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The Roleplaying Game

Second Edition



The Lurker's Guide to pak'ma'ra

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THE LURKER'S GUIDE TO PAK'MA'RA

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CONTENTS

Introduction	Page 2
The Chosen People	Page 4
The Civility	Page 18
Remembrance	Page 33
The Melat System	Page 43
Technology of the pak'ma'ra	Page 65
Pak'ma'ra Characters	Page 80
Index	Page 91
License	Page 96

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INTRODUCTION

‘What can be learned, must be learned. What is hidden must be uncovered. What is secret must be revealed. For we are the Chosen People.’

- Part of the Librarian’s Code of Melat

They are everywhere. They slink from shadow to shadow, passing unnoticed in crowds of those who do not deign to look down upon them. They are the invisible masses that somehow slide through the millennia under the radar of their galactic neighbours.

They are the pak’māra and in a universe where knowledge is power they are far more powerful than anyone gives them credit for.

The pak’māra have travelled and existed for eons amongst the civilisations of every other race they have encountered other than the Vorlons. They are clumsy, ugly and notorious for their rather horrifying dietary habits. It is as if they evolved specifically to force other sentient races to ignore them so they can perform their *holy* work. They are the gatherers of information, the seekers of secrets and the self-proclaimed Chosen People of the Great Maker.

This book is a guide to the strange and wonderful world of the pak’māra. Different socially, theologically and biologically from every other race known to the galaxy, these beings are the most interesting creatures. Ironically, there has been very little scientific research done on them. Ignored on many levels, they are a rich and unique species deserving of much closer scrutiny than the passing glances they receive from other Babylon 5 races.

The pak’māra are found almost anywhere in the galaxy where they might be able to discover something previously unknown to their kind. They secretly collect data to return to their homeworld of Melat and hand it over to the High Librarians that live and work there. They are caught somewhere between spy and scientist, between reporter

and eavesdropper, and they have mastered the techniques needed to gather all the information they want to – often in plain sight.

The pak’māra have always been considered a lesser race amongst the League of Non-Aligned Worlds (and later, the Interstellar Alliance) for their small territory and lack of external colonies. They are not conquerors or expansionists and they are considered laughable politicians because of their extremely convoluted judicial and debating processes. They have a powerful voice when they choose to speak and many of their neighbours would do very well to pay attention to them.

The pak’māra are unlike any other race in the galaxy and this book is the foremost collection of information about them ever gathered in one place. With such a large number of their species spread out over countless ships, stations and planets at any given time, any facts and helpful ways to interact with the lurking masses of ‘Chosen People’ is a boon to galactic travellers everywhere. Some might want to ignore or avoid the carrion eaters but with so much to learn about them it is a waste of the resource they represent.

With the information contained within, both players and Games Masters should have an arsenal of information about, and rules for, the creation of pak’māra Babylon 5 roleplaying characters, plotlines and story arcs. The pak’māra are an interesting course of study and we hope that everything found in these pages will help flesh them out for the entire universe.

HOW TO USE THIS BOOK

This book is a detailed look at the pak’māra people and all of their facets. It is broken down into several segments to allow players and Games Masters to use the pak’māra in a variety of different ways. There are countless reasons in the *Babylon 5 Roleplaying Game* to want information on these collectors of lore and history.

We will cover the general overview of the pak’māra as a race, showing what most people know about them and how they interact with the galaxy. The initial chapter looks at them on a biological and social level, revealing a great deal of their interesting theological quirks to the readers. How they think and why they

Introduction

do what they need to do is covered here, along with the answers to many of the bigger questions as to how the pak'mara can stomach their lifestyle – both emotionally and physically.

The next chapter goes into the deeply confusing and convoluted pak'mara governmental and social debate structure: the Civility. Unlike any other governing force in the galaxy, this strange semi-democratic format works for the hermaphroditic pak'mara and is the reason so many outsiders find it difficult or impossible to work with them on anything official. This chapter also covers the pak'mara's internal organisations, from the military to the ever important Council of Deliberation.

As self-proclaimed chroniclers of the universe, the pak'mara have extremely detailed, extensive files and tomes about their own history. The chapter on the total remembrance of the species uncovers what many have wondered for centuries: why the pak'mara are the creatures they have become. It also covers many of the pak'mara's dealings with other species and their role in some unexpected events throughout the history of the galaxy.

The book then moves on to look very closely at the only system claimed by the Civility, the Melat System. Containing their homeworld, several planets and moons rich with Quantum-40 and one of the single most infamous space stations known across the entire galaxy, this chapter explains what stellar assets the pak'mara have at their disposal in the space of their territory. Why they have never ventured outward is answered here as well.

We also give the readers access to a host of unique and interesting devices based on the technological mastery of the pak'mara – plasma. Never choosing to move beyond the science of plasma coils and projectors, many of the pak'mara's items are surprisingly simple yet still powerful in their own right. This includes the local and dedicated defence fleet of the Civility and the surprisingly savage weaponry it possesses.

The final chapter of the book is based around useful bits of game information for players and Games Masters to better flesh out their pak'mara characters as well as a few examples of Non-Player-Characters that are ready to

use. With several new feats that give a powerful edge to the Chosen People, like Powerful Taste and Library Access, combined with two new prestige classes strictly for pak'mara – the information gathering Librarian and the nigh invisible Skulker – playing a pak'mara has an array of possibilities.

This book is much more than a simple look upon the pak'mara; it covers as much of the topic as we were able to pack into these pages. The pak'mara's story is ever-evolving, of course, and is never really over. The reader has ultimate control over what all of this means to him. Players can use this information to create the most amazing and all-encompassing stories concerning the Chosen People as they wish, but remember, the pak'mara will surely be somewhere nearby, writing it all down for posterity.

'This is it,' Urk'ooj thought out loud in the True Tongue. This is where it will all happen.'

Urk'ooj was Second Librarian to the First Librarian of Babylon 5 and knew the best place to watch for stories unfolding: Downbelow. For the last two nights Urk'ooj had heard that mysterious disappearances had occurred on this level and Urk'ooj was determined to get to the bottom of this story for his superiors.

It laid in wait outside the latrine, happy to know that the masses walking by were all too happy to ignore the lump of filthy clothes and greasy skin as they passed it by. Urk'ooj deliberately did not bathe for over a month for these sorts of assignments and its musk was already strong enough to bring water to the eyes of others. They always looked away, which made Urk'ooj's job that much easier. No one ever even noticed its recorder.

Sit and wait was all it had to do now. Praise is to the Maker and the mission of its holy people...

THE CHOSEN PEOPLE

'I have no idea how these beings ever came to be by natural evolution... they are astonishingly unique.'

-Doctor Stephen Franklin's pak'ma'ra xenobiological essay

The pak'ma'ra are in certain ways different to any other combination of species in the galaxy. They are theologically driven and biologically capable of ingesting nearly any organic matter that has had time to age. They are incapable of direct communication with any other species barring telepathy or electronic translators and they produce some of the most terrible odours known to any galactic animal. They are something unique to be investigated and the ISA has devoted a great deal of manpower to doing so.

Under most circumstances the many races of the galaxy train themselves to ignore the tentacle-faced lurkers, looking past them or stepping around them as a point of social instinct. It is through this practice of stealth through ignorance that has allowed the pak'ma'ra to travel all across the galaxy and to have unofficial communities on hundreds of worlds.

The pak'ma'ra call themselves the Chosen People. They are theologically backed in all of their teachings and writings and each pak'ma'ra is a tiny beacon of their faith. Faith is the core of their lives, even if they have absolutely no desire to convert others or even share the pak'ma'ra beliefs. Their faith was set for them a long time ago and they follow it strongly enough that it can actually cause them illness to stray from their chosen path. It is the combination of these teachings and the unique physiology of the species that make the pak'ma'ra such a remarkable race to study.

Their access to vast amounts of high quality Quantum-40 makes them one of the major races in the League of Non-Aligned Worlds

even if they care little for the politics of others, often voting along with the majority out of habit. They have their own holy ideals and so long as the decisions of their galactic peers and neighbours do not get in the way, they are ultimately happy to be left to their own devices. The pak'ma'ra are not anti-social; they simply do not care if others like them or not.

The pak'ma'ra are far more than just smelly lumps that lurk about in dark places. They are a beautifully evolved race of holy collectors and spiritual recyclers following a path of enlightenment they alone are physically evolved to travel. As far as they are concerned, when the Darkness churns the universe once more into chaos, the Chosen People will be there to help the Maker put everything back how it was. The pak'ma'ra must wear the mantle of the foulest spacefaring creatures in the galaxy if only to ensure that they will be able to perform their holy duty when the next churn happens.

PAK'MA'AAN — THE MAKER, THE CYCLE, THE DARKNESS

To best understand the pak'ma'ra (if that is possible for any other species) one must understand the main tenets of their religion. They are driven by a powerful belief in their theology and they do not have any doubts whatsoever that they are perfectly justified in everything they do. Their religion, the Pak'ma'aan (meaning *Chosen Service* in the pak'ma'ra language), is based around three very distinct entities and how they interact with each other and the universe's many peoples.

The three pieces of the Pak'ma'aan are *Ak* the Maker, *Ra'oor* the Cycle and *Dar'ak* the Darkness. These three forces or entities are the only three 'deities' in the pak'ma'ra pantheon and they are directly blamed/attributed with all of the happenings of the universe in one way or another. The backgrounds of these entities and how they interact with one another and the pak'ma'ra are as follows, as are the specifics of those who follow their paths.

Ak the Maker

The Maker is the primary force of goodness, law and order for the pak'ma'ra. It is represented by a glowing winged pak'ma'ra whose face tentacles are capable of speaking the tongue of any being and eating even the creatures of the sea. It abhors the idea of lost knowledge and often chooses to secretly intervene in the lives of the galactic peoples in order to preserve as much of Its creations as it can. The Maker is the representation of the greater scheme of the universe and is the entity worshipped by 68% of the Path-bound pak'ma'ra.

- ⑤ **Greatest Deeds:** Creation of the universe; giving telepathy to the pak'ma'ra; the re-creation of the universe after every Darkness Churn
- ⑤ **Cosmic Dealings:** Directs the Cycle; battles the influences of the Darkness
- ⑤ **Path-Bound Worshipers:** The *Ak'am'ra*; telepathic pak'ma'ra and many high-ranking Civility Speakers
- ⑤ **Major Holidays:** *Ju'ro'aal* (High Summer) – where all *Ak'am'ra* perform acts of charity for the populace; *Rar'uras* (Cycling Day) – where every *Ak'am'ra* performs any one duty for the *Erk'a* Librarians of the Cycle

Ra'oor the Cycle

The Cycle is a striking force of neutrality caught between the machinations of the Darkness and the helpful guidance of the Maker. It is always represented by a stoic pak'ma'ra with skin mottled with orange splotches and glowing white eyes that can see all that is hidden from It. It exists to preserve the information and life energies of the universe and consumes anything worth keeping for the next Churn, which It stores inside Itself while slumbering in the bowels of the Great Library on Melat. The Cycle is the representation of the holy mission of the Chosen People. *Ra'oor* is the entity worshipped by 30% of the Path-Bound pak'ma'ra.

- ⑤ **Greatest Deeds:** Maintains the stores of data and the souls of the eaten for use in re-creation after each Churn; created the Great Library of Melat to serve as Its home
- ⑤ **Cosmic Dealings:** Is caught between the machinations of the Maker and the Darkness; remains neutral in all things
- ⑤ **Path-Bound Worshipers:** The *Erk'a*; high-ranked Librarians and information gatherers
- ⑤ **Major Holidays:** *Dar'al'akka'an* (Great Reflection) – the planet-wide period of rest that lasts three full days and is used to sing songs and

Path-Bound pak'ma'ra

While all pak'ma'ra are religiously charged and use their role in the overall theology of their people in their everyday lives, some do not simply worship the Pak'ma'aan. Some have utterly dedicated their lives to the embodiment of one of the three entities of their religion. These pak'ma'ra are called 'Path-Bound' and do their best to enact exactly what their entity/deity would have them do at all times.

In game terms, most pak'ma'ra are common believers of the religion as a whole. Becoming Path-Bound requires the feat of the same name and grants the following bonuses and drawbacks to the character.

***Ak'am'ra* (Maker-Bound):** Character gains +2 on all Will saves, counts Diplomacy as a class skill and can re-roll any Influence check dealing with the pak'ma'ra. However, any *Ak'am'ra* must try to come to the aid of a pak'ma'ra in distress.

***Erk'a* (Cycle-Bound):** Character gains +2 on all Fortitude saves, counts any Knowledge skill as a class skill and can add an additional +1 Great Library Influence each level. However, an *Erk'a* cannot willingly allow data, information or a consumable dead sentient to be wasted without 'taking it on' itself.

***Nark'ra* (Darkness-Bound):** Character gains +2 on all Reflex saves, counts any one skill of its choice as a class skill and can always re-roll Stealth checks (taking the second result). However, no *Nark'ra* can speak the whole truth to anyone, even other *Nark'ra*.

tell stories in public places; *Rar'uras* (Cycling Day) – where the Path-bound followers of both the Maker and Darkness must perform duties to preserve the sanctity of the Great Library

Dar'ak the Darkness

The Darkness is the lurking force of selfishness and greed in the pak'ma'ra, always looking to consume the goods and deeds of others in order to eventually set the universe against itself. It is represented by a tendrill-laden mass of inky blackness with a pair of glowing green eyes that float within It. It exists to try and devour all that It can of the possessions of other galactic races, forcing the universe to eventually fall apart at the seams in a swirling cosmic war called the Churn. The Darkness is the representation of the greed and avarice that some pak'ma'ra discover in the worlds of other races and is how their ignorance makes them able to move unseen in plain sight. It is worshipped by a rare 2% of Path-Bound pak'ma'ra.

- ⑤ **Greatest Deeds:** Taught the Chosen People how to hide in plain sight and take without being caught; polluted Melat to hide Its minions; periodically triggers a Churn in the universe
- ⑤ **Cosmic Dealings:** Has triggered a hundred thousand Churns that have been thwarted by the Maker and the Chosen People; constantly tries to trick the Cycle into letting go some of the stored data
- ⑤ **Path-Bound Worshipers:** The *Nark'ra*; secretive spies, thieves and gatherers of *other peoples'* goods
- ⑤ **Major Holidays:** *Aaouk* (Test of Faith) – where all *Nark'ra* stuff themselves with foods they cannot digest in an effort to prove the Maker wrong, which ends with extremely disgusting disgorging feasts that they often leave for common workers to clean up; *Rar'uras* (Cycling Day) – where every *Nark'ra* will perform any one duty for the *Erk'a* Librarians of the Cycle to the very letter of the request, maliciously if at all possible

The Churn

One belief that the pak'ma'ra have amidst their host of interesting ideals says that the Darkness throws the universe into frequent storms of chaotic destruction that quite literally tear the fabric of reality apart. The teachings say that once the Darkness is finished ripping the universe apart, the Maker then re-creates it from the *exact* moment it was destroyed, using all of the collected data and stored life forces in the possession of the Cycle to make sure that nothing is forgotten or erroneous.

It is this process – the Churn – that actually causes evolution and change in some races, especially those who do not allow the Chosen People to walk amongst them. Without Librarians to collate the data and send it to the Great Library for the Cycle's use, the Maker is forced to try and guess what was happening and how It should re-create them. This is why the pak'ma'ra must do all they can to stay informed on *everything* that is going on in the universe.

The devouring of the remains of others is also part of this process. By taking on the life force and souls of those who have passed beyond, the pak'ma'ra ensure that they will be re-created in the next universe when the Churn takes place. To the pak'ma'ra there is no afterlife, just eternal re-creation using the stored life force of those worthy of their attentions.

The pak'ma'ra believe there have been hundreds of thousands of Churns over the history of the universe but that no mortal being can remember them because of how well the Maker resets things using the collected data from the Great Library. When something is left out of a re-creation of the universe, no one would ever know it was there to begin with – so it is never even missed. It is because of this belief that the Churns happen from time to time that all pak'ma'ra are curious to a fault and evolved into shadowy lurkers and spies of a different sort.

HOW OTHERS VIEW THE PAK'MA'RA

The pak'ma'ra care very little for what the other races in the galaxy actually think of them and even less for strengthening any bonds with other races beyond allowing travellers to come and go. The pak'ma'ra keep adequate relations with most species to ensure their Librarians are granted access back and forth, but do have a number of ties to those who have become *special* in the writings of the Pak'ma'aan.

Interstellar Alliance: *The pak'ma'ra are an interesting lot and we are glad they chose to join us along with the rest of the League. They might not be the finest conversationalists or have anything resembling manners but they always seem to have an answer about the strangest of things and the lowest prices for Q-40 shipments anywhere, so we cannot complain.*

League of Non-Aligned Worlds: *The pak'ma'ra have been a part of the League for many generations, always ready to join a vote or gathering even if it means just sitting and listening. They do not vote for themselves too often but when they do most of the League listens – if only to know why the quiet ones speak up now.*

The Chosen People



Abbai: *Our fellows from Melat have always treated the League with the greatest respect to its mission, sending emissaries all across its member races' worlds. We are glad to have them politically, even if it means that we must learn to overcome their potent presence in the meeting rooms.*

Brakiri: *They rarely buy anything from us, as they are so insistent on using that pathetically outdated plasma technology of theirs, but they have low prices on their Quantum-40 stores to anyone they keep open borders with. So, if it means we have to stomach a few of their filthy kind on our stations and colonies – so be it.*

Centauri: *Bah! Even their name leaves the grease of their stink in my mouth! We should have dealt with them more harshly when we encompassed their world but then we would not have the joy of knowing that we helped ferry the lumpy vagrants to the rest of the galaxy. At least we were able to share the pakima'ra with our neighbours before pinching our noses and giving up on them completely!*

Drakh: *The Entire has been told that the pakima'ra hold some great worth close to them but we do not know yet how to get to it. Their bodies are all but impervious to our implants and they cannot be easily manipulated – they seem to want nothing of any worth.*

Drazi: *The pakima'ra are weak and clumsy, not good in any battle except an eating contest and are better dealt with over communications channels than in person. They give us fair prices for their resources and they rarely dare speak up against us, so in short... we wish that more of our neighbours were like them!*

Earth Alliance: *We do not have much direct dealing with the pakima'ra but when we do everything seems to go well enough. Sure, they might smell awful and have disgusting eating habits but after our cultural snafu with the Minbari – we have learned to be much more open about other races' beliefs.*

Gaim: *The High Queens have no current plans for the pakima'ra other than the treaties we currently have with them. They are a useful species to know but they are no more worth mentioning than any of our other soft-skinned galactic neighbours.*

Hyach: *We abhor the idea of having to share so much with the foul carrion eaters but the Abbai seem to believe they are a useful member of our little League. I only hope that the pakima'ra do not get any idea that this puts them on equal terms with us... they could not be more wrong.*

Minbari: *The pak'ma'ra believe in a being of light that battles the darkness, or so we have been told. This leads us to believe that they are likely to be speaking of the Vorlons and Shadows; this is a fact that makes us keep a closer eye on the pak'ma'ra. There may be more to their otherwise foul kind after all.*

Narn: *The pak'ma'ra have been helpful to us many times over. When we were repairing the ships the Centauri left for us and then the damage the Centauri left in the war, we did so with resources given to us by the League – especially the pak'ma'ra. Not that I would admit to this but a pak'ma'ra is also the best way to be rid of a Centauri body in a hurry. I think that makes them even better allies.*

Vree: *We have nearly no financial dealings with the pak'ma'ra. We see them across the meeting rooms of the League but we do not have any active agreements due to their constant attempts at sending emissaries to Vreetan.*

PAK'MA'RA AS CHARACTERS

There will be a great deal more information in the following pages of this book, but pak'ma'ra characters appearing in campaigns will usually fill the role of spies, saboteurs or informants. Pak'ma'ra that are devoted to travelling the galaxy are likely to be gathering information for the Great Library or on assignment from one of the Librarians. It is this search for information that makes a pak'ma'ra character a viable option in nearly any setting.

Personality: Each pak'ma'ra tends to be different than the next when socialising with others but they all tend to have a few memorable quirks that sometimes give the impression they all act the same. Between the language barrier and their reliance on electronic translators, they often come across as rude or compassionless. This is not actually the case but common translators rarely convey emotion well enough to combat this. The pak'ma'ra's tendency to repeatedly touch things important to them with their face-tendrils can give any non-pak'ma'ra pause, especially considering their all-carrion diet and lack of personal hygiene. Some might find common dealings with a pak'ma'ra disturbing and awkward due to their habits, but they mean no harm by them.

Physical Description: Pak'ma'ra are large, mottled-skinned humanoids that range from grey to violet, often with splotches of other colours on the backs of their heads and arms. They have two large proboscises on their faces called *markal* that primarily serve as feeding tentacles but also function as

powerful sensory organs of touch and taste. Behind this pair of tentacles lies a large mouth-sheath that covers several layers of grinding plates like those found in a simple annelid. Pak'ma'ra appear to be hunchbacked but the 'hump' is actually a grafted section of living reproductive organs that biologically pass as male. The whole of the body passes biologically for female, thereby making each adult pak'ma'ra an actual hermaphroditic being that is both male and female at one time.

Relations: The pak'ma'ra tend to look upon most other races with either interest or pity. The beings that they can consume (and therefore preserve their souls through the Churns) they tend to deal with like any other race would; it is business as usual in those circumstances. Any species that are not on the approved list of sanctioned foodstuffs (Abbai, Ipsha and other aquatics) are treated with complete compliance and pity due to the pak'ma'ra belief that the race's souls are thereby unprotected from the next Churn. That is why the Civility chose to enter the League of Non-Aligned Worlds on the first request – they thought it was the only way they could protect other species from the Darkness.

Pak'ma'ra System: The only system under the Civility's control is the Melat System, whose only hospitable planet (of the same name) is really only hospitable to the pak'ma'ra. It has a thick, noxious atmosphere of toxic gases and biological pollutants covering alkaline seas and twisted landscapes of sulphur and salt mountains dotted with gnarled trees that look more like things from a surrealist painting than actual plant life. The planet is toxic to nearly every species known to the galaxy without environmental protection, save for the pak'ma'ra themselves. They have several large cities on the planet, which is home to their all-important Great Library. None of the rest of the planets in the Melat System are habitable but they are all thick with Quantum-40, giving the Civility a very strong presence in the trading market and a steady stream of wealth to fund their extensive travels. The Melat System is also therefore *very* well protected. It is covered more thoroughly later in this book.

Pak'ma'ra Beliefs: The pak'ma'ra believe they are the Chosen People and they always have that belief to fall back on when things are looking rough for them. They spend the majority of their lives working and functioning like any other spacefarers but they always have the holy duty of their species to think about as well. It is for this reason that most pak'ma'ra characters are particularly interested in the religion of their people, especially if they choose to become one of the Path-Bound. See the section on the Pak'ma'ra above for clearer details on all of these things.



Language: The pak'ma'ra language is officially called Pak and is only spoken by the pak'ma'ra themselves. Due to the need for grinding throat plates and feeding tentacles, no other race can learn to speak this guttural and grating language (but they might learn how to understand it with practice). The pak'ma'ra use Interlac translators in any situation where they have to communicate with other races but many of the best Librarians and spies specifically do not carry them to avoid being questioned successfully.

Pak has two distinct versions: one created for common speech by making exhaling sounds and a rarer 'singing' version created by pulling air backwards over the vibrating grinding plates. The latter is a rare sound for anyone but the pak'ma'ra to hear. It has been described as 'God's Voice' by many important and influential listeners.

Starfarers: Most pak'ma'ra starfarers get around as stowaways on other races' ships leaving Melat laden with Q-40 or as paid passengers heading to faraway stations and colonies. The Civility has a large defence navy that is bolstered by a number of mercantile shipping vessels that also ferry pak'ma'ra Librarians to their assigned destinations, leaving very little galactic territory that the Chosen People cannot reach.

Pak'ma'ra Names: Since each pak'ma'ra is actually both male and female, their names are rarely indicative of gender at all. Instead, their names are descriptions of who they are and what they do for the Civility. Of course, this means very little to outside species – as the difference between a sharply exhaled *Akk* and a staccato *Ak'k* is minimal to say the least. There are a few patterns, however, in the naming convention of the pak'ma'ra. Names for the Chosen People are rarely longer than two syllables and often contain several hard consonants. Proper emphasis is terribly important to the pak'ma'ra when meeting one another and the rule is to always begin a name loudly and with the stronger syllable. This is why pak'ma'ra introductions to one another might commonly sound like some kind of short argument.

Military/Scientific pak'ma'ra Names: Blurk, Borl, Vurk

Political pak'ma'ra Names: D'Ram, L'Him, K'Amm

Social/Spacefaring pak'ma'ra Names: G'Vort, G'urr, T'irrk

Librarian pak'ma'ra Names: Urk'ooj, Sk'Ven, Dok'Rer

PAK'MA'RA RACIAL TRAITS

This traits section is an alternative to that given in the *Babylon 5 Roleplaying Game 2nd Edition* core rulebook. The Games Master is free to use either as he sees fit.

- ⑤ -2 Dexterity, +4 Constitution, -2 Charisma: Pak'ma'ra have tremendously resilient physiologies and unrivalled immune systems but are not known for their hand-eye coordination or their ability to deal with others socially.
- ⑤ All pak'ma'ra are of Medium size.
- ⑤ Pak'ma'ra have a base speed of 20 feet. This also imposes a -4 penalty to all Athletics checks made to jump (see pages 65-66 of *Babylon 5 Roleplaying Game 2nd Edition*).
- ⑤ Pak'ma'ra are all but ignored by other races due to their social stigmas, which is very useful in their most common role in the galaxy. Pak'ma'ra gain a +2 bonus to all Stealth and Subterfuge checks and always treat these skills as class skills.
- ⑤ Pak'ma'ra have an uncanny knack for gathering information that is ingrained in them from a very young age, rummaging through the possessions of their parent and its peers to learn about how the universe works. This skill is very helpful when trying to eavesdrop or investigate as an adult and translates as a +2 bonus to Intrigue checks made to gather information and Investigate checks made to search an area.
- ⑤ Remarkably resistant to outside infections, pak'ma'ra automatically have the Great Fortitude feat. They are also completely immune to nearly all natural diseases and poisons, as well as most toxic atmospheres. This includes the attachment of unwanted bio-technology, including Drakh and Techno-Mage implants of any kind.
- ⑤ Pak'ma'ra can use their feeding tentacles to 'taste' an object for organic residues. This lets them know what manner of creature last touched the object with its bare flesh, with a Wisdom check (DC 12).
- ⑤ Pak'ma'ra lack the vocal ability to communicate in any language other than Pak. They may only communicate with those who do not understand their language through the use of translators. When singing in Pak, however, they receive a +3 bonus to the Profession (performing) skill.
- ⑤ Pak'ma'ra receive an additional +1 Influence in the pak'ma'ra Civility (political) every level due to the structure of their government.
- ⑤ Automatic Language Feats: Fluency (Human) and Fluency (pak'ma'ra).

- ⑤ Favoured Class: Lurker. A multiclass Pak'ma'ra's Lurker class does not count when determining whether it suffers an XP penalty for multiclassing.

Pak'ma'ra Biology

The pak'ma'ra have one of the most intriguing physiologies of any galactic spacefaring race and many studies have been done by several League races over the generations in order to discover how the Chosen People can function as they do. They are universally healthy, immune to infection and can even withstand atmospheres that should by all means corrode the cellular tissue of their lungs. Their specific evolutions against disease and poison are why they do not have much need of health care for themselves. They simply do not care about it, which means that such studies are left in the hands of others.

Lifecycle and Sociology

The pak'ma'ra are strangely not mammals *or* molluscs, as previously believed. They are actually biologically closer to the common worms of Earth than either of those categories. Layers of porous muscle/fat cushions surround a powerful digestive system and hide both sets of sex organs, which are capable of creating offspring without even being adjusted for the parent's use. From the point of their births to the last breaths of their lives they live on rotten and decaying organic matter and they are all but impervious to genetic change from generation to generation. From ancient writings, the current body of the pak'ma'ra is *exactly* the same as it was twenty-thousand years ago.

Genesis

Life begins for each pak'ma'ra when the parent stimulates the male portion of its body into seeding the female portion. Thankfully this exchange is internal and primarily unnoticeable. Since only adults are allowed to graft their male half, each adult pak'ma'ra could be ready to create offspring with a few hours of bathing and feasting. Once fertilised, the parent will begin to grow a 'larval sac' at the base of its neck, like the waddle from an Earth turkey or chicken. The parent will need to eat almost three times as often to sate the growing larva or risk the chance of underfeeding the young. Any less will cause the larva to begin to eat the parent's tissues that surround the sac.

The larval pak'ma'ra is carried in the gestation sac for up to ten weeks or so before the weight and motion of the immature alien becomes too painful and restrictive for the parent to handle. At that point the parent will actually regurgitate the larval pak'ma'ra into a nutrient-rich collection of bodily fluids called a spawning pool. There it will live happily for several more months. The parent feeds the nutrient pool with regurgitated organic matter, occasionally turning the liquid with its hand in order to keep it from coagulating or becoming too cool for the young alien.

It will become readily apparent after sixteen weeks whether the larval is female or male. If it is female, nothing needs to be done and it is left to grow. If it is male, it is snatched from its nutrient pool very early into its development and stored to be joined later to a female who is ready to be reproductively active. After a male has been grafted to a young female it is no longer a separate entity at all and becomes just a set of alternate organs for the larger whole of the two.

Female larvae are left to swim happily in the nutrient bath and are commonly fed larger and larger doses of bacterium-enriched food matter. The spawning pools are communal, so over the course of a few weeks the larger and stronger larvae will kill several of the runts in the swarming mass, leaving them to rot away into base foodstuffs for the tentacled wormlike creatures.

It is no wonder the pak'ma'ra have such resilient immune systems; they are literally immersed in foulness and poison from before their actual birth.

Birth and Early Childhood

Once a larval pak'ma'ra has spent roughly six months in the nutrient swarms, it has developed decent musculature in its newly formed arms and legs from the constant mixing and wrestling that goes on in the slimy filth. At this point it should be strong enough to grab the edge of the pool and draw itself up and out – what the pak'ma'ra consider its true birth. It is from that point that the creature's age will be determined, even though the child has been outside its parent for roughly six months. The small and clumsy infantile creature will take several minutes to get used to the idea of gravity's pull (the fluids and brethren in the pool keep the individual rather weightless until then) but will learn to slide around in a few minutes and crawl in just a day or less. Sometime during this time the infantile pak'ma'ra will be hopefully discovered by a nursemaid pak'ma'ra nearby (the birthing pools are rarely left alone) and swaddled in blessed rags. The infant is then taken to the parent who has been waiting the longest for a birth, pairing those two no matter the genetic circumstances. This random emergence/pairing tradition that places a birthed child with the next parent 'on the list' means that most parents do



not actually raise their own offspring. This makes no difference to the pak'ma'ra.

The parenting instinct is understandably extremely dulled in the pak'ma'ra, as the few infants that die from natural causes, accidents or negligence are simply consumed to be re-born after the next Churn. This is a rather disgusting concept but it makes things remarkable easy for parent pak'ma'ra to handle any unforeseen deaths of their children.

Not actually mammals, pak'ma'ra do not generate milk for their offspring in any way. They are genetically closer to earthworms or planarians and feed their offspring for the first year or so with partially digested regurgitated food matter. After ten to fourteen months of this secondary-feeding, the young's grinding plates have fully developed and it should have strengthened and matured enough to feed itself with prepared food matter. Once able to consume organic materials, the child will do so regularly and in almost gluttonous proportions. It is during the first two years of life that the pak'ma'ra gain their flabby body mass, establishing their dependant metabolism quite early.

Pak'ma'ra learn to walk clumsily sometime in their second year, waddling around in search of organic material. They often begin with rotten plants and their parent's food stores, which are commonly hidden away in an effort to cultivate the child's investigatory skills. Games of hide and seek and the 'quiet game' are very common in pak'ma'ra households. Both are designed to help hone the natural instincts in the offspring.

From Child to Adult

Pak'ma'ra effortlessly slide into their adult form after only ten to twelve years, learning much of what they need to about the Civility and the like from their parent and its peers. It is during this time that the young pak'ma'ra will be shown the tenets of the Pak'ma'ra and may even decide to bind themselves to the teachings of one path or another.

Unlike the parenting structures of many other galactic races, the pak'ma'ra encourage their children to venture out and choose a path or career diversely different from their parents. The Civility thrives because of the species' unique desire to see the different views of everyone involved in a situation and forcing offspring to follow in its parent's footsteps is counterproductive to what the pak'ma'ra teach. They would rather their children grow into a separate part of the universe than risk the social stagnation of not being able to share new experiences with one another.

Between nine and thirteen years of age, the child pak'ma'ra (still wholly female at this point) develops several small rows of uncomfortable cilia on its upper back and shoulders. These tiny multi-celled filaments are actually triggers to sexual maturity and a symbol that the child is reaching physical maturity; the joining of her other self must take place soon. The young adult is then taken to the birthing temple and chooses her mate (for lack of a better term). The underdeveloped and stymied male organ-mass is then allowed to make contact with the female cilia, which genetically and physically bond almost instantly. This is a holy and solemn occasion called *Rak'a*, as it marks the physical maturity of the child and adds a fully vested member into the Civility society. The whole process only takes a few minutes of what has been described as 'total body tingling, numbness, then partnership' but the ceremony can take more than an hour in the most liberal pak'ma'ra communities.

Once the *Rak'a* is complete and the new pak'ma'ra is used to its new body shape and unthinking organ-mass, it is ushered into whatever social circle and career path it has chosen for training. This means that those who want to become Librarians are shown the best ways to gather information and deliver it back to the Great Library, soldiers are trained how to use weaponry and politicians are taught how to deal with other races.

