Representatives: Kray-Tor

Attitude Toward EARTH: Hostile

Notes: Judans regard science as evil. They are religious fanatics who will gleefully wage holy war against any other religion or culture.

KAMADO

Origin Galaxy: Milky Way

Homeworld/ Star System: Mikkaz/ Doppner VII

Estimated Population: 50 billion

Society: Totalitarian Monarchy

Technology Level: Advanced

Spaceflight Level: STL/ Warp

Average Height: 5'10"

F A S E R I P

Ex Gd Rm Rm Ty Pr Pr

Health: 90

Karma: 14

Racial Powers: none

Representatives: Chi'Kri, Ch'Kra

Attitude Toward EARTH: Neutral

Notes: The Kamado society is a totalitarian monarchy enforced by strict rules. In an alternate 25th century, the Defenders accidentally trigger the suicides of the Kamado prince and his followers; in response, the Kamado destroy Earth.

KLK LX

Origin Galaxy: Milky Way

Homeworld/ Star System: La'kl/ Tl'blk IV

Estimated Population: 4.4 billion

Society: Hivelike matriarchy

Technology Level: Advanced genetic engineering in plants

Spaceflight Level: FTL

Average Length: 8'

F A S E R I P

Ty Pr Ty Ty Ex Ty Ty

Health: 22

Karma: 32

Racial Powers:

Disintegration: Remarkable beams fired from the antennae.

Webcasting: Some individuals can create webs of Remarkable Material Strength.

Telepathy: The Queens possess Excellent rank.

Representatives: Ba't'll

Attitude Toward EARTH: Potential customer

Notes: The Klklx have a hive-like matriarchy dominated by telepathic queens. They are a benevolent agricultural race who roam the galaxy searching for worlds to trade with. Unfortunately when they approached Earth with an exploratory trade mission, the Hulk mistook them for invaders and wrecked the mission. The Klklx have not returned.

KODABA KS

Origin Galaxy: Milky Way

Homeworld/ Star System: Kodaba/ Grosgumbique VII

Estimated Population: 59 billion

Society: Tribal

Technology Level: Inferior to Earth

Spaceflight Level: none

Average Height: 6'2"

F A S E R I P

Ty Pr Ty Ex Ty Pr Pr

Health: 36

Karma: 14

Racial Powers: none

Representatives: none

Attitude Toward EARTH: Neutral

Notes: Thanos recruited Kodabaks to serve as mercenaries aboard the Sanctuary II.

KOSMOSIANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Kosmos/ Zokka V

Estimated Population: 1.97 billion

Society: Feudal, ruled by warlords

Technology Level: Earth equivalent

Spaceflight Level: Interstellar teleportation

Average Height: 50'

F A S E R I P

Pr Ty Ty Rm Ty Fe Gd

Health: 46

Karma: 18

Racial Powers:

Hypnosis: Excellent rank; on a Red FEAT, they can will a victim to die.

Telepathy (Ty)

Representatives: Pilai

Attitude Toward EARTH: Potential conquest

Notes: Kosmosians appear to be reptilian but structurally are multicellular ameobids. They are able to flow as they move. Pilai was accidentally teleported to Earth where he killed Dr. Vernon van Dyne, father of Janet van Dyne a.k.a. the Wasp.

KRONANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Ria/ Krona I

Estimated Population: 2.7 billion

Society: Military dictatorships

Technology Level: Highly advanced, especially in the field of gravity control

Spaceflight Level: FTL

Average Height: 8'

F A S E R I P

Gd Pr Ex* Am Gd Ty Ty

Health: 84*

Karma: 22

Racial Powers:

Abnormal Biochemistry: The body chemistry is silicon based and gives the Kronans their rocky hides.

Armor Skin: Excellent resistance to physical and energy attacks.

Strength Increase: The power rank number for their Strength is equal to the percentage of oxygen in the local atmosphere. This also affects the Health number. The values given here are for Terrestrial conditions.

Representatives: The "Stone Men of Saturn"

Attitude Toward EARTH: Intended conquest

Notes: The Kronans once had a base on one of Saturn's moons. They used this as a base when they first attacked Earth and were subsequently mis-identified as the "Stone Men of Saturn." During that attack, they forced tourist Don Blake to hide in a cave where he rediscovered his true identity of Thor, God of Thunder.

KT'KN

Origin Galaxy: Milky Way

Homeworld/ Star System: Kt'kn/ Tk'kn I

Estimated Population: 2.4 billion

Society: Technocracies

Technology Level: Highly advanced

Spaceflight Level: FTL, interstellar teleportation

Average Height: 2' (see Notes)

F A S E R I P

Fe Gd Fe Rm Ex Ex Ex

Health: 44

Karma: 60

Racial Powers:

Remote Sensing (Ty)

Telepathy (Ty)

Paralytic Sting (Ex)

Representatives: The Faceless One

Attitude Toward EARTH: Neutral

Notes: Kt'kn are emotionless, ruthless power-seekers. They sometimes sit atop 6' headless humanoid-looking bodies and pretend that their own bodies are simply opaque helmets.

KYMELLIANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Kymel (destroyed)

Estimated Population: unknown

Society: Republic with a hereditary monarchy

Technology Level: Advanced, especially in cybernetics

Spaceflight Level: FTL

Average Height: 6'

F A S E R I P

Gd Gd Gd Ex Ex Gd Rm

Health: 50

Karma: 60

Racial Powers:

Matter Control: individuals possess ranks of Typical to Monstrous

Matter Conversion: individuals possess ranks of Typical to Monstrous

Representatives: Lord Kofi Whitemane, Aelfyre Whitemane (deceased), Byrel Whitemane, Lord Yrik Whitemane

Attitude Toward EARTH: Friendly

Notes: Kymellians accidentally destroyed their homeworld in an antimatter experiment. They now seek other worlds on which similar experiments are being conducted. The Kymellians than act to stop the research before a similar catastrophe occurs. They are engaged in a war with with the Zn'rx.

LUMINA

Origin Galaxy: Milky Way

Homeworld/ Star System: Lumin/ Sh'mengi IX

Estimated Population: 46,000

Society: Representative Council

Technology Level: Superior to Earth, especially in suspended animation technology and robotics

Spaceflight Level: FTL

Average Height: 5'5"

F A S E R I P

Ty Ty Ty Gd In Ty Ty

Health: 28

Karma: 52

Racial Powers: none

Representatives: Tambura, Charn, Basque, Shema

Attitude Toward EARTH: Benevolent, protective

Notes: The Lumina are members of The Charter. The Followers of the Light established an outpost on Earth during the Jurassic era and later constructed four giant combat robots. These were briefly used during the late 20th century but were later destroyed along with the outpost.

MAKLUANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Maklu IV

Estimated Population: 2.8 billion

Society: Worldwide democracy

Technology Level: Extremely advanced, especially in energy and psionic technologies

Spaceflight Level: FTL/ warp

Average Height: 32' (upright), 60' (length)

F A S E R I P

Rm Ty Rm Rm Mn Ex Rm

Health: 96

Karma: 125

Racial Powers: none

Representatives: Axonn-Kar (deceased)

Attitude Toward EARTH: Neutral

Notes: The benevolent Makluans possess one of the highest levels of technology in the known universe.

Adventurous Makluans roam the universe. One such being, Axonn-Kar, crashed and died in China centuries ago. Recently his ship was discovered by The Mandarin, who discovered that parts of the ship's control systems could be worn as rings that gave him great powers.

MEGANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Mega/ Mirpet III

Estimated Population: 2.7 billion

Society: Militaristic, ruled by a council of warlords

Technology Level: Superior to Earth

Spaceflight Level: FTL

Average Height: 5'7"

F A S E R I P

Ex Gd Gd Ex Gd Pr Pr

Health: 60

Karma: 18

Racial Powers: The digits are tipped with suction cups.

Representatives: Warlords of Mega

Attitude Toward EARTH: Battleground

Notes: Megans are warlike, fanatically persistent, and have little concept of individuality. They have fought a centuries-long war with the Betans. They use living weapons in the form of giant monsters they gather from throughout the galaxy. Megans came to Earth recently to gather such creatures but were defeated by the creatures themselves.

MEKKANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Mekka a.k.a. Maarin/ Kirtham II

Estimated Population: 1.7 billion

Society: Democracy

Technology Level: Highly advanced, especially in Robotics and Cybernetics

Spaceflight Level: FTL/ warp

Average Height: 6'5"

F A S E R I P

Ex Gd Am Un Ty Ty Ty

Health: 180

Karma: 18

Racial Powers: All Mekkans are self-aware robots.

Representatives: Torgo

Attitude Toward EARTH: Neutral

Notes: The original Maarinites built the Mekkans as servants. They gradually transformed their world into a planetwide mass of metal. The Maarinites were exterminated by an alien virus. The robots were then free to build a society of their own. They now lead lives of quiet serenity.

M'NDAVIANS

Origin Galaxy: Shi'ar

Homeworld/ Star System: Planet M'Ndavi, B'lbwo Star System, tenth from sun

Estimated Population: 49 million

Society: Representative monarchy

Technology Level: Superior to Earth,

Spaceflight Level: Faster than Light Travel (FTL)

Average Height: 6'3"

F A S E R I P

Ty Ty Gd Ty Am Rm In

Health: 28

Karma: 120

Racial Powers: Highly advanced intellects

Representatives: None known

Attitude Toward EARTH: neutral

Notes: M'NDAVIANS have the following physical characteristics they are Semi-humanoid with 2 Eyes, 4 Fingers and 4 Toes their skin color is Light yellow and they have an average height of 6'3"

The M'Ndavians have the most complex legal system in the known galaxies. They are employed within the Shi'ar Empire for matters of great significance to the empire. A M'Ndavian judge presided at the trial of Mr. Fantastic who was tried for saving the life of Galactus, the planet ravager.

First appearance: FANTASTIC FOUR #262

MYNDAI

Origin Galaxy: Milky Way

Homeworld/ Star System: Mynda/ (star unnamed) I

Estimated Population: unknown

Society: Military dictatorship

Technology Level: Superior to Earth

Spaceflight Level: FTL

Average Height: 5'9"

F A S E R I P

Ty Ty Ty Ty Ex Ty Ty

Health: 24

Karma: 32

Racial Powers: none

Representatives: Maur-Konn

Attitude Toward EARTH: Hostile

Notes: The Myndai were members of The Charter but they were also mortal enemies of the Luminans. A handful of Myndai agents were placed on Earth during the Jurassic era to await the activation of the Lumina giant robots. These operatives remained in suspended animation until recently, when they awoke to battle their ancient foes' descendants.

NANDA

Origin Galaxy: Milky Way

Homeworld/ Star System: Planet Nanda, Particulus Star system, second from sun

Estimated Population: 26 billion

Society: Representative Council

Technology Level: Superior to Earth

Spaceflight Level: faster than light travel

Average Height: 6'

F A S E R I P

Gd Ty Ty Gd Ex Gd Ex

Health: 32

Karma: 50

Racial Powers: None

Representatives: Captain Cymell

Attitude Toward EARTH: would be conquest.

Notes: The NANDA have the following physical characteristics, they are Semi-humanoid with 2 eyes, 5 Fingers (with opposable thumb) and 3 toes their skin color is Light green and they have an average height of 6'

The Nanda are members of a federation of alien races called the Charter. The Nanda once sent a huge robot to Earth which was repulsed by the Fantastic Four and Shogun Warriors.

First appearance: SHOGUN WARRIORS #19

OVOIDS

Origin Galaxy: Milky Way

Homeworld/ Star System: Birkeel/ Janstak III

Estimated Population: 5 million

Society: Worldwide democracy

Technology Level: Highly advanced, especially in lifeforce transferral and android technology.

Spaceflight Level: FTL

Average Height: 8'

F A S E R I P

Pr Gd Ty Gd In Ty Ex

Health: 30

Karma: 66

Racial Powers:

Telekinesis: Some Ovoids possess Good rank.

Serial Immortality: When an Ovoid dies, his lifeforce is transferred to an android body.

Representatives: none

Attitude Toward EARTH: Neutral

Notes: The Ovoids are a benevolent and scientifically advanced race but they are also innocent and gullible. They once rescued Dr. Doom from deep space, taught him how to transfer minds between bodies, and returned him to Earth. After seeing the dreadful results of their actions, they grew more careful in their dealings with unknown races. They developed weaponry which may be capable of killing Galactus. Ovoids were able to kill Galactus' second Herald, Airwalker.

PEGASUSIANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Lar/ Stinlar V (Earth name: Alpha Pegasi V)

Estimated Population: 2.8 billion

Society: Republics dominated by commercial corporations

Technology Level: Highly advanced, especially in planet-moving technologies

Spaceflight Level: FTL/ A-warp

Average Height: 20'

F A S E R I P

Ex Ty Ex Ex Ex Gd Ty

Health: 66

Karma: 36

Racial Powers:

Telekinesis: Good ability to subconsciously support their great body weight.

