

DRAHZIK

WHEN IT COMES TO warrior cultures, the fearsome Drahzik can make the most ferocious of species look like cowards. To the 6'-7' tall Drahzik, combat isn't just about warfare - it is a sport which is part of their DNA going back millenia. The Drahzik do not value life at all - indeed, they are incapable of understanding the importance other species put on what they consider a disposable concept. That's not to say they are boorish or aggressive - they can be unfailingly polite, even to their most despised foes. They are, however, merciless to those they fight or hunt; anyone declared as prey by the Drahzik can expect no quarter.

This article presents a new alien species for the WOIN system suitable for player characters. PC Drahzik can work alongside other species towards a common goal, and while they may not value life itself, they do have an understanding of loyalty.



WRITING RUSS MORRISSEY
COLOR ART SAVAGE MOJO

HUNTERS

The Drahzik have a culture of hunting. Indeed, it is so ingrained into their makeup that most Drahzik found outside Drahzik space tend to be trophy seekers or bounty hunters, although many take up gladiatorial combat.

There is only one criminal penalty in Drahzik culture, and that is to be declared *prey*. Once designated as such, Drahzik will hunt their target down methodically and doggedly; there is nothing which will deter them from this task.

The Drahzik hunting genes are so powerful that Drahzik find it difficult to eat food they have not killed themselves. Doing so is - in their eyes - extremely distasteful.

LANGUAGE

Drahzik find it difficult to speak the languages that humans use, and their words are grunting and guttural. Their own language sounds like clicks and snarls, and is very difficult for humans to replicate.

TECHNOLOGY

Drahzik firearms are plasma-based, and they greatly favor traditional bladed weapons, including swords and spears. Many Drahzik wear arm-mounted swords made of sharpened duranium. Drahzik cloaking technology is also very advanced, and their traditional armor is able to render them almost invisible to the naked eye.

Drahzik Plasma Emitter. These weapons are mounted on a Drahzik's shoulder. While they require an action to fire just like a normal firearm, they leave both the Drahzik's hands free for other activities. This weapon is considered a rifle for the purposes of skill choices.

Drahzik Wrist Blade. This 2-3' blade protrudes from a wristguard; it is not subject to disarm attempts, and can be used with the *brawling* skill.

Drahzik Wrist Flechette. Also mounted on a wristguard, this small plasma weapon is suitable for close-range combat, firing an energy blast out to about 30 feet. This weapon is considered a pistol for the purposes of skill choices.

DRAHZIK

Size: Medium

Attributes: STR +1, INT +2, END +1, REP+1

Skill Choices: *hunting, tracking, stealth, rifles, spears, brawling, climbing.*

EXPLOITS

Scent. A Drahzik's tentacles, which cover the lower portion of its face, contain highly receptive scent glands. A Drahzik gains +1d6 to all perception checks as long as scent can be a factor.

Fast Healing. Drahziks heal faster than many races, gaining double the normal healing for an overnight rest.

Cold-blooded. Drahzik's do not operate well in cold environments and are vulnerable 1d6 (cold). In arctic environments, or environments of a similar temperature, they move at half SPEED (treating all terrain as difficult terrain) and do not heal naturally.

Drahzik Spear Gun. This vicious weapon launches a barbed metal spear, 2-3 feet in length, with incredible force. The weapon has been known to pin a human to a wall with ease. This weapon can use either the *rifles* or *spears* skill.

Drahzik Hunting Armor. Engraved with traditional Drahzik symbols, this medium armor is designed for flexibility and durability. Drahzik hunting armor is always camouflaged (each has its own suitable terrain type), granting the wearer +1d6 to *stealth* attempts.

Drahzik Ceremonial Armor. "Ceremonial" is something of a misnomer, as this armor is very, very functional. Advanced stealth technology helps the Drahzik hunt its prey. Drahzik Ceremonial Armor is rare, and very expensive; any non-Drahzik found using this armor is immediately declared *prey*.

This armor renders the wearer almost invisible, discernible only by a slight shimmering. The wearer gains +3d6 to hiding attempts. The armor also contains a number of spikes which cause anybody attempting an unarmed attack at the wearer 1d6 piercing damage.

The armor includes a Drahzik Wrist Flechette and Wrist Blade.

Weapon	Cost (cr)	Size	Weight (lb)	Damage	Type	Range	Special
Drazzik Plasma Emitter	400	M	5	2d6	Heat	6	Auto
Drazzik Spear Gun	100	L	10	3d6	Piercing	4	Heavy
Drazzik Wrist Blade	100	M	3	1d6+4	Slashing	-	-
Drazzik Wrist Flechette	75	S	2	1d6	Heat	3	Sidearm

Below is the new Drazzik Hunter origin career. This origin career very closely resembles the basic race, since the hunting tradition is so well-ingrained into the Drazzik makeup.

