

RACEBUILDING ENGINE

In *N.E.W.*, and in *EONS*, there are dozens of alien races to choose from. Some settings, however, feature so many races - thousands, if not millions of them - that there needs to be a way for players to design their own custom races. This point-based system allows players to create a new, original race for their alien character.

You have **18 points** to spend. Simply follow the steps below! Note that you

won't be able to create the core races with this system; the flexibility of freeform race creation comes with its own cost!

1) **Conceptualize**

The first stage of building a new race is to conceptualize it. You will need to decide what the race's basic traits are.

How big is it? What is its diet? What kind of society does it come from?



How big is it? Does it resemble any real-world creatures? Is it an insect, a herbivore, a bird, a puddle of goo? What sort of build does it have? What colour is it? Does it have fur, scales, a shell, or some other natural covering? How many arms and legs does it have? What are its sensory organs like?

Alternatively, you can follow the below steps to design your race, and then come back to the conceptualization stage to package it all together.

2) Choose Size

Select your race's size category.

Size	Points
Small	2
Medium	0
Large	5
Enormous	10

3) Choose Type

Choose from the following creature types. You can select multiple types (e.g. *crystalline aquatic*, or *avian insectoid*) but you must pay the point cost for each. You gain all the standard properties for the creature types you choose. Remember that some types aren't appropriate to all settings - fey creatures are not suitable for a hard sci-fi setting, for example. You should check with your GM which are appropriate to your game. In the table below, fantasy-specific options are in *italic*.

Type	Points
Humanoid	0
<i>Angel</i>	4
Aquatic	2
Avian	8
Beast/Animal	0
Changeling	8
Crystalline	3
<i>Demon</i>	20
<i>Fey</i>	2 (0)*
Insectoid	6
Gaseous	15
<i>Goblinoid</i>	2
Mechanoid	4
Plant	5
Reptile	3
<i>Undead</i>	11

*0 if not native to the world and is vulnerable to cold iron

4) Select Attributes

Spend as many points as you wish on attribute adjustments. You can include negative adjustments, but a negative can only save up to -1, whatever its size. Remember that REP and PSI/MAG/CHI all start at zero, while everything else starts at 3.

5) Select Skill Choices

You should now select some skill choices. Note that a character will only choose three of these, so a long list doesn't necessarily make for a stronger character. Apply point adjustments as follows:

Condition	Points
Each <i>[combat]</i> skill or <i>hardy</i>	2
6 or more skills or <i>[categories]</i>	2
10 or more skills or <i>[categories]</i>	4
Each skill <i>[category]</i>	1

6) Choose Age Categories

You should assign age categories for young, adult, and old members of the species. This does not cost anything.

7) Create Exploits

This is the hardest part of the process. Note the exploits granted by size and type first. You will then need to add unique exploits of your own.

You cannot have two exploits which give the same bonus or a bonus to the same value. Not all exploits are equal, and some have similar or overlapping effects.

Note that not all exploits are necessarily suitable - a magical exploit is not suitable in a hard sci-fi setting.

The abilities/exploits granted by your creature type are free; you have already paid for them.

Generic Exploits

You will need to “flavor” generic exploits yourself - the following list will give you the mechanical effect, but you will need to decide whether “SOAK 5” means your race has armor-plating, thick hide, or even a psychic forcefield. Negative values save the amount which positive values cost, unless otherwise noted. If the effect is not listed, it costs 4 points. Exploits may combine effects.