Once fully trained, a process that can take upwards of five years for most careers, the pak'ma'ra then looks to the galaxy to perform its duty. Unless specifically trained in the defence of the Melat system, like many naval officers, the pak'ma'ra is free to choose wherever it wishes to go to do this. Soldiers know that there are multitudes of Civility citizens that need protection across the galaxy. Spies have dozens of governments to target, traders must ply the space lanes and even the most common information gathering vagabond cannot use much of its trade in the home system. Adult pak'ma'ra tend to be very well-travelled because of their need to roam, periodically finding their way back to Melat to report to the Librarians.

Old Age and Death

Essentially immune to most natural causes of death, a pak'ma'ra could theoretically live for well over two-hundred years. Pak'ma'ra have an amazing resilience to cellular damage and do not show the effects of aging until they are a century-and-a-half old. They live remarkably long lives because of their unique metabolism and annelid-esque body structure. Like their distant worm cousins, they are simple enough to just keep on going biologically.

The effects of old age for a pak'ma'ra begin with a visible dulling of the lens of the eyes and the blanching of the skin. There is almost no loss of motor control or mental faculty and unless someone was well-versed in pak'ma'ra physiology he would likely not know the difference. Only those pak'ma'ra who are getting near the two-hundred-year mark show a slowing of reflexes and a slight dulling of the wits but even then it is fractionally slight compared to the decline of the elderly in other galactic races.

The pak'ma'ra do not view natural death as a negative thing; instead they see it as a gateway to being reborn after the next Churn. To peacefully fade away in the presence of fellow Chosen People is a wonderful end to a long life, especially with the knowledge that they will be consumed and their souls saved so they can eventually go beyond the Rim with the Maker. This is the goal of all pak'ma'ra.

Untimely death at the will of another has the opposite light shined upon it. Many view pak'ma'ra as cowards because of their aversion to conflict and bodily danger, which they cannot disagree with. To die randomly and possibly without any of the Chosen People nearby to preserve the soul is the most terrifying thing that a pak'ma'ra can know and being murdered by some happenstance foolishness is the fastest way to be put into that position. This is why most pak'ma'ra automatically gather together into tight groups in other races' communities. It ensures they should always have at least one of their own nearby to devour the fallen and save them from being forgotten.

No matter how a pak'ma'ra dies, if it is in the company of their fellow Chosen People, there will be a ceremonial *An'oo'pak*, or 'Feast of the Chosen.' The fallen pak'ma'ra is taken to a dark place and left to decay for no fewer than ten days, a terribly odious time that physically softens the durable flesh of the body while giving time for its soul to spread out evenly across the corpse. After this time period has passed all of the local pak'ma'ra gather to feast upon the remains in a ceremony filled with song and storytelling about what they know of the deceased. After the body is devoured completely the ceremony is closed by one of the pak'ma'ra seeking out the nearest Librarian (which might not be far in some cases) to report the passing.

Once a pak'ma'ra has passed on properly, it is rarely spoken of in the past tense. The pak'ma'ra believe that one of the Chosen People is actually gone only if no one was there to preserve its life force, so many are simply considered 'not present' in the minds of the pak'ma'ra. This has caused severe census issues with

outsiders in the League and the ISA, who have asked for accurate counts of populations from time to time. Unless asked in a very specific way, the pak'ma'ra count all of their preserved souls as part of the total Civility – a fact that was lost on census takers for many decades.

Diseases and Diet

The pak'ma'ra are almost preternaturally resistant to disease and thus have only a few recorded moments where they have *ever* been affected by an illness that was not genetic or bio-engineered to target them. Viruses, bacteria, moulds and other contagions are simply overwhelmed and consumed by the already dominant bacteria flowing in every bodily organ system the pak'ma'ra have.

Partially able to absorb gases through their skin, the pak'ma'ra do not have haemoglobin to carry oxygen or other energy-laden gases to its body parts and therefore have a bloodstream massively dominated by antibodies and white blood cells. Even if a new illness or contagion is presented it is almost instantly attacked by an army of immune system agents and pushed out of the body as a greasy secretion similar to sweat.

Pak'ma'ra Diseases

There are only two natural diseases that are known to repeatedly affect any given pak'ma'ra and only if it has a weakened immune system for whatever reason. There is some Civility research that shows these two diseases may have been specifically tailored by an ancient evil to strike at the 'weaknesses' in pak'ma'ra physiology. This is actually quite likely given the pak'ma'ra's otherwise total immunity to every other galactic illness and toxic stimulus.

Era'pa'dra: Called 'Lost Faith' in Pak, this foul virus does not target the pak'ma'ra directly – instead it attacks the teeming bacteria that live in and on the pak'ma'ra. This malicious affliction effectively infects individual bacterium, coating them with a protein shell that makes the pak'ma'ra's considerable immune system view the helpful cells as invading ones. Just days after infection the pak'ma'ra sloughs away all of its helpful single-celled allies, and eventually loses the ability to fend off other infections brought on by the dietary needs of the race. Due to the rapid and powerful effect of this rare virus, the pak'ma'ra believe that it is brought on by a loss of the Pak'ma'ra and those who are lost to it are truly lost – and are cremated in a plasma furnace instead of being devoured.

Are pak'ma'ra Carriers?

Surprisingly laden with bacteria and other filth, the pak'ma'ra immune system is so powerful that it essentially neutralises any threat from a disease or other illness that they have overcome. If pak'ma'ra are somehow affected by an illness (bio-engineered, for instance), they could theoretically pass that contagion on to another individual or species, though there is only a small likelihood that anything targeting the pak'ma'ra specifically would be able to cross into another type of species.

Only nanoviruses and the like that can shift and mutate almost instantly have any real potential to cross from a pak'ma'ra to a different galactic race. In effect, the pak'ma'ra are some of the most biologically 'clean' beings in existence, even though they are viewed as filthy and disgusting creatures.

The Fortitude save to resist Era'pa'dra, a virus that can only be caught on worlds once inhabited by the Dilgar, is 22. Contracting the virus costs the victim 1d3 points from its Constitution score every day. When the victim's Constitution score falls to less than 10, the pak'ma'ra loses the Great Fortitude feat and its racial immunity to disease and poison but will not lose any further Constitution from this disease. Once this has occurred, the pak'ma'ra must take a Fortitude save (DC 10) after each meal or contract any number of debilitating diseases from the food material itself.

Sar'ado: This is a mental illness that the Civility have labelled an official disease. It is called 'Darkness Thirst' by the pak'ma'ra. It is a chemical imbalance caused by eating non-decayed organic materials. The pak'ma'ra were never intended to digest raw or healthy tissue and although they are *capable* of producing enough digestive chemicals to do so, this is accompanied by a tremendous surge in adrenaline and a cocktail of internal endorphins used to force the body into overdrive to compensate for the additional digestion. The result of many weeks of this habit of eating non-decayed material is a terrible mental instability that could be compared to the types of rages that occur in human steroid abusers.

A pak'ma'ra who eats a raw or non-decayed meal (especially high-sugar 'junk' food) will need to pass a Fortitude save (DC 14) or begin to feel the effects of the increased adrenaline and endorphins. This will actually raise the pak'ma'ra's Strength and Dexterity scores by +2 for 1d4 hours, but will lower its effective Wisdom, Intelligence and Charisma by -2 for an equal time. If this is determined to become a habit (Games Masters discretion) these ability score *penalties* will become permanent, while the bonuses will continue to fade normally. Like any addiction, the pak'ma'ra will suffer from massive withdrawal symptoms when not digesting meals in this way, and may turn to murder to sate its newfound 'high.'

Pak'ma'ra Conditions

Due to the time spent in the larval birthing pool, few congenital conditions last in the pak'ma'ra gene pool beyond those first few months before birth. Any larva suffering from a condition that might make the species weaker is likely to be among the first to be killed or starved in the nutrient pool, which would then be devoured by the swarm and never allowed to surface at all. Even so, there are a few minor birth defects and genetic conditions that appear from time to time in adult pak'ma'ra but these are rarely much more than interesting conversation pieces to the Chosen People.

Rak'ar'lak: The pak'ma'ra equivalent of a cleft palate, those few of the Chosen People that suffer from this condition have much smaller grinding plates in their throats than normal. This does not affect their ability to eat, even though they may need to 'chew' their food more thoroughly to avoid indigestion. As the grinding plates form the majority of the pak'ma'ra voice box, small plates make for an extremely slurred and high-pitched accent of Pak (not that most other races would notice). Those afflicted also tragically lose their ability to sing.

Dar'ak'ar: The 'Skin of Darkness' is a colouration mutation paradoxically compared to albinism. Instead of the normal mottled skin of the normal pak'ma'ra, the amount of colour pigment in the skin is multiplied by a thousand percent. Instead of the normal greyish colour they tend to be, those pak'ma'ra suffering from this condition have extremely dark violet or even black skin with no visible mottling.

This is a massive social stigma, as it is considered the very touch of the Darkness. Unless a member of the Nark'ra, this skin colour will make it entirely unlikely that the pak'ma'ra can approach any of its own kind until it is deceased (they will not ignore its need to be devoured). Although this condition reduces all pak'ma'ra Civility and Great Library Influence checks by -1d6, it does add a +2 bonus to all Stealth checks made to hide.

Makk'arek'ii: Roughly one in one hundred thousand pak'ma'ra are born with this condition, which has been relegated to the category of birth defect even though it might be considered a major boon by some. In these cases, the male organ-mass that is removed from the nutrient pool is actually sentient and retains its mental faculties even beyond joining to its mate. This gives the pak'ma'ra a strange sort of 'hive mind' between the two sexes of its body, granting interesting inner monologues and mental decision making. This interesting situation gives the pak'ma'ra two different sets of scores for Wisdom and Intelligence that it can use independently of one another whenever it feels the need to do so, but awkward self-conversations and mental concentration penalises all Charisma-based skills by -2.

Pak'ma'ra Diet

As covered in great detail, the pak'ma'ra are necrophages – they can only eat dead and decaying organic matter. Unlike many scavengers in the animal kingdom that can stomach such materials, pak'ma'ra

cannot *effectively* digest anything but that which was once organic. Plants, meat, mould, anything else that was once living; these are what comprise the diet of a pak'ma'ra.

Naturally immune to the diseases, toxins and illnesses that often go hand-in-hand with eating decayed life, the pak'ma'ra actually thrive on this. Their bacteria-laden bodies break down organic structures in record time, also making them some of the most efficient desiccants in the galaxy. If given the opportunity a single pak'ma'ra can eat roughly a third of its body weight daily in dead organics, which is a service that has been used on more than a few occasions to rid criminals of bodily evidence. Since the pak'ma'ra's wide mouths and multi-layered grinding plates can digest horn, scales and even bone without so much as a single *solid* passed, this is among the best ways to be rid of a body.

On Melat the pak'ma'ra have a constant food source in their fauna, which grow, reproduce and die rapidly enough to keep up with their rapacious appetites. This is augmented by the high level of rodentia that scurry across the surface of the planet in massive herds that frequently leave behind dozens of dead daily. Ever since they reached the stars with the aid of the Centauri's conquering them, they began taking on the organic waste matter of other species – trading it for all sorts of services and goods. The result is an entire moon that serves as a galactic landfill, but one that the Civility can constantly go to for food resources when times are thin in their naval ships, cities and space flotilla.

The Approved List of the Pak'ma'aan

Excerpt from the Pak'ma'aan	Food Product Examples	Length of Decay Before Eating
...all that which walks...	Mammals, lizards, most humanoids	8 days
...all that which crawls...	Worms, snakes	6 days
...all that which flies...	Birds, some insects	6 days
...all of leaf and root...	All plant life	5 days
...all the dark fruits of rot...	All fungus	14 days
...nothing of the sea...	Fish, molluscs, un-dried algae	N/A; cannot be eaten
...created of chemical...	Synthetic foodstuffs	N/A; cannot be eaten
...long lasting for additions...	Heavy preservative-laden junk food	10 days; 50% chance of being indigestible
...unholy flesh or leaf...	Anything deemed 'unholy' by deed or action	N/A; cannot be eaten
...that which must be Made again...	Cherished friends, loved ones, Chosen People	10 or more days; longer in ratio to the 'worthiness' of the soul

Preparing pak'ma'ra Meals

Although it might seem easy to slop a heap of rotten food on a plate for a pak'ma'ra – and they will eat it to be sure – it takes a very special set of skills and practice to actually make *good* food for them. There are a number of non-pak'ma'ra 'gourmet' chefs that specialise in pak'ma'ra cuisine and they all will attest to the skill and patience it requires to make the perfect meal for a carrion eater.

Before any pak'ma'ra meal can be created it must first be compared to the religious texts and approved lists for ingredients, length of time it must be 'cured' and what goes with it. This requires a Knowledge (Religion) or Knowledge (pak'ma'ra) skill roll (DC 12).

Next is the actual preparing of the meal, which essentially adds +3 to the DC of any Profession skill rolls used for cooking. This is especially hard for chefs that are not pak'ma'ra, as the common practice of 'taste-testing' as one cooks could be illness-causing and downright toxic for them. Even so, most learn to gauge when a meal is done by smell and sight alone, which is how they know when to add more ingredients or call it finished and begin preparing the plates.

A decent pak'ma'ra meal ordered, purchased and created in an area *not* dominated by their kind can easily fetch upwards of 150 credits a plate, with some gourmet productions priced much higher.

Due to the writings of the Pak'ma'aan, there is an actual 'approved list' of food materials posted to the League of Non-Aligned Worlds and through them, all the other major galactic civilisations the pak'ma'ra might visit. This list covers all of the types of food products that the Chosen People are allowed to digest and the proper way it must be prepared (or not) and is considered sacrosanct to the pak'ma'ra. True believers that have been forced to stray from the 'approved' foods have been known to suffer immediate psychosomatic reactions.

Even though the pak'ma'ra would happily devour nearly any organic materials that satisfy their religious limitations, they do have a few special food products they tend to look out for when they get the opportunity. There are understandably few chefs or eating establishments that actually cater to the Chosen People due to the smell and look of the meals in relation to *other* patrons' dining experiences, but those that do can sell these meals at high prices, which pak'ma'ra will happily pay.

Bra'gerr Par: This strange combination of desiccated spore fungus mixed liberally into the fatty innards of a large Melatian mantid

is considered a delicacy amongst High Librarians and politicians and is commonly served at large social events. It is said to have a sweet aroma to pak'ma'ra and is actually served in the cracked carapace of the insectoid similar to a tail of lobster on Earth. This dish is actually quite tasty to even non-pak'ma'ra if prepared properly but will still require a Fortitude save (DC 16) to avoid losing 1d4 Con from internal toxins found in the carapace of the mantid.

Raa'ril'kar: A mainstay of traditional pak'ma'ra foods, this dish is a large flank or hunk of meat allowed to decay for seventeen days under the open air and slathered with a gravy of rendered fat and leafy greens that have wilted to the point of cellular collapse. It has a foul odour to non-pak'ma'ra and many stations have outlawed it in public areas.

Kwikee Bars: Strangely enough, this is not really a pak'ma'ra food but when a massive class action lawsuit was won against the Kwikee Confection Company of Mars due to the abnormally high concentration of dead protein mass compared to the preservative fillers in their product – the pak'ma'ra took notice. It seemed that local vermin had invaded several factories and had more or less become a big part of the sickly-sweet

energy bars. The pak'ma'ra were happy to find a quick junk food that they could eat in a hurry. Kwikkee stock prices have never been higher!

Pak'ma'ra Across the Galaxy

Where there are ships that travel, there are likely pak'ma'ra. They believe firmly in their holy mission and they make foolhardy deals and treaties with outsiders in exchange for their aid (willing or not) in making the pak'ma'ra the most widely spread race in the galaxy. Some might believe that the diplomats of the humans or the colonies of the Centauri are the largest interstellar network, but anywhere that these travellers go there is likely to be a pak'ma'ra lurking nearby.

Whether sanctioned and subsidised by the Civility, gathered up by unexpected passers by or simply stowed away from ship to ship, any pak'ma'ra can effectively find its way off any planet, moon or installation in the Melat System for one-tenth the price of normal travel. Pak'ma'ra are expected to see the galaxy; therefore regulations and exceptions are made so they can do so.

Getting back to Melat is sometimes difficult and expensive. Coming from a society that generally helps its own whenever it can to the harsh reality of having to pay for food and shelter, the realisation that much of the galaxy does not actually understand or want one around can be taxing on one's patience. While many pak'ma'ra have already been taught that the views of others mean nothing to the Chosen People, it remains difficult for those that might actually wish to be social instead of always slinking away in the shadows.

The following are a handful of views taken from pak'ma'ra travellers of their opinions of the major galactic races:

Abbai: *Even though there is little we can eat on their watery worlds, they treat us well and we know that the*

Maker has them in his mind for the re-making. We see what they wish to do; peace and harmony are good ideals. It is a shame that we cannot save them, and they lose more and more to each Churn.

Brakiri: *They care only for money and power and do not see the beauty of what we do for them. We lower our prices so they will let us near them, as they will need great saving when the Darkness comes.*

Centauri: *We know they helped the Chosen People to the stars and for that we are thankful. However, very little else they have ever done is worth saving. If it was not the Maker's will of us, we would let them fade away.*

Drazi: *Angry reptiles that seem to have no care about themselves or others at all, always fighting and dying as they do. It is odd that they do not thank us for preserving their strength when one of them falls.*

Earthers: *Interesting and awkward in their pink skins. They are intriguing and repulsive all at once, living their short, immoral lives pleased to think themselves higher in the universe than they are. Oh, and so angry they get when we save one of their kind – they would rather condemn him to burial in the ground than have us send a soul to the Rim for the re-making!*

Minbari: *So secretive they are, we have to always lurk in their hiding places to learn anything of what they need saved. They taste much like humans do and the Library has records that indicate they may be related. They have allowed some of us to become Rangers, so we know more about them every day.*

Narn: *For many years the worlds of the Narn were thick with the bodies of those who needing saving, and although they always got upset and angry when they found us saving their fallen ones, we know that they are thankful on the inside – especially now that so much of their world has been destroyed. May it be that we can talk the Maker into re-making the Narn Homeworld fixed instead of broken some many Churns from now.*

THE CIVILITY

‘Everybody knows that the pak’ma’ra have no real government. They just sit around and argue about what to do.’

‘How is that any different than EarthGov?’

– A conversation between Zack Allan and Michael Garibaldi

Few would ever take the time to learn about the pak’ma’ra and their theocratic habits, let alone their unique governmental structure. The pak’ma’ra consider themselves a ‘Civility,’ a government that is not exactly ruled by the sum of its masses – but is actually *made up of* its masses. Any pak’ma’ra that has not been found blasphemous has a voice in the Civility, even if that voice will likely get lost in the tides of opinions and debated facts. The pak’ma’ra have a social structure that many other races would weep over if they understood it fully – in joy or utter horror, depending on the race in question.

There is one main law that governs the dealings of the Civility – *‘Do not voice against the first; voice for the second’*. This means that the pak’ma’ra believe that if they disagree with a particular idea or course of action, it is always better to offer another idea or course of action rather than simply be negative about the first. This sort of positive attitude towards all ideas and actions (no matter how foolish) is what drives the pak’ma’ra to their political, social, economic and military decisions in loose Civility organisations called Councils.

The Five Councils – Deliberations, Safety, Fact, Travel and Sciences – are the main forces that drive the Civility through exhausting meetings and debates, but in a strangely positive fashion. These Councils are made up of a random number of experts in the field to be discussed who lead the debate (at first) of any number of ‘knowledgeable Chosen People’.

Depending on how many pak’ma’ra arrive at the

Council meeting that have some bit of knowledge to express on the situation, it could number in the hundreds or more.

The Councils of the Civility have a set manner of how they perform their duty for the government as a whole, as written in the oldest of governing texts in the Great Library. These rules must be adhered to by any and all pak’ma’ra present and are not expected to be known by outsiders. Hospitality to those who ignore these rules blatantly is often short-lived. The way each Council meeting is arranged, manned and executed is as follows.

Step One – The Question: This is the easiest step, as all it requires is that someone come up with some idea, question, action or opinion that needs a Council to put into motion or be ratified officially. This could be as small as changing the market price of *rur’qu* or as massive as choosing to send a fleet to aid besieged League allies.

Step Two – Form Councillors: This step requires at least five pak’ma’ra with sufficient knowledge in the specific topic to come together and inform the Council Hall of their city or community that they will be holding a meeting. These individuals are called ‘Councillors’ and will be the first to speak at the meeting. This is done an average of four weeks ahead of time to give enough time for other pak’ma’ra to arrange to attend.

Step Three – Find a Librarian: If a Librarian of any ranking is one of the Councillors, this step can be skipped. If not, the Councillors *must* arrange for a Librarian to be on hand to make the Council’s findings fact for the Civility. Without a Librarian, anything decided in the Council would be solely local and the Civility would not need to back it.

Step Four – Gather: This simply means that all of the interested parties must gather at the appropriate time at the arranged Council Hall. If they do not, they waive their right to voice.

Step Five – Councillors Open: This is when the Councillors explain their idea or action to the gathered Council. Oftentimes this is a formal speech already prepared by the Councillors used to hopefully sway the listeners’ opinions.

The Biggest Deliberation Ever

In 2267, when the pak'ma'ra heard word of the Drakh having virus-bombed Earth, there was great turmoil in the Civility. For once in their history the Chosen People were driven to hostility on behalf of another race. The streets of Melatian cities were roaring with the cries for deliberation and even the Abattoir closed its doors to outsiders for many days. The meeting of a Council of Deliberations was scheduled a full month in advance to discuss a course of action against the Drakh and pak'ma'ra from all across the galaxy came home to have their say.

Over two hundred and twenty thousand recorded pak'ma'ra huddled around the Council Hall on Melat, waiting to have their say when debated issues were broadcast to them via additional speakers outside the Hall. It was the largest Deliberation to ever be recorded by the Great Library and it took over seven weeks to finalise the outcome, leading to the unheard of creation of an additional Council, the Council of Judgment.

Step Six – Debate of Voices: This is the largest and most important part of any Council meeting. This is where any and all pak'ma'ra with a vested voice can speak their ideas concerning how to better the Councillors' plan of action. Depending on the number of individuals that have positive changes to voice, this can take a *very* long time.

Step Seven – Rebuttal of Councillors: This is where the Councillors get to make final statements concerning all they have heard from the gathered ideas and make one last positive change to the idea as stated. It is important to know that the Councillors cannot simply change the idea back to the original form; it must be fluid and change according to the voices presented to the Council.

Step Eight – The Silent Choice: Without speaking, the Council must then vote by a show of hands whether to accept the final stated version of the Councillors' idea. Only the Librarian chosen in step three is allowed to take a count of votes.

Step Nine – The Librarian Records: If the vote is successful, the Librarian then writes the holy fact down in his records to be taken back to the Great Library. If the vote fails, the Librarian must announce this fact to the Council. In either case the Librarian must tell the Council what percentages of the votes were for and against.

Step Ten – Dismissal: This step is the end of the Council meeting, where everyone except the Councillors and the Librarian are allowed to leave. After the masses go, the Librarian leaves, followed shortly by the Councillors. This is a holy procession and cannot be undertaken in any other way.

Local Council Meetings

Unlike the governments of other species, the Civility understands that its members are widespread and sometimes a long distance away from the homeworld. This is why there is no specific meeting place for the five Councils of the pak'ma'ra. There is no special location that the Council of Fact meets, nor is there a hall dedicated to the Council of Deliberations. The Councils are intangible things made up of individual pak'ma'ra that have performed the proper steps to have a Council meeting, that is all.

It takes at least five like-minded pak'ma'ra to call a Council meeting, which normally consists of a relatively large concentration of the Chosen People in a given community. This keeps a pair of pak'ma'ra with fanciful ideals from holding their own Council in some out of the way colony somewhere in order to change the Civility in their favour but leaves larger groups able to make significant changes to the government while they are far from home. Areas that have enough pak'ma'ra to hold Council meetings will commonly have a private room, area or building that they have logged with the Great Library as a Council Hall.

So, in effect, anywhere the Chosen People can call a Council meeting has access to whatever type of Council (Fact, Travel and so on) the local pak'ma'ra have need of at that time. This far-reaching and clumsy method of changing their governing structure and culture-wide choices is partially why the pak'ma'ra are often viewed as not having a government at all. This assumption could not be more wrong and the Civility works quite well for the pak'ma'ra, even if it seems a bit backward and strange to outsiders who hear about it.

THE COUNCILS OF THE CIVILITY

The following are detailed descriptions of the five (and the short-lived sixth) Councils of the pak'ma'ra Civility, what they are responsible for and the reasoning for some of the things they have done in the past.

Council of Deliberations

The most encompassing and often largest of the Councils, the Council of Deliberations is the main source for Civility-wide changes on a grand scale. Political policy, economic levels, judiciary needs and basic services are generally monitored by the Council. Unless otherwise covered more specifically in a different Council, the Council of Deliberations is the catch-all for any situation that the pak'ma'ra might need to be called upon to debate.

As almost always all Councillors hail from diplomatic pak'ma'ra, the Council of Deliberations is easily the closest thing to a common political engine in most cases. When the price of Quantum-40 needs to be raised or lowered due to external affairs or other Council findings, it is this Council that gathers (often in large numbers on Melat) in order to make adjustments of that calibre. If something cannot be undertaken logically by one of the other Councils, the Council of Deliberations shoulders the responsibility to bring it to the Civility for adjustment.

It is the all-importance of this facet of the pak'ma'ra government that makes it the most frequently called upon across the galaxy. Anyone not disbarred from Councils (criminals, traitors, the Unholy and so on) can effectively become a Councillor for this type of Council. There are meetings of this type probably at least weekly on Melat, the Abattoir or other pak'ma'ra heavy locations and the Great Library is constantly re-recording their findings streaming in on the backs of Librarians. This is not to imply that the Council of Deliberations is too commonplace to be effective or important; it merely is a busy part of the Civility and its many functions.

Political Change

The Council of Deliberations is responsible for assigning ambassadors, taking on delegates from other governments and even managing all interstellar relations with the many galactic species that deal with the pak'ma'ra on

a regular basis. When relations with a neighbour or faraway partner become strained, it is only with a 'rapid' Council meeting that new proverbial olive branches can be offered to help ease the situation, if the Civility believes it is necessary to do so. Meetings of this variety are not very common though, because the pak'ma'ra rarely concern themselves with how others view them – they are the Chosen People and no amount of politicking with their galactic lessers will matter when the universe is next re-made.

Even with its powerful political seating, the Council is not able to alter anything related to the Civility as the Pak'ma'aan has it recorded in the Great Library. The words within the Pak'ma'aan are considered to be the words of God and no amount of voting from the Chosen People will alter what a God has laid down. The Great Library is the holy monitor to all things in the Civility and it holds centuries' worth of debates, facts and choices made by past Councils as reference.

Economic Change

The galactic market shifts and changes constantly and although the pak'ma'ra tend to be a little behind when it comes to their timing, the Civility needs to try and change along with it or they will lose any semblance to economic strength they once had. When prices rise or fall in the market it is up to the members of the Civility – specifically those with some knowledge of trading or economics – to gather a Council of Deliberations in order to stay competitive. If the Council was never informed of certain changes to supply and demand, the pak'ma'ra as a race would surely be abused in the market harshly and often. As it is they are never the first in line to take advantage of a price jump or supply crash, with many of the Council's changes barely being instated in the Great Library before another Council is held to adjust *those* adjustments.

The exception to this pattern is in the sale of Quantum-40, the chief component of jump engines and jump gates. The Melat System is so rich in the ultra-expensive mineral that the pak'ma'ra have very little trouble making or breaking the galactic pricing on it. Their decisions to adjust its price send ripples throughout the market and many Q-40 dealers watch the Civility closely for attitude changes before making a big sale. So many governments, both smaller and larger, have so much trouble finding the stuff in their own territories that those who have it can almost set whatever price they wish. The pak'ma'ra know this fact and use it to create excellent economic deals in order to open paths once locked to them. By lowering the exorbitant cost of Q-40 to half that of the common

sale value (somewhere around a thousand credits an ounce in some places), the Civility arranges extensive trade and travel contracts with places they might not otherwise get to go. This not only helps the buying government and the economy of the pak'ma'ra, it also helps further the overall goal of the Librarians.

Judiciary Change (and Enforcement)

Possibly the most frequent use of the Council of Deliberations is in judging criminal legal matters. If someone has been determined by local security to have broken a law or an extradition from another galactic territory states that a pak'ma'ra has broken a law, the alleged criminal is brought before a Council of Deliberations to weigh the possibility of its innocence. The Pak'ma'aan and the Civility teach its people that all pak'ma'ra are of the Chosen People and should always be given an opportunity to explain why a given law might have been in the way of their greater duty. This is decidedly easy with foreign laws, which are automatically assumed to be inferior and can be rather sticky with some of the Civility's own legal parameters.

The laws of the Civility change from time to time but there are eight *ap'kak* (commandments) that come down from the Pak'ma'aan that are set for eternity and are always in effect. These sovereign laws are above any member of the Civility and can only be altered by the Maker itself, who does so after a Churn if It feels the need. The *ap'kak* laws and their holy

punishments are very specific in nature and are not adjustable in any way.

Even though the *ap'kak* are considered sovereign, the Council of Deliberation must still look at the facts brought by a chain of witnesses – each of whom must voice its opinions about the witness/alleged criminal scheduled to speak after they do. Many of these witnesses are actually just character witnesses brought forward to speak of the veracity of the next witness, like vouching for the next person's ability to vouch for someone. Although it is a very clumsy a process, the end result is a Council that truly trusts the word of the final witnesses to speak and a firm grasp of the situation that could end up in a fierce punishment of a fellow pak'ma'ra. Branding someone as Unholy or banishing them from the sanctity of the homeworld is a much bigger deal to the theocratic pak'ma'ra and they do not often wield such a punishment lightly.

With their criminal issues potentially becoming such large endeavours, it comes as no surprise that there is no such thing in the pak'ma'ra society as a civil lawsuit. It would never occur to one of the Chosen People to try and take wealth or goods from one of their own without due reason and trying to get the Council to punish someone on account of a misunderstanding or personal transgression is not actually possible unless there are at least five wronged parties to make Councillors – which is probably going to be a bigger issue than a simple litigation. Instead of suing one another in such circumstances the pak'ma'ra are inclined to simply explain to the offending party why

Ap'kak Laws of the Pak'ma'aan

Description of Ap'kak	Example of Crime Against	Holy Punishment
<i>It¹ shall not devour the Unholy.</i>	Eating the corpse of someone deemed blasphemous against the Pak'ma'aan.	Forced starvation until all traces of the Unholy have 'passed,' normally 2d6 days.
It shall never record unfacts to the Library.	Knowingly lying to a Librarian in order to have it added to the Great Library.	Banishment from Melat; branding as Unholy.
It shall keep the safety of the Chosen People.	Knowingly allowing harm to come to a pak'ma'ra in good standing with the Civility.	One year in solitude on the salt flats of Melat.
It shall protect the Librarians.	Knowingly allowing harm to come to a Librarian of Melat.	Banishment from Melat; branding as Unholy.
It shall not kill for its own pleasure.	Taking a life for joy or wealth.	Banishment from local pak'ma'ra community.
It shall not betray the Chosen People.	Treason; murder of a pak'ma'ra in good standing with the Civility.	Public execution by firing squad; posthumous branding as Unholy.
It shall save the souls of worthy passages.	Knowingly choosing <i>not</i> to devour the corpse of a sentient in good standing with the Civility.	One year of anonymous servitude to the Great Library.
It shall not side with the Unholy.	Aiding someone deemed blasphemous against the Pak'ma'aan.	Revoke all access to Great Library for one year (no Great Library Influence checks).

¹ 'It' refers to any pak'ma'ra, as they are technically hermaphroditic symbiots

Player Characters and the Council of Deliberations

Here are a few plot hooks that Games Masters could use to draw their Player Characters into story arcs dealing with the Council of Deliberations.

- ⑤ A particularly important issue concerning the local population of the Chosen People has arisen and a Council of Deliberations has been called. A pak'ma'ra Player Character could be asked by one of the upcoming meeting's Councillors to lend its voice to the debate as an interested party. Perhaps the character is even a Librarian, asked to be the official recorder of the Council. If the vote passes it will be on its shoulders to take it back to the Great Library – all the way back on Melat!
- ⑤ The Player Characters are unwitting or unknowing witnesses to a horrible crime undertaken by a local pak'ma'ra and are 'requested' several times over by the persistent local Civility members to testify against the alleged criminal. Even if they choose to help out the Civility they quickly become embroiled in the awkward and convoluted legal process of the Council.
- ⑤ A very important debate which will have tremendous impact on the local economy has just finished at a local Council of Deliberations. The debate concerns a near-total embargo of Q-40 *against* the local populace and the Librarian charged with delivering the results to the Great Library is in dire need of help. The locals have caught wind of what sort of devastating information it is carrying and are actively hunting it down. This frantic pak'ma'ra is in need of assistance and has a wealth of information to try and bribe the Player Characters to help get it back to Melat.

they should make amends. While this rarely actually works, it has baffled legal experts across the galaxy for over a century.

Council of Safety

The Council of Safety, which meets the least often and almost always on Melat or the Abattoir, is the driving force behind all Civility security, naval forces and anything relating to the protection of the Chosen People and their territory. Although the Council does not have any official sway over what manners of weapon or spacecraft technologies are researched or created, it is its role in the Civility to make sure these technologies are put to the proper uses.

Many of the Council's most common Councillors and speakers are involved somehow in the military of the Civility, lending credence to their belief that they have the most right to voice their opinions. They often use the Council to help arrange for specific force or fleet movements or allocations and the Civility trusts that it

will find the most proper way to deal with any given situation requiring the armed forces of the pak'ma'ra.

The actual meetings of the Council of Safety are rarely very large. Most Safety meetings are attended by a few dozen speakers on average and last only a day or two. The vast majority of the Civility trusts the choices made by the Council to use the pak'ma'ra military, with most citizens happy to let those more knowledgeable in matters of keeping them safe actually *do* the protecting.

