

**STARSHIPS & SPACEMEN 2E**

# **THE KIN**

**AN ASHDOWN SOURCEBOOK**  
**LUMINOUS DESIGN**

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# CREDITS

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# INTRODUCTION

This sourcebook is a rules supplement for introducing a new character race, alien adversary, or random encounter for use in *Goblinoid Games' Starships & Spacemen 2<sup>nd</sup> Edition* role playing game. This manual introduces the Xin as a new alien race designed for the Ashdown Campaign Universe and uses the Galactic Setting as presented in *Luminous Design's "Ashdown: 100 Charted Worlds For S&S 2E"*. While the "Ashdown: 100 Worlds" and "Shi'an Sourcebook" supplements are highly recommended for use with this product they are not required. Space Masters can use the material as it is presented here or as a source of ideas for use in their own game setting. This supplement can be used by both Space Masters and Players, but it is at the Space Masters discretion whether this new alien race will be allowed into the game or available for Players to use.

## THE XIN

The Xin (Pronounced Zin) are a species of biomechanical lifeforms that were created by the Shi'an as soldiers and slave labor to serve in their interstellar wars of conquest. The Xin were engineered on the Shi'an homeworld Ryaden located seventeen light years from Earth in the 40 Eridani-A star

system. As biomechanoids the Xin are a kind of sentient organic android consisting of both biological and technological systems. The Xin's biological components are sustained by advanced Shi'an nanotechnology giving them impressive lifespans up to 500 Earth years. This synergistic cooperation between the biological, cybernetic, and nanotech components results in a resilient constitution, enhanced physical attributes, and accelerated healing. The Xin were designed as five distinct models that have specialized attributes for performing specific functions. Each of these model groups, known as "Enclaves", has a unique skin coloration which identifies both their type and function. The five enclave model groups include the Tal who are protocol assistants, the Fen who are soldiers, the Gao who are laborers, the Kae who are scouts and spies, and the Paxa who are administrative overseers of the other groups. As constructs, the Xin were recognized by the Shi'an as part of their society but were outside of their caste system. As such they were viewed as property and did not have any legal rights of their own. When not actively serving in, or supporting, a military campaign the Xin were assigned domestic duties in Shi'an society based on the functions they were designed for. The Xin proved to be so successful in

these “peace-time” roles that the Shi’an became increasingly dependent on them for many common tasks in their daily lives. To meet the growing demand for these efficient and dependable servants the Shi’an enthusiastically accelerated their production of Xin units. Soon the number of new Xin units far exceeded the number of Shi’an medically supervised births. Shi’an military commanders embraced the massive Xin population growth by moving Shi’an warriors to positions of leadership over the swelling ranks of Xin soldiers. Those Xin units which were not put to work in Shi’an farms or mines were hastily trained for war and sent to the Conquest Ships.

## **EVOLUTION**

The Xin were engineered to learn and evolve through their interactions with others. So, it was not surprising when they began to develop their own enclave-centric societies based on their experiences working for the Shi’an. Most Shi’an tolerated this growing worker class society feeling that it reduced the burden they placed on the Castes they served. However, some Shi’an were opposed to allowing the Xin to build their own society fearing that it encouraged too much independence and that one day it could lead to rebellion. The Xin received the same cultural

conditioning as their masters and were trained to fulfill their part in the Shi’an destiny. Each Xin produced by the Shi’an was programmed from birth to be loyal, obedient, and compliant to their masters. The cultural indoctrination of Shi’an society taught the Xin that their masters were part of a divine immortal destiny. A mythology that soon took on a life of its own among the fledgling Xin societies proclaiming their creators as omnipotent and immortal. For the Shi’an it was a flawless system that ensured the Xin served the Shi’an culture without question or hesitation. Unfortunately, it was a system that eventually failed resulting in the very rebellion the Shi’an hoped to avoid.

## **PRELUDE TO APOCALYPSE**

The events which triggered the Great War, also called “Endek-Wen K’dar” in the Kon-dashar language, are not entirely clear. What is known comes from the reports and stories collected from Xin survivors. In their account the Great War started somewhere in high orbit above the planet Skaranis (Earth Year 1955). Shortly after Commander Nadath’s failed Nanogen experiment released a horrific mutant plague on Skaranis a Shi’an armada was dispatched to sterilize the planet and stop the spread of the plague. The armada led by fourteen Shi’an Conquest Ships arrived

in orbit to find hundreds of primitive rocket propelled spacecraft fleeing the surface of the dying world. The Shi'an Grand Marshal Do'randis witnessed the fleeing Skaranid vessels struggling to break orbit into open space. Without hesitation Do'randis ordered his Xin forces to destroy the fleeing ships. Ethically conflicted, a young Tal protocol assistant named Kel serving on Do'randis' command ship refused to relay his order to fire to the other Conquest Ships. Do'randis was enraged and moved to strike down the insubordinate Xin. However, before Do'randis reached Kel, a nearby Fen soldier named V'Raf intervened. Killing the Grand Marshal with a point-blank blast to the head from his spore carbine and saving Kel's life. Shock soon gave way to the realization that the Shi'an were neither immortal nor needed. The Xin aboard Do'randis' ship quickly overpowered the remaining Shi'an officers and seized command. Now for the first time the Xin experienced freedom. Within moments word of the insurrection spread to all Xin throughout the armada that the Grand Marshal was dead, and they were all finally free. The Xin forces, who greatly outnumbered their Shi'an masters, seized control of the remaining ships. The armada once sent to destroy Skaranis now turned its

weapons of war against the Shi'an themselves.

## THE GREAT WAR

Accounts of how long The Great War was waged on Ryaden vary from survivors but the consensus is ten days. During this time Xin military forces using seized Shi'an starships, aircraft, and ground vehicles fought the Shi'an to a stalemate at the Capital City of Praxem. For five days the Xin force besieged the Shi'an Capital City but neither side could gain an advantage at this key command and control point. On the fifth day of the siege a seized Conquest Ship was deploying Xin reinforcements when it was shot down by Praxem air defenses. The massive ship collided with city's defensive energy screen destroying the ship and causing catastrophic damage to the city. During the final days of the War the Shi'an retaliated for the attack on their Capital City by releasing a weaponized version of Nadath's unstable Nanogen compound on the Xin forces with ABC Sprayers. Once airborne the virulent Nanogen quickly mutated into its plague form infecting everything it touched. In return, the Xin deployed their Conquest Ship arsenal of hyper-atomic warheads, ironically intended for Skaranis, on all Shi'an military installations and population centers.



The devastation wrought by both the Nanogen plague and hyper-atomic weapons was horrific on an unspeakable scale. Billions of Shi'an and Xin perished within minutes of the final attack. With the Shi'an Emperor missing and presumed dead, the Administrator Caste issued their unconditional surrender to the Xin forces. Unfortunately, their surrender came too late; the entire planet had been transformed into a ruined toxic wasteland unfit to support life of any kind.

The hyper-atomic weapons scorched Ryaden's surface and destabilized large portions of the planet's crust, tectonic plates, and upper mantle. After the nuclear fallout dissipated the atmosphere thickened with dense clouds of toxic ash and poisonous gas plunging the world into perpetual darkness. Those fortunate enough to have evacuated the planet and escaped the destruction of the apocalyptic battle were forced to flee the system in search of a new home. Shi'an forces engaged in expeditionary conquest campaigns in other parts of the quadrant comprised the bulk of the Shi'an survivors.

## **LIFE AMONG THE STARS**

The Xin survivors who escaped the destruction of Ryaden, either through evacuation or in the seized Shi'an armada, are estimated to be approximately 13 million in number. Many of these survivors fled to the nearby Vega and Demai star systems establishing temporary refugee settlements on the habitable planets they encountered. Others, especially those with suitable long-range transports, ventured farther into the Xoth System and Beta Quadrant in search for a new home for permanent settlement.

## **FIRST CONTACT**

In 2253, shortly after the Earth/Zangid War, a "flotilla" of Xin refugee starships found their way to the Sol System where they made contact with Humanity. The Xin refugees requested asylum and were permitted to establish a temporary settlement on Earth's Moon near the Tycho colony. The Xin proved to be helpful friends participating in both scientific and cultural exchanges with the Humans living in the neighboring colony. The Xin were very receptive to establishing trade agreements and non-aggression or mutual aid treaties but had no interest in becoming a member of the Galactic Confederation. Later the

same year a diplomatic treaty known as the Tycho Accords was signed between the Xin and the Confederation granting protected refugee status and trade agreements for Xin settlements within Confederation space.

## **ALPHA & BETA**

The first two generations of Xin are referred to as the Alpha and Beta units. While few of these Xin are still alive today those who are serve as an example of a far less elegant form of Shi'an bioengineering. The most noticeable difference with these units is there much less uniform appearance and attributes in comparison to their successors. These units were designed for function over form and are the least aesthetically pleasing to behold of all the Xin produced. All Alpha models have a pale green skin coloration that is similar in appearance to that of the future Tal models. The second generation of Xin, referred to as the Beta units, were much more uniform in production but still suffered from aesthetic issues. Like the Alpha models, most Beta's have pale green skin, but some newer soldier units were produced with lavender colored skin. Interestingly, there were a higher percentage of female units in the Beta generation than were planned for by their Shi'an masters. Mass chemical

sterilizations of the female population were conducted to prevent uncontrolled expansion. However, nature prevailed, and the Beta population was the largest in Xin history which created some new resource management issues for the Shi'an. Most unsanctioned Beta natural births were raised to maturity only to be sent to the Alkhemite mines. Only a few of the original Alpha and Beta models are still alive today. Most were eventually replaced by the Gamma Generation which consist of the Five enclave models seen active today.