Representatives: Sphinxor

Attitude Toward EARTH: "We already have one just like it in our collection."

Notes: Pegasusians often act as agents for other races. Sphinxor was acting on The Beyonders' behalf when he undertook the commission to transfer Counter-Earth to The Beyonders' museum of worlds.

PHANTOMS

Origin Galaxy: Milky Way

Homeworld/ Star System: Phantus/ Philbo I

Estimated Population: 2.8 billion

Society: Militaristic

Technology Level: Advanced in the fields of weaponry, time travel, and interdimensional travel.

Spaceflight Level: STL

Average Height: 6'

F A S E R I P

Pr Ty Gd Ty Rm Ty Ty

Health: 26

Karma: 42

Racial Powers: none

Representatives: "The Space Phantom"

Attitude Toward EARTH: Neutral

Notes: Phantus is the only planet in its system. Consequently the energy most races spend on spaceflight was spent on developing time travel instead. Time travel was used as a tactic in several of their civil wars; this created so many divergent timelines that Phantus partially slipped into Limbo. During this period the world was used as a nexus into other dimensions. Individual Phantoms are bellicose, self-centered, and deceitful.

POPPUPIANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Poppup/ Poppupoo XV (destroyed)

Estimated Population: 4,864 plus one adopted Skrull

Society: Benign anarchy

Technology Level: Minimal

Spaceflight Level: Personal FTL Flight

Average Height: 6'

F A S E R I P

Rm Rm Gd Un Ty Ty Rm

Health: 170

Karma: 42

Racial Powers:

Shapechange: Shift-Z power has these related effects:

* Asexual Reproduction

* Flight at Class 3000 speed (near-light-speed)

* Invulnerability: Unearthly resistance to physical attacks and dangerous environments.

* Power Duplication of any imitated form's innate powers.

* Self Sustenance for several months.

Representatives: The Impossible Man, The Impossible Woman, and the Impossible Kids

Attitude Toward EARTH: Playground

Notes: The Poppupians evolved their powers to survive their world's myriad monsters. They also developed a group mind which is one reason they never use personal names. Only The Impossible Man had an independent mind.

The Poppupians recently offered their world to Galactus as a meal. Unbeknownst to him, the Poppupians merged their collective life force into The Impossible Man's body. When Galactus devoured a world full of mindless husks, he almost died from terminal indigestion.

"The Impossible Man roamed the cosmos alone for a while until, out of boredom, he fissioned into male and female forms. A short while later, the pair further fissioned into 2,431 sons and 2,431 daughters. On a recent trip to Earth, the Impossible Woman adopted the stranded and lonely Samuel J. Skrull."

PROCYONITES

Origin Galaxy: Milky Way

Homeworld/ Star System: Perratin/ Procyon II

Estimated Population: 3.4 billion

Society: Large tribal nations

Technology Level: Primitive

Spaceflight Level: none

Average Height: 6'5"

F A S E R I P

Ex Pr Ex Ex Pr Pr Fe

Health: 64

Karma: 10

Racial Powers: Armored shell provides Excellent protection against rear physical attacks.

Representatives: Tork

Attitude Toward EARTH: Ignorant of Earth's existence

Notes: The Procyonites are a primitive race of fierce, independent beings. Some Procyonites act as mercenaries in the service of star travelers. Tork, for example, was a minion of Korvac.

QUISTS

Origin Galaxy: Milky Way

Homeworld/ Star System: Quistalium/ Quistraa II

Estimated Population: 950,000

Society: Dictatorships

Technology Level: Superior to Earth, especially in the field of exotic weaponry

Spaceflight Level: FTL

Average Height: 6'5"

F A S E R I P

Ty Ty Ty Ty Gd Ex Ty

Health: 24

Karma: 36

Racial Powers: none

Representatives: Lucifer, Supreme One, Dominus

Attitude Toward EARTH: Would-be conquest

Notes: Quists sent agents to covertly conquer other worlds. Lucifer was sent to Earth decades ago. His actions were detected by Professor X who later sent the original X-Men to defeat him. Dominus was Lucifer's equally unsuccessful replacement.

QUONS

Origin Galaxy: Milky Way

Homeworld/ Star System: Quon/ Byjax III

Estimated Population: 4.3 billion

Society: Aquatic-based socialist society

Technology Level: Advanced biochemical sciences

Spaceflight Level: FTL

Average Height: 6'4"

F A S E R I P

Ex Ex Ex Gd Ex Pr Ty

Health: 70

Karma: 30

Racial Powers:

Waterbreathing: Amphibious ability to breath water or air.

Water Freedom: Complete ease of movement through water.

Armor Skin (Ex)

Representatives: "The Monster From the Lost Lagoon" and his mate

Attitude Toward EARTH: Exotic Getaway

Notes: The Quons are a reclusive race who rarely interact with other races. They mate for life. Quons encountered Earth when a couple set down for emergency repairs and were mistaken for sea monsters. The Fantastic Four, coincidentally on vacation at Lost Lagoon, discovered the true nature of the Quons. They helped the repair the ship and also assisted a month later when the Quons returned in search of medical supplies.

REPTOIDS

Origin Galaxy: Milky Way

Homeworld/ Star System: Reptoids

Estimated Population: Tayp/ Kormuk II

Society: 3.5 billion

Technology Level: Tribal

Spaceflight Level: None

Average Height: 6' upright, 12' length

F A S E R I P

Rm Gd Rm Rm Pr Pr Pr

Health: 100

Karma: 12

Racial Powers: Prehensile Tails do Excellent damage when used to attack.

Representatives: Teju

Attitude Toward EARTH: Ignorant of Earth

Notes: Reptoids gather in primitive hunter-gatherer tribes. Some Reptoids serve offplanet as mercenaries. Teju, for example, was a minion of Korvac.

RHUNIANS

Origin galaxy: Milky Way

Homeworld/ Star System: Rhun, Vulliger Star system, first from sun

Estimated population: 2.8 billion

Average height: 300'

F A S E R I P

Gd Pr Un Mn Rm Gd Am

Health: 189

Karma: 90

Racial Powers:

Rhunians psionically radiate anti-gravitons to resist the tremendous pull of gravity on their bodies

Representatives: Kragonn (High Lord), Dracus

Attitude Toward EARTH: willing to destroy for its planets' and suns' energy

Note: Rhun is one of the so-called "Black Stars," five planets equidistant from their sun. Rhunian technology created immense space warps through which the entire system moved from one galaxy to another. Although it was once within the Milky Way galaxy, it's present location is unknown. Egocentric, shunning contact with alien races, willing to destroy such races for their planets' and suns' energy. They have Interstellar ships with warp drive, although principally used Rhunian androids called Subworlders.

Rhunians are humanoid in appearance they have 2 eyes 5 fingers with an opposable thumb and 5 toes. Their skin color is pink.

RIGELLIANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Rigel III (destroyed)

Estimated Population: 9 million

Society: Technocratic Interstellar Empire

Technology Level: Advanced, especially in Robotics and planet-moving systems

Spaceflight Level: FTL, planet-moving tractor beams

Average Height: 4'

F A S E R I P

Ty Ty Ty(Rm) Rm In Ty Ty

Health: 48

Karma: 52

Racial Powers:

Mind Control (Rm)

Density Increase: They can temporarily triple their mass and gain these effects:

* Hyperstrength (Rm)

* Invulnerability (Rm)

Representatives: Tana Nile, Grand Commissioner of Rigel

Attitude Toward EARTH: Hands off

Notes: The Colonizers of Rigel are a highly developed race who have created an empire spread across several galaxies.

Although individuals are peaceful, the race is imperialistic and chauvinistic. They dislike living in close proximity each other and thus seek new worlds as personal dominions. Unfortunately the Rigellians tend to ignore the fact that many of their newly chosen worlds are already inhabited.

Colonizer Tana Nile once claimed Earth but her claim was contested by Thor. After Thor defeated Ego the Living Planet, the Grand Commissioner of Rigel voided her claim and, more importantly, exempted all humanoid-inhabited worlds from future Rigellian colonization.

Using their advanced robotic technology, the Rigellians created the Recorders to gather information and the Indestructibles to act as warriors.

R'MALK'I

Origin Galaxy: Milky Way

Homeworld/ Star System: R'Malk'z/ C'lehr'ee IV

Estimated Population: 3.6 billion

Society: Corporations

Technology Level: Advanced

Spaceflight Level: FTL

Average Height: 6'8"

F A S E R I P

Fe Pr Pr In Gd Ty Ex

Health: 50

Karma: 36

Racial Powers:

Photosynthesis

Telepathy (Gd)

Representatives: Marr Garr, Interplaneteur Inc.

Attitude Toward EARTH: Potential Market

Notes: The R'Malk'i are one of the few vegetable races to develop starflight.

They operate large interstellar corporations, among them the well-known Interplaneteur Inc.

ROCLITES

Origin Galaxy: Milky Way

Homeworld/ Star System: Rocklon/ Tarl V

Estimated Population: 5.7 billion

Society: Tribal

Technology Level: Primitive

Spaceflight Level: None

Average Height: 8'

F A S E R I P

Rm Gd In In Pr Pr Fe

Health: 120

Karma: 10

Racial Powers: none

Representatives: Borgia, the Blood Brothers

Attitude Toward EARTH: Ignorant of Earth's existence

Notes: Roclites gather in small hunting tribes. Some have ventured offworld as mercenaries in the service of spacefarers. The Blood Brothers served Thanos, who enhanced their strength by developing a psionic bond between them.

R'ZAHNIANS

Origin Galaxy: Milky Way

Homeworld/ Star System: R'zahn/ Lahj'kk II

Estimated Population: 3.3 billion

Society: Planetwide monarchy

Technology Level: Moderately advanced

Spaceflight Level: FTL/ warp

Average Height: 5'10"

F A S E R I P

Ty Ty Gd Rm Rm Ex Gd

Health: 52

Karma: 60

Racial Powers: none

Representatives: Zamu

Attitude Toward EARTH: Intended conquest

Notes: The R'zahnians seek to expand their empire by the skillful subversion of other races. Zamu was sent to Earth where he was defeated by Dr. Druid in one of that hero's earliest exploits.

SAGITTARIANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Berhert/ Rempit III

Estimated Population: 4.5 billion

Society: Semi-militaristic empire

Technology Level: Advanced, especially in psionics, force fields, medicine, communications, and interdimensional travel.

Spaceflight Level: FTL/ A-warp

Average Height: 6'2"

F A S E R I P

Gd Ty Gd Ex Ex Gd Ty

Health: 46

Karma: 36

Racial Powers: none

Representatives: Empress Daydra, the Warlord Supreme (deceased)

Attitude Toward EARTH: Neutral

Notes: The Sagittarians are a courageous and freedom-loving people. Females of the race resemble human women but the men have a fin atop their heads instead of hair and the ears are concealed beneath the epidermis.

SARKS

Origin Galaxy: Milky Way

Homeworld/ Star System: Darka/ Tilnost III

Estimated Population: 4.3 billion

Society: Monarchies

Technology Level: Moderately ahead of Earth

Spaceflight Level: FTL/ warp

Average Height: 6'1"

F A S E R I P

Ex Gd Ex Rm Ex Ty Ty

Health: 80

Karma: 32

Racial Powers: none

Representatives: Autolycus (deceased), Egeus, Levan

Attitude Toward EARTH: Neutral

Notes: The Sarks' militaristic and religious fanaticism make them ideal warriors for religious empires. They are among the highest officials of the Universal Church of Truth (now in disarray following the death of its founder/messiah Adam Warlock/Magus). Autolycus was captain of the starship Great Divide. Levan was a member of Nebula's crew.

SIRIANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Sirius III (destroyed) and IV

Estimated Population: 75 million

Society: Dictatorship controlled by Quists

Technology Level: Superior to Earth, especially in robotics

Spaceflight Level: FTL

Average Height: 5'9"

F A S E R I P

Ty Ty Ty Ty Gd Ty Ty

Health: 24

Karma: 22

Racial Powers: none

Representatives: Ixar

Attitude Toward EARTH: Neutral

Notes: The Sirians were natives of Sirius III and later colonized Sirius IV. The homeworld Sirius III was destroyed during a war with an unrevealed alien race. Sirius IV was conquered by the Quists. Ixar, the only Sirian to escape these disasters, fled to Earth with the idea of conquering it for himself. He and his android warriors (the Ultroids) were defeated by the Avengers and forced to retreat back into deep space.