Civility Security

Civility Security Forces (CSF) are governmentally organised and made up of pak'ma'ra who lean toward physical natures and a strong will to fight for their people's well being. They rarely wear much of a uniform beyond an ivory-coloured sash to allow onlookers to know what they represent. It is their role in the Civility to go where the Chosen People are and make sure they are protected from outsiders while they perform their holy duties.

Councils of Safety occasionally meet to discuss deployment options, the application or requisitioning of new equipment and the level of authority that the CSF has a right to use with others. These sorts of opinions fluctuate regularly depending on the overall tension within the galaxy; when things are relatively peaceful the Civility rarely spends much of its resources on security but when things get hectic there are more well armed and armoured CSF agents lurking about than one might think possible.

Civility Naval Resources

The Civility Naval Defence Fleet is the primary reason the Council of Safety ever gathers and is considered one of the first lines of protection for the wealth of Quantum-40 mines in the Melat System, not to mention the Great Library. The pak'ma'ra are not expansionists and have never been so. This allows for a highly concentrated fleet based in their home system. The Council of Safety is directly in charge of naval movements and resources, no matter how trivial. See page 31-32 for a breakdown of how the naval command structure is laid out per fleet and per ship.

On a governmental scale, the Council of Safety also arranges for the shipbuilding resources to be sent out to the shipyard around the primary moon of Melat

III. Only a factual result from a Council of Safety meeting, passed through the Great Library and back into the commanding unit of the shipyard, can actually set a build order into action (the result of a Council decision in 2217). Such an order might take several weeks to wind its way through space to begin construction on a new vessel – long after the ship is needed! It is this added bureaucracy that makes some other galactic governments believe that the pak'ma'ra do not have any sort of command structure in their naval re-supply forces but in reality it is the only reason there are not hulking pak'ma'ra dreadnoughts being used across the galaxy for Librarian travels and Q-40 deliveries.

The Council of Safety is additionally responsible for the weapons and defensive structures on the Abattoir and its several dozen smaller cousins floating around the Melat System. Expensive and highly offensive automated satellites are placed in orbit around nearly every body with a gravitational spin throughout the system and it is this Council that monitors and adjusts their level of concentration and offensive capabilities. With the rising number of self-sustained jump engines being built across the galaxy the pak'ma'ra cannot risk crafty raiders or governmental enemies jumping in from an obfuscated corner of the system. Thus they seed the whole territory with powerfully designed offensive satellites.

Player Characters and the Council of Safety

Here are a few plot hooks that Games Masters could use to draw their Player Characters into story arcs dealing with the Council of Safety.

- ⑤ A pak'ma'ra Player Character is given the rare opportunity to bring outsiders on board a pak'ma'ra starship and show them the massively 'advanced' plasma technologies that the Civility have mastered. Soon after they come on board, the eldest member of the ship's Captain Unit is killed in a freak accident right before the Player Characters' eyes. Now they are asked to stand witness before a Council of Safety to possibly promote a new Captain Unit Councillor – even though they have no idea what to say and why they should say it.
- ⑤ A huge fleet of raiders have been sighted looming too near the jump routes leading to Melat System and the Civility has convened a Council of Safety to decide what to do about them. The Player Characters are oddly asked by a local pak'ma'ra to lend their voices to the cause, since as outsiders themselves they may have many more dealings with raiding outsiders. Some of the more staunch theocrats of the Council dislike trusting the opinions of outsiders but know that the Council process is not to be questioned. What the characters do not know is that the pak'ma'ra that brought them knows full well that they know little about the raiders, who have paid it handsomely to steer the Council away from their true target!

Possibly the most used but also the most taken for granted use of the Council is the promotion of naval officers. Unlike most militaries, the pak'ma'ra do not believe in giving field commendations without first making sure that the ship, its crew and its peers will not be adversely affected by such a rise in rank. A full Council of Safety (most commonly made up of the Commander Unit directly responsible for the pak'ma'ra in question) must be called to raise the rank of any naval personnel or alter the status of his position in the fleet. These Council meetings are rarely longer than a few hours but have been known to overturn valorous behaviour in favour of keeping a better equality on a small ship or result in rank-skipping promotions from entry-level positions to Captain Unit members due to powerfully moving voiced opinions. This is a strange and foreign way of doing things, but it has worked for the pak'ma'ra for many thousand incarnations of the universe; they must be doing right in the eyes of the Maker.

Council of Fact

Second in political power in the Civility only to the Council of Deliberations, the Council of Fact is actually the driving force behind the Great Library of Melat, all of its Librarians and the information it stores in its fifty-kilometre diameter complex on the pak'ma'ra homeworld. It is the sole Council in the Civility that cannot be opened by any group of Councillors. The Council of Fact requires five or more Librarians to arrange for a meeting, with the one of the highest ranking serving as the 'Librarian' for the vote and such. Unlike the other Council meetings of the Civility, the Council of Fact is by invitation only due to the sensitive nature of the information being discussed.

The Council of Fact meets to arrange for the Great Library to pass facts on to other parts of the Civility, allow Library access to non-Librarians or even abridge the facts that have been collected because of 'extenuating circumstances' that are only discernable by the highest ranking Cycle-bound Librarians. The Great Library is a powerful resource for many reasons (see page 63) and those who have been chosen to have control over it (by earlier Councils of Fact) are willing to die to keep it sacred and safe.

For the few outsiders who have learned about the Council process from pak'ma'ra allies, thoughts of conspiracy and power-mongering revolving around the Librarians are thick. The pak'ma'ra, however, do not view the ironclad grip on the Great Library and the Council of Fact that the Librarians have in this way. It is written

in the Pak'ma'aan (which ironically, is stored in the Great Library) that it simply must be this way. As holy providence, the pak'ma'ra would see dealing with things any other way as possibly heresy.

Fact Dissemination

There is a great deal of information that comes in from the gathering travels of the pak'ma'ra to the Librarians, who are then responsible for delivering it to the Great Library. This constant flow of collected facts and data has been steady for as long as any given pak'ma'ra can remember, giving the Great Library an unfathomable depth of lore. To avoid stacks upon stacks of duplicate information files, the Council of Fact weighs the most useful versions of the truth for the Great Library to store. These Councils are almost always headed by the High Librarians but are occasionally deferred to others due to time constraints or the degree of importance in the particular information file.

Besides keeping track of what the Great Library keeps in its stores, the Council of Fact also has the final say on what sorts of information files can be accessed by whom and when. Much of what is kept is done so not for personal use but rather for the Maker to call upon when it returns from the Rim to undo the latest Churn. This means that there is a great deal of discussion that goes into ranking what sort of information is for whose eyes. Of course, the Librarians must have access to the files at all times but this is only so they can effectively perform the duties handed down to them by the Pak'ma'aan.

Naming and Ranking the Librarians

In much the same way as the Council of Safety takes care of promoting and demoting military personnel, the Council of Fact is in charge of accepting new Librarians into the Great Library and assigning the ranking of these Librarians as they progress in experience and skill. They Councils are gathered frequently in order to keep up their numbers so they can send agents across the galaxy to record information gathered by the Chosen People (and some of their own) without leaving the Great Library low on staff.

However, unlike the military rankings, the High Librarians are not solely responsible for raising ranks or bringing in new members. Any five Librarians of equal rank or higher can gather a Council of Fact in order to officially instate a pak'ma'ra in good standing as a Librarian *Ur* (apprentice) but this is normally only done if the pak'ma'ra in question has somehow proven itself worthy of beginning such a prestigious career.

The same method is used when the Librarians wish to raise a subordinate's ranking in the Library. Five or more Librarians call for a Council to discuss a lower-ranked member's possible rise in ranking. If the vote goes in its favour the new rank is applied; if not it is merely passed up until the next opportunity arises. More on how the Council of Fate progression system works is found later in this book under the Librarian of Melat prestige class (page 85).

Assignment of Journeyman Librarians

Although the Council of Travel is directly responsible for the actual arrangements of space travel for Civility agents, it is the Council of Fact that directs its own agents as to where they must travel. Librarians and agents of the Civility must be generally directed as to where they should go to gather information or they might inadvertently put too many Chosen People in an area that the Great Library already has extensive files upon, while places that are still in dire need of surveillance could be lacking in skilled 'researchers'.

The Council of Fact decreed long ago that the Librarians keep a very detailed computerised holomap running at all times in the Great Library. This holomap is programmed to monitor where official agents of the Civility have been sent, where information comes in from and any vacancies that need to be filled. This map was built over a hundred years before the Third Age of mankind and is outdated by most races' specifications yet it serves the Great Library very well.

When the High Librarians notice that a particular area of space or alien territory is lacking in information gatherers they will occasionally gather a Council of Fact to name one or more Journeymen Librarians who are to travel to that area specifically, making it their home. These Council meetings almost always precede an immediate Council of Travel, with the same High Librarians serving as Councillors for both meetings. When all is said and done, the Great Library can make sure that it has access to as much space that must be re-made as it can.

Council of Travel

Although used far more rarely than its counterparts, this is one of the more important Councils when used from a pak'ma'ra-controlled territory. The Council of Travel is the governing tool for communities of pak'ma'ra to discuss the effects a particular pak'ma'ra of some import leaving a community, judging whether its absence would harm them. Larger Councils are commonly formed on Melat in the wake of larger political decisions and are used to ratify travel treaties and the like with external governments.

Pak'ma'ra travel often unless specifically gathering information in a given location, so they tend to be a transient lot that rarely need to ask anyone's permission to go anywhere. That is, so long as their wanderings do not somehow cause harm to the Chosen People or the Civility. It is decidedly rare that the coming or going of a given pak'ma'ra would have any affect at all

Player Characters and the Council of Fact

Here are a few plot hooks that Games Masters could use to draw their Player Characters into story arcs dealing with the Council of Fact.

- ⑤ One of the Player Characters is a pak'ma'ra agent of the Great Library and has served its duty to the satisfaction of its superiors. Unknown to the rest of the Player Characters, it is chosen by a Council of Fact to become a Journeyman Librarian of the next highest ranking, a position that will require it to travel to a faraway star system. The pak'ma'ra has made good friends in the other characters and now must do everything it can to get them to come along to this Rimward world without giving away what it is really doing and risk blasphemy.
- ⑤ A pak'ma'ra Player Character is looking to begin a life as a Librarian but is aware that it must convince the Council of Fact to allow it to do so. Being a part of a mixed-race group of Player Characters, the pak'ma'ra is not exactly sure how it will be able to get to Melat, seek out the Great Library and convince a group of Librarians to gather a Council to induct itself as one of their own – all with a group of alien outsiders in tow.

on the rest of the community but it is in the power of the Council of Travel to make that decision – should it be called upon to do so.

Essentially, if a group of pak'ma'ra feel that the travel of a fellow Civility citizen to or from their community would negatively affect them, they have the right to form a Council of Travel. As affected parties, they can stand as Councillors for the meeting – as they must still follow all standard rules of Council to make it official. Considering that the Council process can be convoluted and time-consuming, it is quite possible that the travel in question will have already taken place before the Council can be convened. If this is the case and the Council finds in favour of the Councillors who claim that the journey would be harmful to the Civility in that community then the individual(s) in question must revoke that travel. This could mean that an individual pak'ma'ra might travel halfway across the galaxy only to learn that it must immediately pack up and head back!

Travel Treaties

The arranging and drawing up of what have become known as 'travel treaties' is primarily why the Council of Travel is ever drawn together on Melat or in any large numbers. These treaties are Civility documentation, kept at the Great Library and used as proof that the pak'ma'ra are allowed to travel without hassle into or through other governments' territories. These travel treaties are best served as a way to ensure that Librarians and agents of the Library can do their work unmolested but also help the Civility as a whole in their meanderings across the galaxy. Few pak'ma'ra care greatly as to whether or not they carry valid interstellar identification, especially in the form of identicards or credential backings, so any government that can be placed on a standing travel treaty is good for any pak'ma'ra happening through.

A travel treaty has three *ak'lar* treaty rules that are completely ironclad, with room to add dozens of clauses if necessary. Depending on the size and complexity of the government being dealt with, some treaties can be as simple as the three rules in exchange for a better price on Quantum-40. Others might be far more exact and demanding. For example, when the ISA added the Imphili to their list of territories the pak'ma'ra had only to say that they would come and trade with them in order to have a standing travel treaty; the Centauri however finally signed off on a ninety-three page contract after three years of back and forth deliberations. As with everything in the Civility's governmental policies – all but what the holy Pak'ma'aan sets as primary (the three *ak'lar* in this case) terms of agreement are malleable.

The *Ak'lar* of Travel Treaties

Although there are limitless clauses and phrases that the pak'ma'ra may have to include in order to make a travel treaty acceptable for both parties involved, the following are the three rules that no pak'ma'ra travel treaty is *ever* without. These rules should be considered to be in effect anywhere a substantial number of pak'ma'ra are staying legally. They are holy scripture of a sort and trying to ignore them will only earn the ire of the Civility.

The Freedom – The Chosen of God shall be allowed to go to the common places, with the common people, and move amongst them without shackle or guardian...

This treaty rule is actually far more complex than it seems on the surface. For most, it merely means that the pak'ma'ra will be allowed to move about in public places without a chaperone. To those who understand theocratic legalese like the wording of the translated Pak'ma'aan, they know it also grants any non-Unholy pak'ma'ra the right to move about in any common or public areas without any form of bondage or having security always watching them. In the rare case that a pak'ma'ra is held prisoner, this can mean that it is being unlawfully held if the prison, brig or holding territory is a public place (as most are). It only takes one overturned sentence to support this interpretation of the *ak'lar* and cause uproar in political circles; its simplicity is far more powerful than many might think.

The Passing – The Chosen of God who grace the lands of others will come and go as their holiness guides them and those who stand in their way will be struck from the next re-Making...

This treaty rule is rarely looked upon favourably by any territory that has strict border guidelines, as it implies that they cannot lawfully block the coming and going of any non-Unholy pak'ma'ra. This is not truthfully so, as the only punishment listed for doing so is being left out next time the pak'ma'ra have to give information to the Maker after a Churn. While some more religious societies believe in the power of others' deities, many modern governments scoff at the idea that they are going to be punished in such a way and have no problem with requiring pak'ma'ra to have identicards, stop at check points and respect passenger blockades in or out of their territories.

The Souls – The Chosen of God will not be faulted for consuming the dead meat of fallen souls and any of the Chosen who fall in dark places will be claimed and brought unaltered to the Chosen to be consumed and saved...

Player Characters and the Council of Travel

Here are a few plot hooks that Games Masters could use to draw their Player Characters into story arcs dealing with the Council of Travel.

- ⑤ A pak'ma'ra Player Character has made the decision to travel abroad with the rest of the characters but (as Player Characters are wont to do) has made a big name for itself in the local pak'ma'ra community. During the last few hours before setting out, it discovers that the locals have called for a flattering yet hindering Council of Travel to keep it from leaving. It now must choose to ignore the Council and move on in hopes that the vote fails, stay to voice its reasoning for going or try to talk its comrades into simply staying around to avoid any hardship on its fellows.
- ⑤ A Council of Travel has arranged for a travel treaty to be signed between the Civility and a tiny, yet aggressive, species halfway around the galaxy in exchange for giving certain plasma technology to them. A pak'ma'ra Player Character has been chosen to be the voice of the Council in this matter and now must go and explain what the treaty has to say to a primitive people who, by the way, are terrified of aliens and almost assuredly will never understand what it has to say...

This treaty rule is likely to be the most important for the pak'ma'ra. It might be considered unlawful for many governments to have their bodies eaten by other sentients but it is sacrosanct to the Chosen People. It is considered their holiest of duties when the opportunity presents itself and this *ak'lar* makes sure that every treaty-holding government understands that the pak'ma'ra cannot be held legally liable for performing it. It also makes the government responsible for acquiring the remains of any dead pak'ma'ra and at least arranging for it to be taken to other pak'ma'ra for their holy devouring rite. It is very important to the pak'ma'ra that the body be *unaltered*, and any addition of anti-decay agents or freezing is considered to be sacrilegious and could possibly harm those who later consume the remains.

Council of Sciences

Capable of some of the most powerful changes to the Civility, the Council of Sciences is used to suggest, implement, alter and execute scientific endeavours for the pak'ma'ra people. It is almost always based solely on the Abattoir and Melat, where most of the focussed and brilliant minds of the pak'ma'ra researchers are based. The Council is called by Councillors who want to make changes to the technologies of the Civility and how best to use these efforts to further the pak'ma'ra people.

There are several main categories that the Council of Sciences spends many meetings revising and re-working. Communal research, starship industrial, military technology and unmade theory are the most commonplace reasons the Council is gathered. These categories are based around topics that the scientific community of the pak'ma'ra believe are the most important to them, constantly resurfacing for revision and re-envisioning.

Although scientific research moves at its own pace through whichever discoveries the pak'ma'ra uncover without the constant ushering of the Council, the initial force behind these experiments and research always comes from the Council. Formed by pak'ma'ra researchers and experts, these Councils are no different than any other but are typically less of a debate and more of a planning session for the scientists. In game terms, the Councillors for a Council of Sciences meeting *must* all have at least six ranks in the Knowledge, Profession or Technical skill concerning the topic the meeting will be focussed on.

Communal Research

The Council of Sciences is responsible for gauging exactly what sort of commonplace technologies should be researched for the Civility's use. Items like air conditioning, personal transportation, protective clothing and the like, fall into this category as

does new structural fibre for buildings and plasma-battery power supplies for industrial complexes. The Council is gathered to discuss these experiments and the meetings rarely last much longer than it takes for the Councillors to ratify the upcoming idea.

Although very little of what is considered communal research to the pak'ma'ra will directly affect a Player Character, they will surely use a host of the fruits of its labours every day in the Civility. Leaving guns to the military and spacecraft to shipbuilders, Councillors dedicated to communal research may not have as flashy or expensive ideas but they are the most widespread.

Starship Industrial

The shipbuilding industry is a massive money-maker in the greater galactic market and the pak'ma'ra know it better than most. With only a few hulls of their own in production, they are frequent buyer/traders of other culture's ship designs – even working with cells of raiders when the need arises. Being so different from every other species in the galaxy, the pak'ma'ra have a long list of things they change about their starships. It is the Council of Sciences' ability to make those changes happen on a larger scale than one ship at a time.

Whenever a new technology is unveiled or accessed (probably due to a different Council of Sciences meeting), the Council can meet to make a fundamental design adjustment to a given starship hull blueprint on record at the Great Library, making it part of every version of that ship from then on. This means that there are a number of variant ship designs in space, normally found around Melat in the Defence Fleet that are likely just 'older versions' of a ship that has already been altered by the Council.

Military Technology

In a galaxy as war torn and tense as theirs, the pak'ma'ra must always be aware that they could be called upon to defend themselves. This requires weaponry, protection and other equipment that collectively falls into the category of 'military'. The Civility would never allow the holy data stores of the Great Library to fall into unworthy hands and they have no qualms about defending the Library

Why So Much Plasma?

As further covered in the Technology of the Pak'ma'ra chapter of this book, the pak'ma'ra are fully devoted to the somewhat low-tech sciences revolving around plasma (superheated gas that acts like a liquid). With an entire Council devoted to furthering their research efforts, one might think the pak'ma'ra would have evolved beyond plasma technology long ago; instead they use it for everything.

The reason the pak'ma'ra dwell on plasma is actually quite simple – it works. Having learned many of its basic uses from the Centauri's short stay on/around Melat while the pak'ma'ra were conquered, the pak'ma'ra found something that was safe, easy to build, inexpensive and reliable. Unlike the efforts of other races, who graduated into particle and laser technologies, the Civility instead chose to stay with what worked for them and simply enhance it. Generations of plasmologists have created wondrous and unbelievable uses for the 'old' technology and the pak'ma'ra have no intentions of moving on so long as the Council keeps dreaming up new ideas for it!

with the latest technologies that spring from their research laboratories – all of which are planned and drafted by the Council of Sciences.

Unmade Theory

Less of a gathering of scientific minds than a group of hopeful theorists, the Council occasionally is drawn together by hopeful researchers that believe that they can re-create lost – or *unmade* – sciences from before the last Churn. Entirely hypothetical and experimental beyond all parameters of common pak'ma'ra thought, the meetings that set these actions in motion are seldom taken lightly by the other scientific or Librarian communities. There is a reason that some things are unmade and meddling in the affairs of the Maker and trying to 'play God' in this way is dangerous on a spiritual level to say the least and is blasphemous heresy to mention the worst.

Player Characters and the Council of Sciences

Here are a few plot hooks that Games Masters could use to draw their Player Characters into story arcs dealing with the Council of Sciences.

- ⑤ A pak'ma'ra Player Character with sufficient ranks in the Knowledge skill is called upon by the Council of Sciences being held on the Abattoir to lend its voice as a keynote speaker for an upcoming meeting that is important enough that the Civility is *paying* it and all its friends' travel expenses to attend. What could be so important to have the pak'ma'ra scientific community in such an uproar?
- ⑤ A new starship variant based on the old Urik'hal hull has been augmented and implemented by the Council of Sciences and is in the experimentation stage. The designer in charge has chosen the Player Characters to take the vessel on a test run, making sure to try out its new augmented weapon systems. After the Player Characters leave port, a new Council is gathered to discuss how to fix the design's dangerous flaw in its plasma-batteries – one that would invariably destroy the ship if it tried to dock, battle or really do much else but fly. Only if the Council makes the decision in time or the Player Characters risk the Civility's wrath to fix it themselves will they ever get off that ship alive.

The Sixth Council – The Council of Judgment (2267 – 2274)

Although the Civility only acknowledges five Councils that make up its governing structures, there was a short period of time that a powerful sixth Council rose up in the wake of disaster. When Earth was attacked by the Drakh in 2266, resulting in the virus-bombing of the planet, the Civility wept for their fellow Alliance members. When the reports began to stream in that even the Chosen People on Earth were succumbing to the foul virus the pak'ma'ra were collectively shocked and disgusted. Not only did the Drakh undo the Maker's will by poisoning an entire world, they created something that could harm the Chosen People on a cellular level.

Having already dealt with the Drakh when they were posing as Centauri 'raiders,' it was obvious to the pak'ma'ra that the Drakh were just avatars of the Darkness sent to poison the universe before the Churn. A Council of Deliberations was quickly called by a group of military Councillors wanting to take action against the Drakh and better protect their own homes. Through passionate speeches never before heard to the largest assembly of a Council in history, the need for a new driving force morphed into the creation of a new type of Council – the Council of Judgment.

This Council could be called to usurp the powers of the other Councils, so long as it meant bolstering defence against or targeting the Drakh and Drakh allies. The Council of Judgment could do whatever it needed to ensure the sanctity and safety of the Chosen People.

Due to erroneous uses of the Council's power, the ability to call upon the Council of Judgment was irrevocably banned in 2274. Many believe that it was due to the insertion of Darkness-bound pak'ma'ra willing to weaken the Chosen People in order to instigate the next Churn but this was never proven before the Council was removed.

The following are some of the more interesting actions that the Council of Judgment debated during its short existence and whether or not they were implemented. It is important to note that any action, like any other Council decisions, voiced into being by the Council therefore cannot be *un-voiced*... as the Council of Judgment cannot again be gathered to do so.

The Drakh are Unholy and are not to be saved...

This was voiced as fact in early 2267, remaining true forever after. It means that legally and religiously no Drakh or Drakh-infested body can be consumed for food or the saving of a soul under the same *ap'kak* that regulates the consumption of Unholy souls.

Augmentation of the Defence Fleet to Fully Offensive Status...

Voiced as fact in the last days of 2267, the pak'ma'ra sent many of their warships out in packs of four or five at a time in search of the Drakh and other enemies of the Civility until they only had the Abattoir and defensive satellites protecting the Melat to any great degree. This left them open to attack and although they did not suffer any, it was un-voiced by a later Council of Judgment in 2269.

Culling Earth from that which can be Re-Made...

In 2269, when things looked bleakest for Earth, a group of pak'ma'ra were influenced by hot-headed Drazi and came to believe that the elimination of Earth might be the best way to ensure the Drakh Plague did not escape to infect others. Instead of nuking the planet from orbit (the Drazi suggestion), the pak'ma'ra attempted to voice the fact that they could simply erase *all* data on Earth from the Great Library – erasing Earth and all of its problems from the universe in the next re-Making. This was never made fact but the Librarians say it was a very close vote.

Marking all Nark'ra (Darkness-Bound) Unholy as allies of the Drakh...

This controversial Council meeting nearly had the pak'ma'ra turning upon themselves in the streets of Melat, as it could potentially have culled some of the Civility's most devout Path-Bound followers. The Darkness, which is normally viewed in the Pak'ma'aan as an adversary – but a necessary one, would have been snuffed out through death and lack of rebirth. This was never voiced in when it came up in 2270 and was later remarked upon as possibly being a Darkness trick to start civil war amongst the Chosen People.

The creation and deployment of the Quantiplasmic Hyperspace Eroder to all Defence Fleet vessels...

After a theoretical meeting of the Council of Sciences in 2273, its Councillors immediately held a Council of Judgment to create and use a highly experimental weapon based on the time-tested fused plasma torpedo: the Quantiplasmic Hyperspace Eroder (QHE). This weapon was actually designed to simulate the recorded manoeuvre used by the Once-Dead Holy-Returned Sheridan against the Shadows: collapsing hyperspace boundaries upon an area of space. After testing the weapon with unfathomed success upon a Drakh carrier group being blockaded by Centauri Loyalists – all of which were utterly consumed by the dimension-tearing weapon – the Council of Deliberations came together to forever ban the use of the weapon and the forming of further Councils of Judgment.

PAK'MA'RA MILITARY

The military sects of the pak'ma'ra are both simple and complicated all at once. Simple in structure but complex in execution, the Civility is protected by two paths of military: security and navy. These are structured almost identically, with similar chains of command that eventually answer back to the Civility as a whole, the facts voiced by the Council of Safety. What is difficult for outsiders to grasp is that the pak'ma'ra military is commanded, in effect, by a list of previously written facts from various Councils. It takes Council meetings to adjust the way things work in the Civility and the military is no different.

There is a great deal of debate and conversation about what a unit or ship in the military may need to do at any given moment, which could be specifically difficult to entertain in the middle of a fire fight. The same can be said for the actions of the Civility Security Force, who would need to hold a small Council to perform some kind of action that is not already covered in the previously voiced facts. While most common situations and how to handle them are managed under previous findings, sometimes new situations arise that require instant debate.

This is that the reason any military grouping will answer in some fashion to a group of pak'ma'ra that can form a Council of Safety at any given moment, meaning that there are at least five of them and a Librarian available. This group, which could number up to a dozen or more individual pak'ma'ra, is called the Command Unit. These Command Units are what actually debate and hand out the orders for Civility military functions. It may take several minutes for a Command Unit to come to a decision concerning a situation because crew members that are present are able to voice their ideas like any other holy-sanctioned Council. This is problematic when the Command Unit is trying to decide if the fleet should retreat from a superior foe or if a CSF platoon should storm a bunker supposedly wired with a timed explosive.

Because of this awkward method of arriving at even military decisions, the galactic view on the pak'ma'ra military is rarely respectful and never understanding. They are not taken seriously in any offensive measure and most races scoff at the idea that the pak'ma'ra have a military at all. All of their eccentricities aside, the pak'ma'ra have powerful plasma technology at their disposal and many previously voiced tactics and solutions to military problems that can make them effective combatants in the streets or space.

Quantiplasmic Hyperspace Eroder

This weapon is essentially a fused plasma torpedo launcher that uses a very specific element to boil, collect, charge and superheat to form its plasma munitions – Quantum-40. By using the charged element that is directly responsible for the crossing between realspace and hyperspace, the detonation of the payload rips apart the boundaries between dimensions for a split second. They come crashing back together almost instantly...causing tremendous damage to every object in a large area of space. The fact that oftentimes there would be no remains, no *souls*, left behind horrified the pak'ma'ra more than anything else into re-thinking their desire for vengeance. They had essentially created a weapon that did the Darkness' work for it, except on a grand scale.

Luckily there was not much time to ever see the prototypes become widespread. The QHE was only built on a few Pshul'shi Dreadnoughts while it was still a legal option and the Civility believes that all of them were dismantled and the information surrounding the design erased from the Great Library.

Name	Range	Off.	Qual.	Weapon Spaces	Origin	Inf. Check	Cost	Black Market
Quantiplasmic Hyperspace Eroder	Long	200 ^{1,2}	—	3	Pak'ma'ra (2273)	50/40	Priceless	Priceless

¹ This weapon inflicts its Offence to *all* targets and objects within Close range of the target of the attack.

² This weapon *doubles* its Offence against any targets that have the Jump Point feature.

Pak'ma'ra Ranks and Organisation

There are only two military career choices for any pak'ma'ra, which they can choose to be a part of at any time in their lives. The first, the Civility Security Force, is the ground-based military security that is in charge of protecting the Civility and its members. The second is the Civility Naval Defence Fleet, which primarily stays in general orbit through the Melat System and on neighbouring jump routes in order to better protect the homeworld. Both military sects have the same ranking structure; other than the colour of their sashes they cannot be told apart.

Council of Safety: The highest level of ranking in the pak'ma'ra military is the previously voiced facts put into motion by the Council of Safety. Unless another Council of Safety is held by a Command Unit, these facts are ironclad and considered to be the highest orders to be followed.

Tak'ar'in / Command Unit: The real commanding force in any military unit or function, the Command Unit must be comprised of at least five (often more)

pak'ma'ra with the skills to lead their respective forces. Either one of the five or an additional member must be a Librarian to make any necessary Councils formed official. The Tak'ar'in decides what course of action the military forces take, either through recitation of formerly voiced actions of the Council of Safety or new choices 'quickly' voiced at the moment of decision. Tak'ar'in members have a straight silvered rod that holds on their military sash – ivory for the CSE, red for the navy.



Al'ar / Relay Officer: Every Tak'ar'in has a team of Al'ar who serve as its direct correspondents with the rest of the unit/ship/fleet. Tak'ar'ins are responsible for making sure that the voiced or recited facts of the Command Unit are followed by the individual sections of the military serving under it. On a unit level there is no need for the Al'ar, in a ship there is commonly one or two to move around the crew and inform and in a fleet there is one Al'ar per subordinate vessel. Al'ar have their ranking marked by a brass loop that clasps their appropriately coloured sash in place.

⑤ **Drar'al / Executor:** Every Tak'ar'in must also appoint a single pak'ma'ra to serve as the enforcer of decisions in allied or alien units or ships. The pak'ma'ra know that few can understand the holy purity of their Civility, so they created this role of intermediary to help others get along with the Councils' decisions. Every Tak'ar'in must be schooled in all the relevant facts about the species or culture it will be dealing with so as to best communicate with them, translators aside. Drar'al are marked by a large silver V-shaped wedge that holds their appropriately coloured sashes in place.

Tak'ur / Directed Officer: The Command Unit will sometimes put a specific array of orders into action with a single unit or ship that may be out of communications range for long periods of time. A Tak'ur is a unit officer or smaller ship's 'captain' that is delegated the responsibility of fulfilling the orders the Tak'ar'in laid out for them. These orders will sometimes come with a list of alternate decisions that can only be accessed if the initial orders are interrupted or ceased unexpectedly. Orders in this format look very similar to a flowchart of 'if this: then this' diagrams. Tak'ur are designated by a pair of short brass rods that hold their appropriately coloured sashes in place.

Ua'koak / Regulation Officer: Smaller military units like CSF platoons or naval flight groups will sometimes take on series of orders that only function well when taken in concert with one another. The

appointed pak'ma'ra to issue and enforce these orders in the spirit in which they were voiced is called the Ua'koak. This officer regulates the execution of individual mission parameters and Tak'ar'in orders. The Ua'koak of a military group is designated by a copper-coloured half-moon that holds their appropriately coloured sashes in place.

⑤ **Uak / Civilitarian Entrant:** This is the ranking for the common pak'ma'ra soldier, CSF or navy alike that fill all the various roles in the military. Medics, engineers, communications officers and so on, are all technically Uak. The Civility sees its members for the skills they can bring to the whole rather than label each person for a single skill to be used. Uak are not designated in any special way, other than by their appropriately coloured sash.

Ur'tak / Undirected Civilitarian: Considering that private bodyguards and freight transports from the Civility are still under the jurisdiction of the Council of Safety as part of the CSF and fleet respectively, the rank of Ur'tak is granted to any pak'ma'ra that is allowed to function on its own. Solo pilots, personal body guards, bounty hunters and the like are all generally Ur'tak. Ur'taks are still expected to follow the findings of the Council of Safety but doing so is left on the conscience of the pak'ma'ra in question. There are no markings at all for the Ur'tak, as they are not expected to be recognised for their rank as much as for their individual roles.

REMEMBRANCE

**'We are the Chosen of God;
the Universe be damned
if it forgets; for we shall
not.'**

**- Dok'van, High Librarian
of Melat 2192-2270**

The pak'ma'ra are as a race some of the best chroniclers of galactic secrets and information to ever exist – even if the other races of the galaxy know nothing about this. In the Great Library of Melat there are extensive files of information about nearly every corner of known space but there is one file that is considered to be the most important of all – The Remembrance.

The Remembrance is the holiest collection of the pak'ma'ra Civility, as it contains both the writings of the Pak'ma'an and the collective history of the species. In this chapter, for the first time ever, this history will be laid out piece by piece for readers to see what exactly the pak'ma'ra have done during their time in the Babylon 5 universe.

PAK'MA'RA HISTORY

The following is a chronological listing of all of the recorded time periods of the pak'ma'ra. At the beginning of each entry is an excerpt from the actual narrative writings of the Great Library, helping explain how the pak'ma'ra view this portion of their history.