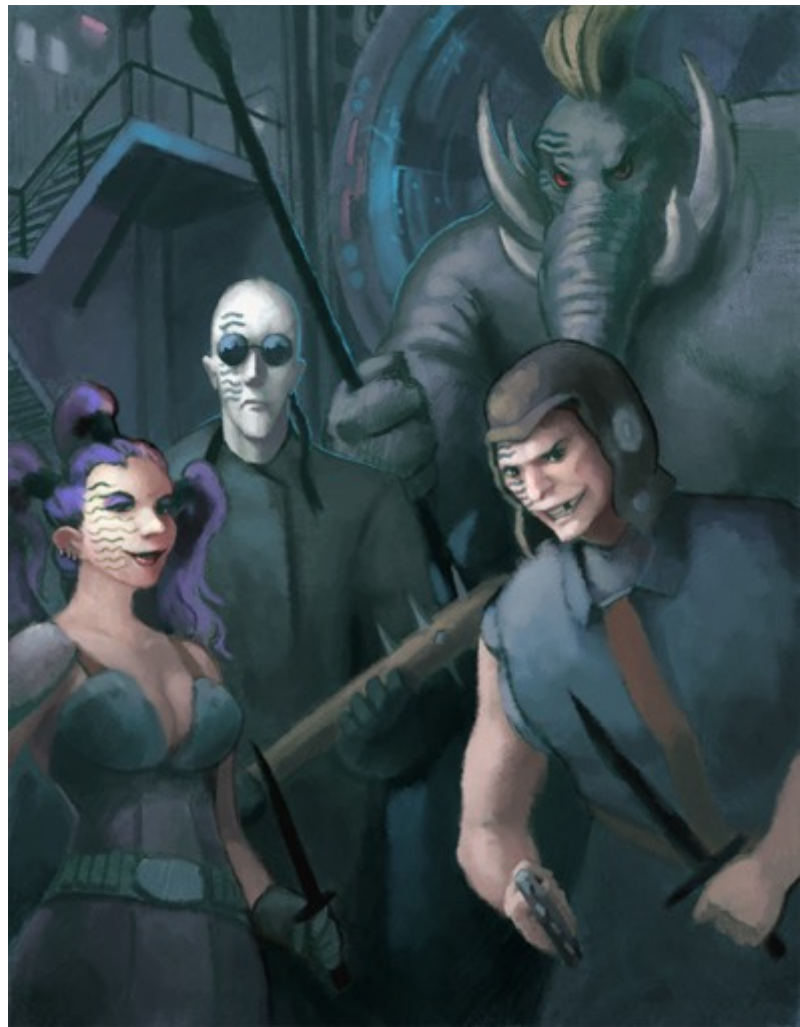
Most exploits cost 4 points. If you’re not sure, 4 is the default. Things which give a bonus with a small caveat or uncosted penalty cost 1 point less, and those which require expenditure of a LUC die cost 2 points less (to a minimum of 1).

Actions (8). Those exploits, such as extra limbs or fast movement, which grant an extra action cost 8 points.

Age (0+). Typically, natural lifespan does not affect the cost of a creature.

Attribute flexibility (4). If the race’s attributes include some freedom of choice, such as a human’s “Varied” exploit, this costs 4 points.

Aura (4+). An aura of 5’ costs 4 points. Add 4 points for each 5’ thereafter. You will need to pay for the effect of the aura (damage, a condition, etc.) separately.



Biological functions (1). Immunity to one or more biological functions (eating, sleeping, etc.) costs 1 point total.

Bonus (4+). Exploits which add +1d6 to a certain type of check cost 4 points, as does an exploding dice pool of a specific type.

Those which inflict a non-combat penalty save half this (INITIATIVE and PERCEPTION count as combat skills for this purpose), and those which inflict a penalty on somebody else also cost half.

Communication (1). An unusual communication method, such as odours or telepathy, costs 1 point.

Condition (4). A special attack which inflicts a condition, such as a charm or burning effect, costs 4 points.

Damage bonus (4). Adding +1d6 damage costs 4 points.

Damage type (1). Something like bony protrusions, a horn, or fiery hands, which simply changes your natural damage type cost only 1 point.

If it's an non-SOAKable type, such as radiation, sonic, or psionic, it costs 4 points.

DEFENSE (1+). Exploits which grant DEFENSE bonuses cost 1 point per point of bonus; penalties save half this (round down).

Equipment (1+). Free equipment, such as a cultural weapon or imbedded item, costs 1 point per 100cr value.

Limits on equipment use save 2 points. Access to special equipment costs 4 points.

Exploit choice (8). A flexible exploit *choice* (such as the Android's choice of

upgrades, a choice of psionic powers, or a mutant's choice of mutations) is worth 8 points.

Healing (4+). This applies to healing oneself or others. Each 1d6 HEALTH of healing costs 4 points.

If it can be done more than once per day, it costs 8 points. If it only applies when naturally healing at the start of each day, halve the cost.

Doubling daily natural healing has a flat cost of 4 points. Regeneration costs 8 points, as does a vampiric-style attack which steals the target's HEALTH.

