

SLARG

It walked through the portal into the ice dome at the UN Antarctic Interdimensional Exploration Base. As the Marines surrounded it, with weapons drawn, it huddled into a ball said in a guttural tone "Feed me please?" It was a large wolf shaped creature, but man sized. It was massive and looked like it was very hungry.

After cooler heads prevailed, the creature was taken to the cafeteria where it was fed a mixtures of food, all of which it ate with aplomb. What was disconcerting about the being was that it had no eyes, just a pair of egg shaped bumps were eyes would normally be, and enormous ears.

When someone was introduced to the creature, it would "look" intensely at the person, leaving that person with the feeling that they had been CAT scanned. More than one person mentioned that their fillings vibrated when the creature gave them the once over.

With a full belly, the creature was talkative. It was the female of its species. A species it said was called "Slarg". This was important, as it was a name from the second verse of the poem that Schmert had placed in Sayuri's mind:

*Mushy Mellor, Slargs and Snellor
Don't hide amongst the trees
They'll clear away and there you'll stay
Until the rise of Prime*

When questioned about the rhyme, she said, "What the f*** do I know about rhymes?" Most questions about who she was or where she had come from were answered similarly.

Her name was Garr'l, though later she amended that and changed it to Garr'l Hatsumi. She was Fringeworthy and was capable of speaking just about any language thrown at her. She submitted to a medical examination as long as "You f***ers don't put me on a f***ing dissection table. You do that, and I'll have your f***ing liver for dinner. Really, I will."

However, when examined, she whimpered and shied away from the instruments and other examination devices. Ultrasound gave Garr'l headaches, and that was when she confirmed that she used a form of passive sonar to navigate. She also demonstrated her own sonar scan that emanated from the two egg shaped lobes in her skull. Her sonar scan was limited to a few meters, and she said that it was her species way of getting to know those that they decided to stay with. She also had large and very sharp canines, similar to those of a jackal or a hyena.

She didn't know how old she was, Slargs didn't have a sense of time other than when they were hungry or needed to sleep. She wouldn't say where she came from, just that she had heard about UNIDA and decided to check out the new kids on the block.

Soon other Slargs showed up, all part of a larger clan and it seemed that Garr'l was the head of that clan. A home was made for them inside the dome, as they hated going topside and out into the cold. A few did venture out, attending dinners and sightseeing Earth Prime. Several attached themselves to an IDET team and would accompany them onto the portals, though it was soon found out that when trouble started, they would run and hide.

Slargs were scavengers, and unless the meat was served cooked and tender, they would drag it back to their quarters and let it rot for a while, till it got nice and gamey. Amongst themselves, they exhibit dominance behavior, and an Alpha Slarg always was in charge. It must be noted, since they were sentient and adverse to physical violence other than a savage looking snarl, they engaged in verbal assaults and insults to determine who was top Slarg.

Slargs are universally Fringeworthy, something that was confirmed when Garr'l gave birth to a pair of pups, sired by Grr'k Anderson. Their upbringing was more or less "Follow the adults and don't get eaten." After giving birth to them, Garr'l could care less about her offspring.

The two pups, Alpha and Beta, (Slargs didn't name their children, the child at a certain age would name itself, if it lived long enough.), were born capable of eating solid food and within days could hold a simple conversation. They grew up fast, maturing in only eight years. The male took the name G'ralf Powers, and the female took the name Grr'eta Borodin. Both could speak any language and knew many skills, far more than what they could have learned during their childhood. This confirmed the suspicion that Slargs were biological constructs created by some race, possibly the Tehrmelern. For what reason, nobody knew, including the Slargs.

Slargs, in appearance, resemble man-sized dogs, approximately the size of Russian Wolfhounds, with the complete absence of eyes. This lack of sight is balanced by a near human intelligence, a keen sense of smell, taste, and excellent hearing coupled with a special echolocation "spatial" sense that emanates from the two egg-shaped nodules on their heads. This spatial sense allows them to "see" an echo image within 200 feet in a sphere 360 degrees across, both vertically and horizontally.

