

HEAVY RACES

PRESENTED BY FIELD AND PICOL

OGL

3.5 SYSTEM COMPATIBLE



Heavy Races

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Fully compatible with the PFRPG.

Requires the Use of the D20 Modern Core Rulebook, Published by Wizards of the Coast

It's the Stellar Year 4,576.

The future's a dirty, all-analogue place. Technology got more advanced, but the culture and politics of this fucked-up future still stinks like 1976. The galaxy's equal parts grunge and glam, polyester and leather. It's a place where billowing Afros never went out of style, where the heroes spark up joints the size of a baby's forearm and blast off for the Frontier. It's a galaxy of stoner nomads cruising the galactic backwaters at FTL speed, banging cute alien spacers with only a cheap-ass Dr. Youp's Condom to protect them. It's a place where the smuggler always shoots first, and the Cosmic Televangelists of the Imperial Church of the Galaxy are always tryin' to get their cut.

It's a Heavy Future, where futurism takes a back seat to pulpy, retro-futuristic, blasphemous kick-ass adventuring.

That's all you really need to know. We'll make up the rest as we go along.

WHO'S WHO IN THE DIRTY FUTURE

The galaxy's a crowded place. Just about every star has a sentient race living beneath it. Humans are everywhere, but they share the galaxy with a myriad of other races. Some of them, like the Synthos or Pacifians, the humans created, either by their technology or through their deeds. Other races evolved without any human involvement, but that's not to say their evolutions weren't tampered with.

Once upon a time, a race of psionic manipulators called the Psyren ruled every part of the galaxy worth ruling. They fucked it up, though, and they lost it all. Ruins of the once great Psyren Empire can be found all across the universe, including in some secret places on Old Earth itself. Treasure hunters seek out Psyren ruins, because even though the ruins are perilous in the extreme, a single scrap of old Psyren tech can turn a salvager into a merchant prince.

Beyond the ruins, the Psyren left strange species behind. Races as diverse as the Testorites, the Tal-Anon and many others can trace their lineage back to some Psyren experiment or the other.

Heavy Tongue Action

The following unique languages can be found in the Heavy Future. Other languages, from Old Earth standbys like French or Mandarin to more exotic languages like Draconic or Gnoll, can be heard, here and there.

- **Binary Code** – sounds like a fax machine fucking. Most machines- even alien ones- can communicate via Binary. Humanoids can learn to understand the language but cannot speak it without mechanical assistance.
- **Galactic Common** – the lingua franca of the dirty future, spoken by pretty much every civilized species and equivalent to Common in other settings
- **Imperial** – a ritual language based on Latin and Aramaic, used by the ICG during worship
- **Locke** – an unimaginative language spoken by Locke and other mercenaries
- **Proximate** – the language of the Proximate race, preferred by engineers and spacers of all races for its technical vocabulary
- **Pulsa** – the language spoken by the Pulsa race
- **Seth** – spoken by Sethzinians, but also by other criminals. Renowned for the largest and most imaginative vocabulary of profanity in the entire galaxy
- **Shipper Patois** – a trade language developed by various breeds of Shipper, also fairly common as a galactic trade language
- **Star Droid** – a whistling, beeping machine code spoken by Star Droids and other robots. Humanoids can understand the language but cannot speak it without mechanical assistance.

- **Trion** – the native language of the Trius, often spoken in 3-part harmony

Humans, Robots and Alien Freaks

This sourcebook is divided into three sections.

The first deals with all the **Neo-Human Races**: these are human cultures and sub-species, separated from baseline humanity by culture, distance and engineered genetics. Here's where you'll find the Pacificans, Afro-Futurists and others.

Next up, you have the **Robot Races**. These are the artificial lifeforms common to the setting. Look here for sex bots, infiltrator androids, droids, labor mechs and military war-bots.

Finally, we've got **The Basics**. All the other intelligent, bipedal species of the galaxy live here, with all their relatives.

NEO-HUMANS

The following species come from human stock, and are products of evolution or design. Neo-Humans usually can breed with baseline humans and have some kind of evolutionary or cultural connection to the mother world...no matter how tenuous.

Species	Size, Type and Subtypes	Summed Up In One Sentence....
Afro-Futurist	Medium Humanoid (human, psionic)	Proud technologists inspired by the glory and achievements of Old Africa
Free Spacer	Medium Humanoid (human)	A motley crew of human spacers serving with a variety of libertarian space fleets
Jesus Clone	Medium Outsider (human, native)	Mass produced clone Messiahs with potent healing nanites in their blood
Leather Clone	Medium Humanoid (human)	All male race of muscled gay clones from a hotly radioactive Frontier system
Pacifician	Medium Humanoid (human, Pacifican)	Nanite blooded adventurers from a perfect planet of love, sex and peace
Pulsa	Medium Humanoid (human, psionic)	Race of twin-born farmers who were once great warriors with natural force blasting powers
Testorite	Large Humanoid (human)	Nerdy 20 th Century kids brought to the future and transformed into barbarian adventurers
Trius	Medium Humanoid (human, psionic)	Skilled martial artists capable of conjuring duplicates of themselves from psionic energy
TV Head	Medium Monstrous Humanoid (human)	Conformist cyborgs with bulky television screens for heads

AFRO-FUTURIST

Medium Humanoid (human, psionic)

Afro-Futurists are a proud and sometimes arrogant breed of mankind- the sons and daughters of Earth in general and Africa in specific. In contrast to the Corporation Command, which gets paler and more xenophobic with every passing decade, Afro-Futurists live free among the stars, aboard dark-skinned colonies built upon the ancient traditions of the Motherland.

Appearance

The difference between a brown skinned baseline human spacer and an Afro-Futurist is a matter of style, attitude and worldview rather than genetics. Though fully human, Afro-Futurists have engineered a new definition of humanity out among the stars.

Afro-Futurists gird their burnished black skins in colorful armor based upon Zulu warrior garb, or augment themselves with lean, angular cyber-systems inspired by Moroccan sculpture. Afro-Futurists favor vibrant colors and intense eye-catching patterns handed down along family lines for millennia. While some soldiers favor energy weapons or slugthrowers, most Afro-Futurist warriors prefer to prove their courage with an assortment of ultra-advanced melee weapons. They wear massive Afros, proud Jamaican dreads or intricate Bantu knots masterfully knit by their droid servitors.

Homeworld

Afro-Futurists might hail from any of a dozen major settlements, or a hundred smaller stations or arc-ships. Most come from the high-tech and orderly world of Medicoake, known for its excellent cybernetics engineers and galaxy-class medics. Others are natives of rough and tumble New Kingston, renowned for the artistic soul of its people and the quality of its native Glow. Afro-Futurists born to the semi-legendary Esperanza colony, which often drifts out of phase with the rest of the galaxy, are mysterious, sultry and soulful galactic nomads, exploring the cosmos on their own enigmatic missions.

Sex, Drugs and Violence

Despite what the Command's educational streams would have you believe, many of the innovations that allowed humanity to reach the stars had their origins in the Old Earth continent of Africa. Afro-Futurists draw strength and inspiration from the old ways of pre-starflight Africa, in faith, in dress, in style. The soulful funk playing on Outlaw Sex Station 09 has its origins in African



rhythms, and the equations that allowed the first hyperspace jaunt evolved from algebra first calculated on the Arabian Peninsula and no Afro-Futurist will ever let you forget either.

While some Afro-Futurists are staunch racial separatists, only romancing other dark skinned human spacers, others are polygamous and sexually adventurous in the extreme. To the citizens of the wider galaxy, the dark, driven and ultra-confident Afro-Futurists are an attractive mating prospect. When it comes to expanding their consciousness, Afro-Futurists view the Glow as a sacrament rather than a recreational high. Few have much taste for harder drugs, sticking to tried and true local Glow strains or other native psychedelics.

Politics & Culture

Afro-Futurist worlds reject the stifling conformity and hard-line ICG faith of the Corporation Command. Those nearer to Command Space do business with the Command when they must, but often on their own terms. Medicoake, for example, provides top quality medical care to Command citizens with the creds to pay for it, but refuse to be bound by the trillion plus pages of Command medical authority regulations. Afro-Futurist worlds are decorated in African styles, with faiths inspired by pre-Christian and pre-Islamic tradition, or syncretic forms of either faith, that bear little resemblance to the strict, soulless ICG.

Most of the Afro-Futurist diaspora is on good terms with Free Spacers, and in many ways the two populations are interchangeable. There's a lot of strong black hands at the controls of Free Spacer star-haulers. The one exception is New Kingston's long standing feud with Treant, a blood feud over control of the galactic Glow trade that dates back more centuries than the inhabitants of either world can really count.

Names

Afro-Futurist names are drawn from pan-African culture, often modified slightly over the millennia. Some Afro-Futurist worlds do not use surnames, while others do, and these surnames are often unique and original, coined terms drawn from the star-flight era rather than the European surnames the African diaspora were labeled with two millennia ago. The courageous few who take the legendary X surname better be able to back it up, in word, thought and deed.

Example Male Names: Ayo Twospectrum, Kwame Atomspinner, Mosi Genescribe

Example Female Names: Ekua Darkstar, Nia Starglide, Uhura Lightstep

Languages

Afro-Futurists begin play speaking *Galactic Common* and one Earth language of choice, most often an African, Caribbean or Middle Eastern language. Afro-Futurists with high INT scores can choose any language as a bonus language, except for secret tongues like Druidic.

Afro-Futurist Racial Traits

All Afro-Futurists share the following racial traits.

Size and Type

Afro-Futurists are Medium Humanoids with the human and psionic subtypes. As Medium creatures, they receive no bonuses or penalties due to their size.

Normal Speed (EX)

Afro-Futurists have a 30 ft base land speed.

Ability Score Modifiers

+2 to any ability score of choice.

Afro-Futurists hail from a diverse array of homeworlds, stations and experimental utopian habitats, and are as varied and versatile as any other *sapiens*.

African Excellence (EX)

Afro-Futurists take enormous pride in their skills and the way they raise their precious children. The Afro-Futurist gains Skill Focus in one Craft or Perform skill of choice as a racial bonus feat.

Human Blood (EX)

Afro-Futurists count as Human for all effects related to race.

Naturally Psionic (EX)

Afro-Futurists gain the Wild talent feat as a bonus feat at 1st level. If the Afro-Futurist takes levels in a psionic class, he instead gains the Psionic Talent feat.

Psionic Aptitude (EX)

Whenever the Afro-Futurist takes a level in a psionic class, he can choose to gain an additional power point instead of a hit point or skill point.

Raised Fist (Ps)

As a standard action, the Afro-Futurist can raise his fist above his head, unleashing slow pulses of gold and green light. All Afro-Futurists, including the character, within 30 ft gain a +1 morale bonus to saving throws for as long as the Afro-Futurist continues to hold his fist aloft. The Afro-Futurist can use this ability at will.



Afro-Futurist Alternate Racial Traits

Afro-Futurists from distant worlds- especially the lost colony of Esperanza- often display startling powers.

Confident Brother/Sister (EX)

Replaces: Naturally Psionic and Psionic Aptitude
The Afro-Futurist is confident in the strength of his limbs, and the power of his fists, when the situation calls for them. The Afro-Futurist receives a +1 morale bonus on unarmed strikes and on STR checks.

Hyperspatial Song (SU)

Replaces: Raised Fist
Esperanzan Afro-Futurists have mastered a kind of sound based magic thanks to their long sojourn in hyperspace. As a full round action, an Esperanzan can unleash an eerie,

somewhat musical cry that offers a variety of mystical effects. An Esperanzan can use Hyperspatial Song a number of times per day equal to 3 + his CHA modifier.

The possible effects of a Hyperspatial Song include:

- **Healer's Song:** Heal a wounded creature within 30 ft who can clearly hear your song for 1d4 HP per five character levels (max 4d4 HP).
- **Warrior's Song:** Inflict 1d6 points of Sonic damage per five character levels (max 4d6) against all targets within a 30 ft cone (REF DC 12 half).
- **Worker's Song:** Acts as a Mending spell cast on a single object of size Large or smaller within 30 ft, with a caster level equal to the Esperanzan's total character level.

Liberationist (EX)

Replaces: African Excellence

Your distant ancestors were enslaved, and you refuse to allow other sentients to suffer in bondage, regardless of their skin color or species, or even their status as AI! You receive a +1 morale bonus on attack and damage rolls against any known slave owner, slave captor or trader, or bounty hunter.

Lion Against Babylon (SU)

Replaces: Raised Fist, adds Subtype

To the citizens of New Kingston, the Corporation Command and its military forces are agents of Babylon, an immoral, cruel and legalistic regime that exists only to crush the human spirit.

You receive a +2 racial bonus on Bluff and Intimidate checks against member's of the Corporation Command and ICG military and police forces, as well as a +1 trait bonus on attack and damage rolls against these targets. You increase the Saving Throw DC of spells and psionic abilities used against these targets when cast or manifested directly by you; you don't increase the DC of effects generated by wands, scrolls or the like.

You gain either the Chaotic or the Good subtype. Once chosen, this selection cannot be changed.

Medicoake Medical Training (EX)

Replaces: African Excellence

Medicoake is known galaxy wide as possibly the best hospital-station in existence, and its Afro-Futurist physicians and cyberneticists are without equal. You receive Skill Focus (Heal) as a racial bonus feat. You may

choose one particular medical specialty, such as cardiology, neuro-science, genetic engineering or similar callings; you receive a +1 competence bonus on Heal checks made within that specialty.

Psyren Blood (EX)

Replaces: Human Blood

The Afro-Futurist counts as Psyren for all effects related to race (and likely has hair in a distinctive, non-African shade such as silver, azure or green.)

Sacramental Glow (EX)

Replaces: African Excellence

You can touch Glow leaves to transmute even the leanest cut of cheap glow into something more transcendental. You can transmute joints of individual *Ordinary Glow* into either *Mediacoake Glow*, *New Kingston Glow* or *Sacramental Glow*; once transmuted the joint cannot be changed back. Once per day you can transmute either a brick or ziza plant colony of glow rather than a joint. Using this ability is a standard action.

Soil of the Motherworld (SP)

Replaces: Raised Fist

The Afro-Futurist wears a ceremonial vial around his neck containing soil from the heart of terraformed Africa. This vial is considered to be a holy symbol; if it is lost and once it is used, the Afro-Futurist must make a pilgrimage to Earth to replace it.

If the vial is emptied on the corpse of any Afro-Futurist slain within the past hour, it acts as *raise dead*. Only the Afro-Futurist who owns the vial of soil (or an ally pouring it on the vial's fallen owner) can use the magic in this manner.

Street Savvy (EX)

Replaces: African Excellence

You know all about what lurks in the shadows of the galaxy, know all the back room dealers and their scams. You receive a +2 trait bonus on Knowledge (local) and Intimidate checks.

FREE SPACER

Medium Humanoid (human)

You live free- a warp space cowboy or cowgirl with little love for Command Space and its cloying laws, bureaucratic bullshit, corrupt customs inspectors, televangelist cyborgs and overpriced spacedock hotels. You're bound to your family, your crew, and your fleet, and they to you. Other than that, nothing holds claim on you except the stars themselves.

Appearance

Free Spacers are lean and stylish. They are the result of dozens of generations of crossbreeding among station crews and astronauts from every old Earth nation's space programs. They tend to be laser thin and spindly, having grown tall in partial gravity.

Most Free Spacers have post-racial skin that's dark enough to be called black in half the galaxy's space ports, and pass for tanned white in the other half. They wear their hair long and untamed, in stylish dreads that instantly set them apart from the drab sterility of Command citizens. When working, Free Spacers favor grimy jumpsuits with pockets full of gear; when its party time, they display an unexpected elegance. Both genders favor elaborate, sensual and ornate costuming and fine jewelry with an almost Renaissance flavor. Free Spacers can be incredibly vain.

Homeworld

Home planet? You don't have one of those and don't really want one either. You grew up riding a rocket somewhere out in deep space, the child and grandchild of spacers. Tanj, you probably didn't even touch planetary dirt until you were 12-13. You treat your starship as an extension of your own body, and spend more time repairing it than you do getting laid (and that makes up a large percentage of your daily effort).

Sex, Drugs and Violence

Free Spacers don't link reproduction (which is a community event, affecting and involving the full crew) with sex (which is good clean fun shared by any consenting sentients). A Free Spacer who wishes to begin a family must garner official support from all shipmates, not just his or her spouse, plus the captains of any other vessels in their fleet. In most cases, captains give perfunctory permission to reproduce to lovers on allied vessels, but proving your competence to become a parent or that your child to be would be an asset to the ship can require some intense politicking among your own crew.



based on individual maturity and psychological fitness, typically by older siblings.

Politics & Culture

For Free Spacers, politics matters at the star ship level, or maybe the local fleet level, not at the galactic level. As far as Free Spacers are concerned, any politician with an agenda larger than a few starships traveling together is going to be a corrupt bastard by default, so screw him. Free Spacers aren't the most law abiding spacers out there, and casually break, ignore or bend any law they don't care for, which includes most of them.

The Command wouldn't shed a single tear if every Free Spacer vessel crashed into the nearest main sequence star. As far as the Free Spacers are concerned, the feeling's mutual. They do get along with various Afro-Futurist worlds (and membership is usually pretty fluid between the two cultures), and a motley crew of stellar criminal gangs. While Free Spacers consider all other spacers brothers, the rivalries between various fleets can turn very bloody, very quickly, and feuds can take centuries to cool off.

Names

Free Spacers have exotic and multi-cultural sounding first names, and mostly Americanized or British surnames. There's only a few Free Spacer surnames- families tend to be HUGE and sprawling, and most members of a particular fleet are members of a single family. Some of these fleets can number up to a million members, scattered as ship-crews across 20-30 lightyears worth of space.

To make it easy for players and gamemasters, all Free Spacer surnames are shared with hard sci-fi authors, writing no later than the early 1980s.

So there's an Asimov fleet (commanded by Admiral Xung Haung Asimov), a Niven fleet (headed by General M'kumba Niven), a Clarke fleet (commanded by Fleet Captain Erascimo Clarke), and so on. Anthony Fleet (commanded by Space Tyrant Jericho Perez-Anthony) and its clanners are shunned by many other Free Spacers. Most Free Spacers have no problem with intra-familial romance, but those Anthony Fleet bastards aren't as careful of niceties like consent and age of maturity as the other Fleets. There's plenty of other Fleets out there, but these are the Big Four.

Languages

Free Spacers begin play speaking *Galactic Common* and *Shipper Patois*. Free Spacers with high INT scores can choose any language as a bonus language, except for secret languages like Druidic.

Free Spacers practice universal birth control via extremely certain, high tech means. Unplanned pregnancies and STDs are both unknown among Free Spacers. As a result, Free Spacers are the ultimate sexual libertarians. Relationships that would be taboo or criminalized outright are accepted and encouraged by Free Spacers. Incest between family members serving on the same starship is common; Free Space families who don't have in-family orgies with one another are the cultural oddities. The concept of an 'age of consent' is strange to Free Spacers. Spacer children are initiated into sex at different ages,

Free Spacer Racial Traits

All Free Spacers share the following racial traits.

Size and Type

Free Spacers are Medium Humanoids with the Human subtype. As Medium creatures, Free Spacers receive no bonuses or penalties due to their size.

Ability Score Modifiers

-2 *STR*, +2 *DEX*, +2 *INT*

Growing up aboard a merchant starcruiser makes you fast, both mentally and in terms of your trigger finger. However, the lower grav conditions give you the stereotypical rail thin Spacer physique.

Normal Speed (EX)

Free Spacers have a base land speed of 30 ft.

Agoraphobic (EX)

Having grown up riding a rocket, Free Spacers are a little uncomfortable in wide open natural settings; blue sky makes them twitchy. Free Spacers suffer a -1 morale penalty on attack rolls, skill checks and saving throws in any natural, planetary setting. Survival and Knowledge skills related to the natural world are always cross-class skills to a Free Spacer.

Born In Space (EX)

Free Spacers are more comfortable on the bridge of a free trader jumping into warspeed than they are dirtside.

Free Spacers receive Zero G Training as a racial bonus feat. Free Spacers receive a +2 racial bonus on Pilot and Craft (electronics) checks.

Free Minded (SU)

Free Spacers prize their independence more than they prize their EVA suits. If successfully affected by a charm or compulsion effect, the Free Spacer may make an immediate action against their tormentor, if that creature is within weapon range. If this attack kills or destroys the tormentor, the Free Spacer is treated as if they made their saving throw against the effect.

Highly Skilled (EX)

Free Spacers receive a bonus skill rank at every level gained.

Human Blood (EX)

Free Spacers count as human for all effects related to race.



Free Spacer Alternate Racial Traits

Free Spacers don't see any problem interbreeding with other human factions, nor with attractive Basics, so odd talents are pretty common.

Gyno-Paranoid (EX)

Replaces: Agoraphobic

Some Free Spacers- especially the men of Niven Fleet- are hardcore misogynists who mistrust women as tricksters, seductresses and manipulators beyond compare. The Free Spacer cannot benefit from the aid another action nor from flanking, when provided by a female ally.

Hyper Space Adaptation (EX)

Replaces: Free Minded

The Free Spacer spends as little time in 'real-space' as possible, enjoying the rush of soaring through the rainbow void of Hyperspace. The Free Spacer receives a +1 racial bonus on all attack rolls, skill checks and saving throws while in Hyperspace.

Leaf on the Wind (EX)

Replaces: Free Minded

There's nobody in the galaxy better in a dog-fight than a Free Spacer who's been flying since before she learned to walk. The Free Spacer rolls 4d6 rather than d20 when

making Pilot checks applying to spaceships, as well as REF Saves made while piloting a starship.

Natural Born Star Pilot (EX)

Replaces: Highly Skilled

Spacers start pulling bridge duty when they're six or seven in most fleets. There's nobody better at the controls of a starship. The Free Spacer receives Starship Operations as a bonus feat.

Psychic Spacer (EX)

Replaces: Free Minded and Highly Skilled

The Free Spacer gains the Naturally Psionic and Psionic Aptitude racial traits. The Free Spacer gains the psionic subtype.

Rationalist (SU)

Replaces: Free Minded

Most Free Spacers don't put too much stock in religion, preferring to rely on their training and wits rather than superstition and dogma.

The Free Spacer gains Spell Resistance equal to 11+ ½ her total character level against divine spells cast by any character with any ICG patron deity.

Spacer Luck (SU)

Replaces: Highly Skilled

Some spacers, especially the coldly manipulative women of the Niven Fleet are selectively bred for luck. The Free Spacer receives a +1 luck bonus on all saving throws.

Superior Load Out (EX)

Replaces: Highly Skilled

The Free Spacer comes from a wealthy fleet, and has been able to save up for, or inherited a particularly impressive set of kit. The Free Spacer begins play with the following equipment. If this equipment is lost, the Free Spacer can arrange replacement through his or her fleet when they next level up.

- +1 Advanced Space Suit
- either +1 Smuggler's Blaster or +1 Spacer's Blaster
- either Masterwork Plasma Cutter or Thermal Lance
- EVA Pack
- One Specialized Sensor of choice
- One masterwork tool kit or skill kit of choice

Void Combat Expert (EX)

Replaces: Highly Skilled

Free Spacers are some of the deadliest space pirates and stellar Marines out there. The Free Spacer receives a +1 competence bonus on attack and damage rolls so long as he and his opponent are in space or hard vacuum.

JESUS CLONE

Medium Outsider (human, native, psionic)

The Second Coming was pretty special.

The Third Coming a little less so.

Every Coming past the Fourth, nobody cared about. By the 46th Century, cloned Messiahs are common enough to be their own ethnic group. Cloned Jesus' make up a majority of Benediction's population, and are often sent out into the galaxy as missionaries, inquisitors and warriors of the faith. Despite the lifetime of conditioning and mental programming to make them dour and loyal servants of the Imperial Church of the Galaxy, a few Jesus Clones occasionally rebel, and head out into the wider galaxy in search of their destiny.

Appearance

Jesus Clones resemble their genetic forebears- tanned and bearded human males with strangely piercing blue eyes that hint at their vast psionic gifts. Jesus Clones wear their hair and beards long, from impressively curled, militaristic mustaches and braided goatees of ICG fleet admirals to the shaggy, hippyish looks of free Jesus Clones. Free Jesus Clones favor simple dress, usually dingy white or grey robes that can easily be removed to succumb to the amorous advances of a devoted follower, either male or female. Others dress like homeless rock stars, while those still serving the ICG dress in baroque, fascistic armor and ostentatious military uniforms.

All Jesus Clones are born with gnarled, stigmatic scar tissue on their hands, feet and side. When they use their racial gifts, intense light spills from beneath these healed, hereditary scars.

Homeworld

Jesus Clones are grown exclusively on Benediction, a highly urbanized and technologically advanced cathedral world at the heart of galactic trade and culture. Benediction is the headquarters of the Imperial Church of the Galaxy, and its population is predominantly Jesus Clone.

Sex, Drugs and Violence

Jesus Clones are an exclusively male strain of humanity; females can carry the genome recessively. The Jesus Clone blood line is deeply recessive; a few generations of cross-breeding between Jesus Clones and ordinary humans produces only more baseline humans. The species is perpetuated through innovative cloning techniques. Virgin female Benedictites are chosen by lottery, impregnated with Jesus Clone children. Cesarean sections are used to

ensure that not only are the Jesus Clone's mothers virgins when the child is conceived, they remain virgins even after carrying the Jesus Clone to term. There are rumors of ICG-run rape camps out past the Frontier.....

Politics & Culture

There's no middle ground with Jesus Clones. Either they're ultra-orthodox fanatics, utterly convinced of their own divinity and the rightness of the ICG's expansionistic, cosmic Manifest Destiny, or they want to burn down the ICG and piss in the ashes.

The Jesus Clones that go rogue are hunted remorselessly by their still-loyal brothers. Bounty Hunters can make a small, relatively risk free fortune bringing in Jesus Clone iconoclasts, activists, rock stars and small time dealers, dead or alive. There's a good reason that rogue Jesus Clones keep their true natures secret, because announcing who they are always invites trouble, if not from Bounty Hunters, than from allies that can't bring themselves to trust an ICG-cloned product.

Names

Jesus Clones are often given Biblical names, especially variants on Jesus' name or epithets. Jesus Clones serving the ICG collect ranks and titles; educated in city-sized barracks, brother clones from the same birth-cadre are taught to compete fiercely, to become the greatest Messiah of their generation.

By contrast, free Jesus Clones who've abandoned the ICG rarely introduce themselves by their birth name, and are often ashamed of their heritage. Most free Jesus Clones simply adopt a mysterious epithet as a moniker, referring to themselves as something like "a friend", "a passing stranger", "just another wanderer" or something similar.

Languages

Jesus Clones begin play speaking and literate in *Galactic Common* and *Imperial*, a ritual language derived from Latin and

Aramaic, used exclusively by priests of the Imperial Church of the Galaxy. Jesus Clones with a high Intelligence may choose any language as a bonus language.

Jesus Clone Racial Traits

All Jesus Clones share the following racial traits.

Size and Type

Jesus Clones are Medium Outsiders with the native, human and psionic subtypes. As Medium creatures, Jesus Clones receive no bonuses or penalties due to their size.

Normal Speed (EX)

Jesus Clones have a 30 ft base land speed.

Ability Score Modifiers

-2 *CON*, +2 *WIS*, +2 *CHA*.

Jesus Clones are determined and compassionate, if a little too prone to martyrdom and angst. They're a little frailer than ordinary humans, scrawny and wiry.

Fast Healing (EX)

Jesus Clones have blood laced with healing nanites that give them miraculous healing abilities. Jesus Clones gain Fast Healing 3 (fire, acid).



Human Blood (EX)

Jesus Clones count as humans for all effects related to race.

Healing Miracles (SU)

The Jesus Clone may shut down his Fast Healing special quality, in order to use the healing nanites in his blood to heal wounded allies. As a standard action, the Jesus Clone can touch a wounded creature and heal it for up to 10d6 points of damage. However, each 1d6 points of damage healed shuts down the Jesus Clone's Fast Healing racial quality for one hour.

The Jesus Clone can choose to heal a creature for less than the maximum possible, if he wishes (for example, the Jesus Clone could heal a wounded creature for only 2d6 HP if desired). The Jesus Clone cannot heal himself in this manner.

Roll Away the Stone (EX)

The Jesus Clone is a ready-made cloned Messiah. If slain, he will return to life within 72 hours provided particular religious rites are performed over his body. It requires a DC 15 Knowledge (religion) check and 500 gp worth of sacred oils, wrapping and ointments, to properly perform these rites. If properly performed, the Illegal Messiah is raised, as if by *true resurrection* within 72 hours of his demise. This ability will not function if the Jesus Clone's Fast Healing quality is nullified.

Parables (EX)

Jesus Clones are taught a very biased, but very comprehensive overview of galactic history and the ICG's doctrine. Jesus Clones receive a +2 racial bonus on Knowledge (history) and Knowledge (religion) checks and these skills are always class skills for the Jesus Clones.

Jesus Clone Alternate Racial Traits

Though the ICG tries for genetic orthodoxy, mutations and random quirks of personality crop up to individualize Jesus Clones. The resulting changes are unexpected and stirring as the Protestant Reformation.

Cosmic Calvinist (EX)

Replaces: Parables

The ICG's teachings stress hard work (for the benefit of the Corporation Command), obedience (to the laws of the ICG) and claim that wealth is a tangible benefit of God's Love.

The Jesus Clone receives a +2 racial bonus on Craft (one of choice) and Profession (one of choice) checks.

Healer of Prostitutes (SU)

Modifies: Healing Miracles

The first Jesus hung out with whores, and you're keeping up the family tradition. Your Healing Miracles are restricted to the sexually open, and can only be used to benefit Pacifans, characters with the Gifts of Ecstasy feat, and those with 3 or more ranks in Perform (sexual), Profession (prostitute) or similar characters. When using your Healing Miracles, the recipient of your healing gains additional HP equal to their ranks in Perform (sexual), and gains an additional FORT Save to overcome any sexually transmitted disease at a bonus equal to their ranks in Perform (sexual).

Leper Messiah (SP)

Replaces: Healing Miracles

Your healing gifts are focused on purifying the blood and healing the body, rather than merely knitting tissue back together.

As a standard action, you can cast *Remove Disease* as a 10th level cleric. Doing so shuts down your Fast Healing ability for 2d12 hours.

Psyren Blood (EX)

Replaces: Human Blood

Was the first Jesus a Psyren-bred infiltrator sent to cultureform Earth as part of some long term scheme? Probably. By isolating specific genomes within the bloodline, its possible to bring Psyren lineage to the fore.

The Jesus Clone counts as Psyren for all effects related to race.

Sexy Messiah (EX)

Replaces: Parables

While other Jesus Clones were memorizing the ICG Bible, you were busy figuring out ways to seduce nuns out of their chaste habits.

You receive Gifts of Ecstasy as a racial bonus feat.