If the race cannot benefit from healing (except daily natural healing) it saves 8 points.

HEALTH (2+). For especially robust races, each 1d6 bonus HEALTH costs 2 points.

Immunities (2-4). Immunity to a damage type or attack type costs 4 points, or a specific condition costs 2 points.

Jumping (4). Doubling JUMP distances costs 4 points; adding flat distances costs 1 per 5'.

Similarly, immunity to falling costs 4, while reducing falling distances costs 1 per 5'.

Legs (4+). Four-legged creatures which impose -2d6 to knock down (and frequently gain a SPEED bonus, separate) cost 4 points.

Add additional legs for 1 point each.

Lives (4). If you get bonus one-use "lives" these cost 4 points.

Magical secret (2). Starting play knowing a magical secret costs 2 points.

Movement mode (2-8). Low-g, zero-g, and hi-g cost 2 points, flight costs 8 points (hovering just 4 points), climbing costs 6 points, swimming costs 2 points.

A conditional reduced movement mode (e.g. "half SPEED in cold conditions") saves 2 points. The ability to ignore difficult terrain costs 4 points.

Ranged attack (4). A natural ranged or area attack costs 4 points.

Senses (2+). The ability to sense magic, psionics, a virtue, or something else within 10' costs 2 points or within 5' per point of INT costs 4 points.

A sight type such as darksight costs 2 points, while truesight costs 4 points.

Shapechanging (8). This powerful ability costs 8 points.

Skill grant (1+). An exploit which only grants non-combat skills costs 1 point for each skill die (not the raw number).

Combat skills cost 2 per die. For the purposes of this, INITIATIVE and PERCEPTION count as combat skills.

A condition (e.g. "in bright light") saves 1 point.

SOAK/vulnerability (1+). Those which grant SOAK cost 1 point per point of SOAK, or half (round up) if only to a specific damage type. Vulnerabilities to a damage type save 2 points per 1d6.

Additional negative effects from a particular substance beyond normal (e.g. alcohol beyond the normal effect) save 2 points.

SPEED (2+). Each point of SPEED bonus costs 2 points.

Virtues (-2). In fantasy settings, a creature with a virtue saves 2 points.

Pre-Designed Exploits

Below is a list of racial exploits taken directly from existing races, costed accordingly. Some "combine" more than one effect and are costed as such. These are listed as examples; you can use them as inspiration, you can re flavour them, or you can use them as-is. The cost of each is noted in parenthesis.

1. **Access ports (4).** The race can "plug in" to a computer or computerized system, granting it a +1d6 bonus to computer checks.
2. **Acid blood (7).** The race has acidic blood. In addition to gaining an additional 5 SOAK (acid), melee attackers which cause more than 10 slashing or piercing damage in a single blow take 1d6 acid damage from the blood splash.
3. **Acute hearing (4).** The race has excellent hearing, and gains a +1d6 bonus to perception checks when sound is relevant.
4. **Adaptive (4).** When incorporating new cybernetic alterations, the race does not need to make a check for the process to take hold successfully. Additionally, they can incorporate alterations beyond the normal limit of their END attribute.
5. **Alcohol weakness (-2).** The race treats alcohol as a poison. Even a small amount renders them Drunk, and larger amounts cause them 1d6 poison damage.