Slargs are muddy brown to gray in color and have 64 sharp teeth. They have a sharpness of wit and a highly abrasive, crass and generally temperamental personality. With a sense of humor fit for a scavenger, they can be very disturbing to human types.

Genetically, Slargs are related to Canidae, and Chiroptera, that is, canines and bats. There are also unknown genetic markers and genes in their genetic code that defies analysis. The current speculation is that this is evidence of Tehrmelern genetic engineering.

GM Secret: Slargs were created to cure infected Mellor. One bite from a Slarg will deliver a genetic package and heal a Mellor of the infection. Unfortunately, the Keegak sabotaged the project and caused Slargs to be too terrified to actually bite a Mellor (or anything else).

During the Mellor Wars and before their actions in causing the wars was known, the Keegak sought out the Tehrmelern and offered their services in combatting the Mellor menace. However, it was just a ruse to allow them to sabotage any weapons the

Tehrmelern managed to develop. The Tehrmelern, it was simply a problem of reprogramming the Mellor and returning them to their "factory settings". To accomplish this, they decided to create multiple weapons to pin down and cure any infected Mellor. Thus the Pangolisks and the Slargs were created.

When a Slarg bites a Mellor, special salivary glands in its mouth create a genetic package that is injected into the Mellor. The package contains hundreds of thousands of retroviruses that infect the Mellor's cells and completely bypasses the Mellor's immune system, as the viruses are keyed to their genetic code.

Within minutes the Mellor starts turning blue as its genetic code is rewritten and it turns back into an uninfected Mellor. In addition, the cured Mellor is now immune to the Keegak retrovirus and cannot be re-infected.

And it would have worked, if it hadn't been for those meddling Keegak.

The Keegak couldn't sabotage the work on the cure itself, but they could sabotage the Slarg's ability to be an effective weapon. To make sure that it wasn't discovered immediately, they put in a genetic timer. The first and second generations of Slargs would be exactly what was called for: fearsome fighters, willing to mix it up with a Mellor. However in the third generation, the switch would trigger and the Slarg's "Fight or Flight" reflexes would be switched. In addition, the prior two generations would die off due to artificially shortened lifespans.

In the period of 5 years, they went from a fearsome fighting force to a mewling mass of cowards. Only when they are cornered and have no other options, their fight reflex kicks in and they will fight to save themselves. And they are the most fearsome fighters you will ever meet.

Home World: Unknown

First Contact: FD+1 (sort of)

Technology Level: Functionally 0, but they can operate equipment up to Tech Level 25 if they encounter it.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d8,

Pace: 8; **Parry:** 8; **Toughness:** 6

Skills: Climbing d6, Fighting d12+2, Knowledge d6 (previous locations or history), Notice d10+2, Persuasion d8+2, Stealth d10+2, Survival d8, Swimming d6, Taunt d8
Tracking d8

Special Abilities:

- **Bite or Claw:** Str+d6
- **Blind:** They cannot see, but their echolocation ability allows them to function as though they have eyes in close quarters and negates the standard blindness penalties. However, they cannot see any more than 34" away.
- **Echolocation:** They have a sonar-like sense that compensates for their lack of vision. It operates in a 360 degree, 34" sphere, and makes it very hard to sneak up on them. This gives them a +2 to their Notice and Stealth skills. This ability

also allows them to “See in the dark” and negates any darkness penalties. They can also see invisible creatures that do not have some form of sonic invisibility cloak.

- **All Thumbs:** Slargs know nothing about technology, and suffer a -2 to any repair rolls.
- **Object Cowards:** Slargs will run from any threat of physical danger to the nearest hiding place or back onto the Fringepaths if possible. Only when cornered and there is no other options other than to fight or die, will a Slarg fight. Heaven help you when that happens. However, like many cowards, if they perceive themselves to be in a position of power over someone, or that a person or other animal cannot harm them, they will taunt and insult that person mercilessly.
- **Fleet-Footed:** Roll a d10 when running instead of a d6.
- **Cure Mellor:** When a Slarg bites a Mellor, he will inject a biopackage that will cure an infected Mellor in five minutes.
- **Fringeworthy:** All Slargs are Fringeworthy.