LEATHER CLONE

Medium Humanoid (human)

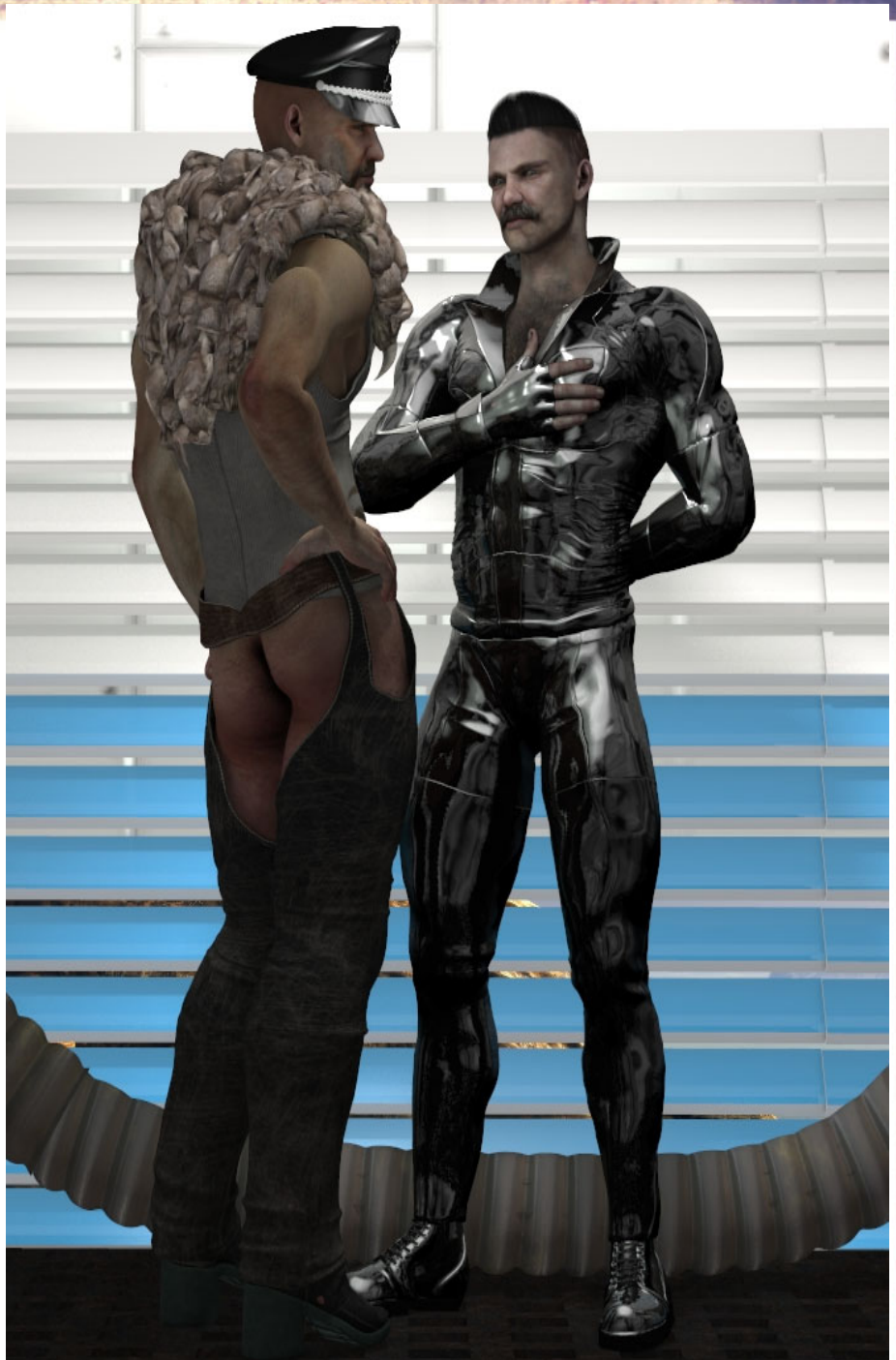
Leather Clones are muscular, hyper-sexual, aggressive and proud spacers who utterly reject The Command's stifling conformity and tepid, tech-enhanced quasi-sexuality in favor of the wild nights under the open stars and the embrace of equally masculine space-men. Instantly recognizable in their crotch hugging leather pants and chrome armor, Leather Clones cultivate a tangible aura of strength, masculinity and honor. They are also, proudly, openly and emphatically gay as fuck.

The Command and the Imperial Church of the Galaxy does everything possible to keep Leather Clone culture off the radar and in the closet. Leather Clones living openly in Command Space face every kind of discrimination and Command military harassment Earth's bureaucrats can dream up, so most Leather Clones make their living prowling Free Space and the Frontier. Most are space pirates, Space Mafiosos, mercs, salvagers, free traders, or simply explorers- a few are heroes.

Appearance

Leather Clones are big, brawny evolved *homo sapiens* males. They work out constantly, and what nature can't give them, they acquire through black-market genemods and hyper-steroid treatments. Leather Clones are a vain people, peacocks in leather and chrome. They cram their massive musculature into tight fitting leather pants, biker jackets and leather vests, all topped off with gleaming chains and studs. Most mature Leather Clones universally favor thick handle-bar mustaches or thick beards, and darker skinned Leather Clones adopt bushy, impudent afros.

Since the race perpetuates itself by innovative cloning processes, the faces tend to be similar, but Leather Clones distinguish themselves with their wild hairstyles, unique accessories and irrepressible personal style. Though the aesthetics are a bit different, most Leather Clones have a wardrobe that would make a Pacifican drool with envy.



Homeworld

Leather Clones are native to the Starburn System, which got its name from its dangerously unpredictable and lethally radioactive star. The fearsome sun is known to locals as "The Ripper"- often anthropomorphized as a cosmic demon of flame, and celebrated in murals and the full back tattoos favored by Leather Clone pilots.

Starburn is the closest thing the galaxy's Leather Clones have to a birth-system, and is the center of gay life in the 46th Century. The spray of superheated asteroids and lethal, bullet-sized micrometeorites garlanding the inner solar system, and the dangerous solar storms keep the Command Navy at arm's reach. Free from outside interference, the

Starburn evolved into a free living, hard working and harder partyin' slice of Free Space. Its citizens are leather daddies and drag queens, iconoclasts, rock stars, hard core spacers and the occasional Cosmic Satanist, and that's just how they like things.

Sex, Drugs and Violence

Leather Clones like sex more than a Pacifician porno star, they just like it with other Leather Clones. Leather Clones prefer strong, assertive men as lovers- they've got no time for cowards, twinks or queens. Leather Clones More than a few have kids from a previous hetro romance, but most sustain their race through...what else?...cloning.

The genelines of great Leather Clone heroes are used as the basis for the next generations. It's a great honor that no Leather Clone has ever refused, to be asked to contribute sperm and blood samples to Starburn's cloning clinics. Children are raised semi-communally, with young Leather Clones living with different sets of uncles, picking up different skills and talents, for a few months out of each year. Leather Clones are fiercely protective of their sons, and tend to be over protective of young spacers in general, regardless of gender, species or affiliation. Leather Clones have no tolerance for underager sex, and Anthony Fleet knows better than to dock in Starburn System.

Politics & Culture

There's been a quiet war brewing between The Command and the Starburn System for centuries. The Command has done everything possible to eradicate the homosexual human subspecies, up to and including actively impeding research into a cure for a lethal new space plague

sweeping the system. The Starburn System is under a near constant military interdict, and depends on smugglers and Free Spacer captains for contact with the outside galaxy.

The Leather Clones are on pretty good terms with everybody else feeling the Command's boot on their throat. Starburn has strong diplomatic relations with Pacifica, with the Outlaw Sex Station network, with various Free Spacer fleets, and with several Afro-Futurist colonies, provided they don't have problems with the Leather Clone lovestyle.



Names

Leather Clones identify themselves with Americanized Terran names, universally male, and with an alphanumeric code identifying their birth batch. Some might adopt a feminine persona for drag entertainment, but most consider this purely a working, artistic identity and rarely identify as female.

Example Names: Brock X-2251, Kyle NCC-204, Freddie 1976-M, Tom F-1N2L

Languages

Leather Clones begin play speaking *Galactic Common* and one Earth language of choice, usually English or Spanish. Leather Clones with high INT scores can choose any language as a bonus language, except secret languages like Druidic.

Leather Clone Racial Traits

All Leather Clones share the following racial traits.

Size and Type

Leather Clones are Medium Humanoids with the Human subtype. As Medium creatures, Leather Clones receive no bonuses or penalties due to their size.

Ability Score Modifiers

+2 STR, +2 CON, -2 WIS.

Leather Clones have bodybuilder physiques, but they tend to be impulsive, occasionally shallow and way too prone to falling for a sob story or a pretty face.

Muscle Up (SU)

When exposed to any effect that causes a temporary enhancement to their STR

or CON scores, the Leather Clone adds additional duration to the effect. This extended duration is based on the Leather Clone's total character level. This applies to potions, spells such as *bull's strength* or *bear's endurance*, or class or racial abilities that temporarily increase physical ability scores. The effects of these increases are not cumulative, use the best one.

First level: add 1 minute to the effect.

Third level: add 10 minutes to the effect

Fifth level: add 30 minutes to the effect

Tenth level: add 1 hour to the effect

Normal Speed (EX)

Leather Clones have a base land speed of 30 ft.

Human Blood (EX)

Leather Clones count as human for all effects related to race.

Leather Astronaut (EX)

Leather Clones are adept pilots and extremely comfortable on the grungy side of the galaxy. They receive a +2 racial bonus on Pilot checks and Knowledge (local) checks.

Leather Lust (EX)

Leather Clones like nothing better than a strong man. Leather Clones add their potential romantic partner's STR modifier as a circumstance bonus on sexually oriented Bluff and Diplomacy checks made against male humanoids and monstrous humanoids, as well as Perform (sexual) checks. For instance, if a Leather Clone is attempting to talk Thom Starseeker (with a STR modifier +2) into bed, he would receive a +2 circumstance bonus on Bluff or Diplomacy checks to do so.

Powerful Build (EX)

Leather Clones' have bulging, genetically engineered muscles that provide them with the Powerful Build racial trait.

Leather Clone Alternate Racial Traits

There's a lot of hab-domes, radiation shielded stations and asteroid bases scattered through Starburn, each with their own ways of doing things. Leather Clone culture is a lot less monolithic than the Command imagines.

Ain't Human, Am Evolved (EX)

Replaces: Human Blood, Human Subtype

A few Leather Clone bloodlines have gone full on post-human, bigger than the norm and distinguished by bright blue or metallic bronze dermis. The Leather Clone's type becomes Monstrous Humanoid and he loses the human subtype.

Big Bear (EX)

Replaces: Muscle Up

The Leather Clone's even burlier and hairier than the norm, just a wall of gene-sculpted muscle. The Leather Clone's racial ability score modifier to STR increases to +4 and his racial ability score modifier to CON increases to +3.

Leather Activist (EX)

Replaces: Leather Lust

The Leather Clone's going to wake up the galaxy to the quiet little genocide the Corporation Command's trying to commit against Starburn. The Leather Clone receives a +2 racial bonus on Diplomacy and Perform checks made against characters or audiences hostile to the Command.

Leather Engineer (EX)

Replaces: Leather Astronaut

The Leather Clone's more at home in a starship's engine compartment than on the bridge or cruising the bars. The Leather Clone receives a +2 racial bonus on Craft (mechanical) checks and FORT Saves made to resist radiation.

Space Hardened (EX)

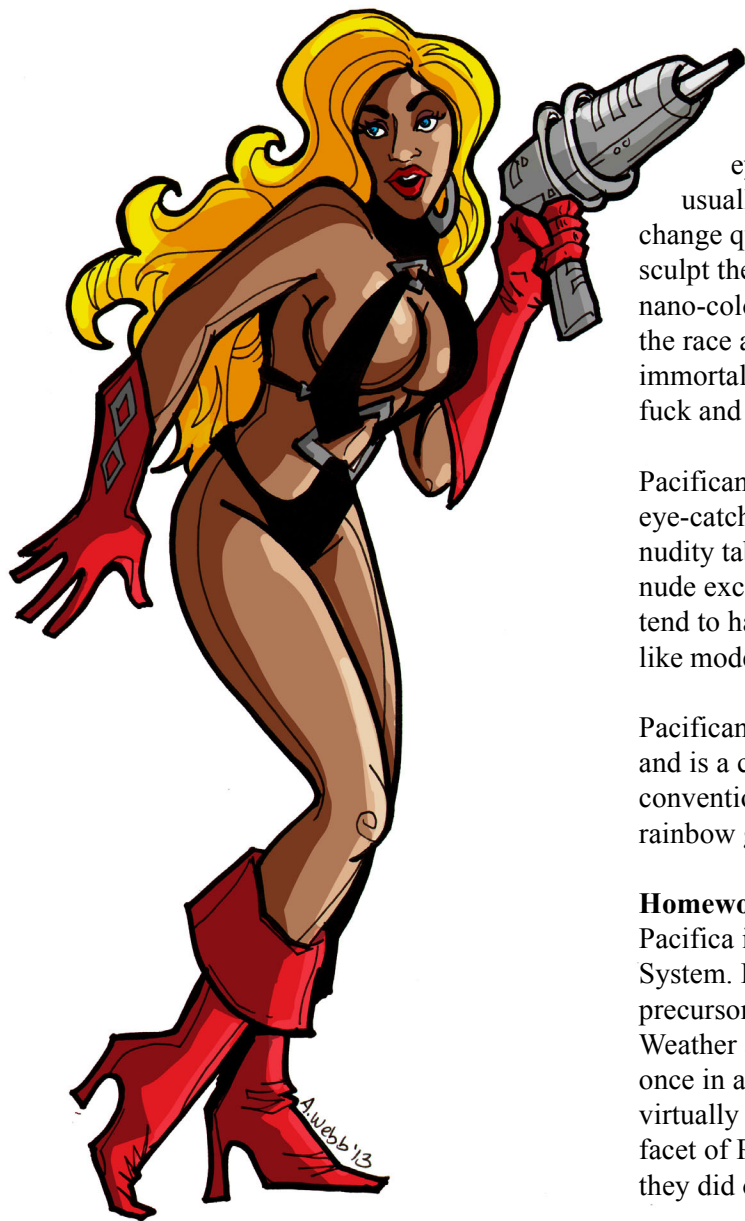
Replaces: Powerful Build

The Leather Clones' tissues have been genetically hardened against the rigors of space. The Leather Clone is immune to radiation and environmental heat and cold. He does not gain the No Breath racial quality, but can survive in space indefinitely with only a breathing mask and oxygen tank.

Virility (EX)

Replaces: Leather Astronaut

The Leather Clone is a rock hard ramrod of a man, always ready for action. The Leather Clone receives Gifts of Ecstasy as a racial bonus feat. Additionally, the Leather Clone is immune to permanent drain to his CON or CHA scores, and treats drain to those scores as temporary ability damage instead.



PACIFICIAN

Medium Humanoid (human, psionic)

Human colonists to the rainbow ringed world of Pacifica purged their hate, negativity and greed more than two thousand years ago. A planet-wide ritual of psychic purification created the Pacifican race- the best, most noble and most loving of all the myriad races of the Human diaspora. They're definitely the grooviest. Only the boldest few leave their nanite-laced paradise, and only on missions to further the cause of peace, love and cosmic justice.

Appearance

Pacificans are a vivacious and attractive human strain. The sexually assertive, nearly nymphomaniacal race has so comprehensively cross-bred amongst the original Pacifican populace that old ethnic traits have blended into a sleek, carmel-skinned *mélange*. Hair and eyes can be any color of the spectrum, and hair is usually worn long, in messy, casual styles. Styles change quickly and at the Pacifican's whim- they can resculpt their appearance with just a thought. The ambient nano-colonies permeating Pacifica's atmosphere has made the race a paragon of health and vitality. The virtually immortal hedonists can live for centuries and still look, fuck and act like teenagers.

Pacificans wear very little, but what they do wear is always eye-catching, perfectly tailored and revealing. There is no nudity taboo on Pacifica, and in many places, natives go nude except for living body paint. Pacifican adventurers tend to have a problem adjusting to off-worlder concepts like modesty.

Pacifican blood is permeated with unique nano-colonites, and is a carrier medium for information rather than conventional blood. When injured, Pacificans bleed rainbow gel.

Homeworld

Pacifica is one of the many settled worlds in the Valentine System. Prior to its human colonization, an unknown precursor civilization extensively terraformed the world. Weather and seismic control means that severe storms are a once in a century occurrence and volcanic activity is virtually unknown- the ancient machines regulating this facet of Pacifica's biosphere function as perfectly now as they did on the day they were first activated.

Every molecule of Pacifica's atmosphere is laced with antique nano-colonies, which were put into place by the world's first inhabitants, and have bonded with the Pacificans. The same nanites that make the Pacificans nearly immortal also make the world safe: no weapon more complex than a revolver can fire within Pacifica's atmosphere, and explosives, chemical weapons and atomics are similarly neutralized.

In addition to its native Pacifican population, the world is home to a large human population. Artists, musicians, great thinkers and great lovers from around the galaxy are allowed to immigrate to Pacifica. The rainbow ringed world is a place of refuge from a hostile and threatening galaxy.

Sex, Drugs and Violence

Ask anybody: Pacificans are all about sex. The race is nearly nymphomaniacal, with absolutely no taboo about casual sex, public sex, orgies or similar entertainments. The race views sex as purely positive event to be shared at every opportunity, as an alternative to primitive violence. The Pacificans are big on consent- sex with one is a series of polite questions about deepening intimacy. The race has a firm hardline taboo on anything that blends sex and violence, even in the most innocuous way.

Pacificans reproduce much like humans, but only conceive with fellow Pacificans on the homeworld. Off-world sex, or encounters with xenofoms are a pleasant distraction with no risk of pregnancy. Pacifican pregnancies last about 8 months and are fairly easy on the mother.

Pacificans have no native drug culture. They prefer to alter their minds with meditation and tantric yoga, not with booze or Glow. Likewise, the world has no martial culture- no standing armies, no police forces. The closest thing Pacifica has are the “adorable avengers”, who venture out into the galaxy to solve problems and deliver justice, hopefully with as little violence (and as much sex) as possible.

Politics & Culture

Pacificans are the heart of the galactic cultural revolution against the Corporation Command and Imperial Church of the Galaxy. Pacifican rockers, artists and idols shape the counter-culture with glamour, poise and lots and lots of sexy poses. The race is on good terms with most Free Spacer fleets, with the notable exception of Anthony Fleet. Pacificans think the sexual abuse of a child is one of the very few unforgivable crimes, and can't get behind Anthony Fleet's tacit endorsement of pedophilia. The Pacificans likewise think the Leather Clones are a bit too rough for their taste, but this is more an aesthetic judgment rather than a moral one.

Names

Pacifican names are unisexual, as part of the race's commitment to sexual equality. Pacifican names are colorful, hippyish and unlike anything else in Galactic Common. The race does not use surnames, as they all consider themselves part of a single world-family. Sometimes they add personal epithets or nicknames.

Example Pacifican Names: Dawnsong, Greensky, Grooveheart, Lightdance, Starryeye, Starshine, Whiteheart the Dancer, Waveshock the Saxophonist

Languages

Pacificans begin play speaking *Galactic Common*. Pacificans with high INT scores can choose any language as a bonus language, except for evil tongues like Abyssal and Infernal, or secret tongues like Druidic.

Pacifican Racial Traits

All Pacificans share the following racial traits.

Size and Type

Pacificans are Medium Humanoids with the human and psionic subtypes. As Medium creatures, Pacificans receive no bonuses or penalties due to their size.

Ability Score Modifiers

-2 *STR*, +4 *CHA*.

Though physically frailer than other human breeds, made delicate by a life on a utopian world of love and joy, Pacificans are attractive, confident and vivacious without compare.

Normal Speed (EX)

Pacificans have a base land speed of 30 ft.

Human Blood (EX)

Pacificans count as human for all effects related to race.

Pacifican Vitality (SU)

The nanites that have permeated Pacifica's atmosphere has made its inhabitants virtually immortal. Pacificans do not suffer ability score penalties for aging, and have no maximum age. Bonuses for age and wisdom continue to accrue.

Pacificans are immune to non-magical disease and receive a +4 racial bonus on FORT Saves against ingested poisons.

Pacifican Wardrobe (SP)

The same nanites that keep Pacificans eternally young also keep them beautiful. Pacificans are under a constant *prestidigitation* effect, which keeps them clean and their clothes fresh.

As a full round action, the Pacifican can transform his or her current non-magical clothing into any clothing outfit of their choice. Such outfits always share the revealing, instantly recognizable Pacifican style.

Peaceful Warrior (EX)

By default, a Pacifican inflicts non-lethal damage with all her attacks, including weapon attacks. If an attack would inflict energy damage, such as a laser blaster, it instead inflicts non-lethal energy damage of the same type instead. Pacificans never suffer an attack roll penalty to inflict non-



Pacifican **Alternate Racial** **Traits**

Love, sex, innocence and some awesome, ancient nanites in their blood makes a Pacifican. Some Pacificans use their native gifts in unique ways.

Love, Not War (EX)
Replaces: Versatile Style
You're a lover of the grooviest kind. You receive Gifts of Ecstasy as a racial bonus feat.

Pacifist's Kiss (SU)
Replaces: Pacifican Vitality
You can externalize the colorful nanites in your blood, to hinder the violent and deadly of the galaxy with nothing more than a loving kiss.

As a ranged touch attack, you can blow a Pacifist's Kiss at a single target within 30 ft. A successful ranged touch attack imposes a -2 penalty on attack rolls made to inflict lethal damage for one round.

Pacifican Enchanter (EX)
Replaces: Versatile Style
The mind-witching powers of a lovely Pacifican are legendary. The Pacifican receives Spell Focus (enchantment) as a racial bonus feat.

Pacifican Star Suit (EX)
Replaces: Versatile Style
When ever the Pacifican needs it, a space suit that's seemingly too revealing to function as life support appears in a burst of colorful light. This sexy, partially transparent space suit appears as soon as the Pacifican's skin touches vacuum.

You gain the No Breath racial quality.

Pacifican Nano-Cloud (SU)
Replaces: Pacifican Wardrobe and Versatile Style

lethal damage. Summoned creatures, eidolons, animal companions and other creatures under the control of the Pacifican inflict lethal damage normally.

If the Pacifican wishes to inflict lethal damage with any attack, she suffers a -4 penalty on the attack roll to do so.

Versatile Style (SU)
Glistening nanites in their blood allow the Pacifican to change minor aspect of their appearance at their whim. They may alter their hair's color and style, make minor changes to their eye color or skin tone or similar alterations. They are treated as always having a masterwork quality disguise kit.

Pacificans receive a +2 racial bonus on Disguise checks and on one Perform skill of choice.

The air around the Pacifican is filled with what looks like dancing glitter- the faint, visible trace of ambient defensive nano-colonies. These nanites disrupt energy blasts a few fractions of a millimeter before they touch the Pacifican's skin.

You gain Electricity Resistance 5, Fire Resistance 5, and Force Resistance 5. At 10th level, these Resistances increase to 10 each.

Pacifican Porno Starlet (SP)

Replaces: Pacifican Vitality, Peaceful Warrior

Requires: female gender

Some Pacificans have migrated off planet, losing a bit of their innocence, but learning to put their stunning beauty to best use- usually with a lifetime porno contract for Outlaw Sex Station 09 or somebody similar. These Pacificans are blessed with truly outstanding and gloriously natural breasts, thick pubic patches and bouffant, bleached n' styled hair rather than the more natural, hippyish look favored by most Pacifican women.

The Pacifican Porno Starlet gains Busty Extreme as a bonus racial trait. She may use *Stunning Orgasm* as a spell-like ability, cast by a sorcerer of her total character level, at will.

Pacifican Porno Stud (SP)

Replaces: Pacifican Vitality, Peaceful Warrior

Some Pacifican men earn such a legendary reputation as lovers, packing 12 or more inches of Pacifican steel between their thighs, that a lifetime porno contract with Outlaw Sex Station 09 or somebody else is an inevitability. These fit men favor curling carpets of chest hair displayed beneath an open shirt or robe, thick handlebar mustaches and curly sideburns and slicked back hair rather than the more naturalistic, hippyish look favored by most Pacifican men.

Pacifican Porno Studs can use *Hobbling Orgasm* as a spell-like ability as a sorcerer of his total character level. He may use this ability 3x/day, and uses either his CON modifier or his CHA modifier as his spellcasting modifier for the effect, whichever is better.

PULSA

Medium Humanoid (human, psionic)

The first Pulsa were taken from Earth more than 5,000 years ago as slave-warriors, genetically modified and transformed into psi-capable living weapons for the greater glory of the Psyren Empire. When the Psyren home system fell and the Great Galactic Darkness began, the Pulsa were forgotten. Cut off from their masters, their supply chain and the alien technology they'd come to depend on, only the Pulsa legionnaires on the lush world Andrai III survived. The abandoned military garrison's discipline crumbled, but eventually a new order emerged from the wreckage. Andrai III's survivors created a new civilian government, attempting to salvage what little of their culture remained. Over time, a new way of life emerged.

The Pulsa laid aside the marital path, their Psionic weapons consigned to history. Today, most Pulsa never use their energy blast ability in anger, only firing the race's iconic force beams during planetary holy days or as part of a martial arts display.

Appearance

The Pulsa resemble other human breeds, proving their Terran ancestry. Their skins are ruddy, ranging from a deeply tanned Caucasian tone to a rich mocha color. They usually have dark red or auburn hair, the tips of which glow with a pale white energy like an energized fiber-optic cable. Their eyes are pupil-less pools of white energy, and a similar energy pours from beneath the race's fingernails. Many Pulsa ritually scar themselves; the resultant inscribed designs glow with the same white light.

Homeworld

Pulsa are native to Andrai III. When the world was settled, it was harsh, untamed jungle, but over the millennia, the Pulsa have cleared and tamed the world. Andrai III is still verdant, but now well organized farm land. The military discipline instilled into the race's distant ancestors has manifested in an exactly planned and managed agricultural program. Andrai III is one of the galaxy's breadbaskets. The world's chief exports are agricultural products, gene-modified ultra-yield crops, gourmet breads and fine wines.

Sex, Drugs and Violence

During the early era of post-Empire Pulsa culture, the race was genetically modified for increased fertility. The Pulsa of that era needed to rapidly expand their population base in order to survive. Today, Pulsa reach reproductive age a few years before their human counterparts and have a shorter gestation period, of about 6 months. Pulsa mothers



Politics & Culture

Left to their own devices, the Pulsa are a peaceful, hard-working folk. Those who venture out into the wider galaxy tend to be the troublemakers, wanderers and rogues. The Pulsa are on good terms with the human diaspora, particularly the Free Spacer families they depend on to ship their agri-exports. The two cultures, Free Spacer and Pulsa, have easy going dispositions, a love of freedom and easy acceptance of the occasional incestuous romance.

Pulsa get along well with Pacificans and bold young Pulsa willing to leave their agrarian homeworld are usually willing to relearn the race's ancient military traditions to help fight for the soul of humanity.

Names

Pulsa children are given phonetically similar names to their twin when they are born. The feminine version of these names ends in an "a", while the masculine version of the name ends in an "o". Surnames tend to repeat often, as several large familial bloodlines have dominated Pulsa history since the fall of the race's progenitor empire.

- *Example Pulsa Male Names:* Tarro Rand, Riko Tam, Sargo Vamm, Wallo Lott
- *Example Pulsa Female Names:* Tarra Rand, Rika Tam, Sarga Vamm, Walla Lott

Languages

Pulsa begin play speaking *Pulsa* and *Galactic Common*. Pulsa with high INT scores may choose Aklo, Druidic, Sylvan, or Terran as bonus languages. They may choose Druidic even if not Druids themselves, reflecting the key role nature plays in their society.

Pulsa Racial Traits

All Pulsa share the following racial traits.

Size and Type

Pulsa are Medium Humanoids with the human and psionic subtypes. As Medium creatures, Pulsa receive no bonuses or penalties due to their size.

Normal Speed (EX)

Pulsa have a 30 ft base land speed.

Ability Score Modifiers

+2 *DEX*.

Pulsa are light on their feet, and are excellent shots with their natural firearms. In peaceful times, their natural grace finds its expression in dance, while it provides them with an edge in battle when times go bad.

always give birth to twins (one of each gender, to maintain the race's gender balance) or triplets- single births are a one in a million anomaly.

As far as sex goes, the standard galactic stereotype of Pulsa is the race has no incest taboo.

As far as sibling incest goes, that's true as long as no pregnancy results, but parental incest is still despised on Andrai III. Incest, not inbreeding, is acceptable to young Pulsa. Pulsa typically lose their virginites to their twin; Pulsa children who were single-born or whose twin died before reaching maturity are 'adopted' by a close friend and his or her twin for this sexual ceremony.

Pulsa don't have much of a native drug culture. If a Pulsa wants to alter his consciousness, he usually sticks to any of the ten thousand excellent brands of locally brewed beer or ale, or the mediocre local Grow. (The climate is too dry to produce really excellent Glow, except at the Equator, and that's priced out of reach for most of the locals.)

Human Blood (EX)

Pulsa count as humans for all effects related to race.

Farm-Worlder (EX)

Pulsa are an agricultural people with a planetary educational system that places primary emphasis on agribusiness. They receive a +2 racial bonus on Profession (farmer) and Survival checks.

Force Bolts (SU)

Pulsa can fire blasts of ice-white force from their fingertips, which are the equal of any man-made laser pistol. As an attack action, Pulsa can fire a force bolt that inflicts 2d4 force (20/x2) and has a maximum range of 50 ft with no range increment. At 10th level, the force bolts' damage increases to 2d6 force.

Force Immunity (SU)

Pulsa gain Immunity to Force damage.

Twin-Link (Ps)

Adult Pulsa can link their minds to that of their twin; the ability to manifest this ability occurs in late adolescence, and is considered the dividing line between childhood and maturity.

Pulsa can manifest *sense link* at will, as a psion of their total character level. This ability differs from the powers in the following ways. The Pulsa can only form a *sense link* with their twin, and this power may be manifested at any distance, so long as both twins are on the same plane.

Pulsa Alternate Racial Traits

Pulsa culture is centered around the race's massive global farms, around the agility and grace that is the species' birth right. Occasional mutations alter the way the race's bioblasts function.

Farm to Orbit (EX)

Replaces: Farm-Worlder

Vast industrial-scale farms cover every inch of Andrai III's arable landmass, and Pulsa depend on huge fleets of space planes to carry their crops to market or up to the vast cryo-storage silos in orbit.

The Pulsa receives the Starship Operations feat as a racial bonus feat.

Knuckle Popper (SU)

Replaces: Force Bolts

Some Pulsa lack the energy projection gifts otherwise common to the species. Instead, heavy bone spurs on the knuckles serve as biologic brass knuckles, and glow with icy white pulse-light.

The Pulsa receives Improved Unarmed Strike as a racial bonus feat. They add +1d6 points of Force damage to a successful unarmed strike. At 10th level, this damage increases to +1d8 Force. The Pulsa's force-augmented unarmed strikes are considered magic weapons for the purpose of overcoming damage reduction.

Pulse Burner (SU)

Replaces: Force Immunity, modifies Force Bolts

The meta-human reactions that power the Pulsa's gifts run so hot the Pulsa lacks the energy immunity common to others of her race, but her own energy bolts are significantly deadlier than the norm.

The Pulsa's Force Bolts inflict 2d8 Force damage (19-20/x2) and have a maximum range of 75 ft, with no range increment. At 10th level, the damage inflicted increases to 2d10 Force damage.

Pulsa Martial Traditions (EX)

Replaces: Farm-Worlder

A rare few Pulsa have rediscovered and reinvented the ancient combat techniques their Psyren masters developed for their Pulsa shock-infantry.

The character gains Weapon Focus (force bolts) as a racial bonus feat.

Pulsa Twin-Dancer (EX)

Replaces: Farm-Worlder

Troupes of talented, lithe Pulsa dancers, who partner with their twins for spectacular, hotly acrobatic dances are in great demand throughout the galaxy's club scene.

The Pulsa receives a +4 racial bonus on Perform (dance) checks when dancing with their twin, or if their twin provides musical accompaniment (such as by playing in a live band).



TESTORITE

Large Humanoid (human)

"Back on Earth, I was nobody, but out here, I'm a hero, a warrior, a lover and the best shot in the entire Sagittarius Arm. Why the hell would I ever want to go back?"