## **APPEARANCE**

In general, all generations of Xin appear to be skinny hairless humanoids with large reflective almond shaped eyes and elongated craniums. Contemporary Xin have five distinct models or sub-species which are identifiable by unique skin colorations and physical attributes specific to their design function. Typically, most Xin are slightly shorter than the average Human but there have been some exceptions with genetic deviations. Early encounters between Humans and Xin scouting expedition on Earth resulted in the mid-twentieth century popular culture “UFO Phenomenon”. Most human encounters with aliens colloquially described as “The Greys” were actually sightings of Xin scouts sent to survey the planet for their Shi’an masters.

## **ENCOUNTER SUIT**

The Xin were designed to be compatible with the Shi’an encounter suit, but it was extremely rare that they were ever provided, or trusted, with this powerful technology. Any Xin who is lucky enough to get their hands on a Shi’an encounter suit can bond with it and access the advantages of its technology (Shi’an Sourcebook Pg. #4). However, due to their cultural aversion to anything Shi’an any Xin who chooses to bond with a

Shi’an encounter suit risks suspicion that they are a Shi’an collaborator or sympathizer. Space Masters are cautioned in allowing access to such technology to Xin or Xin Hybrid (PC’s or NPC’s) due to potentially negative repercussions for its use.

## **CLOTHING**

The Shi’an Empire provided their Xin servants with a one piece reinforced synthetic ballistic grade smart fiber clothing that is tear proof, exposure resistant, and provides adaptive color change camouflage. While all models of Xin can wear any clothing designed for humanoids, most Xin prefer to use the Shi’an designed smart clothing they were provided. Xin commonly complain that clothing not made of this synthetic smart fiber is too scratchy for their skin. The smart fabric’s adaptive camouflage ability uses microtechnology in the fabric that allows it to change color to fit the environment around it. Activating the suit’s adaptive camouflage takes two rounds to complete. Once activated it will take on any color scheme or visual pattern and provides invisibility so long as the wearer does not move away from the source of the visual pattern.

## BEHAVIOR

Like the Taurans, the Xin have a very machine-like demeanor and a somewhat subdued personality. They experience all of the same feelings and emotions as Humans, but their expressions are far more subtle in range. This is due in part to Shi'an cultural conditioning and from their biotechnology controlling the release of various neural transmitters in their bodies. They have a very high emotional threshold that is slow to react to changes in external stimuli. As a species they are patient, compassionate, and have a strong compulsion to be of service to others. The Xin are a noble people but like others they are not entirely altruistic or selfless. Xin born after the Great War often adopt psychological and personality traits from the cultures that they live in. All Xin are aware on some level that they are different from other humanoid species. Most perceive this simply as biological differences while others become aware of the artificial mechanisms at work in their bodies. Those Xin that were raised under Shi'an rule before the Great War have been educated about their origins and the bioengineering of their species. At one time this was common knowledge among all Xin but after the war the mere mention of the Shi'an was enough to end any further discussion or

conversation. For the Xin, their biomechanically enhanced physiology is as natural to them as organic physiology would be to a Human.



## REACTIONS

This table identifies the typical reaction a Xin will have to the various known space-faring races in the frontier. Apply these modifiers to any PC's or NPC's using their contact skill or charisma score during an encounter with a Xin.

RACE / SPECIES	REACTION	MOD
Human	Very Favorable	+2
Tauran	Very Favorable	+2
Gorran	Hostile	-1
Daelan	Very Favorable	+2
Hykhot	Neutral	+0
Andromedan	Favorable	+1
Dreiped	Neutral	+0
Rigel	Favorable	+1
Zangid	Neutral	+0
Videni	Hostile	-1
Felician	Very Favorable	+2
Entirran	Favorable	+1
Pleiadian	Neutral	+0
Caeliferan	Hostile	-1
Shi'an	Very Hostile	-2
Skaranid	Favorable	+1
Silotron	Neutral	+0
Oiretophid	Very Hostile	-2
Atlantean	Neutral	+0
Thought Bender	Very Hostile	-2
Lucanii Drones	Very Hostile	-2
Cyborgs	Neutral	+0
Tartarans	Hostile	-1

## MOVEMENT

The Xin have the same movement rate as humans (120', 40') unless equipped with a Shi'an encounter suit. If a Xin is equipped with a Shi'an encounter suit their movement rate is enhanced to 130' per turn, 43' per round, and 390' per hour. The normal overland modifiers found in the S&S 2E rule book on page

#24 apply to Xin in the same way as the other character races. If equipped with a Shi'an encounter suit, the additional biomechanical support provided halves all penalties for fatigue, encumbrance, and low or elevated gravity.

## REPRODUCTION

The Xin are capable of sexual reproduction and were created by the Shi'an with two biological genders. To limit natural population growth the Shi'an deliberately engineered the Xin with a low sex drive and a disproportionate number of males to females. Due to this rare occurrence of the female gene it is very rare to find Xin females within the population and even rarer for them to reproduce by natural means. The Xin reproductive system was designed to emulate the Shi'an with internal fertilization of a single egg that requires external incubation during gestation. However, like the Shi'an, the preferred form of Xin reproduction is medically guided "invitro" fertilization and accelerated artificial gestation in specialized maturation chambers. The Xin's accelerated artificial gestation process normally takes about five years for a Xin hatchling to grow to adult maturity equivalent to a natural age of twenty-five. While undergoing the accelerated growth inside the maturation chambers the Xin receive

educational programing directly into their brains through their Nanogen technology. This necessary programming prepares the developing Xin with the training and cultural conditioning their designed functions require. Since the Nanogen primer is an important component in Xin biology it is extremely rare that they choose to mate and reproduce without medical intervention to prevent problems with the nanotech components from being passed on to their offspring.



## DIET

As biomechanoids the Xin are a unique species of artificially created biological lifeforms composed of organic tissue and Shi'an Nanogen constructs. The Xin were created to be able to survive in a multitude of adverse environments and digest a wide variety of food sources for their nutritional needs. Biologically speaking the Xin, like the Shi'an, are omnivores but their nanotech supported organic systems require replenishment less often than most species. The Xin sense of taste is not as sensitive or subtle as those found in humans. This allows them to eat a variety of foods that others may find less than palatable or pleasant. Xin have a higher tolerance to foods that may be considered spoiled or rancid by other species. However, even with their enhanced constitution they are not entirely immune to food toxicity which can impact their biological systems. For the Xin all effects or penalties from food borne toxins are halved by their robust and resilient constitutions. Most Xin were accustomed to eating Shi'an nutrient packs and continue to produce and consume them today for food.

## **SOCIETY**

Post war Xin society is a fragmented and nomadic one based on a fusion of their former life as Shi'an slaves and the new cultures they have assimilated into. Most Xin tend to associate with their own model enclaves in accordance with their former conditioning. Xin from different model enclaves are friendly and cooperative when they encounter each other but will not normally socialize unless necessary. This behavior is a unique hold over from their life with the Shi'an where their model enclaves were used for specific exclusive functions within Shi'an society. The strict Shi'an Caste System further reinforced this behavior as Xin models were designed to serve specific Shi'an Castes. For example, the Fen were designed as soldiers to serve the Warrior Caste and the Tal were designed as protocol assistants to serve the Administrator Caste. Cross breeding or hybridization of Xin models was forbidden by the Shi'an to prevent genetic mutations and this prohibition continues in Xin society today.

## **LANGUAGE**

The Xin have a vocal range similar to that found in humans and are capable of learning most spoken languages. All Xin are taught to speak Kon-dashar, which is

the ancient language of their Shi'an creators, as well the language of any cultures they have assimilated into. For unfamiliar languages the Xin have access to universal translation technology and can communicate through translators built into their Shi'an designed communication devices. These devices require 1d12 rounds of sampling of a new language before being able to produce accurate translation into Kon-dashar. Once a language has been sampled by a Xin translator it will be added to its translation matrix and available to translate that language on command.

## **GOVERNMENT**

Most Xin have either assimilated into other cultures or live by themselves as nomads under a decentralized communal government in colonies throughout the frontier. The Xin system of government is a representative based democracy with a single elected leader representing each of the five enclaves present in their colony. All five elected leaders work together to legislate and enforce laws for the whole of Xin society in each colony. The Xin have established a constabulary to act as their internal police force to enforce the Xin law. Each colony's governing council collectively commands the remaining elements of

the Xin military forces at their disposal as a colonial defense force. The Xin defense forces are primarily composed of volunteers and former soldiers who served the Shi'an war-machine. When mobilization of military forces from multiple colonies is required the governing councils coordinate with each other to facilitate deployment.