The Spawning – Pre-history

In the Beginning there was nothing, just a restless void. Then, from Beyond the Rim came Ak the Great Maker who saw the nothing and knew there could be more. Spreading its maw wide, Ak swallowed the nothing and regurgitated the Universe. Along with the Universe the Maker released Dar'ak the Darkness.

The Darkness could not enjoy the creation of Ak and set to destroy it immediately, Churning it into Chaos. Ak could not fend off the Darkness alone, so he vomited forth Ra'oor the Cycle and their servants, the pak'ma'ra – the Chosen People – to hold the fabric of the Universe together...

In the earliest written history of the pak'ma'ra, they claim to have come from the Cycle in order to help fight the Darkness and the constant destruction of

the Universe. These writings are the primary reason the pak'ma'ra truly believe they are the Chosen People and few of them would ever dare question this as anything but the truth.

There is a great deal of similar symbolism in the creation theory of the Pak'ma'an and that of many other younger spacefaring races, lending to the belief that the Vorlons likely had a large part to do with their evolution and creation. Their myths teach that Darkness (the Shadows) and chaos are necessary but unwanted parts of reality and that no matter what happens in the galaxy they should follow the light and the Maker (the Vorlons) during their lives. This common mythos in many races' pre-history, when combined with the later evidence that the gene causing telepathy was at least stimulated by the Vorlons, is a very convincing argument as to where Ak and Dar'ak actually came from.

The creation of Ra'oor the Cycle is a bit more confusing. The Vorlons would never teach a younger race that they serve such a neutral figure that can be used by the Darkness but neither would the Shadows create an entity at all. This was likely an early pak'ma'ra defence mechanism against feeling utterly controlled by the higher powers but with the First Ones gone the truth may never be known.

The Growth of the Chosen – Early History

After a hundred Churns and a hundred and one Creations, the Chosen People were given pause to build their cities and temples. Ak and Dar'ak left for the Greater Nothing to rest and Ra'oor slept peacefully on the Home.

The Gods would return one day and the Chosen People would be waiting to tell them all that had happened...

From the earliest parts of pak'ma'ra civilised history they have been the recorders of universal events. They have always kept scrolls and tablets of what was occurring, with the leaders of various communities claiming the responsibility of keeping it safe for when the Gods returned. In effect, these tribal leaders of simple pak'ma'ra were the first Librarians.

From what has been recorded of this time period of their existence, the pak'ma'ra travelled Melat in tribal packs of between ten and twenty individuals. They were greatly nomadic, digging spawning pools

for their offspring when necessary and living off the detritus of the land itself. Melat is a dangerous and deadly place that only the strongest of organisms can truly survive, meaning that there was obviously no shortage of carrion and desiccated plant matter – or the pak'ma'ra would not have evolved as they have.

Unlike similar social groupings, these tribal packs were not in any sort of competition with one another for food or territory, so the tribes moved like amoebic masses around the planet. Occasionally one tribe would run into another, their leader-Librarians would come together and discuss what had happened to them and they would likely form one new and larger tribe. Strange as it sounds, the leaders did not give up their ability to lead one another at all; instead they simply shared the power and their various tribes followed their teachings as given. Most other tribal societies in the galaxy would have had one leader rise above the other but the pak'ma'ra have always been different socially, ethically and theologically from their neighbours.

The slowly growing tribes of pak'ma'ra wandering their planet eventually came down to only one mass per continent and quickly settled down into permanent villages surrounding larger and larger spawning pools. These villages evolved into towns, the towns into cities and eventually the pak'ma'ra were no longer nomadic on Melat. Their cities spanned huge urban sprawls, with thick population centres dominating the density of the biosphere all over Melat.

The hundreds of gathered leader-Librarians told their individual tribal stories in concert with one another, singing their tales and drawing beautiful pictures of what they had seen elsewhere. Over a century of living in cities began to show patterns in some wanderers' tales, meaning that there were other lost tribes outside of their own cities and continents. As the Maker had taught the Chosen People to gather themselves and all that they knew, the leader-Librarians set out to find the others.

The Finding of the Great Library

...and the Cycle called to the winds and the winds drew the Chosen People across wave and storm to its side. The Great Library rose to meet them...

When the leader-Librarians began to move around the edges of their continents they became more and more driven to find their lost brethren. The need to cross the seas forced the pak'ma'ra to construct the first rafts and boats of their people, setting sail and oar to the

yellowish water in order to hopefully find the other tribes. With almost no destination to steer toward, the various leader-Librarians and their supporting cohorts were at the mercy of the seas to propel them.

There is no record as to how long it took the various tribes' leaders to find one another but it is very clear that they all were drawn to a single point on the planet roughly over the same generation. This location became the initial spot where the Great Library began, eventually turning into the sprawling complex the Civility so thoroughly protects. It became a miracle of the Pak'ma'ra that all the pak'ma'ra found one another, defeated the odds and survived at all.

Although the pak'ma'ra believe that it was actually Ra'oor the Cycle who called them mystically from all over the planet, researching scientists from other League worlds have reason to believe in more *natural* sources behind the tale of the legendary migration. The area surrounding the Great Library has an extremely powerful magnetic field from a concentration of Quantum-40 ore, which theoretically would have been much stronger before the planet was dotted with machinery, cities and the like. The hydrosphere of Melat contains a dramatically higher amount of ferrous particulate matter in the seas, allowing for a strong magnetic attraction to steer the tides and currents of the seas – drawing all floating craft to the Library's shore. Alternately, it has been theorised by less-trusting outsiders that the Librarians themselves altered the story early on in an effort to add mysticism and holy providence to their positions. Although this is unlikely, it could explain a number of other mythic discrepancies as well.

The tale continues to speak of when the leader-Librarians found each other and how there was already a huge building that '*dwarfed the Chosen People and anything crafted by their hands before*'. There is some reason to believe that perhaps the building found by these migrating leaders could have been a ruin left over from the days of the First Ones. This could be scientifically substantiated but the pak'ma'ra will not allow outsiders to try to carbon-date or scan the structure for fear that they anger the gods.

Using the Library almost immediately for shelter from the harsh storms of Melat, this building turned into a meeting hall and was eventually claimed by the leader-Librarians as their holy temple. Religious overtones speak of Ra'oor slumbering in the depths beneath the Library and as the pak'ma'ra learned better and faster ways to travel dependably it turned into the most important structure on the planet – and has been ever since.



The Civility is Born

As the various tribes learned to travel in order to pay homage to the leader-Librarians and their holy temple, the continental cities began to show the effects of a lack of leadership. Without the leaders, food became harder to come by, which began to add to local crime and eventually to widespread acts against the greater good of the pak'ma'ra community.

In the absence of the leaders it fell upon the hunched backs of the citizens to police themselves and make changes on a local level. Groups of interested parties began to gather in communal halls (the first Councils) and real reform of the society took place. To keep the leader-Librarians abreast of what the communities had decided the citizens always sent word to the Great Library – a practice that has continued on a galactic scale for eons.

The pak'ma'ra Civility was created and its basic tenets were carved into history, morphing into the holy passages of the Pak'ma'aan over the centuries to follow. Even though it might take a few changes here and there, the early sentiment remains true. Every good voice can try to be heard; leader and follower alike must abide by the findings of the whole.

Dar'ak Returns – The Paths are Paved

...and Dar'ak shimmered the heavens and returned to Melat to claim the Cycle. The Maker followed, for the skies filled with star's fire, revealing the true Ak'am'ra. The Chosen People gathered at the den of the Cycle, ready to defend it with their lives. But the blackness of the true Nark'ra and their tongues of fire were not enough to best the holy light of the Maker's angels and the skies were quieted again...

Roughly around the time when the Great Shadow War ravaged the galaxy, the pak'ma'ra claimed to have witnessed the coming of the first Path-Bound entities. It is said that the 'true Nark'ra' (Darkness-Bound) creatures came to Melat in order to attack the Great Library and take the slumbering form of the Cycle for their dark master. From pictographs and descriptions it is hard to say whether these Nark'ra were actually Shadows, Drakh or both but they came and tried to land near the Great Library – which lends to the belief that the building itself and the theoretically sleeping god beneath it could be throwbacks from the age of the First Ones. They were thwarted by the 'true Ak'am'ra' (Maker-Bound), who are vaguely reminiscent in ancient paintings and tome illustrations as Orieni and Minbari vessels and the Cycle was left safe in the Great Library.

Although this event raises a number of questions concerning what might truly lie in the bowels of the Great Library, it was the single most important event in the history of the evolution of the Pak'ma'an. As far as the pak'ma'ra were concerned, their religious beliefs were now utterly justified and unquestionable. They had seen with their own eyes the servants of their gods and many of their kind stand vigilant in the face of certain doom in the name of their faith.

The pak'ma'ra felt that if it were possible for the Darkness to stage one attack it would make sense that others would eventually follow, meaning that the Chosen People would need to have especially prepared guardians of the gods' ideals. The idea of becoming direct servants of the gods, most specifically the Maker, grew into a passionate group of pak'ma'ra that began calling themselves by the same name of the true servants who came to battle the Darkness. They became the first Path-Bound, with a number of Librarians following suit thereafter to become the Erk'a of the Cycle.

It was not until long after that the pak'ma'ra who claimed to be Path-Bound to the Darkness began to gather secretly in hidden meetings to discuss the shortcomings of their peers and neighbours. These Nark'ra believed that all three pieces of the Pak'ma'an must have some followers amongst the pak'ma'ra, lest the god become angry and target *them* instead of the universe. These Darkness-Bound pak'ma'ra exist like a secret society amongst other pak'ma'ra, always causing trouble and stirring up questionable beliefs wherever they can. They claim that the Darkness (possibly the Shadows) told them that stagnation under the teachings of the Maker or the neutrality of the Cycle would result in a fading out of new ideas. They are still avid believers in the Pak'ma'an; they simply have a different view on the purpose of the Churn.

The Star Lions' Visit – Forced Progression Into the Stars

...and the skies gave way to boats of iron and the Star Lions arrived. Their crested manes and pointed teeth gave them away as the predators they were...

Sometime near the end of the 22nd Century the Centauri discovered the Melat System in their coreward expansionist campaign. Their scanners easily detected the levels of Quantum-40 on the planet and amidst its neighbours and they landed on the pak'ma'ra homeworld with every intention of planting a Republic flag and making the fortune their own.

The first vessels to land immediately discovered the sinister and deadly effects of Melat's atmosphere. Suffering massive losses in the first few months from infections and diseases, the Centauri began to wonder if they could actually keep their hold on the planet. The pak'ma'ra happily saved the souls of any fallen Centauri, devouring them rapidly without knowing how it would be perceived. Witnessing the grisly displays of the pak'ma'ra dietary proclivities, the Centauri took a reclusive military approach to running the Q-40 mining camps. It was easier to run them from afar than have to see or interact with the workers and risk seeing them eat one another or a fellow Centauri.

The pak'ma'ra worked alongside the Centauri to learn their ways, ignorant of the fact that they were technically slaves. There was a massive language and cultural barrier that seemed unbreakable until Centauri telepaths arrived to help steer the efforts of the pak'ma'ra. Between the Centauri psychics and the Ak'am'ra with similar telepathic talents, they managed a decent interaction and a working relationship.

The Centauri showed the pak'ma'ra a great deal of technology, focussing on the use of plasma drills and basic industrialism to aid in the mining of Q-40. In just a few years the pak'ma'ra were hurled through their own industrial revolution and turned from simple, agriculturally developed scavengers into a race that understood mechanics and basic plasmology. This was very good for their technological level and ability to fathom air and space travel. It was through the continued efforts of the Centauri that the now widespread use of Interlac translators came to the pak'ma'ra and a realm of possibilities was opened wide for the Chosen People.

It was not until the Centauri scanners picked up a huge concentration of the precious mineral around the Great Library that the two races had any formal problems. The Centauri began to steer their mining teams and excavation equipment toward the Great Library and suddenly the planet was occupied with millions of angry zealots ready to do anything to protect their holiest of temples. The pak'ma'ra sabotaged air filtration systems, transport vehicles and padded mining shipments with bare rock to discourage their 'masters,' and when the Erk'a Path-Bound stood defiantly in the way of the expanding mining efforts armed with plasma-combs and PPGs taken from dead Centauri soldiers, the Centauri had to make a choice – fight or leave.

The official choice was *fight*, a battle which the pak'ma'ra would have lost terribly. Luckily for them however, this was also roughly the same time that the



League of Non-Aligned Worlds began to form from the planets rapidly throwing off the shackles of the Centauri. Their timing was perfect and the Centauri had to choose to abandon the toxic and expensive Melat project in order to bolster their forces in what would later be Narn space.

The Centauri left, defeated by the sheer faith of the Chosen People. They left behind much of their technology and the pak'ma'ra took every bit of it as spoils of a war they thankfully never actually had to fight. Using what they had learned from their shuttle rides and vessel jumps, the pak'ma'ra acquired the ability to build and repair spacecraft. This allowed them to expand outward and lay claim to all of the mining facilities that the Centauri had built on their neighbouring planets and moons. It also allowed them to engineer their own jump gate, even if they were not officially ready to use it. They used the design codes found in the Centauri ship databases and knew what it was capable of but the Council of Deliberations had not yet decided to open a new dimension. They still had too much of this one to discover first. Officially, the pak'ma'ra had reached the stars – just as it was foretold in the Pak'ma'aan. There was much reason to rejoice.

The League of Unexpected Allies

...the Chosen People were met by those who cannot be saved but they are above reproach and are the bringers of peace...

Once the pak'ma'ra officially became a spacefaring race, it was only a matter of time before they would be discovered by the other races of the galaxy who had already achieved such a feat. With the Centauri withdrawing from many other worlds and systems there was a great deal of interstellar activity in every direction, even if the pak'ma'ra had no idea it was taking place.

In their search for weakened peoples to join their newly formed 'League of Worlds,' the Abbai chose specifically to focus on the worlds the Centauri had left behind. They knew that many of these races were likely quite young in a galactic sense and that they would need help to function in the larger universe. They came to Melat after their sensors picked up numerous Centauri ships in transit around the planet. They were ready to come to the rescue of whatever downtrodden species they would find. What they actually found were the pak'ma'ra fumbling about trying to make the once-Centauri ships their own and were glad to see that another species had broken free of Centauri tyranny.

The Abbai, using telepaths and Interlac translators, explained much about the rest of the galaxy as they saw it and offered the pak'ma'ra a place in their League. It was partially on account of the Librarians' lust for more knowledge that the pak'ma'ra agreed. As members of the soon-to-be-renamed League of Non-Aligned Worlds they would gain access to dozens of new races and their stories and be able to add more and more information to the Great Library.

The pak'ma'ra's habits, diet and general hygiene did not make them very many friends in the League to begin with; the Abbai had to come to their political rescue on more than a few occasions. The Drazi believed them to be too quiet and did not trust the translators, the Brakiri hated having to smell them in meeting rooms and even the Hyach wondered why the Abbai would vouch for a race of foul carrion-eaters. When the pak'ma'ra explained exactly *what* they had been mining for the Centauri all negative opinions of them became far less important. With the unveiling of their stockpile of Quantum-40, the pak'ma'ra became an important part of the League.

As long as the Q-40 continues to flow out of the Melat System at a steady rate and at lower prices than what others might charge, the League and many of its member races will do their damndest to look beyond the social drawbacks of the Chosen People. In exchange for their mock-lackadaisical stance on the Q-40 trade, the pak'ma'ra have gained access to nearly every corner of the galaxy. The League believes that they are taking advantage of the 'clumsy and stupid' pak'ma'ra, but with the amount of blackmailing information and cultural secrets they have gathered, it is likely much the opposite.

Melat Station Prime

Built in the sky like a city of steel and starstuff, the bastion of the Chosen People will stand defiant over the home of the Chosen for all time. It will be a place where outsiders will come, the closest their masses shall reach to the holiest of lands.

In 2211, the pak'ma'ra decided that it was becoming necessary to have more than a few orbiting mining flotillas functioning to keep up with the traffic created by their role in the League of Non-Aligned Worlds. They could not simply continue their methods of loading and unloading from ship to ship, as the attraction of raiders became more and more apparent from the number of off-route attacks taking place throughout the area. Something big had to be done.

The Council of Deliberations, in conjunction with a Council of Safety, decided to drag all of the mining/loading flotillas together in orbit over Melat. They would attach them all into one structure and build onto it until they were satisfied that it could handle the job. Calling the final product of the project the Melat Station Prime, the hulking and unattractive space station instantly took over as the most important place for non-pak'ma'ra to come anywhere in the Melat System.

Once it became operational and thousands of pak'ma'ra staffed it alongside several League investors, the slowly turning irregular shape became known by a different name – The Abattoir. Named sarcastically by a Markab media official for the massive amounts of rotting organic matter and the thick, pungent odour of the place, the term stuck with spacers everywhere. Even when the pak'ma'ra learned of the nature of this new name, they seemed satisfied with it. Whether or not they 'get the joke' is irrelevant to them.

There is much more information on the Abattoir later in this book, starting on page 53.

The Roaring Guns of the Hurr

...the followers of the Gun came from their own lands with nothing but domination on their minds. Their shells struck the ground and killed many Chosen but we knew their souls were safe. It was not until they scarred the Library's wall that we turned loose our holy judgment. The followers of the Gun will never forget their folly.

Around the year 2225 the Melat System came under attack from one of the least accepting members of the League, the Hurr. Having little to no ability to craft jump engines of their own due to their extreme lack of resource materials, the Hurr came to force the pak'ma'ra to swear allegiance to the Hurr Republic, thereby giving them all the Q-40 they would ever need.

The initial attacks were fast and overwhelming, giving the pak'ma'ra no opportunity to even ask after the Hurr's reasoning. Hurr weaponry is powerful and terribly offensive, making scrap of small defence frigates and grid satellites in a few thunderous passes. It was only after they had fully knocked the defences from one moon on the edge of the system that the pak'ma'ra were informed exactly what the Hurr wanted.

The pak'ma'ra fought a tough battle against the Hurr but only devoted enough forces to hold the invaders

at bay. The conflict was harsh and many lives were lost on both sides but it did not last too long. An attack run on Melat itself broke through the now weakened blockade and launched a volley of ballistic cannon fire that caused significant damage to the outer wall of the Great Library. The Chosen People would not stand for such blasphemy.

The pak'ma'ra enacted a counter-assault that not only ripped the Hurr vessels to pieces but several dozen pak'ma'ra agents back on the Hurr homeworld of Androma began to sabotage and harass their domestic assets as well. It took only three days for the Hurr to withdraw and ask for terms of non-aggression. The pak'ma'ra chose to allow the Hurr a simple retreat, claiming many of their damaged gunships as recompense to the attacks to use as their own. It was the first time the pak'ma'ra showed the galaxy what their hidden and skulking agents were capable of. Even though it would soon be forgotten by most, the Hurr would never forget – and they still watch any pak'ma'ra like they would any enemy.

Being Used for Mind and Body – The Dilgar War

The Chosen People fought against the wretched Dilgar, who took them in the night and showed them great pain and suffering. They stole their bodies and made poisons from their flesh and souls. The Maker saw fit to unmake their star but not before their evil had run its course...

The 2230s were decidedly difficult for the pak'ma'ra on both military and religious levels. The Dilgar began to attack many of their fellow League members and reports from all over that end of the galaxy claimed that Chosen People were dying as collateral damage. It was too dangerous to travel in order to bring them home to escape the invasion so they were instructed to simply try and stay out of the conflict.

When the likes of the Drazi and Brakiri noticed that their resident pak'ma'ra were running from any sign of combat, they chastised them as cowards. When they found out that the Chosen People were not even helping the injured, all the while still happily eating the dead whenever they had the chance, they were enraged. Rumours spread fast and soon the pak'ma'ra

Rah'pak – The Grey Rot

Rah'pak, the injected toxin created by the Dilgar from meticulously rendered parts of dead pak'ma'ra, is a vile oil-based liquid that causes almost instantaneous growth of cancerous cells that devour nearby tissue. The process is visibly necrotic and very painful.

Anyone injected with Rah'pak must immediately pass a Fortitude save (DC 22) or suffer 1D4 hit points of damage and 1d2 Con, Str and Dex damage as the rot spreads. The target must make an additional save each minute or suffer the same effects, with the poison only ceasing its course after 2d10 minutes. The hit points will return normally, but the ability score damage will only return at a rate of one point (each ability) per week of hospitalisation. Pak'ma'ra are obviously immune to these effects.

Although the Dilgar are essentially extinct by the 2240s and beyond, the secret recipe of Rah'pak dying with them, there are still numerous samples in circulation throughout the League of Non-Aligned Worlds – the largest collection of which is held in the Great Library. A single needler round loaded with Rah'pak can cost upwards of 10,000 credits but will have lost none of its potency over the years.

were being shunned by protective bunkers and shelters on many worlds, leaving them at the mercy of Dilgar kommandos searching the streets for captives. Many pak'ma'ra were taken and the Civility prayed that they would not betray their allies.

The Dilgar painmasters were thorough however and the pak'ma'ra were not able to withstand the *vigorous* torture tactics used against them. They gave up many of the facts and information stores that they had gathered about the local populace, much of what they had learned from the Library and even a little about their own people. The Dilgar had discovered a powerful new asset in any pak'ma'ra they could capture and many kommando squads were ordered to target them specifically.



The Dilgar did not only receive information from the pak'ma'ra they captured and victimised. At first the Dilgar were stumped as to why their toxic agents and biological weapons were ineffectual against the pak'ma'ra but a few dozen vivisections revealed their toxin and bacterium-ridden immune systems. The devious and malicious Dilgar boiled down and concentrated the remains of dead pak'ma'ra to create a foul poison that they happily turned against their enemies.

At the height of the Dilgar Invasion, when it looked the most dire for the League of Non-Aligned Worlds, the Imperium sent a number of attack waves into the Melat System to try and find the Library that their captives revered. Their ships and fighters were superior to the majority of the new designs of pak'ma'ra ships (many of which were rebuilt after the conflict with the Hurr) and they were able to dominate the space battles rather easily. On the planet's surface however, the pak'ma'ra outnumbered the Dilgar and were able to move around unhindered by environmental armour or protective gear. Even so, the Dilgar had better weapons and training on their side and would likely have taken the planet in a few weeks' time.

Luckily for the Civility, the Dilgar had also chosen to ignore the warnings by the Humans and attack Markab targets, bringing the Earth Alliance steamrolling into the fray. The forces trying to take Melat were recalled to the dwindling front elsewhere and the pak'ma'ra thanked the Maker for the Humans' intervention. After the Dilgar were gone and the League began discussions as how to thank the Earth Alliance, the pak'ma'ra offered potentially expensive plasma-cooling sleeves for use in the Earthers' Starfury program. It was the best they felt they could do considering the damage they had suffered.

The Dilgar presence in the Melat System forced the pak'ma'ra to rethink a great deal of their defensive technologies, especially their efforts against fast-moving fighters and shuttles. Several leaps in weapon technology came from what they had learned fighting the Dilgar and although the invasion may have set them back somewhat socially (being labelled as cowards and informants) with some of their League neighbours, it created a period of great advancement for the Council of Sciences and Safety.

Destiny, Darkness and the Holy-Returned

Outsiders built a testament to peace and travel, to learning and wonder, and they opened its doors to the Chosen People. Bab'alahn Faife was the best thing to happen to the galaxy. It was the hub to the universe that would be home to the Once-Dead Holy-Returned, who was chosen to fight against Dar'ak's servants once and for all...

The Earth-Minbari War came and went without the pak'ma'ra taking much notice. The Minbari were not in contact with the pak'ma'ra and the Earthers were dying in too great a number to have their souls saved by anything but a complete Civility effort to do so. Councils of Deliberations were held many times over but never once could the Civility decide what to do about the raging war so far away. They had lost too much against the Dilgar and were still rebuilding much of their own fleet and structures. When it was all said and done they were happy to help the Earthers rebuild and recoup their losses but they did not do so until *after* the war was over.

The Babylon Project was a great thing for the pak'ma'ra. It brought dozens of galactic races together under the guise of peace, where the Civility could then make deals and arrange for travel treaties all over the galaxy. It gave them a fantastic base of operations where several Librarians of some impressive ranking could gather, sort and send information back to the Great Library. With so many dark corners and throngs of people it was the perfect environment for them. They happily lived in Downbelow, escaping upwards into the common areas to watch, listen and learn.

When the galaxy began to whisper about the return of the Shadows, Babylon 5 knew it as fact long before anyone else. The Civility saw the image of the black ship and knew instantly that the true Nark'ra had returned, sending word home. They bolstered their defences and waited for the attacks against the sleeping god beneath the Great Library to begin again. The Ak'am'ra and Erk'a appeared in droves at the gates of the Library, taking over many warships in the defence fleet. They were ready to defend Melat, just as the true Ak'am'ra did a thousand years before.

The Maker works in mysterious ways, as It did not send the true Ak'am'ra again to Melat. Ak Itself was said to appear in the gardens of the Babylon 5 station, saving the man who would later become a powerful figure in the war against the Darkness. Ak saved John Sheridan, who later died on a faraway planet

dominated by the true Nark'ra – too far away to have his soul saved by the Chosen People. Ak the Maker saved him once again, re-making John Sheridan and returning him to Babylon 5. It was a miracle of the Pak'ma'an and never again would the Chosen People question the word of the Once-Dead Holy-Returned Sheridan.

The Holy-Returned created an Army of Light and battled the true Nark'ra, defeating them with *information, trickery and stubbornness*. The pak'ma'ra have always known the power in these things and Ak the Maker had obviously shown it to the Human.

When the servants of the Darkness were gone the Holy-Returned waged a holy war against his own people to banish the influence of Dar'ak from his world and again was victorious. He and his allies then created a new coalition of galactic community called the Interstellar Alliance. It was a short Council of Deliberations that decided to follow the Holy-Returned and the pak'ma'ra were once again part of a larger whole to learn from and save from the Churns of the universe.

Echoes of the Darkness and the Council of Judgment

The minions of Darkness are many and powerful. The Chosen People have suffered before – and they will suffer again. They will not bend and they will find the strength to fight in the questions they ask. Judgment will come for their enemies and the galaxy will tremble...

The years following the Great Darkness War heralded the coming of the Drakh, through their wicked control of the Centauri. At first the pak'ma'ra believed that they were being attacked by simple raiders or even their galactic neighbours but when it was revealed by the Holy-Returned that it was actually the Centauri they knew it to be true. The Library spoke tomes of the Centauri from the age before space and it came with little surprise that they were rehashing their violent past.

Later, when they learned about the impending Drazi and Narn attack on the Centauri, they took sadistic pleasure in not mentioning the attack to anyone unless asked – by which time, of course, was too late. Once the decision was made, the pak'ma'ra chose to follow the wishes of the ISA and recalled their Librarians and agents from the Centauri Republic. Even though this would staunch much of the information they could have gotten from the broken Centauri, the Civility

felt that not being amongst them to save them from the Churn was a much greater punishment than any sort of direct involvement. Centauri Prime was set ablaze by their allies and the Civility stood by and watched as it burned, remembering the hundreds of Chosen Peoples' souls that were lost as starstuff when their ships were attacked and destroyed by the Republic's raiders.

The later attack on Earth in 2266 by the Drakh would bring about the Council of Judgment and a period of awkward change for the Civility. See page 29 in the previous chapter for more details on the Council of Judgment and this period of the Civility's history.

The Maker's Servant Returned

The Once-Dead Holy-Returned was called away by Ak the Maker, vanishing forever from this universe. The Chosen People will sing of his song for all time, the holiest of songs and his name will be held in reverence for all time...

When the word circulated that John Sheridan had vanished from the cockpit of his vessel in the space surrounding Coriana VI, the Civility knew that he had passed beyond. The Maker had need of him elsewhere and chose to take him Beyond the Rim. While this was still a solemn event that signalled the end of interaction with who the pak'ma'ra believed to be truly holy, his going beyond was not a sad one – it was merely a part of the Maker's holy plan.

Six High Librarians and the single Master of the Library, a pak'ma'ra named Kar'ur'kak, emerged from the Great Library and appeared at the funeral services for President Sheridan, much to the surprise of the other guests. For the entirety of the service the

seven of them sang the most beautiful psalm from the Pak'ma'aan that they knew. It was the first time that the galaxy openly heard the beauty to be found in the pak'ma'ra's voice and it inspired an entirely different way of looking at the Chosen People. It is said that the song could have brought tears to the eyes of the gods themselves, as it surely did not leave a dry eye of any mortal in attendance.

The Dawning of Forever

...and the Chosen People will survive long after the rest of the Maker's Creation, holding all that was and all that will be in their gullets, in their minds and in their stories. Beyond the Dawning of Forever will they sing the songs of all things...

There is no concept of an end, Armageddon or apocalypse in the beliefs of the pak'ma'ra. They are taught that the Maker will constantly return from time to time from Beyond the Rim to learn all it can from the Cycle and remake the universe. It is their holy duty and remarkably optimistic view as well as their own personal goals and needs that keep them going from day to day. What happens to the pak'ma'ra after the 23rd Century has passed is still to be decided. There will be war, hardship, glory and sadness abound in the galaxy – all of which the pak'ma'ra will be happy to chronicle, even if they are not directly involved.

Perhaps their prophetic writings are correct and the future for them is to eventually know all there is to know about the universe, each generation giving their knowledge over to the next and so on. The Chosen People think so and as long as there is something to be learned or saved, they will keep doing so until the stars themselves burn out.

THE MELAT SYSTEM

‘It was the most strangely beautiful place that I never want to see again.’

– Jeremy Price, IPX Specialist Agent of Acquisitions

The territory of the pak'ma'ra is limited specifically to a single system: Melat. It is written in their oldest and most holy of texts that this system and all of its planets are all the Civility needs. Six planets, two debris fields, twenty moons, one jump gate and a gigantic space station make up the pak'ma'ra controlled space. This system is all they have, all they want and really all they need.

This chapter covers everything Games Masters and players need to know about living in pak'ma'ra-centric communities, from their lingering stench to their stockpiles of food. It also looks at the Melat System in detail, giving information about all of the planets, moons and structures of the pak'ma'ra. Due to their importance to the Civility and any pak'ma'ra characters, there are more detailed sections on Melat itself, the Abattoir station and the Great Library. We feel that these are the key places for any pak'ma'ra (or those who will deal with them) and that they deserve more specific information.

LIFE AMONGST THE PAK'MA'RA

Interstellar travellers that frequent the living spaces of alien life forms can say one specific thing about every area or community dominated by the pak'ma'ra – they are unforgettable. There is something about having a group of carrion eating humanoid/annelids living in close proximity to one another that *alters* the environment around them to better suit their lifestyles. It might seem like an easy thing to continually adjust a living space to work around the pak'ma'ra but with the types of changes they enact that is seldom the case.

One thing to understand is that the pak'ma'ra do not *intend* to alter their surroundings like they do; it just happens. It is a side-effect of their lifestyles and biological habits and they generally do not understand why it seems to be such a problem for others to come and visit them in their territories. Pak'ma'ra patriots and those Civility members that take unshakable pride in their own holiness as the Chosen People might take great offence at others' implications that they are foul or vile – which could lead to interesting problems. There are few creatures in the universe that can weather a vengeful pak'ma'ra, especially one who feels its piety or sanctity has been questioned.

The Stench

The oily secretions that cover a pak'ma'ra's skin, clothes and possessions, combined with the collective *bits* of food matter that are often clinging to them and their general living quarters, give any area that has a significant population of the Chosen People a certain aroma. Described colourfully as 'a cross between a cesspool and a burnt butcher's shop,' the powerful stench of a pak'ma'ra communal space can be too much for weak stomachs.

This odour is disgusting and gut-wrenching to outsiders but it actually serves multiple purposes for the pak'ma'ra themselves. As instinctively tribal creatures, the pak'ma'ra use this smell as a way of gathering their species. A pak'ma'ra can taste the secretions of this scent over a long distance (a number of metres equal to the number pak'ma'ra in the area times the character's Wisdom score modifier). It draws them together for safety and companionship. In effect the pak'ma'ra gather as an instinct, which of course adds more of the stench to the area, which makes the scent-call stronger and so on.

Depending on how many pak'ma'ra live in a given area there is a level of concentration to the odour that can actually cause outsiders nausea and cramping. Non-pak'ma'ra might need to make Fortitude saves or wear filtration systems to avoid the negative effects. The following table describes what sort of save (if any) outsiders will need to take depending on the concentration of pak'ma'ra, the penalties associated for a failed (or passed) save, how long the negative effects last and examples of such areas.

Pak'ma'ra Stench Modifiers

No. of pak'ma'ra	Fort. Save	Penalty ¹ if Failed	Effects Last	Penalty ² if Passed	Effects Last	Example of Location
2-5	10	-1	1d6 minutes -Con modifier ³	None	—	Commercial Transport
6-15	12	-1	2d10 minutes -Con modifier ³	None	—	Civility Freight Hauler
16-50	14	-1	3d8 minutes -Con modifier ³	None	—	LoNAW Government Centre
51-100	16	-1	1d3 hours -Con modifier ³	None	—	Babylon 5's Downbelow
101-1,000	20	-2	2d3 hours -Con modifier ³	-1	1d6 minutes	Civility Warship
1001-10,000	25	-2	2d4 -Con modifier ³	-1	2d10 minutes	Melatian Mining Outpost
10,001-100k	N/A	-2	10 hours -Con modifier ³	-1	While Exposed ⁴	The Abattoir
100,001+	N/A	-3	1d3 days	-2	While Exposed ⁴	Melatian City

¹ This penalty is applied to all hit rolls, skill checks and saving throws.

² This penalty is applied only to all hit rolls.

³ Minimum '1' of listed time increment

⁴ Effects persist for the entire time the character is exposed to odour, even after the failed save penalty has passed.