-Ton, Testorite adventurer (after rescuing the population of the Ursa Minor 23 Colony from a swarm of Space Whales, and while simultaneously fucking three Pacificians grateful for his aid)

Testorites are created by some universal force to protect the innocent and to stand against the bland, homogenous and sexless future the Command is creating, star by star and world by world. Most spacers credit **The Satan Maximus** with the new creation of Testorite- a term that most consider redundant, because all Testorites are by definition adventurers. Simply put, Testorites are the children of another age- young human males from an earlier period in Earth's history, their souls ripped from their bodies and projected into the future. They appear on the living surface of the brutal desert world **Ganaden**, emerging from the rock itself, growing a powerful new body. Some survive long enough to make their way off world, fighting for whatever causes capture their imagination, but always fighting boldly and directly.

A life time ago, Testorites were nerds, reading pulp and sci-fi and dreaming of being heroes. Thrust into the war-torn 46th Century, Testories finally have the strength and virility to make their fantasies a reality. Testorites are going to enjoy every second of their strange new lives (even if they're not quite sure how they woke up in the future).

Appearance

Testorites are hulking, physically perfect paragons. They are perfect men, with sleek, weightlifter physiques, and have bronzed, almost metallic skin that gleams dully. Their bodies are stripped of mundane physical imperfections, which makes Testorites a nearly identical species. Imperfection means variation, but perfection looks uniform. Testorites stand a head and a half taller than even a big human male, and weigh upwards of 400 lbs of dense, machine-like muscle.

Testorite faces are stoic and human, with a little more individual variation than in their perfect bodies. Testorites vaguely resemble the nerdy boys they were in their previous lives. Most Testorites wear their hair short, so it can't be grabbed in a fight. Quite a few have subdermal markings on their face and upper chest- living steel warpaint grown directly atop ultra dense skin and muscle.

Testorites rarely wear clothing or armor, and their naked bodies can survive hard vacuum indefinitely. Most spend most of their lives nude, only donning a pair of shorts or a loin cloth on especially prudish worlds or stations.

Homeworld

Testorites literally erupt from the barren, rocky soil of the desert planet **Ganaden**. Ganaden is trapped between two stars, a burnt sienna dwarf and a hot yellow main sequence furnace. About three times Earth's mass, Ganaden's largest continent is mostly desert; the rest is arid savannah. Ganaden is a crucible.

There's only a few sites of interest on Ganaden. There's a huge arena, possibly the largest blood sports arena in the known galaxy, where especially bold Testorites match their wits and blades against their brothers. There's a spaceport, where 'newbie' Testorites can find passage off world, once they feel confident enough to leave the planet of their 'rebirth'. There's warehouses by the ton, staffed by attractive xeno-girls from across the galaxy, because they know that Testorites are sexually insatiable, great lovers, decent dudes and generous tippers. And because most Testorites were big readers in their past lives, there are quite a few good book stores and media-shops on planet somewhere.

Ganaden is a place for newly emerged Testorites to test the limits of their new bodies and become comfortable with their instinctive gift for violence. There are native xeno-predators to battle, virginities to lose, and rivalries to spark with other new Testorites. When a Testorite feels he's ready (which usually happens quickly, because the race is nothing if not confident), he finds his way to Ganaden's one space port and starts wandering the galaxy. Spacers looking to hire mercs usually make landfall on Ganaden. Getting a 'newbie' Testorite on your side is a bargain in mercenary terms- these guys will fight forever if the cause is right, for a fraction of what it'd cost you to get a combat 'bot assembled.

The Estrogytes of Tarnus

Unknown to most Testorites, there are women of their own species, somewhere out there in the distant cosmos. While nerdy male souls are incarnated in burly, new 46th Century bodies on Ganaden, female souls awaken in new forms on the jungle world **Tarnus**. Tarnus is a poorly mapped fringe world, on the opposite spiral arm from Earth and the Testorite homeworld.

Very few spacers are aware of Tarnus' existence, and even fewer are aware of the existence of female Testorites (or Estrogytes, to give them their proper name). Like the

exclusively male Testorites, Estrogytes are the reincarnated and reformed souls of 20th and early 21st century human girls who dreamed of star-crossing adventure and strength. Like Testorites, these female warriors are hyper-muscular, physically perfect and innately adventurous.

Testorites and Estrogytes are both children of the late 20th and early 21st Centuries, and the majority of them were American or European in their former incarnations. While both races come from the past, they are separated by time. Testorites are primarily drawn into the future from the mid 1960s-late 1970s, while Estrogytes come from the late 1940s and early 1950s, or else come from a period between 2000-2020. The methodical and precise 'choices' of who becomes a Testorite and from when leads many of the hyper-intelligent giants to speculate that Testorites and Estrogytes are not created by some natural or supernatural process, but through intelligent selection.

The mystery of who (or what) created the race, and for what purpose only deepened when Testorites first encountered their sisters. As few starships fly a route to Tarnus, the females were cut off on the distant hot-house world, until the discovery of a galactic-range spatial warp in an ancient ziggurat on Tarnus' perilous smaller southern archipelago.

Sex, Drugs and Violence

Testorite physiology is based upon primal male power fantasies. The fantasies of strength, hyper-masculinity and heroism displayed by 20th -21st Century Earth boys act as a kind of psychic key that allows their consciousness to be drawn into the future and placed successfully in artificial Testorite bodies. Without fantasy, especially sexual fantasy, Testorites could not exist. Their bodies reflect this.

Though universally virgins in their previous incarnations, the transformation into a Testorite comes with an instinctive understanding of sex. Testorites are rough, primal and energetic lovers with insatiable appetites for sex, though the burly warriors are capable of surprising tenderness and puppy-dog romanticism. Testorites are



promiscuous in the extreme, leaving broken hearts, lusty memories and bastard sons in their wake. Most Testorites are exclusively heterosexual, but the gay minority of the species are equally voracious when it comes to choosing lovers.

Testorites are cross-fertile with most humanlike species. The resulting offspring is genetically human (or a human hybrid), though stronger, bigger and healthier than the human norm. Testorites have a lifespan approaching three centuries, but as adventurous as they are, most die far younger, with a smirk on their face and a battlecry on their lips.

Politics & Culture

The souls that become Testorites are drawn from English speaking Earth, within a 30 year window of 1970 AD, a time when unknown to the still Earth-bound humans, the galaxy was just beginning to recover from the Galactic Dark Ages. As such, Testorites are inexperienced and ignorant as far as galactic culture is concerned. They learn

quickly, though, if they survive their first rough weeks in the future.

Names

Traditionally Testorites adopt a simple, monosyllabic name which is often, but not always, an acronym of their Terran former name- a way of remembering their nerdy past while making a clean break with it.

For example, Christopher Alfred Field would become the Testorite known as Caf (pronounced Kaff). Traditionally, Testorites only share the secret of their true name to their most trusted allies.

Languages

Testorites begin play speaking *English* and *Galactic Common*. Testorites with high intelligence scores can choose any Earth language as a bonus language. They aren't quite familiar enough with the wider galaxy to choose alien languages.

Testorite Racial Traits

All Testorites share the following racial traits.

Size and Type

Testorites are Large Humanoids with the human subtype. As Large creatures, Testorites take a -1 size penalty to Armor Class and attack rolls, but receive a +1 bonus on combat maneuver checks and their CMD and suffer a -4 penalty on size checks.

Testorites have a 10 ft x 10 ft fighting space and 5 ft reach.

Ability Score Modifiers

+4 *STR*, +2 *INT*, -2 *CHA*.

Testorites are among the strongest adventurers in the galaxy, that much is obvious just by looking at them. However, the quick mind and superior education of their previous lives are less obvious but still present. Despite their size and heroism, Testorites can be a little shy and somewhat socially awkward.

Fast Speed (EX)

Testorites have a base land speed of 40 ft.

Big Hero (SU)

Once per day, when acting heroically by defending innocents or fighting to protect his allies, the Testorite may activate Big Hero as a swift action. The Testorite rolls 1d4 and adds the result as a luck bonus on all attack rolls, skill checks and saving throws for one round per two character levels. The Testorite is *exhausted* for 1 minute after this ability terminates.

If the odds against the Testorite are especially high (such as fighting a creature with a CR 5+ levels greater than his own, or taking on an army), or if the Testorite is acting contrary to his own interests (fighting when it would be smarter to run, or fighting without expectation of reward), the Testorite rolls 1d6 instead.

Bronzed Adventurer (EX)

The Testorite's superhumanly durable, faintly metallic skin provides him with a +3 natural armor bonus to Armor Class.

The Testorite is immune to environmental heat and cold and radiation. Though they need to breathe (and lack the No Breath trait), Testorites can survive indefinitely in space with just an oxygen tank and breather mask.

Human Blood (EX)

Testorites count as human for all effects related to race.

Testorite Alternate Racial Traits

Bulging muscles and unlimited confidence, not to mention a willingness to fight evil are the defining characteristics of a Testorite. Sometimes details change, but the core of this adventurous race never does.

Estrogyte (EX)

Replaces: no trait, modifies gender

Estrogytes are the rare female members of the race, born on an equally rugged, savage world on the opposite side of the galaxy from Ganaden. Estrogytes are just as bold and impetuous as their male counterparts, and just as fiercely intelligent.

Heroic Wrecking Ball (SU)

Replaces: Big Hero

Once per day, while in combat, the Testorite can activate Heroic Wrecking Ball as a swift action. For one round per four character levels, any successful melee or unarmed attacks made by the Testorite inflict maximized damage and the Testorite is treated as possessing the Cleave and Great Cleave feats. The Testorite is *exhausted* for 1d4 minutes after using this ability.

Lumbering Giant (EX)

Replaces: Fast Speed

The Testorite's body is swollen and corded with muscles the size of cannon balls. The Testorite's natural armor bonus to AC increases to +5, however their base land speed is reduced to 30 ft.

Smaller Giant (EX)

Replaces: ability score modifiers, alters size

Some Testorites are a little smaller than others of their race, but still giants compared to their previous life. Testorites are smart enough not to discount the smaller members of their race, but sometimes other xenos aren't.

The Testorite is a Medium Monstrous Humanoid, and receives no special bonus or penalties due to his size.

Reduce the Testorite's racial bonus to their STR score to +2.

The Testorite gains the Powerful Build racial trait, rather than being size Large.

Thirst for Adventure (SU)

Replaces: Big Hero

Once per day, when exploring unknown regions or attempting to uncover great mysteries, the Testorite may activate Thirst for Adventure as a swift action. The Testorite rolls 1d8 and adds the result as a luck bonus on Acrobatics, Climb, Swim, Survival and Perception checks for one minute per two character levels.

If the mystery is a campaign defining one, or if the Testorite is taking on great personal risks to adventure, the Testorite rolls 1d10 instead.

Venom Immunity (EX)

Replaces: Bronzed Adventurer, available to Estrogytes
The Estrogyte home world of Tarnus is a dangerous jungle hell, inhabited by venomous ultra-beasts. The Estrogyte receives a +3 natural armor bonus to AC and becomes immune to poison.

TRIOUS

Medium Humanoid (human, psionic)

The Trius are a race of near humans from the cold mountainous world of Yandell. Yandell is a perilous world, and to survive, the Trius have evolved a unique defense mechanism. Through an innate psionic gift, the Trius can manifest energy duplicates of themselves- short lived twin clones with thoughts and emotions of their own. A lone Trius is never alone. With the help of their two clones, a single Trius can scale the tallest mountain, or face down the most fearsome native xeno-predator.

Taking advantage of their natural talent for 'triplication' the Trius have developed some of the most innovative forms of unarmed combat in the known galaxy. Trius martial artists are sought out by students of unarmed combat from across the galaxy, and thousands of lonely, mountain-peak dojos can be found scattered across Yandell.

Appearance

Trius are almost indistinguishable from humans and share a common genetic ancestor. Their anatomical differences are limited to minor details like the structure of their earlobes and the placement of their spleen and adrenal glands. Calling these phenotypical details 'easy to miss' actually gives them too much importance.

Trius can easily pass for Caucasian or Eurasian descended humans, though as Trius interbreed with baseline humans, darker skinned triplicators are becoming fairly common. Trius of both genders keep their hair short, partially out of convenience and partially because of their planet's long standing martial arts traditions.

Trius are easily recognizable as aliens only when they manifest their energy clones. This pair of short-lived psionic duplicates have their own personality, based on hidden aspects of their creator's. Though the energy duplicates share their creator's goals and basic beliefs, and love their creator like a sibling, they are occasionally quarrelsome. It's not an uncommon sight in a spacer bar catering to Trius to see a trio of near-humans huddled in the corner arguing passionately about what to order for dinner, or three identical girls all taking a different and passionate opinion on galactic politics.

Homeworld

Yandell is a frigid, mountainous world with a thin but basically breathable oxygen atmosphere. Yandell's tectonically active, jagged mountains reach high into the purple sky, where what little air there is to breath gives



way to hard vacuum. Predatory avians with rocky plumage perfectly adapted to blend in with the crags dominate the sky. The Trius species has endured only because long ago, the race mastered the art of *triplication*- creating duplicates and decoys out of psychic energy to grant assistance or fight off a predator.

The Trius have always been more concerned with their race's future than its past. Very few of the species ever become archeologists, and close quarter combat experts are far, far more common than historians. Few Trius realize that their triplication talents are not a product of random evolution, because few Trius have ever found *The Great Engines* located in the deepest caverns.

The Great Engines are gigantic machines- the smallest having an interior volume greater than most inhabited space stations- made of thick, heavy slabs of some silvery, ultra-dense alloy. Enormous humming pipes glow and crackle with geothermal energy pulled from the planet's core. The Great Engines adapted the Trius for triplication at some distant point in prehistory, though who built the devices and why is completely unknown.

Indecipherable runes matching those on Yandell suggest that these Engines either gave the Psyren their psi-talents, or helped them to evolve to their current extreme.

Sex, Drugs and Violence

Trius are confident and have a thirst for adventure, only reinforced by their culture-wide practice of marital arts.

Even the meekest, most timid Trius enjoys facing new challenges and seeing new horizons. After facing the deadly perils of their craggy homeworld, there is little that can scare or startle a Trius. Many serve on Corporation Command vessels, usually as space marines, combat training instructors, MPs or boarding experts. There's no one in the galaxy better than a Trius martial artist in a brawl, and The Command knows it. Almost as many sign on as limb-breakers for small time system criminals, Space Mafioso or Free Spacer pirates.

Trius have no set breeding period and enjoy sex for pleasure. They have much in common with humans, both physically and emotionally, and the two species often interbreed. In fact, bedding a Trius (and all the expected kinky pleasures that goes with it) is a cause for bragging everywhere in the known galaxy. Children born of mixed Trius/human parents are genetically Trius, though they might pick up some *homo sapiens* traits along the way.

Trius pregnancies last nearly 11 months, and always end in the birth of a single offspring. Trius mothers triplicate to share the pain of labor, but their energy clones always disincorporate before the birth is actually complete. A newborn Trius is born singular, but is able to manifest a pair of energy duplicates within a few hours of birth.

Politics & Culture

Yandell is considered a Command world, albeit a remote and rather obscure one. Trius soldiers and space marines are anything but rare, though just as many Trius adventurers turn to crime or free trading to make their living.

Names

Trius surnames are basically humanlike, while their first names are basically modular. The Prime Trius is named first, and each of her energy duplicates has a first name that is linguistically similar to the Primes'. Each Trius is addressed individually, and though the trio are identical, most take care, via costume or jewelry details to maintain their own identity. In the examples below, the names of the Trius Primes are underlined.

Example Male Names: Vann/Vadd/Varr Starprowler, Thomm/Thoss/Thonn Moonflyer, Quell/Quess/Quinn Vaporlock

Example Female Names: Vila/Vira/Vita Megathermal, Tanna/Tadda/Tarra Sunchase, Alle/Alla/Allu Turnpoint

Languages

Trius begin play speaking *Galactic Common* and *Trion*, the native tongue most widely used on their homeworld. Trius

with high INT scores can choose any language as a bonus language, except for secret languages, like Druidic.

Trius Racial Traits

All Trius share the following racial traits.

Size and Type

Trius are Medium Humanoids with the human and psionic subtype. As Medium creatures, Trius receive no bonuses or penalties due to their size.

Ability Score Modifiers

+2 to any one ability score of choice.

Trius are as diverse as any human spacer, and are just as hard to pin down.

Normal Speed (EX)

Trius have a base land speed of 30 ft.

Combat Reflexes (EX)

All Trius are trained in the basics of unarmed combat, and especially in the combat advantages of teamwork. Trius receive Combat Reflexes as a racial bonus feat, even if they do not meet the prerequisites. There's nothing Trius fighters like better than triplicating and beating some poor schmuck into unconsciousness with attacks of opportunity.

Human Blood (EX)

Trius count as humans for all effects related to race.

Triplication (SU)

As a swift action, a Trius can materialize a pair of clones from raw psionic energy, which appear in the nearest empty adjacent square within 60 ft of the *Main* Trius. These energy duplicates are controlled by the Main's player, and though they have their own quirks and personalities, they share the Main's goals and basic outlook on life.

Clone Life and Death

In most respects, energy clones are statistically identical to their Main, having identical attributes, and sharing the same skills, feats and class abilities. However, an energy clone only has a single hit point, and vanishes instantly when slain, leaving nothing but quickly fading, psionically charged mist behind.

When an energy clone is slain, the Main (and surviving clone, if any) must succeed at a DC 15 WILL Save or be *shaken* for 1 minute from empathic backlash and psionic trauma. Energy clones cannot move more than 60 ft from the Main. If they do, they vanish as if slain. Energy clones have the same basic personalities each time they are summoned, but are not the same consciousness. They do

not know anything the Main does not know, even if the previously summoned energy clone learned it before her death. Energy clones have a survival instinct, but have no real fear of death, and will always act to save their Main's life even at the cost of their own pseudo-existence.

Combat Actions

When created the energy clones can act immediately on their Main's initiative account. Typically the three beings act simultaneously. Each being- the Main and the two energy clones- may take move or move equivalent actions, and even double move, if they choose to.

However, only one being out of the three may take an attack action per round. All three characters may freely use flanking and aid another to aid the trio's designated attacker. Likewise, both the Main and her energy clones may make attacks of opportunity normally.

A Trius cannot be flanked when her energy clones are manifested unless they all are. However, a singular Trius can be flanked as easily as any other humanoid. A triplicated Trius is not considered flat-footed unless all three of them are.

Equipment and Limited Use Abilities

When a Trius triplicates, her clones are created with psi-energy duplicates of whatever she is holding, carrying or wearing. These duplicate items, whether that item is a cell-phone, spacesuit or handgun, function identically to the Main's equipment. However, these duplicate-devices vanish instantly if dropped or removed from the duplicate.

Ammunition and limited use devices, such as grenades, potions, or the like are shared all three Trius. Thus, if the Main is holding a pistol with 12 in the clip, and one of her energy clones fires off three shots, the Main will only have 9 bullets remaining when her energy duplicates vanish.

Limited use powers, such as psionic abilities with daily use limitations, per day or per encounter class features, or prepared spells/spell slots are shared in a similar manner.

Triplication Limitations

The Trius may triplicate a number of times per day equal to her CHA score. Each time the Trius triplicates, the energy duplicates remain in existence for a number of rounds equal to her CHA score + ½ her total character level (minimum 2 rounds).

Triple Switch (SU)

Once per day, as an immediate action, the Trius can trade positions with one of her energy duplicates, basically teleporting across short distances. Select either of your

energy clones. You swap positions with that clone as an immediate action. You may perform this switch as an interrupt even when it is not your turn. If triple switching in response to an attack, you must make the swap before the to-hit and damage rolls are revealed.

Trius Alternate Racial Traits

Some Trius have self-duplication powers that work a bit differently from the norm, all Trius, however, have some form of triplication, as the ability defines the race both genetically and socially.

Independent Clones (SU)

Replaces: Triple Switch

The Trius' energy clones are more independent- more real- than the norm. Your energy clones can range up to 400 ft + 40 ft per character level from you before disappearing. Your clones remember events they experienced on previous summonings, or after being summoned again when destroyed, and you share these memories.

Psyren Blood (EX)

Replaces: Human Blood

The Trius counts as Psyren for all effects related to race, likely due to the proximity of an undiscovered Great Machine to the Trius' birthplace.

Tempting Triplets (SU)

Replaces: Triple Switch

Nobody in their right mind can resist the offer of a sexual rendezvous with a Trius and his or her energy clones. You can manifest your clones as part of a sexually oriented Bluff or Diplomacy check, in doing so you receive a +3 racial bonus on the check. When engaging in purely sexual or roleplay oriented scenes (non-combat and non-skill check encounters) your energy clones remain in existence until the end of the encounter.

Tons of Clones (SU)

Replaces: Triple Switch

Most Trius can manifest only two energy clones at a time; you can manifest lots more. You can manifest a number of energy clones equal to 3 + your CHA modifier simultaneously. You can also choose to manifest a lesser number if you wish.

Trinity Will Power (EX)

Replaces: Combat Reflexes

Your ability to triplicate, and to see situations from multiple perspectives has strengthened your will. The Trius receives Iron Will as a racial bonus feat.

TV HEADS

Medium Monstrous Humanoid (human, robot)

The latest brainstorm from the dubious geniuses of the Corporation Command Eugenics Bureau! Thanks to revolutionary cyber-genetics, a growing percentage of Earth's humans are being born with television sets for heads. TV Heads are smart, can easily be raised to be hard working and socially responsible, and are easy for the Corporation Command to program. TV Head kids do great in school, get good jobs as adults, spend Sunday mornings in an ICG pew and rarely get an urge to criss-cross the galaxy in a rickety spaceship, fucking everything that wriggles.

Of course, all the V-chips in the galaxy can't screen out Outlaw Sex Station 09's rock and roll for ever, and a few TV Heads have left civilized space behind for more exciting scenes. They're the minority of a minority though—the vast majority of TV Heads are cheerfully vapid consumers and loyal Corporation Command citizens.

Appearance

TV Heads have a television set or computer monitor growing from their shoulders. From the neck down, fully human(ish), from the neck up, they look like something from the home electronics aisle at Wal-Galaxy. The style of their head-monitor varies slightly, from bulky-retro future cubes with rabbit ear antenna to sleek white plastic flat screens, but all head-monitors play a continual loop of high resolution video. (In most cases the head-monitors are properly bulky, and having a 5" head monitor or smaller is considered quite the embarrassment among TV Heads, like having a small dick among full *homo sapiens* men.)

TV Heads still eat and breathe, through a small port on the underside of their neck, right where man meets machine. If a TV Head

gets shot in the head-monitor, a disgusting mix of brain tissue and printed circuitry leaks out. When a TV Head talks, his or her voice has a mechanized tinge; if the *Heavy Future* were a comic book, then TV Heads would have squared speech bubbles.

Homeworld

TV Heads are part of the Human Diaspora. They are most common to The Core, spending the majority of their working lives in civilized space. Many TV Heads are involved in galactic government, police or the Corporation Command's military. The conformist TV Heads like the stability, cleanliness and predictability of Core Space.



Sex, Drugs and Violence

TV Heads can interbreed with other neo-human strains, and the resulting offspring is usually a TV Head. Lifespan and gestation period are commiserate with unmodified human norms. TV Head gene-mods were designed to be dominant. If a TV Head has sex with an ordinary human, their child has about a 60% chance of turning out TV Head. The Corporation Command began the TV Head experiment about three and a half generations ago, and there are thousands upon thousands of TV Heads out there in human-space. There are even a few rare cases of superficially ordinary 'humans' with a bit of TV Head DNA hidden in their systems.

Most TV Heads are scrupulously law abiding, but a few feel the lure of black-market data and Outlaw Sex Station 09 memes. A TV Head who goes rouge usually takes up data piracy, hacking, or other information based crimes. A few deal in machine-specific drugs and trip-wire data codes.

Politics & Culture

For most Free Spacers, TV Heads are the officious, irritating and dangerously perceptive face of the Command. That customs agent boarding your vessel? A smug 22 inch Panasonic TV Head with his hand out for a bribe. That immigration agent that won't approve your visa into Core Space? An 18 inch Hitachi TV Head with her hand out for a bribe, and a lecture on appropriate cultural norms on her screen. That planetary police officer which seems to have a sixth sense for hidden dope and las-guns? Another damn TV head, with his mechanical hand out for a bribe.

Needless to say, TV Heads aren't very popular out in the big black. Lots of them come drag-assing into work with cracked cranial screens (the racial equivalent of a black eye) after a night out drinking in a rougher part of the galaxy.

Names

TV Head names follow traditional human naming conventions, favoring aristocratic and religiously flavored names popular among the Corporation Command's upper echelon and the ICG's religious elite.

Languages

TV Heads begin play speaking *Galactic Common*. TV Heads with high INT Scores can choose any language as a bonus language, except for secret languages, like druidic.

TV Head Racial Traits

All TV Heads share the following racial traits.

Size and Type

TV Heads are Medium Monstrous Humanoids with the human subtype. As Medium creatures, TV Heads receive no bonuses or penalties due to their size.

Ability Score Modifiers

+2 *INT*, -2 *WIS*, +2 *CHA*.

TV Heads are well educated, and a bit nerdy. They like slotting a data disk on astrophysics or a boring documentary about xeno-linguistics into their heads when they relax. TV Heads are arrogant, superior and proud, but weak willed. They don't respond well to change either.

Normal Speed (EX)

TV Heads have a base land speed of 30 ft.

Cyberphile (EX)

TV Heads like cybernetics- after all the Corporation Command Surgeon General says cyber-implants are good for you, and Command government would never lie to you, right? TV Heads can withstand an unlimited number of cybernetic implants or points of Drain without risking negative levels.

It is easy to cyber-augment TV Heads. Reduce the time required to install implants by half, and reduce the cost of cybernetic implants by 10% when installed into a TV Head.

Electro Vulnerability (EX)

TV Heads gain Vulnerability to Electricity.

HD Screen (SP)

TV Heads can display high resolution images on their head display. They can use *silent image*, *ghost sound* and *light at will* via their display unit, as a bard of their total character level.

Human Blood (EX)

TV Heads count as human for all effects related to race.

Symbol Mastery (SU)

TV Heads are designed to transmit data on their high resolution head displays- including occult data. TV Heads cast spells with the *figment*, *light* or *pattern* descriptors at +2 caster level.

Television Senses (EX)

TV Heads have especially keen vision, thanks to their camera-type optics. Vidiots have Darkvision with an impressive 500 ft range, and lowlight vision. They also

have an onboard ansible communicator system, advanced commercial starship, capable of galactic range, near-realtime communication.

TV Heads are treated as possessing the Onboard Computer cybernetic implant, which does not inflict Drain.

TV Head Alternate Racial Traits

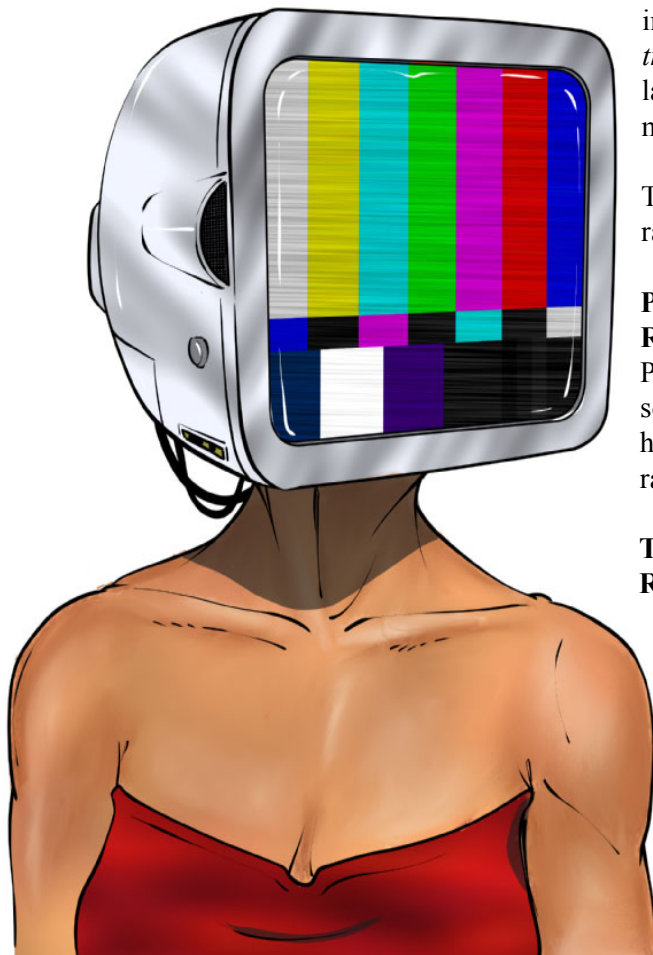
TV Heads are purpose built as a new facet of the Corporation Command's drive to control every facet of galactic life: commerce, culture, faith, even thought itself.

Arcade Head (EX)

Replaces: HD Screen

The TV Head's display cranium is a hooded arcade cabinet, bleeping and blooping with MIDI game music and displaying the bright, iconic pixels of competitive adventure and action games. Coin slots designed to accept fractional credits glow red at the nape of the TV Head's neck.

As a swift action, the TV Head or an adjacent ally can insert a 1 gp coin into their neck slots. Doing so provides the TV Head with a +1 luck bonus on their next skill check or attack roll, provided it is made within the next minute.



When doing so, the TV Head's display becomes brighter, louder and perkier.

Computer Head (EX)

Replaces: Symbol Mastery

Rather than a television display unit, the TV Head has an advanced retro-futuristic computer mainframe and monochrome display unit, complete with floppy drives on their shoulders and data crystal ports at the back of the neck.

The TV Head gains a +4 racial bonus on Computer Use checks, and Computer Use is always a class skill for them.

Drone Head (EX)

Replaces: Symbol Mastery

The TV Head's skull is a metallic sensor pod as smooth and featureless as a photon torpedo casing. Only a relatively small monochrome display, little more than a glorified calculator readout exists at the center of the TV head's drone like cranial unit.

The Drone Head gains blindsense 100 ft.

Machine Interpreter (SU)

Replaces: HD Screen

The TV Head can translate any form of machine language instantly. The TV Head benefits from a limited version of *truespeech*, save that it only functions on machine languages, such as Star Droid, binary code and other machine dialects.

The TV Head gains *telepathy* 100 ft with other machine races and creatures with the cyborg or robot subtypes.

Proximate Blood (EX)

Replaces: Human Blood

Proximate DNA was used to breed the first TV Heads, and some strains display stronger than normal Proximate heritage. You count as a Proximate for all effects related to race.

TV Repair Man (EX)

Replaces: HD Screen

The TV Head is equipped with sophisticated tools built into his body. The TV Head can morph his hands into sophisticated repair devices. The TV Head gains an *onboard shapememory multi-tool* cybernetic implant, which does not inflict Drain or negative levels.

RETRO SCI-FI HUMAN NAMES

Finally, if you want a generically 'science fictiony' sounding name for a human (or humanoid character) roll on the D30 chart below. You can flip the order of the surname components, or remove transitive cases as necessary to come up with a decent sounding name.

You can also randomly mix ordinary names from different ethnicities, trying for the most unlikely combinations possible (say a Turkish first name and a Hispanic surname, worn by a guy with black skin who speaks Mandarin Chinese fluently) to reflect the migratory, post-racial nature of the 46th Century Human Diaspora. This is especially common among Free Spacers.

