



# *Zeloxians*



## Zeloxians

*"It's a miracle the Zeloxians survived the discovery of fire."*

Coshel's Guide to Sentient Species of the Galaxy.

Zeloxians are meter-tall slim (weighing 10 to 15 KG) humanoids with a militaristic and expansionistic society. They might be a threat to the galaxy if it weren't for their lack of discipline and a bureaucratic web of laws and traditions that even most of them don't fully understand.

Zeloxians have a complex and bureaucratic society. They insist they have an empire. They have no other planets under their control but they do have an emperor (whose identity is a closely guarded state secret). They also have a King, Queen, President, Prime Minister, Pope, and Chairman of the Board of Boards. Some elections are decided with eating contests or other bizarre rituals or competitions.

Zeloxians relish in destruction, the less subtle the better. They are reckless allies who are fearless to the point of endangerment. They aren't brave. They just don't understand fear. The concept is alien to them like the concepts of sarcasm, irony, and friendly fire.

**Prime Attribute:** Dexterity

**Weapons & Armor:** They may use Zeloxian weapons, daggers, firearms, laser pistols, laser rifles, and grenades. They may wear Light Armor or Zeloxian Assault Power or Trooper Armor but they may not use shields.

**Bureaucratic Savant:** Young Zeloxians learn at an early age how to navigate a complicated and contradictory bureaucracy. They understand paperwork, forms, regulations, and permits. Zeloxians know which officials can be bribed and which can be shot without too many consequences. With a successful Saving Throw, a Zeloxian is able to cut through red tape that may be hampering the party.

**Bottomless Pit:** Zeloxians can eat up three times their body weight in food in one sitting. They don't need to eat that much but they can.

**Collateral Damage:** Zeloxians do an additional d6 of damage to any target they hit ***unintentionally***.

**Fearless:** Zeloxians are immune to fear and similar effects. This isn't bravery. They just don't get it.

**Magnum Turbo-Blast:** A Zeloxian may tinker with an energy weapon and increase its damage by 1d6. However, each time the weapon is fired there is a 1 in 10 chance that it will explode causing its damage (including the additional d6) to the wielder and destroying the weapon. A Saving Throw is allowed for half damage.

**Spray & Pray:** A Zeloxian may double the Rate of Fire (RoF) of a ranged weapon but take a -5 penalty to their attack rolls when firing at the increased rate.

| Level | XP      | HD* | BHB | Saving Throw |
|-------|---------|-----|-----|--------------|
| 1     | 0       | 2   | +0  | 14           |
| 2     | 2,000   | 2+1 | +1  | 13           |
| 3     | 4,000   | 3   | +2  | 12           |
| 4     | 8,000   | 3+1 | +2  | 11           |
| 5     | 16,000  | 4   | +3  | 10           |
| 6     | 32,000  | 4+1 | +4  | 9            |
| 7     | 64,000  | 5   | +4  | 8            |
| 8     | 128,000 | 5+1 | +5  | 7            |
| 9     | 256,000 | 6   | +6  | 6            |
| 10    | 512,000 | 6+1 | +6  | 5            |

*\*Zeloxians are small but tough and start with 2 HD.*

## Zeloxian Imperial Arms & Armor

**"Our equipment is produced by the most highly skilled political prisoners in the galaxy."**

### *Radium Atomizer Magnum Blaster Obliteration Gun (R.A.M.B.O. Gun)*

The favored weapon of the Zeloxians. The R.A.M.B.O. Gun is a large, clumsy, and inaccurate weapon. Zeloxians require two hands to fire it due to its size but larger races may use it as a large and very awkward pistol.

*Range: 100 Feet, ROF: 2, Damage: 2d6+2, -1 To-Hit, Cost: 100 Cr.*

The R.A.M.B.O. Gun uses standard energy cells but each shot fired uses two charges. When a character firing a R.A.M.B.O. Gun rolls a natural 1 on the attack roll, there is a 1 in 6 chance that the weapon explodes. The explosion causes 2d6 damage to everything within 20 feet. Saving Throw for half damage.