Tactile Leavings

The pak'ma'ra are an extremely tactile species, often choosing to touch objects they have seen dozens of times just to reaffirm how they feel in their minds. They also have a tendency to taste their possessions briefly with their feeding tentacles to make sure that no one has handled or molested them in their absence, with some more avaricious pak'ma'ra spending several minutes tasting everything they own in their quarters every time they return after a long absence. This, in and of itself, is a foul practice for outsiders to witness but can be even more so to *touch*. Touching an object a pak'ma'ra has handled (or tasted) frequently can be an experience similar to accidentally stepping in pet waste.

As described in many places in this book the pak'ma'ra are oily creatures that are constantly sweating a greasy film of dead bacteria and other neutralised toxins. This means that they leave behind smeared splotches of the stuff anywhere they go and their habit of touching things constantly can mean that *everything* in their communities might seem greasy or sticky.

This has very little effect on the game rules-wise but could make for a very interesting modifier in certain circumstances. For instance, maybe a Player Character is being assaulted in the

pak'ma'ra section of Downbelow by some Drazi muggers and goes to reach for a crowbar lying nearby to even the odds. He grabs it and finds that it has an oily coating of *something* left behind by the local pak'ma'ra, penalising him by -1 for the inability to get a good grip on the slimy weapon. Essentially it is up to the Games Master to choose what manner of effect this habit will have on those who come into contact with its leavings but we encourage the use of adjectives like slippery, tacky and greasy to describe affected objects.

Food Matter Stores

The pak'ma'ra are probably best-known for their role as carrion eaters and they tend to be as gluttonous as they can be in any given community. Even so, they can only eat so much organic matter at once and unless they are a large community they will tend to need storage areas for their leftovers. Luckily for them they do not care about refrigeration or vermin, so they rarely have to worry about where they place them.

Food matter storage in a pak'ma'ra community is only as complex as the locals want to make it. Often it is just a section of living space where organic matter is piled up under spare clothing or tarp material to be eaten later. Some rare pak'ma'ra homeowners might have a room or closet dedicated specifically to food

Illness from Decaying Organics

1d6	Illness Symptoms	Onset Time	Effects	Duration
1	Fever	1d2 weeks	-2 Str and Con	2d6 days
2	Respiratory Difficulty	1d4 days	-2d3 Con	1d6 days
3	Painful Rash	1d3 days	-2 Dex and Cha	2d4 days
4	Nerve Spasms	1 day + 1d6 hours	-2d3 Dex	1d3 days
5	Blurry Vision	3d6 hours	-2 Dex, -4 Notice	1d6 days
6	General Aches and Pains	2d6 hours	-2 Str and Dex	2d6 days

storage; others might keep small piles all throughout their living space. In truly huge communities they might keep civilian-organised food bins or dining establishments or communal organic matter donation crates placed throughout the cities. It is up to the local pak'ma'ra to decide what to do with their stored food, even if it might be problematic for local non-pak'ma'ra.

Leaving rotting organic matter lying about is not an issue for the remarkably resilient pak'ma'ra but it can pose a health risk to other races who might contract an illness from the piles of decay. Airborne bacterium, attracted vermin and even liquid run-off can come into contact with alien species, potentially causing infection or worse.

In game terms, any non-pak'ma'ra with open wounds or a Constitution score less than 12 that spends more than eight hours in a pak'ma'ra living area (or direct contact with a food storage pile/bin/room and so on) must pass a Fortitude save (DC 10 + 1d6) or contract an illness from the Illness from Decaying Organics table.

Spawning Pool

Groups of pak'ma'ra larger than ten or so will almost always find a way to create the all-important spawning pool. As essentially hermaphroditic creatures they can sometimes get the natural urge to create offspring no matter where they might be. Their male organ mass has no sensory organs of its own, so it must only rely on the internal timing of the seasons to choose when to trigger a spawning. For pak'ma'ra on the homeworld or the Abattoir this is no great task; it is just a few months of carrying the larva before vomiting it up into a communal spawning pool. Travelling pak'ma'ra, or those living abroad, have a more difficult time with what should be the most natural moment of their lives.

The pak'ma'ra need a spawning pool after nine to twelve weeks of internal gestation and many outside communities of pak'ma'ra will hide away the terribly

noxious nutrient bath that forms the spawning pool. Pools vary in size depending on the number of birthings expected by a community but can be estimated at about a cubic metre for every full ten adult pak'ma'ra in the community. These pools and their fumes are highly toxic (Fortitude save DC 22 or suffer 2d6 Con damage) to any non-pak'ma'ra, making them a dangerous addition in alien territories.

Because of this the pak'ma'ra have learned to hide their spawning pools when necessary. When possible they will make pools in waste barrels, storage crates, sectioned-off plumbing and even modified quarters rented by the entire community. As longstanding experts at hiding in plain sight the pak'ma'ra are exceptional at finding ways to tuck away their goods, spawning pools included.

There have been occasions where the Civility has demanded the ability to have sizeable spawning pools available to their people in other races' territories. The most notable, of course, is the facility created in Green Sector on Babylon 5. By renting a sizeable section of quarters in the environmentally protected alien sector, the Civility gives access to the spawning pool to any and all pak'ma'ra. This is supposedly monitored by Babylon Security but with such a limited target of usage they rarely even watch the door. Instead they leave it in the hands of the nursemaids. This has not caused any problems to date but some pak'ma'ra worry that the Unholy might somehow manage to spawn amidst the pure, tainting the entire pool in the process.

Waste Facilities

The Chosen People require specific waste-removal facilities. This is probably the most important part of any pak'ma'ra community for them and those who might share the space. Their diet, combined with their unique metabolism and immune systems, creates a concentrated waste product similar to bat guano – save for its *extreme* toxicity. Digested material passes through the pak'ma'ra rather slowly, an average thirty-six to forty hour trip through the

stacked stomachs and nutritional filters. Eventually it needs to be excreted through a method similar to other humanoid alien body structures.

On Melat there is little need for officially designated facilities due to the fact that visitation from aliens is more or less unheard of. Elsewhere however, there need to be specifically-designed and labelled 'pak'ma'ra only' facilities. These are equipped with double-layered filtration systems that flush all traces of the matter into vacuum storage tanks or, where possible, into the void of space itself. Safety for non-pak'ma'ra should be the priority and cutting corners or ignoring well-documented protocols could cost lives.

The waste of a pak'ma'ra is concentrated toxins and coming into contact with even the fumes it emits can sometimes be enough to cause asphyxiation and possible organ failure. Contact of this sort calls for a Fortitude save (DC 25 for physical contact, 12 for inhalation) or immediate primary poison damage of 1d6 Dexterity and Constitution, with secondary damage at 1d3 Constitution. The test must be taken every minute after contact until passed.

'Open' Access

The pak'ma'ra Civility teaches its people that all of the holy Chosen People are part of the whole and can be trusted. This tradition stretches back all the way to first continental villages where the tribes settled into permanent housing for the first time. As a show of trust to their fellow tribemates there were never any doors or locks on personal housing. Instead, the people could come and go as they pleased as friends and neighbours. As time has moved on the intent of this practice has stayed similar but the practice itself has been altered to take outsiders into consideration.

After learning true avarice and greed from outside aliens, many pak'ma'ra that have managed to come into possession of their own quarters or real estate will have lockable doors and shutters on their homes to keep out the untrustworthy. The Council of Sciences in 2241 came up with the best way to lock out alien outsiders without barring the way of other Chosen People – who should have open access as the traditions claim. The Council devised the *moak'ral*, or tentacle-lock. Essentially this lock is a medium-security (DC 20 to illegally open) locking system that incorporates a fibre-scanner that tunes in on the saliva-like secretions of a pak'ma'ra's mark'al (feeding tendrils) as a key. Any mark'al secretion will work in this manner, meaning that the Chosen People can come and go as they wish but outsiders need to be let in normally.

This open access tradition does not mean that pak'ma'ra do not believe in theft or dishonesty amongst their own; they just know that the goods are no safer in their possession than in that of another pak'ma'ra. With their ability to touch-taste others who have come or gone, they generally do not risk having a Council of Deliberations called upon them for such petty actions. This does not stop the maliciously crafty or the Unholy from doing so but it often gives enough of a pause that the society as a whole does not generally abuse this tradition.

For communities of pak'ma'ra that do not have personal quarters, like that of 'Pak-town' in Babylon 5's Downbelow, the Chosen People can come and go as they please. They may add or take from food stores as they feel fit to do, helping the Civility community as best in their power. The pak'ma'ra are tightly knit and rarely have any personal issues living like this, sometimes forming a formidable mass in the darker areas of alien populations. If a pak'ma'ra is in good standing with its peers and is being harassed or threatened by an outsider, the harassing alien might soon find himself dealing with a throng of angry carrion eaters happy to put him on the tentative menu.

Dim Lighting

Although a minor adjustment to deal with, the pak'ma'ra tend to keep the ambient lighting in their communal areas lower than normal. This is not because they have over-sensitive eyes or other physiological restraints; it merely reminds them of the dusky haze of Melat's sky. It is also a helpful augmentation to their already proficient stealth.

Pak'ma'ra communities that are altered in such a way can be considered to have roughly half the normal amount of lighting, penalising any character's Notice and Investigation skill checks by –2 unless they have low-light vision or similar methods of seeing in the gloom. The pak'ma'ra also suffer this penalty but are often not the ones *searching* the area at all.

THE LESSER POINTS OF INTEREST OF THE MELAT SYSTEM

The following section gives an overview of the lesser points of interest found in the pak'ma'ra home system, what they offer to the Civility and the Babylon 5 Roleplaying Game.

Minor Planets and Moons

The Melat System has six planets that hold a total of seventeen moons, all revolving around their sub-dwarf red star. The following entries cover five of these planets (Melat II, the homeworld, has its own section later) and their most important moons. None of these minor planets can sustain life and are home only to artificial settlements, if any at all.

Ak'idial (Ak's Torchlight)

Planet: Melat I

Moons: None

Climate: Very Hot

Weather Average: 75% Mild Storms, 25% Severe Storms

Notable Cities: None; mining camps are dramatically nomadic

Population: None; 500 – 1,000 miners at any time

Cultural Information: None; the miners are the only life found on the planet

Planetary Notes: This small planet is very close to the inward orbit of the system's star, causing it to be bathed in deadly solar radiation and blanketed with extreme heat at all times. It is layered with deep Quantum-40 deposits that the Centauri found when they controlled the system. The Republic showed the pak'ma'ra how to use environmental shells to set up temporary mining camps to bring up the expensive mineral with little danger to the workers, a process that they continue to use to this day. Besides the occasional mining dome the planet is a reddish waste of rocks and sand with no sea and no moons. It is essentially one gigantic strip mine that shows no sign at all of ever falling short of mining expectations.

Urik'mark (War's Mouth)

Planet: Melat III (Gas Giant)

Moons: Eleven (two of note below)

Planetary Notes: This enormous sphere of icy hydrogen and chloride gases is a brilliant blue-green colour that shines almost teal when the system's red sun strikes it. It is very large; roughly a hundred-thousand Melat IIs would fit inside it end to end. It has a tremendous gravitational pull that has been the demise of many damaged spacecraft. It

also keeps a respectable eleven moons in orbit in strict patterns that never bisect in any way. Although the moons are small and uninhabited, they are all high in useful minerals and metals – many of which are comprised mainly of contaminant-free Q-40.

Other than the moons, the third planet in the system has little to offer the pak'ma'ra. It is occasionally used as a dumping station for space debris and unwanted waste materials. By using old freighters on auto-pilot to fly hard and fast into the gas giant the Civility ensures that these deposits are crushed to nothingness by the sheer mass of the planet. Nothing that enters Melat III has ever escaped it, hence the traditional name for the planet.

Ak'shi (Maker's Fist)

Moon: Melat III-7

Climate: Very Cold

Weather Average: 50% Mild Frozen Storms, 20% Clear, 25% Severe Frozen Storms, 5% Extreme Frozen Storms

Notable Cities: Civilitarian Excavation Site U'ok; unionised mining camp

Population: 250-300 miners, 10-35 union officials

Cultural Information: Miners are all shipped in from the Grome Autocracy; union officials are pak'ma'ra from the Civility

Ak'am'ra Pilgrimage

...and to touch the site of miracles is to be touched by the miracle itself...

Believed by the faithful to be an act of banishment on behalf of the Maker, Path-Bound pak'ma'ra (those with the appropriate feat) are invigorated and inspired by laying their hands or mark'al on the location where the Maker worked its magic.

Any Ak'am'ra that can manage to somehow make bare skin contact (get those rules for hypoxia ready!) with the ruins of the old research site gains a permanent +2 bonus to Will saves. They believe they are blessed through the contact and will be stronger in their convictions for it. They can only ever gain this pilgrimage bonus once.

'Planetary' Notes: This small and frozen moon has a very high content of untainted ferrous copper, a metal prized by the Grome for its usefulness in high-end circuits and other electrical hardware. Although the moon is a small source of the material, the Autocracy is happy to pay the Civility a hefty association fee to be allowed to keep a permanent mining facility there in order to attain the substance more easily than they can from the deep-trench mines of their own world. The mining site was built and is operated solely by the Grome but is home to several pak'ma'ra union officials who essentially watch over/spy on the goings on. There is no hostility between the two groups and the Grome are actually quite pleased to be left to their own devices.

Ak'hal (Maker's Vault)

Moon: Melat III-10

Climate: Cold

Weather Average: 98% Clear, 2% Radiation Storms

Notable Cities: Site RS-4; artefact research dome

Population: 100-125 Civility research scientists

Cultural Information: The dome is home primarily to research scientists assigned by the Council of Sciences but several Librarians come and go to check up on them as well.

'Planetary' Notes: This rocky moon was nearly strip-mined bare during the years when the Centauri occupied the pak'ma'ra Civility, leaving behind twisted and ugly trenches of bare rock and basalt fields. It was left barren and hideous and the pak'ma'ra did their best to continue work in the various mining camps. It was later used as a staging area for Dilgar attack groups when they came in the 2230s, their virus bombs and mass driver strikes cleansing all signs of the mining camps from the moon – and the remaining atmosphere.

When the Dilgar left, Melat III-10 was in worse shape than ever but the Dilgar bombs had uncovered a very interesting artefact that the pak'ma'ra believed to be one of the sleeping agents of the Darkness. They were not far from the truth. The bombs revealed a dormant Shadow Cruiser lying in wait after the last Shadow War. The Civility built a large dome over the site and began research upon it with little result at all. In 2260, when all of the Shadow ships were reawakening, the dome was destroyed and the ship flew off to join its brethren. The site was never reopened after the Shadow War but is still considered a holy place for the Maker-bound Ak'am'ra, because there the Maker chose to rip out the spying servant of Darkness and send it away from the home system.

Dar'ur'hal (Darkness' First Sword)

Planet: Melat IV (Gas Giant)

Moons: Three (one of note below)

Planetary Notes: Small for a gas giant, this violet-blue mass of fluoride and neon could only contain a few thousand Melat IIs. Due to what researchers believe was likely a collision with the lunar satellite orbits of Melat V, there are very few moons around either planet. Its near vicinity to one of Melat System's large debris fields adds credence to that fact and also makes travel around the gas giant treacherous at best. Small chunks of rock and ice will periodically break orbit from the debris field due to the abnormally high gravitational pull of the planet. This makes trying to get anywhere near the three remaining moons, which are found *inside* the debris' orbit, even more dangerous for larger vessels. This is why there is little in the way of large-scale mining around Melat IV, only smaller or privately-funded projects like those found on Ure'k, the planet's third moon.

NOTE: Any Operations (Piloting) or Pilot skill checks taken while inside the general orbit of Melat IV have a -4 penalty and any failures inflict a 15 Offence attack from particulate matter that can be Intercepted as normal.

Ure'k (The Wounded)

Moon: Melat IV-3

Climate: Very Cold

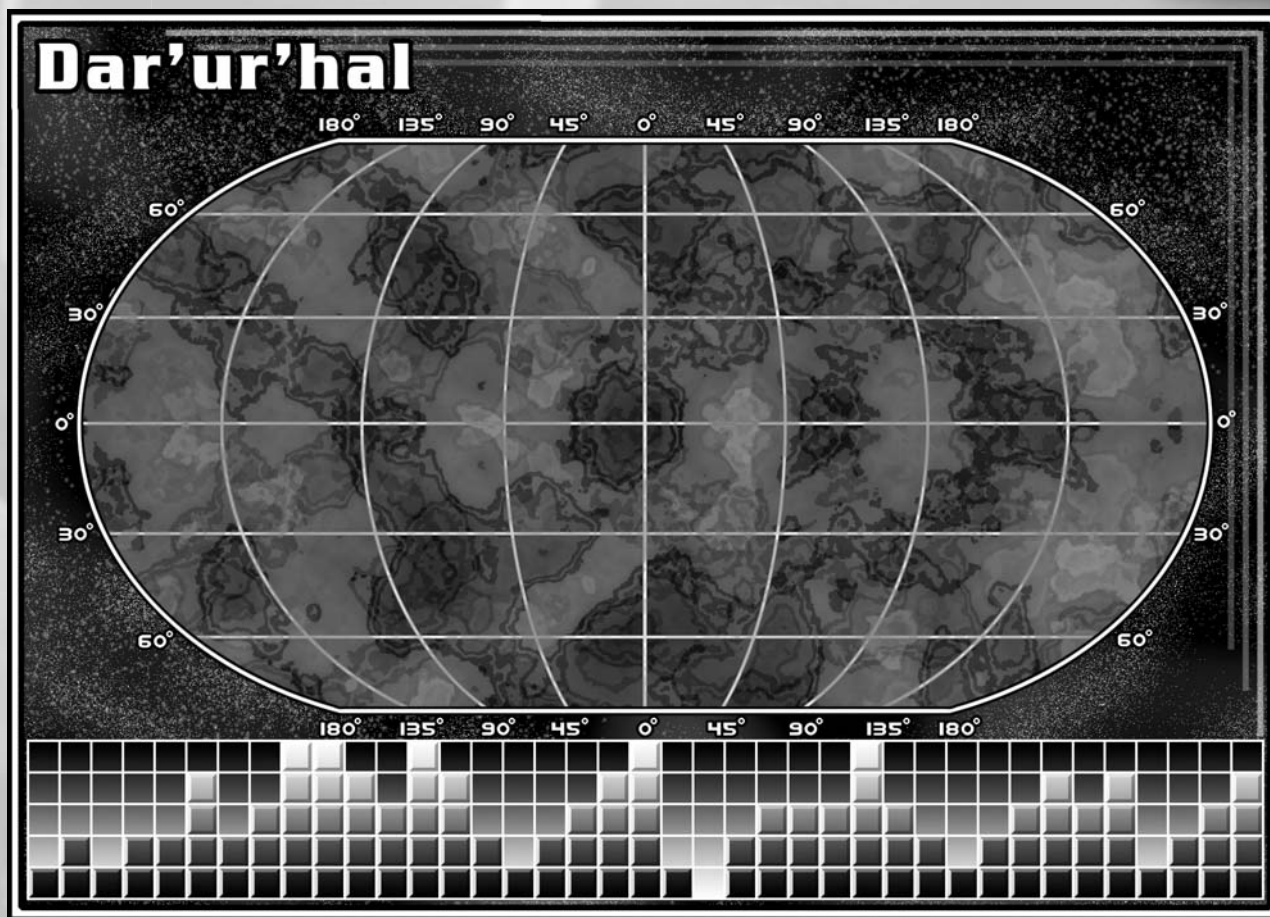
Weather Average: 70% Clear, 20% Meteoric Showers, 10% Dust Cloud Saturation

Notable Cities: None; dozens of small mining outposts only

Population: 25-30 miners of various races per outpost

Cultural Information: Each mining outpost is likely to have its own cultural background but the general breakdown of racial/commercial levels are as follows: 50% pak'ma'ra, 25% Abbai, 10% Brakiri, 10% IPX, 3% Drazi, 2% Miscellaneous League.

'Planetary' Notes: This moon is larger than a normal lunar satellite, allowing it to survive the constant barrage of debris chunks that it receives from its close proximity to the alpha debris field. The terrain is uneven and pockmarked, revealing a great deal of the inner crust minerals of the moon. This has drawn a number of risk-taking private investors from the Civility and other governmental or commercial entities to take advantage of the extremely high levels of gold, platinum, Quantum-40 and trace salts and gemstones. Because of the volatile atmosphere and constant risk of meteoric activity, only small vessels of a few dozen miners at a time can come and go



from the moon, making mining a long and arduous process; however, it can be a worthwhile practice due to the industry-low taxation the Civility charges and the sheer profitability of a few weeks' work.

Ur'kral'Or (First Among the Stars)

Planet: Melat V (Plasmic Gas Giant)

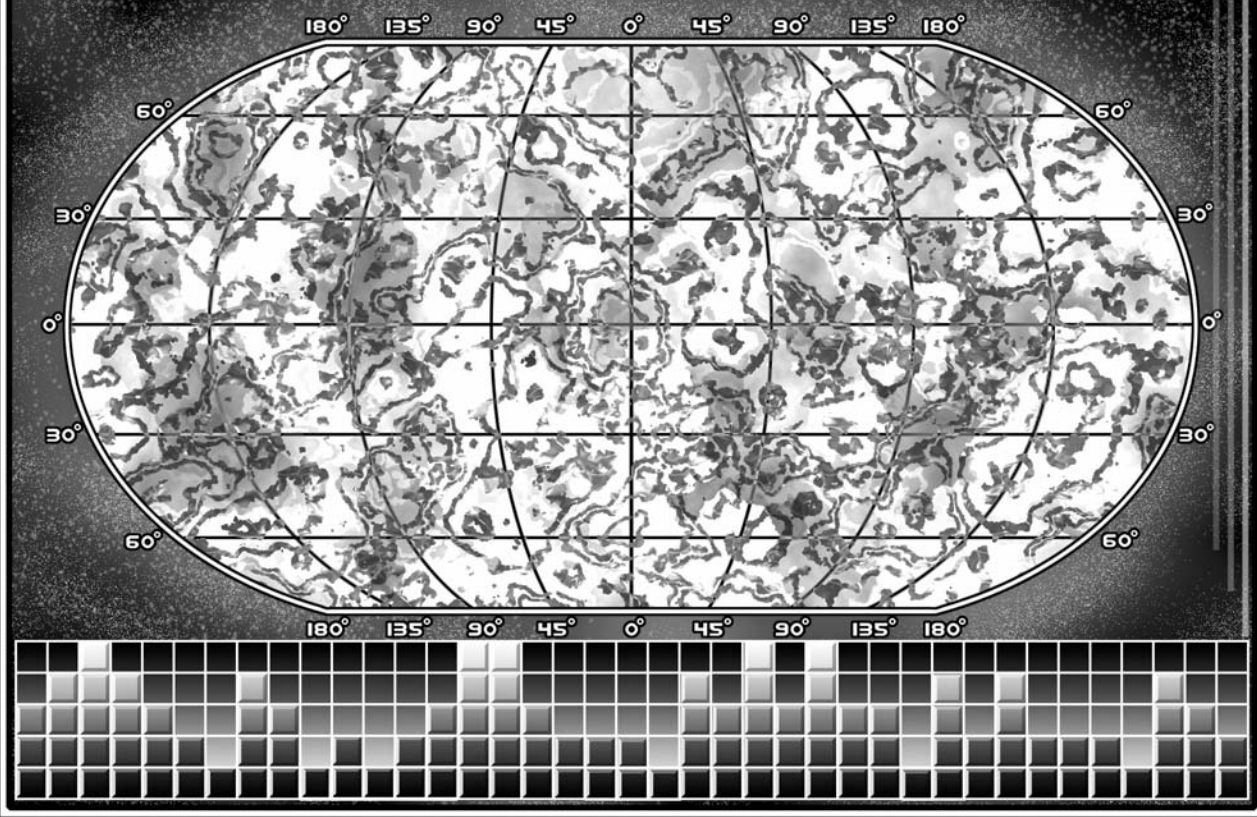
Moons: Two (none of note)

Planetary Notes: A brilliant swirl of revolving hydrogen, helium and magnesium gases pressurised to the point of essentially staying in a plasmic state, Melat V is the first glowing entity to appear in the night sky over the pak'mara homeworld. It was originally believed to be a neighbouring star shining bright enough to befuddle early astrophysicists but was revealed as a plasmic planet in the early days of stellar exploration. Its golden yellow colour sparkles at long distances and spacers frequenting the system often use it as the primary location point for navigation due to its extremely predictable orbital pattern.

Melat V currently has two moons, neither of which are worth much more than their weight in heat-blasted rock and molten lead. With the ever-increasing gravitational pull of the planet itself, which increases by 0.0000008 Gs every year galactically speaking, it stands to reason that the planet may have had more moons at one time. Theories state that the planet's pull grew strong enough to draw one of its own moons into itself, adding it to its own mass and causing most of the planet's other moons to break free from the changing orbital patterns and crash into the moons on either side of itself – hence the debris fields surrounding this planet's overall orbit. Whether this is true or not is up to some degree of debate but the Council of Sciences have decided that it is a matter for the Maker alone to know and has not officially looked further into the issue.

NOTE: Any starship crews that know to use Melat V as a navigational beacon within system can automatically add a +2 miscellaneous bonus to all Operations skill checks for the purposes of navigation while in the Melat System.

Ur'kral'Or



Dar'ak'pak (Darkness Chosen)

Planet: Melat VI

Moons: One (noted below)

Climate: Subfrozen

Weather Average: 50% Clear, 50% Severe Storms

Notable Cities: None; the planet is too cold for constant life

Population: None

Cultural Information: None

Planetary Notes: This small planet was likely once a verdant world during the last stage of the system star's evolution, freezing dramatically when it changed into a cooler red dwarf. The planet is a black sphere of frozen carbon-based petroleum that can be dug out by expensive special machinery such as that the Centauri had but the pak'ma'ra never learned to reverse engineer. To dig up the planet's useful material the Civility must look to outside aid from the Gaim or Brakiri, making it both expensive and risky. The planet is far from the system's core world and has two large belts of

debris lying as boundaries as well. There should be no question as to why the Civility does not arrange for permanent bases or facilities on the planet.

Dar'nark (Darkpath)

Moon: Melat VI-1

Climate: Subfrozen

Weather Average: 100% Clear (no weather patterns at all)

Notable Cities: None; one ancient ruin

Population: None; the moon could not sustain life

Cultural Information: Only the Darkness-bound Nark'ra ever actually secretly come to the moon.

'Planetary' Notes: This moon was once used as an orbital focus for several old defence satellites but they were destroyed in the Hurr attacks of 2225. Now it is as desolate as the planet it revolves around, though it does have one point of interest upon it – or rather *beneath* it. Along the moon's equator is a single fissure that leads almost a mile down to its nearly dormant volcanic core. Created by the First Ones, there lies an enormous ruin that the Darkness-Bound pak'ma'ra

Nark'ra Pilgrimage

...and in the blink of the gods' eye the temple vanished and the Chosen People were shown that the Maker of all was fallible...

Coming to witness the huge Ancient ruin (probably an outpost of the Kirishiac Lords, due to its sheer stature) without being noticed by outsiders is considered a welcome quest by all Nark'ra. They do not come to simply revel in their predecessors' success but also to remind themselves what can be accomplished through the right absence of truth or misdirection of one's enemies.

Any Nark'ra that can manage to somehow survive the intense cold and savage descent into the crevasse to find the Ancient ruin gain a permanent +2 bonus to Will saves. By witnessing the eons-old marvel their order managed to hide from the rest of the Civility with their own eyes, they strengthen their resolve in the face of what hardships the galaxy might hurl at them. They can only *ever* gain this pilgrimage bonus once.

have managed to slowly remove from the accounts of the Great Library through generations of trickery and deceit. This act of disinformation, the *erasing* of an Ancient place from the annals of history by the Nark'ra is considered one of the Darkness' only miracles to those in the know. Those pak'ma'ra who secretly serve the ideals of the Darkness must try at least once to come to this place in order to reaffirm their ability to re-create the universe through lies, deception and manipulation.

The Debris Fields

The Melat System has two large debris fields that loosely surround the orbit of its fifth planet, possibly created by the collisions of one or more of their outermost moons with one another. The resulting chunks of moon would eventually act similarly to an asteroid belt, finding a constant orbit and thinning out to become more of a stretched cluster rather than a single patch of debris.

Rar'oor'uk (Cycle's First)

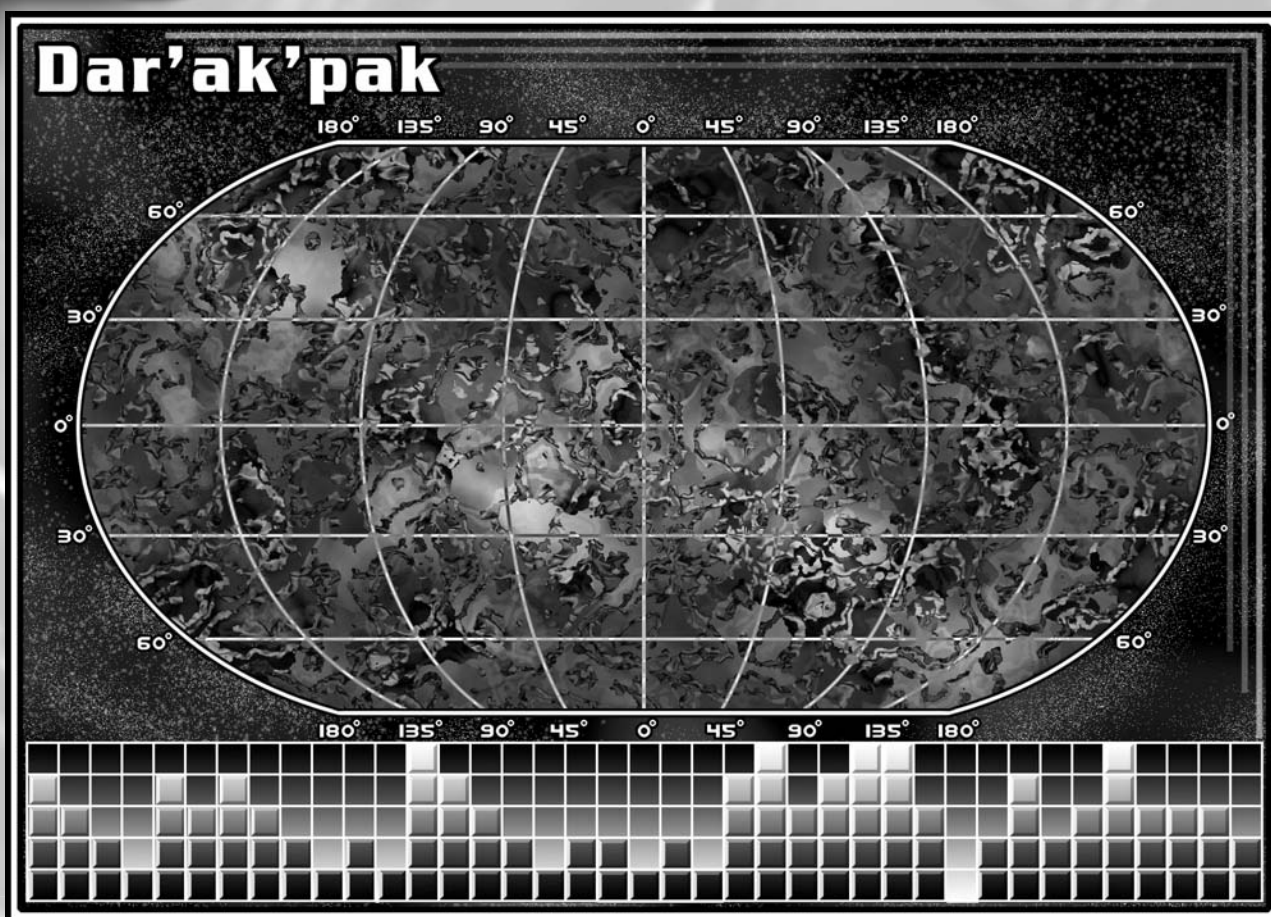
This pocket of Quantum-40 enriched debris stretches for several million miles along a similar orbit as its nearest planet, Melat III. A dense ring of debris, it has collected a great amount of vagrant space matter over the centuries since its creation. Several wayward asteroids, nebulous masses and even a number of large spacecraft that have since been battered and broken into metallic chunks have become part of the field.

Although trying to collect valuable resources from the larger pieces of debris is feasible, there are two extreme dangers to take into consideration before trying to do so. The first is that any stable debris field such as this is a good place for raiders and pirates to lurk to baffle sensors, making any Q-40 ship leaving the area a tempting target just in case they had a successful dig. The second problem with dealing with this debris field comes from its constantly shifting magnetic fields. With so much Quantum-40 bumping and scraping around with hunks of stone and ferrous metals, there is a massive amount of potential magnetic energy stored up in the largest deposits. This makes piloting a craft difficult and all but blinds most sensor systems.

NOTE: Anything within Long range of the Rar'oor'uk Debris Field has a bonus to its Stealth equal to its Stress Rating but also suffers -4 to all Operations (Piloting) and Pilot skill checks.

Rar'oor'arl (Cycle's Last)

This debris field, located almost perfectly between Melat V and VI, is much smaller and lighter than its cousin deeper in the system. It is made up of high-concentration frozen hydrogen, oxygen and chunks of salt, likely from the collision of a frozen moon with a volcanic one. It stretches for only a few hundred thousand miles, revolving around its orbit like a seasonal storm. There is little that can be gained from the slow-moving and predictable chunks other than the elements to create drinkable water and the harvesting of un-iodised salt.



Since the Centauri troubles of 2262, there have been several reported sightings of a large raider force that uses the debris field as cover for their larger vessels, which target in-system frigates and freighters. The trade marshals in the Civility's employ seem to have no luck ever actually finding any trace of them – let alone capturing any to see who they work for and why they are so bent on harassing the Civility!