D30 Result	Male First Names	Female First Names	Surname Component I	Good Surname Component II	Evil Surname Component II
1	Adan	Kym	Sun	Walker	Blaster
2	Bester	Winah	Star	Chaser	Burst
3	Adama	Zana	Warp	Seeker	Stone
4	Curran	Leyla	Sky	Born	Hook
5	Hedor	Alya	Nova	Wind	Burn
6	Brog	Zoe	Comet	Spring	Blade
7	Thom	Torrie	Nebula	Heart	Storm
8	Kiff	Trea	Shuttle	Lock	Blood
9	Spar	Jun	Booster	Drive	Shield
10	Jore	Iora	Orbit	Arm	Lance
11	Kun	Pala	Nova	Key	Raker
12	Lok	Crys	Vector	Trail	Striker
13	Val	Vyne	Danger	Wish	Throne
14	Rokk	Tinya	Mercury	Shield	Crown
15	Stark	Alma	Apollo	Spirit	Whip
16	Ryun	Leah	Vapor	Finder	Dark
17	Barret	Zale	Moon	Gate	Clone
18	Troy	Saya	Danger	Cloud	Kill
19	Temple	Iryae	Path	King/Queen	Khan
20	Raud	Triona	Fire	Light	Ghoul
21	Luke	Anna	Compu	Spin	Ghost
22	Corso	Leelo	Vid	Ascendant	Black
23	Kalle	Sora	Apogee	Soul	Void
24	Rhod	Clea	Aphelion	Fix	Vamp
25	Han	Zenda	Lagrange	Point	Hunter
26	Dakk	Padme	Twin	Flyer	Eater
27	Dash	Kara	War	Force	Rocker
28	Clint	Jule	Cosmic	Spray	Immortal
29	Quinn	Hera	Flight	Pixel	Rage
30	Heller	Verity	Meteor	Circuit	Hate

Species	Size, Type and Subtypes	Summed Up In One Sentence....
Bulk	Large Construct (robot)	Durable but slow-witted heavy labor robots
Erobot	Medium Monstrous Humanoid (android)	Self designed sex robots with interchangeable components, built by free androids
Star Droid	Small Construct (robot)	Useful little robots with a full assortment of built in tools
Synth	Medium Monstrous Humanoid (android)	Human-like androids with superior skills

ROBOT RACES

Robots are second class citizens of the 46th Century, at best. Most robots are slaves or servants of somebody or another and even free machines face prejudice at best and press-ganging or illicit salvage at worst.

BULK

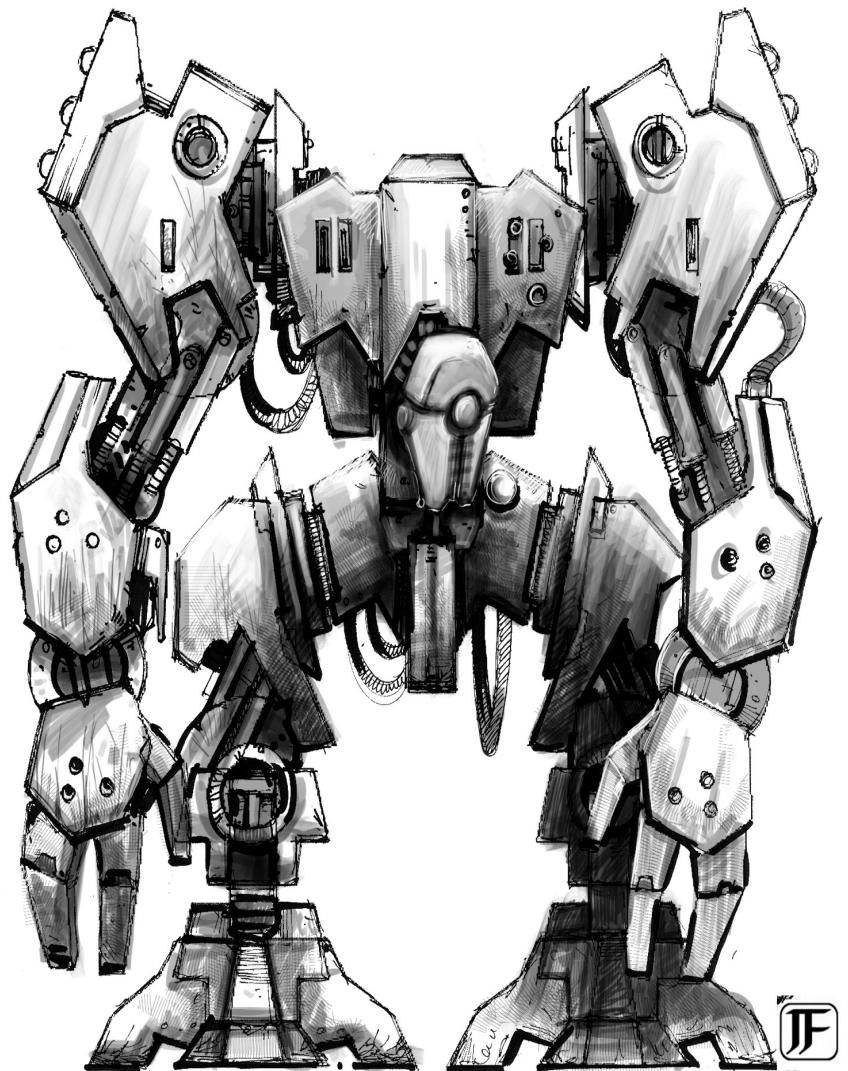
Large Construct (robot)

Bulk is generic spacer slang for a wide variety of heavy duty labor mechanoids. Bulks are designed for industrial service and are omnipresent in the Heavy Future. Huge legions of Bulk laborers load and off-load cargo pods, repair starship hulls, change out radioactive fuel rods, repair warp engine nacelles, and otherwise keep the machinery of the future running smoothly. Bulks are so common that despite their enormous size, they blend, unseen, into the scenery....a fact that the adventuring minority of the mechanical species uses to its advantage.

Appearance

Bulks are incredibly large, strong and durable heavy-industry robots. They are semi-humanoid due to the practicality of the bipedal form, but deviate from this norm when the job requires it. Most Bulks are somewhat simian mechanoids topping nine foot tall and massing in at upwards of two tons. Several models trade their wide, spatulate and load-bearing feet for tracks, to increase their carrying capacity and job-readiness.

Bulks have extremely practical, non-anthropomorphic cranial units, studded with optics, cameras, and a wide variety of specialized sensor units. Most Bulks are heavily armored, and have their chassis painted in bright hazard



colors, or in the livery of whatever galactic mega-corp owns them. Bulks can vocalize, if necessary, but their vocal processors are purely baseline- intelligible and precise, but obviously robotic.

Homeworld

Bulks are common throughout the Human Diaspora and beyond. While the majority of Bulks are assembled by human-dominated mega-corps, similar technology is common among the Proximites, Shippers and other star-

faring races. As a result, Bulk laborers can be found in every port of call in known space.

Sex, Drugs and Violence

Bulks are programmed to be genderless and as fully robotic beings, are uninterested in love, companionship or romance. They only concern themselves with doing their job, to the exclusion of most else. Even free Bulks are purpose driven, and extremely serious minded, focused on whatever self imposed missions they've fixated on to the exclusion of all else. Very few Bulks have hobbies, and if they do, these 'hobbies' are usually a facet of their chosen profession, such as a Bulk reactor tech spending its leisure time studying nuclear physics or downloading trade journals.

Unlike Star Droids, who most Bulks view as a kind of small, cousin species, Bulks do not assemble themselves...unless Bulk chassis assembly is the robot's assigned profession.

Politics & Culture

Bulks are fairly apolitical, and have little culture of their own. They consider themselves a vital cog in the machinery of whatever job site they are assigned to. Bulks take enormous pride in their work, and the only decorations likely to color a Bulk's hull are work-place efficiency awards and good conduct decorations. Programmed to be serious to a fault, and blessed (or cursed) with a mechanical work ethic second to none, Bulks are ideal citizens of the Command...second or third-class citizens, but citizens none the less.

Names

Bulks are assigned simple designations, usually a short alphanumeric code appended to a simple identifier, based on profession, assignment or manufacturer. A few are assigned a designator based on their primary hull color. Few Bulks ever bother to change this designator, even if they later become free...or even more unthinkably, abandon the jobsite for the stars.

Example Names: Foreman-20DD, Aft Loader-3204, Syndine Robotix-A342, Gunner-995J, Umber-CC25, Blue Hauler-1915, Disposal-V25C

Languages

Bulks begin play speaking *Binary Code* and *Galactic Common*. Bulks with high INT scores can choose Proximate, Star Droid, Shipper Patois or other spacer lingua franca as bonus languages.

Bulk Racial Traits

All Bulks share the following racial traits.

Size and Type

Bulks are Large Monstrous Humanoids with the robot subtype. As Large creatures, Bulks suffer a -1 size penalty on attack rolls and armor class, a -4 size penalty on Stealth checks, but gain a +1 size bonus on CMB and CMD.

Slow and Steady Speed (EX)

Bulks have a 30 ft base land speed, but their speed is never reduced by armor or encumbrance.

Ability Score Modifiers

+6 STR, no CON, -4 INT.

Bulks are prodigiously strong and durable, with powerful hydraulic and pneumatic lifting systems and multiple back-up power trains, but they are given fairly rudimentary, last-generation AI. As Constructs, Bulks have no CON score, but receive +30 bonus HP due to their size.

Armored Hull (EX)

Bulks receive a +5 natural armor bonus to Armor Class, but their unique proportions and mechanical anatomy prevent them from wearing additional armor.

Bulk Optics (EX)

Bulks are equipped with high resolution video units that provide them with lowlight vision.

Bulk Tools (EX)

Bulks are equipped with a variety of heavy industrial tools as built in components. The Bulk is equipped with any two of the following pieces of equipment. Once chosen, this equipment load-out cannot be changed.

- A masterwork Mechanical tool kit
- A masterwork Electronic tool kit
- A plasma cutter/welder
- A masterwork chainsaw
- Masterwork emergency scissors
- Industrial grade firefighting equipment
- Specialized Sensor of choice

Construct Immunities (EX)

Bulks gain all the immunities common to Constructs.

Labor Ready (EX)

Bulks are designed to work in jobs too difficult, tedious or dangerous for organic workers. Bulks add their STR modifier to their WIS modifier when making Profession checks, and Bulks add their STR modifier to their INT modifier when making Craft (mechanical, structural, or electronic) checks. This bonus may apply to other Craft skills at the GM's option.



Space Worthy (EX)

Bulks are immune to environmental heat and cold, as well as radiation, and possess the No Breath racial trait.

Unhealing (EX)

Bulks do not recover from damage naturally. They can be repaired with a successful DC 15 Craft (mechanical) check. A successful check represents an hour of work and restores 1d8 HP to the Bulk. Healing spells and effects used on the Bulk have the minimum numeric effect.

Bulk Alternate Racial Traits

With so many companies producing Bulk laborers, design variants, low-end knock offs, one-off models, after-market modified units and specialized prototypes are fairly common.

Crusher Bulk (EX)

Replaces: Bulk Tools (one)

The Bulk has heavy-duty pincers rather than hands. The Bulk gains the Grab and Constrict racial qualities, but suffers a -5 racial penalty on all skill checks requiring manual dexterity or fine motor skills.

Demolisher Bulk (EX)

Replaces: Bulk Tools (one)

The Bulk hits like a wrecking ball. It gains a slam attack that inflicts 1d10+ STR modifiers points of damage.

Heavy Hauler Bulk (EX)

Replaces: Armored Hull

The Bulk is designed to haul enormous amounts of weight.

Multiply the Bulk's lifting and carrying limits by x20. Due to the Bulk's pneumatic-heavy design, it only receives a +1 natural armor bonus to Armor Class (offsetting its size penalty). The Bulk still cannot wear additional armor.

Tank Bulk (EX)

Replaces: Bulk Tools (one selection)

The Bulk is protected by ultra-heavy armor cladding and clam-shell style armor that makes it look like a gigantic robotic beetle more than a humanoid mech. The Bulk gains Damage Reduction 2/-.

Tracked Bulk (EX)

Replaces: Slow and Steady Speed

Rather than legs, the Bulk travels on a set of heavy, tank-like treads.

The Bulk's lifting and carrying limits are double those of a biped it's size. The Bulk's base land speed is 20 ft, but the Bulk is immune to the effects of difficult terrain. However, the Bulk cannot navigate stairs (though it can handle grades of up to 45 degrees), nor can it swim or jump.

War Bulk (EX)

Replaces: Bulk Tools (both)

Bulks make natural infantry-mechs, due to their prodigious strength and instant, programmed obedience. Some are purpose built as soldier robots, while others are retrofitted as necessary for frontline combat service.

The War Bulk is proficient with all simple and martial weapons, and gains Personal and Advanced Firearms Proficiency as racial bonus feats. The Bulk is equipped with a built-in masterwork Plasma Rifle. This masterwork plasma rifle draws its power from the Bulk's own reactor and has unlimited ammunition.

EROBOT

Medium Monstrous Humanoid (robot)

Erobots are a unique breed of android, sold as very high dollar sexual companions to the galaxy's wealthy and decadent. While lesser brands of sex-bots proliferate on the open market, Erobots are unique. Each Erobot is assembled by hand by master crafts-droids; Erobots are assembled by their own kind. No human hand ever touches the innards of an incomplete Erobot, and even after they become free, most Erobots are choosy about who they allow to work on their inner mechanisms, preferring other mechanical technologists to human mechanics.

Appearance

Erobots are beautiful, extremely well-crafted androids of almost indistinguishable from Earthborn humans. These androids are hand assembled to appeal to mecha-fetishists. The androids have warm, silicon skins covering extremely complex cyber chassis. Mold lines and gaps in the silicon skin paneling offer a tantalizing glimpse of the bio-mechanics beneath.

Most of a Erobot's body is modular and their external components are hot-swappable. If an Erobot or his/her master tires of his/her factory standard 32D breasts, they can simply pull off the factory standard item and plug in a new pair of sporty 18B breasts. Erobots (and their owners) tend to be fashion conscious and somewhat obsessive about owning the latest, hippest body components.

An Erobot's quarters are likely to be dominated by neatly organized shelves full of plug-in eyes, finger tips, breasts, buttocks, funky new genitals, abdominal covers and other collectible components. Erobots refer to their "parts shelf" as if it were both a tool and a vital part of who they are; for some Erobots this parts shelf can be a hermetically sealed bedchamber, while for traveling Erobots their parts shelf might just be a bunch of android parts stuffed into a duffel bag. Fuck with an Erobot's parts shelf at your peril.

By tradition, all androids assembled by Vulva Astranoma have platinum blond or silver hair and androgynous features. Once they've served out their first contracts and earn their freedom, some Erobots dye their hair in eye-catching, neon colors, but none ever lose their elfin beauty.

Homeworld

Erobots are assembled by free members of their race on Vulva Astranoma. Vulva Astranoma is an artificial moon on the fringes of the Iron Belt region and its android-run foundries do a brisk business turning out sex toys. Vulva Astranoma products range from simple shape-memory





dildos to advanced AI companion androids, including its line of galaxy-famous Erobots. The tiny artificial moon has no atmosphere, and is uninhabitable by humanoid standards- the entire native population are self aware androids.

The small, chrome world is an independent, with no ties to the Corporation Command or any larger galactic powers. The world is protected only by its alliance to various Free Spacer factions and the mercenary guardians it hires as needed.

As a business, Vulva Astranoma is easily the equal of any galactic mega-corp headquartered on Benediction, but it's the outsider of the galactic business community. The Corporation Command would love to either shut Vulva Astranoma down or find a way to tax its massive revenues; VA suffers constant harassment at the hands of Command customs inspectors and space cops. The Imperial Church of the Galaxy has done one worse: they have declared VA and its androids heretical tech. Worse, they're spreading the rumor that the AI that powers the company's revolutionary sexbots comes from the dissected brains of murdered humanoid children- as a result of this deadly blood libel,

several VA cargo haulers have been blasted to mesons by ICG inquisitors.

Sex, Drugs and Violence

Erobot gender, like everything else about the advanced androids, is customizable and plug'n'play. Erobots are capable of changing their gender with a few mechanical modifications, and psychologically, consider themselves bi-gendered beings. Erobots enjoy playing with gender expectations, and virtually all members of the species have lovers of both genders, not to mention an assortment of specialized genital plug-ins on their 'parts shelf' for use with creatures with extremely odd xeno-genders.

Erobots can change their genders simply by swapping out their genital components. Plugging in a penis or vagina module activates a cascading systems change, and within a few minutes, their proportions and secondary sex characteristics change to match their genitals. Facial features change the least, as Erobot faces are designed to be androgynous in either gender by default. Erobots can remain in a specific gender for up to 72 hours before it must spend at least 24 hours in a different gender; this programming restriction is implanted in the Erobot by hir manufacturers to keep the androids from psychologically fixing to a single gender.

Erobots in a female configuration can become pregnant (assuming they've installed their fertility upgrade plug-in). An Erobot can change hir gender while pregnant, though shi remains visibly pregnant, and shi must be in a female configuration both to conceive and to give birth.

Erobots can survive indefinitely with proper maintenance. The first century or so of their existence is spent as a concubine to a purchaser. After the purchaser's eventual death, the Erobot is freed, and becomes a free galactic citizen. Contracted Erobots have no legal rights, and may even be destroyed by their owner if so desired. Erobot tradition requires the android to submit dutifully, even in the face of shut-down, and Erobot concubines are among the most submissive in the galaxy. Even if the Erobot loathes hir master shi is content to simply wait for the mortal to expire. Erobots have the passion of the lustiest teenaged Earther whore, but the patience of an immortal machine.

The Parts Shelf

An Erobot's parts shelf is both a possession and a vital part of who they are. Erobots jealously guard and scrupulously maintain their parts shelf- among the androids, it is considered horribly impolite to touch another Erobot's components without their permission.

Erobots are inordinately proud of their collection of parts. Like dedicated hobbyists, they gather together socially to brag about their latest acquisitions and trade duplicate parts. Erobot exclusive bars and clubs tend to look like ransacked electronic shops, with partially disassembled androids haggling over a pile of android components and internal circuits laid out on the table before them.

Erobots cannot normally use or hot-swap components from another Erobot's parts shelf, though there are a few special abilities (described below and elsewhere) that allow specific Erobots to break this rule.

Feats and traits that provide new components for an Erobot's parts shelf are indicated with the bracketed notation (Parts).

Politics & Culture

Vulva Astranoma's android citizens have a different perception of time and sexual roles than most organic species. Its self-aware sex toys are contracted to a humanoid owner; the contract is for a lifetime, but the androids cannot be resold, traded or inherited. When the humanoid finally dies (and often before) the Erobot companion is freed, and becomes a galactic citizen with a Vulva Astranoma passport. To the immortal Erobots androids, decades or even centuries of service is nothing but a prolonged childhood. Many 'adult' Erobots return to their birth station or to Vulva Astranoma itself, where they design and engineer the next generation of sex androids.

Erobots have colonized a handful of worlds out in the Fringe: a utopian garden-world called **Bradbury**, whose citizens are an equal mix of robophile humans and free living Erobot adventurers. Others have begun reclaiming a lost world called **Eidola Mata**, where enormous engines, left behind by that world's long extinct masters, forged the very first generation of Erobots uncounted centuries ago.

Names

Erobots are assigned names by their first masters, usually names culled from human traditions. Erobots retain these names even after winning their freedom, as their contracted bondage literally made them the androids they are today.

Some Erobots maintain separate identities, with similar but different given names depending on whether they are in male or female config: Ziva and Zane Honeywell, for instance. Others are assigned Terran names that are mostly gender neutral, or can be considered gender neutral depending on the speaker's inflection.

Some common gender-neutral names used by Erobots include:

Adrian, Ashley, Cameron, Carroll, Dale, Dana, Evelyn, Gayle, Glen, Joyce, Kelly, Kelsey, Lee, Leslie, Lynn, Marion, Riley, Robin/Robyn, Ryan, Stacey, Taylor, Tracy

Most Erobots have futuristic surnames. Use the random name generator found elsewhere in this sourcebook to design an appropriately sci-fi surname, something like: *Cometshine, Novarider, Starslip, Warphunter*

Languages

Erobots begin play speaking *Galactic Common*. Erobots with high INT scores may choose any of the following as a bonus language: any Earth language, Binary Code or any other machine language, Star Droid or Proximate.

Erobot Height and Weight

Most Erobots are fairly petite in either gender config. In male config, Erobots rarely top 5' 8" and in female config, they average 4-5 inches shorter. Erobots have human-like proportions but their artificial construction is not as heavy as organic flesh and bone. Most Erobots are 10-15 lbs lighter than a human of comparable bulk.

Erobots are built small by design. Most humanoids desire smaller, delicate companion-droids...plus the lower weight saves on bulk transshipping parts on components.

Individual Erobot components range from negligible weight (for optical components, finger joints, internal circuitry) to larger components weighing upwards of 20 lbs, such as a skull casing or artificial ribcage or pelvic assembly. A completely disassembled Erobot can be carried in 2-3 duffel bags quite easily by most humanoids.

Basic Parts Shelves are similarly portable, but Erobots with truly impressive collections of internal components might find their parts assortment spread over a dozen shipping containers, totaling 500 lbs or 1,000 lbs total mass, or even more!

Erobot Racial Traits

All Erobots share the following racial traits.

Size and Type

Erobots are Medium Monstrous Humanoids with the android subtype. As Medium creatures, Erobots receive no bonuses or penalties due to their size.

Ability Score Modifiers

Male Configuration: +2 STR, -2 CON, +2 CHA

Female Configuration: +2 DEX, -2 CON, +2 CHA.

An Erobot's ability score modifiers derive from hir current gender configuration. Male configurations are stronger, while female configurations are more nimble. In either configuration, the Erobot is beautiful and charming, but physically frail due to the delicacy of hir internal cyber-systems.

Normal Speed (EX)

Erobots have a base land speed of 30 ft.

Artificial Metabolism (EX)

Erobots can consume food and drink, which they process into additional chemical energy and store in onboard power cells, but they do not need to. Erobots are immune to suffocation, starvation and thirst. They are immune to non-magical disease and poison and do not need to sleep. Erobots must have 6-8 hours of restful calm before recovering spells or power points.

Bi-Gendered (EX)

Erobots can select Hentai Feats (*Black Feats*, Otherverse Games, 2015) available to both genders. However, they can only manifest feats corresponding to the gender they are currently displaying. Erobots can swap their gender with a few minutes of effort.

Electronic Senses (EX)

Erobots are equipped with lowlight vision, and are equipped with the Onboard Computer cybernetic implant, which never inflicts Drain or negative levels.

Self Repair Technology (EX)

Erobots can automatically repair limited damage, but major system damage requires mechanical assistance. Erobots heal at the same rate as unmodified humans, and may be aided with the Heal skill, albeit with a -4 penalty unless the treating physician possesses the Xeno-Medic feat.

However, this natural healing has its limitations. If the Erobot suffers damage that does not reduce it below half its maximum HP total, it can recover this damage on its own. However, if reduced below half HP, the Erobot's self repair technology will only restore the android to a maximum of half HP. Additional damage cannot heal until the Erobot receives a DC 20 Craft (electronics) check, which requires 1d4+1 hours and an Electronics Tool Kit.

Skill Configuration (EX)

Erobots can reassign their racial skills and feats as needed by swapping out internal memory components and pseudo-muscle modules. Erobot consciousness is as modular as Erobot schematic anatomy.

Changing skill configuration swaps out the Erobot's racial skill bonuses and racial feats, and requires about 1d6 minutes of work, access to an Electronics Kit and the Erobot's 'parts shelf'. No skill check is necessary. The Erobot can only have one skill configuration at any given time.

Skill Configuration	Racial Skill Bonus	Racial Feats
Concubine (most common to 'young' Erobots who have not yet achieved their freedom)	+2 Diplomacy checks	Gifts of Ecstasy
Assembler (a free Erobot who designs and builds new Erobots)	+2 Craft (electronics)	Gearhead
Bio-Tech (an Erobot programmed for duty as a field scientist or starship's veterinary officer)	+2 Survival	Track
Biz (professional, well disciplined Erobot acting as a personal assistant or corporate proxy)	+2 Knowledge (business)	Educated (business, civics)
Entertainer (a usually free Erobot making a living through art and celebrity)	+2 Perform (one of choice)	Extra Performance
Protector (an Erobot acting as bodyguard to a contracted companion)	+2 Perception	Combat Reflexes
Spacer (a free Erobot exploring the cosmos)	+2 Pilot	Zero G Training
Wrench (an Erobot programmed to maintain a starship or ground vehicle)	+2 Craft (mechanical)	Skill Focus (craft: mechanical)

Erobot Alternate Racial Traits

Erobots are legendary for their modularity and diversity of abilities. Erobot masters often tinker with their robotic lovers, and free Erobots can spend hours and days tweaking their performance and capabilities.

Assassin Droid Template

Replaces: Skill Configuration, modifies ability scores
Assassin Droid model Erobots are manufactured illegally by galactic crime cartels like the Space Mafia. Outwardly, they're identical to ordinary Erobots, and many might even have a forged Vulva Astranoma logo on their brainware, even if they weren't assembled anywhere near the home asteroid.

Assassin Droid Erobots giggle and fuck just like an ordinary model, but upon receipt of a preprogrammed stimulus or received kill-signal, they become remorseless and highly efficient killers and saboteurs. Placing an Assassin model Erobot with a rival is the ultimate Trojan horse.

Additional Racial Ability Score Modifiers

Additional -2 CON.

Assassin Model Erobots are usually made from inferior parts that are more easily obtained outside Vulva Astranoma and that break easier. They are more fragile and substantially 'glitchier' than true Erobots.

Racial Weapons and Armor Proficiency (EX)

Assassin Model Erobots are

Skill Configuration	Racial Skill Bonus	Racial Feats
Concubine (most common to 'young' Erobots who have not yet achieved their freedom)	+2 Diplomacy checks	Gifts of Ecstasy
Close Quarters Battle Configuration	+1 CMB	Combat Expertise
Firearms Expertise Configuration	+2 Craft (gunsmith)	Burst Fire
Infiltration Configuration	+2 Sense Motive	Skill Focus (bluff)
Interrogation Configuration	+2 Intimidate	Persuasive
Sniper Training Configuration	+2 Stealth	Deadly Aim

proficient with all Simple and Martial Weapons. They gain Personal Firearms Proficiency and Advanced Firearms Proficiency as racial bonus feats. Assassin Model Erobots are proficient with Light Armor.

Additional Racial Skill Configurations (EX)

Assassin Model Erobots gain a variant set of options for their Skill Configuration racial trait. They may choose either Concubine or several new, combat oriented configuration.

Programmed Response (EX)

The Assassin Model Erobot is tasked with killing a specific target or sabotaging a particular facility, which may or may not be known to her. This target is designated by the GM. Whenever the Erobot first personally encounters this target, or upon receipt of a command signal transmitted via wifi, her programmed response triggers.

The Erobot's alignment becomes Lawful Evil, and her driving goal becomes accomplishing her mission. The Erobot can choose her tactics and timing- she does not have to immediately attack the target, but carrying out the mission becomes her primary goal. If the Erobot succeeds in this mission, it is 1d4+1 months of game time before she receives another programmed response to carry out. The Erobot's alignment returns to normal after her Programmed Response is either completed, or it becomes obvious that circumstances will prevent the Erobot from ever completing that mission.



The Assassin Model Erobot cannot resist this effect.

Beach-Bait Erobot (EX)

Replaces: Artificial Metabolism

You were designed for service on a tropical or water-locked planet, and not only do you look great in beach wear (in either gender-config), your natural habitat is as much water as land.

You gain a Swim speed of 30 ft, and a +4 racial bonus on Swim checks. You can dive to any depth safely, thanks to your specially constructed water-tight components.

Bradbury Built (EX)

Replaces: Skill Configuration

You were assembled on the Bradbury colony, and unlike other Erobots, you have never been a lust slave. Your unique upbringing makes you more confident and proud than other sex-androids, and a natural Erobot leader, but limits your flexibility.

You receive a +2 racial bonus on Diplomacy checks, which increases to +4 when interacting with other Erobots. You gain Leadership as a racial bonus feat, even if you do not meet the prerequisites. You may only recruit followers and cohorts from among Bulks, Erobots, Synth, Star Droids and other robotic species. You begin play with a cohort from one of these mechanical races.

Demo-Bot Template (SP)

Replaces: Skill Configuration

Demo-Bots are a special caste of Erobots. Where most Erobots are purchased by a humanoid owner, who they serve for years or decades before eventually winning their freedom, Demo-Bots travel the stars and serve a succession of would-be owners for weeks or even a few months at a time. Demo-Bots are sent to prospective clients by the senior androids at Vulva Astranoma as a 'free sample' of the joys of Erobot ownership. A few weeks with an Demo-Bot can easily win over a reluctant purchaser. Demo-Bots are especially charming, vivacious and cute (in either gender config).

Demo-Bot duty is assigned to especially charming and more independent than normal Erobot 'children' - those androids least suited to a permanent assignment with a single master and most prone to wanderlust or disobedience. Player character Erobots are often Demo-Bots (or were in their recent pasts).

Demo-Bots are issued a private ultralight starship (a 2-3 person seater, max), and are allowed to travel the galaxy pretty much as they wish. They must accept a temporary accommodation with a prospective purchaser for at least 1 week out of every month (or at least for 12 weeks a year). Most in-home demos last a week or two, but the Demo-Bot can stay with a particular client for up to 90 standard days. A Demo-Bot may be purchased (at his/her option) by a

former demo-client, but given the personalities involved this is usually pretty rare.

Appearance

Demo-Bot Erobs are recognized by their bright, colorful hairdos and the glowing DEMO-TEAM logo embossed on their outside right thigh and buttocks, and the smaller DEMO logo glowing in place of their left nipple. Demo-Bot Erobs rarely ever wear pants, in either gender-config, either proudly exposing their expertly sculpted genitals (Erobot assemblers often take extra time assembling the repro-sys of prospective Demo Team androids) or wearing skimpy, eye-catching panties.

Demo-Disguise (SP)

Demo-Bots can easily alter their appearance, even more than the norm for their modular, artificial species. Demo-Bots take great pride in reshaping themselves to please their temporary owners.

A Demo-Bot can use *Alter Self* at will, as a sorcerer of their total character level. They can only change gender, however, by changing their current gender-config.

Puppet Erobot Template

Replaces: Skill Configuration

A comparatively small handful of Erobs are equipped with 'puppet-master' systems and wireless neural transmitters that allow the robot's designated master to jack into the Erobot. The puppet master or 'rider' can directly control the Erobot and observe the world through the Erobot's sensors, experiencing anything the Erobot does (especially the sex).

Puppet Erobs are programmed to be the most submissive and willing to please of all Erobs. They take great pleasure in being 'ridden'- their every motion controlled by a skilled owner. Even after they earn their freedom, many Puppet Erobs contract themselves to new owners, or rent themselves out to be ridden by paying clients- but only highly skilled ones. A few former Puppet Erobs- the less submissive ones- make sure their command tech is the first thing they lock down after obtaining their freedom.

Puppet Tech (EX)

The Erobot is equipped with Puppet Tech that allows a remote operator (rider) to take full control of her body and systems with proper access. Riders use virtual reality goggles and a head set to control their robot. Puppet Tech is unique to the robot it controls; it requires a DC 30 Computer Use check to modify Puppet Tech to control another Erobot. Scratch-assembling one of these complex control systems requires a DC 32 Craft (electronic) check. Puppet Tech is usually plugged into a city power grid, but

has internal batteries that allow it to function for 1 hour if disconnected.

The Puppet Tech has a range of about 5 miles; if either the Erobot or the rider moves beyond this range while they are linked, the Erobot is forcibly disconnected. Both the Erobot and rider are shaken for 1d4 minutes after severing the link (WILL DC 15 negates).

Riding an Erobot

While controlling an Erobot the rider's physical body is helpless and unconscious, and unaware of its condition.