6. **Alteration (8).** The race begins play with two minor or one major cybernetic alteration.
7. **Armor-plated (3).** The race is plated with armor, giving it SOAK 5. The race's weight is 200% normal instead of 150% and it suffers a -1 penalty to its SPEED score.
8. **At home in space (4).** The race gains low-g and zero-g as natural movement rates, gaining those speeds equal to their regular SPEED.
9. **Automaton (4).** The race does not need to eat, sleep, or breathe, and weighs 150% normal.
10. **Barkskin (5).** The race has a thick bark covering, more so than most plants. This gives them +5 to their natural SOAK.
11. **Beak (5).** The race's powerful beak increases natural damage by +1d6 and changes it to piercing damage.
12. **Berserker (8).** The race can enter a berserker rage by tasting their own blood when they are below half HEALTH. This grants them a +1d6 bonus to all attack rolls. The rage only ends when all foes are dead, or the race is rendered unconscious or restored to above half HEALTH.
13. **Bloodlust (8).** Once per day the race can drink fresh blood to recover 2d6 HEALTH. This takes an action. The blood must come from a creature slain in the last hour.
14. **Blur (8).** The race can move at astonishing speeds. They gain one extra action each round (although they still cannot normally attack more than twice in a round).
15. **Brawny (2).** The race increases their carrying capacity by 50%.
16. **Camouflage (4).** The race has the ability to turn almost invisible in a particular terrain or environment.
17. **Chasers (2).** A heritage of chasing gives the race +1 to its SPEED score.
18. **Claws (5).** Accurately slashing with their sharp claws, the race's unarmed damage is 2d6 slashing damage.
19. **Climbers (4).** The race has a natural CLIMB speed.
20. **Cold-blooded, lesser (-2).** The race suffers from vulnerability (1d6) to cold damage.
21. **Cold-blooded, greater (-4).** The race does not operate well in cold environments and is 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.
22. **Commune with nature (4).** The race has the ability to talk to land-based semi-sentient beasts. This does not grant those animals intelligence or knowledge they would not already have.
23. **Compound eyes (6).** The compound eyes of the race give it +1d6 to PERCEPTION checks and all-around sight, making it immune to flanks and crossfires.
24. **Compute (4).** The race can absorb a large document (the equivalent of a major novel or textbook) in a minute,

or make complex calculations, including FTL calculations which require no check at FTL factors equal to or lower than the race's LOG attribute.

25. **Crazed minds (2).** The race really is a bit different. They think differently, and act strangely. They gain +2 MENTAL DEFENSE.
26. **Crushing environment (2).** The race gains high-g as a natural movement rates, gaining that speed as equal to their regular SPEED.
27. **Crystal healing (8).** The race's crystalline body repairs itself at a rapid rate. They gain 1 HEALTH every hour (up to their maximum HEALTH). This repair can be visibly seen.
28. **Cultural weapon (2).** The race begins play with a free weapon of up to 200cr in value.
29. **Darksight (2).** The race can see in the dark to a distance of 10' per point of INT.
30. **Deceitful (4).** When the race makes CHA checks to deceive, the dice pool is considered an exploding dice pool.
31. **Destiny (4).** Once, when you ordinarily die, you do not die. Instead, you remain at 0 HEALTH until healed. When you have used your extra "life" you cannot use it again.
32. **Deterministic (-4).** The race's PSI, MAG, or CHI attribute can never rise above zero, and the race cannot spend LUCK dice.
33. **Direction sense (4).** The race always knows which direction is which, and how deep it is below ground or how far it is above ground. The race never becomes lost when travelling.
34. **Disciplined (2).** The mental discipline of the race is such that they are completely immune to the Tiredness condition as long as they get 8 hours sleep per week.
35. **Draining life-force (8).** A melee attack allows the race to do 1d6 psychic damage and gain that same HEALTH back themselves. A victim can only be affected once per day, and if reduces to zero HEALTH does not form a death countdown pool.
36. **Dull-witted (4).** Although slow-witted, the race's mind is hard to penetrate. They gain a +4 bonus to MENTAL DEFENSE.
37. **Earthy (2).** The race automatically knows the *secret of earth*.
38. **Eat anything (4).** The race can ingest any organic matter, and is immune to poisons.
39. **Electronic vulnerability (-6).** The race is vulnerable (1d6) to electricity damage, vulnerable (2d6) to ion damage.
40. **Explorers (4).** Driven by an inquisitive, exploratory nature, the race recharges their LUC pool every time they visit a new star system.
41. **Extended families (1).** The race will never forget a name.
42. **Evasion (2).** The race is nimble and adept at dodging. They gain a +2 bonus to either MELEE or RANGED DEFENSE.