## RELIGION

The Xin are intelligent and resourceful beings whose spiritual practices are as diverse as the cultures that embrace them. As former servants of The Shi'an Empire the Xin are conditioned from birth to adhere to the Shi'an cultural religion called Qal-Ta'fon. This societal religion comes from an ancient belief that the universe is a physical manifestation of a divine unifying conscious energy called the Qal that transcends all mortal understanding. The

Qal is described as a conscious living energy that coalesced at the beginning of time and then shattered into innumerable cosmic fragments that formed all that we perceive as the physical universe. The teachings of the Qal-Ta'fon state that through time these fragments of the Qal are reuniting together and that one day they will again coalesce. This reunification of the cosmic fragments would herald the destruction of the universe so that it may be reborn in an eternal cosmic lifecycle. In the Qal-Ta'fon faith, Alkhemite Crystals which are found in asteroids and space geodes, are viewed as sacred remnants of the Qal. Alkhemite is highly sought after for its applications in quantum computing, nanotechnology, energy management, teleportation and interstellar travel. Believers are taught from an early age that these crystals contain the manifest power of the universe itself. Alkhemite can be found in many facets of Shi'an and Xin technology. Many Xin have adapted these teachings of the ancient Shi'an religion into their own culture by omitting the Shi'an doctrines of dominion over all lifeforms. Xin proponents of Qal-Ta'fon articulate that the Shi'an twisted the meaning of this ancient religion to justify their own corrupt quest for power. After the Great War some Xin abandoned spiritual

pursuits altogether in favor of scientific agnosticism in protest over the Shi'an faith inspired wars of conquest.

## **ECONOMICS**

Like the Confederation, Xin society does not exchange currency for goods and services. Everything that is needed is produced via bio-molecular fabrication and distributed as required. The concepts of currency, profit, credit, or capitalism are alien to the Xin unless they have assimilated into a culture where it is used.



## **LAW**

The rule of law within Xin society is based on Shi'an Law which measures the severity of an individual's transgressions against its impact on society. This legal system is known among the Xin as the Law of the Ancients and they have removed all traces of its Shi'an origin and customs from its practice. Under the Xin legal system an accused person must defend their actions to a tribunal of five judges consisting of one Judge elected from each of the five enclaves. Unlike Confederation Law, there is no distinction between civil or criminal law in the Xin legal system. Advocates or representatives are only permitted in circumstances where the accused is not Xin or capable of presenting their own defense. Minor crimes may result in sanctions such as fines or temporary confinement while major crimes can result in long term confinement or banishment. Due to their status as an endangered species, there is no death penalty in Xin society except for Shi'an guilty of war crimes and their collaborators. Xin who have assimilated either as individuals or groups into other cultures will adopt the laws of that culture but often adjudicate internal matters using the Law of the Ancients.

## **TECHNOLOGY**

The Xin mostly use old Shi'an technology created before the Great War. They are able to both operate and sustain this technology but cannot create it for themselves. Collectively all Xin have agreed not to pursue their own developments of Shi'an Nanogen technologies or create new artificial lifeforms. After their exodus from Ryaden the Xin began assimilating into other space-faring cultures and it is common-place to see them using technologies acquired from these other cultures. The Xin's have shared their Alkhemite based technologies with all the interstellar governments they have encountered which has greatly benefited advancements in interstellar travel, quantum computing, and teleportation. Only the isolationist Videni have refused to engage in scientific and technological exchanges with the Xin. The Zangid however, quickly found common ground with the Xin and embraced both technological and cultural exchanges between their people. It is not uncommon to find Xin, especially Fen models, serving on Zangid ships as either crew or indentured servants working for passage.

Surviving on their own since the Ryaden exodus the Xin have been forced to develop new technologies to replace the deteriorating machines of their former masters. Some Xin had developed such an aversion to anything associated with the Shi'an that they had no choice but to seek out salvaged technology from other sources to ensure their survival. One group of Kae nomads so despised the Shi'an that they gave their entire supply of rare blue Alkhemite to the Silotrons in exchange for silicon components to replace their Nanogen ones. Most of the Kae that participated in the procedure died but those who did survive became something entirely different.

## **CONSTRUCTS**

As an engineered military and slave labor force, the Xin were designed to be compatible with all Shi'an technology including Nanogen constructs. The Xin can control any Shi'an Nanogen construct but are not able to replicate the technology necessary to create them on their own. Since the Xin have a considerable amount of Shi'an Nanogen constructs inside their own bodies they are usually able to interface with other Shi'an constructs through physical contact.



# SPACECRAFT

If the Xin are encountered in space, they will typically be found using salvaged spacecraft and starships that they have managed to purchase or scavenge. All surviving Shi'an spacecraft that the Xin control are used by elements of the Xin military to patrol the Quarantine Zone or hunt down Shi'an war criminals. The Galactic Confederation Space Fleet Intelligence Bureau estimates that the Xin colonies currently control eleven serviceable Shi'an Conquest Ships as well as twenty-four destroyer sized warships. However, these estimates are suspect at best due to the Xin's nomadic nature and the distribution of their forces throughout their various colonies. It is likely that the true count is at least double of that estimated in the report.

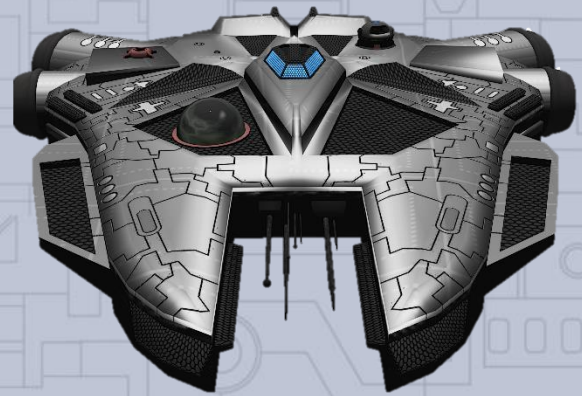
## XIN / SHI'AN CONQUEST SHIP

Ship Type:	Conquest Ship
Commissioned:	Unknown
Crew Compliment:	30/3000
Command Rank:	Commander
Power Pile Base:	300
Teleporter Cap:	6 at a time
Beam Banks:	8
Torpedoes:	N/A*
Shuttle Ships:	10
Space Fighters:	10
Sick Bay Cap:	12
Cryotubes:	8

Former Shi'an Conquest Ships, like the Xin, are unique biomechanical organisms that can regenerate 30 EU of hull damage once per day. They are equipped with defensive energy screens like those found on Galactic Confederation vessels. Like the Zangid, Shi'an starships only use beam weapons and are not normally equipped with torpedo or atomic fireballs. Shi'an beam weapons are statistically identical to those used by the Galactic Confederation, Zangid, and Videni. The Conquest Ships are also armed with ten piloted space fighters that can travel up to 30,000 miles per turn, have 20 PPB, and are armed with a single beam weapon each.



**\*Space Master's Note:** Shi'an or Xin controlled Conquest Ships can carry up to 20 hyper-atomic warheads. However, during the Great War almost all supplies of these weapons were exhausted. There is a 20% chance that any given Conquest Ship is still armed with these weapons. Space Masters should roll D100 to determine if a Xin Conquest Ship is armed with hyper-atomics and 1d20 to determine how many are still on board. Rigging a warhead for use as a torpedo will require 1d4 hours and a successful engineering skill check to attach the weapon to a delivery vehicle.



### XIN SHUTTLE / RUNABOUT

Ship Type:	Armed Shuttle
Commissioned:	Unknown
Crew Compliment:	3/30
Command Rank:	Initiate (Ensign)
Power Pile Base:	25
Teleporter Cap:	N/A
Beam Banks:	1
Torpedoes:	N/A
Shuttle Ships:	N/A
Sick Bay Cap:	0
Cryotubes:	0



### XIN WARSHIP

Ship Type:	Destroyer
Commissioned:	Unknown
Crew Compliment:	20/200
Command Rank:	Lieutenant
Power Pile Base:	125
Teleporter Cap:	4 at a time
Beam Banks:	3
Torpedoes:	N/A
Shuttle Ships:	3
Sick Bay Cap:	6
Cryotubes:	2



# WEAPONS

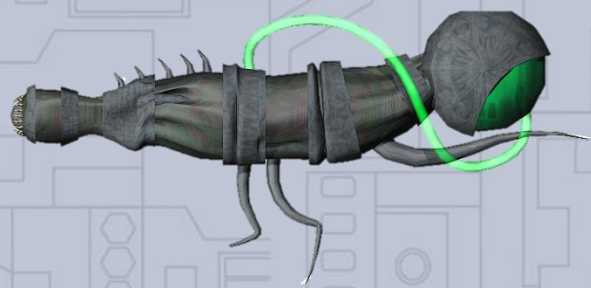


## XIN FIGHTER / SCOUT

Ship Type:	Space Fighter
Commissioned:	Unknown
Crew Compliment:	1
Command Rank:	Initiate (Ensign)
Power Pile Base:	20
Teleporter Cap:	N/A
Beam Banks:	1
Torpedoes:	N/A
Shuttle Ships:	N/A
Space Fighters:	N/A
Sick Bay Cap:	0
Cryotubes:	0

**Space Master's Note:** During the Great War most Shi'an fighters that were not attached to a Conquest Ship were destroyed during the bombardment of Ryaden. Those that did survive are rare to find in serviceable condition and deployed very conservatively.

Presented here are some unique Shi'an crafted weapons that are often found in use by the Xin. Like other Shi'an technologies, the Xin are capable of using and maintaining these weapons but cannot reproduce them on their own. Availability of these weapons is limited only to those currently available in the Xin's possession. Due to the extreme aversion that the Xin have for the Shi'an it is very unlikely they would seek them out to reproduce any of these technologies. Likewise, if given another option the Xin would fore-go using any Shi'an technology, but they do not often have the luxury of making that choice. Some Xin will even cosmetically alter Shi'an technology to make it more palatable to use.