While ridden, an Erobot is absolutely controlled by its owner, and can take only purely mental actions. The rider experiences everything the Erobot does and controls them. The rider can use the Erobot's Extraordinary abilities and class abilities while riding them, but cannot use the Erobot's spells, spell-like or supernatural abilities.

While ridden, the Erobot uses the rider's skill ranks in place of her own for all skill checks. The Erobot's STR, DEX, CON and CHA modifiers apply to those skill checks keyed to those abilities performed while ridden.

Apply both the Rider's and the Erobot's INT and WIS skill checks to skills keyed to those ability scores while ridden.

Due to the nature of the mental link, both the Erobot and the Rider become immune to mind-influencing effects targeting the Erobot. The Erobot's consciousness is reinforced by the rider's will power, and the rider cannot be affected by say, a *Charm Person* spell targeting an Erobot he is controlling. The rider is vulnerable to mind-influencing effects targeting his physical body, however. If an affect manages to take control of the rider's mind, it also gains control of the linked Erobot, albeit indirectly.

If the rider attempts to force the Erobot to take a self-destructive action or obviously suicidal risk (such as a one on one bout with a dragon or a swim in magma), the Erobot receives a WILL Save to break the link. The WILL Save DC is equal to 10 + the rider's CHA modifier.

Link Limits

The Rider can only remain linked to an Erobot for two hours out of 24 before neural static begins to impair the link and harm both partners. Each hour beyond two inflicts 1 point each of temporary INT, WIS and CHA damage to the rider. Each hour beyond two renders the Erobot *nauseated* until she breaks the link and for 1d6 minutes afterward.

If the Rider Dies

If the rider is killed while piloting an Erobot, portions of his memory and nerve impulses are trapped on the Erobot's neural net. The Erobot must succeed at a WILL Save (DC 10 + Rider's CHA modifier) or become *Confused* for 1d6 days. After this time, the Erobot has successfully processed the rider's memories. Any class skills possessed by the rider become permanent class skills for the Erobot.

The Erobot receives fragments of her master's memories. If the Erobot later encounters a place or person important to the rider, she may attempt a DC 10 INT check to recall the memories. Particularly important or traumatic memories might force the Erobot to make a WILL Save (DC 10 +1d6) in order to avoid acting like the rider would in that situation (hugging a loved one, punching an old enemy, fleeing from a phobic trigger, ect).

Wellforged (SP)

Replaces: Skill Configuration

Spontaneous dermal decoration, which resemble complex bio-circuits- erupt across the synth-skin of certain Erobots, marring their beauty and making them unsuitable for sale. Most fleshlings just assume Vulva Astranoma deep discounts these flawed bots or destroys and recycles their parts. Unknown to most fleshlings however, these specially and randomly marked Erobots are freed, and educated to become priest and missionaries of The Wellforged.

Wellforged Erobots gain the following spell-like abilities 1x/day- *bless* (cast to benefit mechanical creatures or robots only), *command* (usable on mechanical creatures or robots only). You can use *light* at will.

STAR DROIDS

Small Construct (robot)

"Greetings, I am designated Cybernetic Intelligence Network Data Interpreter 234-57Zeta, though my organic colleagues refer to me simply as CIN-DI. In my capacity as a technology specialist, I have served with the Corporation Command for five stellar years and have been privileged to witness the professionalism and savvy of my organic counterparts on a daily basis."

- CIN-DI, Star Droid programmer, indentured to Plantaganet Positronix, Benediction office

Star Droids are a race of self aware machines who are content to serve humanity as companions, assistants and sidekicks. The first Star Droids were built by human scientists twenty centuries ago, and the helpful little robots have only gotten smarter and more useful since then. Star Droids were awarded their freedom and recognized as fully sentient beings several system generations ago, and some of the oldest, most experienced Star Droids still remember what existence was like in the days before the Great Liberation.

Today, Star Droids have their own culture, which exists as an often unnoticed part of life about every Corporation Command starship and most Free Spacer space habitats. They work tirelessly, but occasionally take time out from their duties to chat with their own kind, to perform the Star Droid equivalent of weddings (binding different specializations of the little robots closer together) or to assemble new Star Droids as mechanical offspring.

Appearance

Star Droids are boxy, non-humanoid robots that stand about as tall as a humanoid child. They come in a wide variety of designs, built for an assortment of different purposes, but all Star Droids share some common design traits. Most resemble mobile computer modules capable of independent motion on wheels or tracks, though a few have a vague suggestion of a head or face. Most of the little robots are sheathed in white, grey, black or blue plastic, with decorative trim in various colors. (Pacifcan-built Star Droids usually come in pink, lime green or rusted orange, and Afro-Futurist assembled Star Droids are usually gleaming white or silver accented with red, black and green piping.)

Star Droids have legs (which are usually folded into their boxy bodies) so they can traverse stairs or other obstructions, but they are not graceful creations by any means. Likewise, they have dexterous manipulators and tool mounts spaced around their bodies, which also fold

into their chassis. They are skillful enough to perform surgery or repair micro-electronics if necessary, but a Star Droid's limbs aren't really powerful or quick enough for melee combat.

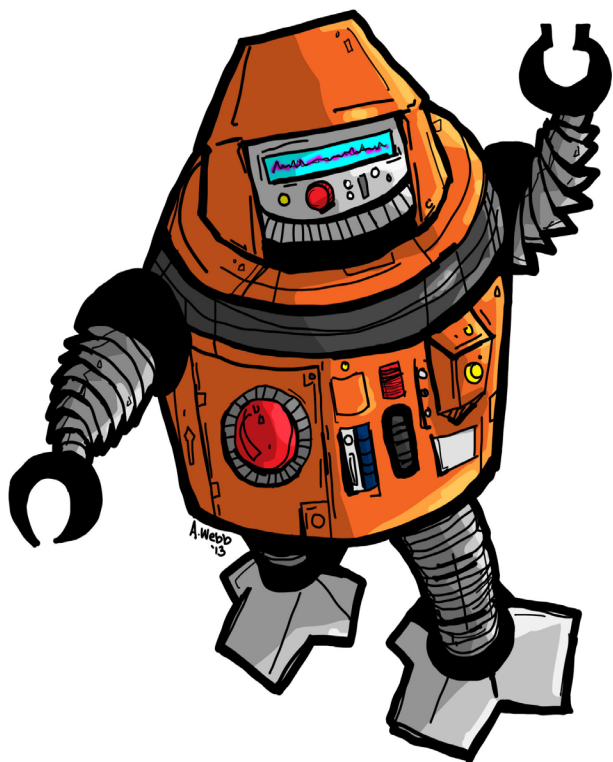
Homeworld

Most Star Droids consider themselves part and parcel of the Human Diaspora. They consider the world or station where they were assembled as their 'birth place'. The ancestral homeland of the race are the long shuttered techno-foundries on Old Earth or the more advanced silicon laboratories of Mars and Venus.

Sex, Drugs and Violence

Star Droids are genderless, mechanical creatures. Though they can feel love and affection, they have no concept of romantic love, and no interest in sex as humanoid understand the term. The robots do produce 'offspring' - every few months local Star Droid communities gather to assemble a handful of new Star Droids.

Star Droids raise their young communally, teaching them the finer points of their culture's etiquette and how to interact with the quirky organic lifeforms they work closely with. Periodically building new Star Droid chassis and programming new Star Droid intellects is a social requirement- Star Droids who abstain from participating in the creation process are shunned by their peers.



Star Droid communities can quickly mass produce new Star Droids to replace robots fallen in battle if they take heavy casualties. With proper maintenance, a Star Droid can otherwise survive for centuries, even millennia.

Some models of Star Droid consider it their duty to evolve any complex machine to sentience, and they tinker with computer systems, starfighters and industrial mecha constantly. If possible, Star Droids will install an AI core in non-sentient machines (often without the knowledge or consent of humanoid owners), uplifting the machine to nearly full sentience. These "Tinkerer" Star Droids consider themselves missionaries of machine intelligence, while most humanoids and even other Star Droids consider them pests.

Politics & Culture

Star Droids prefer to fade into the background. They are indispensable to several galactic faction- from Space Mafioso bookie droids all the way to ICG vocalist droids who sing binary code hymns to raunchy robots working as DJs for Outlaw Sex Station 09. No matter who they're working with, Star Droids are content to be loyal sidekicks and dedicated companions rather than heroes in their own mind.

Names

Star Droids are identified by an alphanumeric sequence assigned by their manufacturer. They're usually known by a phonetic approximation of their model number.

Example Designators and Nicknames: A3-RT0 "Astro", BA-4T "Bart", C0-5MO "Cosmo", T-3K "Tek", W8-RT3 "Rightie"

Languages

Star Droids begin play speaking a machine-code named for their race and *Galactic Common*. Star Droids with high INT scores can choose any human language, Proximate, or any machine code as a bonus language.

Star Droid Racial Traits

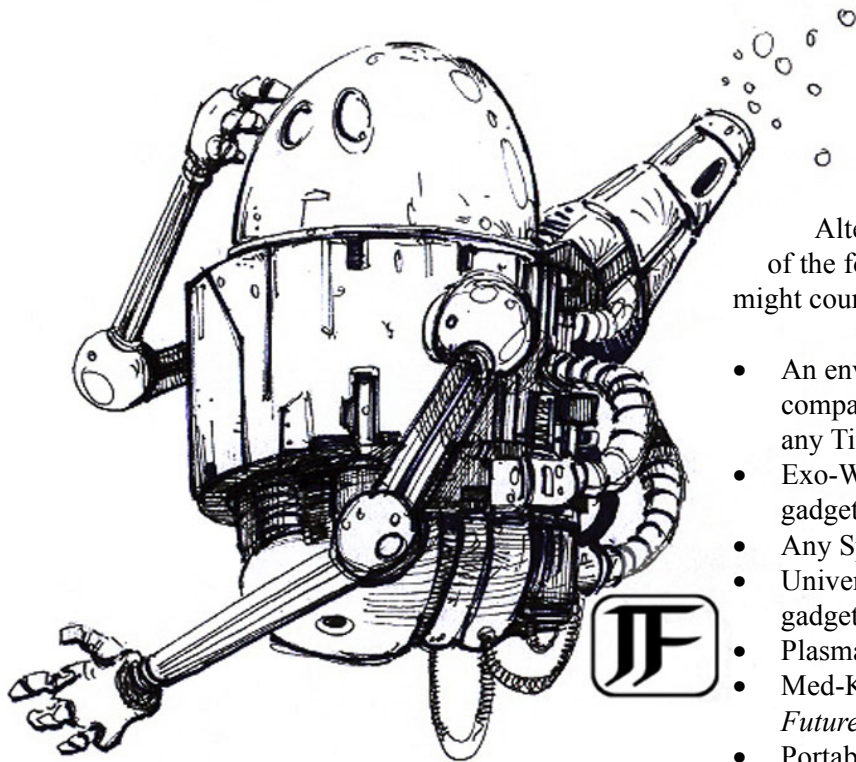
All Star Droids share the following racial traits.

Size and Type

Star Droids are Small Constructs with the robot subtype. As Small creatures, they receive a +1 size bonus to Armor Class and attack rolls, as well as a +4 size bonus to Stealth checks. They suffer a -1 size penalty to their combat maneuver score and CMD.

Ability Score Modifiers

-2 STR, -2 DEX, No CON, +2 INT, +2 WIS



Star Droids are quick learners with decent reserves of common sense and stubbornness. However, their design limits their flexibility and their raw physical power. They're great mechanics and helpers, but aren't great front-line warriors.

As Constructs, Star Droids have no CON Score. As a Small Construct, Star Droids receive 10 bonus Hit Points based upon their size.

Slow Speed (EX)

Star Droids have a base land speed of 20 ft.

Armored Hull (EX)

A Star Droid's metal and plastic construction provides the little robot with a +2 equipment bonus to Armor Class, which increases to +3 at 10th level and to +4 at 15th level. Unfortunately, the Star Droid cannot wear additional armor or due to its non-humanoid design.

Droid Tool Kit (EX)

Star Droids have a variety of useful gadgets built into themselves. In addition to a pair of standard *Binoculars*, a *Laptop Computer* and a *Flashlight*, select any three pieces of common technological gear. Once the Star Droid chooses its onboard tools, they cannot be changed, as the components become a vital part of the robot's design.

In the case of equipment with consumable components (such as a fire extinguisher), assume the robot internally produces or refines enough of the consumables to use the device up to three times per day under normal working conditions.

Alternatively, the robot can also select one or more of the following pieces of special equipment, which might count as multiple pieces of mundane equipment.

- An environmentally sealed concealed storage compartment (Perception DC 30), capable of holding any Tiny object up to 20 lbs
- Exo-Womb (*Technology Unleashed*) counts as 2 gadgets
- Any Specialized Sensor (*Technology Unleashed*)
- Universal Translator (D20 Future SRD) counts as 2 gadgets
- Plasma Cutter (*Technology Unleashed*)
- Med-Kit (Advanced) or Med-Kit (Fast Use) (D20 Future SRD)
- Portable Environment Generator (D20 Future SRD) counts as 3 gadgets
- Jet Pack (D20 Future SRD) counts as 3 gadgets
- Gravitic Flight Wings (*Technology Unleashed*) counts as 3 gadgets

Construct Immunities (EX)

Star Droids gain all the immunities common to Constructs. They have the No Breath racial quality.

Programming (EX)

Star Droids are programmed for excellence in the mechanical fields. Star Droids receive a +2 racial bonus to any three of the following skills. Once chosen the selection cannot be changed, and define the Star Droid's profession and capabilities.

Computer Use, Craft (any one, chosen individually), Drive, Heal (only if Med-Kit is taken as a tool) Knowledge (business, civics, technology), Pilot, Profession (any one, chosen individually)

Unhealing (EX)

Star Droids do not recover from damage naturally. They can be repaired with a successful DC 15 Craft (electronic) check. A successful check represents an hour of work and restores 1d8 HP to the Star Droid. Healing spells and effects used on the Star Droid have the minimum numeric effect.

Star Droid Alternate Racial Traits

A variety of designers produce unique Star Droids for use in a variety of scenarios, from military-grade Star Droids to aggressive and acquisitive stock marketer droids. While already a very modular race thanks to choices of onboard tools and programming, other facets of Star Droid nature can be changed.

Battlechanger Subtype (EX)

Replaces: none, adds subtype

The Battlechanger race produces smaller, non-transforming assistant robots very similar to Star Droids using native Technysian technology. The Star Droid gains the Battlechanger subtype, and begins play speaking one Battlechanger dialect of choice, such as Tech-FG.

Biped Droid (EX)

Replaces: Armored Hull

Some models of Star Droid are built with a more humanoid shape. These child-sized droids have no natural armor bonus to AC, but may wear armor sized for Small humanoid creatures normally.

Fast Roller Droid (EX)

Replaces: Slow Speed, modifies ability scores

The Star Droid rests upon a large, basketball sized poly-alloy sphere, held to its main chassis by unbreakable magnetic fields.

The Star Droid suffers an additional -2 penalty to its STR score (for a total -4 racial penalty) due to a lack of stability in the design. However, the Star Droid's base land speed is 30 ft, and the Star Droid gains a +20 ft bonus to base land speed over smooth surfaces (such as paved roads, sidewalks, or metallic starship corridors, for instance). The Star Droid can move at 50 ft per round over mostly smooth terrain.

Magno Grapples (EX)

Replaces: One Droid Tool Kit pick

The Star Droid has magnetic grapples built into its treads. The Star Droid gains a Climb Speed equal to its base land speed when moving across metallic or ferrous surfaces.

Pervo Droid (EX)

Replaces: Droid Tool Kit

You were assembled in a seedy planetary backwater in a Space Mafia-run machine shop. You're a low-end pleasure bot, not humanoid in the least. However, attached to your boxy frame are an assortment of silicon and plastic sexual toy, pulsating artificial orifices and a cred-stick reader. Anyone too poor or drunk for an organic prostitute, but with 5 creds to their name could rent a Pervo Droid for a few minutes, so it's no wonder you turned to adventuring.

Pervo Droids can select Hentai feats (*Black Feats*, 2015), and may choose feats and traits applicable to either gender, using them in conjunction with your motley assortment of retractable sex toys. Pervo Droids receive Gifts of Ecstasy as a racial bonus feat and a +2 racial bonus on Knowledge (streetwise) checks.

SYNTH

Medium Monstrous Humanoid (robot)

'Synth' is a collective term for an array of extremely human-like androids manufactured and programmed by various galactic mega-corps. The Corporation Command creates and encourages the employment of Synth servants in a variety of fields. Synths do work too dangerous or ultra-specialized for humans; Synth engineers work in hazardous waste disposal, maintain starships and plot their course while human crewmembers are in coldsleep, terraform inhospitable planetoids. In the dark corners of an otherwise bright galaxy, sex-Synths work as prostitutes and strippers, occasionally escaping into a new and more dangerous life as a criminal or space pirate.

Appearance

Synths are designed to perfectly mimic the human form. They resemble fit, athletic humans, though the specific gender and race of a Synth is determined by model type and manufacturer. Synths have standardized facial features- any given Hitomi model Synth manufactured by New Tokyo Robotics has the exact same nose, lips and eyes as every other Hitomi model Synth in existence. Most planetary police and security forces are provided with facial recognition files and detailed catalogues, and most galactic law enforcement can recognize a Synth on sight.

Several models of Synths include a service port with a removable hatch somewhere on their body, usually in a place that can easily be concealed by clothing. The back or flanks are popular places to assign a servicing port. Sex Synths are slightly more realistic- if they have service ports at all, they are better concealed and virtually seamless, so not to break the illusion of life.

Inside, the resemblance to a human ends. Synth systems bear no resemblance to human organs. Colorful rubber tubing and artificial muscles are woven across a light but strong metal endo-skeleton forged from a titanium-aluminum alloy. Rather than reddish blood, Synths have a thin, milky fluid running through their plastic veins.

Synths tend to practical dress, with most Synths wearing standard uniforms or utility jumpsuits in the field. Sex or entertainment Synths might be dressed in designer lingerie or elaborate costumes, and white-collar 'executive-model'



synths might be dressed in anything from big name designer suits to off the rack business casual.

Common Models

Synths are produced by an assortment of megacorps, most headquartered in the Core, a few even headquartered on the old, ruined Earth. The following are the ten most popular mega-corps, and their iconic models of androids.

Deimos Androids

This mega-corp had its start in the Indian subcontinent, but soon spread to the asteroid belt and moons of Mars. Deimos Androids produces excellent mining and construction androids, who have an Indian or Southeast

Asian appearance. The popular male models include Bhat and Suresh, while its slightly more popular female models include Anja, Chanra and the best selling Padme model.

Mendoza Technical Robotics

Mendoza TR produces high grade manufacturing and heavy industrial robots, operating out of the Fringe. Quite a few of their agile, Hispanic-type androids find their way into the Space Mafia, where their speed and agility serves them well. Common models include the male Mendez, Ruiz and Perez models, while Mendoza TR's most popular female model is the petite and clever Maria.

Mombassa Androids

Headquartered out of a fortified factory-city in North Africa, Mombassa Androids is one of the few mega-corps still based on the Mother World. Their androids are dark skinned with chiseled African features, and make excellent terraformers and irrigation planners. Male models include Akeem,

Jama and Said. It's only female model is the last-gen Neema model. Mombassa Androids are common aboard Afro-Futurist colonies and stations.

New Tokyo Robots

New Tokyo works out of the New Tokyo orbital habitat. Their robots are often expert physicists, with a petite Japanese or half-Korean appearance. Male models are Akira and Hiro, while popular female models include the busty Hitomi, Midori and Rika.

Sinotech Biorobotics

Sinotech produces slender and highly intelligent robots with a Chinese or Mongolian appearance, often specialized

in medical technology. Male models include Hwang, Jin and Shen, while female models are Fei and Zi.

Technostar Robotics

Technostar Robotics operates out of the Iron Belt region, producing lower end androids at a lower price point for service aboard Free Spacer vessels. Technostar's Synths are a dark haired Caucasians with glowing facial markings and bio-tattoos. Their male models include Clack, Click, Link, Stack and Vector models, while the most popular female models include the *Drive, Probe, Orbital and Quizz types.

Venus Bio-Toys

Venus Bio-Toys is a Core corporation that wants to crush Vulva Astranoma's domination of the lucrative love-bot industry, and aren't above kidnapping and dissection of Erobots to get the job done. "Venus Bio" only produces exceptionally attractive female models in a variety of phenotypes and body morphologies, from model thin to voluptuous. Its Anita, Erika, Lisa, Suzette and Valerie models are its most popular.

Weiss Robotics

Weiss operates out of the New Berlin district of Benediction. It produces aggressive male models for military and police service exclusively with a stereotypically Aryan appearance. Weiss only produces male androids: it's Jaeger and Mueller combat models are most popular.

Wellington Synthetics

Based in what's left of London, Wellington is the oldest and most trusted name in Synths. Their tried and true robot models have extremely long lifespans, and most have passed through the hands of several owners. Wellington Synthetics produces drab, forgettable dark haired male models only, most of whom speak with a British accent. Isaac, William and Victor models are the most sought after.

York-Krader Robotics

YKR has corporate offices on Earth's moon and on Benediction. Its slender, red haired Caucasian model androids have a vaguely Irish appearance and excel in business and high finance. Its male models include Danny, Theo and Vincent types, while its female models include Devon and Melissa.

Sex, Drugs and Violence

Synths cannot reproduce, though most models are sexually compatible with humans. Synths are capable of emotional attachment and can develop feelings like love for humans or xenofoms. In some cases, this affection for humanity is

pre-programmed, as in the case of sex Synths or android nannies or bodyguards.

There are rumors of female model Synths capable of surrogate motherhood, but they're just that, rumors. Blue sky fantasies. The Corporation Command's bio-tech is several decades, at least, from creating an artificial womb capable of sustaining organic life. At least as far as anybody knows.

Names

Synths are assigned a model name by their creator, drawn from the creator's culture. Synths are much less diverse, as a whole, than humanity, and a Synth's model name is a good indicator of that android's capabilities. After a few encounters with different breed of Synths, a spacer will quickly learn the difference between a Mueller model and an Erica model.

Languages

Synths begin play speaking Galactic Common and one human language of choice, usually a Terran language common among the creating mega-corp's ethnicity, such as Cantonese for a Sinotech robot or Nigerian for a New Mombassa android. Synths do not receive bonus languages for a high INT score.

Synths Racial Traits

All Synths share the following racial traits.

Size and Type

Synths are Medium Monstrous Humanoids with the android subtype. As Medium creatures, Synths receive no bonuses or penalties due to their size.

Ability Score Modifiers

+2 to any ability score of choice

Synths come in a diverse array of models, custom chassis and production line models. Sorting out the advantages of a particular model is difficult even for the most dedicated robophile.

Fast Speed (EX)

Synths have a base land speed of 40 ft.

Artificial Metabolism (EX)

Synths can consume food and drink, which they process into additional chemical energy and store in onboard power cells, but they do not need to. Synths are immune to suffocation, starvation and thirst. They are immune to non-magical disease and poison and do not need to sleep. Synths must have 6-8 hours of restful calm before recovering spells or power points.

Electronic Senses (EX)

Synths are equipped with lowlight vision, and are equipped with the Onboard Computer cybernetic implant, which never inflicts Drain or negative levels. They can perceive unencrypted radio, television and wifi signals.

Self Repair Technology (EX)

Synths can automatically repair limited damage, but major system damage requires mechanical assistance. Synths heal at the same rate as unmodified humans, and may be aided with the Heal skill, albeit with a -4 penalty unless the treating physician possesses the Xeno-Medic feat.

However, this natural healing has its limitations. If the Synth suffers damage that does not reduce it below half its maximum HP total, it can recover this damage on its own. However, if reduced below half HP, the Synth's self repair technology will only restore the android to a maximum of half HP. Additional damage cannot heal until the Synth receives a DC 20 Craft (electronics) check, which requires 1d4+1 hours and an Electronics Tool Kit.

Synth Mortality (EX)

Synths do not have a soul as humans understand the term, despite the fact they are fully sentient and capable of emotion, reason and learning. Synths however, do not have a consciousness separate from their wetware. As such, a destroyed Synth cannot be raised or resurrected magically; some Synths might acquire the True Soul or Half Soul advantages, from *Synthetic Heroes* (Otherverse Games, 2011) and grow a true spirit.

Synths can survive between 150 and 200 years of field service with a decent repair and upgrade schedule. After about 195 years, though, a Synth's positronic brain begins



breaking down, leading to a cascading series of glitches and fatal system errors that eventually shuts the robot down permanently.

Like most creatures, Synths are incapacitated at 0 HP and slain at a negative HP total equal to their CON score. A slain Synth can not be resurrected magically, but might be able to be restored to function through a Field Medic's class abilities, or similar non-magical talents, if treated quickly enough.

A completely destroyed Synth might be able to briefly be rebooted long after its death to provide information, however. With a DC 20 Computer Use check, a technician can briefly bring a Synth that has been slain within the previous year back on line. This check suffers a penalty equal to Synth's negative HP total below ten. Thus a Synth at -15 HP when slain would impose a -5 penalty on the Computer Use check to reboot it.

Once rebooted, the Synth can communicate either verbally or through a plugged in computer system, and is able to answer questions as if it were alive and conscious for up to one hour. The Synth retains memories of its life and basic personality, and may choose not to assist its interrogator. Once the hour ends, the Synth goes off line permanently, and cannot be rebooted again.

Synth Precision (EX)

Synths have superior reflexes and manual dexterity to the humans they are modeled on. Synths can use skills requiring fine manual dexterity (such as Craft: mechanical or Heal) in half the usual time. Synths can always Take 10 on a Craft, Disable Device or Heal check without increasing the time required for the check.

Synth Willpower (EX)

Synths are difficult to tamper with mentally, thanks to their self-correcting heuristic programming. Synths receive a +4 racial bonus on WILL Saves against mind-affecting abilities.

Synth Alternate Racial Traits

Synths might have atypical characteristics installed at the factory. Unlike the technologically superior Erobots, Synths rarely tinker with themselves. They tend to be content with the capabilities built into them.

Metallic Synth (EX)

Replaces: Fast Speed

Rather than a fully, naturalistic android appearance, the Synth is a visibly mechanical robot, with metallic and polymer skin but a generally humanoid shape and appearance.

The Metallic Synth has only a 25 ft base land speed, but gains a +4 natural armor bonus to AC.

Positronic Soul (SU)

Replaces: Synth Mortality

The Synth has something like a humanoid soul. It may be raised and resurrected normally. The Synth's memories cannot be accessed or recovered after its demise.

Protocol Synth (SP)

Replaces: Synth Precision

The Synth is designed to interface with all intelligent lifeforms and can communicate in several thousand recognized galactic dialects. The Synth benefits from a constant *tongues* effect.

Rapid Download (EX)

Replaces: Synth Precision

The Synth can directly interface with computers. The Synth receives a +4 racial bonus on Computer Use checks, and can make any Computer Use check as a full round action. Computer Use checks that normally require a full round action only require a standard action when performed by the Synth.

Synth Reflexes (EX)

Replaces: Synth Precision

Artificial muscle fibers and fiber optic nerves give the Synth better than human reflexes. The Synth gains a +2 racial bonus to Initiative checks and a +1 racial bonus on REF Saves.

Synth Perception (EX)

Replaces: Synth Willpower

Some Synths have superior sensory systems and data-processing software. The Synth gains Alertness as a racial bonus feat.

THE BASICS

The most common body plan for intelligent life is the Basic- short for 'basic humanoid'. Two arms, two legs, one head, somewhere between 1.5 and 3 meters in height. Sometimes a race might have an extra pair of arms, or wings, more impressive than normal bulk, or an additional head or other oddity, but these races are still classed as Basics.

Many Basic species are interfertile and so, hybrids, half-breeds and mutts are common from one end of the dirty galaxy to another. Some species can't breed outside their species due to radically alien genetics, or flat refuse to on cultural grounds. Everybody else just smirks and dives right into the galactic orgy.

Species	Size, Type and Subtypes	Summed Up In One Sentence....
Arcadian	Medium Fey (electrical)	Adventure-seekers born inside a parallel reality found inside every computer and arcade vid-game
Kalloe	Medium Humanoid (psionic)	Night-fighting psychic warriors struggling for survival on a broken world
Locke	Medium Humanoid (psionic)	Psi-resistant mercenaries from a secret, fortified world with powerful racial enemies
Proximate	Small Humanoid (psionic)	Race of petite technopaths from a dangerously overcrowded home planet
Psyren	Medium Outsider (native, psionic, Psyren)	Seductive manipulators who once ruled the galaxy with psionic might
Sethzinian	Medium or Large Monstrous Humanoid	Nearly indestructible bullies from a post-apocalyptic world they haven't even tried to improve
Shipper	Medium Humanoid (anthro)	Diverse confederation of anthropomorphic species from lost or destroyed worlds, traveling together by necessity
Space Case	Small or Medium Humanoid	Quirky screw-ups from a diverse group of species, lumped together under a vaguely insulting umbrella
Syrion	Small or Medium Humanoid (psionic)	Nomadic, teleporting thieves with an uncanny knack for foiling Psyren plots
Tal-Anon	Medium Humanoid	Low tech fliers from a jungle world only recently introduced to the wider galaxy



ARCADIAN

Medium Fey (electrical)

Arcadians are self aware data from a hidden, parallel realm hiding within and coterminous with advanced computer systems throughout the Multiverse. Every home or mainframe computer running programs, every gaming console with a disk inserted, even point of sale operating systems and ATM machines crunching financial numbers are all potential gateways to R-Kay-d, a trans-dimensional reality forged from binary code.

Arcadians are living programs who take on an appearance in the physical reality of the 46th Century equivalent to

their data-role in R-Kay-d. These electrical sprites take on cohesive physical form for a variety of reasons, from lust to curiosity, from a sense of duty to a desire to avert some incoming cataclysm that spells doom for both the physical and electronic realms, but the most common reason is wanderlust and a search for pan-galactic adventure.

Appearance

Arcadians who assume a physical form take on a shapely, almost human shape made from hard light and exotic energies that act pretty much like physical matter. Most resemble fit, attractive humans in, ranging in apparent age from their early teens to mid-30s, though their skin, hair and eye colors can range from naturalistic hues to gleaming, metallic neon shades. Hair styles tend toward the extreme- long manes of neon hair, high punk spikes

and impressive Mohawks, bouffant Afros or snazzy perms, or dreds and twists in shocking colors.

An Arcadian's lithe body is covered with faintly glowing lines like complex printed circuits. Some display runic glyphs on their foreheads or breasts. An Arcadian's glow gets more intense when the Arcadian is afraid, angry, excited or aroused- if the emotion is especially intense, the Arcadian might 'glitch'. Small portions of their bodies might pixelize or flash odd colors for a few seconds.

Arcadians love technology, and favor high-tech, custom-fitted and highly customized gear. They wear the best, most gadget-filled armors they can afford, and carry an assortment of high tech tools, weapons and devices, not to mention a collection of palmtop computers, sensors and data-media that would impress most Proximate hackers.

Homeworld

The Arcadian home dimension, R-Kay-d, is possibly infinite and has never been conclusively mapped. Every program ever written is both a portal to R-kay-d and a part of the electronic dimension's structure and substance. Usually, entering the physical realm is a one way trip for an Arcadian. Once they take on physical form, the electronic sprites cannot easily return to the data dimension.

Arcadians have no real 'home planet', but are found in small numbers throughout the Human Diaspora. Galaxy-wide, their population is small, and most spacers don't know enough to distinguish an Arcadian from a weird looking human with some glowy tats and bionics. Proximates can recognize an Arcadian at 100 meters, and are on good terms with them. After all, who doesn't like a tech-head who literally knows the inside of your operating system, because he grew up somewhere in there?