SIRIS

Origin Galaxy: Milky Way

Homeworld/ Star System: Yormot/ Sirius II

Estimated Population: 3.6 billion

Society: Planetwide democracy

Technology Level: Superior to Earth

Spaceflight Level: FTL

Average Height: 6' (torso only)

F A S E R I P

Gd Fe Pr Ex Ex Pr Ty

Health: 36

Karma: 30

Racial Powers: none

Representatives: "Mutant Master" (deceased)

Attitude Toward EARTH: Neutral

Notes: The Siris are an octopoid race who shared the Sirius system with the humanoid Sirians. The Siris are ruthless, imperialistic, and contemptuous of all humanoid races. Their agent, The Mutant Master, infiltrated Earth but was defeated by the X-Men. Siris can disguise themselves as mutant humanoids to assist their covert activities.

SIRUSITES

Origin Galaxy: Milky Way

Homeworld/ Star System: Sirius X/ Al'Ma'an X

Estimated Population: 45 billion

Society: Theocracy

Technology Level: Earth equivalent

Spaceflight Level: none

Average Height: 5'11"

F A S E R I P

Ty Ty Ty Ty Ty Ty Ty

Health: 24

Karma: 18

Racial Powers: None

Representatives: Matriarch (deceased)

Attitude Toward EARTH: Neutral

Notes: Sirius X was the holy planet of the galaxy-wide Universal Church of Truth (now in disarray following the death of its founder/messiah Adam Warlock/Magus). The Matriarch was designated as the holiest of holy women, although in truth she was simply a clever prostitute who had slept her way to the top.

SLIGS

Origin Galaxy: Milky Way

Homeworld/ Star System: Ankara/ Ryneb VI

Estimated Population: 4.2 billion

Society: Republics

Technology Level: Advanced

Spaceflight Level: FTL/ warp

Average Length: 6'

F A S E R I P

Pr Pr Gd Ex Gd Gd Ex

Health: 38

Karma: 40

Racial Powers:

Levitation (Ty)

Telepathy (Ty)

Representatives: Grogarr (deceased)

Attitude Toward EARTH: Ignorant of Earth's existence

Notes: Little is known about the Sligs. The Fantastic Four encountered a Slig prison ship in deep space. Slig corpses rapidly shrivel after death.

S'MGGANI

Origin Galaxy: Milky Way

Homeworld/ Star System: M'ggani/ T'letia V

Estimated Population: 5.1 billion

Society: Republics

Technology Level: Moderately advanced in starship and teleportation technologies but weak in chemistry.

Spaceflight Level: FTL

Average Height: 7'2"

F A S E R I P

Gd Ty Ty Gd Ex Ty Ty

Health: 32

Karma: 42

Racial Powers:

Suction cups on the ends of the hands and feet have Good holding power.

Phasing: some have Excellent rank.

Representatives: none

Attitude Toward EARTH: Neutral

Notes: The S'mggani are in the midst of a long planetwide famine. They have sent agents to other worlds in search of the means of dealing with the crisis. One of their agents examined the Hulk in the misguided notion that the Hulk's green coloration was indicative of photosynthesis.

SNEEPERS

Origin Galaxy: Milky Way

Homeworld/ Star System: Sneep/ Snuup IV

Estimated Population: 4.1 billion

Society: Totalitarian dictatorship

Technology Level: Earth equivalent but lacking nuclear power

Spaceflight Level: STL/ warp

Average Height: 5'8"

F A S E R I P

Ty Ty Ty Gd Gd Ty Fe

Health: 28

Karma: 18

Racial Powers: none

Representatives: none

Attitude Toward EARTH: Future conquest

Notes: The Sneepers live in a totalitarian empire spread across a few worlds in adjoining systems. They have the grand dream, of eventually spreading across the galaxy. They do not yet realize their small empire is heavily outclassed (and out-gunned) by most of the galaxy's other starspanning cultures.

SOLONS

Origin Galaxy: Milky Way

Homeworld/ Star System: Solon/ Norden IV

Estimated Population: 3.9 billion

Society: Planetwide democracy

Technology Level: Moderately advanced

Spaceflight Level: FTL

Average Height: 9'

F A S E R I P

Ty Ty Ex Gd Gd Gd Fe

Health: 42

Karma: 22

Racial Powers: Individuals may develop one or more Psionic powers of Excellent rank.

Telepathy: all Solons have Good rank for communication.

Self Duplication: they permanently fission into two beings as a means of asexual reproduction.

Racial Weakness: High oxygen content (10% +) makes Solons intoxicated.

Representatives: Solon Stabilizer a.k.a. Spinerette

Attitude Toward EARTH: Friendly curiosity but watch out for the hangover!

Notes: Solons gave up sexual reproduction ages ago in favor of genetic stability through self-cloning. As a rule they are friendly, inquisitive, and very honest. When suffering oxygen intoxication, they can become increasingly confused and belligerent, but rapidly sober up when the oxygen content decreases below 9%. Solon starships roam the galaxy seeking out new knowledge. Individual crewmembers possess specific psionic powers designed to aid their duties aboard ship.

SSSTH

Origin Galaxy: Milky Way

Homeworld/ Star System: Sszardil/ Sslirteep II

Estimated Population: unknown

Society: Dictatorships

Technology Level: Moderately advanced

Spaceflight Level: STL/ A-warp

Average Height: 8'

F A S E R I P

Ex Ty Ex Gd Gd Pr Pr

Health: 56

Karma: 18

Racial Powers: none

Representatives: Sssthgar (literally "ruler of the Sssth")

Attitude Toward EARTH: Hostile

Notes: The Sssth are a treacherous, tyrannical race whose starships are their only real achievement. They joined the Vrellnexians in a pact to enslave other worlds. They used the conquered world known as "Golden Star" as a base. That alliance was shattered by Thor, the Asgardians, and the natives of the Golden Star

STENTH

Origin Galaxy: Milky Way

Homeworld/ Star System: Stent/ Duggil V

Estimated Population: 100 million

Society: Oligarchies

Technology Level: Advanced in genetics and mobile habitats

Spaceflight Level: STL

Average Height: 5'10"

F A S E R I P

Ty Ty Gd Gd Ty Ty Pr

Health: 32

Karma: 16

Racial Powers: none

Representatives: Shreel (deceased), Shribe, Skorn, Warkan (deceased)

Attitude Toward EARTH: Ignorant of Earth's existence

Notes: Stenth are obstinate and fatalistic. Because of environmental degradation they now live in beetle-like cities that constantly move in search of water sources. Each mobile city houses 7 million Stenth under the rule of the City-keepers.

STONIANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Stonus I, II, III, IV, and V

Estimated Population: 350 million

Society: Monarchy

Technology Level: Superior to Earth

Spaceflight Level: Interstellar teleportation

Average Height: 6'

F A S E R I P

Gd Ty Rm In Ex Ty Rm

Health: 86

Karma: 56

Racial Powers:

Abnormal Biochemistry: Silicon-based

Invulnerability (Ex) Winged Flight (Gd)

Giantism: rare individuals may reach 30'-220' in height, with a proportional increase in their Primary Abilities.

Representatives: Gorgolla (deceased), Granitor (deceased), Magnar, Crustor

Attitude Toward EARTH: Benign or Intended Conquest, depending on the faction asked

Notes: Stonians are divided into two warring factions. One faction attempted to conquer Earth but was defeated by It the Living Colossus and Fin Fang Foom.

TAURIANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Tuar (destroyed)/ Jenzen starsystem

Estimated Population: 200,000

Society: Democratic republics (original)

Technology Level: Slightly superior to Earth

Spaceflight Level: STL

Average Height: 7'

F A S E R I P

Rm Ty Mn Un Pr Fe Fe

Health: 211

Karma: 8

Racial Powers:

Invulnerability (Rm)

Representatives: Kehl

Attitude Toward EARTH: Ignorant of Earth

Notes: Taurans evolved on a heavy-gravity world that was later consumed by Galactus. Survivors escaped on starships that replicate Tuar's high gravity. Because of this, visitors of less than Excellent Strength are effectively immobilized during their visit. Taurans are melancholic over the loss of their homeworld. Some may become belligerent and serve as mercenaries. For example, Kehl served Nebula.

TECHNARCHY

Origin Galaxy: MILKY WAY

Homeworld/ Star System: Kvch, star sytem unknown, 1st and only planet

Estimated Population: UNKOWN

Society: social technological monarchy (the most technologically advanced member rules)

Technology Level: Superior level compared to Earth

Spaceflight Level: Warp? FTL ? Teleport ?

Average Height: between 6'

F A S E R I P

Ex In RM AM Gd EX EX

Health: 140

Karma: 50

Racial Powers:

Technarchs are able to develop the following powers. More could be possible.

Body Resistance, Ability Enhancement, Flight, Force Bolts, Life Support, Protective Cocoon, Self-Revival, Dimensional Transfer. Size alteration, Mass Alteration.

Representatives: Warlock, Magus

Attitude Toward EARTH: unknown

Notes: Their (apparently single) world is very distant from Earth, and they are considered extremely dangerous by the few races that know of their existence because of their treatment of other beings. The Technarchy homeworld may be artificial or may be so thoroughly infiltrated with T-O life that it is indistinguishable from artificial. Also liquid water is unknown or at least uncommon there, and their world either has no atmosphere or is very hot or cold or dry.

It is a planet in which the most technologically advanced member rules. The differences between members of the race seem to be mainly based on power levels. Baby Technarchs are produced on an advanced assembly line, presumably using genetic code donated by a "parent" and are raised in a creche. The Technarchy may be asexual, despite the way Magus and Warlock are always inferred to be male by humans. They grow in size and strength throughout their lives, with new abilities being gained along the way as their power reserves increase. It is not known if they can die of natural causes such as old age or disease. When the infants come of age, they must each face their parent in single combat in order to prove their right to live. The strong either destroy their parent or flee the battle and continue to live until such time as their parent locates them and forces them to fight. Despite their awesome powers, Technarchs are vulnerable to strong electromagnetic attacks (such as by Magneto). They can also be momentarily startled or distracted by mental attacks such as those used by Moonstar and Karma, but they quickly see through the deception or overpower the attacker by sheer force of will.

THUVRIANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Thuvria/ Lomyra III

Estimated Population: 3.4 billion

Society: Monarchies (original)

Technology Level: Early industrial

Spaceflight Level: none

Average Height: 6'1"

F A S E R I P

Ty Ty Ty Ty Ty Ty Ty

Health: 24

Karma: 18

Racial Powers: none

Representatives: Archon (deceased)

Attitude Toward EARTH: Ignorant of Earth's existence

Notes: Two hundred years ago, the Thuvrians were a peaceful, naive people living in a series of medieval kingdoms. The Dire Wraiths gave advanced technology to a single kingdom, intending that kingdom to conquer Thuvria on the Dire Wraiths' behalf. Although the plot was stopped, the Thuvrians' cultural serenity was lost forever. The current culture's status is unknown.

TRIBBITES (Toad Men)

Origin Galaxy: Milky Way

Homeworld/ Star System: Kroke/ Ouin IV

Current capital: Tribbite a.k.a. Toadworld (system unknown)

Estimated Population: 5.2 billion

Society: Interstellar empire ruled by hereditary monarchy

Technology Level: Advanced, especially in magnetism

Spaceflight Level: FTL/ warp

Average Height: 5'

F A S E R I P

Gd Ty Gd Gd Ty Pr Pr

Health: 36

Karma: 14

Racial Powers:

Tongue: The long sticky tongue can be extended several feet. It can grab and hold targets with Feeble Strength.

Representatives: King Torkon II, Queen Fraja

Attitude Toward EARTH: Would-be conquest

Notes: The Tribbiters are a decadent reptilian race of thieves, pirates, and slavers. They are dedicated to stealing the technology of other worlds and using that purloined technology to expand the Tribbiters' fledgling empire. They once tried to raid Earth but fell afoul of the Hulk.

TSILN

Origin Galaxy: Milky Way

Homeworld/ Star System: Broi/ Wyllys II

Estimated Population: unknown

Society: unknown

Technology Level: Highly advanced

Spaceflight Level: FTL/ warp

Average Height: 300'

F A S E R I P

In Ty Mn Mn Ex Gd Gd

Health: 196

Karma: 40

Racial Powers:

Armor Skin (Rm)

Prehensile tail: 150' tail possess Incredible Strength.

Telekinesis: Amazing power used instinctively to support their great weight.

Representatives: Gog

Attitude Toward EARTH: Neutral

Notes: Tsiln are born prematurely, then transferred to mechanical wombs where they complete gestation and learn Tsiln language and culture. The incubators are also be equipped with stardrives and used to transport the young to new worlds. Gog, a young male, and a female companion were sent to Earth where they landed in the Savage Land. The female soon died. Ka-zar and Spider-Man fought Gog before they realized the giant invader was an infant. Gog's current location and status is unknown.