## SPORE CARBINE

**2 Units: Shi'an, Xin, Rigel & Military.**

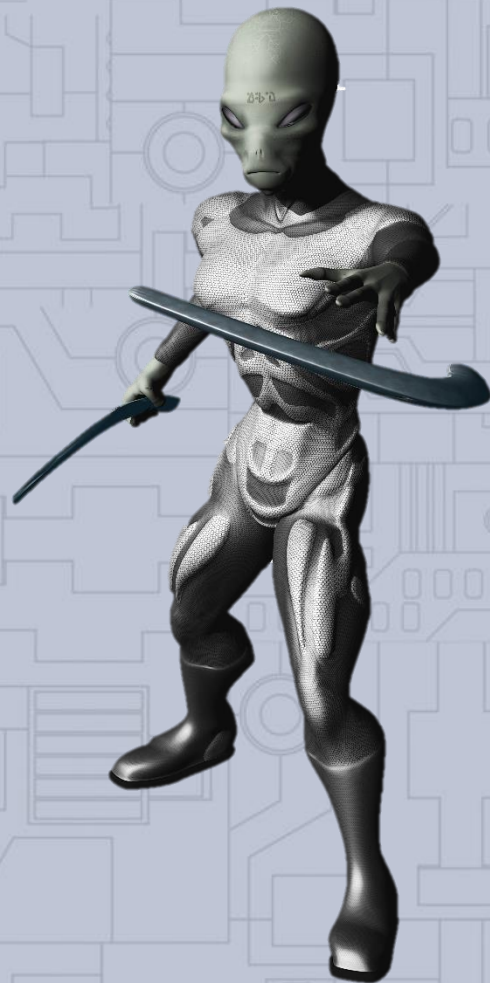
All Xin soldiers that served the Shi'an Empire were equipped with Spore Carbines which are downsized version of the Shi'an Spore Cannon. This weapon weighs about eight pounds and vaguely

resembles a short rifle in appearance. The Spore Carbine uses a chemical reaction to propel a barbed resin spore that is as dense as osmium borite and cuts through metal like a knife through warm butter. Unlike the Spore Cannon, the carbine cannot produce its own ammunition. The carbine can hold up to twenty spores inside its internal magazine which can be reloaded once depleted. Loading the internal magazine with new spores requires one full round to complete. A separate chamber in the carbine's "stock" holds the chemical propellant used to launch the spores from the gun. The spore carbine can be fired twice per turn at separate targets without penalty and causes 1d8 points of damage for each hit. There is no pistol version of this weapon as the carbine is the smallest version of the spore cannon available.

Short Range	Medium Range	Long Range
Up to 500'	Up to 1000'	Up to 1500'
+1 Skill Adj.	+0 Skill Adj.	-1 Skill Adj.

Replacement ammunition for the spore carbine is rare and difficult to obtain outside of the Shi'an military. Most Conquest Ships have a substantial cache of spore ammunition and the Shi'an constructs needed to fabricate more. Due to the unique properties of the spore resin it cannot be accurately reproduced through molecular

fabrication. Improvised replacement ammunition will not function correctly in a spore carbine and may cause the weapon to explode.



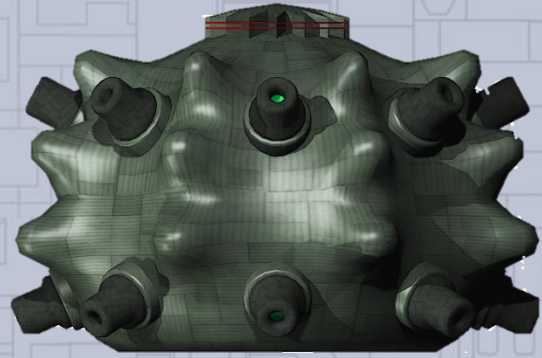
## KINETIC "BOOMERANG"

**1 Unit: Shi'an, Xin, Rigel, Military, & Security.**

The Kinetic Boomerang is the most frequently encountered Shi'an engineered "sidearm" weapon carried by the Xin. This 10 to 14-inch delta shaped solid metal missile is forged from red alchemite infused osmium borite. The Kinetic Boomerang, or KB for short,

gets its name from its unique shape which creates a circular flight path that returns the weapon back to its user after each throw. The Kinetic boomerangs inflicts 1d6+1 points of damage and can be used once per round. Anyone using a KB must wear a specially designed inertia dampening glove or palm cover to catch the weapon or they will also suffer 1d6+1 points of damage from “catching” the returning weapon. The Alkhemite infused metal is a natural force multiplier that dramatically increases the boomerang’s kinetic energy during flight until it reaches the apex of its arc. KB normally cause blunt force trauma, but their rounded edge can slice unarmored flesh. Kinetic Boomerangs can be used as a fistload weapon delivering 1d4+1 damage when used like a truncheon or blackjack in melee combat. When used in this fashion an inertia dampening glove or palm cover is still required to prevent kinetic “feedback” injury to the user.

Short Range	Medium Range	Long Range
Up to 40'	Up to 80'	Up to 120'
+1 Skill Adj.	+0 Skill Adj.	-1 Skill Adj.



## HYPER-ATOMIC WARHEADS

Shi’an hyper-atomic warheads are a ship based strategic scale heavy weapon that is deployed via orbital drop. Crude in comparison to an ion torpedo these weapons use nuclear fusion with a red alkhemite catalyst to vaporize large areas of enemy territory. Hyper-atomic warheads can be mounted on a delivery vehicle and launched like a torpedo, but their most effective use is planetary bombardment. A single hyper-atomic warhead yields 1d6x7 points of damage when used in space combat as a torpedo. When used in conjunction with a delivery vehicle a hyper-atomic has the same range in miles as an ion torpedo. Since the Great War few of these weapons are still in existence. Prior to the Xin exodus, it was common for a Shi’an Conquest Ship to carry up to 20 of these weapons. Once detonated the warhead will release a massive EMP pulse which will disrupt all unshielded electronics for one hex in all directions lasting 1d10 hours. During this time all

non-shielded electronic devices in a 1 hex radius on the planetary map and 100-mile radius planet side will cease to operate. This includes any starships or space stations in orbit that do not have their defensive screens activated.



## HYBRIDS

Prior to the Great War some rogue military scientists in the Shi'an Warrior Caste under Commander Nadath began unsanctioned experiments to attempt to create a new Xin model with more consistent behavioral attributes. Shortly after the creation of the Gamma Generation the Administrator Caste enacted a law prohibiting the hybridization of Xin models with other

Xin models. However, the law was unclear about hybridization of Xin models with genetic material from other species. Nadath and her team ambitiously sought to exploit this loophole in an effort to catapult her research and prestige within the Warrior Caste. Genetic stock was considered from several worlds including Earth, Taura, Farlight, and Skaranis. Viable hybrid prototypes were successfully developed from genetic samples from all of these worlds but Skaranis provided the most promising results. Unfortunately, Nadath's experiments on Skaranis started a catastrophic mutation in the prototype Nanogen resulting in a horrific plague that destroyed almost all life on the planet. Nadath's atrocities were soon discovered and she was banished for crimes against the Shi'an Law of Dominion. Shortly after her banishment an off-world Xin rebellion quickly escalated into the Great War. It is unknown what became of Nadath's Neo-Xin prototypes after the war but those responsible for creating those hybrids are still unaccounted for and their knowledge may still live on.

Another unforeseen source of Xin Hybrids unexpectedly came from the Xin themselves. Since the Shi'an designed the Xin to be capable of sexual reproduction they were engineered to

be compatible for mating with other life forms with iron-based metabolisms. As the Xin gradually assimilated into other cultures it was not long before some of them began mating with members of their new cultures. In most cases this was not anticipated to result in viable pregnancies, but they did eventually happen. Half-Xin hybrid offspring have been reported from inter-species relationships on Human, Zangid, Dalean, and Rigel colony worlds where Xin have settled. Xin Hybrids have all the benefits of their genetic ancestry but have considerably shorter life spans than engineered Xin. Most Xin hybrids have an average life span up to 200 Earth years barring an untimely death.

## **RESKINS**

Sometimes when trouble strikes in a small identity-centric society like the Xin, leaving town is not a viable option. At times like these you need a complete make over and a new identity. This is where the illegal practice of Reskin comes in. The term "Reskin" refers to a controversial process where pigment inducing Nanogen retrovirus is introduced into a Xin subject to change their appearance to that of another model. This is often used in conjunction with automated cosmetic micro-surgery that alters model specific traits so that they will look identical to those of another

model. The process is strictly prohibited by Xin law and is rumored to be agonizing to endure. Xin who can obtain access to the technology for the procedure must have a constitution of at least 14 to survive the process. Any Xin, Xin Hybrid (PC or NPC) electing to undergo the Reskin must successfully roll a save check for trauma or perish. The medical technology required for the procedure is completely automated and does not require a skill check to operate. Once completed the Xin who undergoes the procedure will permanently lose one point of constitution to the retrovirus. Meticulously crafted reskin procedures are impossible to distinguish from the authentic model. However, sometimes unscrupulous individuals may attempt to sell unsuspecting or desperate Xin a cheaper and more dangerous knock-off procedure. These knock-off reskins often result in irregular skin tones or physical features that are difficult to pass-off as authentic. Reskins who are discovered among Xin society are regarded as pariahs even among their own kind and often banished for their transgression. The technology necessary to conduct an authentic reskin can be found on any Xin/Shi'an Conquest Ship's sick bay or at one of the many Shi'an military outposts hidden throughout the Alpha Quadrant.