### *Zeloxian Power Gauntlets*

Zeloxians know they are smaller than most species but they won't let that stop them from engaging in close combat. Their solution. The Power Gauntlet. Like most Zeloxian weapons, they are bulky, overly complicated and prone to malfunction.

*Damage: 2d6-2 plus Save or be stunned for 1 round. Weight: 3 Lbs, Cost: 15*

The Power Gauntlets are so bulky that a character wearing them cannot perform any task involving fine manipulation. This includes pushing buttons, typing on a keyboard, using a door knob, or pulling the trigger on a weapon. It requires 1d4 rounds for a character to remove the gauntlets.

When a character wearing power gauntlets hits an opponent there is a 1 in 12 chance that the gauntlets short circuit and damage to the wearer as well.

### *Zeloxian Imperial Trooper Armor*

The standard issue armor for Zeloxian military and security forces. It's rarely exported as no one else really wants it. It's only produced in small sizes to fit Zeloxians and similarly sized species.

*Armor Class -2[+2], Weight: 10 Lbs., Cost: 20 Cr.*

When a character wearing Imperial Trooper Armor is hit in combat, there is a 1 in 12 chance that the armor absorbs all of the damage. (The character takes no damage but the armor and the character's clothing are destroyed.)

### *Zeloxian Assault Power Armor*

This suit of power armor stands nearly two meters tall and is favorite of Zeloxian infantry officers who are expected to be taller than the normal grunts.

One hand of the suit is a standard issue Zeloxian Power Gauntlet and the other replaced with a R.A.M.B.O. Gun. The suit's synthetic muscles are only strong enough to move its massive bulk.

The assault armor is difficult to pilot. When crossing any difficult terrain such as ice, sand, rocks, spilled beer, or stairs (ladders are right out of the question), the pilot must make a Saving Throw or fall prone. The pilot may attempt a Saving Throw each round to get back on his feet.

Whenever the suit is damaged in combat, the player rolls 3d6. If the number rolled is less than the damage then suit has shorted out. It is immobile and its weaponry is useless for 1d6 rounds.

It takes a pilot 1d6 rounds to extract themselves from the safety harnesses and cockpit. The pilot may use the emergency ejection system which launches the pilot 30 feet straight up in the air or into a wall if the character is prone. There is no parachute or similar device for the pilot.

*Armor Class: -6[+6]*

*Weight: 500 Lbs*

*Cost: 1,000 Cr*

### *Zeloxian Warp Transfer Field Grenade*

*Range: 30 Feet, Effects 20 foot radius, Cost: 15 Cr. Roll separately for damage and side effect for each grenade when used.*

| Damage |       | Side Effect   |
|--------|-------|---|
| 1      | None  | None  |
| 2      | 1d6   | Half the area of effect.  |
| 3      | 1d6+1 | Save or be stunned for 1d4 rounds.  |
| 4      | 1d6+2 | The explosion heals instead of damaging anyone caught in the blast.   |
| 5      | 2d6   | Targets must save or be teleported to a random location. This effect lasts 1d4 rounds.                          |
| 6      | 2d6+1 | EMP Burst. Only damages equipment and robots.   |
| 7      | 2d6+2 | No damage but Save or be blinded for 1d6 rounds.  |
| 8      | 3d6   | Interdimensional Warp. Does no damage but roll damage That many random creatures are teleported into the fight. |
| 9      | 3d6+1 | Slow fuse. The grenade explodes 1d6 rounds later.   |
| 10     | 3d6+2 | The area of effect is covered in acid. It eats throw floors and damages anything that enters it for 1d6 hours.  |
| 11     | 4d6   | Sets area on fire.  |
| 12     | 5d6   | Increase area of effect to 40 foot radius.  |



## *Zeloxian Doom Fighter*

|   |
|---|
| Armor Class: 5[14]                                |
| Hit Points: 35                                    |
| Shield Strength: 3                                |
| Movement: 9                                       |
| Targeting: 1d6-4**                                |
| Attack: 4d6+2 Magnum Laser Cannon* (Pilot-Linked) |
| Modifications: Faster-Than-Light Drive            |
| Crew: Pilot + 1 Passenger                         |
| Cost: 18,500 Cr                                   |