Playing: Slargs are basically cowardly dogs with sapience. They care for and think mostly of themselves and will run at the first sign of violence. Their priorities revolve around eating, sleeping, making puppies, staying warm, nosing around, and staying away from danger. However, they are prone to insults and seemingly aggressive verbal behavior, but only when they feel that they are in no physical danger.

They love to verbally spar with others, right up to the point that you’d want to punch them. Then they’ll back down, fall on their back and assume a submissive position. They can be irritating and obnoxious with constant requests for food.

If they’ve been around long enough, they hate scientists with a passion.

*“Aw Hell! A scientist? So, you want to stick something in my a***** doncha? ‘Get a measurement’ isn’t it? OK, but only if you feed me bacon first... 20 pounds worth!”*

-- Grrt’l Hatsumi

They roam from node to node looking for food and shelter but mostly for people who will give them what they want because they remind them of dogs and because they have some unique advantages. Their echolocation ability is exceptionally useful for obvious reasons but more importantly, they carry knowledge of the places they have been. Many of them are familiar with Tehrmelern tech and they will generally know what lies behind some portals.

Unfortunately the people they run into are usually adventurers so the relationship is generally cut short. Once the Slarg realizes that these people are bullet magnets, they generally split. However, a Slarg can bond with a person and will stick around so long as he doesn’t actually get hurt. If the bond becomes strong, he may even find a little courage once in a while.

Slargs usually take a human name to impress others, mixed with odd guttural sounds. G’lak Kimsey, or Grr’k Anderson.

KEEGAK

The second race that came in off the Fringepaths was the Keegak. These short and physically odd bipeds claimed to have been from an ecologically destroyed Alternate at Prime +15.

The UNIDA psychologists distrust the Keegak and their motives. While their story of a hellish burned out world has been verified, the 20 Keegak claim there are more of their kind scattered across many worlds and that they had explored a thousand Alternate platforms in the local area before their world was sterilized. Their actions and attitudes do not support what they say they are and, on smell, a Slarg muttered, "Those Things! Nothing but Trouble!"

The more superstitious of the alternate worlds call the short pale creatures Goblins and avidly dislike them. The UNIDA, believing all races should have equal opportunity to the resource and help of the Fringepaths, have designated them as refugees and set aside an Alternate at -3, 8 for their use and new home. Keegak claim that all Keegak are Fringeworthy.

Keegak Colony World: Kengah

Kengah was a colony world of the Keegak, one of many that they founded after being introduced to the Commonwealth. The two open portals lead to areas of complete devastation. The atmosphere contains many containments and some fallout. It's safe for humans on a short-term basis, but long-term stays are not recommended. WHO experts have recommended wearing P100 or P3 filter on a respirator facemask with faceguard. The Moskovi NBC filters provide 24 hours of clean air at positive pressure. Average temperature of Kengah is 30°C/86°F, with no icecaps at the poles. Based on isotope analysis of the fallout, whatever happened to this world, it occurred 1,000 years ago.

Their devastated ecology and scarce numbers have drawn aid from the UNIDA and made them an exploration partner. This may well not be their home world though they claim they were trapped on it since the beginning of time. Their populations live in squalor and fear of their elders. Their philosophy is simple: who is the strongest makes the rules.

Stone Ruins: This nothing more than a scattering of foundations and partial walls, a once thriving city of a 100,000, now reduced to a population of a couple hundred Keegak. Living conditions are poor, but the Keegak survive, with small farms scattered amidst the ruins.

Some of the ruins show signs of intense heat and partial melting, as though they were exposed to temperatures in excess of 1500° C. The Keegak will tell tales of creatures exiting the portal and raining death on the city. They speak of great tongues of flame vaporizing whole buildings in an instant.