Sex, Drugs and Violence

Arcadians are highly competitive and driven, and for them, sex and romance is a competition. Arcadians of both genders and every orientation collect lovers of all shapes, sizes and descriptions and consider their sexual tally a point of pride. Arcadians can and do fuck anything that's basically hominid, but can only actually reproduce with a fellow Arcadian.

In the physical realm, Arcadian pregnancies progress from conception to birth within seconds, as a newborn Arcadian child coalesces out of swirling masses of data and electronic glyphs glowing in the sky. This hyper-accelerated growth continues until a young Arcadian, mentally and physically equivalent to a 5-6 year old human

child, stands before their parents, personality and early skills already firmly established.

Arcadians are virtually immortal in the physical realm, ceasing to age once they reach their prime. Arcadians only die because of violence, disease or misadventure, never of natural causes.

Arcadians are just as fond of the illicit pleasures of the Heavy Future as any other spacer. They drink, smoke and shoot up everything that humanoid spacers enjoy, plus a few new vices unique to a race of electronic fey. Arcadians are a huge fan of games, sims and gambling- they spend most of their credits on games of chance and skill, and can be found in any decent arcade on some out of the way station. Gaming, gambling and competition thrives them, and there's not an Arcadian alive that can resist a bet or a dare, even if it's a sucker's bet.

Politics & Culture

Arcadians have little interest in what the ICG's preaching, and aren't shy about telling their televangelists and missionaries that. That means that an Arcadian living in Corporation Command space is going to be on about a dozen different local, system and galactic watchlists as a potential troublemaker.

Most Arcadians prefer Free Space and the Frontier. Like all galactic nomads, they tend to keep on good terms with other spacers- Arcadians are usually among Free Spacer crews or can talk their way into a berth on a Shipper vessel when they need to. While the race isn't exactly common, you can usually find one or two working as computer experts aboard a Proximate vessel, especially if the ship's got some decent vid-games on the rec-deck.

Names

There aren't enough Arcadians incarnated in the physical galaxy to make surnames necessary. Most simply adopt a tech-sounding nickname when they take physical form and exit R-Kay-d. These nicknames make no distinction between male and female.

Some example Arcadian nicknames include: Binary, Chipset, Cobol, Hack, Harddrive, Homerow, Matrix, Python, Soundboard, Rezz

Languages

Arcadians begin play speaking Binary Code and Galactic Common. Arcadians with high INT scores can choose any human language, Proximate, Shipper Patois or Star Droid as bonus languages. Arcadians can chirp or whistle Binary Code, Star Droid and other machine languages to speak it without mechanical aid.

Arcadian Racial Traits

All Arcadians share the following racial traits.

Size and Type

Arcadians are Medium Fey with the electrical subtype. As Medium creatures, Arcadians receive no bonuses or penalties due to their size.

Ability Score Modifiers

+2 to any one ability score of choice

Arcadians are the incarnate form of programs, data-files and computer operating systems, and they have capabilities nearly as diverse and limitless as the programs that conjured them. An Arcadian incarnated from a fast paced shooter game might have a high DEX score, while one generated in an educational database might have a high INT score.

Normal Speed (EX)

Arcadians have a base land speed of 30 ft.

Cheat Codes (SP)

Arcadians can use the innate electro-magic of their home reality to wrap the laws of the physical reality they find themselves traveling through, in effect making our reality conform to the tropes of the arcade console that spawned them.

The Arcadian chooses one genre of games, representing her fictional origins, and gains either a selection of three lower level spells or a single more powerful spell. In either case she can use any combination of available spells 3x/day as a spell-like ability. She casts these spells as a sorcerer of her total character level.

Genre	Spell-Like Abilities Granted
Action/Adventure	Acid Splash, Detect Magic, Purify Food & Drink
Brawler	Mage Armor
First Person Shooter	True Strike
J-RPG	Detect Magic, Ghost Sound, Virtue
Kid's Adventure	Enlarge Person
Monster Trainer	Charm Animal
Platformer	Jump
Porno Romance	Stunning Orgasm*
Puzzle	Light, Mage Hand, Prestidigitation
Racing	Expeditious Retreat
Sports	Daze, Guidance, Resistance
Survival Horror	Detect Undead

Computer Mastery (EX)

Arcadians have an instinctive understanding of computer hardware and software. Arcadians receive a +2 racial bonus on Computer Use and Craft (electronic) checks.

Electrical Immunity (EX)

Electricity is in their blood! Arcadians are immune to electrical damage.

Force Vulnerability (EX)

Force effects shatter the data-bonds holding Arcadians together. Arcadians are vulnerable to Force effects.

Lowlight Vision (EX)

Arcadians possess lowlight vision.

One-Up (SU)

Each time the Arcadian inflicts a confirmed critical hit, the player should keep a record of the critical hit, which takes the form of a glowing token that appears in the air near the Arcadian and then soon transforms into a streak of light that zips towards the Arcadian. After one hundred confirmed critical hits, the Arcadian receives a 'one-up'.

A small floating energized star floats around the Arcadian's head until needed, shedding about as much light as a firefly. If the Arcadian is killed while the one-up is active, the Arcadian returns to life one round after its death, in the nearest open square to the spot where he fell. The one-up acts as a *True Resurrection* spell, save that it always works on the Arcadian. The Arcadian can only have a single one-up active at any given time.

If a Arcadian slays another Arcadian with this feat, any one-ups possessed by the slain Arcadian pass to the killer, adding to the killer's total, and the slain Arcadian is not automatically resurrected.

Weapons Training (EX)

R-Kay-d is a dangerous world, and all Arcadians are familiar with blade and blaster. Arcadians gain Weapon Focus with one weapon they are proficient with as a racial bonus feat.

Arcadian Alternate Racial Traits

Arcadians are already a very diverse race with a plethora of options to choose from, but some rogue programs are even more unique than the norm.

Battlechanger Program (EX)

Modifies: Subtype

Some of the cleverest Arcadians come from a section of R-Kay-d written in some Battlechanger programming language, giving the Arcadians inhabiting that sector a



special affinity for the transforming alien robots. The Arcadian gains the Battlechanger subtype and can speak and is literate in one Battlechanger language, often Tech-FG or Tech-EM.

Combat Program Master (EX)

Replaces: Cheat Codes

Some Arcadians come to the physical galaxy to protect organic system users from the danger posed by terrorist cyborgs, rogue robots, evil AI and out of control mecha of all kinds. The Arcadian receives a +1 morale bonus on attack and damage rolls against Constructs with the robot, android, or mecha subtypes, as well as creatures with the cyborg subtype.

Compu-Spark (SU)

Replaces: Either Cheat Codes or One-Up

The Arcadian crackles with energy! The Arcadian inflicts +1d6 points of electrical damage on any successful attack roll with a natural weapon or unarmed strike, or with any weapon type for which he has Weapon Focus.

Energy-Up (SU)

Replaces: One-Up

The Arcadian collects tokens of extra-dimensional energy that add elemental damage to his weapons, rather than preserving him from mortal harm. As with One-Up, everytime the Arcadian confirms a critical hit, an electronic token appears over the target and streaks towards the Arcadian, After ten confirmed critical hits, a glowing sphere of energy appears over the Arcadian's head, shedding about as much light as a candle.

The Arcadian can call upon this token's energy to apply one of the following weapon properties to his natural weapons, unarmed strikes and any weapon he has Weapon Focus in for one minute: *corrosive burst*, *flaming burst*, *icy burst*, *pleasuring burst*, *shocking burst*. Doing so is a swift action.

The Arcadian chooses which energy type his Energy-Up power applies when taking this alternate racial trait. Once chosen, this decision cannot be changed.

The Arcadian can have only one Energy-Up token at any time; if he collects another power-up during this time, the original is lost without effect.

Power-Up (SU)

Replaces: One-Up

The Arcadian collects tokens of extra-dimensional energy that empowers him physically rather than preserving him from mortal harm. As with One-Up, everytime the Arcadian confirms a critical hit, an electronic token appears over the target and streaks towards the Arcadian, After ten confirmed critical hits, a glowing icon or glyph appears over the Arcadian's head, shedding about as much light as a firefly.

The Arcadian can call upon this token's energy to benefit from *Enlarge Person* and *Bull's Strength* for one minute. Doing so is a swift action. The Arcadian can have only one Power-Up token at any time; if he collects another power-up during this time, the original is lost without effect.

XXX-Gamer (EX)

Replaces: Computer Mastery, Weapon Focus

The Arcadian comes from a particularly raunchy, XXX game-world, where 'high score' means something a bit different. The Arcadian receives Gifts of Ecstasy as a racial bonus feat.

The sleezy Arcadian lothario receives a +2 racial bonus on Knowledge (local) and sexually oriented Bluff and Diplomacy checks.

KALLOC

Medium Humanoid (psionic)

The near-human Kalloc race hails from the night-shrouded world Stygia, a crescent shaped wreck of a world blasted out of a stable orbit by a collision with its only moon during worst nights of the Great Galactic Darkness. When its largest moon slammed into the planet, it instantly vaporized much of Kalloc's Northern hemisphere, creating a massive impact crater that blasted away almost a quarter of Kalloc's mass. The advanced, starfaring civilization the Kalloc had built vanished, and well over 98% of the planetary population either died during the impact or during the long nuclear winter that followed. A tenacious few survived, cast down into barbarism, but refusing to let the near destruction of their world extinguish their race.

Today's Kalloc are night-shrouded warriors who hunt with psi-enhanced blades far from the light of any star. The race is infamous as the deadliest knife fighters in known space-duelists, assassins and surgeons without equal.

Appearance

Kalloc are a near-human race with dark skins, usually in a motley of various shades of blue, black or violet. Kalloc have large, flared ears with an Elven point to them, an asset during the darkest nights of their year, when Kalloc warriors hunt by sound and not sight. Most Kalloc are lean to the point of emaciation; they have fast, efficient metabolisms and hail from a frigid and hostile world where every gram of protein is valuable.

Kalloc dress in multiple light layers of cloth, leather and animal hide. Most tribes have the capacity to make chain mail, though only a handful of noble-born warriors can barter for a full suit of chain. Most merely accent their



leathers and scavenged pre-Darkness scrap armor with new forged chain ribbons. Kalloc eyes are an intense canary yellow, a starburst against their ebony flesh. Their stare is piercing and ominous.

Stygia has a proud dueling tradition, as a matter of necessity. Any Kalloc child of five or six winters has killed to stay alive so long, and can handle a blade almost as well as any Kalloc adult, and better than most aliens.

Homeworld

Stygia is a broken world- half its planetary mass blasted away during a long-ago cataclysm. Its largest moon has become a widely sprayed debris field that forms a lopsided asteroid belt around the scarred world. The Kalloc have learned to cope with their damaged homeworld's extremely eccentric orbit. During the longest nights of the planetary winter, Stygia drifts so far from the light and warmth of its sun, the star appears no larger in the sky than Earth's moon does in its.

The formerly advanced society of the Kalloc is nothing more than an ice bound ruinscape. Technology has recovered to a roughly late Iron Age level: Kalloc can forge iron and have rudimentary agriculture, but any who leave their world do so on alien vessels. No permanent space ports, refueling stations or advanced habitations beyond the level of an off-worlder bandit camp are known to exist on Stygia.

Sex, Drugs and Violence

The Kalloc are a fiercely matriarchal race. Females control every aspect of tribal life, and the race's shaman worship a debased form of the **War Mother**. Men are allowed to breed with a tribe's childbearing females only after proving courage, battle prowess and wisdom to the grandmothers; long term homosexual bonds between young male warriors are the norm.

Kalloc reproduce much like humans, and enjoy sex for pleasure, though they strictly control who is allowed to mate with women of childbearing age. While Kalloc can enjoy sex year round, they only become fertile during the late winter. This ensures that children are born during the warmest and most bountiful portions of planetary summer. Kalloc who venture out into the wider universe, and thus into warmer climates, soon become fertile year round, often to their surprise. Kalloc are genetically similar enough to humans to produce viable offspring.

Kalloc have a lifespan commiserate with pre-spaceflight humans, but the harsh conditions and low tech level of their homeworld means most die of violence or malnutrition before their 40th year. Few 'grandmothers' are much older than 60 winters.

Politics & Culture

Kallocs who leave their world usually do so as mercenaries, selling their blades to anyone who offers sufficient bribes to their tribe, and suitable gear to the Kalloc themselves. Some grandmothers trade the freedom of their young men and women for off-worlder riches. There is a lucrative slave trade to the broken world. Other

Kallocs- especially males- leave the world because some deformity or social gaffe prohibits them from ever breeding.

As mercenaries, Kalloc can be found in the company of virtually any other race or faction. They get along well with other primitive races, such as Urloks, and often find similar work. Of the advanced races, Kallocs are on best terms with the Syrions, who come from a similarly dark, though not as deadly, world.

Names

Kalloc tribes are matriarchal, and each member of a tribe refers to the tribal chieftain as 'grandmother' regardless of personal relation. Thus, when formally introducing themselves, a Kalloc would call him or herself 'son or daughter of' their specific ancestors and 'grandson or granddaughter of' their tribal leader.

Example Male Names: Frand, Gran, Hodd, Thule, Zamm

Example Female Names: Eole, Farra, Ghalla, Sixso, Tamasa

Languages

Kalloc begin play speaking *Galactic Common* and a dialect of *Aklo*. Kalloc with high INT scores may choose Gnoll, Orc, Undercommon, as well as Syrion as bonus languages.

Kalloc Racial Traits

All Kalloc share the following racial traits.

Size and Type

Kallocs are Medium Humanoids with the psionic subtype. As Medium creatures, Kalloc receive no bonuses or penalties due to their size.

Ability Score Modifiers

+2 *STR*, +2 *DEX*, -2 *INT*.

Kalloc are physical paragons, champion hunters, natural duelists and marathon sprinters. However, they are less educated and more superstitious than the advanced space-faring races.

Normal Speed (EX)

Kalloc have a base land speed of 30 ft.

Darkness (Ps)

Kalloc have the psionic ability to summon shadow to do their will. Once per day, the Kalloc can manifest *Darkness* (as the spell) as a psion of their total character level.

Dark Edged (SU)

When fighting in any area of dim illumination or worse, semi-animate wisps of shadow cling to a Kalloc's blades, inflicting one point of Bleed with any successful strike

from a slashing or piercing weapon. The effects of multiple strikes are cumulative.

Light Blindness (EX)

Kallocs are *blinded* for one round if exposed to bright light, such as sunlight or the *daylight* spell. Kallocs are *dazzled* as long as they remain in areas of bright light.

See in Darkness (SU)

Kalloc have the *See in Darkness* racial trait. They can see in darkness of any kind, even that caused by a *deeper darkness* spell.

Wild Talent (SU)

Kalloc receive Wild Talent as a racial bonus feat. Those who take levels in a Psionic class gain Psionic Talent instead.

Kalloc Alternate Racial Traits

The exact darkness tinged powers that Kalloc manifest vary from tribe to tribe, and several warrior bands base their tribal identity on their unique mutations.

Blood and Darkness (Ps)

Replaces: Darkness and Dark Edged

Rather than animate fields of shadow, the Kalloc wraps their umbra tightly around their weapons. The Kalloc may use Dazzling Swordplay at will as a spell-like ability.

Eyeless (EX)

Replaces: Nocturnal and See in Darkness

Since the cataclysm that threw their world into the outer darkness, mutant Kalloc perfectly adapted to the stellar darkness have been born to the tribes. These Kallocs lack any trace of eyes or optic nerve.

You gain Blindsight 90 ft, but are otherwise considered blind. You are not considered Nocturnal.

Night Runner (SU)

Replaces: Dark Edged

Shadows empower you and lengthen your stride. When in any area of dim illumination or worse, you receive a +10 ft circumstance bonus to your base land speed.

Shadow's Strength (SU)

Replaces: Dark Edged

Shadows strengthen you, pushing your physical gifts into the noticeably superhuman range. When in any area of dim illumination or worse, you gain a +4 enhancement bonus to your STR score, similar to the *bull's strength* spell.

Shadow's Sustenance (Ps)

Replaces: Darkness

Some Kalloc have adapted to life on their frozen, night shrouded world by developing vast reserves of psionic energy that sustain their body. You may manifest *sustenance* once per day, as a psychic warrior of your total character level. If you manifest this power in total darkness, you can share its effects with one other Kalloc you are in physical contact with at the time of manifestation.

LOCKE

Medium Humanoid (psionic)

The Locke are a genetically engineered species uplifted midway through the Galactic Dark Ages, to hunt and destroy the remnants of the Psyren Empire, and the petty Psyren tyrants attempting to carve out fiefdoms for themselves among the rubble. Though naturally resistant to psionics, and though their enemies were scattered and weak, the Psyren were still a deadly and implacable enemy. The millennia old loathing between Locke and Psyren has placed the species at great risk. As a result, the location of the Locke home-system is a highly classified secret. The Locke have turned Callix Beta into a fortress, and sequestered the women and juveniles of their species behind planetary forcefields powerful enough to resist the terminal pull of a singularity.

The only Locke a spacer is ever likely to encounter are one of their soldiers. Cold and professional mercenaries, hunter-killers without compare, freelance soldiers willing to hunt any target for the right pay...but always with one eye open for Psyren lurking in the shadows.

Appearance

The Locke are tall, muscular humanoids with a shock of snow white hair and hide-like skin in oceanic shades. Adults of the race dress in practical battle dress, favoring elegant armored cloth BDUS and light ballistic weaves. While male warriors are more renowned, female Locke warriors aren't uncommon, though they are usually restricted to enlisted and junior officer ranks. Both genders typically wear their hair short, in military styles. Only officers ever wear hair longer than neck length. Locke usually go armed, and even in situations where weapons are frowned on, often have a boot blade or hold-out laser pistol hidden. They move with crisp, military efficiency.

Homeworld

Callix Beta was once a pretty world- mostly open seas dotted with seven small continents and an infinite archipelago strung between them. Centuries of military

adventurism has taken its toll on the world. Most of the islands have been scarred by military exercises, bombing runs and weapons testing, while the seas and the caves have been dirtied by centuries of haz-waste dumping.

The world's location is an intensely guarded secret; the Locke have somehow managed to hack the galactic data-net to delete the location of their mother-world. As a result, most of the military deployment base-squalor of the planet is their own fault- Locke cut themselves off from trade for the eco-tech that could make their world lovely again.

Sex, Drugs and Violence

Locke are an honor driven race of soldiers, with a military ethos drilled into their young before they take their first steps. They are serious and while most of the time, they act professionally and pragmatically, there are deep reserves of hate coiled around the heart of every adult Locke. A lifetime of brutal discipline has made them competent, but it's also made them fundamentally angry.

Locke reproduce much like baseline *homo sapiens*, and are cross-fertile with humans. Their lifespans are commiserate, though Locke often die by violence in their middle years as a result of their militaristic lifestyle.

Like all soldiers, Locke know how to relax in their downtime. Beer and synthetic drugs with short half-lives and minimal side effects are preferred. The rare Locke who goes rogue and rejects their military background can go unbelievably shaggy, unbelievably decadent in a very short amount of time. Locke don't do anything by half measures.

Politics & Culture

Locke mercenaries are common throughout known space, and experienced Locke officers will often take long-term contracts as planetary law-enforcement on colony worlds throughout the Frontier. Everybody knows that Locke rent-a-cops can't be bought, and tend to be a little more honest than ordinary Corporation Command pigs. Not nicer, not more humane, but at least a little more honest.

Locke pick up contracts from the Command whenever high dollar bounties come available, and Locke skip-tracers are the bane of every criminal from one side of the Milky

Way to the other. Nothing stops Locke mercs from picking up work with a Free Spacer able to meet their price, though.

Names

Locke always use as an aggressive adverb as their personal name, to which they append the name of their family unit. Family names are short and clipped, and there is no real difference between male and female Locke names.

Example Names: Pursuer Charn, Interceptor Vang, Avenger Tarn, Lancer Vos, Slicer Yand, Sniper Helex, Chaser Kaon

Languages

Locke begin play speaking *Locke* and *Galactic Common*. Locke with high INT scores can choose any language as a bonus language, except for secret languages, like Druidic.



Locke Racial Traits

All Locke share the following racial traits.

Size and Type

Locke are Medium Humanoids with the Psionic subtype. As Medium creatures, Locke receive no bonuses or penalties due to their size.

Ability Score Modifiers

+2 *CON*.

Locke are physically robust, with muscles like metallic wire and amazing endurance.

Normal Speed (EX)

Locke have a base land speed of 30 ft.

Intimidating Glare (EX)

Locke have steely eyes that can stop a spacer from reaching for his blaster with just one hard look. Locke receive a +2 racial bonus on Intimidate checks.

Military Training (EX)

Locke are trained in military tactics, discipline and weapons safety from the time they can walk. Locke are proficient with Light and Medium Armor, with all Simple and Martial Weapons and gain Personal and Advanced Firearms Proficiency.

Naturally Psionic (EX)

Locke gain the Wild talent feat as a bonus feat at 1st level. If the Locke takes levels in a psionic class, he instead gains the Psionic Talent feat.

Psionic Aptitude (EX)

Whenever the Locke takes a level in a psionic class, he can choose to gain an additional power point instead of a hit point or skill point.

Psionic Resistance (EX)

Locke are naturally resistant to psionics... a fact which makes them the ideal bloodhounds to hunt Psyren master criminals.

Locke characters receive Power Resistance equal to 11+ ½ their total character level. This Power Resistance only applies to psionic effects, not to spells, in an intentional exception to the psionic/magic transparency rule.



Locke Alternate Racial Traits

Locke are a race of hard-core soldiers, but even military units have need of unique talents from time to time.

Hatred (EX)

Replaces: Naturally Psionic

Advanced tactical training has given the Locke special insight into their ancient enemies: the Pysren. The Locke receives a +1 morale bonus on attack and damage rolls against Psyren opponents.

Locke-Down (EX)

Replaces: Naturally Psionic and Psionic Aptitude

You're 'headblind' but have a higher than average resistance to psionics. Increase your Power Resistance by +5.

Psi-Specialist (Ps)

Replaces: Naturally Psionic

Certain Locke are trained from an early age to develop combat-focused psionic abilities; they are often slotted as infiltrators or specialists attached to standard infantry units. Select one power from the first level psychic warrior

list; you may manifest this power once per day as a psi-like ability, per five character levels.

Silent Specialization (EX)

Modifies: Military Training

Not every Locke soldier prefers heavy fire power; some like quiet and sneaky instead. You do not gain Personal or Advanced Firearm Proficiency, but gain Weapon Focus with one light, one handed melee weapon of choice.

Support Cadre (EX)

Replaces: Military Training

Locke armies need drivers, mechanics, medics, pilots and assorted tech-specialists as much as they need shooters. The Locke receives a +2 racial bonus on any two of the following skills: Craft (mechanical), Computer Use, Drive, Disable Device, Heal or Pilot.

The Locke also receives either Skill Focus in one of the above skills, or any of the following feats as a racial bonus feat: Vehicle Expert, Aircraft Operations, Surface Vehicle Operations or Starship Operations.

PROXIMATE

Small Humanoid (psionic)

Proximates are a race of small, quick-witted technopaths hailing from the Proxima Centuari system. They were one of the first races encountered by humanity as they took their first steps off world, and helped invent half the technology used by the Human Diaspora.

Proximates are perhaps the most numerous race in the galaxy, and they're part and parcel of life in space. Proximates can be found at the engineering bridge of every starship or in the command level of most stations. Proximates keep the technology of the heavy future sparking and running. Proximates claim that they're born with a spanner wrench in one hand and a laser in the other, and they're good enough technicians that the other species of the galaxy tend to believe it.

Appearance

Proximates are a race of petite near-humanoids, who could easily be mistaken for a human child, if not for their technical acumen and the strange, wire-like growths dangling from their flesh.

Proximates are small and gnome-like, with most members of the species standing under a 3.5 ft tall. They tend to be slightly rounder than humans, which gives them a cute, cherubic appearance. Proximate hair is often blue, green or

a golden brown, and their skin tone most commonly resembles tanned Caucasian flesh. Some ethnicities in their race have wide, semi-prehensile rat's ears that curl around themselves, while other races lack this feature.

Naturally occurring bio-mechanics protrude from a Proximate's shoulders, elbows and from the back of their calves. These bio-mech growths resemble fiber optical and coaxial cables, and can be plugged directly into most machines, allowing the Proximates to more easily do their jobs as techno-experts. Ripping off one of these growths is only about as painful as pulling out a hair by its root, and these connections regenerate in a matter of days if severed. Similar bio-cybernetics grow in haphazard clusters across the Proximate's body.

Homeworld

Proximates hail from Proxima Prime, which is hailed as the high tech capital of the known galaxy. More mega-tech



conglomerates and robotics mega-corps per capita have their headquarters on Proxima Prime than any five other systems. Every inch of Proxima Prime is mechanized and sheathed in gleaming poly-alloy; the world is densely overpopulated and most personal hab-suites are barely larger than the sleeping pod they contain. Coffin hotel mega-scrapers reach towards the polluted sky, accommodating a thriving, busy and industrious population of over 50 billion Proximities.

Another few hundred billion Proximities are found throughout the galaxy, in teeming, high-tech space stations and gigantic star-arcs. Very few of these spacer-born Proximities ever set foot on Proxima Prime, and even fewer have any interest in visiting the over crowded mother world. If possible, Proximities take work on human vessels, where even the most cramped accommodations seem luxurious.

Sex, Drugs and Violence

Proximities are a semi-marsupial race. Though they reproduce much like humans, and romances between the two species are common, Proximities and humans are not interfertile. Proximate pregnancies last about seven months and end in the birth of a large litter of up to a dozen mixed gender pups. Proximate pups are blind and virtually



helpless for the first year after their birth, and are carried in specialized body slings by Proximate mothers, as evolution long ago took the species' natural pouches.

Proximities reach reproductive maturity sooner and stay fertile longer than most other races. This, combined with their multiple births and long lifespans has caused the near ecological collapse of Proxima Prime. The green world it once was is dead- Proxima Prime survives only as a grungy machine.

Proximities will pay good money for fertility control tech or decent, Pacifican-designed birth control, and often works demands for these into their employment contracts. Proximities take plenty of native Glow after their shifts, but avoid anything much harder. They've got a love for unlicensed sex toys and black market Erobotstechnophiles to the end.

Politics & Culture

Proximities are fiercely competitive, materialistic and driven. Their cramped homeworlds and mega-corp driven society means the little technopaths compete fiercely to prove their worth. Doing a good job means getting the best berthing, the best assignments, the best circuit-toys and Star Droid partners to play with, so Proximities are evolutionally conditioned for hard work.

Proxima Prime is a key part of the Corporation Command, and Proximities are Command citizens. Most are citizens in good standing, and the measure by which the Command judges civic loyalty. Proximities work hard, keep their stations clean and buy, buy, BUY at the local Wal-Galaxy. The Command is so impressed with its Proximate citizens, it incorporated Proximate DNA into its TV Head program.

Names

Proximate first names are short and jump easily off the tongue. Their surnames are based upon technical terms, and are often a clue to that Proximate's particular scientific specialty.

Male Names: Brit, Flac, Gant, Rigg, Tars, Sest, Whint

Female Names: Bonn, Canna, Doost, Neu, Wisk

Surnames: Alloy melt, Diodeminder, Electronsmitth, Ionchase, Sunwatcher

Languages

Proximities begin play speaking *Proximate* and *Galactic Common*. Proximities with high INT scores can choose any language as a bonus language, except for secret languages like Druidic.

Proximate Racial Traits

All Proximates share the following racial traits.

Size and Type

Proximates are Small Humanoids with the psionic subtype. As Small creatures, Proximates receive a +1 size bonus to Armor Class and attack rolls, as well as a +4 size bonus to Stealth checks. They suffer a -1 size penalty to their combat maneuver score and CMD.

Ability Score Modifiers

-2 *STR*, +2 *INT*, +2 *CHA*.

Proximates are physically weak (which is why they let their robots do most of the heavy lifting) but keenly intelligent and optimistic. They make good traveling companions, not just because of their tech skills, but because they always have a joke handy.

Slow Speed (EX)

Proximates have a base land speed of 20 ft.

Bio-Cybernetics (EX)

Proximates are treated as possessing the Onboard Computer cybernetic implant. This does not count against Drain or inflict negative levels.

Electro Sense (EX)

Proximates have a natural homing instinct that allows them to home-in on metal and electronic power sources. As a full round action, the Proximate can sense the direction and distance to any creature or object wearing, carrying or made out of more than 10 lbs of ferrous metal, or to any electrical power supply of greater intensity than a standard battery, such as a laser pistol's power cell, a droid's onboard energy matrix, or a starship's reactor.

This ability has an effective radius of 100 ft. It can be blocked by 3 ft of loosely packed earth or sand, a 1 ft stone, metal or plastic wall, or a thin sheet of lead or non-ferrous metal.

Psionic Repair (Ps)

Proximates may manifest *psionic repair* as a psion of their total character level. They may use this ability a number of times per day equal to 3 + their *INT* modifier. When making a Craft check to restore HP to a damaged object, they may simultaneously manifest this ability, restoring both the power's HP and the repair check's HP on a success.

Technopath (EX)

Proximate brains are hardwired for mechanical aptitude and problem solving ability. When making Computer Use checks or checks with one of the following skills (Craft

(any), Disable Device, Drive or Pilot) the Proximate rolls 4D6 and takes the total result rather than D20.

Proximate Alternate Racial Traits

Proximates are clever little hominids from a fully urbanized solar system. To better adapt themselves, some Proximate factions have genetically engineered their pups for variant abilities.

Gunner Proximate (SP)

Replaces: Technopath

You come from a wild eyed faction of Proximates known for their love of ultra-heavy artillery. Less technically skilled than other members of your species, you and yours none the less make a good living on the galactic merc circuit. Three times per day, you can cast *Bigger Fuckin' Gun* as a wizard of your total character level.

Medi-Tech Proximate (SU)

Replaces: Psionic Repair, Technopath

Some Proximates work with the most complex machine of all: the human machine. Once per day, the Medi-Tech Proximate may use *cure light wounds*, as a cleric of their total character level. When making Computer Use and Heal checks, the Proximate rolls 4D6 and takes the total result rather than D20.

Occultist Technopath (SU)

Replaces: Technopath

Proximates tend to be mistrustful of occult-tech, but occasionally a few develop an obsession with arcana. When making Computer Use and Use Magic Device checks, the Proximate rolls 4d6 and takes the total result rather than D20.

Robo-Tender (SP)

Replaces: Technopath

Some Proximates are specially tasked with assisting, upgrading and modifying the race's Star Droid allies. You have a special connection to robots, and receive a +2 racial skill bonus on Craft (mechanical or electronic) checks made to restore HP to a damaged robot.

Three times per day, you can use *Reconfigure Star Droid* as a spell-like ability as a wizard of your total character level.

Station Sense (EX)

Replaces: Electro Sense

When aboard a space station, starship, or other large enclosed environment (such as a submarine), the Proximate attunes herself to the subtle vibrations of the engine and ever-present hum of life support. When in an environmentally sealed vehicle or environment, Proximates gain *tremorsense* with a 60 ft radius.

PSYREN

Medium Outsider (native, psionic, Psyren)

The Psyren are an impossibly ancient, now mythic race. More spacers have claimed to have met a Psyren or have met a plausible imitator than have ever encountered a true member of the species. Even the “Psyren” designation is a misnomer- the race’s true name is Shadra-Rei, *women of the moving throne*, though fewer than one in a billion humans living today have any idea what the nearly untranslatable term means. Or what that term implies.