43. **Fast (4).** The race is fast and nimble, adding 2 to their SPEED.
44. **Fast healing, lesser (2).** The race heals an extra +1d6 HEALTH each day.
45. **Fast healing, greater (4).** The race heals double the normal HEALTH each day.
46. **Fast-healing, moderate (4).** The race heals faster than most people. You may roll an extra 2d6 when determining how much you naturally heal each day.
47. **Ferocious blow (4).** The race does +1d6 damage in melee attacks.
48. **Flexible (4).** The race can contort themselves into unusual positions and fit into the smallest spaces. When restrained, unless they have been restrained by somebody trained in special restraint techniques, they can escape within one minute. If the captor is aware of this, they can make an opposed AGI check to nullify this ability.
49. **Four-legged (6).** The race gets +2 SPEED, and takes -2d6 to knock prone.
50. **Frail form (-4).** The race is tall and spindly. Their STRENGTH attributes can never exceed 6.
51. **Fur coat (1).** The race's fur coat keeps it warm in cold climes. It gains natural SOAK 2 (cold).
52. **Glory (4).** The race takes pleasure in battle, and pride in their wounds. When reduced to below half HEALTH, they gain a +1d6 die bonus to attack rolls.
53. **Gnaw away (4).** The race can gnaw through anything, given time. Most constantly gnaw on things all day. The race's bite does double damage to inanimate objects.
54. **Great leap (4).** The race has double the normal jump distance, and takes half damage from falls.
55. **Grotesque (4).** The race's appearance is so grotesque and fearsome that they begin play with *intimidation* 10 (4d6).
56. **Hard to hit (2).** The race often has to dodge flying rocks and debris. They gain +2 RANGED DEFENSE.
57. **Hard to move (2).** When the race would normally suffer forced movement (from a push, knockback, or similar attack), they can spend a LUC die to remain in place.
58. **Healthy (4).** The race is completely immune to illness and disease of a non-magical nature.
59. **Hold breath (4).** The race can hold their breath for 10 minutes before having to form any kind of suffocation dice pool. This enables them to move in vacuums and ignore noxious fumes.
60. **Hollow-boned (-2).** The race's bones are hollow, making it vulnerable (1d6) to blunt damage.
61. **Hooves (8).** You are proficient with your hooves; your unarmed damage increases by +1d6 damage. Additionally, your SPEED increases by +2.
62. **Horns (5).** The race has horns which can be used in combat. The race's unarmed (natural) damage increases

by +1d6 and becomes piercing damage.

63. **Hover (4).** The race moves 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 the race takes a -2d6 penalty on its INT check to do so. The race still takes falling damage, however.
64. **Impeded (-4).** The race comes from an unusual environment and requires special equipment to move around in normal areas.
65. **Inexhaustible (2).** The race is immune to the Fatigued condition.
66. **Ingrained skill package (8).** The race comes into being with existing skills and abilities. Choose one category from the following: *[combat]*, *[physical]*, *[academic]*. You gain four skills at one rank from your chosen category. This does not increase a skill to higher than one rank.
67. **Irradiated (4).** The race is completely immune to radiation.
68. **Iron constitution (8).** The race is not affected by poisons, including alcohol. They are also immune to radiation damage and radiation sickness.
69. **Jagged crystal (1).** Jagged protrusions all over the race's body mean that their natural damage type is piercing.
70. **Jumper (1).** The race is adept at jumping, adding 5' to both horizontal and vertical jump distances.
71. **Land on your feet (2).** When falling, the race reduces the effective distance by 10'.
72. **Language telepathy (1).** Lacking vocal cords, the race has 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, the race projects words rather than thoughts. They can only communicate with and understand creatures with whom they share a language.
73. **Lashing vines (4).** The race has a natural ranged attack with a range of 20'. Vines whip out to lash a target within range; the vines only have one range increment.
74. **Learned (1).** The race starts with four species skills rather than three. The bonus (fourth) skill must be a *[scientific]* skill.