Seacoast City: The remains of a city lie half submerged in a wide circular bay. The portal stands precariously on a bluff that looks like a great wind had weathered away the rock. Behind it are ruined buildings, all showing signs of thermal and overpressure damage. The bay is 5 miles across and later expeditions took core samples of the sediment and

found a 2" thick glass layer forming the base of the bay. However, the amount of residual radiation in the area is the same as any place else on Kengah.

The crater size suggests that >100MT Thermonuclear weapon was detonated in the city, but the damage done to the buildings at the edge of the crater suggests a much lower yield, on the order of 2MT. Also, parts of the "bay" were formed by subsidence and not by the explosive effects of a nuclear device.

GM Secret: The Keegak were responsible for the Mellor virus but this is a heavily guarded secret that they will keep from UNIDA. Not all Keegak are privy to this knowledge but those few that do have intimate knowledge of the Mellor and Tehrmelern.

After the creation of the Mellor, the Tehrmelern, following their standard pattern, tried to backfill their biotech gap with various experimental projects. One of those projects was the Keegak. The Keegak were an uplifted race based on a reptilian candidate on an alternate version of Earth where the ancestors to mammals and dinosaurs died off in the Permian-Triassic extinction event. The proto-Keegak were allowed to "develop naturally" for over 90,000 years, watched over by a handful of observer Mellor, who did not interfere with their evolution. When the Mellor declared them ready, they were brought into the Commonwealth as the Tehrmelern's "Special Children". The Keegak, bitter at having been created at the whim of someone who had just managed to get his research funding, they hardened their hearts and coldly and quietly made their plans to destroy the Tehrmelern.

Their revenge would take the form of the Tehrmelern's other "beloved child": The Mellor.

They were able to gain access to the secrets of Mellor because of the "familial" relationship. The Keegak developed the Mellor virus as both a revenge for their treatment and as a gift to their "older brother", freeing the Mellor from the yoke of Tehrmelern control.

During the early years of the Mellor Wars, the Keegak coalition spearheaded the anti-Tehrmelern Commonwealth forces, trying to marginalize the Tehrmelern from decision-making in the war effort. Since the Tehrmelern worlds were prime targets in the early part of the war, their numbers were much reduced.

The Commonwealth worlds spread the truth about the infected Mellor to the non-Commonwealth worlds, slowing the Mellor dominance as the Mellor now had to deal with a populace aware of their influence.

After ten years, the recovering Commonwealth worlds begin their campaign of cleansing nearby infected worlds. Some natives saw these messengers as emissaries of their deities, calling them to a great cause. Others saw them as monsters themselves bringing discord to their worlds.

20 years into the war the Commonwealth realized the enormity of the task as they faced both infected Mellor and emerging worlds bent on Fringe conquest. They asked the Tehrmelern to implement the Fringeworthy filter. 25 years after the revolt, the Tehrmelern attempted a "final" solution with the Slarg Project. They were designed to inject a genetic capsule into any infected Mellor, reverting them to their original benign state. The remnants of the Commonwealth were stunned to discover that the third generation of Slarg were abject cowards and could not perform their mission.

While many in the Commonwealth chose to accept this proof that the Tehrmelern were not the “wonder workers” their reputation suggested, for others this was one bit of bad luck too much. Then Tehrmelern discovered that the Keegak once again had sabotaged a project but instead of admitting the error in trust, they tried to cover it up out of familial loyalty. The Tehrmelern stonewalled the Commonwealth investigators, but eventually they uncovered the secret that the Mellor and the Keegak, both “fake sentients” and the Tehrmelern’s favored children, were responsible for this epic bloodbath. Not only did the Commonwealth lash out at the Keegak, but they lashed out at the Tehrmelern as well.

The Commonwealth destroyed the Keegak home world, revoked the Tehrmelern’s membership in the Commonwealth, and turned a blind eye to reprisals made against the remaining Keegak and Tehrmelern alike.