UL'LULA'NS

Origin Galaxy: Milky Way

Homeworld/ Star System: Ul'lula/ Ul II

Estimated Population: 4.1 million

Society: High Tribunal of Judges

Technology Level: Highly advanced

Spaceflight Level: FTL/ A-warp

Average Length: 10'

F A S E R I P

In Rm Ex In Rm Ex Mn

Health: 130

Karma: 125

Racial Powers:

Amphibious Breathing

Dimension Travel (In)

Kinetic Bolts (In)

Levitation (In)

Mind Control (Mn)

Shapechange (Mn)

Telepathy (Mn)

Teleportation (Mn)

Time Travel (In)

Representatives: Nebulon (deceased), Supernalia (deceased)

Attitude Toward EARTH: Neutral

Notes: Ul'lula'ns are a highly religious aquatic race. They are pledged to not interfere with other cultures. Unfortunately their formidable array of powers tempts renegades like Nebulon to exploit less powerful races.

VEGANS

Origin Galaxy: Milky Way

Homeworld/ Star System:

Estimated Population: Vega Superior/ Vega IV

Society: 5.3 billion

Technology Level: Moderately ahead of Earth

Spaceflight Level: STL/ warp

Average Height: 30'

F A S E R I P

Gd Pr Rm Ex Ty Ty Ty

Health: 64

Karma: 18

Racial Powers:

Telekinesis: Excellent power channeled through the horns and used to support the body's weight.

Representatives: Agent 7M a.k.a. Colossus

Attitude Toward EARTH: Would-be conquest

Notes: The Vegans are a cowardly race who use their formidable appearance to cow other races into submission. They only attack races they judge to be weak, defenseless, or gullible. Agent 7M attempted to trick Earth into surrendering but he was defeated when Henry Pym, then operating as Ant-Man, discovered the Vegan's weaknesses.

VRELLNEXIANS

Origin Galaxy: Milky Way

Homeworld/ Star System: Vrellnex/ Cetsin V

Estimated Population: 6.4 billion

Society: Hivelike, dominated by queens

Technology Level: Moderately ahead of Earth

Spaceflight Level: FTL/ warp, interdimensional travel

Average Height: 5'5"

F A S E R I P

Gd Ty Gd Ty Pr Pr Fe

Health: 32

Karma: 10

Racial Powers: Vrellnexians have a variety of body types, included several different winged forms.

Representatives: none

Attitude Toward EARTH: Possible conquest or market

Notes: Vrellnexians have a rigid insect-style society dominated by queens. They are so committed to their racial goals that personal concerns are meaningless. Their main interaction with other races revolve around the slave trade. They once allied with the Sssth in an ill-advised attempt to enslave the Asgardians.

XANTARIANS

Origin Galaxy: Milky Way
Homeworld/ Star System: Xantar/ Xantares II
Estimated Population: 3.4 billion
Society: Monarchies
Technology Level: Moderately ahead of Earth
Spaceflight Level: STL/ warp
Average Height: 7'5"
F A S E R I P
Am Gd In In Ty Pr Pr
Health: 140 **Karma:** 14
Racial Powers: Amphibious breathing
Representatives: Amphibion
Attitude Toward EARTH: Ignorant of Earth's existence
Notes: Xantarians are a warlike race dedicated to plundering weaker worlds.

XANTHA

Origin Galaxy: Milky Way
Homeworld/ Star System: Xanth a.k.a. Planet X (destroyed)/ Jatskan (position unknown)
Current captal: New Xanth/ New Jatskan I
Estimated Population: 5 billion
Society: Worldwide technocratic dictatorship
Technology Level: Slightly ahead of Earth
Spaceflight Level: STL/ warp
Average Height: 4'6" (original), 4" (current)
F A S E R I P
Pr Ty Pr Ty Gd Pr Ty
Health: 20 **Karma:** 20
Racial Powers: none
Representatives: Kurriga
Attitude Toward EARTH: Friendly, grateful
Notes: The Xantha are probably the smallest intelligent race outside the Microverse. When Xanth was about to be destroyed, the Xanthan leader Kurrigo kidnapped the Fantastic Four in order to seek their aid. Since the Xantha only had two starships, Reed Richards devised an ingenious plan. He modified Henry Pym's shrinking gas in a way that permanently shrank all the Xantha to 4" in height. This enabled the entire population to be loaded aboard a single starship and transported to their new world. Reed did not tell them the shrinkage was permanent and that the "enlarging gas" he gave them was a sham. Although some Xanthans like Kurriga resent the Fantastic Four's deceit, the rest are grateful for their assistance. Visitors are able to freely communicate via mechanical devices with the Xanthu but physical interaction can be problematic. Xanthans may try to hide their true height from potentially hostile visitors.

XERONIANS

Origin Galaxy: Milky Way
Homeworld/ Star System: Xeron/ Aerim-Honj-Verserin II
Estimated Population: 3.8 billion
Society: Planetwide democracy
Technology Level: Advanced
Spaceflight Level: Warp, Interstellar teleportation
Average Height: 6'8"
F A S E R I P
Gd Ty Gd Gd Ty Ty
Health: 36 **Karma:** 22
Racial Powers: none
Representatives: Randau a.k.a. The Space Parasite
Attitude Toward EARTH: Neutral
Notes: Although they have five eyes, only two can be used at a time. Xeronians have the latent ability to develop superpowers after exposure to radiation. For example, Randau developed the power to drain others' life energies into himself. Randau was exiled to Earth where he was defeated by the Hulk.

XIXIX

Origin Galaxy: Milky Way
Homeworld/ Star System: Xix (destroyed), Xaravaran II
Estimated Population: 14,000
Society: Democratic republics
Technology Level: Superior to Earth, especially in exotic weaponry
Spaceflight Level: FTL
Average Height: 5'9"
F A S E R I P
Ty Ty Ty Ty Gd Ty Ty
Health: 24 **Karma:** 22
Racial Powers: none
Representatives: Xxan Xxar
Attitude Toward EARTH: Hostile
Notes: When Galactus devoured Xix, the survivors fled into space where they eventually joined the Survivors' Fleet. Xxan Xxar was among those present when Reed Richards was arrested for complicity to genocide by his act of saving Galactus' life and thus making possible the extermination of the Skrull homeworld and its population.

ZENN-LAVIANS

Origin Galaxy: Milky Way
Homeworld/ Star System: Zenn-La/ Deneb III
Estimated Population: 500
Society: Utopia
Technology Level: Superior to Earth
Spaceflight Level: FTL
Average Height: 6'

F A S E R I P

Ty Ty Ty Gd Gd Ty Ty

Health: 28

Karma: 22

Racial Powers:

Longevity: the average lifespan measures millenia.

Representatives: Shalla Bal, Norrin Radd a.k.a. The Siler Surfer

Attitude Toward EARTH: Friendly

Notes: Zenn-La was the first world Galactus decided not to devour. When Galactus' approach was detected, Norrin Radd intercepted him and offered his services as scout to seek other worlds for destruction.

Zenn-La is an idyllic world, with its few buildings scattered among the beautiful countryside. Shalla Bal acts as spokeswoman for her people.

ZN'RX (Snarks)

Origin Galaxy: Milky Way (assumed)
Homeworld/ Star System: Snarkworld (location unknown)
Estimated Population: 1.6 billion
Society: Empire, with royal clans dominating a caste system
Technology Level: Superior to Earth
Spaceflight Level: FTL
Average Height: 8' tall, 11' length

F A S E R I P

Gd Ty Gd Ex Gd Pr Pr

Health: 46

Karma: 18

Racial Powers: none

Representatives: Queen Mother Maroud, Jakal, Emperor Bhadsha

Attitude Toward EARTH: Hostile

Notes: The Zn'rx are a militaristic race trying to exert control beyond their world. Although they have a single Emperor, they have several Queens, each with her own warring clan. The Zn'rx have taken to importing weapons technology from other worlds as the Queens prepare their clans for the war of succession that always follows the death of the Emperor.

ZUNDAMITES

Origin Galaxy: Milky Way
Homeworld/ Star System: Zundam/ Fakowi VIII
Estimated Population: 59,640
Society: unknown
Technology Level: Superior to Earth
Spaceflight Level: FTL
Average Height: 11'8"

F A S E R I P

Pr Ty Ty Rm Ex Gd Gd

Health: 46

Karma: 40

Racial Powers:

Environmental Adaptation (Un)

Representatives: none

Attitude Toward EARTH: Friendly, potential ally

Notes: Zundam was conquered and depopulated by Terminus. He kept as captive a single Zundamite scientist who claimed to know a world with incredible riches, the Earth. In truth, the scientist was simply luring Terminus into a trap, hoping Earth's superhumans would destroy Terminus and thus avenge Zundam.

The current number and location of Zundamites is unknown.

The Universe of Marvel: The Andromeda Galaxy

Galaxy M31 in Andromeda, commonly referred to as "the Andromeda Galaxy," is a galaxy similar to the Milky Way but twice as large, with a diameter of over 100,000 light years. It lies 2,000,000 light years away but, fortunately for space-travelers in the Marvel Universe, it also lies at the other end of a natural space warp conveniently close to Earth.

Andromeda is home to a number of races, the most powerful of which are the Skrulls. However the recent chaos caused by the destruction of the Skrull Throneworld, the Skrull civil war, and attacks by a host of outsiders has opened numerous opportunities for adventurers traveling there.

A State of War

Andromeda is currently embroiled in a series of brushwars that are slowly merging into a single Andromeda-wide conflict. When Galactus destroyed the Skrull Throneworld and killed Empress R'kill and Princess Anelle, the surviving Skrull nobility began a war of succession. Several Skrull warlords have declared themselves Emperor but so far none have achieved dominance over his or her rivals. The chaos has prompted the rebellions of some of the Skrulls' captive races and deprivations by space pirates who previously avoided Skrull space. Mercenaries like the saurian Captain Reptyl are using the war as a cover to pursue their own vendettas, in his case a war against all non-reptilian lifeforms. And then there are the Kree who, under the guidance of Skrull double-agent Nenara, have resumed their ages-old war against the Skrulls; it is questionable to which side Nenara owes her true allegiance.

Terrans traveling to Andromeda will likely find themselves caught up in some aspect of these wars, even if only fleeing a battle. Terrans or Terran allies have already become involved. The Silver Surfer is allied to Empress S'byll while the Fantastic Four and Avengers are allies of Prince Dezan's pacifist faction and friends of Admiral Zendrao. Any Terran human(oid) is automatically considered an enemy by Captain Reptyl.

Attitude Toward Terrans

Despite its distance, Earth has developed a reputation among many of the Andromedan races. Although a seemingly backward, distant planet, Earth and its superhumans have had a profound influence on Andromeda. Earth was attacked by individuals or armies from several Andromedan worlds. Since Earth was victorious, its former attackers may harbor resentment or outright hostility towards any Terrans they encounter. Earth has carried these wars back to Andromeda, with Terrans serving as foes, allies, or even champions to a number of Andromedans.

If a traveler belongs to a Terran group already known in Andromeda, such as the Avengers or Fantastic Four, the traveler gains (or suffers) the reputation of that group, even if that person is new to Andromeda.

Races of the Skrull Empire

MORANI

Origin Galaxy: Andromeda
Homeworld/ Star System: Moran/ Jark IV
Estimated Population: 3.8 billion
Society: Palnetwide military dictatorship
Technology Level: Advanced
Spaceflight Level: FTL/ warp
Average Height: 19'6"

F A S E R I P
Ex Ty Ex Ex Gd Pr Ty

Health: 66 **Karma:** 20

Racial Powers:

Electrical Generation: rare individuals have Good rank. There is a 1% chance a newly encountered Morani will have this power.

Representatives: Warlord Wrogg (deceased)

Attitude Toward EARTH: Neutral

Notes: The Morani are warlike imperialists. They have a relentless drive to conquer, even when the foe is actually too powerful for them to defeat. For example, a Morani war party once attacked a Watcher.

The Morani were eventually conquered by the Skrulls, who have redirected the Morani belligerence into serving the Empire.

QUEEGA

Origin Galaxy: Andromeda
Homeworld/ Star System: Queeg/ Quolon IV
Estimated Population: 4.2 billion
Society: Totalitarian
Technology Level: Advanced
Spaceflight Level: FTL/ warp, stargates
Average Height: 6'

F A S E R I P
Gd Ty Gd Ex Ty Gd Ex

Health: 46 **Karma:** 36

Racial Powers:

Cold Emission: Good rank projected from either hand.

Electrical Generation: Good intensity electrical field is generated by an aura surrounding the head. This can be channeled into a bolt with a range of 20'.

Representatives: none

Attitude Toward EARTH: Hostile

Notes: The Queega seek to plunder other worlds to supply their rapacious society. Queega expeditions use special weapons to temporarily blind other races; with resistance thus eliminated, they steal their mineral resources by teleporting them directly to Queeg. A raiding party sent to Earth was defeated by Daredevil.

The Skrulls technically control Queeg. They allow the Queega to continue their plundering in exchange for a percentage of the stolen materials.