The Melatian Jump Gate

A few hundred thousand miles from Melat II but only a scant four-hundred and twenty from the Abattoir lies the only jump gate in the entire Melat System. Built by the pak'ma'ra using schematics they found on Centauri data files, the Civility is one of the only governments anywhere in the galaxy to build and own a *six-strutted* jump gate!

Salt Field Raiders

The raiders seen attacking ships around the Rar'oor'arl debris field are actually Drakh-controlled and are trying to gather the chemically-stable salts for use in their biotechnological experiments – as the salt is a key component in the nourishment of the Drakh Keeper, for instance. The Drakh had been trying to harvest salt here when they were discovered by an unlucky raider cell who wanted to use the debris field as cover. The resulting conflict was short and one-sided but it attracted a great deal of attention to the area. Now the Drakh must be far more subversive in their efforts. They cannot simply control the Civility as they would a different troublesome race due to the pak'ma'ra's resistance to implants.

It was actually due to an error in translation that the pak'ma'ra built the jump gate in such a strange and unorthodox pattern: they read the normal four-strut design incorrectly. The final device could have interacted with the dimensional barriers in any number of strange ways, perhaps cataclysmically, but it did not. In fact, the Melat jump gate is said to be the smoothest transition from hyperspace to realspace in the entire galaxy. This, combined with the sheer amount of trader traffic going in and out of the gate, makes often clogs the space surrounding with waiting ships and their impatient captains.

The Melatian jump gate is actually a free portal to and from hyperspace, as the Civility does not believe they can charge those who are already stimulating their economy any further. As the only jump gate available and with so many defensive satellites scattered throughout the system on auto-track to incoming hyperspace events, it is the least the pak'ma'ra can do to keep the flow of traffic moving. This is a strange practice for the Civility to perform and many sceptical spacers might assume the worst when given a free ride by the carrion eaters.

Besides being a galactic anomaly, the six-strutted jump gate is also tremendously sturdy and can withstand a great deal of punishment— as was discovered in the Dilgar Invasion. The merciless Dilgar attempted to dismantle the jump gate in order to cut off the system from outside aid but were successfully turned away several times by the meagre Civility Defence Fleet and the staggering firepower of the Abattoir. Even the handful of direct hits the Dilgar did manage to inflict were easy to repair, actually giving the pak'ma'ra the opportunity to reinforce the gate even further with additional Q-40 bands and secondary power systems. In effect, by trying to destroy the Melation gate the Dilgar only succeeded in giving the pak'ma'ra an excuse to make it nice invulnerable.

Melatian Jump Gate

Colossal Spacecraft

Defence Value: 1 (–10 size, +1 Handling); **Armour:** 28; **Handling:** +1; **Sensors:** +1; **Stealth:** 0; **Stress:** 0; **Features:** Jump Point
Crew: Pak'ma'ra Civilian (by Remote) (+0 BAB, +3 Training); 24 Crewman
Construction Spaces: 390 Structure Spaces (65 per strut)

THE ABATTOIR – MELAT STATION PRIME

The following section contains statistics and narrative information for the only pak'ma'ra Civility space station, the Abattoir.

The Abattoir

Location: Melat II

Size: 1.5 miles in length by one mile wide, roughly one mile deep

Population: 54,000 residents (65% pak'ma'ra, 10% Human, 10% Brakiri, 5% Abbai, 5% Llort, 3% Drazi, 2% Miscellaneous)

Distance to Jump Gate: 420 miles

Owned and Operated By: Pak'ma'ra Civility

Gravity: 1.02 G

Atmosphere: Oxygen with Adjustable Atmosphere Quarters

Length of Day/Week/Month/Year: 36 hour/six day/three week/20 month

Primary Influences: Pak'ma'ra Civility, Great Library of Melat, Trader/Commercial

The following is the statistic block to be used if the Abattoir is ever placed in a combat situation:

The Abattoir

Colossal Construction

Defence Value: –7 (–18 size, +1 Handling); **Armour:** 28; **Handling:** +1; **Sensors:** +6; **Stealth:** 0; **Stress:** 2; **Features:** Artificial Gravity, Plasma-Battery Engine¹, High-Capacity Storage, Space Station, Targeting Computer (+3))

Crew: Pak'ma'ra Line (+2 BAB, +6 Training); 26 Officers, 40 Pilots, 22 Sensor Operators, 250 Crewmen, 40 Troops)

Structural Spaces: 660 (Cargo 455, Control 10, Crew 100, Engine 25, Hangar 20, Weapons 50)

Fore Arc Weapons

⑤ Fused Plasma Torpedo Launcher (Long, Offence 150, two weapon spaces)

⑤ Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)

⑤ Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)

⑤ Twin-Linked Plasma Accelerator (Long, Offence 25, Beam 1d10, two weapon spaces)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Light Plasma Stream¹ (Close, Offence 12, Beam 1d4, one weapon space)

⑤ Light Plasma Stream¹ (Close, Offence 12, Beam 1d4, one weapon space)

Port Arc Weapons

⑤ Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)

⑤ Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)

⑤ Twin-Linked Plasma Accelerator (Long, Offence 25, Beam 1d10, two weapon spaces)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Light Plasma Stream¹ (Close, Offence 12, Beam 1d4, one weapon space)

⑤ Light Plasma Stream¹ (Close, Offence 12, Beam 1d4, one weapon space)

Starboard Arc Weapons

⑤ Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)

⑤ Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)

⑤ Twin-Linked Plasma Accelerator (Long, Offence 25, Beam 1d10, two weapon spaces)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Light Plasma Stream¹ (Close, Offence 12, Beam 1d4, one weapon space)

⑤ Light Plasma Stream¹ (Close, Offence 12, Beam 1d4, one weapon space)

Aft Arc Weapons

⑤ Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)

⑤ Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)

⑤ Twin-Linked Plasma Accelerator (Long, Offence 25, Beam 1d10, two weapon spaces)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Light Plasma Stream¹ (Close, Offence 12, Beam 1d4, one weapon space)

⑤ Light Plasma Stream¹ (Close, Offence 12, Beam 1d4, one weapon space)

Turret Arc Weapons

⑤ Fused Plasma Torpedo Launcher (Long, Offence 150, two weapon spaces)

⑤ pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

⑤ pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

⑤ pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

⑤ pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

⑤ pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

⑤ pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

Craft (36): 22 Cargo Shuttles, Eight Light Shuttles, 36 Porfatis Light Fighters¹, 24 Assorted League of Non-Aligned Worlds Fighters, 70 Maintenance-Bots

¹ This is a trait, weapon or craft found in the Technology chapter of this book.

The Abattoir is a massive hulk of mismatching sections that the pak'ma'ra built in 2211 from the various mining and trade flotillas left behind from the era of the Centauri occupation of Melat. It has grown over the decades from new additions being slapped on haphazardly whenever needed, giving the entire station a very polygonal and trapezoidal look and feel. Due to its strange construction there are hundreds of small hangar bays and shuttle decks all around it, with many banks of them answering to the same Command Unit for docking rights and flight patterns. To the naked eye the Abattoir can seem like a riled nest of hornets buzzing all around it, but the pak'ma'ra somehow manage to keep traffic waits to a minimum.

As a pak'ma'ra controlled station (the only one, in fact), the Abattoir is filled with tens of thousands of pak'ma'ra. As covered earlier in this book, this gives the entire station a particularly potent stench and everything in public places can be considered to have been touched by dozens, if not hundreds, of the carrion eaters in passing. Most spacers that first come to the Abattoir are fully aghast by the foul odour and general repulsiveness of the place; some even leave before they can discover the wonders to be found inside. Veteran Abattoir-goers know that the stench eventually deadens the scent receptors and can be ignored for the most part and those with more sensitive noses may purchase specialised filter plugs from dockside vendors.

Once the initial impact of the Abattoir's recycled air is dealt with by a station-goer he has a myriad of different avenues to visit on board the station. For simplicity's sake and ease of reference, the following section entries are grouped together to help readers find exactly what it is they want on the Abattoir.

Spaceport and Shipbuilding Industry Assets

As the Civility's only space station, the Abattoir serves as the primary meeting place for any trade or personal communication with outsiders. It has room in its commercial bays for several hundred shuttles and

small ships, many of which are extremely affordable at only 50 credits a day. The pak'ma'ra actively want others to come and mingle amongst their people. It helps the pak'ma'ra learn more about their visitors and gives abundant opportunity for stowaways to hitch rides back elsewhere when these visitors leave. Due to the complex nature of the flight patterns around the Abattoir and the constant debate of its command crews, it can take upwards of an hour or two to receive permission to land or take-off.

There are exceptions to this wait, however. There are private Civility-only docking structures used solely for ships of the Civility Defence Fleet and they are commonly filled with fuelled and ready Porfatis fighters in case there is trouble that the station's own considerable defences cannot handle or reach. There are also a number of bays reserved for dignitaries and their military escorts from members of the League of Non-Aligned Worlds, allowing the Civility to extend a hand to their peers at any time.

Also serving as the primary shipbuilding facility for the Civility, the Abattoir is always surrounded by a dozen or more pak'ma'ra vessels under construction. Larger craft like the Pshul'shi or Ak'urik'hal are actually built on temporary scaffolding facilities a few thousand miles away but almost all fighters and light craft are built by workers from an extension of the Grome Autocratic shipyard stationed here. The workers are loyal to the designs given to them by the Councils of Sciences and the ships they build are surprisingly impressive for being born of pak'ma'ra debates.

In-Station Travel

With the way the Abattoir was joined together around the addition of Brakiri artificial-gravity generators, there are three ways to get from one end of the station to the other: walk, shuttle or risk a tube. Each method

has its ups and downs (sometimes literally) but all will eventually get a traveller to where he wants to go. The haphazard and chaotic method in which the station is mapped out makes travel between levels and floors difficult no matter how a character chooses to get around.

Walking is by far the most dependable method of getting around on the Abattoir but can be dangerous and time-consuming for those station-goers who do not know exactly which way they need to go. An Investigation skill check (DC 15) can send a character in the right direction but will likely need to be taken every hour (average trip takes 1d3 hours walking) to take the twists, turns and dead-ends into consideration. Any roll failed by more than five will actually get the character so lost that he will need to totally start his journey over again. A roll of a natural '1' on these checks means that the character has stumbled into a dangerous section of the station and will want to keep an eye on his wallet and a hand on his PPG just in case.

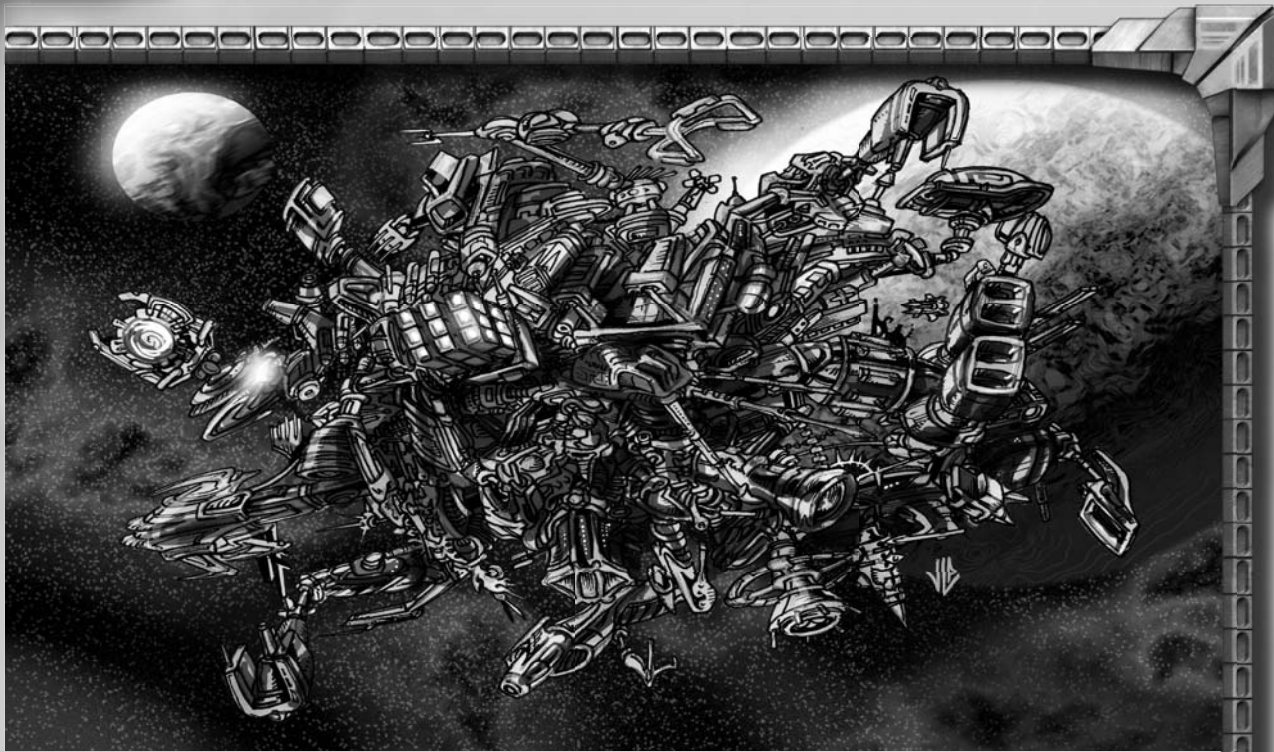
Due to the sheer number of hangar bays on the outside of the station, a character paying one of the commercial shuttle pilots to ferry him out of the station and back again closer to his destination is the fastest – and most expensive – method of transportation. It costs roughly 100 credits per passenger/one-way to take a ferry shuttle across the station, plus tip. Not tipping a shuttle pilot is a good way of marking the offending character for rough rides and lost cargo later; spacers are always in touch with the locals for details on bad passengers. After 5d20 minutes of arranging flight paths and protocols the shuttle can exit the station, spend roughly fifteen minutes in flight and then dock again close to the passengers' destination. This can be expensive but it is probably the best way to travel the Abattoir dependably.

Using the mass transit system, or TubeTrac, is a lot like gambling. Sometimes a character will get

Abattoir TubeTrac Timetable

Check Result	Number of Additional Stops	Number of Additional Passengers	Estimated Time of Arrival	% Chance of Tube Mishap ¹
0–3	3d10	3d6	2d4+1 hours	50%
4–6	3d8	3d4	1d4 hours	30%
7–10	2d8	2d6	2d4 x 20 minutes	25%
11–15	2d6	2d4	2d6 x 10 minutes	15%
16–20	1d6	1d6	1d6 x 10 minutes	10%
21–25	1d4	1d4	2d4 x 5 minutes	5%
26–30	1d3	1d3	1d6 x 5 minutes	3%
31+	1d3–1	1d2	3d6 minutes	1%

¹ It is up to Games Masters discretion as to what may occur; tube breakdowns are common.



on the right tube and take the right transfer turns; sometimes he will spend half a day riding in circles. When the station was built and the Civility began to stitch together a transit tube system similar to the ones in many commercial stations of the time, they forgot about the massive outer hulls of the former flotillas blocking transit tracks and the like as they became internal support walls. This turned the TubeTrac system into a planning nightmare with over a hundred separate junctions, transfers and roundabouts throughout the entire system together. The map printed by the Command Units is twenty-six pages long and covers roughly a dozen different methods of trying to plan a given route. Essentially it takes an Investigation skill check or basic Intelligence check to choose a TubeTrac route, which is then compared to the table below for travel times.

Security and Command Unit(s) Staff

Like any pak'ma'ra fleet asset, the Abattoir is commanded by two full units of officers that can serve as a Council of Deliberations or a Council of Safety at a moment's notice. It is not common but the longer a Command Unit is in power the more likely it will become a permanent fixture of the asset it commands. The two units in

charge of the Abattoir have been in place for many years and are well-known to the Civilitarians and outsiders common to the station. They are as much a piece of the station as the plasma-battery core.

The first Command Unit is 'headed' by Tach'rann, a one-hundred-and-fifty year old pak'ma'ra who was a war cruiser gunnery officer during the Dilgar Invasion. Tach'rann looks upon things with a strict military eye and when it directs things on the station it tends to do so with stern authority. Tach'rann keeps itself busy with the majority of security matters and tries to keep the station safe from outside threats.

The second Command Unit is known by its most vocal member, Yut'hako. Yut'hako is a pak'ma'ra who should have been a Librarian but instead chose the life of a diplomat in order to hopefully keep others from treating the Chosen People poorly. It is young, only forty-five, and still has much of its respect for the galaxy as a whole – even living through the Shadow War was not enough to break its positive outlook on life. Its optimistic views on life makes it the primary ally to all Abbai on the station and they often attend Yut'hako's discussion hearings.

The Civility Security Force, as directed by the Council of Safety, is in charge of keeping the peace on the

Abattoir. CSF agents only number a few dozen on the station but with the number of loyal Civilitarians that would have no qualms about helping their brethren on board there is little likelihood of a problem they could not collectively handle. The Council of Safety has authorised the Civility Security Force to use any amount of force they see fit in order to keep the overall peace and greater good of the station, although they are rarely given cause to use anything but nonlethal force.

Common CSF Agent

4th Level pak'mara Lurker / 2nd Level Agent; hp 21; Init +2; Spd 20 ft.; DV 12; Atk: +7 close combat or +3 ranged; SQ Multi-Skilled (Diplomacy, Linguistics), Survivor's Luck 1/day; Fort +9, Ref +3, Will +3; Str 14, Dex 9, Con 16, Int 10, Wis 10, Cha 7

Notable Skills: Appraise +6, Athletics +4 (only +2 when jumping), Bluff +6, Intrigue +7 (+13 when gathering information), Investigate +9 (+11 when searching), Knowledge (slums) +14, Knowledge (Abattoir) +7, Knowledge (Civility Law) +5, Linguistics +5, Notice +5, Technical (mechanical) +5, Stealth +11, Subterfuge +5

Feats: Fluency (Human & pak'mara), Great Fortitude, Iron Will, Skill Focus (Appraise, Investigate & Knowledge (slums)), Taste Sensitivity¹, Toughness, Weapon Proficiency (close combat & pistol)

Standard Equipment: Translator, Dual-Phase PPG pistol¹, Flak Robe¹, CSF sash, Shock Stick

¹ These are new and can be found later in this book.

Personal and Commercial Lodgings

Although it might seem like a repulsive thought to sleep anywhere where it is up to the pak'mara to clean and upkeep, there is a large market for lodging on the Abattoir. Rooms are available for any Civility employee staying at the Abattoir but visitors also have a number of different options offered to them for a modest fee. Depending on what a station-goer wants to pay, there are just as many different types of rooms as there are different types of visitors.

Employees and Civility-arranged personnel all have paid-for quarters in one general section of the station, placed close to the centre of the station for overall access to the various areas they might need to report to. Employee quarters are *modest* to say the least and consist of little more than a cot and a storage bin. Employees can choose to rent their own quarters elsewhere if they want to upgrade their surroundings but many spend so little time in them that upgrading seems like a foolish waste of resources.

Basic Civility rentable quarters can be found throughout the station, from a meagre studio apartment at 200 credits a week to a family-sized condo at 1,000 credits a month. These are scattered across the expanse of the Abattoir, placed wherever the Civility felt they could add them. Shrewd renters might be able to get a break on rent if the quarters are located right next to a gunnery station, plasma battery or similarly dangerous spot. Commercial guests and corporate station-goers can arrange for office-style quarters that cost an average of 5,000 credits a month. Not only do they have everything that a common condo does but they also have a StellarCom terminal and direct-link access to ISN through a monitor in the room itself.

These sorts of quarters are rented directly through the Civility, and most characters staying longer than a few days will want to rent on if only to avoid the common sleeping areas found all around the station.

Relatively new amongst Abattoir guests is the idea of housing companies arranging for clean quarters that are not staffed and serviced by the pak'mara. The idea started with a row of common rooms rented by a Brakiri entrepreneur named Tullak, which he hired outside janitorial staff to clean and care for. This allowed him to rent his rooms at a much higher rate than that which he was paying the Civility for them. Other businessmen have since followed suit and these 'pak'mara Free' rooms can cost upwards of 500 credits a night!

Services and Commerce

On a station filled with greasy-fingered carrion eaters, one might expect not to want to eat or buy anything that would be offered. On the Abattoir, this would be an enormous mistake. Fair pricing and eager merchants welcome station-goers in the largest market, the Kall'ar'ot, with several dozen wandering kiosk vendors bringing their goods to the station's corners.

Nearly anything can be purchased legally on the Abattoir. Only weapons are forbidden by the Civility for open sale or trade. From simple knives to starship component particle guns, no *legal* commerce can be made on them. The Civility dislikes the idea of an arms trade anywhere near their territory. Illegal arms dealing is one of the only crimes they will summarily charge even their own kind with. The Council of Deliberations declared that the arms trade was not safe to have on board any populated place – it instead must take place off-station, likely in freighters and other ships.

Optional Rule: pak'ma'ra Approval Anxiety

The pak'ma'ra are a race driven by group decisions and it is instinctively hard for one to simply make up its mind on something without first seeking the opinions of others. This can make some of the most mundane and simple tasks more arduous than they ought to be for a lone pak'ma'ra.

This is reflected in game terms through a Will save (DC 10) taken by any pak'ma'ra character making a decision on its own merit. Instinctual decisions like eating, attacking, sleeping and the like are too base for the race's anxiety to kick in – only decisions they have time to think about are difficult. Shopping, choosing an eatery, selecting which robe to wear; these are the types of decisions that a lone pak'ma'ra might have trouble managing on its own. If the save is failed the pak'ma'ra will debate the decision further in its head for 2d6 minutes before taking the save once more.

If the character has the chance to consult the opinion (for or against the decision, it does not matter) of a single other pak'ma'ra or *two* other non-pak'ma'ra they can utterly ignore the anxiety – it gets its debate and comes to the properly voiced decision!

The Kall'ar'ot is comprised of staggered groupings of kiosks, shops and counters that sell an assortment of goods, services and other items of interest. The majority of the shop owners and employees are pak'ma'ra, making the usage of translators (which can be conveniently purchased at half-normal price at docking stations around the Abattoir) a must. In recent decades the Brakiri, Abbai and Earthers have opened up several stands and shops of their own, giving their goods and offers a 'foreign' feel here on the Abattoir.

There is a complete list of taxpaying establishments on file with the Command Units of the station but it is far out of date and needs drastic work. The following list is a collection of just a few of the more popular locations found in the Kall'ar'ot to be used by the Games Master as he sees fit.

- ⑤ **The Ar'ko'la** – This very well-established and respected restaurant specialises in pak'ma'ra cuisine and boasts the ability to make any dish a masterpiece. Individual meals can cost up to 500 credits for commonplace foods and upwards of 1,000 for *special* interest foods.
- ⑤ **Universally Made Inc.** – This is actually a Brakiri-owned, pak'ma'ra-managed general goods store that caters to the travelling spacer. It claims to have *'one of everything you know you want; two of what you don't'*; it does very well to fulfil these claims.

Prices tend to be very fair, only supporting a 5% mark-up from the market-standard pricing.

- ⑤ **Digestitron 3.0** – This is the Abattoir's answer to fast food. It is a totally computerised shop that is little more than two dozen varied food-vendor machines grouped together, all self-service and all configured to run on an assortment of identicards. The buyer chooses what pre-packaged meal he wants, swipes the identicard to debit his account and then removes a shrink-wrapped tray with his choice. This is actually quite easy and cheap at 25 credits a meal choice.
- ⑤ **Spacer Get-it-all** – This small countertop establishment is little more than an agency for traders and merchants to be placed directly in contact with buyers anonymously. Like the StellarCom auction services, the shop uses numbers and codenames to do all business and for a 10% share of all trades they will arrange for the sale of any legally allowed substances on the station.
- ⑤ **Chemie Kal's Apothecarist's Host** – This sparkling white and stainless steel shop has the feel of a hospital waiting room for a reason. Its owner and manager, Kal Pollex, is a male Abbai physician that left the female oppression of the Matriarchate to run his low-income clinic on the Abattoir. Although he sells medical supplies at half normal cost, his real trade is that of a general

practicing doctor. Obviously his common patronage comes from non-pak'ma'ra but he is specialised in all League races' physiologies in addition to Narn and Human.

- 5 **Olfactory Protection Agency (OPA)** – This tiny janitorial service office began as an inside joke between two Brakiri but quickly turned into a bustling business. Using chemicals and processes that are illegal in many systems to clean off any trace of a pak'ma'ra's passing, the OPA's 'agents' enter the rented quarters of a station-goer and completely scour all filth and what not from the room. This is an expensive service at 1,500 credits but it will keep a person's quarters clean (except for the air) for no less than two full weeks. With twenty-five employees the OPA is well-paid but overworked, making for a thirty-six to forty-eight hour waiting period before a scheduled cleaning can take place!

Religion

As the pak'ma'ra consider themselves the Chosen of God, they have a very strong connection to religion. This is evident in nearly every aspect of their lives. Almost all of their political actions, military views and social mores hail somehow from the Pak'ma'aaan and their faith influences their relationships with each other and outsiders. To say that religion is a part of the pak'ma'ra is to say that a tornado is a strong air current. Even with this strong stance on religious belief, the pak'ma'ra keep their views mostly to themselves – outsiders are not Chosen People, after all.

There is no law on the Abattoir against the practice of other faiths, nor is there any place specifically allotted for worship, Pak'ma'aaan or otherwise. Although the pak'ma'ra *know* that their religion is the only reason the universe still exists, they do not besmirch the religions of other races and cultures. Outsiders are fully allowed and expected to have their own faiths, gods and Creation stories. These foreign legends and myths are just some of the things that the Pak'ma'aaan teaches the Chosen People to learn of and save for the next Churn. The pak'ma'ra are not worried about the ego-centric teachings of some other faiths; they know better than to question why the Maker keeps re-making them.

The Arts

It may come as a surprise to someone visiting the Abattoir for the first time that a number of locations on the odoriferous station are dedicated to the fine arts. The pak'ma'ra are taught very early that their

connection with the divine is too much for most mortal minds to understand or even witness, hence the reason so many outsiders tend to simply look away. The best way to show the universe the Chosen People's divinity is through the application of art.

This belief that the arts are somehow sacred leads many pak'ma'ra to hobbies in sculpture, painting, theatre and of course – song. The design, creation and appreciation of art by the pak'ma'ra is seen as a method of prayer, giving them the freedom to express their divinity in a multitude of ways. Through much practice they become quite skilled at their chosen methods of expression and many pak'ma'ra artistes rival the greatest alien masters in that field.

The Abattoir has many art museums, galleries, civic theatres and even a public auditorium where annual operas take place to celebrate the Melatian New Year. These places are very busy due to the number of pak'ma'ra that attend viewings as a form of religious mass, not to mention the fact that the Civility refuses to charge any form of admission fees to get into these events and locations. The pak'ma'ra are not looking to make a profit on their faith; they merely want to show outsiders how divine they are. The beauty of art may be in the eye of the beholder but pak'ma'ra art is somehow *different*. There are aspects to it that are taken from information gathered from the arts of the galaxy, making it appealing to nearly everyone in some way, shape or form. If someone spends a suitable amount of time looking at different pak'ma'ra art, he will assuredly find something that speaks to him in a pleasing way.

Although all art events are free, the Civility heavily taxes the purchase of pak'ma'ra art because this is seen by the Chosen People as the exchange of someone's prayer for monetary value. Small pieces of pak'ma'ra art can fetch tens of thousands of credits. The most expensive piece ever sold to date was a vid-recording of an all-nude/all-pak'ma'ra rendition of the Earther musical *Hair* – which fetched 2.2 million credits from an anonymous interested party on Mars. It is not that the Civility looks down on art sales or commission work; they merely want to make sure that the artiste(s) are compensated for their divine inspiration.

Common Areas

The Abattoir is made up of many twisted corridors and rooms welded and patched together like a gigantic polymer and alloy jigsaw puzzle. This style of design (or lack thereof) makes for much unused space that is turned into public grounds where impromptu gambling, trade and social gatherings take place. This unused space also makes for good places for the poor and destitute to huddle together for warmth and

Abattoir Events

2d6 result	Common Area is...	Example Encounter/Event
2	...dark, smoky, and infested with criminals.	Black Market Arms Dealer, Raiders and so on
3	...dangerously polluted and eerily empty.	Coolant leak, Stored 'Food' matter , Plasmic run-off and so on
4-5	...being used as a gambling den.	Gamblers, Organised Crime, Debtors and so on
6-8	...filled with common squatters and other low-income individuals.	Lurkers, Spacers, Pick-pockets and so on
9-10	...currently occupied by a local Council Gathering.	Librarians, Councillors, related pak'ma'ra and so on
11	...home to a wandering point of interest.	Mobile Theatre Troupe, Researching Scientist and so on
12	...hosting a lesser market.	Good prices, exotic goods, rare items and so on

safety. The station seems to have several dozen small 'Downbelow' areas, the total space of which would make the one on Babylon 5 look like nothing.

These public areas are random and liberally mixed with interesting surroundings, making each trip down the right hall a different adventure for the wandering station-goer. The Abattoir Events table can be used to generate a random common encounter on the Abattoir.

MELAT – THE GREAT LIBRARY

The homeworld of the pak'ma'ra and home to their Great Library, Melat is the second planet in the system of the same name. It is a wondrous place, which 99.999% of the galactic populace will never even hear an accurate description of, let alone visit.

The following section describes Melat in greater detail, paying particular attention to the largest cities on its surface – and the enigmatic Great Library that is the centre of pak'ma'ra history, government and belief structure.

Melat

Planet: Melat II

Moons: None

Climate: Temperate to Warm, Temperate to Cool at Poles

Weather Average: 45% Mild, 25% Light Storms (Rain), 20% Light Storms (Silt), 10% Severe Storms (mixed)

Technical Level: Advanced, advanced-plasma technology, hyperspace-capable

Native Sentient Race(s): Pak'ma'ra

Dominant Government: Civility Council Rulings; altered by additional Councils

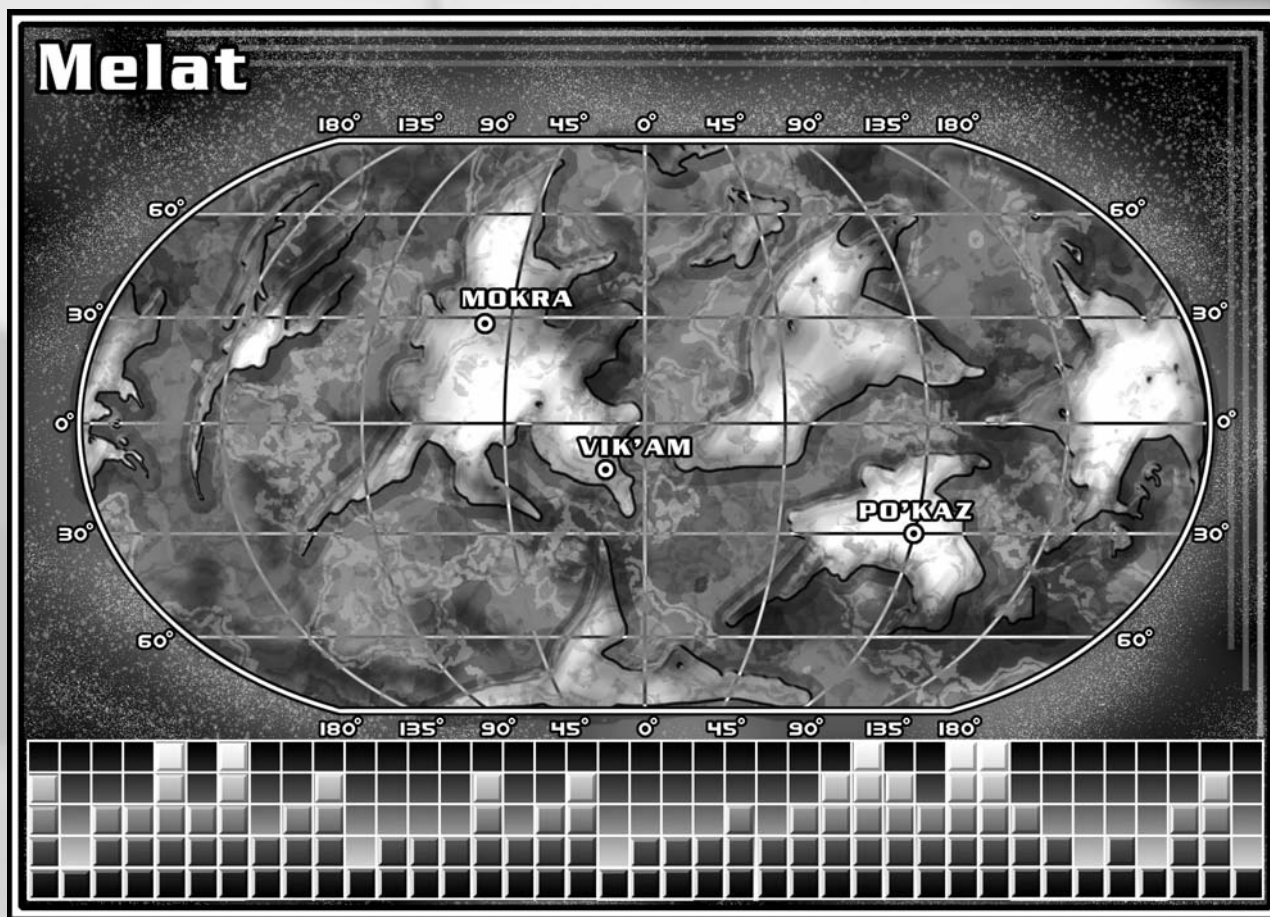
Notable Cities: Great Library, Mokra (capital), Po'kaz, Vik'am

Population: Three billion (90% of population is urban, 10% live in rural or isolated communal areas)

Cultural Information: Most of the population live in the two largest cities on the northern continent, although some still reside scattered in wilder areas. The pak'ma'ra instinctively gather into groups so even these isolated communities are sometimes as large as small cities, albeit unnamed ones.