The Keegak wound up scattered throughout the Fringepaths.

The colony world of Kengah, was one of the worlds that the Keegak had settled when it became part of the Commonwealth. During the Mellor Wars, it was found by forces of the Commonwealth and burned to the ground. At this time, the restrictions on nuclear weapons and other devices was in place on the Fringepaths. However, devices based on Fringetech and Tehrmelern technology function just fine. Hideous weapons of destruction were created based on this technology and the Commonwealth forces indiscriminately destroyed everything in their path.

One weapon in particular was the Sun Port. A temporary portal to the core of a sun would be opened, releasing superheated, fusing hydrogen and helium. The material would immediately “explode” vaporizing large areas. This is what happened to the Seacoast City, a thin stream of superheated plasma was streamed on to the city, slowly burning, then melting it under the constant flow of fusing hydrogen. The operators played the stream over the city, forming the crater.

Home World: Currently, Kengah Prime, Node +15

First Contact: FD+2

Technology Level: On Kengah: 3, though there are several Keegak who know how to manipulate and use Tech Level 26.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d10,

Pace: 5; **Parry:** 2; **Toughness:** 6

Skills: Fighting d4, Craft (any 2 Crafts), Investigation d8, Knowledge d8 (any 2 Sciences), Lockpicking d6, Notice d6, Persuasion d6, Repair d8, Stealth d8

Special Abilities:

- **Size -1:** Keegak stand between 3’ to 4’ tall.
- **Sneaky:** Keegak have the reputation of being sneaky little gits and therefore receive a Charisma penalty of -2.
- **McGyver:** Almost all Keegak are a whiz with tools and making items. They have the same abilities as the McGyver edge.
- **Quick Reflexes:** Quick and agile, Keegak are -2 to hit range attacks.

Playing: These creatures are resourceful and keen. They are always helpful and subservient whenever it suits their needs. To the casual observer, they seem creepy but eager to please. To the seasoned observer, it's obvious that they are up to something but it is impossible to tell exactly what. They are shifty and rarely tell any more than they need to. Spending more than a few days with a Keegak will reveal their inherent dishonesty. They are liars, devious, and are quite skilled at keeping their motives secret but they are also subservient and always willing to lend a hand.

Their ultimate goal is acceptance, despite their actions. The majority of Keegak were not involved or even aware of the Mellor Virus program. Most sullenly accepted the fact that they were someone's laboratory experiment and their history and culture were all a lie.

In actuality, their culture, their beliefs, their very way of life were their own. If the Mellor watching over them interfered, it was just a nudge in the "right" direction. For the most part, the Mellor just watched them develop and report back to their Tehrmeiern masters. The Keegak achieved every advanced, discovery, and ultimately a peaceful world government on their own.

BROUPIAN

The UNISS has no real concept of what the Broupians are or where they come from. These tripod intelligences have been seen on the Fringepaths multiple times and are now interacting with human explorers.

Broupians do not communicate with language. Having only a single multi-tone 'broup' noise that they use primarily to create an emotional impression. Using this as their baseline communication, they employ a form of emotional telepathy that requires explorers to narrow categories as if playing twenty questions with them. Telepaths of any standing have a much easier time ferreting out their underlying meanings.

These odd life forms are usually found in clusters of three, each carrying three saddle packs. When forced to defend themselves, they can generate a severe neurological shock that can drop a bull elephant. It is not known whether this is inherent to the species or a technological device.

It is common to find them carrying Tehrmelern artifacts and crystals as well as a random supply of tools, hardware, food and vials of scents. They will always trade for the most odiferous cheese that explorers can produce.

Clusters of Broupians are now coming to Hatsumi Base on a regular basis to trade, exchange information and rest. They seem to enjoy riding with explorers on the Fringepaths. The French appreciate them.