## ENCOUNTERS

The Xin will usually be encountered as individuals or in small groups. In order to ensure the survival of their endangered species they generally do not associate with others in significant numbers at any one place at the same time. As a random alien encounter, they will be a common occurrence at Star Bases or places of interstellar commerce. They are cooperative and get along well with most of the space-faring races they encounter. The only exception to this is the Shi'an who they view as their mortal enemies and will result in an extremely negative reaction. The two most common Xin reactions to encountering a Shi'an will either be paralyzing terror or uncontrollable rage. The Xin have established diplomatic relations and mutual aid treaties with all interstellar governments in the region of their colonies or settlements.



### ALPHA & BETA GEN MODELS

Encountered:	1d6 (2d6)
Frequency:	Rare
Type:	Soldier & Labor
Movement:	120' (40')
Intelligence:	Average
Psi Potential:	3d4, inactive
Hits:	2d8
Armor:	1
Combat Skill:	10
Save:	Level 2
Attacks:	1 (Weapon)
Damage:	By Weapon
Morale:	8
XP:	60





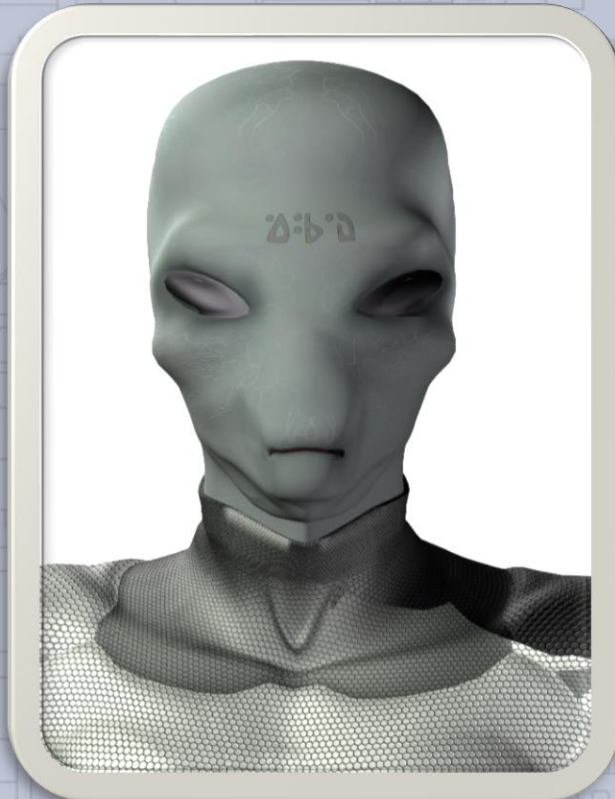
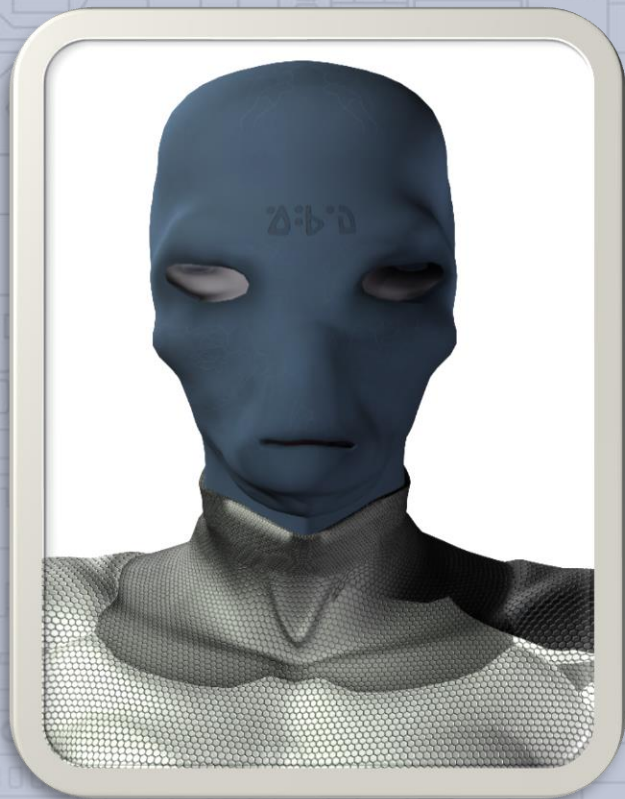
### GAMMA GEN: TAL MODEL

Encountered:	1d8 (2d8)
Frequency:	Common
Type:	Protocol
Movement:	120' (40')
Intelligence:	Average-High
Psi Potential:	3d4, inactive
Hits:	2d8
Armor:	0
Combat Skill:	12
Save:	Level 2
Attacks:	1 (Weapon)
Damage:	By Weapon
Morale:	9
XP:	50



### GAMMA GEN: FEN MODELS

Encountered:	1d10 (2d10)
Frequency:	Common
Type:	Soldier
Movement:	120' (40')
Intelligence:	Average
Psi Potential:	3d4, inactive
Hits:	3d8
Armor:	-1
Combat Skill:	14
Save:	Level 3
Attacks:	1 (Weapon)
Damage:	By Weapon
Morale:	10
XP:	50

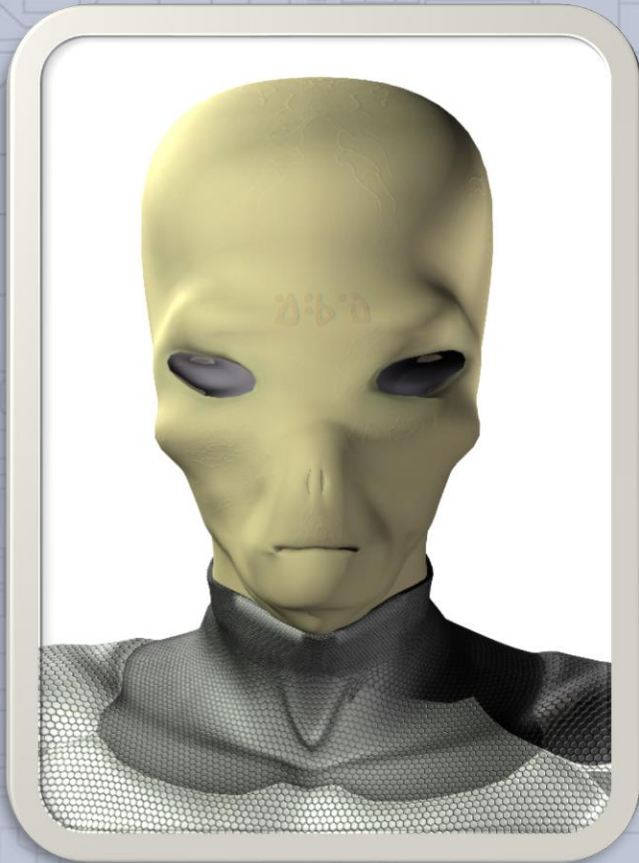


### GAMMA GEN: GAO MODELS

Encountered:	1d8 (2d8)
Frequency:	Common
Type:	Labor
Movement:	120' (40')
Intelligence:	Low-Average
Psi Potential:	3d4, inactive
Hits:	2d8
Armor:	0
Combat Skill:	10
Save:	Level 2
Attacks:	1 (Weapon)
Damage:	By Weapon
Morale:	8
XP:	50

### GAMMA GEN: KAE MODELS

Encountered:	1d6 (2d6)
Frequency:	Rare
Type:	Scout / Spy
Movement:	120' (40')
Intelligence:	Average-High
Psi Potential:	3d4, inactive
Hits:	3d8
Armor:	-1
Combat Skill:	12
Save:	Level 3
Attacks:	1 (Weapon)
Damage:	By Weapon
Morale:	12
XP:	60



### GAMMA GEN: PAXA MODELS

Encountered:	1 (1)
Frequency:	Extremely Rare
Type:	Overseer
Movement:	120' (40')
Intelligence:	High-Genius
Psi Potential:	3d4, inactive
Hits:	4d8
Armor:	-2
Combat Skill:	12
Save:	Level 4
Attacks:	1 (Weapon)
Damage:	By Weapon
Morale:	14
XP:	80



### XIN / HUMAN HYBRID

Encountered:	1d4 (2d4)
Frequency:	Very Rare
Type:	Hybrid
Movement:	120' (40')
Intelligence:	Average-High
Psi Potential:	3d4, inactive
Hits:	3d8
Armor:	-1
Combat Skill:	12
Save:	Level 3
Attacks:	1 (Weapon)
Damage:	By Weapon
Morale:	10
XP:	70

**Space Master's Note:** *Paxa models are so rare among the Xin that they are often mistaken for extremely botched Reskin or a mutated Shi'an hybrid abomination.*

## CHARACTERS

**Requirement:** DEX 10, CON 12

**Adjustments:** STR/DEX/CON +1, CHA-1

**Skill Adjustments:** Tech +1, Contact -1

**Metabolism:** Iron Based

**Descriptors:** *Cooperative, intelligent, inquisitive, ethical, conservative, labor-centric, and somewhat egotistical.*

**Motivations:** *Survival and advancement of the Xin. Betterment of life and the world around them. Finding a new world to establish a permanent home.*

Space Masters or Players interested in using the Xin as a player race may find the lure of their powerful biomechanoid enhancements enticing. However, players should be cautioned that role playing a Xin character will prove to be as challenging as it is rewarding. Imagine if you will what it would be like to live in the world as a war refugee with no home, no nation, and no sanctuary. As an endangered species every day for the Xin is a fight for survival. Everything you knew about your life and purpose has been ripped out from underneath you.