Planetary Notes: The whole of Melat is beautiful and wonderful to look upon but is also toxic to non-Melatian life forms (pak'ma'ra included, of course). The yellowish seas are thickly sulphurous and almost acidic in the level of chemicals and toxic run-off that make them up, with the brackish oceans only slightly diluting those levels. The sky is a pleasant pink with grey clouds of airborne bacteria and there are no fewer than five planetary volcanic eruptions south of its equator daily. The air is so thick with bacterial agents and toxic exhalations from the world's strange flora that non-Melatians who manage to come here must have full-body protection or die in just a few hours from anaphylactic shock or any number of deadly infections just floating around.

The southern continent is dominated by active volcanoes that emit molten sulphur and phosphor, while the northern continent is drastically more inhabitable (for Melat, anyway). There are two large cities and the Great Library itself on the northern continent, while only the dangerous Vik'am has been able to remain standing in the south. There is fast travel in the form of sky shuttles and landtrack tubes to get from city to city, with slower land-rover style buggies being popular for cross-country trips.



The flora and fauna of Melat is as strange as it is beautiful. Small *tok* rodents that travel in vast herds dominate the grassy savannahs, scooped up and drained of fluids by the odd-looking *mak'or* trees – which look like brownish, sagging piles of soft wood topped with thorny vines. Bright white *ik'all* flowers the size of fighter craft bloom along the edge of the alkaline swamps, luring small mammals and insects to their doom with sickly sweet pollen; this can be fermented into a very strong wine that is sold on the Abattoir. It seems that the world as a whole is deadly in the ways that it protects itself and the Chosen People from outside intervention.

So thick and dense is the atmosphere of the planet that many of these wonders are hidden to the naked eye, obscured by fog-like banks of bacteria colonies or sulphur steam rising from water bodies. Although not capable of truly thermal vision, the pak'ma'ra have thermal-intensifying lenses on their dark eyes that help them filter out impurities to see clearer. Without some kind of special vision device, non-pak'ma'ra

must consider the lighting conditions on Melat to be 'low-light' at all times.

The pak'ma'ra revere their world as the home of the sleeping Ra'oor (The Cycle) and they see all of the unique properties of their planet as created by the Maker to protect Its brethren. Only a very select few outsiders are ever invited to the planet and are often kept under intense surveillance – both known and hidden. Melat is the centre of pak'ma'ra belief, the home of the Great Library and the single most important thing to every pak'ma'ra in this galaxy.

Melatian Cities

Mokra; The Capital of Melat

Population: 250,000

Located in the most temperate area of the northern continent, Mokra serves as the largest single city on Melat and is therefore considered the political capital. With how the Civility works as a government this

Just how toxic is Melat?

The combination of chemicals, toxins and bacteria permeating every aspect of Melat makes it essentially an anathema to outside life. Without the proper protection, *any* life form brought to Melat and left to the devices of the environment will likely be dead within just a few hours – only the toughest creatures can withstand it for a few days at most.

There is a progression of infection/poisoning that takes place for any life form that comes to Melat. The Infection/Toxification table shows when the appropriate Fortitude saves must be taken, the DC of those tests and the relative effects of failure.

Infection/Toxification

Time of Fortitude Save	DC	Ability Damage if Failed
First Exposure	16	– 1d2 Str or Con
After one hour	18	– 1d3 Dex or Con
Three hours	20	– 1d4 Str or Dex
Five hours	22	– 1d6 Str, Dex or Con
12 hours	24	– 2d4 Str, Dex or Con
One day	26	– 2d6 Str, Dex and Con
Two days	28	– 2d8 Str, Dex and Con
Three days	30	– 3d6 Str, Dex and Con
Each day thereafter	+2	– 3d8 Str, Dex and Con

actually means nothing but curious governments and theoretical invaders would not likely understand this fact. Even though it is no more important to the pak'mara than any other urban gathering of their kind, Mokra remains a very busy and bustling metropolis.

Its skyline is dominated by three massive starport landing plateaus; two are used for pak'mara freight and travel and the last is used by others. Visitation by outsiders can only be arranged through a joint Council of Deliberations and Safety and those that manage to come to Melat land at this tiny and secured starport. There are high-rise buildings filled with the Chosen People all throughout the city, giving most of the area a metropolitan feel.

Po'kaz; City of the First Gathered

Population: 210,000

Po'kaz is the first city that grew up from the first shoreline the pak'mara were able to populate. It flooded to overpopulated proportions in

the early history of pak'mara gatherings and is now one of the largest communities on Melat. Almost in contrast with the high-rise laden capital city, Po'kaz is very flat and covers three times the surface area of any other city on the planet. Many of its boundaries come from the twisting canals of alkaline swamp that trace throughout the city, making hovercraft-ownership a must in the confines of the community.

The city is responsible for over two-thirds of the planetary production of food matter. Dredging up plant cellulose from the bottom of the swamps and drying it on massive racks all along the water's edge creates *rol*, a salty side-dish and condiment used in much of pak'mara cooking. Fisheries are common in areas with deeper water, pulling nets of bottom-feeding *kar'pal* skates from the water's silt. These industries work hand in hand with local distribution services in order to make sure that their wares reach distributors after a long enough time so as to be considered eatable.

Vik'am; Test of the Faithless

Population: 20,000

The only community larger than 1,000 pak'ma'ra strong on the dangerously volcanic southern continent, Vik'am has become the city of the Unholy, the diseased and the wretchedly blasphemous. Like a prison colony of sorts, any pak'ma'ra found guilty of breaking the tenets of the Pak'ma'aan is expected to go to Vik'am to live out its last years amongst others of its ilk. Vik'am is an ash-blackened sprawl of reinforced dormitories and communal supply warehouses. A dreary place, the city is nothing less than a concentration of the unwanted on Melat.

Vik'am is not solely made up of the Civility's miscreants, however. It is also home to many of the Nark'ra, looking to seek out the failures and criminals of the Darkness to recruit ideas and information that the other Path-Bound would never dare gather. Although the truly Unholy are beneath the religious sanctity of serving the Darkness, they can at least be learned from and used as tools in the greater war against stagnation. Amidst Nark'ra there has been talk of a secret project to build a hidden starport/temple in Vik'am dedicated to Dar'ak that would allow the god to be smuggled down to the planet in the chaos of several hundred outsiders arriving all at once. If this is true, the Great Library would be in great danger from both the religious ramifications *and* the invading foreigners.

The Great Library of Melat

Population: 15,000

The Great Library of Melat is the single most important structure anywhere in Civility space. It is the home of all of the collected objects, data and written lore about the galaxy the pak'ma'ra have gathered over the course of their existence. What started as a huge sub-basement containing script of unknown origins that the pak'ma'ra based much of their own written language upon became the hundred-kilometre wide compound of the 23rd Century. The massive complex is like a city in its own right. It has devoted buildings for the living quarters of several thousand Librarians and many of their trusted agents, food warehouses stocked by Civility distributors and militarily-protected walls that stand over ten metres high. It has a private shuttle pad that is normally covered by a mechanised dome and only those who the Librarians deem worthy are allowed to call for its use. Located on a huge island at the magnetically-charged epicentre of the planet's surface, the Great Library is where the earliest records of pak'ma'ra history and religion were founded.

Behind the enormous walls lie rows and rows of large and imposing buildings filled with stacks upon stacks of books, data crystals, scrolls and collected artefacts from all around the galaxy. Scattered throughout the constructions are starship-styled bulkheads and protective blast doors to keep the Library's contents



Erk'a Pilgrimage

...the sound of silence from the slumber of the Cycle is soothing and the Chosen who can hear its message will know peace and tranquillity...

Gaining access to the inside of the main building in the Great Library is considered a holy journey for the Erk'a (Cycle-Bound). The pak'ma'ra honestly believe that the god which they emulate is sleeping in the building's bowels and that being anywhere near it is a purifying experience. It takes a great deal of Great Library Influence to be allowed to enter the main building, making it many a Cycle-Bound pak'ma'ra's goal in life.

Any Erk'a that can manage to convince the High Librarians to let it meditate in the vast and empty antechambers outside the tomb of Ra'oor gains a permanent +2 bonus to Will saves. By finding its spiritual focus in the presence of its god, it strengthens it to face all the evil and good the galaxy might set to influence it. An Erk'a can only ever gain this pilgrimage bonus once.

safe, along with protecting the Librarians. It would take a massive siege to cause any real damage to the Great Library and any force foolish enough to do so would soon find the entirety of the pak'ma'ra race coming after them.

The Library is a holy place and the centre of the entire belief structure of the pak'ma'ra for good reason. Beside the mass of information stored in its halls, the Great Library also hides one object unlike any other. Down in the sub-sub-basement of the original building, deep in the core of the complex, is a room carved by beings a million years before the pak'ma'ra walked upright. In the centre of that room is a massive sarcophagus that is deeply engraved with the blessed writings of the Maker (First One script, perhaps) that

is said to contain the sleeping body of Ra'oor, the Cycle. Only the Master of the Library is allowed to enter the room (others do so under pain of execution) and it claims to speak to the god frequently.

The Great Library is something more than a common city or a storage place for galactic lore; it is the heart and soul of the pak'ma'ra. So little is actually known about it outside of the Civility that the galaxy as a whole has no idea the wealth of information the pak'ma'ra have at their fingertips. The pak'ma'ra choose to keep it this way in order to avoid having to keep others from polluting the information with their own wanderings. It is the role of the Chosen People to help the Maker use the information and they would fight to the last of their kind to fulfil it.

TECHNOLOGY OF THE PAK'MA'RA

'No worries, everyone knows that the squid heads only fire plasma. Fly straight at 'em!'
- Donnar Clisz, deceased raider captain

This chapter is dedicated solely to the technologies used by the pak'ma'ra. Each section is dedicated to one facet of these items or equipment and contains narrative descriptions for each device. Games Masters and players of pak'ma'ra can find all they need here to outfit their characters with an assortment of new and unique aspects to the species.

PLASMA TECHNOLOGY

Although not so much of an item by itself, plasma technology is the key to nearly all of the pak'ma'ra sciences. It is the core behind all of their weaponry and many of their industrial applications, showing their mastery over a centuries-old science that most other spacefaring races abandoned long ago. The creation, manipulation and utilisation of plasma is what pak'ma'ra technology revolves around.

Plasma itself is not really anything specific. It is merely a different state of matter that forces a superheated condensed gas to behave similarly to a liquid in a sterile environment. Technically speaking anything can be placed into a plasmic state but most noble gases are the easiest to manage. Some of the comparatively 'cooler' plasma reactions take place at several thousand degrees Celsius. Plasma contains remarkable potential energy that can be used as a power source, propellant, tool or commonly as a devastating weapon.

The pak'ma'ra are noted as having mastered plasma technology early in their industrial evolution but rather than moving on to newer sciences they remained with plasmology. They are capable of making plasma perform functions no other 'more advanced' race would have thought of and are somehow incapable of reproducing. Plasmic applications might be old as far as others view it but the pak'ma'ra show that it is no less useful than any laser scalpel or matter cannon.

PAK'MA'RA SPACECRAFT ASSETS

The Civility Defence Fleet went from simple borrowed Centauri spacecraft outfitted with simple pak'ma'ra weaponry to a smattering of ships of pak'ma'ra own design in just a few decades. Pak'ma'ra vessels tend to be defensive in nature and are thought of by outsiders as just as clumsy as those who pilot them. With only a small handful of vessels springing forth from design sessions of the Councils of Sciences, the pak'ma'ra fleet is an awkward combination of armed traders, escorts and weapon-bristling defenders.

Happy to exploit their ability to include all sorts of things on their Quantum-40 contracts with other governments, the pak'ma'ra fleet has expanded over the years to include retrofitted vessels from a number of different League sources. Focussing on the Drazi, Brakiri and the occasional Hurr hull, the pak'ma'ra replaced the existing weaponry on all their traded or purchased ships with plasma-based systems in order to stay compliant with the current urgings of the Council of Safety.

The insides of pak'ma'ra ships have been described as 'flying trash heaps that can almost be smelt through the void of space'. Reinforcing their bulkheads with any form of sturdy materials at hand and heaping organic matter anywhere crew members will have easy access to it for a quick bite, the pak'ma'ra are the only creatures that can appreciate the chaos in their vessels. Depending on the voiced opinions of the ship's Command Unit there could be hundreds of redundant systems patched together in a web of spliced conduits and random junctions. Like the species that crews them, pak'ma'ra ships are remarkably difficult to knock out of action.

Redundant Spaces

As described above, pak'ma'ra ships have massive amounts of additional matter and redundant systems that keep them functioning under withering combat conditions. These factors are included in every pak'ma'ra ship by adding a number of additional Structural Spaces above and beyond the normal limitations for a ship its size.

These spaces are called Redundant Spaces and *always* number 10% of the total Structural Spaces of the finished spacecraft (round up). These spaces have no ill effect on the spacecraft at all when damaged, although must be repaired as normal. To take these spaces into account for combat, pak'ma'ra ships have their own Random Craft Damage table that must be rolled on.

Random Pak'ma'ra Craft Damage

2d6 roll	Structural Spaces Destroyed
2	Engines
3	Control
4	Engines
5	Control
6	Crew
7	Redundant
8	Cargo
9	Hangar
10	Cargo
11	Weapons Arc ¹
12	Special, and roll again on this table ¹

¹ These are treated the same as the rolled damage locations for normal spacecraft, as shown on page 191 of the *Babylon 5 Roleplaying Game Second Edition* core rulebook.

The following section contains the statistics and narrative information on the main pak'ma'ra fleet vessels as they appeared at the end of the 23rd Century.

MODIFIED BATTLEWAGON (RAR'KAP-CLASS)

Taken in small numbers from friendly raider cells who wanted to obtain Quantum-40 peacefully from the Civility, the modified battlewagon is a slow and ponderous vessel that can unleash a heavy plasma payload at close range. Not considered by the Council of Safety to be equipped as anything but a system patroller, pak'ma'ra battlewagons can be found orbiting many of the mining moons and planets in the Melat system.

Dealing legally and officially with raiders is often seen as a political faux pas, especially amongst the League worlds that most often get attacked by raiders. The Civility holds its stance that

the illegal activities of others that take place outside of the Melat System cannot be allowed to sway their financial decisions and more than a dozen Rar'kap battlewagons continue their patrols unmolested, with the option of getting several more. Most feel it is in poor taste to supply the enemies of the galactic trade routes but the pak'ma'ra simply do not recognise any problem at all.

Rar'kap-class modified Battlewagon

Huge Spacecraft

Defence Value: 6 (-4 size, +0 Handling); **Armour:** 28; **Handling:** +0, **Sensors:** +4; **Stealth:** 4; **Stress:** 8; **Features:** Jump Point, Plasma-Battery Engine, Targeting Computer (+3)

Crew: Pak'mara Line (+2 BAB, +6 Training); 12 Officers, 16 Pilots, 10 Sensor Operators, 120 Crewmen

Structural Spaces: 88 (Cargo 15, Control 8, Crew 20, Engine 7, Hangar 10, Redundant 8, Weapons 20)

Fore Arc Weapons

⑤ Heavy Plasma Cannon (Long, Offence 20, two weapon spaces)

⑤ Twin-Linked Plasma Accelerator (Long, Offence 25, Beam 1d10, two weapon spaces)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Light Plasma Cannon (Close, Offence 10, one weapon space)

⑤ Light Plasma Cannon (Close, Offence 10, one weapon space)

⑤ pak'mara Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

Port Arc Weapons

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Light Plasma Cannon (Close, Offence 10, one weapon space)

⑤ pak'mara Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

Starboard Arc Weapons

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Light Plasma Cannon (Close, Offence 10, one weapon space)

⑤ pak'mara Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

Aft Arc Weapons

5 Medium Plasma Cannon (Close, Offence 15, one weapon space)

5 Medium Plasma Cannon (Close, Offence 15, one weapon space)

5 Light Plasma Cannon (Close, Offence 10, one weapon space)

5 Light Plasma Cannon (Close, Offence 10, one weapon space)

5 pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

Craft (3): Three Light Shuttles, six Porfatis System Patrol Boats

MODIFIED HALIK FRIGATE (BRAK'UR-CLASS)

Obtained from the Brakiri as part of their lucrative Quantum-40 contract with the various members of the Syndicracy, the pak'ma'ra tried for several years to use the original weaponry on the Halik. Sadly the crews of the vessels were too heavy-handed with the powerful gravitational weaponry and quickly altered them all to more reliable plasma cannons.

The ship itself sees heavy use along the jump route exits connected to Melat System, discouraging raiders and small enemy fleets from getting too close to Civility-bound transports and freighters. The Brak'ur, as the pak'ma'ra call it, is one of their leading ships deployed by the defence fleet outside of their own territory.

Brak'ur-class modified Halik Frigate

Huge Spacecraft

Defence Value: 10 (-4 size, +4 Handling); **Armour:** 28; **Handling:** +4, **Sensors:** +4; **Stealth:** 7; **Stress:** 8; **Features:** Plasma-Battery Engine, Targeting Computer (+2)

Crew: Pak'ma'ra Line (+2 BAB, +6 Training); 12 Officers, eight Pilots, six Sensor Operators, 50 Crewmen

Structural Spaces: 81 (Cargo 20, Control 8, Crew 10, Engine 19, Hangar 1, Redundant 8, Weapons 15)

Fore Arc Weapons

5 Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)

5 Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)

5 pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

Port Arc Weapons

5 Medium Plasma Cannon (Close, Offence 15, one weapon space)

5 Medium Plasma Cannon (Close, Offence 15, one weapon space)

5 Medium Plasma Cannon (Close, Offence 15, one weapon space)

5 Medium Plasma Cannon (Close, Offence 15, one weapon space)

5 pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

Starboard Arc Weapons

5 Medium Plasma Cannon (Close, Offence 15, one weapon space)

5 Medium Plasma Cannon (Close, Offence 15, one weapon space)

5 Medium Plasma Cannon (Close, Offence 15, one weapon space)

5 Medium Plasma Cannon (Close, Offence 15, one weapon space)

5 pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

Craft (1): Two Light Shuttles

MODIFIED HURR GUNSHIP (HUR'DAR-CLASS)

Having taken a dozen or more of these powerfully-armed but primitively designed ships as recompense for the damage inflicted by the Hurr in the attacks of 2225, the pak'ma'ra use the warships sparingly in the fleets. The Hurr designed these vessels to be as subtle as a supernova and even the Councils of Sciences and Safety could not turn them into defensive ships. They are simply too focussed on the obliteration of the enemy.

Replacing the expensive ballistic arrays and flak cannons with plasma cannons and fused plasma torpedo launchers absorbs a great deal of the plasma-battery efficiency of the ship. The pak'ma'ra decided to leave the fusion engines active specifically to power the ships' engines in order not to tax the power systems too badly when actually engaging an enemy. The result is a dangerously offensive ship that is only deployed in rare decisions by the Council of Safety.

Hur'dar-class modified Hurr Gunship

Huge Spacecraft

Defence Value: 10 (-4 size, +4 Handling); **Armour:**

28; **Handling:** +4; **Sensors:** +4; **Stealth:** 4; **Stress:** 8;

Features: Hybrid Engine (Fusion/Plasma-Battery), Targeting Computer (+2)

Crew: Pak'mara Line (+2 BAB, +6 Training); 21 Officers, 12 Pilots, 10 Sensor Operators, 60 Crewmen

Structural Spaces: 92 (Cargo 5, Control 10, Crew 13, Engine 21, Hangar 1, Redundant 9, Weapons 34)

Fore Arc Weapons

⑤ Fused Plasma Torpedo Launcher (Long, Offence 150, two weapon spaces)

⑤ Fused Plasma Torpedo Launcher (Long, Offence 150, two weapon spaces)

⑤ Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)

⑤ Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ pak'mara Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

⑤ pak'mara Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

⑤ pak'mara Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

Port Arc Weapons

⑤ Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)

⑤ Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ pak'mara Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

⑤ pak'mara Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

⑤ pak'mara Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

Starboard Arc Weapons

⑤ Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)

⑤ Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ pak'mara Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

⑤ pak'mara Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

⑤ pak'mara Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

Aft Arc Weapons

⑤ Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)

⑤ Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ pak'mara Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

⑤ pak'mara Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

⑤ pak'mara Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

Craft (1): One Light Shuttle

MODIFIED IKORTA ARMED MERCHANT (BRA'KA-CLASS)

Another vessel bartered from the Syndicracy, this enormous atmospheric vessel is one of the more thorough refits the pak'mara commonly perform. Turning the Brakiri's leading assault ship into a well-armed travelling bazaar is a large undertaking but well worth the effort when the refit is complete.

Many raiders have made the mistake of thinking this pak'ma'ra merchant ship an easy target.

The pak'ma'ra use the spacious barracks areas to serve as cargo bays and seller stalls, altering the internal gravity to create artificial gravity while still leaving room for their own bulky and powerful plasma-battery engines and weapon systems. Potential buyers who come aboard the Bra'ka when it lands find it to be foul-smelling and cluttered but it can protect itself well enough to serve occasionally as a blockade runner.

Bra'ka-class modified Ikorta Armed Merchant

Huge Spacecraft

Defence Value: 9 (-4 size, +3 Handling); **Armour:** 24; **Handling:** +3, **Sensors:** +3; **Stealth:** 7; **Stress:** 8; **Features:** Artificial Gravity, Atmospheric Capable, Plasma-Battery Engine, Targeting Computer (+2)

Crew: Pak'ma'ra Line (+2 BAB, +6 Training); 14 Officers, 11 Pilots, 10 Sensor Operators, 75 Crewmen, 50 Mercantile Support

Structural Spaces: 96 (Cargo 30, Control 7, Crew 20, Engine 16, Hangar 1, Redundant 9, Weapons 13)

Fore Arc Weapons

☼ Light Plasma Torpedo Launcher¹ (Long, Offence 60, two weapon spaces)

☼ Heavy Plasma Cannon (Long, Offence 20, two weapon spaces)

☼ Heavy Plasma Cannon (Long, Offence 20, two weapon spaces)

☼ pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

Port Arc Weapons

☼ Medium Plasma Cannon (Close, Offence 15, one weapon space)

☼ Medium Plasma Cannon (Close, Offence 15, one weapon space)

☼ pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

Starboard Arc Weapons

☼ Medium Plasma Cannon (Close, Offence 15, one weapon space)

☼ Medium Plasma Cannon (Close, Offence 15, one weapon space)

☼ pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

Craft (1): Two Light Shuttles

¹ This is a new weapon system introduced in this book, see page 73

MODIFIED SUNHAWK BATTLECRUISER (RAZ'KUR-CLASS)

There is not much that can be done to a Drazi warship to make it anything but an offensive tool. The pak'ma'ra received a small fleet of Drazi Sunhawks after they began trade relations as part of their offer for a bottom-line deal on Quantum-40 and the Chosen People were quick to modify them for their own purposes.

Due to the unique fusion-bulb engine of the Drazi craft, the pak'ma'ra were forced to continue to use the standard propulsion system for the Raz'kur. Their plasma-based weapons use self-contained battery systems and can draw atmospheric gases into hidden ports for refuelling. Packing a pair of plasma cannons and a stripped-down version of the fused plasma torpedo, the small ship is capable of dealing considerable damage. The resulting ship has only one role in the Civility Defence Fleet: It is one of the fastest ships in the fleet and makes for a very effective pack hunter or interceptor while blockading ships bring their own weapons to bear.

Raz'kur-class modified Sunhawk Battlecruiser

Large Spacecraft

Defence Value: 11 (-2 size, +3 Handling); **Armour:** 24; **Handling:** +3, **Sensors:** +2; **Stealth:** 8; **Stress:** 14; **Features:** Atmospheric Capable, Fusion Engine, Targeting Computer (+2)

Crew: Pak'ma'ra Line (+2 BAB, +6 Training); six Officers, four Pilots, four Sensor Operators, 40 Crewmen

Structural Spaces: 40 (Cargo 10, Control 7, Crew 10, Engine 3, Redundant 4, Weapons 6)

Fore Arc Weapons

☼ Light Plasma Torpedo Launcher¹ (Long, Offence 60, two weapon spaces)

☼ Medium Plasma Cannon (Close, Offence 15, one weapon space)

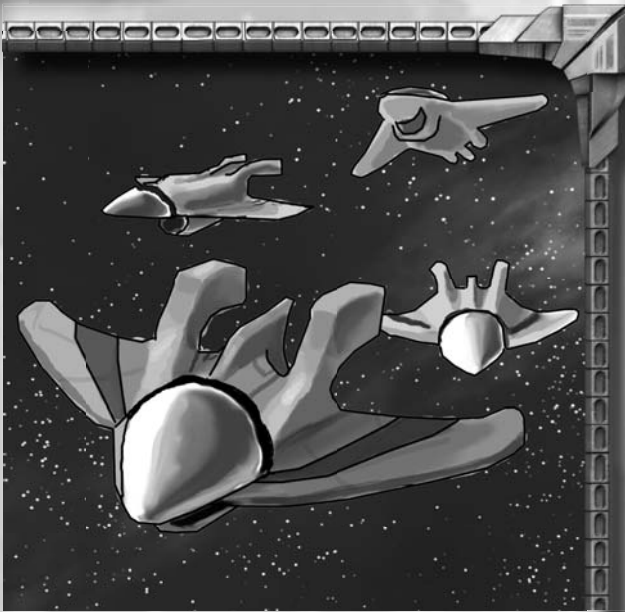
☼ Medium Plasma Cannon (Close, Offence 15, one weapon space)

☼ pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

Turreted Weapons

☼ pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

¹ This is a new weapon system introduced in this book, see page 73



PORFATIS SYSTEM PATROL BOAT

This super heavy fighter was initially developed by the Council of Sciences after they heard reports about the effectiveness of Dilgar fighters in the early days of the Invasion. The pak'mara had never really had use for fighters before, so they decided to go with the 'bigger is better' mentality. The result is a slow and bulky vessel that is closer to a small warship than a fighter.

For all of its poor nomenclature and manoeuvrability the Porfatis is very well armed and armoured. The patrol boats are capable of ripping sizable holes in enemy ships while disgorging clouds of plasma-exhaust to keep enemy interceptors from getting too close.

Porfatis System Patrol Boat

Small Spacecraft

Defence Value: 14 (+2 size, +2 Handling); **Armour:** 18; **Handling:** +2, **Sensors:** +2; **Stealth:** 11; **Stress:** 14; **Features:** Plasma-Battery Engine, Targeting Computer (+2)

Crew: Pak'mara Line (+2 BAB, +6 Training); three Pilot/Officers, five Crewmen

Structural Spaces: 14 (Cargo 1, Control 2, Crew 2, Engine 3, Redundant 2, Weapons 4)

Fore Arc Weapons

5 Micro Plasma Torpedo Launcher¹ (Long, Offence 30, two weapon spaces)

5 Light Plasma Array¹ (Close, Offence 5, Rapid Fire 4, one weapon space)

Turreted Weapons

5 pak'mara Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

¹This is a new weapon system introduced in this book, see page 73

Pshul'shi-class CONVOY GUARDIAN DREADNOUGHT

The largest vessel ever created by the pak'mara, the Pshul'shi is a massive warship dedicated to the protection of the Civility and all of its fleets. The dreadnoughts were originally constructed solely to protect the Melat System due to the increase of interstellar travel that Babylon 5 seemed to spark in 2257 but were soon also deployed as central defenders for any grouping of Civility ships on the move. It is a rare sight for any fleet to contain more than one of these titans, as a Council of Safety is required to verify the need to place so many Civility assets in one place.

The Pshul'shi is designed to fill an area of space with deadly plasma munitions, clearing the path of any form of obstacle for trade convoys. Nothing stands in the path of a Pshul'shi for long. It supports several redundant plasma-batteries for fuelling weapon systems alone, a secondary exhaust drive to push the ship's mass forward through space and a triple-reinforced hull. When the Command Unit of a Pshul'shi makes the decision to focus on an enemy, there is rarely *anything* left to identify as wreckage.

Pshul'shi-class Dreadnought

Gargantuan Spacecraft

Defence Value: 3 (-8 size, +1 Handling); **Armour:** 35; **Handling:** +1, **Sensors:** +4; **Stealth:** 3; **Stress:** 15; **Features:** Jump Point, Plasma-Battery Engine, Targeting Computer (+2)

Crew: Pak'mara Line (+2 BAB, +6 Training); 24 Officers, 18 Pilots, 14 Sensor Operators, 110 Crewmen

Structural Spaces: 167 (Cargo 40, Control 12, Crew 35, Engine 20, Hangar 2, Redundant 16, Weapons 42)

Technology of the pak'ma'ra

Fore Arc Weapons

- ⑤ Fused Plasma Torpedo Launcher (Long, Offence 150, two weapon spaces)
- ⑤ Fused Plasma Torpedo Launcher (Long, Offence 150, two weapon spaces)
- ⑤ Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)
- ⑤ Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)
- ⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)
- ⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)
- ⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)
- ⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)
- ⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)
- ⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)
- ⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)
- ⑤ pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)
- ⑤ pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

Port Arc Weapons

- ⑤ Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)
 - ⑤ Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)
 - ⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)
 - ⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)
 - ⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)
 - ⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)
 - ⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)
 - ⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)
 - ⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)
 - ⑤ pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)
 - ⑤ pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)
- ### Starboard Arc Weapons
- ⑤ Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)
 - ⑤ Twin-Linked Heavy Plasma Cannon (Long, Offence 30, two weapon spaces)



⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

⑤ pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

Aft Arc Weapons

⑤ pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

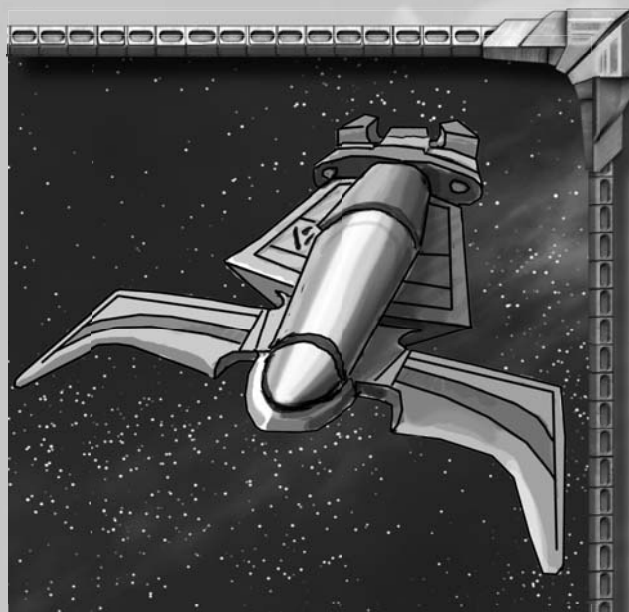
⑤ pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

Craft (1): Three Light Shuttles

URIK'HAL-CLASS SUPERMERCHANT

This interesting ship design was put together by the Council of Sciences in order to haul trade materials and re-supply goods to the expanding fronts of the Dilgar Invasion. It is self-sufficient as a cargo hauler and fleet defender, able to withstand massive amounts of damage for its size. When the Urik'hal (translated to *War's Vault* in Pak) began to jump in and out of Dilgar-contested areas bringing its trade goods to League allies, the pak'ma'ra made many short-lived friends among their galactic peers.

The vessel itself was designed to be a wartime freighter. It is tough and powerful and many ships of its type were produced by the Civility. Many were destroyed when the Dilgar came to Melat in the last year of the Invasion but they were popular enough that construction never ceased and many more replaced the losses. With a powerful full-sized plasma torpedo launcher and paired heavy plasma cannons, it comes as no surprise the Urik'hal is the most frequently seen (or remembered) pak'ma'ra vessel in the galaxy.



Urik'hal-class Supermerchant

Huge Spacecraft

Defence Value: 10 (−4 size, +4 Handling); **Armour:** 28; **Handling:** +4, **Sensors:** +3; **Stealth:** 7; **Stress:** 8; **Features:** Jump Point, Plasma-Battery Engine, Targeting Computer (+2)

Crew: Pak'ma'ra Line (+2 BAB, +6 Training); 12 Officers, 13 Pilots, eight Sensor Operators, 55 Crewmen, 20 Labour Support

Structural Spaces: 102 (Cargo 25, Control 6, Crew 20, Engine 19, Hangar 2, Redundant 10, Weapons 20)

Fore Arc Weapons

⑤ Fused Plasma Torpedo Launcher (Long, Offence 150, two weapon spaces)

⑤ Heavy Plasma Cannon (Long, Offence 20, two weapon spaces)

⑤ Heavy Plasma Cannon (Long, Offence 20, two weapon spaces)

⑤ pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

Port Arc Weapons

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

⑤ Medium Plasma Cannon (Close, Offence 15, one weapon space)

5 Medium Plasma Cannon (Close, Offence 15, one weapon space)

5 pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

Starboard Arc Weapons

5 Medium Plasma Cannon (Close, Offence 15, one weapon space)

5 Medium Plasma Cannon (Close, Offence 15, one weapon space)

5 Medium Plasma Cannon (Close, Offence 15, one weapon space)

5 Medium Plasma Cannon (Close, Offence 15, one weapon space)

5 Medium Plasma Cannon (Close, Offence 15, one weapon space)

5 pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

Turreted Weapons

5 pak'ma'ra Interceptor (Close, Intercept 10 or Offence 10 on *Fighter Screen!* orders, one weapon space)

Craft (2): Four Cargo Shuttles

NEW PAK'MA'RA STARSHIP ADD-ONS/ FEATURES/WEAPON SYSTEMS

The following are narrative and game term descriptions for several new components used by the pak'ma'ra in their starship constructions and refits. Unless specifically noted, all of these items are available on the open galactic market for the price listed.

Light Plasma Array

Cost: 20,000 cr.

Minimum Craft Size: Small

Influence Required: Pak'ma'ra Civility (DC 12), any Raider (DC 15)

Used primarily on small vessels and point-defence satellites, the light plasma array is actually a rotary-style plasma gun that hurls small spheres of plasma at short ranges with remarkable speed and accuracy.