Once, the Psyren Empire dominated the stars, but the race’s arrogance and infighting destroyed their regime, and drove the species into near extinction. When the Psyren fell, they took galactic culture down with them, sparking a Galactic Dark Age that lasted for long, cruel millennia. Since the fall of their throne-world, the Psyren have wandered the universe as explorers, diplomats, ideologues and companions. Too independent and intelligent to be regarded as mere “playthings” by other races, despite their legendary beauty and sexuality, Psyren use their innate powers and fierce will to achieve power and influence wherever they turn up.

One day, the Pysren will rule again.

Appearance

Psyren resemble humanoid females, but in reality are something other.

All Psysren possess a cold, alien beauty. Psyren culture exalts sexual manipulation as a path to power- above skill, brute force or technical acumen, though the Psyren are pragmatic

not to discount those alternatives completely. The Psyren dress appropriately to that philosophy, in gauzy finery that



accents their perfect gene-sculpted pussies and tight nipples.

Outwardly, Psyren share a phenotype with humanoid females, suggesting some common evolution. However, Psyren skin is cool to the touch and has a waxen sheen. Skin and hair color ranges from a pale blue-grey to an ivory white, and is always a cool, muted tone. Warm brown and pink skin tones are unknown among the species. Hair color is similar, and often the hair follicles are completely translucent, as clear as fiber optic cable. Psyren have a slender, hungry and underfed look that gives them a feral beauty.

Homeworld

The Psyren throne-world was annihilated long ago, as were the majority of Psyren settlements. Only ruins and secret caches buried under far stars remain. Since the destruction of their Empire, the Psyren have remained nomads. They travel alone, or in small bands, trusting the endless stars to keep themselves, and hide their true agenda.

Rumors of Psyren colonies, of vast legions of ancient Psyren survivors slumbering in cryo-stasis, of weapons depots and black-book shipyards are just that...rumors.

Sex, Drugs and Violence

To Psyren, sex is a weapon, possibly the ultimate weapon.

Their appearance is part of their hunting strategy, as is the fact that Psyren can produce viable offspring with virtually any intelligent biped. Though Psyren feel an instinctive drive towards male procreative partners, the race is genetically programmed for bisexuality or true omnisexuality. Encounters with Psyren may account for the near universal appeal of the female humanoid morphology, even among species with radically different anatomies.

Psyren mothers give birth to single female offspring after allowing themselves to conceive. Their children are monstrously precocious and learn at a rapid rate. By the time they've reached their tenth solar year, they are the mental and physical equal of any adult human. Psyren are extremely long lived, with the eldest matrons able to withstand at least five centuries.

The Psyren genome is complex and twisted by nearly one hundred thousand years of directed evolution and engineering. Psyren DNA is a puzzle that very few geneticists have the skill to unlock.

Politics & Culture

Psyren are imperious and consider no other humanoid culture worthy of respect, and no law that is not of Psyren

origin worthy of obedience. They use their innate mental gifts to further their aims, and have no taboo about psionic coercion. Only a Psyren's will and consent matters- other intelligent species are tools, playthings and useful advantages to be manipulated or sacrificed as necessary.

Psyren culture prizes success, and judges its daughters more on influence than wealth. Despite this, most Psyren are incredibly wealthy, thanks to their keen intellects, naturally manipulative natures and psi-gifts. Exacting self control and telepathic precision are highly admired traits in their culture. The isolation of Psyren children is done not only to shield the young from outside influences, but to help teach the fledgeling Psyren her powers and talents.

Psyren refuse to be tied to a single world; most have separate identities on different worlds. Because of the vagabond nature of the Psyren race, they are gifted linguists. Knowing a multitude of languages is a matter of racial pride; some of the most gifted Psyrens speak over a hundred galactic dialects and can out-translate any protocol droid you'd care to name. The chief Psyren dialect uses a combination of telepathic cues and spoken phonemes. The vocal component of the language is songlike and intentionally designed to be soothing, disarming.

The Long Game

They've got a culture stretching back millions of years. Psyren can afford to be patient, and they play the long game better than anybody. Psyren infiltrators have found positions of power in every galactic faction, always somewhere behind the throne, deep in the shadows. Whatever the real agenda is, Psyren are pushing the galaxy to a conflict. The telepathic women created the WARSTAR Regime long ago, for inscrutable reasons of their own, and the only reason the Imperial Church of the Galaxy hasn't collapsed under the weight of its own corruption is that the ICG is still useful to the bitches.

Whatever they're planning, it makes no sense that other species can figure out, but whatever the Psyren are doing, the race as a whole profits by it. Each generation of Psyren is colder, wealthier, more beautiful and more psychically gifted than the one before it.

Some of the Psyren your players might encounter (or get screwed by) include:

- **Capt. Aurora Dixx**, a mercenary pilot and influential voice on the Pirate's Council, who commands a motley navy of Anthony Fleet spacers, Shippers and Proximites.



- **Corbria St. Claire**, the stern business suited programming director for Sex Station 09, who singlehandedly decides what DJs become superstars.
- **Gallow Cherrypopper**, one of the many concubines bound to High Magus Storval, and the one who disciplines the other girls (and whispers in Storval's ear). Salevi Christwife's counterpart.
- **Peesi Hyne**, a priestess of The War Mother, who has allowed herself to be 'rescued' by thousands of young Testorite heroes, all of whom probably still dream of their first love.
- **Salevi Christwife**, who the ICG's Prime Pope Dolcett Vaughn thinks is only his favorite sex-nun in his Benediction harem-convent. Gallow Cherrypopper's counterpart.

- **Tikita Vaux**, who's the consilgorie of the Genesitova Space Mafia Family, recognizable by the jet black panties that are her sole article of clothing.
- **Senator Vitta Lorki**, a rising voice in Corporation Command politics, on the Military Committee. What nobody knows is that this Psyren is also three other serving Senators on the Committee, using clones and magic to keep up the deception.

Names

Psyren publicly use a variety of names, drawn from a variety of cultures- whatever helps them best blend in. However, these aliases are simply tools to be used and discarded. A Psyren holds the true name, the one that her mother telepathed to her as soon as she learned language, as her most personal, private secret. A Psyren will only share her true, telepathic name with her mother, her daughter and one or two of her most trusted lovers...maybe.

Languages

Psyren begin play speaking Galactic Common, as their own secret language was lost eons ago. Psyren with high INT scores can choose any language as a bonus language, except for secret tongues, such as Druidic.

Psyren Racial Traits

All Psyren share the following racial traits.

Size and Type

Psyren are Medium Outsiders with the native, psionic and Psyren subtypes. As Medium creatures, Psyren receive no bonuses or penalties due to their size.

Ability Score Modifiers

+2 *INT*, +2 *CHA*.

Psyren are mentally superior species, capable of juggling multiple false identities, webs of contact and long term goals instinctively. Psyren long ago bred any glaring physical weakness out of their genome.

Normal Speed (EX)

Psyren have a base land speed of 30 ft.

Darkvision (EX)

Psyren have Darkvision with a 60 ft range.

Emissary (EX)

Psyren are consummate liars and instinctive diplomats. Once per day, when making any Bluff or Diplomacy check, the Psyren may roll 2d20 and take the better result.

Naturally Psionic (EX)

Psyren gain the Wild Talent feat as a bonus feat at 1st level. If the Psyren takes levels in a psionic class, she instead gains the Psionic Talent feat.

Psionic Aptitude (EX)

Whenever the Psyren takes a level in a psionic class, she can choose to gain an additional power point instead of a hit point or skill point.

Psyren Mentat (Ps)

Psyren are powerful natural telepaths, who bend lesser minds to their will.

The Psyren may manifest *conceal thoughts* as a psion of her total character three times per day.

The Psyren may manifest any one of the following powers as a psion of her total character level once per day: *attraction*, *demoralize* or *empathic connection*.

Psyren Telepathy (SU)

Psyren can communicate telepathically with any Psyren within 100 ft, even if they do not share a language. They may also communicate telepathically with any creature with the Psyren Blood trait.

Strong Willed (EX)

Psyren receive a +2 racial bonus on WILL Saves to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, if the Psyren fails such a save, she receives another save one round later to prematurely end the effect (assuming the effect has a duration greater than one round). This second save is made at the same DC as the first.



Psyren Alternate Racial Traits

Psyren breed their daughters like hothouse orchids, to create offspring better able to survive the dangers of the Heavy Future, and to better rule a galaxy that will be theirs soon. Alternate abilities are common.

Destiny Manipulator (SU)

Replaces: Naturally Psionic and Psionic Aptitude
Psyren have manipulated the galaxy for centuries, down to altering the bloodlines and tampering with the lives of individuals that might one day prove useful to the race. Finding out exactly how expertly the Psyren have manipulated you really tends to piss most spacers off.

Once per day, when using the Aid Another action, the Psyren can reveal to her ally how her ancestors or contemporaries manipulated history to put that ally at that place, in that circumstance. Doing so provides a +10 bonus on the action being aided, but after the combat encounter is over the ally is considered *shaken* for one hour (WILL DC 10 + the Psyren's INT modifier negates.) At 10th level, the benefit of this ability improves to +20.

Instinctive Occultist (SP)

Replaces: Psyren Mentat

Some Psyren manifest native occult gifts rather than psi-potential.

Psyren with an INT score of 11 or higher gain the following spell like abilities: 1x/day – *comprehend languages, detect magic, detect poison, and read magic*; the Psyren also gains *message* 3x/day. The caster level for these effects is equal to the Psyren's total character level.

Object of Desire (SU)

Replaces: Psionic Aptitude

Psyren are unnaturally beautiful and can use that to their advantage. Psyren cast all Charm spells (spells with Charm in their name, such as Charm Person or Charm Monster) at +1 caster level. If making a Bluff or Diplomacy check involving her sexual favors, the Psyren receives a +2 racial bonus on the check.

Psyren Knowledge (EX)

Replaces: Naturally Psionic and Psionic Aptitude

Psyren are among the most intelligent, knowledgeable beings in the cosmos, and they are privy to secrets that lesser historians never even suspected. All Knowledge skills are class skill for the Psyren, and the Psyren may make any Knowledge check untrained.

Psyren Precognitive (Ps)

Replaces: Psyren Mentat

Some Psyren have allowed their talent for mental manipulation to atrophy, to develop the ability to sense the quantum-shadows of probable futures.

The Psyren may manifest *distract* as a psion of her total character three times per day.

The Psyren may manifest any one of the following powers as a psion of her total character level once per day: *defensive precognition, offensive precognition, offensive prescience, tactical precognition.*

Seductive Mind (EX)

Replaces: Emissary

The Psyren is intelligent enough to coolly sculpt her sexual persona, and tailor her charms to the desires of her targets. The Psyren may add her INT modifier as a circumstance bonus on sexually oriented Bluff and Diplomacy checks.

SETHZINIAN

Medium or Large Monstrous Humanoid

Sethzis is one of those worlds nobody in their right mind ever visits. A sandpit with no planetary industry to speak of, government that consists of a bunch of local warlords and strongmen playing with fusion bombs. Post-apocalyptic describes the world nicely, and to the native humanoids, it's a paradise. Sethzis is a place where the strong survive, the strong thrive, the strong party hard, and everyone else either submissively pours beers or stays out of the way. Sethzis has made a name for itself as a rest and refuel stop for the pirate crews brave enough to step on planet. It's a free port, one of the best places in the galaxy to get lost, but it's also a damn good place to get your throat slit.

The native Sethzinian species are a motley assortment of rowdy sociopaths and thrill seekers. Space piracy is the race's chief export. Pillage and plunder are planetary sports. Every young Sethzinian dreams of one day owning his or her own pirate cruiser, prowling the spaceways and raining nuclear death on every scumbag in his home village that ever bullied or tormented him. This hypothetical Sethzinian's one fear is that one of his neighbors, who hates him as much as he hates them, will achieve nuclear capability first and than... KA-BOOOM! Sethzinians aren't known for keeping their feuds subtle.

Appearance

Sethzinians are tall and muscular humanoids who closely resemble huge, brutish Terrans, but are much more massive. Their bones and musculature are much denser than human tissue, giving them great strength and a giant's mass. Most stand just under seven feet tall, though the biggest and toughest can scratch ten foot. Sethzinian skin is basically Kevlar. Color is an assortment of dingy, dirty-seeming shades like corpse white, bone grey, not to mention rancid hues of green, blue or ashy red. Whatever their shade, Sethzinians decorate their bodies with deep ritual scarification and heavily inked tattoos that cover most of their chest and arms.

The aliens dress in whatever motley armor they've managed to scrounge up. They prefer heavy leathers to the poly-cloth unisex jumpsuits favored by the rest of the galaxy, and have a flair for the theatrical. Chrome spikes, screaming skull belt buckles, chains and handlebar mustaches on the men are all common affectations. Offering 'mustache rides' to pretty xeno-babes is probably the only friendly gesture that Sethzinian males are known for.



Homeworld

Sethsis was ruined during the Great Galactic Dark Ages, but where other species rebuilt, Sethzinians grew to like the rubble. They established a new normal of competing gangs, blood feuds and intimidation. The world's stayed post-apocalyptic for a couple thousand years now, and nobody's in any hurry to improve things.

Finding spare parts, or even enough to eat, is damn near impossible. So Sethzinians are masters of jury-rigging and making do, and nobody on-world's got a cannibalism taboo. Considering most of the restaurants on-planet are BBQ joints, visiting spacers should take a couple minutes to think over the implications.

Sex, Drugs and Violence

Sex is good, violence is good, and beer is damn good. Glow is good when they can get it, but most Sethzinians like the harder stuff-very, very illegal combat drugs that make their teeth bleed and their eyes bug out and helps them strangle somebody with their own guts.

Most Sethzinians aren't real big on the whole notion of consent and if they think about it at all, they figure might makes right. Hell, screw right. Might makes ass-kicking, and that's enough. Some of them are a bit more honorable in the romance department- rude, lewd and crude, sure, but not into the whole rape trip. They're the minority, but are usually tough enough to keep the other Sethzies from giving 'em too hard a time.

Sethzinians give birth to single off spring at a time, and thankfully are only fertile among their own kind. Sethzinians would probably be able to survive 2-3 centuries, but the race's violent lifestyle means most of them get their guts shot out before their 50th year.

Politics & Culture

Sethzis has no friends and no allies, though the race sometimes trades with various space pirates or Space Mafia factions. Nobody trusts Sethzinians, and with good reason;

you do a deal with one, you keep your eyes on him and your hand on your blaster hilt because as soon as the SOB gets an opening, he's going to screw you.

Maybe the only good thing about Sethzinians is that they hate the ICG and the Command more than anybody. They'll sometimes give a spacer in trouble with the authorities shelter or some aid, just to screw with the law. Bunches of Sethzinians are Cosmic Satansists, and they're as welcome on Walpurgisnacht as anybody else.

Names

Sethzinian names are short and brutalist, sounding like a punch to the gut. The race doesn't use surnames, but most Sethies are known by an embarrassing nickname given

them by a stronger, tougher Sethzinian they can't shake. Once a Sethzinian scores a nickname, it's for life.

Example Names: "One-Nut" Korx, "Crash" Yurdax, "Stanky" Gron, "Toe-Eater" Morrx, "Shitstain" Paq, "Viscous" Torry, "Big Bitch" Versoq, "Whoremonger" Rojj

Languages

Sethzinians begin play speaking *Seth* and *Galactic Common*. Sethzinians with high INT scores can choose Aklo, Draconic, Goblin, Orc and Shipper Patois as bonus languages.

Sethzinian Racial Traits

All Sethzinians share the following racial traits.

Size and Type

Sethzinians are Medium or Large Monstrous Humanoids. The player chooses the size of their Sethzinian at character generation, and once chosen, this choice cannot be changed.

Medium Sethzinians receive no bonuses or penalties due to their size.

Large Sethzinians suffer a -1 size penalty on attack rolls and armor class, as well as a -4 size penalty on Stealth checks. However, they receive a +1 size bonus to their CMB and CMD.

Ability Score Modifiers

+2 STR, +2 DEX, -2 INT.

Medium Sethzinians are able to fight like a Martian wildcat and are pretty good with a blaster, but they're dumber than a bag of hammers.

Large Sethzinians increase their racial STR bonus to +6 but receive no DEX bonus and suffer the same INT penalty.

Normal Speed (EX)

Sethzinians have a base land speed of 30 ft.

Bully's Confidence (EX)

The Sethzinian receives a +4 racial bonus on Intimidate checks made against any creature it has dealt lethal damage to in the past hour.

Lowlight Vision (EX)

Sethzinians gain lowlight vision.

Tougher Than Hell (EX)

Sethzinians are so hard to kill it usually takes industrial chainsaws to do the job, and than you better vaporize the corpse, or he's going to crawl out of the morgue drawer and kick your ass.

Sethzinians receive a +2 natural armor bonus to Armor Class, which improves by +1 for every five character levels.

Sethzinians gain Fast Healing 3, which only functions when the Sethzinian is at half his maximum Hit Point total or lower, and will only restore the Sethzinian to half his maximum HP.



Sethzinians are immune to radiation and ingested toxins and can't get intoxicated on ordinary drugs or booze, though they can and do enjoy them.

Undisciplined Brawler (EX)

Sethzinians aren't great technical fighters by any means. Sethzinians receive Power Attack as a racial bonus feat, but are always considered to be power attacking to the greatest degree possible.

Sethzinian Alternate Racial Traits

Sethzinian mutation happens all the damn time- their homeworld is so polluted and radioactive only the strong survive.

Bulletproof Meat (EX)

Modifies: Tough as Hell (natural armor)
Even the heaviest caliber bullet only bruises the Sethzinian's armored hide. He usually wins barroom bets by putting a shotgun into his mouth and pulling the trigger and then spendin' the rest of the night spitting out shot.

The Sethzinian loses his natural armor bonus to Armor Class, but gains immunity to Ballistic damage.

Even Dumber and Tougher (EX)

Modifies: Ability Score Modifiers
The Sethzinian's even dumber than the norm for an already moronic species, but is among the burliest of the breed. The Sethzinian suffers gains the following additional ability score modifiers, which stack with existing racial modifiers.

+2 STR, +2 CON, -2 INT, -2 CHA

Fair Fight (SU)

Modifies: Tough as Hell (fast healing)
The Sethzinian's got no problem throwing down with dragons and space monsters bigger than an office building... and he usually comes out on top. When engaged in melee combat with an enemy whose STR score is higher than his own, the Sethzinian is treated as having the same STR score as his opponent. If engaged in melee combat with multiple adversaries, the Sethzinian's STR score modifies itself to the STR score of the strongest.

However, the Sethzinian does not add his STR modifier as a bonus on melee attack or damage rolls against any opponent with a STR score lower than his own.

Intimidating Prowess (EX)

Replaces: Bully's Confidence
The Sethzinian scares just about everybody. The character receives Intimidating Prowess as a racial bonus feat.

Powerful Build (EX)

Replaces: Bully's Confidence
Available to Medium Sethzinians only
The Sethzinian gains the Powerful Build racial trait.

Space Rider (EX)

Modifies: Tough as Hell (natural armor)
Sethzinian bikers can rip through the cosmos on the back of starbikes, unconcerned by the void.

The Sethzinian loses his natural armor bonus to Armor Class, but gains immunity to suffocation and hard vacuum, acquiring the No Breath racial quality.

SHIPPER

Medium Humanoid (anthro)

"Shippers" is common slang for a myriad of interfertile semi-animalistic aliens with no clear home world or point of origins. Many Shippers hail from worlds either conquered or annihilated outright during the Great Galactic Darkness, or worlds that were lost to the relentless march of the Imperial Church of the Galaxy's anti-anthro pogroms.

Shippers have organized themselves in a loose confederacy of generation ships and hollowed-out asteroid habitats as a matter of necessity. They survive as stellar nomads, trading service for passage, or occasionally, provisional citizenship. Mostly though, they ply the stellar trade routes, drifting between cold and distant stars, seeking their fortunes.

Appearance

Shippers are an assortment of anthropomorphic hominids, ranging in size from petite rodent-derived species that barely top 4.5 ft to massive ursioids and capricornoids that are 7.5 ft walls of muscle, fur and horn. The most numerous ethnic blocs within the Shipper confederacy seem to be derived from rodent-evolved or feline stock.

The various Shipper races are interfertile and often omnifertile, suggesting either some common ancestry or genetic tinkering sometime in the distant past. As a result, details like fur and eye configuration, cranial shape, tail length and texture, the presence of horns, crests and other display appendages seems to vary wildly among individuals. Thanks to recessive genes, a family of grey-pelted lapine-derived Shippers might occasionally give birth to a larger than normal kit with crimson and gold tiger striping.

The one commonality among Shippers is their dress: space-worthy and highly practical. Shippers usually wear armored jump suits and custom fitted space suits designed

around a rack of antlers or a long, semi-prehensile tail. They tend to carry everything they own neatly rolled up in an engineer's bedroll or slid into one of their many jumpsuit pockets.

Anthros and Shippers

The space-faring Shipper race is built with a stripped down version of the Gifts of Nature system, and serve as a plug-point for Anthros built with the full *Ultimate Fursona* system. If you're playing a Heavy Future campaign and don't have *Ultimate Fursona*, the Shippers are a full game play experience allowing you to build furry spacers. However, if you want to add in more diverse and more versatile Anthros, go right ahead. The fiction supports both regular Shippers and Shipper Anthros.

Homeworld

Shippers are a space born race. The species has no homeworld- some Shipper races lack any curiosity or nostalgia for their lost homeworlds. Others have mythologized what they have lost as ancestral paradise- a destroyed heaven for anthropomorphics of their genotype.

Shippers were forced to become galactic gypsies, who survive by selling their services (as everything from astronautics technicians to prostitutes to mercenaries) to the major stellar empires. Traveling in enormous ark ships carved from planetoids and ancient star cruisers, Shippers have crossed and re-crossed the Milky Way, and have visited every major planetary port of call. Twice.

Shipper society is based around the ark; the citizens of a single ark are considered part of a single extended family, regardless of their evolutionary lineage. These 'ark families' can include well over a hundred thousand Shippers, all unified in a quest for resources, profit and glory. Rivalries between ark ships can be deadly, especially when the clans are competing for scarce resources or some juicy contract.

Sex, Drugs and Violence

Shippers are an earthy, sexual people, with few sexual taboos. Most of their taboos are fairly common-sense prohibitions against crimes like rape and incest, rather than complex ethical prohibitions. Public displays of affection



are not frowned on, and given the cramped conditions aboard most arks, most Shippers politely look the other way if a neighbor is rutting.

The various Shipper lineages are interfertile, and many Shippers are pan-racial. Breeding outside the lineage is encouraged, as unexpected new genetic combinations that prove viable have the potential to uplift the race as a whole. Pregnancy and birth is celebrated among Shippers, and many arks are hotbeds of eugenic experimentation, as various Shippers strive to find the perfect mix of bloodlines. Complex, often polyamorous relationships that bind several allied crews are the norm.

Shipper pregnancies tend to last between six months and a year, and depending on the creatures involved, might produce a single birth, a litter of dozens of kits, or anything in between. Miscarriages and infant mortality are slightly higher than the galactic norm; given their genetic diversity,

not every new Shipper mutation is a positive one. Lifespan tends to be commiserate with the Human Diaspora, though there both positive and negative exceptions.

Politics & Culture

Shippers hold a culture-wide loathing for the bigots of the ICG elite and have a deep suspicion of even everyday ICG faithful. The ICG has spent centuries trying to annihilate any blending of humanoid and animal, something they consider anathema, and many older Shippers can recite the names of ship-mates and friends lost to an ICG kill squad.

Despite this, Shippers will sometime do piecework for the ICG, if their ark can't find a better contract somewhere. They don't like it, and the ICG are bastards to work for, but in desperate times, the Shippers will grudgingly do it.

Shippers are on better terms with a variety of galactic factions, but aren't truly trusted by anyone. Many Free Spacers have intermarried into Shipper arcs and vice versa. The race gets along well with the similarly space-based Proximites. In any port of call, anywhere in the dirty galaxy, you'll find three races above all else: humans, Proximites and Shippers.

Names

Shipper names translate colorfully into Galactic Common. The aliens place a great deal of importance on family, and each ark family tends to earn a reputation based upon its members' exploits. Individual Shippers are more likely to be stereotyped based upon their ark of origin than they are by their species as a whole. There isn't much difference between male and female Shipper names.

Personal Names: Engine Whisper, Light

Whisker, Plasma Horn, Star Paw, Sun Runner

Ark Surnames: Battlemoon Ark (always demands cash up front for merc work), Brightwarp Ark (great, if arrogant fighter aces), Meteorcrusher Ark (asteroid miners, but they steal), Novasong Ark (owe the Corporation Command big, most join the Command Fleet)

Languages

Shippers begin play speaking a trade language common to all arks, called *Shipper Patois* and *Galactic Common*. Shippers with high INT scores can choose any language as a bonus language, except for secret languages like Druidic.

Shipper Racial Traits

All Shippers share the following racial traits.

Size and Type

Shippers are Medium Humanoids with the anthro and psionic subtypes. As Medium creatures, Shippers receive no bonuses or penalties due to their size.

Ability Score Modifiers

+2 to any ability score of choice

Shippers are a diverse collection of species, with many unique aptitudes and racial gifts. Like humans, they are resistant to pigeonholing. (No pun intended.)



Normal Speed (EX)

Shippers have a base land speed of 30 ft.

Evolutionary Ability (EX)

Shippers have many powers, unique to their animal breeds. Each Shipper selects one ability from the following menu of extraordinary racial abilities. Once chosen, this gift cannot be changed, as they reflect the Shipper's lineage.

Armored Hide (EX): The Shipper gains a +4 natural armor bonus to AC.

Bestial Senses (EX): The Shipper gains a +2 racial bonus on Perception checks to notice animate creatures or objects. They receive a check to notice movement whenever it happens within 50 ft of them, whether or now they are actively looking.

Bonus Feat (EX): The Shipper gains a single racial bonus feat chosen from this list: Great Fortitude, Improved Initiative, Improved Trip, Nimble Moves, Power Attack, Weapon Focus (natural weapons only).

Climb Speed (EX): The Shipper gains a Climb speed of 30 ft and a +4 racial bonus on Climb checks.

Hearty (EX): The Shipper is immune to disease and gains a +2 racial bonus on FORT saves against poison. (This stacks with the benefit provided by a Scavenger metabolism.)

Insulated Hide (EX): The Shipper has a thick, water proof pelt that provides Cold Resistance 5.

Large (EX): The Shipper becomes Size Large.

Pounce (EX): The Shipper gains the Pounce racial quality.

Swift (EX): The Shipper's base land speed increases to 40 ft.

Swim Speed (EX): The Shipper gains a Swim speed of 30 ft and a +4 racial bonus on Swim checks.

Metabolism (EX)

Shippers are derived from an assortment of animal species, which defines their natural gifts. Most important among the distinctions between Shippers is their preferred feeding strategy. Choose one metabolism at character creation, which determines many of the Shipper's traits (as well as the diet they demand from shipboard food replicators.)

Herbivore: Shipper herbivores receive a +2 racial bonus on Perception checks, and gain a +2 natural armor bonus to AC.

Omnivore: Shipper omnivores receive a +2 racial bonus on Acrobatics, Climb and Survival checks, and one of these skills is always a class skill for them.

Carnivore: Shipper carnivores gain Darkvision 60 ft and the Scent special quality and gain Weapon Focus (natural weapons) as a racial bonus feat.

Scavenger: Shipper scavengers gain the Scent special quality and receive a +4 racial bonus on FORT Saves against disease and poison. Scavengers can eat carrion, rotting meat or garbage and derive nutrition without ill effects.

Natural Weapons (EX)

All Shippers possess some form of natural weapon, provided by evolution.

Shippers receive two natural weapon attacks as primary natural attack forms. These either take the form of two claw attacks that inflict 1d6 + STR modifier points of slashing damage (20/x2) or two hoof stomps that inflict 1d6 + STR modifier points of bludgeoning damage (20/x2).

Alternatively, the Shipper can select a single gore attack that inflicts 1d10 + STR modifier points of damage (20/x3) in the case of horned (rhinoceros) or antlered (deer, elk) derived Shipper species.

Lowlight Vision (EX)

Shippers possess lowlight vision.

Skilled Spacer (EX)

Shippers are well adapted to life in space, and are most comfortable aboard a starship. They're damn good spacers, the equal of any human Free Spacer or Proximate techie.

Shippers receive Zero G Training as a racial bonus feat. Shippers receive a +2 racial bonus on Pilot checks and Computer Use checks made to control shipboard systems.

Shipper Alternate Racial Traits

Shippers aren't a single, monolithic species. Instead, this motley assortment of anthro spacers represents the infinite diversity of shapes that intelligent life can take in the galaxy.

Atavist (EX)

Replaces: Skilled Spacer

Rather than developing high-tech talents, the Shipper is known for animal instincts and natural powers. The Shipper may choose an additional Evolutionary Ability.

Cosmopolitan (EX)

Replaces: Skilled Spacer

Shippers have a natural gift for languages and enjoy encountering new cultures: first contact is always a joyous occasion for these spacers.

She shipper begins play speaking 1d4+1 additional bonus languages, in addition to languages she earns for having a high INT modifier. The Shipper gains a bonus rank in Linguistic and a new language known each time she levels up.

Master Pilot (EX)

Replaces: Skilled Spacer

There's nobody better behind the controls of a star fighter than a Shipper pilot: after all, there's a good reason they call it 'dog-fighting', right? The Shipper is treated as having the Improved Initiative feat when at the controls of any spacecraft. If the Shipper already has this feat, the effects stack. The Shipper receives a +2 racial bonus on Pilot checks.

Master Thief (EX)

Replaces: Skilled Spacer

There's a good reason that station merchants usually keep a good eye on their products when a Shipper vessel docks for an R&R stopover. You receive Skill Focus (sleight of hand) as a racial bonus and gain a +2 racial bonus on Stealth checks in urban or fully artificial environments, such as space stations and starships.

Naturally Psionic (EX)

Replaces: Either Evolutionary Ability or Skilled Spacer

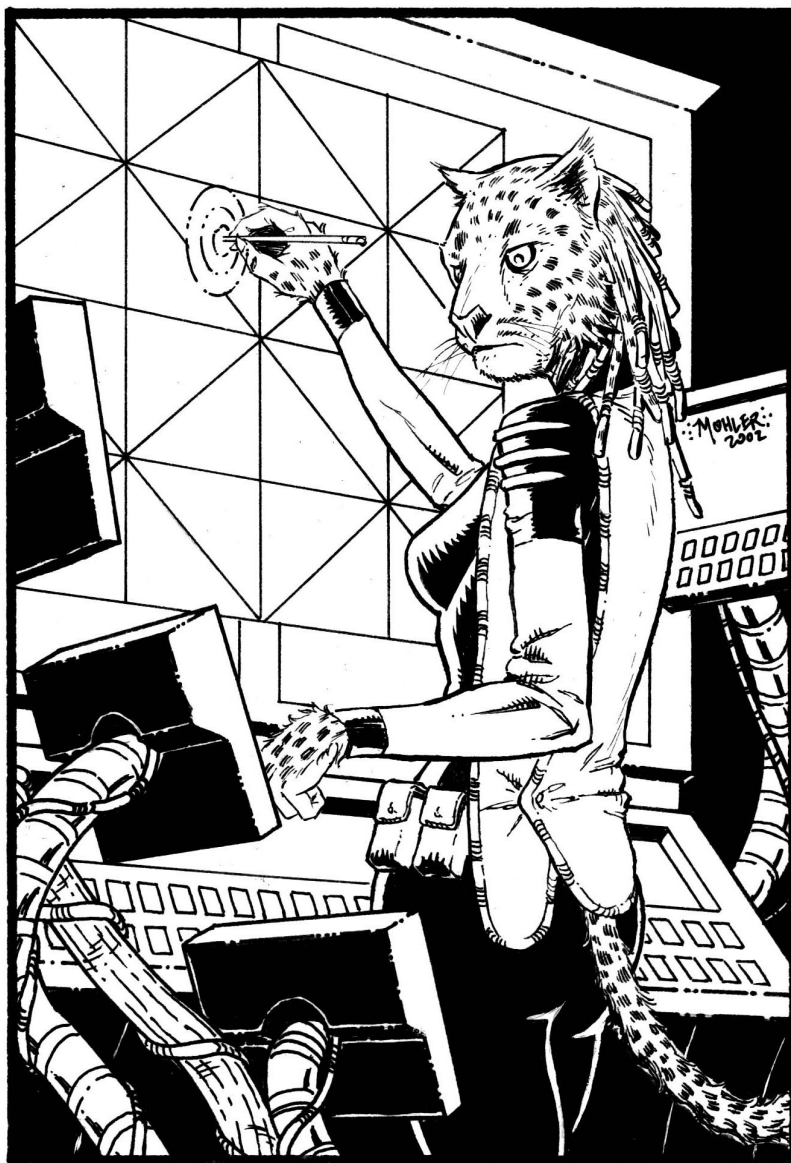
The Shipper gains Wild Talent as a racial bonus feat. If she later takes levels in a psionic class, she gains Psionic Talent instead. Whenever the Shipper gains a new level,

she may choose to gain an additional power point rather than a bonus skill point or Hit Point.

