

# THE KRYTE

*Kryte are looming barbarians that resemble humans made entirely of pink crystal. Lacking both mouths and legs, kryte hover several inches off the ground and communicate via telepathy. Though nearly twice the size of humans, kryte rely on their inherent psionic prowess instead of physical might. These bizarre features and abilities instantly identify them as intergalactic interlopers, trespassers in worlds dominated by more homogenous races. Subtle reconnaissance is virtually impossible for the Kryte, who find themselves entirely out of place in humanoid civilizations.*

The Kryte reputation for barbarism is not unfounded. On their home planet, Kryte live in small villages of thirty to fifty, sleeping in huts constructed of stone, wood, and iron pillaged from other worlds. Children learn the psionic disciplines at an early age, and participate in training duels until adulthood. Once they are old enough, they take part in the



interplanetary raiding parties that are critical to their way of life.

The crystal chasms of Kazjazal, the Kryte homeworld, yield no workable building materials. It is impossible to construct homes or tools out of endless pink crystal. Instead, the Kryte tribes send raiding parties out to other worlds, and bring back workable materials such as wood, iron, and stone. The Kryte tribes on Kazjazal are still in cultural infancy, more barbarians than a true civilization. They measure status by their relative psionic power, the success of their interplanetary raids, and the quality of treasures returned home.

Kryte are typically tribal, adhering to their own vague rules of honor and succession but otherwise without true order. They see warfare and raiding as a way of life, and they relish in the rewards without celebrating pain and death. Kryte worship war gods from a thousand worlds and religions, and often

## STATISTICS

**Size:** Large; crystalline

**Attributes:** STR -1, LOG +2, WIL +2, PSI +3

**Skill Choices:** *Religion, [psionic], axes, astrogration, piloting*

## EXPLOITS

**Hover.** Kryte move by hovering. Their SPEED is based on their WIL and LOG attributes instead of their STR and AGI attributes. They float 6-12 inches from the ground, and lower to the ground only when unconscious. They cannot be tripped or knocked prone, and can hover over any solid or liquid surface including water and hazards such as quicksand (they may fall or rise through liquids at a rate of 10 feet a round). They ignore any difficult terrain, do not trigger effects based on weight (such as a pressure plate), and do not suffer effects which require the target to touch the ground. Any creature trying to track a Kryte takes a -2d6 penalty on its INT check to do so. Kryte still take falling damage, however, and falls do double damage to their brittle bodies.

**Language Telepathy.** Lacking vocal cords, Kryte have evolved to communicate telepathically with any creature within 100 feet. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. Unlike other telepathic creatures, Kryte project words rather than thoughts. They can only communicate with and understand creatures with whom they share a language.

**Mouthless.** Though they possess the eyes and nose-slits of many humanoid creatures, Kryte lack mouths. They cannot speak and do not need to eat or drink. Kryte do need to breath, and do so through their nostrils. Though the process is unpleasant, Kryte may imbibe liquids by pouring the substance down their nasal cavities. Drinking a liquid takes two actions for a Kryte, and a Kryte who imbibes a liquid of any kind becomes sick (the moderate Nausea status). Kryte are similarly sickened while underwater.

**Rigid Reactions.** The flesh of a Kryte is rigid, preventing it from quickly responding to complex physical attacks. Kryte suffer a -1d6 penalty to INITIATIVE.

**Kryte Subpecies.** Roll 1d6 to select one of the following subpecies.

**1-4) Crystalline.** As crystalline beings, Kryte have SOAK 5, but are vulnerable (1d6) to sonic damage.

**5) Metallic.** Rarely, a Kryte is born with metallic scales instead of crystalline flesh. These degenerate are hated and reviled, driven out of their tribes if not killed outright at birth. Metallic Kryte have 7 SOAK instead of 5, suffer -1 SPEED, and are not vulnerable to sonic damage, but they are vulnerable (1d6) to electricity damage.

**6) Reflective.** Other Kryte are born reflective; unlike the metallic Kryte, these ones are venerated and elevated to high social position. Reflective Kryte gain +2 DEFENSE vs. heat-based energy weaponry as well as the abilities of a crystalline Kryte.

bring back religious beliefs in addition to prizes. Whether they were influenced by Earth's Vikings, or vice-versa, is a mystery debated endlessly by xenologists and historians. Their names and traditions certainly bear a similarity to Viking culture. Perhaps it is simply a cosmic coincidence, or

perhaps both were influenced by the same source.

Kryte adventurers are serious, intelligent and resourceful, not known for their senses of humor. Usually out of place among humanoids, and subject to the prejudice that their race receives, they stick to common grounds. Kryte revel in a good fight, respect

psionic power, thoroughly believe in group coordination, and take the equal distribution of earned goods seriously.

Barbaric though the Kryte's raiding custom seems, they are not cruel. They will fight honorably, will not needlessly slay the defenceless, and never take slaves. They do, however, believe they have a divine right to the spoils of their raids.

Kryte live about the same number of years as a human, becoming adult at 26 and old at 60.

*Typical names:* Snækol, Ragnvald, Iogæir, Kollsvein, Ulfjot, Æirik, Hakon, Thorleik, Ozur, Arn.

## KRYTE STARSHIPS

Kryte starships are an astonishing mix of organically grown crystal and telepathic control systems. They are quite unlike most starships.