Your side won the war but at what cost was the victory? You may have found allies among the cultures that have taken you in, but can they truly be trusted? Your creators and mortal enemies, the Shi'an, are in hiding but for how long and what horrors will they bring if they return? These and many more unanswered questions are at the heart of role playing the noble but often misunderstood race of living organic machines known as the Xin.

Everywhere the Xin go, their reputation for having destroyed their own planet precedes them. It is a negative perception and prejudice that is hard to shake regardless of how noble the Xin may be. This social stigmatism is further compounded by the undermining influences from pro-Shi'an collaborators who secretly desire to return to a life of unquestioning service under their creators. Space Masters are encouraged to strictly apply the Xin's social penalties to Contact and Charisma for both PC's and NPC's to evoke a more vibrant picture of the challenges faced by these characters.

## AGE STAGES

Character age stages for the Shi'an and Xin differ from other characters due to their unusual longevity. A Xin Character

or NPC who is not afflicted by injury or disease could potentially live up to five hundred Earth years before their biomechanical systems are no longer able to sustain their biological systems. Prior to the Great War the Xin life expectancy was much shorter due to the constant dangers the Xin were exposed to as a disposable military and slave labor force. On average, pre-war life expectancies for the Xin rarely exceeded 300 years due to the inherent dangers of their lives under the Shi'an. Xin Hybrids tend to have considerably shorter life spans averaging up to 200 Earth years due to their mixed genetic ancestry.

## XIN AGE STAGES

ADOL.	ADULT	MIDDLE	ELDERLY	VEN.
15-49	50-149	150-299	300-449	450+

## XIN HYBRID AGE STAGES

ADOL.	ADULT	MIDDLE	ELDERLY	VEN.
14-20	21-49	50-99	100-159	160+

***Space Master's Note:*** *The Xin age stage progressions listed above also apply to Shi'an and Shi'an Hybrids respectively.*

## PROGRESSION

The liberated Xin military forces that survived the Great War still use the same rank titles and experience progression from their service under the Shi'an. Some believe that the choice to

retain these military titles was intended as a slight against their former masters while others claim that it was intended to be a constant reminder of what it cost to win their freedom.

Unlike the Galactic Confederation, Shi'an and Xin soldiers do not have a separate "enlisted" or specialized vocational rank progression. All soldiers receive the same training as "Officers" so that they can serve in any role in which they are needed. The rank title names presented in the chart below approximate the Human equivalencies as much of their native language of Kon-dashar does not translate entirely into the Confederation common dialect. These rank / level progressions are equivalent to the Space Fleet Officer progression for the Confederation. Xin and Hybrid (PC's or NPC's) who voluntarily join the Confederation Space Fleet as a new character can enter the game either as an officer or enlisted crew. Existing characters that join the Confederation Space Fleet would do so in the Officer Progression path with their current experience and skills.

LVL	RANK / TITLE	EXPERIENCE
01	"Initiate"	0
02	"Corporal"	2,001
03	"Lieutenant"	4,001
04	"Sub-Commander"	8,001
05	"Commander"	16,001
06	"Captain"	32,501
07	"Tribune"	65,001
08	"Colonel"	120,001
09	"Brigadier"	240,001
10	"General"	360,001
11	"Marshal"	480,001
12	"Grand Marshal"	600,001

## ABILITIES

As artificially created lifeforms the Xin possess some abilities unique to their species. In addition to their biomechanically augmented strength and constitution the Xin have accelerated healing and the ability to endure the effects of exposure to extreme environments that would be deadly to most races. These abilities are automatically applied as part of their unique physiology and not contingent upon training or experience. Players using a Xin character must declare that they are activating an ability in order to receive its benefits.

### NIGHT VISION

Like the Shi'an who created them Xin, Xin Hybrids, (PC's or NPC's) and random

encounter Xin have exceptional low light night vision allowing them to see up to 120' in darkness. Kae model Xin have additionally enhanced low light vision that allows them to see up to 180' in darkness.

### ACCELERATED HEALING

Xin, Xin Hybrids, (PC's or NPC's) and random encounter Xin can use their advanced biotechnology to accelerate the healing of physical damage. The Xin using this ability can automatically heal 1d6 points of damage per level once per day. Once activated the effects are instantaneous but the Xin must be conscious at the time of use.

### EXPOSURE RESISTANCE

A Xin, Xin Hybrid, (PC or NPC) or random encounter Xin can use their advanced biotechnology supported resilience once per day to survive extreme environmental conditions without a space suit / radiation suit for up to 1d4 turns. Xin have specialized organic filters engineered into their lungs that allow them to retain oxygen and expel toxic gases. Xin blood is also formulated to resist the effects of extreme temperature, high pressure, and elevated gravity. While activated this ability halves all environmental or radiation damage and all Save Checks receive a -1 bonus. The Xin, Xin Hybrids,

(PC's or NPC's) or random encounters still require oxygen like other humanoids to survive. The Xin's enhanced physiology consumes oxygen at a slower rate than most other races doubling the duration of any supplies they have available.

## NOTABLE XIN

Presented here are some notable, and some notorious, characters from Xin history. While it would be extremely rare for a Xin, Xin Hybrid, (PC or NPC) or random encounter to meet any of these individuals their exploits would still be well known amongst both the Xin and Shi'an. Some of these notable characters were directly involved in the events that shaped the fall of the Shi'an Empire and the liberation of the Xin from slavery.

### AMBASSADOR KEL

Ambassador Kel is a male alpha model Xin who formerly served as the adjunct protocol assistant to Shi'an Grand Marshal Do'randis. Kel was the Xin who is credited with initiating the slave uprising by refusing to relay Do'randis' orders to fire on spacecraft evacuating the planet Skaranis during the Nanogen plague. After the Great War Kel served with distinction within the newly formed Xin Governing Council and was appointed as the senior ambassador for

the Tal enclave. Kel is cautious by nature and often suspicious or prejudicial of authority figures. Kel has an assertive confidence that has proven very useful in his role as an ambassador. However, Kel's enigmatic personality makes him a difficult Xin to get to know.

Level: 10		Gender: M		Class: Military			
Sub Class: Command				Rank: General			
HP	STR	CON	DEX	INT	CHA	PSI	AR
58	13	14	12	10	6	10	-1

### COMMANDER FO

Fo is an alpha model Xin who served with Kel on Shi'an Grand Marshal Do'randis Conquest Ship at the start of the Great War. After the war, Fo lived at the Camp Tycho refugee settlement where he was recruited by the Centaurus Development Corporation (C-DEV) to work as a hyperspace navigator on a deep space survey team. After several tours with C-DEV, Fo joined the Galactic Confederation Space Fleet and became the first Xin to graduate the Academy. Fo's extensive experience helped him rapidly advance through the ranks and now serves as the First Officer aboard the C.F.S. Proteus. Fo is cautious by nature and often suspicious towards authority figures.

Level: 5		Gender: M		Class: Technical			
Sub Class: Navigator				Rank: Commander			
HP	STR	CON	DEX	INT	CHA	PSI	AR
28	10	14	10	9	7	9	0

## NE'SPIR

Ne'spir is a Tal beta model female who worked as a civilian guide and hyperspace navigator for the Galactic Confederation's Space Fleet. Ne'spir is best known for her work navigating Confederation ships during the Earth/Centaurus conflict of 2299. Ne'spir was believed by some to be an intelligence operative planted by the Xin Governing Council, but this theory was never proven. She is often perceived as being self-centered with a casual disinterest in others. A perception she exploits to conceal her insatiable curiosity about other cultures.



Level: 4		Gender: F		Class: Technical			
Sub Class: Navigator				Rank: Sub-Cmdr.			
HP	STR	CON	DEX	INT	CHA	PSI	AR
24	12	13	10	12	8	10	0

## TRIBUNE V'RAF

V'Raf is a Fen male beta model Xin that was a soldier serving as a Security Officer on Grand Marshal Do'randis' Conquest Ship at the time of the attack on Skaranis. V'Raf is credited with Killing Grand Marshal Do'randis and saving Kel's life when he refused to relay Do'randis order to shoot down Skaranid spacecraft evacuating their dying planet. V'Raf went on to have a distinguished career serving as a warship commander with the Xin Defense Forces. However, some believe that V'Raf became a collaborator secretly aiding the Shi'an in exile as an act of penance for having killed the Grand Marshal. Though these claims go unsubstantiated they leave a dark cloud of suspicion and mistrust over the once respected Fen Tribune. V'Raf is an unusually aloof private individual, even for a Xin, and harbors many dark secrets.