SKRULLS

Origin Galaxy: Andromeda
Homeworld/ Star System: Skrullus/ Drax II
Other Known Worlds: Kral I, Karal II, Kral III, Kral IV, Kral V, Kral VI, Kral VII, Kral VIII, Kral IX, Kral X, Satriani, Throneworld/ Tarnax IV (destroyed)
Estimated Population: Unknown, probably in the trillions
Society: Militaristic Empire
Technology Level: Highly advanced
Spaceflight Level: FTL/ Warp
Average Height: 5'

F A S E R I P
Gd Ty Ty Ty Gd Ty Ty

Health: 28 **Karma:** 22

Racial Powers:

Shapechange: All Skrulls possessed the Excellent power to spontaneously reshape their bodies into any desired form, even imitating the appearance and properties of clothing, equipment, and secretions of the mimicked form. When the power was stripped from them by outside forces, Skrulls began work to reactivate the power. Their efforts have been partially successful.

Weakness: Skrulls are extremely susceptible to Hypnosis (-2CS to resist).

Representatives:

Princess Anelle (deceased): daughter of Empress R'kill and Emperor Dorrek. The Super-Skrull wanted her for his mate. She died along with her mother and Throneworld.

Prince Dezan: pacifist younger brother of the late Dorrek.

Floyd Donahue: Boss of the Krallian starship Big Casino. He appears to be Humphrey Bogart in a white tuxedo. Donahue is a mercenary who will ally himself with anyone possessing the proper fee

Emperor Dorrek: Emperor, R'kyll's husband, and Anelle's father. He gained the throne by assassinating RXIII's father, the previous Emperor. Dorrek was the driving force behind the early Skrull attacks on Earth and the FF in particular. His ego demanded the FF be punished for daring to defeat his plans.

Drexxon: A "Scanman," a Skrull observer and sensor operator.

Hagar: The High Judicator, the leader of the Skrull judiciary.

Jaketch: An apprentice executioner who shot Reed, Sue, and the Thing with an accelerated-aging ray. He detests Hagar and yearns for the day he can execute him.

Kl'rt a.k.a. **The Super-Skrull** (deceased?): He was Dorrek's chosen champion until he alienated Dorrek when he revealed his desire for Anelle. When S'byll assumed the throne, Kl'rt returned as her champion and warlord. The Super-Skrull has been reported dead on occasion but he has a knack for reappearing in unexpected ways.

Warlord Morrat: Onetime head of the Skrull military. He engineered the plot against the FF that resulted in the death of Franklin Storm (Sue and Johnny's father).

Supreme Leader Nenora: the current head of the Kree Empire is actually a Skrull agent frozen in Kree form.

Raksorr: This Skrull officer may be the most important Skrull in recent history. He was originally sent to observe the Shi'ar-ordered trial-by-combat of Jean Grey/ Phoenix and the X-Men. His interference with the trial led to a fight with the Kree observer, Bel-Dann. That fight lasted for months, long after the Shi'ar had departed and Attilan arrived. The Watcher told Empress R'Klll and the Kree Supreme Intelligence of their long duel. This led to the rulers signing an agreement whereby the combatants were now representing their races. The winner would also determine the final victor in the Kree- Skrull War. The combat continued and eventually involved the Inhumans and the FF. Reed concocted a plan whereby Raksorr and Bel-Dann had to cooperate to defeat the FF and Inhumans. After their victory, the Watcher declared the contest a draw. The Kree and Skrull races were declared equals and the long war was finally over.

Empress R'kill (deceased): Dorrek's mate and successor. She avenged her father by assassinating her husband. Her reign following Dorrek's death was marked by several attempts at peace, an example being at the end of the war against Xandar and the treaty ending the Kree war. R'kyll died along with several billion of her people when Galactus ate Throneworld.

Empress S'byll of Satriani possesses the power to restore the Shapechanging power to any Skrull after 2 rounds' contact.

Skragg: A warrior.

Skrull-X: A Skrull-shaped robot created to be the Super-Skrull's superior and successor.

Xalxor: Pilot of Dorrek's flagship.

General Zedrao, commander of the main Skrull armada. After Galactus' and Nova's destruction of Throneworld, Zedrao found himself Commander of the largest remaining Skrull fleet. He is concerned with reforming the Skrull Empire. He does not want to be the titular head of it and prefers to be the unseen power behind the throne. He views the current Skrull civil war for supremacy as a useless waste of time; rather than join any side he uses his fleet to keep the combatants away from areas he is protecting.

Attitude Toward EARTH: Some Skrulls see Earth as a potential conquest or battleground. Many blame Earth for the loss of the shapechanging power. More enlightened Skrull see Terrans as useful allies. In truth, the Skrull attitude toward Earth is as fickle as a candle flame.

Notes:

The Skrulls have been dealt with extensively in other Marvel Superhero RPG publications, such as [The Fantastic Four Compendium](#). The main thing to remember is that, despite their appearance, the Skrulls remain essentially reptilian in their thinking. Although capable of love and friendship, the tendencies toward ruthlessness and self-interest dominate.

Notes on Skrull worlds:

There are 978 worlds officially members of the Skrull Empire. Here are a few notable ones.

Kral I-X: The entire Kral system is inhabited by Skrulls. It is home to the Andromeda galactic gladiatorial championship. Kral IV is home to a highly eccentric offshoot of the race. These Krallian Skrulls made covert contact with Earth's Prohibition-era America. Their discoveries led to an obsession with that culture's appearance. Their technology is a mix of seeming 1920s-1930s Terran technology concealing advanced Skrull science. For example, the starship [Big Casino](#) appears to be an immense dirigible, complete with external propellers and rudder. The interior is filled with casinos, hotels, cargo holds, and hangars for biplane-shaped starfighters. The Krallians are frozen in human shape, usually wearing clothing and hairstyles of the Prohibition era.

Satriani is the home of the Empress S'byll. Most Satriani Skrulls have regained their full shapechanging powers.

Skrullos was the birthplace of the Skrull race and its Deviant offshoot, the Dire Wraiths.

Throneworld was the longtime center of the Skrull Empire. It was recently destroyed by Galactus.

TEKTONS

Origin Galaxy: Andromeda

Homeworld/ Star System: Tekton/ Tacuspar IX

Estimated Population: 3.4 billion

Society: Tribes

Technology Level: Primitive

Spaceflight Level: none

Average Height: 6'2"

F A S E R I P

Am Gd Mn Am Pr Pr Pr

Health: 235

Karma: 12

Racial Powers: The Prehensile Tail does Good Damage or throws an opponent with Remarkable Strength.

Representatives: Taxtor

Attitude Toward EARTH: Neutral

Notes: The Tektons have a primitive, savage culture that was long ago conquered by the Skrulls. Still, despite their overwhelming firepower and technology, the Skrulls were never able to subdue the Tektons or impress them into their armies. However, individual Tektons may be captured for use in the gladiatorial contests in the Kral system. The Tekton gladiator Taxtor once defeated The Thing in combat.

YIRBEK

Origin Galaxy: Andromeda

Homeworld/ Star System: Yirb/ Bek II

Estimated Population: 4.3 billion

Society: Military dictatorship under Skrull control

Technology Level: Advanced

Spaceflight Level: FTL/ Warp

Average Height: 6'7"

F A S E R I P

Ex Ty Ex Rm Ty Ty Pr

Health: 76

Karma: 16

Racial Powers: none

Representatives: none

Attitude Toward EARTH: Neutral

Notes: The Yirbeks once held a small empire within the Andromeda Galaxy. When they were conquered centuries ago by the Skrulls, they became mercenaries in their service of their new masters. Yirbeks were responsible for the near-extinction of the Kallusian race.

Z'NOX

Origin Galaxy: Andromeda

Homeworld/ Star System: Z'nox/ Huz'deyr II (now mobile)

Estimated Population: 4.6 billion

Society: Planetary military dictatorship

Technology Level: Very advanced, especially in planet-moving technology

Spaceflight Level: FTL/ Warp, including drives capable of moving entire planets.

Average Height: 6'1"

F A S E R I P

Ty Ty Ex Rm Ty Fb Fb

Health: 86

Karma: 10

Racial Powers: none

Racial Weakness: No resistance to empathic attacks.

Representatives: none

Attitude Toward EARTH: Hostile

Notes: The Z'nox are totally dedicated to conquest. Every Z'nox is armed and armored. Everything on the planet is a weapon, including the planet Z'nox itself. The planet is equipped with a massive FTL drive and A-warp generator capable of moving the planet across intergalactic distances.

The usual Z'nox tactic is to land a towering fortress in a desolate area of a targeted world. The fortress then guides the Z'nox planet into a close pass of the doomed world. Z'nox's gravity causes cataclysms like quakes and tsunami, shattering the defenses of the target world.

Despite the Z'noxian military might, they were unable to defeat the superior and more numerous Skrulls. They eventually left their home star and the Skrull Empire to roam the universe. A few years ago, Z'nox targeted to Earth, with disastrous results. Professor X detected Z'nox's first scouts, who arrived several months before the attack date. He went into hiding for a time, formulating a strategy that enabled the original X-Men to defeat the Z'nox.

Professor X had discovered the Z'nox's innate flaw. Despite their warlike demeanor, they have a deeply buried sense of guilt and an unspoken longing for abandoned emotions like love and friendship. If psionically reminded of these feelings, Z'nox become demoralized. They will either flee back to deep space or kill themselves.

Having been forcibly reminded of their weakness, Z'nox now are on guard against any telepaths or psionic technology that might be used against them.

Races Opposing the Skrulls

DIRE WRAITHS

Origin Galaxy: Andromeda

Homeworld/ Star System: Skrullos/ Drax II (originally), Wraithworld (destroyed)

Estimated Population: Unknown, presumed now extinct

Society: Militaristic society dominated by a sorcerous matriarchy

Technology Level: Advanced in bioengineering and sorcery

Spaceflight Level: FTL/ Warp, including drives capable of moving entire planets.

Average Height: 5'5"

F A S E R I P

Gd Pr Rm Rm Rm(Gd) Ty Gd(Mn)

Health: 74

Karma: 46

Racial Powers:

Acid: Excellent damage. One turn after the victim is killed by the acid, the corpse collapses into dust.

Magic: Females have Monstrous psyches, Good Reason, and a variety of spells (varying by individual).

Mental Duplication: Monstrous power to gain the knowledge, skills, and memories of a slain victim.

Power Duplication: Monstrous power to gain the powers of a slain victim.

Shapechange: Monstrous power to imitate the appearance of a slain victim.

Representatives: no known original names

Attitude Toward EARTH: Hostile

Notes: Male and female Dire Wraiths have radically different forms and mental abilities. The females are highly proficient in sorcery.

The Dire Wraiths are an offshoot of the Deviant Skrull race created by the Celestials millennia ago. They were driven away by their more stable kindred, the modern Skrulls, who saw them as a threat to be destroyed. By means of the females' sorcery, the Dire Wraiths were able to flee en masse to a world in the Dark Nebula.

The Dire Wraiths then set off on a campaign to infiltrate and conquer other worlds. They even developed or acquired a means to move their entire planet through non-sorcerous means.

The race was finally destroyed through the combined efforts of the Galadorian Spaceknights and Earth's superheroes. Although the race is presumed extinct, some may remain in hiding or captive in the Andromeda galaxy.

GEGKU

Origin Galaxy: Andromeda

Homeworld/ Star System: Wilamean/ Gabansaa III - Yalnot IV

Estimated Population: 35 million

Society: Feudal society

Technology Level: Slightly ahead of Earth

Spaceflight Level: STL

Average Height: 6'6"

F A S E R I P

Gd Gd Ex Ex Ty Ty Fe

Health: 60

Karma: 14

Racial Traits: Although they appear reptilian, Gegku are actually mammalian and capable of interbreeding with the Wilameanis.

Racial Powers:

Armorskin (Ty)

Representatives: Count Igwanus

Attitude Toward EARTH: Neutral

Notes: Wilamean orbits the twin suns of Gabansaa and Yalnot. The Gegku share this world with the humanoid Wilameanis.

They may be the Deviant offshoot of that race. Certainly the Gegku are more boisterous.

The Gegku and Wilameanis have been able to jointly resist the efforts of the Skrulls to annex their world.

KALLUSIANS

Origin Galaxy: Andromeda

Homeworld/ Star System: Kallu/ Kallu-Kan III

Estimated Population: 11,000

Society: Democratic republics

Technology Level: Advanced

Spaceflight Level: FTL/ Warp, teleportation

Average Height: 6'

F A S E R I P

Ty Ty Ty Gd Ex Pr Pr

Health: 28

Karma: 28

Racial Powers: none

Representatives: Ogor (ruler)

Attitude Toward EARTH: Hostile

Notes: Most of the Kallusians were exterminated by Yirbek mercenaries in the pay of the Skrull Empire. The survivors fled to Earth where they established a base hidden in the Arctic. When they attempted to conquer Earth, they were defeated by the Avengers and driven back into space. The Kallusians are currently seeking technology and allies that will enable them to defeat Yirbeks and Skrulls and recapture Kallu. Some Kallusians may be held captive on Yirb or Skrull-controlled worlds.