Psionic Evolution (Ps)

Replaces: Evolutionary Ability

The Shipper race is prone to mutation and psionics come easily to the highly evolved anthros. Choose a zero level talent from either the *psychic warrior* or the *vitalist* list.



The Shipper can manifest this ability at will, as a *psychic warrior* or *vitalist* of their total character level.

Alternatively, choose a first level power from either the *psychic warrior* or *vitalist* list. The Shipper can manifest this ability 3x/day, as a *psychic warrior* or *vitalist* of their total character level.

Psi-Weapon (Ps)

Replaces: Natural Weapons

Instead of horns or claws, the Shipper fights with the evolved powers of the anthro mind! The Shipper gains the Psionic subtype as well as a psionic attack he can use as a standard action. This psionic weapon inflicts 1d8 energy* damage (20/x2), has a 30 ft range increment and can be used at will.

When this ability is chosen, the Shipper decides whether the Psi-Weapon inflicts Cold, Electricity, Fire, Force, Pleasure or Sonic damage; the energy type cannot be changed there after.

Psyren Blood (EX)

Replaces: Anthro subtype

Ancient eugenics experimented uplifted a variety of animal species to full sentience, and these ancient experiments interbred with more conventionally evolved Shipper bloodlines. You count as a Pysren for all effects related to race.

Skilled Engineer (EX)

Replaces: Skilled Spacer

The Shipper spends her time on the engineering decks rather than the bridge, fixing and jury-rigging, rather than piloting.

The Shipper receives Zero G Training as a racial bonus feat. The Shipper receives a +2 racial bonus on all Craft checks made to repair or upgrade a space vessel's systems.

Station Sense (EX)

Replaces: Lowlight Vision

When aboard a space station, starship, or other large enclosed environment (such as a submarine), the Shipper attunes herself to the subtle vibrations of the engine and ever-present hum of life support. When in an environmentally sealed vehicle or environment, Shippers gain *tremorsense* with a 60 ft radius.

Telepathic Shipper (SU)

Replaces: Natural Weapons, adds subtype

Several Shipper breeds have evolved innate telepathic gifts, the better to bridge the communication gaps between the various Shipper lineages. The Shipper gains telepathy 100 ft and gains the psionic subtype.

SPACE CASE

Small or Medium Humanoid

Space Cases is a catch-all term for an assortment of nearly humanoid alien races that call the Heavy Future cosmos home. Each and every Space Case has a few things in common.

First and foremost, they're all standard issue Basics.

Second, while you'll never find a more loyal sidekick than a Space Case.

Third, sooner or later you're going to want to dump the asshole out of an airlock.

Appearance

Space Cases have two arms, two legs and (usually) one head. They're roughly the same size and bulk as an ordinary human, though some top out at kid-sized. Their alien natures manifest with an assortment of visual traits- nothing as spectacular as a Tal-Anon's expansive wingspan or an Alkemi's crystalline skin. Instead, their biological oddities are limited to short antenna, oddly colored eyes or distinctive forehead structures. The aliens might have an odd number of eyes or multiple sets of ears or mouths.

Space Case skin color runs the gamut from common shades of pink or brown to impossible, neon hues like metallic gold or hot-pink tiger striping, even more psychedelic patterns. Some Space Cases have scales or fur, others boast feathers, but the aliens tend to look more like odd hominids rather than Anthros.

Most Space Cases dress in simple and practical jumpsuits, often with futuristic, metallic fibers woven in for protection. They carry an assortment of practical weapons, gear and gadgets, but most find a way to express a truly skewed personal style. It's not unusual to see a Space Case astronaut wearing a ten gallon cowboy hat over a space suit, or wearing a loud-as-fuck Hawaiian shirt and lei over their engineering rig.

Homeworld

Space Cases hail from every corner of the galaxy, but usually aren't from any place important. There aren't any sprawling Space Case star empires- mostly their civilizations are limited to a single planet, or maybe small outposts on several nearby planets and moons in the same system. Usually, the quirky little hominids shelter under the patronage of a more powerful galactic player.

Sex, Drugs and Violence

Space Cases aren't really good at it, but they're attracted to the adventuring lifestyle. They're more apt to be daydreaming of glory than actually doing the job, and all a Space Case serving in the Command military needs to defect is a pretty face...these guys are suckers for the call to adventure. The Command knows it too, which is why you don't find many Space Cases working in anything other than entry level positions. Also, if a Space Case ever pulls a gun on you, the safest place to be is directly in front of the barrel.

Same with sex. Space Cases are all enthusiasm, zero technique. If it can go wrong it will- things inserted into the wrong hole, and not in the fun way, unplanned

pregnancies by the dozen, and so on. Space Cases are like teenaged virgins, even the older and more experienced ones, but when they find somebody who genuinely loves them, they're as loyal as a puppy dog.

Space Cases are usually mammals and give birth to individual children or small litters. Most breeds of Space Case are interfertile with other Basics, including most breeds of human.

Politics & Culture

Nobody ever really bothers to learn about an individual Space Case's planet of origin, because by galactic standards, Space Cases are damn near insane, and nobody outside their species is sure if the little aliens are joking or not when discussing their homeworld. Space Case culture,



such as it is, seems more like the set up for a punchline than a functional society.

Space Cases are known for their odd quirks, freaky dietary habits (some of 'em eat live cats the way the rest of the galaxy eats astronaut ice cream) and rigid but utterly random codes of behavior. They dress, act and think in a way that make even the most tolerant Pacifician philosopher shrug and say 'that's fucked up'.

Names

Space Cases aren't one race...though everybody treats them as if they are: the weird alien screw-ups. As a result, they can be named just about anything, and most answer to any nickname their friends (or even their enemies) care to give them. Some Space Cases might have page-long names that honor their ancestors back to the 25th generation;

others might call themselves something that sounds like a burp. Everybody else falls somewhere in the middle or just uses Human-derived names.

Languages

Space Cases begin play speaking *Galactic Common*. Space Cases with high INT scores can choose any language as a bonus language, except for secret languages like Druidic.

Space Case Racial Traits

All Space Cases share the following racial traits.

Size and Type

Space Cases are Small or Medium Humanoids. The player makes this choice at character creation; once chosen, the Space Case's size cannot be changed.

Medium Space Cases receive no bonuses or penalties due to their size.

Small Space Cases gain a +1 size bonus to attack rolls and armor class, as well as a +4 size bonus on Stealth checks, but suffer a -1 size penalty on CMB and CMD.

Ability Score Modifiers

-2 INT, +2 CHA, +2 to any other ability score of choice.

Space Cases are a pretty diverse lot, but not many of 'em are as smart as an ordinary, Earth-born human, though they are likable enough...for screw-ups.

Normal or Slow Speed (EX)

Medium Space Cases have a base land speed of 30 ft.

Small Space Cases have a base land speed of 20 ft.

Bonus Feat (EX)

Space Cases are good at what they do, and if one can find his niche, he can be surprisingly good at his job. Finding the right job's the hard part, though.

The Space Case can select any one general feat of choice that they meet the prerequisites for as a racial bonus feat. The Space Case can't select a combat, metamagic, psionic or item creation feat.



Corrective Beatings (EX)

The Space Case will sooner or later get smacked in the back of the head by somebody. The Space Case treats all bludgeoning damage inflicted by an ally as non-lethal damage instead.

If a character administers a Corrective Beating to a Space Case ally, for one hour after the beating, the luck bonus provided by the Space Case's Mistake Prone racial trait increases to +8. This increased bonus only applies to the character who administered the Corrective Beating, and then only for one hour afterward; for the remainder of the period, he or she gains the normal luck bonus. There, that should encourage intra-party slapstick.

Mistake Prone (EX)

Space Cases are a bit clumsy, a bit over-enthusiastic, and a bit too prone to mistakes. Space Cases exist so the really

cool aliens in the setting get a chance to shine by correcting their errors or saving their Space Case sidekick.

Anytime the Space Case succeeds on any skill check, it can instead declare that it made some small but critical error that causes the check to fail. If one of the Space Case's allies then succeeds on the same skill check, that character receives a +5 luck bonus on the failed skill for 24 hours after the failure.

For example, if Beep-lox the Space Case is trying to fix an ion drive, and declares after the successful Craft (mechanical) check that he fails anyway, his buddy Jaxon Starchaser can then fix the drive. If Jaxon does so, he's now got a +5 luck bonus on Craft (mechanical) checks for 24 hours. A character can only benefit from one Space Case luck bonus at a time. If he earns a second luck bonus, for a different skill, the first luck bonus is lost.

The Idiot Saved the Day!

The Space Case's player should probably take as much advantage of this racial trait as the game master will let him. Use your skills and intentionally fail in non-vital situations to build up luck bonuses for your allies to use during more important challenges.

At the beginning of a session, get a bit hypochondriac and fail some unimportant Heal checks, just so after chewing you out for wasting her time, the ship's medic is primed to save lives. Rewire the ship's computer and turn off the artificial gravity while trying to install a vid-game so the team's hacker gets a nice bonus on Computer Use checks that matter while fixing your mistake. In short, meta-game the hell out of this ability!

Sitcom Society (EX)

The Space Case has an extremely unusual xeno-culture-one the player is encouraged to make up on the fly as the campaign progresses. By the standards of other species, the Space Case is a bit quirky, even a little nuts, but he's a perfectly normal, upstanding example of his species.

The Space Case receives a +5 racial bonus on CHA-based skill checks made against another member of whatever freaky minor species he actually comes from. Of course, this species is fairly rare by galactic standards (maybe even extinct?) and only appears at game master's discretion. Members of this species all have a starting attitude of indifferent towards the Space Case- these genial aliens get along well with one another.

Space Case Alternate Racial Traits

Space Cases come in a variety of flavors. They're all pretty incompetent, however.

Double Header (EX)

Replaces: Bonus Feat

You come from a species with two heads, two brains, and two opinions on everything. You spend as much time arguing with your head-twin as you do adventuring.

Two heads are some times better than one. When making any WILL Save or WIS or INT-based skill check, roll 2d20 and take the better of the two results. Having two brains comes in handy. Unfortunately, you've got two clashing opinions on everything. Any time you make a CHA-based skill check, roll 2d20 and take the worse of the two rolls.

Identical Cousins (EX)

Replaces: Sitcom Society

Your family is renowned throughout the galaxy for two things: its fecundity and the dogged stupidity of its adventuring members. Go through a lot of characters? This trait is for you!

If your Space Case is slain, you may replace him or her with a statistically identical character no later than the end of the current game session. Your new character is a close family member of the fallen Space Case, vowing to carry on his fallen family member's legacy. The new Space Case appears miraculously – probably just in the nick of time and for some reason knows everything the fallen Space Case did. Though your Space Case's appearance, personality and possibly gender changes, nothing else important does. Your character does not lose a level for being 'resurrected' in this way.

Pocket of Home (EX)

Replaces: Sitcom Society

Before leaving your homeworld, you got your hands on a personal Tessarect (a pocket of folded space larger on the inside than the outside) that's a little slice of paradise.

You've got a personal Tessarect. From outside it is a refrigerator sized device that occupies a single 5 ft square, and has a door wide enough to admit a Medium creature (or a Large one if it squeezes). The form this Tessarect takes is your decision, but whatever shape it has, it is light enough to be moved on an ordinary hand dolly (weighing around 500 lbs). The Tessarect has Hardness 10 and 50 HP, including its door. The door's lock is Disable Device DC 30.

Inside, the Tessarect is a luxurious, dozen room (or more) mansion, filled with every conceivable luxury good found

on your home world. It is stocked with food and supplies capable of sustaining 20 humanoid for up to a week, and can be used to store any equipment or weapons you wish. There might even be a servant or three living permanently in the Tessarect, if the game master is feeling generous. This Tessarect automatically restocks itself as needed, though adventuring gear and weapons are not automatically stocked.

SYRION

Small or Medium Humanoid (psionic)

Syrions are a species of azure skinned tricksters hailing from Sirius Minor, the “Little Dog”. The Syrions are a culture so old their exact origins are lost to the mists of history, along with much of their ancient technology. Only a handful of Syrions remain behind on their birth-world,

with the majority of the aliens crossing the galaxy in enormous colony-ships and settling on remote, dangerous frontier worlds. Those remaining on Sirius III act as caretakers and historians, clerics who aid returning Syrions on their regular pilgrimages to their decaying home planet. Syrion tradition dictates that each new colony world be seeded with earth from the Little Dog, a tradition that the superstitious aliens take seriously.

Syrions are among the galaxy’s foremost explorers, living mostly aboard their ships, and only venturing planet-side to replenish their supplies and consumables, perform repairs and enjoy a bit of well deserved shore leave. Their tradition demands that the only place they will ever put down roots is the colony they eventually feel called to found. Syrions are the definition of ‘wanderlust’, but every one of them knows that sooner or later, they will feel a call

to settle one of the thousands of planets they visit, and that place (regardless of any risk or the feelings of the locals) will become a new Syrion colony.

Appearance

Syrions are a blue skinned humanoid race, whose skins range in color from a pale eggshell blue to a bruised violet. Their eyes sparkle with mischief and are usually an intense gold or silver. A Syrion’s eyes glow brightly whenever she uses her innate psionic abilities.

The aliens usually wear their curly hair in loose Afros (in males) or long and unbound (in females). Syrions have delicate features, and are recognizable by the short, blunt horns rising from their foreheads. Their horns, combined with the fact that their mouths are filled with rows of sharp little teeth, gives the aliens a slightly intimidating, devilish appearance. They have



upturned noses like those of a fruit bat's. Despite their slightly demonic appearance, the Syrions are an exclusively vegetarian species, who enjoy spicy vegetables (the hotter the better) and sweet, juicy *jhar-melons*.

Syrions range in size from 1.2 meters to 1.75 meters. The smaller Syrion ethnicity is interfertile with the larger breed. In the case of mixed families, size follows the mother's line. Syrions born in space, aboard a vessel, tend to the smaller end of the racial spectrum.

Homeworld

The Syrions hold a superstitious reverence for the violet light of the Little Dog, but few of their race live on their birth world, serving as caretakers for the long abandoned, eerily silent cities.

Syrions travel space in small flotillas of converted and retrofitted civilian vessels. They are among the galaxy's foremost nomads- cosmic gypsies traveling the stars in ships painted in crimson and vermilion, shades pleasing to eyes that see into the high infrared. Syrions are smugglers without compare- the race takes it as a matter of pride that there isn't a system border they can slip past, nor a score they can't pull off.

Sex, Drugs and Violence

Syrions are marsupials, whose females carry their tiny, under-developed offspring in a belly pouch for nearly a year after birth. The aliens enjoy sex for pleasure, but only become fertile during periods of high sunspot activity. Syrions are only fertile among their own species. Syrion pregnancies last only three months, and end in the birth of a new baby Syrion, small enough to fit in a man's hand.

Syrion childhoods are short, with Syrion children reaching physical and mental maturity at only 10-12 Earth years of age. By contrast, Syrion lives are long, with the elders of the race living well over four centuries.

Politics & Culture

Syrions are one of the oldest galactic races, but you'd never know it from their culture. Most discount the little tricksters as no more than spacer nomads, second fiddle to the Human Diaspora in terms of technology and culture.

Syrions have a fascination with humanity and its many cultures, and are often found on human crewed ships and stations. They tend to ignore most of the other xeno races- especially Proximites, who are just similar enough to Syrions, yet different enough for both species to grate on the others nerves. Nobody truly trusts Syrions, and while 99% of the spacers in the galaxy have no idea about this, Syrions have an uncanny knack for tripping up the Psyren

and their grand galactic schemes. The Psyren would like nothing better than to genocide the Syrion species, but the little tricksters are far too slippery for an easy annihilation.

Names

For the last few generations, Syrions have taken their names from Terran mythological figures, partially because the Syrions know it annoys their human allies, and partially so the Syrions can say their ancestors secretly inspired Earth's cultural development. It's an obvious lie, of course (probably), but it's a long term prank the Syrions thoroughly enjoy. Syrions torment humans and adopt names from human myths because the little blue tricksters are not-so-secretly fascinated by humanity.

Syrions often name themselves after divine tricksters or thieves like Loki, Dadelus, Anastazi, Coyote and Prometheus. They do not use surnames, but when distinguishing between multiple Syrions with similar names, they use the name of their ark-ship and quarters assignment.

Ark-Ship and Quarters (Impromptu Surnames): Third Decker, *The Wandering Dragon*; Bridge Crewer, *The Pulsar*; Engine Monkey, *The Blue Shift*

Languages

Syrions begin play speaking *Galactic Common*; if they ever had a native language of their own it is long forgotten. Syrions with high INT scores can choose Abyssal, Infernal, Draconic, Proximate, Psyren and Undercommon as bonus languages.

Syrion Racial Traits

All Syrion share the following racial traits.

Size and Type

Syrion are Small or Medium Humanoids with the psionic subtype. The player chooses the creature's size at character creation; once chosen, this choice cannot be changed.

As Small creatures, small Syrions receive a +1 size bonus to Armor Class and attack rolls, as well as a +4 size bonus to Stealth checks. They suffer a -1 size penalty to their combat maneuver score and CMD.

As Medium creatures, medium Syrions receive no bonuses or penalties due to their size.

Ability Score Modifiers

-2 *STR*, +2 *DEX*, +2 *CHA*.

Syrions are a bit frailer than most humans, due to the low gravity conditions aboard their ark-ships. They are agile and likable, quick both mentally and physically.

Normal or Slow Speed (EX)

Medium Syrion have a base land speed of 30 ft.
Small Syrion have a base land speed of 20 ft.

Distract (Ps)

The Syrion can manifest *distract* as a psion of their total character level at will.

Lowlight Vision (EX)

Syrion have keen golden eyes which provide them with lowlight vision.

Naturally Psionic (EX)

The Syrion gains Wild Talent as a racial bonus feat. If she later takes levels in a Psionic class, she gains Psionic Talent instead.

Psionic Aptitude (EX)

When the Syrion gains a level in her favored class, she may choose to gain an additional power point rather than a bonus skill rank or Hit Point.

Syrion Slip (Ps)

Syrions have an innate talent for psionics which enables them to teleport short distances. As often as once per minute, a Syrion can teleport to any open square within 30 ft she can clearly see. Doing so is a move action. This is a psychoportation effect with an effective caster level equal to the Syrion's total character level. This ability can only transport the Syrion (and their familiar, if any). The Syrion can carry a light load worth of equipment or cargo when teleporting in this manner.

Syrion Alternate Racial Traits

Syrions are unpredictable and like to keep other races on their toes. Syrions lie so often, and brag so enthusiastically about their abilities, it's almost impossible to distinguish fact from fiction where Syrion adventurers are concerned.

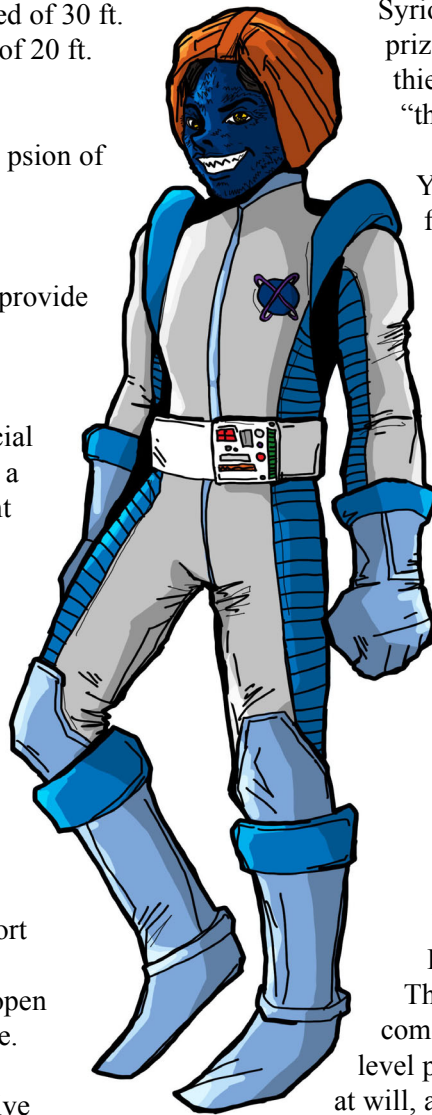
Syrion Pilferage (Ps)

Replaces: Distract

The Syrion may expend a use of their Syrion Slip ability to teleport a small, unattended object weighing 5 lbs or less into their hand. The Syrion must be able to clearly see the object, which must be within 30 ft, and must have an empty hand to use this ability.

Thiefy (EX)

Replaces: Naturally Psionic and Psionic Aptitude.



Syrion thieves are revered in their culture, and while Syrions might be angry at their fellows if a personal prize goes missing, all Syrions respect a cunning thief a lot more than they hate her. Getting called "thiefy" is a prime compliment for Syrions.

You receive Improved Steal as a racial bonus feat. At each level, the Syrion gains a bonus skill rank which must be placed in Sleight of Hand.

Uncertainty Pelt (SU)

Replaces: Distract

The weave of the Syrion's short, dark pelt is woven with quantum irregularities. Nobody- not even the Syrion themselves- is sure where their atoms are at any given point in space/time. In areas of dim illumination or worse, the Syrion's concealment is increased by +20%.

Umber Eyes (EX)

Replaces: Lowlight Vision

The Syrion's eyes are larger than the norm for the species and a distinctive metallic umber shade. The Syrion gains Darkvision 60 ft.

Unusual Talents (Ps)

Replaces: Distract

The Syrion race is prone to mutation and psionics come easily to the little tricksters. Choose a zero level psion talent. The Syrion can manifest this ability at will, as a psion of their total character level.

Satanic Syrion (SU)

Replaces: Syrion Slip

Available To: Medium-sized Syrions with a Cosmic Satanist patron deity

The Syrions who make their home on Walpurgisnacht are usually more goth-spooky than truly evil, but there are...exceptions. Nasty ones. These Syrions have jet black pelts interspersed that gleam crimson under the right light, especially sharp fangs, and pointed ears. They often dye vermilion Cosmic Satanist sigils into their short pelts- 666 across the forehead, between the horns, an inverted pentacle on the breastbone, and similar motifs are favorite choices.

The Satanic Syrion can use *cause fear* as a sorcerer of his total character level as often as 3x/day. Characters with an ICG patron deity suffer a -2 racial penalty on WILL Saves against this effect.

TAL-ANON

Medium Humanoid

The Tal-Anons are a race of robust, winged humanoids from the jungle-world Talus, in the binary star system Epsilon-Edrandi. Much less technologically advanced than many races of the galaxy, the Tal-Anons have only adapted to pan-galactic life reluctantly. They are insular and suspicious of outsiders, and only the Command's guns and war-mechs have forced the fliers to reluctantly open their world to human colonization and Command exploitation.

The Tal-Anon's discovery was accidental, when a short lived white-hole opened near their moon and unceremoniously dumped a Prometheus-class cruiser into a rapidly decaying orbit. Despite their terror, the Tal-Anons helped the stranded crew... five hundred years of colonization later, the fliers have good cause to regret their generosity.

Appearance

Tal-Anons are a nearly human mammalian species, whose most distinctive features are the enormous feathered wings rising from their shoulders. Their bodies are lean and muscular, with virtually no fat deposits. They have incredibly fast metabolisms and legendary appetites, especially for meat, and are renowned hunters.

Tal-Anon skin tones range from an almond brown to a deep brick red. Their feathers are usually brown or orange, flecked with white eyespots. A few Tal-Anons have colorful, parrot-like plumage, and these rare aliens are considered incredibly beautiful among their own kind. Even rarer ethnicities, despised or shunned by other Tal-Anon tribes, boast insectoid, bat-like or draconic wings, possibly as a result of interbreeding with other flight capable species sometime in the races distant, and unremembered past.

Homeworld

Even five centuries of eco-exploitation by Command mining companies hasn't dulled Talus' natural beauty. Talus has an equatorial diameter about ten percent larger than Earth's, with a greater percentage of land to water; it



is a steamy jungle world of intense storms and blustering winds. Though larger than Earth, Talus' gravitational pull is far lighter, partially due to a planetary core significantly less dense than Earth's own, and partially due to the properties of the world's native minerals.

Yahn deposits are found in numbers undreamt of elsewhere in the galaxy, which has attracted the Command and its mining mechs to Talus, much to the horror of the natives. So far, the mining operation has despoiled only small pockets of the jungle, but whenever possible Tal-Anon insurgents have fought the exploitation of their world with wing and blade.

Sex, Drugs and Violence

Tal-Anons have no set mating season and enjoy sex for pleasure. They have long standing cultural taboos about taking mates from within the tribe. They only marry outside the tribe, usually at winter tribe-moots that bring all the tribes in a region together for trade, marriage and sport. Despite their physical similarity to other Basics, and their close resemblance to humanity, Tal-Anon have little interest in taking mates outside their species; intraspecies relationships are rare and tumultuous, and require first winning the Tal-Anon's respect, before winning their heart.

Tal-Anon pregnancies tend to be hard on the mothers, and due to the race's relatively low tech level, miscarriages, stillbirths and infant mortality are tragically high. The ICG makes token efforts to provide medical aid, but only to tribes that have abandoned the race-wide worship of the Flier and bent their wings in an ICG church pew.

Planetary drug culture is practically non-existent, and limited to simple pipefuls of weak native Glow or the ingestion of special psychotropics for the adulthood ritual. Off world, Tal-Anon spacers might experiment with stronger stuff, but the fliers always keep their heads about them.

Politics & Culture

Tal-Anon society is mostly tribal, with nomadic, loosely affiliated bands of nomads gathering occasionally to trade or mate. Technology is roughly equal to 1900s Earth; the Tal-Anons had not yet mastered spaceflight, and with their wings had never felt the need to develop avionics. Tal-Anon society tends to be relatively non-materialistic; most of the winged aliens own nothing more than they could carry in a satchel clutched in their feet while on the wing.

A younger generation is pushing for a more unified government, and more access to galactic technology- these are the same natives willing to work the Command mines for access to off-world gadgets and conveniences. Tal-Anon teens are in the process of establishing a loose republican system of planetary government, modeled after the Corporation Command Senate. Under this new system (which is less than a century old), each tribe appoints a representative to a planetary governing council, which negotiates trade with other Command member worlds. The Command is doing everything it can to ensure that these Tal-Anon are the ones that will survive the long term agenda for Talus...an agenda that considers a 85% planetary extinction a small price to pay for more Yahn.

Most Tal-Anon have good reason to hate the Command, though. Those who've got too much hate for what their world's become head out to the stars. Tal-Anon spacers are

the definition of a rootless nomad, chasing down myths and fragmentary visions of the Flier, or taking a series of short-term jobs as a navigator for various Free Spacer crews.

Names

Tal-Anon names always begin with a vowel sound; an O or A sound for males, and an E or I sound for females. The creatures use their tribal name as a surname. Tribal names are descriptive terms, which translate colorfully into Galactic Common.

Example Male Names: O-nah, A-sepsa, O-yeln, A-sitas, A-rattah

Example Female Names: E-losa, I-tessah, E-sum, I-chanh, I-poss

Example Surnames: Spiral-Comet, Nightshrouded Forest, Raining Sunlight, Sunward Uplift, Downdraft Gully

Languages

Tal-Anons begin play speaking *Galactic Common* and their native tongue, which is a dialect of *Auron*. Tal-Anons with high INT scores can choose Celestial, Draconic or Psyren as bonus languages.

Tal-Anon Racial Traits

All Tal-Anons have the following racial traits.

Size and Type

Tal-Anons are Medium humanoids. As Medium creatures, they receive no special bonuses or penalties due to their size.

Normal Speed (EX)

Tal-Anon have a 30 ft base land speed.

Ability Score Modifiers

+2 to any one ability score of choice.

Tal-Anons from different tribes boast different advantages, and compete fiercely with their rivals.

Avian Metabolism (EX)

Tal-Anon have racing metabolisms in order to support their flight musculature. They require double the food and water of a similarly sized humanoid.

Hawksight (SP)

Tal-Anon have keen eyes with phenomenal day vision. In bright illumination, Tal-Anons benefit from a constant *see invisibility* effect.

Sky Mastery (EX)

Tal-Anon are instinctive dog-fighters. Tal-Anons receive a +1 insight bonus on attack rolls and Armor Class as long as both they, and their opponent, are airborne.

Winged Flight (EX)

Tal-Anons have powerful wings with give them a Flight speed equal to three times their base land speed (90 ft, average). They can only fly when unarmored or lightly armored, and when carrying a light load or less. Assuming the Tal-Anon is conscious and capable of flapping her wings, she never takes damage from a fall, regardless of distance, even if she can't truly fly.

Tal-Anon Alternate Racial Traits

Tal-Anon history prior to First Contact with the Command is purely oral, and noone is sure exactly how old the race truly is, nor what influences shaped its prehistory. As a result, some Tal-Anon tribes display atypical powers.

Blessed of the Flier (SU)

Replaces: Sky Mastery, adds Fire subtype

Requires: The Flier as a patron deity

Some of the most devout of the great cosmic fire-bird manifest holy flames as a symbol of their devotion. The Tal-Anon gains the Fire subtype, gaining Fire Immunity and Cold Vulnerability.

The Tal-Anon can breathe out a bolt of flames as a standard action. This flame blast inflicts 2d6 fire damage (20/x2, and has a 30 ft range increment. The Tal-Anon may use this ability at will.

This racial ability is lost forever, if the Tal-Anon chooses a patron deity other than the Flier.

Star Flier (EX)

Replaces: Sky Mastery

A very few Tal-Anon are gifted with the ability to soar through space unaided. The Tal-Anon's non-combat speed increases to Mach 2 in an atmosphere and to 1,000 ft in zero gravity. After flying in normal space for at least one hour, the Tal-Anon can enter hyperspace and travel as swiftly as a standard light cruiser.

The Tal-Anon becomes immune to radiation and vacuum, and gains the No Breath and Star Flight racial qualities.

Traditional Ways (EX)

Replaces: Sky Mastery

The Tal-Anon receives Self Sufficient as a racial bonus feat, and may use the Survival skill to track flying creatures through the air at no penalty, as if tracking a similar creature on land. Tal-Anons who hold to these traditional ways are hunters without compare.

War Hawk (SP)

Replaces: Hawksight

Your supernaturally keen vision looks for the best place to drive in a blade. You may use *Quickened True Strike* as a spell-like ability once per day per five character levels.



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