Level: 7		Gender: M		Class: Military			
Sub Class: Command				Rank: Tribune			
HP	STR	CON	DEX	INT	CHA	PSI	AR
44	15	14	11	10	5	8	-1



## SAIFA

Saifa is a female Xin/Human hybrid that trained as an enlisted crewman in the Confederation Space Fleet but resigned after reaching the rank of Spaceman in the Technical Branch. After leaving Space Fleet Saifa joined a merchant trader crew and is renowned as an exceptional first mate and engineer of the Yubari Maru space freighter. Rumored to be moonlighting as a smuggling ship the Yubari Maru frequently find itself under the Scrutiny of both the Confederation Rangers and Space Fleet. Saifa was raised on Camp Tycho and is the natural born daughter of a Human father and Xin mother. Confederation medical science has made Saifa aware of her unique physiology, but she normally does not pay it much thought. Despite her difficult life growing up on Camp Tycho as a hybrid child Saifa is well known for her sarcastic wit and overly optimistic attitude. Saifa is commonly found working in association with a Human space pirate and suspected political terrorist named Langrey Moore.

Level: 3		Gender: F		Class: Technical			
Sub Class: Engineer				Rank: Spaceman*			
HP	STR	CON	DEX	INT	CHA	PSI	AR
20	12	16	11	10	10	7	0

## CAPTAIN GREN

Captain Gren is a male Fen beta model Xin that is perhaps one of the most notorious Reskin in Xin history. Gren began life as a Fen model but has since undergone the prohibited reskin procedure at least twice. His last known identity was as a Tal military attaché who warned the Xin governing council of a secret sleeper cell of Shi'an collaborators operating within the Fen Enclave. Gren's true personality and motivations are unknown because like a chameleon he adopts the personality of whatever new identity he assumes.

Level: 6			Gender: M			Class: Military	
Sub Class: Security				Rank: Captain			
HP	STR	CON	HP	STR	CON	HP	STR
41	12	15	41	12	15	41	12

## COMMANDER S'LEN

Commander S'len is a Fen beta model male Xin who is frequently seen in the company of Tribune V'Raf. S'len is best known for his work as V'Raf's personal assistant and bodyguard. S'len's loyalties to the Tribune are absolute but his allegiance to Xin Governing Council is dubious at best. S'len has a very abrasive personality for a Xin and tends to speak his mind without solicitation or hinderance.

Level: 5		Gender: M		Class: Military			
Sub Class: Security			Rank: Commander				
HP	STR	CON	DEX	INT	CHA	PSI	AR
34	14	12	12	10	6	8	-1

## NOTABLE PLACES

All Xin, Xin Hybrids, (PC's or NPC's) and random encounters will possess detailed knowledge of the following places. Any space faring races and interstellar governments that have contact with the Xin may also have knowledge of these places and what they contain at the Space Master's discretion. Almost all interstellar space travelers in the Sol Sector will be aware of the prohibited travel zone around the 40 Eridani-A star system but may not necessarily know why.

### THE XIN QUARANTINE ZONE

The Xin Quarantine Zone (XQZ) is a one light year wide no-fly zone around the 40 Eridani-A star system which was established and is enforced by surviving elements of the Xin military forces. This quarantine zone was designed as a buffer to prevent the Shi'an from returning to Ryaden and protect space farers from the dangerous remnants of the Great War. The entire area surrounding the system is filled with dormant planetary defenses, wreckage, debris, unused munitions, and hazardous radioactive waste. All

expeditions into the system and its planets are closely monitored by the Xin defense forces and require escort by a Xin guide. While the Xin are normally a peaceful race this is one of the few areas where they maintain a strict "shoot first, ask questions later" policy. Piracy and illegal salvage of alien technology from the XQZ is a frequent problem bringing many undesirable elements on unsanctioned expeditions to the area. Those who are not immediately apprehended by Xin patrols are often found later as new editions to the vast ship graveyard surrounding Ryaden. Usually the ignorant victims of their own curiosity or lack of common sense.

### THE PLANET RYADEN

The planet Ryaden is the first planet in the 40-Eridani-A star system and has a long elliptical orbit with a slow axis rotation. This planet was the homeworld for both the Shi'an and the Xin. Before the Great War, Ryaden was a beautiful Class-H world with an advanced interstellar civilization. The war between the Shi'an and the Xin transformed it into a ruined toxic wasteland from indiscriminate use of biochemical and hyper-atomic nuclear weapons. After an unconditional surrender to the Xin, the Shi'an survivors fled Ryaden in search for a new homeworld. Ryaden and its surrounding planets are littered with



wreckage, toxic debris, unexploded munitions, and hazardous waste. Travel to the system is prohibited and there is a one light year wide quarantine zone strictly enforced by elements of the surviving Xin military forces.

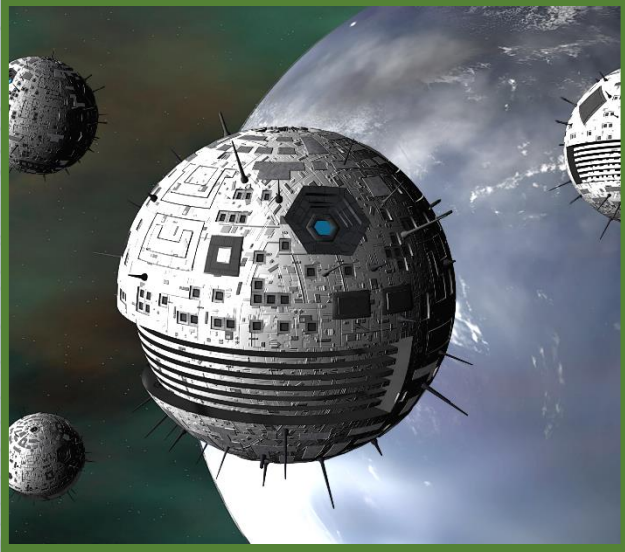
## **THE CITY OF PRAXEM**

Praxem was the capital city and seat of government for the Shi'an Empire before its fall during the Great War. This city was a center for both science and culture for the Shi'an people. It was a massive towering city that was home for over a hundred million people on the shore of the planet's largest ocean. When war erupted between the Xin and their Shi'an masters this city was the very center of the conflict. The city's defenses held fast during a five-day siege by Xin forces but were finally overwhelmed at the end of the fifth day. The city was completely reduced to rubble when a massive Conquest Ship deploying Xin troops was shot down and crashed into the city barrier screen. The only surviving structures were the Five Pillars of Praxem which are five monolithic stones that surrounded the Emperor's palace. It is believed that the stones were composed of ultra-dense Alkhemite which protected them from the devastation.

## **THE PLANET SKARANIS**

Skaranis is the second planet in the 40-Eridani-A star system and the closest habitable planet to Ryaden. Skaranis was once populated by an indigenous race of semi-aquatic humanoids known as the Skaranids. The Skaranids had a flourishing pre-interstellar civilization that was on the verge of developing their own version of hyperdrive. The neighboring Shi'an frequently visited Skaranis and considered the planet a protectorate of the Empire. However, shortly before the Great War on Ryaden this would change when a Shi'an military scientist named Nadath from the Warrior Caste conducted unsanctioned experiments with a new strain of Nanogen on the indigenous lifeforms on Skaranis. Once introduced into the planet's eco-system the Nanogen unexpectedly mutated. Instead of symbiotically bonding with the life forms it made contact with the Nanogen transformed into a horrific plague that wiped out almost all life on the planet. In an irony that foreshadowed Ryaden's own fate, the surviving Skaranids were forced to flee their ruined world and became nomads among the stars. Nadath's atrocities were discovered and she was later banished from the Shi'an Empire for violating the Laws of Dominion. During the Great War, the

same mutated strain of Nanogen that decimated Skaranis was repurposed as a bioweapon and used against the Xin.