WILAMEANIS

Origin Galaxy: Andromeda

Homeworld/ Star System: Wilamean/ Gabansaa III - Yalnot IV

Estimated Population: 4.8 billion

Society: Democratic republics

Technology Level: Slightly ahead of Earth

Spaceflight Level: STL

Average Height: 5'4"

F A S E R I P

Ty Ty Ty Ty Ty Ty Ty

Health: 24

Karma: 18

Racial Powers: none

Representatives: Captain Cybor (cyborg Herm-hunter)

Attitude Toward EARTH: Neutral

Notes: Wilamean orbits the twin suns of Gabansaa and Yalnot. The human Wilameanis share this world with the reptilian-seeming Gegku. The races are friendly, although the more gentle Wilameanis tend to see the Gegku as pirates and scoundrels. The races can interbreed; children resemble one parent or the other, rather than have a hybrid appearance.

Wilameani society is similar to that of Earth, although the technology is somewhat more advanced. Port Anteris is the planetary capital and principal spaceport.

The Wilameanis and Gegku have been able to resist encroachment of the Skrull Empire. Their constabulary forms the bulwark of their defenses.

XANDARIANS

Origin Galaxy: Andromeda

Homeworld/ Star System: Unknown

Estimated Population: Unknown (nearly extinct)

Society: Technocracy

Technology Level: Very advanced

Spaceflight Level: FTL, including personal FTL

Average Height: 5'11"

F A S E R I P

Ty Ty Ty Ty Ty Ty Ty

Health: 34

Karma: 18

Racial Powers: none

Representatives: The Nova Corps

Attitude Toward EARTH: Friendly, Ally

Notes: The Xandarians are physically identical to Terran humans. The Xandarians resisted the Skrulls for millenia through their champions, the Nova Corps. Nebula was responsible for the recent near-extinction of the Xandarians and the destruction of their asteroid home.

Neutral or Noncombatant Races

CIEGRIMITES

Origin Galaxy: Andromeda

Homeworld/ Star System: Ciegrim-7 a.k.a. The Distillers' Planet

Estimated Population: 4.7 billion

Society: Laissez-faire democracy

Technology Level: Pre-industrial except in the highly advanced technology for brewing and distilling intoxicants.

Spaceflight Level: none

Average Height: 4'

F A S E R I P

Fe Pr Pr Mn Ty Ty Ty

Health: 85

Karma: 18

Racial Powers:

Body Armor: Their shells provide Good protection.

Circular Vision: Independently rotating eyestalks provide 360 degrees of vision.

Racial Adaptations: They are adapted for life on high-gravity worlds. They can move freely on worlds with gravity several times that of Earth. The Poor Strength represents their Strength on Ciegrim-7. The metabolism is immune to the effects of an intoxicant of less than Remarkable potency.

Representatives: Magistrate Piel

Attitude Toward EARTH: Friendly

Notes: The Ciegrimites are a happy, peaceful people devoted to creating potent intoxicating substances. Their creations are in such demand that the Ciegrimites can trade them for the products of more advanced worlds, thus having no need to develop their own technology. The Ciegrimites' greatest accomplishment is a liquor so potent that a drop diluted a thousandfold still has an Amazing intoxicating effect. The effect is cumulative if additional doses are administered. Fortunately for the galaxy at large, Ciegrimites can only distill a single pint per decade.

The Skrulls do not regard the pacifist Ciegrimites as a threat and entered a peace treaty with them. The

Ciegrimites trade their intoxicants for Skrull technology and products.

They have the following physical characteristics they appear Snail-like, but nonamphibious. Their eyes are raised on stalks and are Black in color. They have 3 fingers and 3 toes. They have no hair and their skin color is green. They have an average height of 4'. Built low to the ground due to heavy gravity. Their eyes are raised on stalks, and their trunks are protected by snail-like shells.

DRUFFS

Origin Galaxy: Andromeda

Homeworld/ Star System: Ryas/ Pson IV

Estimated Population: Uncountable

Society: none

Technology Level: none

Spaceflight Level: none

Average Height: 3'6"

F A S E R I P

Fe Ty Fe Ty Fe Fe Fe

Health: 16

Karma: 6

Racial Powers:

Self-Duplication: When struck by a physical blow of Good Intensity or higher, a Druff spontaneously fissions into three identical Druffs.

Environmental Adaptation (Rm)

Representatives: none

Attitude Toward EARTH: Neutral

Notes: The Druff homeworld was colonized by Skrulls 25,000 years ago. The Druffs took advantage of the Skrulls' starships by stowing away and spreading to other worlds in the Skrull Empire.

The Druff are now considered vermin by the Skrulls and subjected to periodic slaughters. It doesn't do any good. Druff continue to multiply and are now found on worlds throughout Andromeda.

The Druffs welcome physical combat as it is a way of reproduction for them. They will swarm onto a victim and link together to form a suffocating pink mattress. This is treated as a Grappling Attack of a level equal to the number of Druffs holding onto the victim.

GUNA

Origin Galaxy: Andromeda

Homeworld/ Star System: Gunava/ Janoth I

Estimated Population: 5 million

Society: Planetwide technocratic dictatorship

Technology Level: Advanced in stellar energy conversion

Spaceflight Level: FTL

Average Height: 5'6"

F A S E R I P

Ty Ty Ty Gd Ty Ty Ty

Health: 28

Karma: 18

Racial Powers:

Armorskin: Physical scales provide Good protection.

Representatives: Xakku (deceased)

Attitude Toward EARTH: Hostile

Notes: The Guna are in danger of extinction due to their failing star. They are attempting to re-fuel Janoth by tapping the energy of other stars and transferring it to Janoth. Xakku attempted to drain Earth's sun but he was defeated by Henry Pym, then operating as Giant-Man.

The Skrulls technically control Gunava. However they tend to ignore the Guna as they consider the world doomed and the race not worth evacuating. The Skrulls are aware of the Guna star-stealing technology and guard their own stars against the Guna. Because of this, the Guna have to travel to other galaxies in search of stars to drain.

HERMS

Origin Galaxy: Andromeda

Homeworld/ Star System: Unknown

Estimated Population: Unknown

Society: Nomadic tribes

Technology Level: None

Spaceflight Level: Personal FTL flight

Average Height: 200'

F A S E R I P

Am Pr Un Un Pr Ty Gd

Health: 254

Karma: 20

Racial Powers:

Absorption: Monstrous ability to feed upon electromagnetic energy.

Energy Body: They can convert themselves to coherent energy fields. In this form they can fly at lightspeed or enter hyperspace.

Representatives: Klaatu

Attitude Toward EARTH: Neutral

Notes: The Herms are tribal nomads who roam space in search of energy to feed on. They have been hunted by various starfaring races such as the Mobians and Wilameanis, who consider them threats to their technological bases. In truth, most Herms are simply careless in their feeding habits. Herms avoid Skrull space.

The Herm Klaatu was once pursued to Earth by the Mobian Xeron, where they both encountered the Hulk.

KAWA

Origin Galaxy: Andromeda

Homeworld/ Star System: Kawa (destroyed), Bawa-Kawa

Estimated Population: 58

Society: Theocracy

Technology Level: Advanced

Spaceflight Level: FTL

Average Height: 10'

F A S E R I P

Ty Ty Gd Ex Ty Ty Ty

Health: 42

Karma: 18

Racial Powers:

Armorskin (Gd)

Representatives: Brother Doowish, Brother Skagg

Attitude Toward EARTH: Neutral

Notes: The Kawa race was almost exterminated by Galactus' eternal hunger. The survivors, those away from the planet in starships, underwent a profound cultural shock. They became obsessed with the race's perceived guilt (for being destroyed) and their own (for surviving). The survivors became a theocracy dedicated to seeking expiation and worshipping Galactus as the God of Vengeance. They periodically offer sacrifices to Galactus in the form of other worlds they lead him to. Any race that lost a world to Galactus consider the Kawa to be a race of genocidal religious fanatics.

Kawa employ immense, highly automated starships the size of planets. When the Kawa have selected a world for sacrifice, two such ships position themselves on opposite sides of the doomed world and surround it with an energy field that will attract Galactus' attention. If the Kawa involved fail in their intended sacrifice, they destroy themselves and their ships.

KRYLORIANS

Origin Galaxy: Andromeda

Homeworld/ Star System: Krylor/ Aceta III

Estimated Population: 4.1 billion

Society: Democratic republics

Technology Level: Advanced in elemental transmutation, molecular manipulation, and robotics

Spaceflight Level: FTL

Average Height: 5'10"

F A S E R I P

Pr Ty Ty Gd Rm Gd Rm

Health: 26

Karma: 70

Racial Powers:

Psionic Energy Generation: The Krylorians have the ability to generate Remarkable level psionic energy and use it as a power source for their devices.

Representatives: Bereet

Attitude Toward EARTH: Curiosity

Notes: The Krylorians live passionless, unambitious lives. They are obsessed with creating and viewing escapist "Techno-Art" cinema productions. Krylorian film-makers roam the universe seeking places and situations to records. Bereet came to Earth where she spent some time documenting (and occasionally instigating) the Hulk's adventures.

The Skrulls do not consider the Krylorians a threat and concluded a peace treaty with them. Skrulls subscribe to Krylorian broadcasts as a source of information on new worlds.

MANDOS

Origin Galaxy: Andromeda

Homeworld/ Star System: Mand/ Tumbla VIII

Estimated Population: 569 million

Society: unknown

Technology Level: Early industrial age

Spaceflight Level: none

Average Height: 9'1"

F A S E R I P

Ex Ty In Am Ty Pr Pr

Health: 116

Karma: 14

Racial Powers:

Resistance to Physical Attack: Unearthly resistance to even the most extreme atmospheric conditions, especially hard vacuum, but only Excellent resistance to other physical attacks.

Resistance to Energy Attacks: Excellent level.

Representatives: none

Attitude Toward EARTH: Neutral

Notes: The Mando race is a pre-spacefaring culture that has been able to adapt to the more advanced galactic culture. Although they have not yet developed their own advanced technology, they have access to such devices as starships through their services as mercenaries and thugs.

The Skrull control Mand and act as intermediaries between the Mando and would-be employers.

MOBIANS

Origin Galaxy: Andromeda

Homeworld/ Star System: Mobius/ Lemivell Xi

Estimated Population: 15 million

Society: Republics dominated by major trading corporations, principally those involved with hunting space-dwelling beasts for commercial use.

Technology Level: Advanced in gravity control and weaponry

Spaceflight Level: FTL/ Warp

Average Height: 8'

F A S E R I P

Ex Gd Ex Am Gd Gd Ty

Health: 100

Karma: 26

Racial Powers:

Resistance to Physical Attack: Amazing resistance to hard vacuum but only Typical resistance to other physical attacks.

Resistance to Energy Attacks: Typical level

Telelocation: Excellent ability to determine the direction and distance to any familiar location.

Representatives: Xeron the Star-Slayer

Attitude Toward EARTH: Neutral

Notes: Individual Mobians are adventurous and stubborn. Once they set upon a goal, they persevere until the goal is accomplished or forever beyond the Mobian's efforts.

The stubborn Mobians have thus far resisted the Skrulls' attempts at annexation. They are allied in their resistance with the Gegku and Wilameanis.

NYMENIANS

Origin Galaxy: Andromeda

Homeworld/ Star System: Eamuna/ Myunimo IV

Estimated Population: 56 million

Society: Tribal

Technology Level: Slightly ahead of Earth

Spaceflight Level: FTL

Average Height: 6'4"

F A S E R I P

Rm Ty Ex Rm Ty Pr Pr

Health: 86

Karma: 14

Racial Powers: none

Representatives: Llooks

Attitude Toward EARTH: Neutral

Notes: Nymenians are a starfaring race with crews formed by tribes. They are frequently found at Starharbor, a popular starport in the Yalnot system.

PHERAGOTS

Origin Galaxy: Andromeda

Homeworld/ Star System: Arago-7

Estimated Population: 4.5 billion

Society: Planetwide democracy

Technology Level: Earth equivalent

Spaceflight Level: FTL/ Warp

Average Height: 10'

F A S E R I P

Pr Ty Am Rm Gd Ty Pr

Health: 90

Karma: 20

Racial Powers:

Resistance to Cold (Rm)

Representatives: none

Attitude Toward EARTH: Friendly

Notes: The Pheragots evolved on a cold high-gravity world. This resulted in a dense molecular structure that gives them enhanced Strength and protection against physical harm. Despite their threatening appearance, the Pheragots are actually a meek race with a child-like reaction to combat-- they cry in fright. Other Andromedan races think highly of the good-natured Pheragots and consider anyone attacking a Pheragot to be the lowest form of villain.