Secret: Three Broupians will bond with a new master, eventually change color when they find a place to settle down, and then grow into a Tehrmelern House Tree. The tree will follow their master's instructions as to how to grow and shape itself.

Home World: Unknown

First Contact: n/a

Technology Level: Functionally 0, but they can use any technology they encounter.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d12, Charisma 0; Pace 6 (-2 roll d4); Parry 2; Toughness 8

Skills: Crafting d8, Fighting d6, Guts d6, Knowledge d8 (Tehrmelern Tech), Notice d8, Persuasion d6, Repair d8

Hindrances: Curious, Language Barrier, Tri-Leg

Edges: Shocking Touch (As the power Blast), Combat Reflexes,

Languages: Broup (100%), Whistle (50%), Thump (20%)

Playing: These creatures are motivated by their curiosity and their love of cheese. They seem to be attracted to humans and have found a fond affinity for UNIDA. They travel in threes and will travel with any party that will take them, provided the party is nice to them. In exchange, they tend to know the locations of where Thermelern artifacts can be found.

Unfortunately, they are somewhat unpredictable. The language barrier often results in partial information being received by the party. The Broupians also seem to have their own sense of urgency and priorities. The party often walks into unpleasant situations because of this but it often leads to good salvage.

These creatures seem benevolent and to-date have only attacked or willfully endangered those that have sought to harm them.

OLD MEN

These Fringe traveling Neanderthal descendants, or “Old Men,” as they call themselves, are at a medieval level of technology in terms of transportation and weaponry, late 19th century levels for medicine (highly advanced holistic, herbal and surgical). Other technology they have adopted from the Pathways.

They have a limited written language adapted from what they have found on the Fringepaths. Their native alternative, which they still prefer, consists of a system of knotted multicolored threads, beads and shells, similar to an Incan quipu, or talking strings.

Most Neanderthals are stocky, shorter than humans by about 6 inches, and are better suited for temperate or cooler weather. Their body structure is ill suited for running and jumping, but they can out walk and out lift any average human.

Home World: Unknown

First Contact: N/A

Technology Level: Functionally 1, but they know how to use up to Tech Level 10 equipment.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d8, Charisma 0; Pace 6; Parry 6 (+1); Toughness 6 (+1)

Skills: Climbing d6, Crafting d6, Fighting d8, Guts d4, Healing d4, Notice d6, Performance d4, Shooting d4, Stealth d6, Survival d8, Swimming d6 Throwing d8, Tracking d8

Hindrances: Anachronistic, Outsider, Superstitious

Edges: Brawny, Block, Woodsmen

Languages: Ancient (95%), English (70%), Pangolisk (60%)

Playing: The Old Men are a nomadic people; always on the move. Their people are spread out amongst the paths. Why they wander the paths is unknown. It has been that way as long as any of them can remember.

They are pacifists by nature and slow to anger. However they will fight to defend themselves and they are formidable foes when pressed. They have a sharp wit and their spoken language is more complex than our own, making full use of all the sounds that their vocal apparatus can create. And they can sing. Song and poetry are important aspects of their communication skills.

Spiritually, they are animists, believing that spirits and souls are in everything, and that appeasing these spirits or souls before hunting, building, sex, and other activities is very important for success. They believe that evil spirits can possess the unwary and control their actions.

Only males are seen on the Fringepaths, often in the company of Pangolisks and Broupians.

PANGOLISKS

Some things that came in off the Fringepaths were unusual, such as the Slargs or Broupians. And then the first Pangolisk showed up with a can opener, three cans of beans, and a cry for “ELP.”

The Pangolisks are best described as six-legged anteaters covered in both fur and scale. Their middle set of legs end in limited manipulative hands, while the front legs sport a formidable set of digging claws.

This marsupial-like species lays eggs, and keeps their young safe in a large belly pouch; along with anything else they deem interesting. Old Men are known to manufacture vest-pouch harnesses for their favorites.

Pangolisks are mighty diggers, and have been instrumental in finding unusual artifacts and bringing them to the attention of Fringeworthy explorers. Pangolisks, like Broupians, tend to appear in clusters.

