

UPLIFTED

Uplifted species are a common theme in science-fiction. Dating back to *The Island of Doctor Moreau*, uplifted creatures have appeared in *Planet of the Apes*, Brin's *Uplift* universe, Koontz's *Watchers*, and tabletop games from *Traveller* to *WOIN*. The N.E.W. core rulebook features one such species in fact - the Felan, evolved from cats.

For the purposes of this article, "uplift" encompasses a number of variations on the theme, from regular evolution through artificial acceleration.

Any animal type can become an uplifted species. This article introduces a selection, including races descended from dogs, rats, pigs, elephants, birds, and monkeys.

An uplifted species is bipedal, but strongly resembles the original creature.

Canid	Dogs
Corax	Crows
Felans	Cats
Pigmen	Pigs
Roden	Rats
Simps	Chimpanzees
Trantors	Elephants

CANIDS

Uplifted dogs, Canids are loyal and friendly. With keen senses of smell and hearing, it's hard to surprise a Canid.

Canids vary in size from 5' to nearly 7'. They tend to be leaner and sturdier than humans, and are covered with thick fur which ranges in colour.

Canids have a weakness for alcohol. Even a small amount will intoxicate them, and large amounts can be very dangerous to their health. Even so, they easily become addicted to the substance.

Canids make excellent trackers and bounty hunters. They are adept at reading the emotions and body language of others, possibly due to their pack-based past.

Typical names: Grox, Brack, Varg, Drog.

CANIDS

Size: Medium

Attributes: AGI +1, INT +2, END +1, CHA +1

Skill Choices: *perception, scent, insight, tracking, running, [social]*

Age: Young (0-15), Adult (13-50), Old (51+)

Pack-bonding. A Canid can designate one person per point of CHA as a member of its "pack". It can, at-will, donate its LUC dice to its pack members, which must be used immediately.

Fur Coat. The Canid's fur coat keeps it warm in cold climes. It gains natural SOAK 2 (cold).

Chasers. A heritage of chasing gives the Canid +1 to its SPEED score.

Scent. Canids have incredible senses of smell. They gain 3 ranks (2d6) in *scent*, which works like *perception* but only where smell is involved.

Alcohol Weakness. Canids treat alcohol as a poison. Even a small amount renders them lubricated, and larger amounts cause them 1d6 poison damage.

CORAX

These delicate, winged folk are considered "flighty" (no pun intended) by most for good reason. They have a fairly short attention span, and lack concentration.

Corax tend to look crow-like, although other variations exist. About five feet tall, they are weaker than humans, and have small black eyes.

The wings on a Corax allow it to glide and hop short distances, but are not powerful enough for actual flight. Their beaks are strong, and can inflict considerable damage in a brawl.

Corax language is filled with staccato "k" sounds, and this sound frequently carries over to their use of other languages.

Corax are masters of subterfuge; robed Corax assassins are to be feared.

Typical names: Krikk, Clack, Kokkokku, Killick, Kiki.

CORAX

Size: Small

Attributes: AGI +2, INT +2, LUC +1, PSI +1, END -1

Skill Choices: *acrobatics, perception, stealth, knives, bluffing, disguise*

Age: Young (0-10), Adult (11-40), Old (41+)

Hollow-boned. A Corax's bones are hollow, making it vulnerable (1d6) to blunt damage.

Wings. The Corax's small wings grant it +10' JUMP distances (both horizontal and vertical) and allows it to take no damage from falling as long as the fall is greater than 10'.

Beak. The Corax's powerful beak increases natural damage by +1d6 and changes it to piercing damage.

Mimicry. Corax are able to mimic any voice nearly perfectly.



FELANS

See the core rules for details on Felans.

PIGMEN

Pigs are extremely intelligent. Cursed with poor sight, they rely strongly on their sense of smell. Omnivores, Pigmens can eat almost anything - and they often do, sometimes to the disgust of those around them. It's not unusual to see a Pigman going through the trash.

Pigmens tend towards the heavy-set, and have snout-like features. Male Pigmens have small tusks, and they often wear eyeglasses to help correct their vision, creating the appearance of an academic and literary race.