Each village typically grows its own starship, a process which takes about six years. These vessels are all unique - none look alike - and are formed of jagged crystal. They are controlled telepathically; the vessels have no manual controls of any kind. These *Raiders* carry about 30 crew (a large portion of a village). Rather than a bridge, a *Raider* features a large chapel where the crew joins in telepathic union and guides and controls the vessel. This also fill the role of ship's sensors, as the crew reaches out with their minds into the surrounding space.

Raiders are not heavily armed, and their psychic weaponry typically attacks the psyche of the target ship's crew rather than the vessel's structure itself. Additionally, Kryte vessels are able to cloak themselves using a psychically projected perception filter.

*Raiders* typically attack other worlds alone, but once every twenty years a grand raid takes place where dozens of *Raider* ships join together in a massive raid on another planet.

Kryte *Raiders* unusually use transporters rated for cargo rather than personnel; their crystalline bodies makes them able to use such systems with comfort. They do not typically have shuttles on board, as such vessels would need to be grown separately.

## PSYCHIC PROJECTION PULSE

The psychic projection pulse on a Kryte starship emits a burst which affects all ships within 5 hexes of the Kryte.

Make a mental attack against each PC in the

## KRYTE RAIDER CLASS VI TRANSPORT

**Weight** 65,175 tons; **Cargo Units** 800 (593.0 available; capacity 29,650.0 tons)

**Hull Class** VI (INIT -1d6)

**Crew** 30 (cost n/a); **Troops** 0; **Passengers** 0 (0 standard, 0 luxury)

### COMMAND & CONTROL SYSTEMS

**Computers** Telepathic Union Chapel (Max FTL 4; range 11)

**Sensors** Telepathic Union Chapel

### ENGINE & PROPULSION DATA

**Subluminal** Crystal Fuel Rocket (power 25 ; SPEED 4.2; fuel efficiency 0.6)

**FTL** Antimatter Crystal Engine (power 20 ; FTL 4.0; fuel efficiency 1)

**Backup FTL** -

**Operational Range** 216 parsecs

### DEFENSIVE DATA

**Superstructure** 50 **DEFENSE** 15 **E-DEFENSE** immune

**Armor** -

**Shields** Telekinetic Shield (power 23; SOAK 3)

**Point Defenses** -

### WEAPONS DATA

1x Psychic Projection Pulse (burst 5; damage special; attack +0d6)

### FACILITIES

**Luxury** 100% (Adequate: -)

**Facilities** Chapel (30), Transporter, Cargo (20)

### GENERAL SYSTEMS

**Fueling** -

**Electronic Warfare** -

**Tractor Beams** 1x Telekinetic Field (STR 8, range 8)

**Cloaking Device** Psychic Perception Filter

**Engineering** -

**Hangars & Bays** -

**Shuttles** 0; **Fighters** 0; **Vehicles** 0

**Market Value** 2,682 MCr

area. On a hit, the PC takes 2d6 psychic damage.

The pulse automatically inflicts 2d6 crew casualties to a ship hit by the pulse. These

casualties recover naturally the next day - they are rendered psychically catatonic.

Psychic damage is not SOAKED by typical shields or armor unless it is specifically rated for psychic energy.

Using the pulse costs a Kryte ship 3 actions.

## KRYTE MARAUDER

*Large sentient crystalline humanoid (7d6)*

**STR** 6 (3d6) **AGI** 6 (3d6) **END** 6 (3d6)  
**INT** 10 (4d6) **LOG** 6 (3d6) **WIL** 10 (4d6) **CHA** (0d6) **LUC** 6 (3d6) **REP** 2 (1d6)

**HEALTH** 28  
**MELEE DEFENSE** 28; **RANGED DEFENSE** 17; **MENTAL DEFENSE** 25  
**SOAK** 5 (crystalline body); **VULN** 1d6 (sonic)

**INITIATIVE** 6d6  
**PERCEPTION** 7d6  
**SPEED** 7 (hover); **CLIMB** -; **JUMP** -  
**CARRY** 180lb (max lift 450lb)

**ACTIONS** 2  
**NATURAL DAMAGE** 2d6+3

*Psychic burst* 6d6 (3d6+3 psychic damage; range 3)  
*Crystal axe* 6d6 (2d6+3 slashing damage)

**Skills** *telepathy* 6 (3d6), *telekinesis* 6 (3d6), *religion* 3 (2d6), *astrogation* 6 (3d6), *piloting* 3 (2d6), *concentration* 6 (3d6), *precognition* 6 (3d6), *axes* 6 (3d6)  
**Gear** crystal axe

**Precognition.** The Kryte Marauder's natural precog abilities allow it to add its *precognition* skill to INITIATIVE and PERCEPTION dice pools.

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## KRYTE CRYSTALS

While abundant on their homeworld, Kryte crystals are utterly unknown elsewhere. The crystals are highly psionic, and can act as a psionic battery to anybody with psionic abilities. A crystal grants 10PP per 1,000cr value, and recharges at a rate of 1PP per day.

To use a crystal, a psionic character or creature must be attuned with that crystal. A creature can attune with only one crystal per day, and the process takes a full day. Kryte themselves cannot use their crystals as PSI batteries.

Not all crystal from the Kryte homeworld is suitable for this purpose, thus the high value of such crystals.

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