Secret: Pangolisks become extremely alarmed in the presence of Mellor in any form. Their bodies secrete a natural paralyzing toxin that incapacitates Mellor when they are attacked, and which can be spit 30 feet when they are under duress.

Home World: Unknown

First Contact: n/a

Technology Level: Functionally 0, but they can use any technology they encounter.

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d4, Vigor d8, Charisma +1; Pace 6; Parry; Toughness 6 (-1)

Skills: Climbing d4, Fighting d4, Guts d4, Investigation d6, Notice d8 (+2), Persuasion d6, Stealth d8, Survival d10, Swimming d6, Taunt d4, Tracking d10

Hindrances: Curious (Major), Loyal (Minor), Pacifist (Minor), Small (Major)

Edges: Alertness, Power: Detect (Mellor Only), Power: Stun (Mellor Only, Vigor -4),

Languages: Pidgen English/Pango (85%), Pango (50%), Korean (7%)

Playing: While “Pangos” are moderately intelligent and can understand simple language, their attempts to vocalize human speech are cryptic at best, and can create massive confusion. They will cluster about IDET explorers like cats, showing them pretty shiny bits while chirping incomprehensibly and tugging at their knees in random directions.

Pangolisks are takes names like: Irl, Oy, Ak, E-by, A-by, It-ty. IDET explorers tend to tag them with number on their harnesses and call them descriptive names such as Buddy, Lassie, Squeak, and First Alert.

TEHRMELERN

Far too smart and peaceful for their own good, the Tehrmelern paved pathways between an astonishing number of Alternate worlds. Living in a golden age, they were little able to cope with the tide of hell they accidentally unleashed on themselves.

With all of their amazing technology and child-like love of life, they vanished.

To guard and repair the pathways and worlds, they left a few trusted technicians like Schmert, whose job was complex. Theoreticians believe there are many Tehrmelern like Schmert set to help on one final great project, a hope for the Tehrmelern race. Schmert's activities seem to prove this. As crazy as his contacts with the IDA have been, he seems pleased for humanity's noble venture to the Pathways.

In structure, the Tehrmelern look like a cross between a bear and a cat-like biped. Their tails are prehensile.

Home World: T-Prime (Unknown)

First Contact:

Technology Level: 26+

Attributes: Agility d10, Smarts d12+3, Spirit d12, Strength d6, Vigor d6, Charisma 0; Pace 6; Parry 4 (+1); Toughness 5

Skills: Climbing d8, Driving d6, Fighting d4, Guts d8, Healing d10, Investigation d10, Knowledge (3 science and history d10), Notice d6, Persuasion d6, Piloting d6, Repair d12 (+2), Riding d6, Shooting d4, Stealth d6, Survival d6, Swimming d6, Taunt d8, Throwing d4, Tracking d6

Hindrances: Heroic (Major), Enemy (Minor): Keegak, Delusional (Minor): Optimist, Quirk (Minor): Talk in Rhymes

Edges: Acrobat, Ambidextrous, Gadgeteer, Jack-of-all-Trades, Level Headed, Imp. Level Headed, McGyver, Mr. Fix It, **Prehensile Tail**

Languages: Tehrmelern types A-L (100%), Slarg (90%), Keegak (90%), English (85%), Broop (80%), Pango (75%), French (60%), any other as needed (50%)

Playing: Tehrmelern are a noble race that is too friendly and curious for their own good. Having solved just about every secret the universe had to offer about the physical world, they seek to unlock the essence of life itself.

When Tehrmelern encounter humans they are always friendly but reserved. They will only give just enough information to set them on their way. There's nothing as noble and fun as a quest for knowledge. This is a core concept of their belief system and the reason they speak in rhymes and riddles.

If a Tehrmelern comes across stranded humans, he will lend a hand. They can fix just about anything and always carry small amounts of food and water, or know of a door nearby where it can be easily gotten.