Despite their timidity, Pheragots are sensitive to the plight of others and will assist those in need, provided violence is not required.

The Skrulls technically control Arago-7 but, for reasons unknown, leave the Pheragots alone. It is possible the Pheragots' nature drives the Skrulls to distraction.

WOBBES

Origin Galaxy: Andromeda

Homeworld/ Star System: Wobhb-Lar/ Filipima II

Estimated Population: 409 million

Society: Psychocracy

Technology Level: Early industrial

Spaceflight Level: none

Average Height: 5'1"

F A S E R I P

Fb Pr Pr Gd Gd Gd Gd

Health: 20

Karma: 30

Racial Powers:

Linguistics (Rm)

Telepathy: Remarkable ability, including transmitting the translation of any language the Wobb hears or reads.

Representatives: Cerexa (communications specialist on the starship Andromeda)

Attitude Toward EARTH: Neutral

Notes: Wobbs are a humanoid race with insect-like features. They have an innate mastery of psychology due to their telepathic powers. They are ruled by an elite corps of master psychologists. Although they lack the ability to produce their own starships, the Wobbs' natural linguistic and telepathic powers make them extremely valuable in multiracial crews. Wobbs are commonly found serving as translators, communications officers, or diplomats.

Races from Other Galaxies.

AXI-TUN

Origin Galaxy: Ring Nebulae M-57

Homeworld/ Star System: Planet Tun, S'vihh-hoont Star System, third from sun

Estimated Population: 57,000

Society: unknown

Technology Level: Superior to Earth

Spaceflight Level: faster than light travel

Average Height: 6'4"

F A S E R I P

Ex Gd Ty Gd Ex Gd Gd

Health: 46

Karma: 40

Racial Powers: Axi-Tun have varying capacities for energy-manipulative powers.

Representatives: The four Horsemen

Attitude Toward EARTH: unfriendly to hostile.

Notes: The AXI-TUN have the following physical characteristics, they appear as a humanoid with, 2 eyes 5 fingers (with opposable thumb), 5 Toes. Their skin color is Pink and they have an average height of 6 ft. 4 in. Four Axi-Tun explorers crash-landed on Earth and were enslaved by Nazi scientist Werner Schmidt, who named them after Teutonic gods. The four Axi-Tun battled the Invaders and then committed suicide to prevent Axi-Tunian technology to fall into human hands. Year's later, Axi-Tun warriors calling themselves "The Four Horseman of the Apocalypse" attacked Earth but were repulsed by the Fantastic Four. First Appearances: INVADERS #1, GIANT-SIZE FANTASTIC FOUR #3

Chr'Ylites

Origin Galaxy: Shi'Ar

Homeworld/ Star System: Chr'Yllalisa, Chr'Yll Star System

Estimated Population: 3.7 million

Society: Benevolent matriarchy

Technology Level: None

Spaceflight Level: None

Average Height: 1'6" long

F A S E R I P

Pr Pr Pr Pr Ex Pr Pr

Health: 24

Karma: 36

Racial Powers:

flight(pr)

Empathic ability

Organic Body Internal Scan

Representatives: Sikorsky

Attitude Toward EARTH: Neutral

Notes: Chr'ylites are known for their medical expertise. The psychic talents make them highly valued as diplomats and physicians in the Shi'Ar Empire.

First Appearance: Uncanny X-Men #156

KORBINITES

Origin Galaxy: "Burning galaxy"

Homeworld/ Star System: Korbin (destroyed), unknown star system

Estimated Population: unknown, in the millions

Society: imperial

Technology Level: Highly advanced, superior to Earth's, genetic engineering, sentient computers

Spaceflight Level: warp-drive starships

Average Height: 6'2"

F A S E R I P

Gd Gd Gd Gd Ex Gd In

Health: 40

Karma: 70

Racial Powers: none known

Representatives: Beta Ray Bill

Attitude Toward EARTH: Friendly

Notes: Korbinites are semi-humanoid in appearance. They have 2 eyes 4 fingers including opposable thumb, 4 toes. Their skin color is light orange. The Korbinites once inhabited a peaceful empire of planets, most of which was destroyed in a galactic cataclysm caused by Surtur. The Korbinites now live in a fleet of starships as they search for a new home planet. Their guardians is Beta Ray Bill, who can magically transform from his normal body into a superhumanoid cyborg body bioengineered from that of a carnivorous beast

1st appearance: Thor #337

MEPHITISOIDS

Origin Galaxy: Shi'Ar

Homeworld/ Star System: Tryl'sart ,Cyrane Om'Ir Star System, (third from the sun)

Estimated Population: 350 million

Society: monarchy (ruled by the Shi'Ar)

Technology Level: Equivalent to the Shi'Ar

Spaceflight Level: Equivalent to the Shi'Ar

Average Height: 5'11"

F A S E R I P

Rm Ex Gd Gd Ex Gd Rm

Health: 70

Karma: 60

Racial Powers:

Pheromones: They possess the ability to release mind-controlling scents of Good to Incredible rank. The males uses these pheromones to control their adversaries. Females use the pheromones for mating.

Representatives: Hepzibah

Attitude Toward EARTH: neutral

Notes: Notes: Male Mephistoids are savage warriors, feared both for their combat skills as their mind-altering pheromones. The race was once the Shi'ar's primary rival for galactic control. After a long, wide-ranging war, the Shi'ar won and placed the Mephistoids under martial law. The Mephistoids retain a burning desire for freedom and hatred for the Shi'ar.

First Appearance: "Uncanny" X-Men #107

PLODEX

Origin Galaxy: Unknown

Homeworld/ Star System: Unknown/ Unknown

Estimated Population: Unknown

Society: Unknown

Technology Level: Superior to Earth's with and genetic engineering

Spaceflight Level: warp-drive starships

Average Height: unknown

F A S E R I P

UNKNOWN

MARRINA

F A S E R I P

Ex Ex Ex In Ty Gd Gd

Health: 100

Karma: 26

Leviathan

F A S E R I P

Mn Rm ShX ShY Fe Am Pr

Health: 455

Karma: 56

Powers:

Body Armor: Ex; Hyper-Swimming: Shift-X

Racial Powers: The Plodex are entirely nonhumanoid in their natural form, but adapt to forms capable of creating and manipulating their technology. The Plodex are oviparous (producing eggs that develop and hatch outside the maternal body; also involving the production of such eggs). Each Plodex embryo sent to be hatched on a world intended for conquest by its race is genetically conditioned to adopt the form of that world's dominant species, and is programmed to have savage instincts for conquest.

Representatives: Marrina

Attitude Toward EARTH: Potential Homeworld to Conquer.

Notes: Have the following physical characteristics they appear as an Amoeboid with no eyes fingers or toes in their natural form their skin color is Yellow in their natural form The Plodex, an alien race which exhausted all natural supplies within their own solar system. Having overpopulated their native world, sent starships carrying Plodex eggs to colonize other planets. They developed an ingenious means to colonize other worlds. An automated ship would land on a hospitable world, sending out a hypnotic summons which would attract the most intelligent races of that planet. The ship would then combine Plodex DNA in unhatched eggs with that of the most intelligent species. The ship would then launch thousands of eggs all across the planet. One of these colony ships was launched towards Earth. One colony ship crashed on Earth. Apparently only two of the Plodex survived. One took humanoid form and became known as Marrina, a former member of Alpha Flight.

First appearance: ALPHA FLIGHT #1

Marrina is an example of the change that can take place once the Plodex GENETIC CODE takes over. Above are details of Marrina and also Her PLODEX Leviathan form.

RAJAKS

Origin Galaxy: Unknown, but same that contains the Watcher's home planet

Homeworld/ Star System: Rajak, Jakkel

Estimated Population: 3.7 billion

Society: Confederacies of large space piracy organizations.

Technology Level: Highly advanced weaponry including the "delta ray cannon" that can kill all life on a planet while mounted on a nearby world.

Spaceflight Level: Advanced interstellar ships with warp drive

Average Height: 6 ft.

F A S E R I P

Rm Rm Gd Ex Ex Ex Gd

Health: 90

Karma: 50

Racial Powers: None

Representatives: None

Attitude Toward EARTH: If they knew about Earth they would plunder it of its resources.

Note: Their Planets habitate is Mountainous, temperate, .71 covered by water their Gravity is 1.2 Earth's and it has an Atmosphere is a mixture of 76% nitrogen, 24% oxygen. They have the following Physical Characteristics they are Semi-humanoid with two eyes (black), 5 Fingers (with opposable thumb), Toes: Five, Skin color: Green, Average height: 6 ft. Rajaks have a warlike culture devoted to plundering other worlds' wealth. They have no interest in other lifeforms. Their usual tactic is to exterminate all life on a planet, then plunder it of its resources.

First appearance: TALES OF SUSPENSE # 57

SAURIDS

Origin Galaxy: Shi'ar

Homeworld/ Star System: Timor (Varanus IV), Varanus, fourth from sun.

Estimated Population: 4 billion

Society: Council of philosopher-scientists with little real authority

Technology Level: Moderately advanced

Spaceflight Level: Equal to Shi'ar

Average Height: 9'

F A S E R I P

Rm Gd In Ex Rm Gd Ex

Health: 100

Karma: 60

Racial Powers: Saurids are amphibious, having both lungs and gills.

They are capable of surviving the pressures of the ocean bottom and are exceedingly strong

Representatives: Ch'od of the Starjammers

Attitude Toward EARTH: neutral

Notes: The Saurids have the following physical characteristics they appear as an amphibious reptilian biped with 2 eyes, (black surrounded by red), 4 fingers (with opposable thumb), 2 toes. Their skin color is Green, scaled, with yellow fins. The Saurid home world has twice Earth's gravity and is 85% covered by water, with dry land limited to chains of islands. Saurid society is scattered both on land and in the world ocean. Technological centers tend to be on land.

Individuals are contemplative philosophers but also formidable warriors. Saurids act as mercenaries for the Shi'ar but also serve rebellious forces if the cause is just.

First Appearance: X-Men #107

SIDRI

Origin Galaxy: Shi'ar

Homeworld/ Star System: none

Estimated Population: Unknown

Society: Hive Mind

Technology Level: Unknown

Spaceflight Level: STL

Average Height: 7'wide

F A S E R I P

Gd Ty Ty Gd Ty Gd Pr

Health: 32

Karma: 20

Racial Powers:

Physical Gestalt: Individual Sidri and merge bodily to form a single, larger Sidri "Colony Ship."

Body Armor: Individuals possess Remarkable protection. Colony Ships possess Monstrous protection.

Kinetic Bolt: Individuals fire blasts of Excellent rank. Colony ships fire blasts of Monstrous rank.

True Flight: Individuals can hover or fly at Excellent speed. Colony Ships can travel at Amazing space speed and generate warps to travel between stars or galaxies.

Weakness: They are -2CS to resist Heat-based attacks.

Representatives: none.

Attitude Toward EARTH: neutral

Notes: The Sidri are a space-dwelling race with no known homeworld. Their nomadic Colony Ships roam Shi'ar space like living dreadnaughts. In exchange for free passage, the Sidri act as bounty hunters eliminating the Shi'ar's foes. Sidri possess a mass mind shared by all the parts of their Colony Ship.

Operating from within Shi'Ar space the Sidri work as bounty hunters.

Sidri (Mutant)

Average Height: 12'

F A S E R I P
Rm Ex RM RM RM EX EX

Health: 110

Karma: 70

Racial Powers:

Colony Ship: Control-Gd: Speed-Am: Body-MN.

Body Armor: Mn(75) vs physical, CL1000 vs. cold and vacuum,

In vs. energy and fire.

Claws: they can form claws for Rm edged damage.

Adhesive Spittle: a Am strength web-like fluid which they can use once every three rounds to bind their targets up to 1 area away.

Self-Sustenance: no need to eat, sleep or breathe.

Energy Weapons: They have spear-like energy weapons that deliver a Ex intensity electric 'sting' which does 20 damage and can stun targets that fail to make a End. FEAT.

Talents: Hunting, Astrogation, Piloting

Representatives: none.