DRAHZIK HUNTER (2D6+6 YEARS)

Prerequisites: Drazzik

Attributes: STR +1, AGI +1, INT +1, WIL +1

Skill Choices: *hunting, tracking, stealth, rifles, spears, brawling, climbing.*

You were trained from birth to hunt your prey for honor and glory.

EXPLOITS

Traditional Gear. The Drazzik begins play with a suit of Drazzik Hunting armor and a choice of either a Wrist Flechette or a Wrist Blade.

Some Drazzik adopt the hunt as their life, and continue with the Drazzik Manhunter career. Of course, every society needs engineers, farmers, miners, scientists, and so on, and only a tiny percentage of Drazzik actually spend their life hunting prey. Others become bounty hunters, especially in areas like The Cauldron. Nevertheless, even for those who do not become Manhunters, the hunting instinct is strong within them.

DRAHZIK MANHUNTER (1D6 YEARS)

Prerequisites: Drazzik

Attributes: STR +1, END +1, INT +1, REP +1

Skill Choices: *hunting, tracking, stealth, rifles, spears, swords, brawling, climbing.*

You continued in the most honorable of Drazzik traditions.

EXPLOITS

Seeker's Challenge. A Drazzik Manhunter can bellow out a challenge to a specific foe within 30' it considers honourable and worthy of combat; this takes two actions and is a REP mental attack. The Drazzik can not attack another creature until that foe is defeated - it takes 1d6 psychic damage any time it attempts to do so; however, it does +2d6 damage per attack to the challenged foe. The target must be able to see and hear the trophy seeker to be challenged in this manner. A challenge, if not resolved, can last for years, and cannot be undone. Only one creature may be challenged at any given time.

Hunter's Sense (requires Seeker's Challenge). While within one mile of a target designated by Seeker's Challenge, the Drazzik Manhunter can intuitively sense the direction of its prey.

Ceremonial Armor (requires Seeker's Challenge). Once a Drazzik has killed at least 10 foes designated with Seeker's Challenge, it is awarded a suit of Drazzik Ceremonial Armor.

Armor	Cost (cr)	Type	Weight (lb)	SOAK	Special
Drazhik Hunting Armor	750	Medium	50	7	Camouflage
Drazhik Ceremonial Armor	16,500	Heavy	70	9	Stealth
Drazhik Gauntlet*	500	-	2	-	Inbuilt wrist flechette; +1 STRENGTH

*Only one Drazhik Gauntlet may be worn at a time.

Fatality (requires Seeker's Challenge) When a Drazhik Manhunter reduces a foe designated with Seeker's Challenge to zero HEALTH, it can instantly kill its target with a spectacular, gory move. This often involves physical dismemberment, and is a free action.

Infra-vision. While they cannot do this naturally, Drazhik are able to train themselves through a series of rituals to see in the infrared spectrum. The Drazhik Manhunter gains *darksight* to a distance of 10' times its INT attribute.

Immunities. The Drazhik Manhunter can train itself through a series of painful rituals, to withstand acid, fire, or cold. It gains natural SOAK (5) vs. one of these damage types. You can take this exploit multiple times, and select a new damage type each time. If cold is selected the Drazhik loses its racial weakness towards cold environments.

Hyperglad. Drazhik have a gland which releases a powerful hormone into the bloodstream similar to adrenaline, but far more potent. Some learn to control this gland, gaining temporary hyper-aggression. The Drazhik can do this once per day, and enter a battlerage for one minute which grants them +1d6 to physical attribute checks (STR, END, AGI). After the rage ends, however, the Drazhik takes 3d6 damage and moves at half SPEED for one hour.

DRAHZIK STARSHIPS

Drazhik starship technology is distinctive. Their weaponry is plasma-based, and cloaking technology is common. Drazhik prefer shields to point defenses, energy weapons to torpedoes, and agile ships rather than cumbersome dreadnoughts.

THE CAULDRON

In *The Cauldron* sci-fi setting, Drazhik space borders the titular neutral region, with the First Union on the other side. The Drazhik exist in a permanent state of cold war with the First Union, and many conflicts are played out by proxy within *The Cauldron*. The uneasy truce is the result of a treaty signed at Junction, a small agricultural world located at the intersection of the two empires.

BUYING DRAHZIK GEAR

The costs of Drazhik weapons and armor are the amount it costs a Drazhik to buy this gear. For non-Drazhik, the gear can sometimes be found on the black market, but costs five times the listed amount.