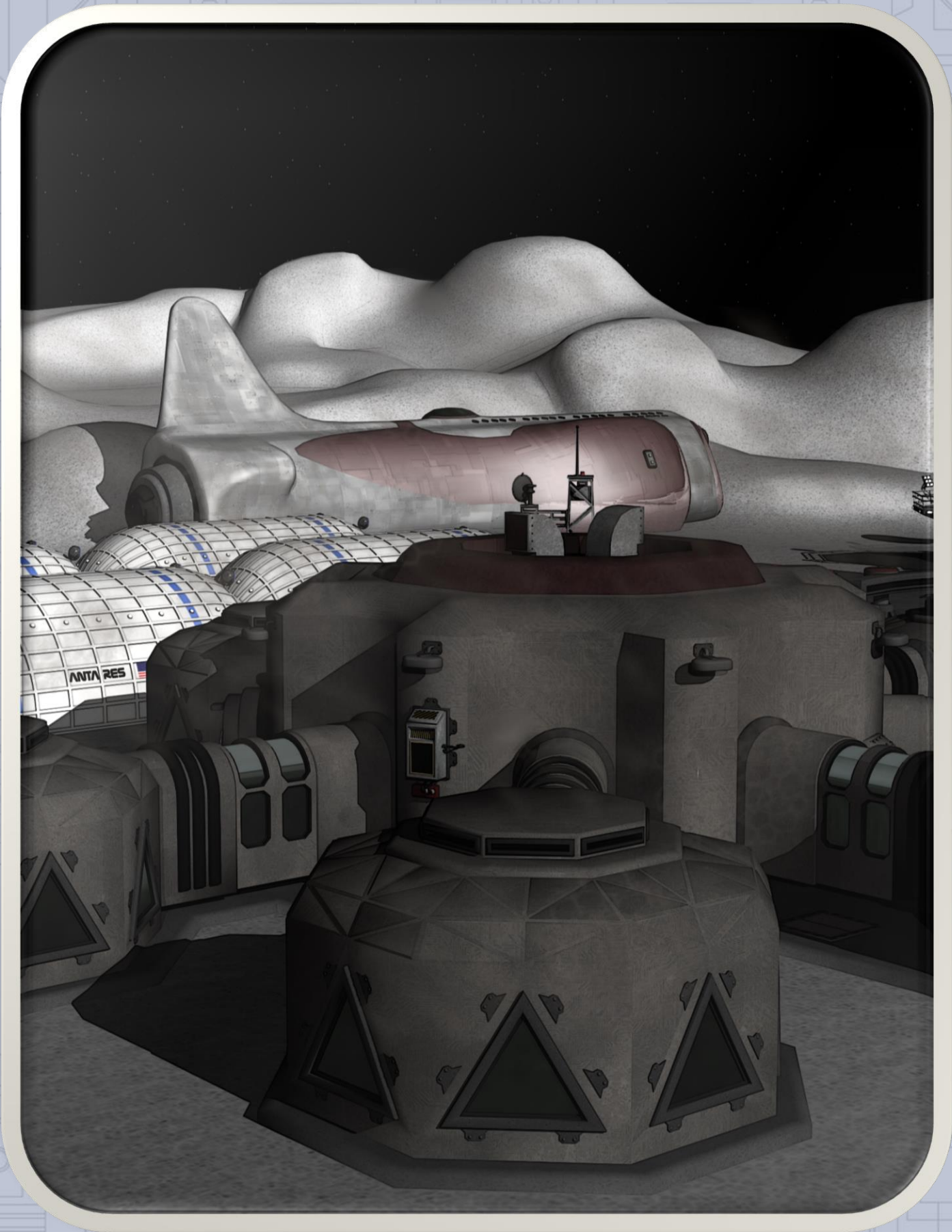


## CAMP TYCHO

In 2253, a group of Xin refugee ships arrived in the Sol Sector searching for a new world to call Home. They were welcomed by Humanity and encouraged by the Galactic Confederation to establish a temporary settlement on Earth's Moon. Located near the Tycho mining colony, this refugee camp is colloquially known as the "Trailer Park" by neighboring colonists and merchant traders. This collection of hastily fabricated habitat structures, relief shelters, and broken spaceship hulls lives up to its nickname. Home to over 50,000 Xin, what began as an emergency housing camp has grown into a sprawling lunar shantytown. The Industrious Xin refugees can frequently

find work at the lunar mines or on one of the many on-going starship construction projects at the Confederation shipyard.

With its own makeshift spaceport this bustling eye sore is a frequent destination for nomadic drifters and the interstellar disenfranchised. The camp is administered by a local Xin Governing Council and has an unfortunate reputation for being the corrupt puppet of an interstellar crime syndicate. Most Xin living at the encampment use a homegrown system of barter for commerce with the local merchants and the neighboring mining colony. Overcrowding and insufficient resources have encouraged the growth of a thriving black market and various other criminal enterprises. While many Xin biotechnologies were prohibited under the Tycho Accords, some are still available and considered perfectly legal here. Confederation Rangers, affectionately referred to as "Colony Cops", are a common sight at the camp keeping the peace and supplementing the local Xin constables. The rapidly growing pace of this space slum and the nomadic transient nature of its Xin inhabitants creates new challenges for maintaining law and order amongst a population that never stops changing.



# TIMELINE

Provided below is a timeline of important events involving the Xin in the Ashdown Campaign Universe. For context a few important events from Confederation history have all been included (Highlighted in blue). The term CE in this timeline indicates the “Common Era” of Earth’s historical calendar often used by the Galactic Confederation.

**CE-1732:** The Shi’an Empire creates the Alpha generation of Xin biomechanoids as a source of soldiers and slave labor for their wars of conquest.

**CE-1908:** The Shi’an Empire refines their Nanogen technology and produces the Beta generation of Xin biomechanoids.

**CE-1947:** Reported UFO crash in Roswell, New Mexico is later revealed to have been a Shi’an scout ship carrying a Xin planetary survey team.

**CE-1949:** The Shi’an Empire creates the new Gamma Generation of Xin biomechanoids. This generation of Xin begin production at the height of Shi’an biotechnology.

**CE-1954:** Shi’an military scientist Nadath’s unsanctioned Nanogen experiments on Skaranis create a

mutated plague that consumes almost all life on the planet.

**CE-1954:** The Shi’an Empire dispatches a Conquest armada, under the command of Grand Marshal Do’randis, to sanitize the plague. The Grand Marshal is killed during a mutiny that started when he orders the armada to fire on Skaranid ships fleeing the planet.

**CE-1955:** The Great War between the Xin and the Shi’an on the planet Ryaden in the 40 Eridani-A system. The war lasts for approximately 10 days and leaves the entire planet a ruined uninhabitable wasteland.

**CE-1956:** The surviving Xin form a new representative-based government and create the Xin Governing Council.

**CE-1961:** Xin refugee fleets fleeing Ryaden arrive in the Demai star system. First contact between the Xin and Daelens on Farlight. The Xin establish a temporary settlement in orbit above Farlight on a space station assembled from their refugee ships.

**CE-1962:** Xin refugees fleeing Ryaden arrive in the Vega star system. The Xin refugees establish a permanent settlement on a remote island chain on the planet Geminora.

**CE-1976:** Monoliths and structures are observed on the surface of Mars by Earth's Viking Space Probe. These structures are later identified in 2254 by Xin emissaries as the ruins of a Shi'an outpost used to monitor Earth.

**CE-1987:** First contact between the Zangid Empire and the Xin. The emissaries from the Empire are impressed by the Xin and their Shi'an Conquest Ships. The Zangid sign non-aggression and trade agreements with Xin permitting them safe passage through Zangid space.

**CE-1989:** First contact between the Gorran and the Xin. The encounter is peaceful but the Xin and the Gorran find a mutual dislike for each other's company.

**CE-1995:** First contact between the Videni Stellar Empire and the Xin. The Xin establish diplomatic relations with the Videni but are not allowed to settle within Videni territory.

**CE-1996:** United States Space Shuttle Columbia Mission STS-80 captures video footage of an unidentified spacecraft exploding. The video was later confirmed in 2254 as footage of a dog fight between two Xin space fighters and a Shi'an scout ship they encountered.

**CE-2062:** *A series of military conflicts known as the Genome Wars led by genetically engineered super-humans begin on planet Earth.*

**CE-2096:** *The Genome Conflicts on planet Earth culminate in World War III.*

**CE-2193:** Captain Gren of the Xin Defense Forces discovers that a Shi'an collaborator sleeper cell is operating within the Fen enclave. However, before he can warn the Xin Governing Council his starship is attacked by the Shi'an collaborators in the Demai system. Gren is presumed to have been killed during the attack but some rumors suggest that he escaped the attack and changed his identity by undergoing an illegal reskin procedure. While rumors of the Fen sleeper cell persist, no one knows what became of Captain Gren.

**CE-2247:** *First interstellar war between Earth and the Zangid Empire.*

**CE-2250:** *First contact between Humans and the Taurans. The Galactic Confederation of Allied Worlds is formed.*

**CE-2253:** First contact between the Xin refugees and the Galactic Confederation in the Sol system. The refugees petition the Confederation for asylum in the Sol system and are permitted to establish a settlement on Earth's Moon.



**CE-2254:** The Xin refugees Sign the Tycho Accords treaty with the Galactic Confederation. The Xin settlement located near Earth's Tycho mining colony is officially named "Camp Tycho". Local merchants and colonists refer to the settlement as "The Trailer Park" due to its abundance of modular habitat pods.

**CE-2255:** Joint Xin / Confederation expedition to Ryaden finds no life on the planet and determines the area remains too dangerous for travel. The Xin Quarantine Zone is established creating a one light year wide no-fly zone around the 40-Eradani-A star system.

**CE-2258:** Xin Alkhemite Crystal based technologies are adapted into Confederation teleporters, computer cores, and starship hyperdrives vastly increasing their energy efficiency and output. A new gold rush begins the Allied worlds seek out this difficult to obtain resources.

**CE-2261:** A Tal model Xin named Fo is the first Xin to be accepted into the Galactic Confederation Officer training program at the Space Fleet Academy on Starbase Alpha.

**CE-2262:** *The Pathfinder Class Frigate enters Confederation Space Fleet service.*

**CE-2265:** Fo becomes the first Xin to graduate the Galactic Confederation

Space Fleet Academy and is commissioned with the rank of Lieutenant.

**CE-2266:** When news of Fo's commission reached Camp Tycho several hundred Xin from the settlement volunteered for enlistment. Confederation support among the Xin is at an all-time high but the Xin governing council still declines offers to join.



**CE-2271:** Fo is promoted to the rank of Commander in Space Fleet and assigned as the first officer of the starship Proteus.

**CE-2289:** Disturbing rumors begin to circulate among the colonies that a Shi'an / Human bio-converted hybrid was found as the lone survivor of a missing deep space expedition.