Attitude Toward EARTH: neutral

Notes: During an earlier adventure in outer space, the X-Men and Starjammers recognized an injured Sidri colony drifting helplessly in space. Although they were in a hurry to rescue Professor X, the X-Men wanted to help as they consider life in all it's form worthy. Still Corsair objected, and as he is the Starjammer's captain, he ordered to pass them by without stopping. The Starjammers had dealt with the Sidri more than once and knew the aliens to be dangerous opponents. Anyway Kitty Pryde and Nightcrawler secretly entered the medilab and launched a probe with what they believe to be a revitalising serum, only it was a mutation virus. Three of the Sidri mutated and while they could still merge with each other, they were exiled from the collective. Angriily they departed for earth to take revenge and finally battled Excalibur. During the fight Douglock discovered that the Sidri are actually techno-organic in nature and so he was able to link with them and purge the virus out of their system. As the trio left, they were already reverting to their original appearance

TRIBUNALS

Origin Galaxy: Unknown

Homeworld/ Star System: Unknown

Estimated Population Unknown

Society: Inapplicable

Technology Level: None

Spaceflight Level: None

Average Height: UNKNOWN

F A S E R I P

UNKNOWN

Health: UNKNOWN

Karma: UNKNOWN

Racial Powers: The Tribunals are apparently energy beings who can take whatever physical form they desire. They possess untold psionic energy-manipulative abilities, capable even on moving objects through time.

Representatives: None

Attitude Toward EARTH: neutral

Notes: The TRIBUNALS have the following Physical characteristics they appear as sentient energy with what appears to be white skin. The Tribunals summoned the original Defenders before them in order to persuade them to permanently disband. They employ elf-like beings as their servants. They are unrelated to the mystical Living Tribunal.

First appearance: DEFENDERS #124

TSYRANI

Origin Galaxy: Shi'ar

Homeworld/ Star System: Planet Tsorcherhi, Elia Star System, 3rd from sun

Estimated Population: 4.3 billion

Technology Level: Equal to Shi'ar

Spaceflight Level: Equal to Shi'ar

Average Height: 5'9"

F A S E R I P

Ex Gd In In Ex Ty Gd

Health: 110

Karma: 36

Racial Powers:

Body Armor

Society: Matriarchal monarchy under supervision of Shi'ar empire.

Representatives: the Matriarch Elhalyn

Notes: the Shi'ar have granted a large measure of self-rule to the Tsyranis, whom they conquered long ago. The Tsyranis once sent a scout ship to Earth which several people including Jessica Drew encountered. They are humanoid in appearance with 2 eyes, 6 fingers with opposable thumb and six toes. Skin color is pink.

First Appearance: Spiderwoman #36

VORMS

Origin Galaxy: Kree (Greater Magellanic Cloud)

Homeworld/ Star System: Vormir, Helgentar, sixth from sun

Estimated Population: 3.6 billion

Society: Tribal, governed by the Kree Empire

Technology Level: Low

Spaceflight Level: no warp-drive technology

Average Height: 16' 6"

F A S E R I P

Ex Gd Ex Ex Pr Ty Ty

Health: 70

Karma: 16

Racial Powers: Long tail that can be used as a weapon.

Representatives: The "Star-Stalker" (deceased)

Attitude Toward EARTH: The majority are unaware of Earth.

Notes: Vorns have the following Physical characteristics they are Reptilian with 2 red eyes, 4 Fingers (with opposable thumb) they have 3 toes on their feet, their skin color is Red and they have scales the average height is 16' 6". The "Star-Stalker" was a mutant and hence possessed powers (such as the ability to fly through space and drain energy) that other Vorns lack. Vorns are nocturnal and are vulnerable to great heat.

First appearance: AVENGERS #123

Xartans/"Carbon Copy Men"

Origin Galaxy: Fornax

Homeworld/ Star System: Planet Xarta, Zugano Star System, fourth from sun

Estimated Population: 4.3 million

Society: Military dictatorship

Technology Level: Moderately advanced

Spaceflight Level: with warp-drive starships

Average Height: 6' 9"

F A S E R I P

Ty Ty Ty Am Ex In Rm

Health: 68

Karma: 60

Racial Powers: Xartans are metamorphs who can transform into any other kind of living beings, taking on that being's physiology, and even any superhumanoid powers it has in the process. Xartans can turn invisible and withstand the vacuum of space for brief periods.

Representatives: Ugarth, Zano

Attitude Toward EARTH: world to conquer

Notes: Xartans appear humanoid with two orange eyes. They have 5 fingers with an opposable thumb and five toes their skin color is orange and their average height is 6'9". On

Earth, Xartans are colloquially called "Carbon Copy Men"

First Appearance: Journey Into Mystery #90

YRDS

Origin Galaxy: Draco

Homeworld/ Star System: Yrest,Corinum star system, third from sun

Estimated Population: 4.4 billion

Society: Worldwide democratic republic

Technology Level: Highly advanced

Spaceflight Level: warp-drive starships

Average Height: 6' 2"

F A S E R I P

Gd Ty Ty Ty Rm Gd Gd

Health: 28

Karma: 50

Racial Powers: Each Yrd has a horn about 1' in length, protruding from his forehead.

Representatives: None known

Attitude Toward EARTH: The Yrds have yet to learn of Earth

Notes: Yrds appear as Semi-humanoid with 2 green eyes. They have 5 fingers with opposable thumb and five toes. Their skin color is green. They were once observed by a Watcher dumping their nuclear waste into space. First appearance: TALES OF

SUSPENSE #54

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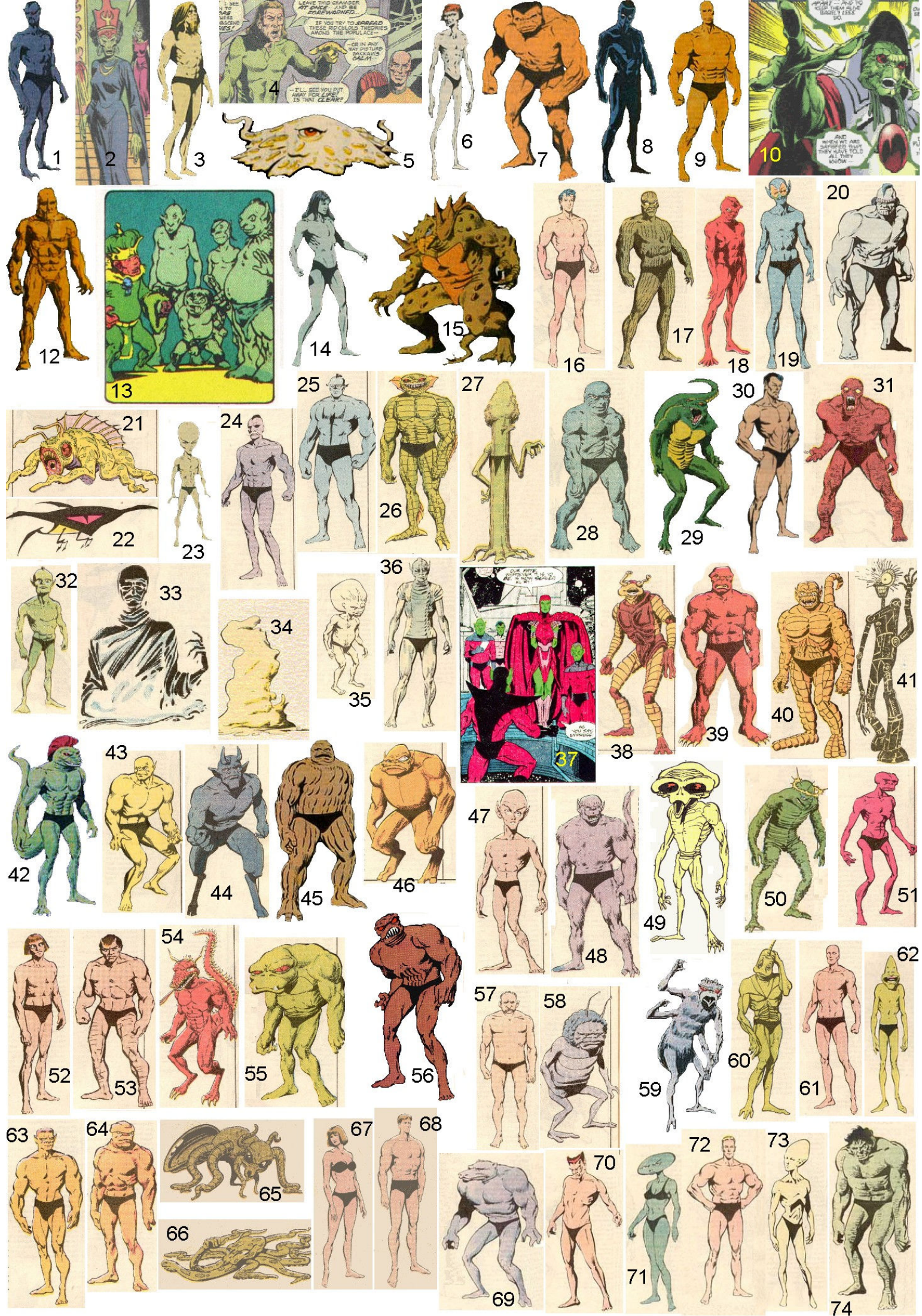
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Race	Number	Race	Number	Race	Number
AAKON	100	KAMADO	91	SAGITTARIANS	24
A'ASKAVARII	101	KAWA	93	SARKS	25
ACHERNONIANS	1	KLKLX	94	SAURIDS	26
A-CHILTARIANS	99	KODABAKS	90	SIDRI	22
ALPHA CENTAURIANS	98	KORBINITES	9	SIDRI (MUTANT)	126
ARCTURANS	95	KOSMOSIANS	10	SIRIANS	68
ASTRANS	105	KRONANS	12	SIRIS	66
AUTOCRONS	110	KRYLORIANS	85	SIRUSITES	67
AXI-TUN	102	KT'KN	86	SKRULLS	37
BA-BANI	108	KYMELLIANS	88	SLIGS	65
BADOON	2	LANDLAKS	89	S'MGGANI	38
BETANS	118	LAXIDAZIANS	13	SNEEPERS	32
CENTAURIANS	109	LEM	80	SOLONS	19
CENTURII	3	LEVIANS	14	SSSTH	42
CIEGRIMITES	130	LUMINA	79	STENTH	43
CLAVIANS	96	MAKLUANS	75	STONIANS	44
CONTRAXIANS	113	MANDOS	76	TAURIANS	45
COTATI	103	marvanites	77	TECHNARCHY	41
COURGA	111	MEGANS	78	TEKTONS	48
CHR'YLITES	131	MEKKANS	81	THUVRIANS	47
DAKKAMITES	4	MEPITISOIDS	82	TRIBBITES	46
DEONISTS	6	M'NDAVIANS	83	TRIBUNALS	33
DIRE WRAITHS	121	MOBIANS	84	TSILN	40
DRUFFS	104	MORANI	74	TSYRANI	52
ELAN	114	MYNDAI	72	UL'LULA'NS	21
ENTEMEN	97	NANDA	71	VEGANS	53
ERGONS	7	NYMENIANS	69	VORMS	54
FLB'DBI	127	OVOIDS	73	VRELLNEXIANS	59
FOMALHAUTI	5	PEGASUSIANS	36	WILAMEANIS	57
FONABI	122	PHANTOMS	70	WOBBS	58
FORTESQUIANS	128	PHERAGOTS	20	XANDARIANS	129
FROMA	123	PLODEX	34	XANTAREANS	39
GEGKU	124	POPPUPIANS	62	XANTHA	35
GLX	125	PROCYONITES	15	XARTANS	63
GRAMOSIANS	8	QUEEGA	50	XERONIANS	64
GRUNDS	115	QUISTS	16	XIXIX	51
GUNA	112	QUONS	17	YIRBEK	55
HERMS	87	RAJAKS	28	YRDS	60
HIBERS	119	REPTOIDS	29	ZENN-LAVIANS	61
HORUSIANS	117	RHUNIANS	30	Z'NOX	56
HUJAH	116	RIGELLIANS	23	ZN'RX (Snarks)	107
INTERDITES	120	R'MALK'I	27	ZUNDAMITES	49
JUDANS	106	ROCLITES	31	Not in Use	11
KALLUSIANS	92	R'ZAHNIANS	18		





RACE NAME: _____
Origin Galaxy: _____
Homeworld/ Star System: _____
Estimated Population: _____
Society: _____
Technology Level: _____
Spaceflight Level: _____
Average Height: _____
F A S E R I P

Health: _____
Karma: _____

Racial Powers:

Representatives:

Attitude Toward EARTH: _____

Notes:

Welcome Faithful Followers.

What you have in front of you is a lost article that refused to die. This was canned by TSR back in the 80'ss-90's. It has been in hiding for the last 10 to 20 years reduced to a dot matrix printout. Fighting off dust, rodents and other things that would make your skin crawl.

Once again rediscovered it has been brought to you through the colusion of people from all over the globe. It has been polished and buffed so that you will gain the most enjoyment from it.

The cobwebs have been blown away and the bugs stomped so that this lost and valuable resource will finally be delivered to the public gaming audience....

YOU!

You will find in these covers details of alien races in the marvel universe, as well as information on space travel as well.

SO WHAT ARE YOU WAITING FOR.....