Pigmens are extremely social. They enjoy carousing and gambling, and are often seen in casinos.

Typical names: Aristotle, Plato, Shakespeare, Dickens, Socrates.

Size: Medium

Attributes: END +1, LOG +2, WIL +1, INT -1

Skill Choices: [social], [gaming], [academic]

Age: Young (0-15), Adult (15-50), Old (51+)

Eat Anything. Pigmens can ingest any organic matter, and are immune to poisons.

Poor Sight. A Pigman's poor sight means that ranged weapons operate at half (round up) their normal range increment. However, Pigmens are immune to the Blinded status track, able to easily compensate with other senses.

Philosophical. Pigmens are reasoned and scholarly, calm and placid. They never become angry, and are immune to the Anger status track.

RODEN

Roden, descended from rats, look as sly and shifty as their namesakes would suggest. Twitchy and nervous-looking, Rodens have a fast metabolism and are rarely found not gnawing on something.

Rodens tend to be scavengers and thieves.

Typical names: Qhanq, Zrekch, Khin, Znuolk, Quzjuen, Thaskanq.

RODEN

Size: Small

Attributes: AGI +2, LUC +2, CHA +1

Skill Choices: [subterfuge], [appraisal], [perception]

Age: Young (0-12), Adult (13-35), Old (35+)

Gnaw Away. A Roden can gnaw through anything, given time. Most constantly gnaw on things all day. The Roden's bite does double damage to inanimate objects.

Tail. A Roden's long tail can be used for balancing. Any time the Roden would normally fall or be rendered prone, it can spend one LUC die to remain standing.

Light Sensitivity. Rodens suffer -1d6 to all checks when in bright light. However, they do have *darksight* to a distance of 5' per point of INT.

Navigators. Perhaps the species spent time in mazes in the past; Rodens start play with 3 ranks (2d6) in either *navigation* or *astrogation*.

SIMPS

Simps are uplifted chimpanzees. Agile and strong, they can climb and jump with ease. In space, they make excellent engineers, able to move easily in zero-g.

Simps are shorter than humans, but stronger. Typically, a Simp stands about 4-5' in height, with long arms, and is covered with black or brown fur. They can walk upright or they can walk on their knuckles when running. Simps are only one of many varieties of uplifted monkeys and apes.

Simps sometimes have a bit of a chip on their shoulder regarding their ancestry. Their relationship with humankind has not been one of equals and, truth to tell, humankind still does not treat Simps as equals. This is compounded by the Simps' natural tendency towards social hierarchies.

Typical names: Leonidas, Hannibal, Caesa, Attila, Napoleon, Ulysses.

Size: Medium

Attributes: STR +2, AGI +2, LOG +1, PSI +1

Skill Choices: *jumping, climbing, acrobatics, dodging, throwing, zero-g, engineering*

Age: Young (0-20), Adult (21-60), Old (61+)

Natural Climbers. Simps gain climbing as a natural movement mode, able to climb at their full speed.

Great Leap. Simps gain +5' to both horizontal and vertical jump distances,

and are able to use their full jump distances from a standing start.

Throwers. Simps are great at throwing things. They double the range increment of thrown items.

TRANTORS

Descended from elephants, these sturdy beings feature trunks and tusks. Trantors are a very social, open people, who eat vast amounts and have extra-ordinary memories.

Trantors are herbivores, and mainly consume vegetation. Generally cheerful, they are large humanoids, heavysset, and not known for their feats of dexterity.

Typical names: Solomon, Ebenezer, Obadiah, Thunder.

TRANTORS

Size: Large

Attributes: STR +2, LOG +2, CHA +1, AGI -1

Skill Choices: *hardy, carrying, concentration, history, negotiation, insight*

Age: Young (0-40), Adult (41-80), Old (81+)

Tusks. A Trantor's tusks increase its natural damage by +1d6 and change it to piercing damage.

Trunk. The Trantor's trunk can be used to perform a third action each round, although it cannot be used to attack or move.

Never Forget. Trantors have photographic memories and never forget anything. They gain one bonus [*scientific*] or [*artistic*] skill.