75. **Light sensitivity (-3).** The race suffers -1d6 to all checks when in bright light.
76. **Magic/psi sense (4).** The race can sense magic or psionics within 10' of them. They can intuitively sense the presence of magic/psionics, but not the power level, type, direction, or exact location.
77. **Marine friends (4).** The race can speak to all marine life. This does not grant those animals intelligence or knowledge they would not already have.
78. **Medical marvel (4).** The race's aptitude for medicine is legendary. The race can spend LUC dice to heal themselves or others by the amount rolled on the spent dice as long as they have a medical kit available.
79. **Meditation/Trance (1).** The race does not need to sleep. They may sometimes choose to meditate, instead, while their companions are sleeping, but this is not necessary.
80. **Mighty load (4).** The race is able to carry great weights. Their CARRY capacity (and their max lift) is double normal.
81. **Mimicry (4).** The race is able to mimic any voice nearly perfectly.
82. **Mindless (4).** The race is immune to any attacks which target MENTAL DEFENSE.
83. **Motion-sight (4).** The race is very sensitive to motion. A moving subject gives them +1d6 to INT (*perception*) checks.
84. **Mouthless (1).** Though they possess the eyes and nose-slits of many humanoid creatures, the race lacks mouths. They cannot speak and do not need to eat or drink. They do need to breathe, and do so through their nostrils. Though the process is unpleasant, the race may imbibe liquids by pouring the substance down their nasal cavities. Drinking a liquid takes two actions for the race, and a member of the race who imbibes a liquid of any kind becomes Sick. They are similarly sickened while underwater.
85. **Naturally psionic (4).** A society which integrates psionics from childhood, the race starts play with one free psionic exploit.
86. **Nature affinity (2).** The race knows either the *secret of plants* or the *secret of beasts*.
87. **Navigators (2).** Perhaps the species spent time in mazes in the past; the race starts play with 3 ranks (2d6) in either *navigation* or *astrogation*.
88. **Never forget (1).** The race has a photographic memory and never forgets anything. They gain one bonus [*scientific*] or [*artistic*] skill.
89. **No armor (-2).** The race is unusually shaped and cannot wear armor.
90. **Non-breather (5).** The race can exist comfortably in a vacuum. They do not need to breathe and their crystalline structure means that pressure differences do not cause them damage.
91. **Pacifists, lesser (-4).** The race does not enjoy violence. They suffer -1d6 to INITIATIVE checks.

92. **Pacifists, greater (-4).** The race is horrified by the idea of killing, and takes 1 psychic damage if an ally within sight kills another creature. If the race itself kills another creature, it takes 1d6 psychic damage instead.
93. **Pack-bonding (4).** The race 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.
94. **Pheromones (4).** The race can make a CHA mental attack against an adjacent target to render it Charmed. The target is thereafter immune for one day. Targets always know when this is being done, and will almost always resent it.
95. **Philosophical (2).** The race is reasoned and scholarly, calm and placid. They never become angry, and are immune to the Angry condition.
96. **Photosynthesis (1).** The race does not eat animal or vegetable matter; instead it absorbs sunlight directly. The race’s requirement for sunlight is similar to a human’s requirement for food - it can go a few days without, but if left too long, it will grow weak before withering to death.
97. **Poison breath (9).** The race has a poison breath attack which makes an END melee attack at an adjacent creature, and does 3d6 poison damage on a hit.
98. **Poisoners (5).** Accustomed to handling poison, the race has a natural SOAK 10 (poison).
99. **Poisonous bite (5).** The race has a bite attack which does 2d6 piercing/ poison damage.
100. **Ponderous/Slow & Careful (-6).** The race is naturally slow; they suffer -1d6 INITIATIVE (to a minimum of 1d6), and -1 SPEED.
101. **Poor Sight (3).** The race's poor sight means that ranged weapons operate at half (round up) their normal range increment. However, the race is immune to the Blinded condition, able to easily compensate with other senses.
102. **Redundant organs (8).** The race has a number of redundant organs and heals fairly rapidly. They can spend five minutes to heal 2d6 HEALTH once per day.
103. **Regenerative (8).** The race has a natural regenerate ability. Once per day they may pause for five minutes, during which they regain HEALTH equal to an END attribute check.
104. **Rigid reactions (-4).** The race’s flesh is rigid, preventing it from quickly responding to complex physical attacks; they suffer a -1d6 INITIATIVE penalty.
105. **Scanner (1).** The race has an inbuilt scanner (equal to a hand scanner) which it is always considered to be carrying. This scanner might be part of its body, or simply part of its sensory equipment, and may or may not be visible.
106. **Scent, lesser (2).** The race has an incredible sense of smell. They gain 3 ranks (2d6) in *scent*, which works like

perception but only where smell is involved.

107. **Scent, greater (4).** The race gains +1d6 to all perception checks where scent is a factor.

108. **See ghosts (4).** The race claims to be able to see ghosts. Whether these are hallucinations or some strange psionic artifact, these ghosts are able to impart information. Once per day, the race can spend a LUC die and ask one yes/no question which the GM will answer truthfully.