*\*There is a 1 in 10 chance of a malfunction each time the Magnum Laser Cannon is fired. Roll on the Doom Fighter Malfunction Chart.*

The common mass-produced fighter used by the Zeloxian Imperial Navy, pirates and mercenaries. The Zeloxian military-industrial complex rolls a steady stream of new Doom Fighters off the assembly lines. "Gently used" and "cosmetically damaged" Doom Fighters can be easily found around the galaxy at very low prices. The subsystems are so insanely and haphazardly put together, it is nearly impossible for any engineer or technician to repair or safely modify them to a more stable condition.

| Doom Fighter Malfunction |   |
|--------------------------|---|
| 1                        | Recoil causes the ship to move in the opposite direction of the shot.             |
| 2                        | The ship's systems are overloaded. It cannot move for 1d4 rounds.                 |
| 3                        | The ship's shields are burned out.  |
| 4                        | Weapon does double damage but fires in a random direction.                        |
| 5                        | The ship's engines activate and it travels in a random direction.                 |
| 6                        | The weapon overheats and cannot fire for 1d4 rounds.                              |
| 7                        | Ship's targeting system is destroyed.   |
| 8                        | Weapon fires twice. Roll another attack but each attack will do only half damage. |
| 9                        | System short circuits and causes pilot and passenger 1d6 damage.                  |
| 10                       | Weapon does half damage but the ship's shields are fully recharged.               |
| 11                       | The ship moves twice its normal rate in a random direction.                       |
| 12                       | Major Malfunction! Roll twice.  |

## **Zeloxian Mark 11 Super Dreadnought**

|   |
|---|
| Armor Class: 5[14]  |
| Hit Points: 175   |
| Shield Strength: 20   |
| Movement: 3   |
| Targeting: 1d6-3**  |
| Attack: Heavy Laser x10 (6d6), Proton Missiles 4x (8d6)                         |
| Modifications: Faster-Than-Light Drive, Proton Missiles (4), Fighter Bays (10)* |
| Cost: 2,000,000 Cr  |

*\*A Zeloxian Dreadnought has a compliment of 10 Doom Fighters.*

While the Doom Fighters are mass produced, the Super Dreadnoughts are often custom built for a high ranking officer who usually pays for the ship out of his own pocket. But then the primary prerequisite for being a high-ranking Zeloxian naval officer is being able to buy your own ship.

Dreadnoughts begin their voyages with well-stocked larders and with more crew members than needed. Crew numbers are quickly reduced due to various "training" accidents. For Zeloxians, this actually improves morale.

*\*\*The targeting systems of the Doom Fighter and Super Dreadnought are highly erratic. Roll for the ship's Targeting modifier for each shot. Yes, the ship may have a penalty to hit.*

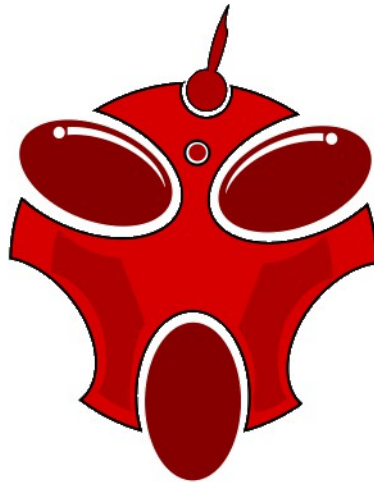
### ***Afterward***

The Zeloxians are a very tongue-in-cheek race. If your campaign isn't like that it's no problem to adjust them into something more serious.

Zeloxians can still be bureaucratic and militaristic. They'll just be competent. Their equipment will function without the unfortunate random side effects. You could drop or alter their racial abilities but they still should have a bonus with ranged weapons and bureaucracy. Remember, it's your game. Make it how you will.

If you prefer not use racial classes then Zeloxians would be appropriate as *Mercenaries*, *Pilots*, *Alien Brutes*, or similar classes.

**ALL HAIL THE  
EMPEROR!  
LONG LIVE EMPEROR REACTED!**



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