109. **Set in their ways (2).** The race is serious, dour, and hard to change. They gain +2 MENTAL DEFENCE.

110. **Slow aging (0).** The race ages at half the speed of regular humans.

111. **Smelly (-2).** No matter what they do, the race smells bad. They take a permanent -1d6 penalty to any attempts at stealth.

112. **Speed dodge (8).** The race gains +4 to both MELEE and RANGED DEFENSE.

113. **Stone step (4).** Once per day the race may pass through up to 30' of natural stone. Worked stone blocks this ability.

114. **Stronger with age (4).** Unlike most species, the race can continue to increase their STR attribute into old age.

115. **Stubborn (4).** The race is difficult to enchant; they gain +4 MENTAL DEFENSE.

116. **Sturdy (4).** With a low center of gravity, it is hard to knock this race

Race	Size	Type	Attributes	Skills	Exploits	Negatives	Total
Android	0	6	3	1	16	-4	22
Belter	0	0	5	4	12	-4	17
Borian	2	0	4	2	14	0	22
Clone	0	0	6	2	10	0	18
Drahzik	0	0	5	8	12	-8	21
Felan	0	0	5	4	12	0	21
Houseki	0	3	4	5	14	-6	20
Human	0	0	5	6	12	0	23
Jamila	0	0	5	3	12	0	20
Jovian	0	0	4	3	15	0	22
Kryte	5	3	5	3	6	-4	18
Ogron	5	0	4	2	10	-2	19
Pajak	0	6	2	2	14	-2	22
Saurian	0	3	3	2	15	-2	21
Solurial	5	5	3	2	11	-10	20
Spartan	0	0	3	2	18	0	23
Venetian	0	0	4	3	11	0	18
Warped	0	0	5	2	14	0	21
Zetan	0	0	4	1	16	-2	19

- down. Any attempt to do so suffers a -2d6 die penalty.
117. **Sturdy frame (7).** The race is short and powerful. They gain +2d6 HEALTH and natural SOAK 3.
 118. **Tail (4).** The race's long tail can be used for balancing. Any time the race would normally fall or be rendered prone, it can spend one LUC die to remain standing.
 119. **Tail swipe (4).** The race has a tail swipe attack as a free action to their rear with 5' reach, which does their natural damage; they may not attach exploits to this attack.
 120. **Thick fur (3).** The race's fur means that they are immune to cold-based environmental effects and gain natural SOAK 5 vs. cold damage.
 121. **Thick hide (2).** The race is extremely tough, with leathery skin. They gain 2 natural SOAK to physical attacks.
 122. **Thin Bones (3).** The race is light (weighing half what a creature its size normally would) and thin. Its carrying capacity is half normal. However, they are double-jointed, and any attempt to escape a physically restrictive situation gains a +1d6 bonus.
 123. **Throwers (4).** The race is great at throwing things. They double the range increment of thrown items.
 124. **Tinkerer (4).** The race may designate one item of equipment which they own. That item permanently gains one bonus quality level. If the item is lost or destroyed, the race may designate a new item after 24 hours.
 125. **Tree-dweller (4).** The race gains a climb speed equal to their regular speed.
 126. **Trunk (8).** The race's trunk can be used to perform a third action each round, although it cannot be used to attack or move.
 127. **Unfocused (-2).** The race suffers a -4 penalty to MENTAL DEFENSE.
 128. **Unimpeded (4).** The race is not affected or slowed by difficult terrain while outdoors.
 129. **Varied (4).** Some or all of your attribute bonuses are chosen rather than prescribed.
 130. **Virtue (-2).** The race has the Good or Evil virtue and detects as such.
 131. **Warlike (2).** The race gains one bonus [*combat*] skill.
 132. **Warped psionics (8).** The race begins play with two clairvoyance or clairvoyance psionic powers.
 133. **Watery step (3).** You can walk on water (but not on other liquids).
 134. **Weak (-2).** The race has half normal carry capacity.
 135. **Weapon (1).** The race has an integrated melee weapon. Choose one weapon worth 100cr or less.
 136. **Wheels (2).** The race moves on wheels instead of legs. This reduces its SPEED to 2 across difficult terrain, but increases its SPEED by 2 on normal terrain.
 137. **Wings (6).** The race'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'.