Name	Range	Offence	Qualities	Weapon Spaces
Light Plasma Array	Close	5	Rapid Fire 4	One

Light Plasma Stream

Cost: 275,000 cr.

Minimum Craft Size: Small

Influence Required: Pak'ma'ra Civility (DC 16)

Using iris-styled ports the light plasma stream emits a thin, focussed line of plasma with the precision and persistence of a laser beam. With continued fire upon a given target the stream can drill deeper into the damage it has already caused, causing significant internal damage to the superstructure of a vessel.

Unlike the larger and more powerful version, the light plasma stream can fire every turn without compromising plasma munitions levels, though it does not have a growing Beam trait to compensate for this dependability.

Name	Range	Offence	Qualities	Weapon Spaces
Light Plasma Stream	Close	12	Beam 1d4	One

Light / Micro Plasma Torpedo Launcher

Cost: 675,000 cr. / 425,000 cr.

Minimum Craft Size: Medium / Small

Influence Required: Pak'ma'ra Civility (DC 16 / DC 14)

Taking the general idea of the fused plasma torpedo launcher and honing it down to a weapon that targets only a single ship instead of an area of space, the Council of Sciences created two new delivery methods for concentrated plasma munitions. These torpedo launchers use the same casing style as the original but do not detonate their payload until they make contact with a target. This allows the weapon to use drastically less plasma when arming but still requires additional time to charge the shot before firing.

As a note, these weapon systems require charging time. This means that they may only ever fire every other round (barring plasma-battery injections, see below).

Name	Range	Offence	Qualities	Weapon Spaces
Light Plasma Torpedo Launcher	Long	60	—	Two
Micro Plasma Torpedo Launcher	Long	30	—	Two

New Offensive Order – Overcharge Weapons!

Type: Offensive

Skill Check: Operations (Systems) DC 10

Arc: Any one

Success: The craft fires additional shots from a plasma-based weapon that is normally unable to do so, whether from recharging or other constraints. Adds the Rapid Fire 2 trait to any plasma weapon or allows a weapon system that cannot normally fire in a round to do so normally.

When this order is given, the craft's crew must make an Operations (systems) check for each weapon system they wish to affect. If successful, those weapons may ignore any special recharging rules or add Rapid Fire 2 to their traits for the current round.

Due to the danger of pushing so much plasma through the weapon system, there is a percentage chance of destroying the weapon system at the end of the round equal to the *total* Offence Value fired from that weapon in a round.

For example, Ur'burk has decided to overcharge three Medium Plasma Cannons and the remaining Twin-Linked Heavy Plasma Cannon on its ship. After succeeding on two of the Medium Cannons and the Heavy one, the round continues as normal. At the end of the round, Ur'burk rolls a percentile die for each weapon fired in this manner. If it rolls less than 30% (15 Offence x2) for either of the Medium Cannons, or 60% (30 Offence x2) for the Twin-Linked Heavy Cannon the target's respective Weapon Spaces will be destroyed in a brilliant shower of internal plasma explosions!

Organics Saver

Cost: 60,000 cr.

Minimum Craft Size: Small

Influence Required: Pak'ma'ra Civility (DC 10), any Trade or Transportation (DC 14)

Pak'ma'ra crews have special needs and the Councils of Sciences are in constant search of ways to make service on their vessels easier. They have created dozens of small items and adjustments to common spacefaring technologies to better suit pak'ma'ra needs but none are as simple yet useful as the organics saver.

Room on a starship can be scarce and the heaps of organic food material just lying around can get in the way of day to day activities. The organics saver is a dedicated closet-style room where all food matter can be placed, where it is then compacted using heat and pressure from plasma-coils into much smaller and easily managed cubes. These food cubes have been judged to be no less aged or contain any less spiritual mass to be saved, making them perfectly safe for consumption according to the Pak'ma'ra.

Although there is no *official* bonus to the saver in game terms, it does take up a single Cargo Space and Games Masters should note the usefulness of such an item.

Plasma-Battery Engine System

Cost per Additional Engine Space: 3,000 cr.

Extra Construction Time per Engine Space: One day

Using gathered gases or sublimated liquids in a compression furnace the plasma-battery system contains massive amounts of plasma in storage batteries to be used for any number of viable reasons. With condensing coils and exhaust ports designed to take either siphoned energy or the plasma itself from these batteries to the various systems on the vessel, plasma-battery engines are the most central component on any craft that uses them.

By venting plasma or heat energy in specific ways the system can provide thrust and power for the vessel. This is also extremely useful in powering plasma-based weaponry. Although plasma weapon systems

can also be fuelled by fusion engines through a secondary condenser in the weapon itself, a plasma-battery can simply open additional ports to the weapon for firing. This increases the ability to fire some plasma weapons repeatedly in short amounts of time but risks damaging the weapon depending on the amount of plasma routed in this fashion.

In game terms, the plasma-battery engine is a special type of engine that shipbuilders can choose (and all pak'ma'ra do!). Any ship that is built using only Plasma-Battery engine spaces gains the Plasma-Battery Engine ship feature. Also, the ship gains access to the *Overcharge Weapons!* order.

Trader Access Point

Cost: 40,000 cr.

Minimum Craft Size: Large

Influence Required: Any Economic (DC 12)

Coming on board a pak'ma'ra ship can be problematic for some races, especially those with sensitive olfactory abilities. For those pak'ma'ra traders who actually want to cater to races that are repulsed by their ships, the Council of Sciences developed the amazingly simple trader access point. This is nothing more than an external airlock cubical added to the cargo hold of a pak'ma'ra ship which vents air and *other* materials into the void of space during travel.

This airlock area is compliant with all normal ship-to-ship access types including normal umbilical attachments or magnetic locking rings but stays clean of normal signs of pak'ma'ra living. The idea is for a boarding alien to link up with the trader access point to do their business with a member of the pak'ma'ra crew via an electronic communications terminal, with said order being placed in the airlock using a sliding-door. So long as the deal does not require any special service, many transactions can take place in the access point without an alien ever actually seeing (or smelling!) a pak'ma'ra at all.

In game terms this add-on requires two Cargo Spaces to function properly. Also, any pak'ma'ra trader who is known to have a trader access point on its vessel subtracts -1 from any Influence checks it makes with its own peoples' Influences, showing their dislike of having to change to kowtow to outsiders. However, the trader access point will generally raise opinions of the trader, adding +2 to all Influence checks made by outsider Economic or Spacefaring Influences.

PAK'MA'RA GENERAL EQUIPMENT

This section gives narrative and game term descriptions for a number of general items that pak'ma'ra characters might find useful. Many of these items are designed specifically for pak'ma'ra use, making them all but useless to other races.

Dermal Pocket: Pak'ma'ra generally have wrinkly and rubbery skin that folds and bends in awkward places, giving them an irregular profile. This item, primarily used by Librarians and other information smugglers, uses their asymmetrical epidermis to hide a small synthetic pouch that is adhered between folds of the skin. The pouch can only be opened with a very specific series of strokes (DC 15 to break open) and is coloured to blend in against the pak'ma'ra's flesh (DC 30 to Notice). These pouches can hold two standard data crystals or a single small-sized item comfortably.

Pricing Mark-up

Pak'ma'ra goods tend to be priced at a given average for the common number of pak'ma'ra in the given area they are to be sold. Unlike most other goods, pak'ma'ra items do not have much of a sale value to other races. This makes pricing these goods a little more difficult for merchants and traders. Too few pak'ma'ra and the price rises because of the rarity of sale but too many and the merchant can almost guarantee the items will sell at a good price. The following table shows the mark up (or down) of pak'ma'ra goods from the listed prices according to the concentration of pak'ma'ra in the area.

Pak'ma'ra Goods Pricing

No. of pak'ma'ra	Price Adjustment
2-5	-20%
6-15	-10%
16-50	+10%
51-100	—
101-1,000	+10%
1001-10,000	+20%
10,001-100,000	-5%

Pak'ma'ra General Equipment

Item	Cost	I / R	Weight	Special
Dermal Pocket	350 cr.	I	—	—
Discreet Translation Ring	1,200 cr.	R	—	Language must be chosen at time of purchase
Micro-Plasma Cutter	750 cr.	R	1 lb.	15 cr. per 20 minute helium-fuel cartridge
Scent-Marker Applicator	200 cr.	—	1 lb.	Lasts for 2d10 applications if capped between uses.

Discreet Translation Ring: This expensive yet useful item was designed with the crafty lurker or spy in mind. It is a tiny silicon-based ring containing a single language file that is placed just inside the tympanic membrane-hole of a pak'ma'ra, allowing it to translate a given language without having to carry a bulky or tell-tale translation module. Extremely difficult to Notice (DC 40), the ring takes several minutes to remove or replace and can be relatively distracting in situations where its given language is overused – like a market or union meeting. A pak'ma'ra can wear two different rings at the same time but they will muffle all other languages, imposing a –2 penalty to Notice checks.

Micro-Plasma Cutter: The use of plasma cutters in mechanical and industrial applications ranges back several centuries for many races, the pak'ma'ra included. Unlike the bulky hand-held versions, the pak'ma'ra mastery of plasmology created this unbelievably tiny version. Smaller than a common datapad stylus yet able to melt steel like butter, the micro-plasma cutter is a precision instrument commonly used by artistes and electricians to work their trade. When used as a normal tool the cutter adds a +1 equipment bonus to any relevant skill check where its miniscule precision would be beneficial (Games Master discretion). Also, with its size and utility, the micro-plasma cutter adds its bonus to any skill check for opening locks, hotwiring circuitry and similar underhanded activities.

Scent-Marker Applicator: This disgusting cocktail of synthetic and *natural* musk oils and secretions from the pak'ma'ra body is concentrated into a jellied form and placed in a small stick-like applicator tube. When one end of the tube is twisted the jelly squeezes up through several small holes at the opposite end. Once twisted, the stick can then be used to rub a thin smear of the jelly onto a target. The layer will be mostly invisible to the naked eye but will bear the powerful odour of a pak'ma'ra with the Stench racial feat (see page 103 of *Babylon 5 Roleplaying Game Second Edition*). Also, any pak'ma'ra who knows what the jelly 'tastes' like can track the movements of a marked individual with Wisdom checks (DC 15). To hide the

true use of this item, most pak'ma'ra simply claim it is some form of hygiene tool – few outsiders ever dare question such a claim.

PAK'MA'RA WEAPONRY

This section gives narrative and game term descriptions for a number of weapons designed by the pak'ma'ra. Although pak'ma'ra in design, these weapons can be used by any race unless specifically noted.

Dual-Phase PPG: The pak'ma'ra mastery of plasma technology is second to none, as this weapon proves. A common PPG supercharges a small cluster of helium atoms into a plasma 'bullet' that is projected using a simple magnetic principle. With a dual-phase PPG, the cluster is created using two inert noble gases at once. This makes the plasma charge at an initially lower temperature, using the first reaction to charge the second with a single trigger pull. The result is a significantly larger plasma projectile that uses the same if not less energy as a common PPG of the same size.

Heat Grenade: Using a tiny condenser similar to that found in light plasma guns on spacecraft, this oblong and heavy 'grenade' draws in a few cubic metres of atmosphere and turns it into a localised plasma charge that incinerates the grenade and blasts an area with heat-energy. Unlike a common plasma grenade that actually burns the target of effect, heat grenades are designed to incapacitate – but can still be lethal if a target is standing too close. In the statistics provided in the table below are three sets of damage. The first is lethal damage inflicted to anyone within three feet or touching the grenade itself. The second number is lethal damage inflicted to anyone within 10 feet of the grenade. The final listed damage is nonlethal damage inflicted upon anyone within 20 feet of the grenade. These damages are cumulative. Due to the need for atmosphere in order to function, heat grenades will not detonate properly in anything but a gaseous environment.

Plasmatic Stave: A throwback to the days when the tribes were instructed by leader-Librarians, this melee weapon is a technological version of the staves the

Pak'ma'ra Weapons

Item	Cost	I/R	Damage	Area of Effect	Critical	Amm.	Range Inc.	Size	Weight	Damage Type	Features
Dual-Phase PPG Pistol	700 cr.	R	3d6	—	20/x2	14	50 ft.	Small	1 lb.	Energy	AP 1, Automatic, Light
Dual-Phase PPG Rifle	1,100 cr.	R	3d8	—	19-20/x2	14	140 ft.	Large	5 lb.	Energy	AP 2, Automatic, Rapid Fire
Dual-Phase PPG Cap (14 shots)	75 cr.	I	—	—	—	—	—	Fine	—	—	—
Heat Grenade	300 cr.	I	3d4/1d6/3d6	20 ft.	—	—	15 ft.	Small	3 lb.	Energy	AP 2, Light
Plasmatic Stave	2,000 cr.	R	2d4	—	20/x2	8	—	Large	16 lb.	Bludgeoning	See Desc.

tribals once used to hunt rodents with. Slightly curved at the club end, the tribal weapon was simply used to bash a target with brute force. The current variety uses a small plasma coil and internal condenser to fill the hollow cudgel with superheated gas. The plasma is forced out in miniscule amounts through pressure-vents when a sufficient blow lands, both bashing and burning the target. Any time the plasmatic stave scores a hit and rolls a four or better on its damage die, the pressure-vents open and the weapon inflicts an additional 1d6 Energy damage with an AP of two. The Ammo number listed is the number of times this additional die may occur before a new standard PPG cap must be placed in the foot of the stave.

PAK'MA'RA ARMOUR AND CLOTHING

This section gives narrative and game term descriptions for a number of worn items designed for the use of the pak'ma'ra. These items are all specifically tailored for the pak'ma'ra physique and would require a great deal of alteration for other races to use properly.

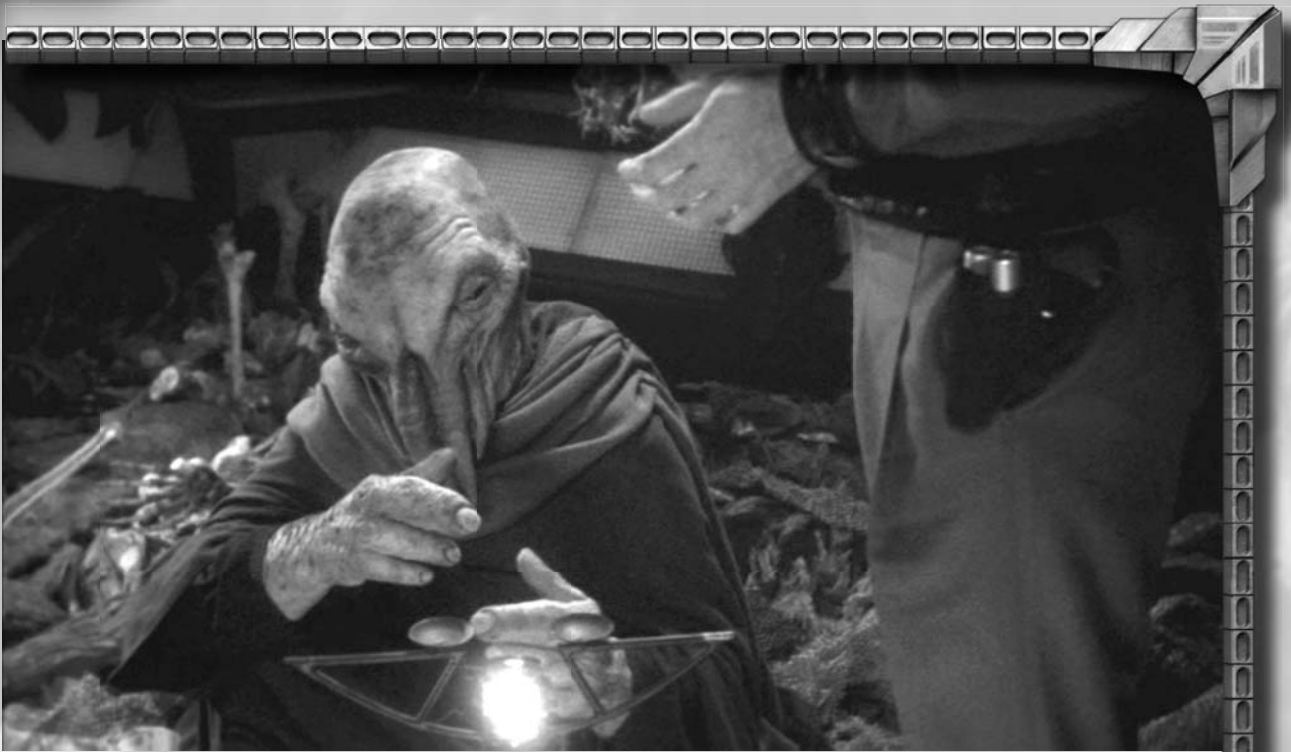
Blessed Vestments: The pak'ma'ra are the Chosen People and they cannot wrap their holy forms in just any clothing. Many races wonder why nearly all pak'ma'ra they see dress alike but it is because the Pak'ma'aan describes a very short list of fabrics, colours and styles which the pak'ma'ra may wear. As long as a pak'ma'ra is in good standing with the Civility these clothes are free to it, but it must do its best to keep them wearable as long as it possibly can. This can lead to haggard-looking and filthy clothing but that which is still blessed and holy in the eyes of the pak'ma'ra. Any pak'ma'ra not clad in this classification of clothing (under other uniforms

or armour is allowed) will suffer a -5 penalty to all Charisma-based skills with other pak'ma'ra and risks a Council of Deliberations being called against it for its transgression.

Flak Robe: The thickness of the pak'ma'ra physique combined with the bulbous male organ mass on their shoulders makes wearing normal types of armour impossible. Instead of wearing a belted jacket or clasp vest, a pak'ma'ra can instead drape woven flak armour over its body in the form of a robe that magnetically clamps together at the neck. This robe provides adequate protection for the wearer with minimal restrictions to movement, and can be worn comfortably over the blessed vestments of the Pak'ma'aan. Most flak robes have additional clasps on the hip and shoulder to connect to the pins associated with military ranking.

Kev-chain Tabard: Another draped from of armour that allows a pak'ma'ra to protect itself, Kev-chain is visually medieval but is constructed from new age Kevlar ringlets in order to maximise the armour's protection value. It is more effective against bladed or energy-based weapons than a crushing blow, resulting in its AP being halved against any sort of Bludgeoning damage. Although heavy and cumbersome, it is some of the best protection a pak'ma'ra can have.

Librarian Pokk: Physically similar to the common blessed vestments of any pak'ma'ra, the esteemed role of Librarian comes with a specific type of garb allowed only to members of that path. Mostly grey and worn like any other pak'ma'ra clothing, the pokk is actually an additional layer of fabric that contains several hidden pockets and flaps for the Librarian to tuck away data recording devices and storage crystals or even the occasional palmed or collected item



for later study. Other than a thin orange sash that drapes over the shoulders of the pokk, it would take remarkable investigative skills (DC 35) to otherwise see that it is intrinsically different than common pak'ma'ra clothing.

Each pokk has the following storage areas hidden in its folds and flaps:

- ⑤ Five Fine-sized pockets
- ⑤ Four Tiny-sized pockets
- ⑤ Two Small-sized pockets
- ⑤ One Holster/Sheath for a Small-sized pistol or melee weapon
- ⑤ One Reinforced (AP 5) Pocket to protect a Small-sized fragile item.

The pokk is automatically given to a Librarian upon gaining the rank of Ur (1st level in the prestige class, see page 86) but can be purchased on the black market for 2,000 credits by unscrupulous pak'ma'ra who do not care about the tradition it bears.

Military Ranking Sash: Because of the unique method in which pak'ma'ra military rank is lost and gained, their manner of distinguishing rank is as simple as the coloured sash they wear and the pin that clasps it in place. The sash itself is made from

extremely durable fabric in order to survive the passing between many hands, with sashes being handed down from casualties to new recruits. These sashes are free to military personnel and can fetch a few hundred credits from a collector or black marketer. More details on these sashes and the pins that determine ranking can be found on page 31.

Traveller's Singlet: Pak'ma'ra are expected to wear their blessed vestments, which were never created for their carrying capacity, at all times. Most pak'ma'ra who stay local to one area do not need to carry much with them, relying on the community to keep their goods safe while they are away. Pak'ma'ra who travel often require a better method to keep their belongings on their person. The singlet is a latticework of neoprene webbing covered in pockets and ringlets worn under blessed vestments in order to give a pak'ma'ra ample room to carry its goods. If used only to carry Small-sized or smaller items the singlet is almost totally unnoticeable.

Using the adjustable straps and loops the wearer can carry any combination of the following:

- ⑤ Five Tiny-sized objects
- ⑤ Three Small-sized objects
- ⑤ Two Medium-sized object
- ⑤ One Large-sized object on paired back-straps

Pak'ma'ra Armour and Clothing

Item	Cost	I / R	Weight	DR	Speed Reduction	ACP
Blessed Vestments	25 cr. (free for some)	—	10 lb.	—	—	—
Flak Robe	625 cr.	R	12 lb.	3	– 5 ft.	– 2
Kev-chain Tabard	500 cr.	R	20 lb.	4	– 10 ft.	– 4
Librarian <i>Pokk</i>	See Desc.	R	8 lb.	2	—	—
Military Ranking Sash	See Desc.	R	1 lb.	1	—	—
Traveller's Singlet	600-1,000 cr.	—	4 lb.	—	—	—

ANTI-PAK'MA'RA ITEMS

There are a few items that outsider companies have created in order to better deal with the pak'ma'ra in one fashion or another. These items are sold by second-hand merchants all over the galaxy but tend to be easier to locate in any area that sees a lot of pak'ma'ra traffic.

The pak'ma'ra are well aware of these items and could not care less. Unlike other races that might take such inventions as an offence, the pak'ma'ra merely pity those other races for separating themselves further from the Chosen People.

The following are samples of anti-pak'ma'ra goods:

Bitter Oil Rub: This Brakiri-made concoction is chemically designed to react negatively with the taste receptors on a pak'ma'ra's mark'al. It causes a horrid sensation for the pak'ma'ra and it is likely to dissuade it from ever 'tasting' that object ever again. Although called oil, this substance leaves no residue or stain at all and can be used on any surface without fear of discolouration. Any pak'ma'ra who tastes the bitter oil will need to pass a Fort save (DC 10) or writh in agony from the gagging reflex the substance causes.

Mentho-breather: Created originally by IPX explorers for use on foul planets, the mentho-breather is a nasal tube attached to a circulating air-scrubber that not only filters out impurities and dangerous particles but also adds a powerful menthol odour to overcome any foul aromas. Otherwise acting exactly like any other form of breather mask, the mentho-breather has a 75% chance of cancelling out any negative effects from foul smells (Stench feat, pak'ma'ra living conditions and so on). These are sold in mass quantities on the Abattoir and can be found in the noses of well over half of the visitors there.

Pheromone Eraser: Designed and sold by the Hyach, this aerosol room deodoriser works not only as a quick fix (3d6 x five minutes) for strong odours in a moderately-sized room (20 ft. x 20 ft. maximum) but also to dissolve ambient pheromones and bodily oils on open surfaces. Spraying the perfumed chemical into the air will affect all nearby open-air surfaces in 2d6 minutes, eating away any traces of natural oils and secretions. This will eliminate a pak'ma'ra's ability to taste residues or follow pheromone trails but also has the additional side-effect of eating away fingerprints just as thoroughly!

Anti-pak'ma'ra Items

Item	Cost ¹	I / R	Weight	Special
Bitter Oil Rub	100 cr.	R	1 lb.	Can be applied to 100 square feet of surfaces.
Mentho-breather	250 cr.	—	—	Menthol oil must be replaced every six months for 5 cr.
Pheromone Eraser	500 cr.	—	1 lb.	Can effect ten 20' x 20' areas per canister.

¹ This price is multiplied by 10 if in any area where pak'ma'ra are the majority race.

PAK'MA'RA CHARACTERS

'Do not be fooled by their appearances. There is more to the pak'ma'ra than you or I will ever know.'

–Sub-Alyt Sartenn, Minbari Scout

Even if the pak'ma'ra as a race are odd and difficult to understand, they make very interesting characters in the *Babylon 5 Roleplaying Game*. They are fantastic Lurkers and Agents or may even work their way into higher positions as Diplomats or even Officers. The Civility can be very generous to its people and great things could wait on the path for players willing to give the Chosen People a chance. They are looked-down upon, ignored and almost universally avoided – a worthy challenge for any player to portray.

This chapter contains the useful tools to make a pak'ma'ra character special in its own way through new Feats, Influences, telepathy and prestige classes designed with the pak'ma'ra in mind. Whether it is used by Games Masters for the purpose of Non-Player Characters or players who are going to be playing the pak'ma'ra, this chapter will add several new dimensions to pak'ma'ra characters in *Babylon 5*.

NEW PAK'MA'RA FEATS

The following feats are designed for pak'ma'ra characters *only* but Games Masters can allow characters of other races who might qualify in some way to choose them. These feats should all be noted as having the (pak'ma'ra) trait qualifier after their titles.

Independent Personality

Most pak'ma'ra exist on account of their community, constantly looking for companionship and outside opinions on nearly everything they do. You are somehow different, thinking

for yourself and looking to make something great out of your life besides simply being a part of the Civility. You understand outsider races much better than most but your drive to be something more than 'just a pak'ma'ra' brings slightly more attention to you than others of your race.

Prerequisite: Charisma 12+

Special Prerequisite: This must be selected at 1st character level.

Benefit: You can add +2 to all Will saves and only suffer –1 to your Charisma score (not the normal –2). You only receive a +1 racial bonus to Stealth and Subterfuge however and can never choose the *Path-Bound* feat for either the Maker or Cycle (Darkness is still acceptable). Also, you can ignore the optional rule for pak'ma'ra Approval Anxiety (see page 58) should it be used in your campaign.

Infectious Oils

You have always had a very thick scent to your secretions but over time you have learned why. There is something specifically toxic about the oils your mark'al secretes. When you allow it to build up it can cause horrible muscle spasms in non-pak'ma'ra that touch it.

Prerequisite: Stench, Concentration 4 ranks

Benefit: With a successful Concentration check (DC 12) you can gather up a thin coating of your specifically powerful saliva-oils onto your feeding tentacles. This oil will keep its potency for a number of minutes equal to your Constitution modifier and will attempt to infect any non-pak'ma'ra flesh it comes into contact with.

Anyone touching the secretions must pass a Fortitude save (DC 10 + the pak'ma'ra's Con modifier) or suffer from localised nervous system failure and muscle spasms, losing 1d3 Dexterity that returns to normal at a rate of one point per hour. Characters brought to zero Dexterity this way are too wracked with painful spasms to move or take any form of action.

Library Access

Some pak'ma'ra have a greater degree of access to the various Librarians and their data stores in the Great Library. You are one of these lucky individuals and either through common allies or Civility duties you can call upon the Great Library for information or aid much easier than even other Chosen People.

Prerequisite: 3rd Level or higher, Pak'ma'ra Civility Influence 8+

Benefit: You gain an additional 1d6 on all Influence checks using the Great Library of Melat Influence. Also, you can assume to have a number of allies amongst the Librarians equal to twice your Charisma modifier.



Path-Bound

You are a religious devotee to one of the three Paths of the Pak'ma'ra. Whether you are now a member of the Maker-Bound Ak'am'ra, the Cycle-Bound Erk'a or the Darkness-Bound Nark'ra you have additional abilities and requirements on a spiritual level. With the exception of the Nark'ra, you can wear your allegiance openly and proudly, granting higher social acceptance by your peers.

Prerequisite: Charisma 10+

Special Prerequisite: Must not have the Unholy feat (see below). Should the character ever receive the Unholy feat, the Path-Bound feat is immediately lost and exchanged for a pak'ma'ra equivalent of the Narn Blood Oath feat (see page 92 of the *Babylon 5 Roleplaying Game Second Edition*), which will automatically target its former fellow Path-Bound.

Benefit: You have additional bonuses and traits, which are listed earlier in this book on page 5, to add to your character. Additionally, Games Masters

should note the special fraternity that these sects offer characters and keep that in mind when dealing with fellow Path-Bound characters.

Taste Sensitivity

You have trained the taste receptors on your mark'al to be more sensitive than those of your peers and with a few quick rubs over your tentacles you can decipher an assortment of interesting facts beyond the information pak'ma'ra can normally glean.

Prerequisite: Wisdom 10+, Investigate 6 ranks

Benefit: Whenever you use your racial ability to 'taste' biological residues, you actually roll your Investigate skill instead of Wisdom. Additionally, you compare the result of your check to the Taste Sensitivity table and are allowed to ask the determined number of questions that the Games Master will answer in short replies.

Taste Sensitivity

Check Result	No. of Questions
1–10	1d3 –1
11–15	1d3
16–20	1d3 +1
21–25	1d3 +2
26+	2d3 +2

Here a few example questions that the pak'ma'ra could ask and the answers given:

Question Asked	Answer Given
What is this jewellery actually made of?	Thinly-plated gold over aluminium.
Have I tasted this person before?	Yes; the lawyer handled this item recently.
What kind of poison was it?	Centauri; probably the Two Lovers toxin.
How many different people handled the knife before me?	Seventeen; mostly human, but at least one Drazi.

Unholy

You have been branded by your fellow Civility members as having done something horrible enough to be excommunicated from your government, religion and fellow pak'ma'ra. Through a Council of Deliberations you were found guilty of some great crime, branded on your palms with the sigils of the banished and left to your own devices.

Prerequisite: None.

Special Rules for Gaining Feat: This feat can be gained as a bonus feat at any time. All that is required is that a Council of Deliberations choose to levy the punishment against a pak'ma'ra character and they automatically receive the Unholy feat. This feat is ALWAYS a bonus feat (it does not count toward maximum number of feats), as that it cannot be lost and levies some serious penalties against the character.

Benefit: You are now on your own, a pariah to your people, and you must learn to survive as an independent creature. The longer you are Unholy, the tougher you have to be to survive in a galaxy filled with your former compatriots – who now hate you. The Unholy table shows the bonuses earned from

this feat based on the number of character levels you have had this feat. These bonuses are cumulative.

Unholy

No. of Levels with Unholy	Skill Bonuses	Bonus Feats	Save Bonuses
1	+1 Stealth, Bluff and Subterfuge	—	—
2	—	Toughness	—
3	—	—	+2 to Will
4	+2 Stealth, Bluff and Subterfuge	—	—
5 or more	—	Alertness ¹	—

¹ This ignores all prerequisites, if necessary.

Drawback: This feat carries a set of heavy penalties with it as well as the bonuses. Beside the obvious roleplaying ramifications of dealing with other pak'ma'ra if they recognise you as Unholy, you suffer the following penalties:

- ⑤ You automatically fail any Diplomacy or Bluff skill check targeting other pak'ma'ra (you are always assumed to be lying).
- ⑤ Pak'ma'ra have +2 to hit and damage against you.
- ⑤ You cannot gain any more points in pak'ma'ra Influences and only roll d3s instead of d6s when using them.
- ⑤ You may never gain any levels in the Librarian prestige class, nor will any levels taken in the Officer or Soldier classes be allowed to be a part of the Civility military organisations.

NEW PAK'MA'RA INFLUENCES

The following two entries are new Influences that characters may choose as they progress in level, with Games Master permission. They are the basis of the pak'ma'ra cultural structure and are likely limited to characters of that race, League of Non-Aligned Worlds members or spacers that frequent the Abattoir.

These follow all of the same rules for Influences as covered in *The Babylon 5 Roleplaying Game Second Edition*, starting on page 106.

Pak'ma'ra Civility (Special)

Description: The pak'ma'ra government is odd in the way it effectively controls every facet of their culture. Through the directing of Council meetings and arranging specific voices to appear within them, there is a degree of power that each pak'ma'ra or ally to the Civility has over these pieces of the greater whole. The Civility *is* the sum of its people, making it both difficult and plainly easy to influence their society, economy or military. With the right amount of debate and opinions, one powerful voice can move fleets, drop the cost of Quantum-40 or spark the

newest plasma research in labs all across the galaxy.

Obtained By: Being a member of the Civility; helping Council meetings; aiding the pak'ma'ra in any official manner

Contacts: Pak'ma'ra diplomats, League of Non-Aligned Worlds ambassadors

Pressures: Any League of Non-Aligned Worlds

Special Note: Due to the nature of the Civility, checks using this Influence must state what type of check the character is attempting: Political, Economic or Military. Refer to the specific table for each version.

Civility Political

Resources	DC
Access to former Council records and documents.	10
Access to personalised and verified travel documentation.	12
Arranging for Librarian visit; access to a Civility transportation vessel.	15
Swaying Council of Deliberations on criminal matters; combining efforts of up to two League ambassadors.	20
Swaying Council of Deliberations on any debated topic; combining efforts of up to three League ambassadors.	25
Civility intervention on a major internal matter of fellow League government; combining effort of up to three League ambassadors.	30
Changing existing Council Findings drastically; combining efforts of all League ambassadors.	40

Civility Economic

Resources	DC
Access to 500 credits cash or 2,000 worth of equipment.	10
Arranging passage on Civility Freighter or Trade vessel.	12
Access to 2,500 credits cash or 10,000 worth of equipment; accessing to industrial-level mining equipment.	15
Raise or lower Quantum-40 prices + or – 5% (10% for one deal); adding additional rules to trade agreement.	20
Access to 12,500 credits cash or 50,000 worth of equipment; arranging for corporate deal or facilities on the Abattoir.	25
Raise or lower Quantum-40 prices + or – 10% (20% for one deal); cancelling any one trade or deal.	30
Access to 250,000 credits cash or 1,000,000 worth of equipment; breaking all trade treaties with a whole government.	40

Civility Military

Resources	DC
Requisitioning Civility Security Force units for surveillance use.	10
Use of a Porfatis Patrol Boat; access to military weaponry for limited use.	12
Requisitioning Civility Security Force units for a defensive service; arranging for warship escort to non-Civility convoy.	15
Use of a modified ship from the Defence Fleet; arranging for Civility Security Force units for an offensive service.	20
Use of an Urik'hal warship; swaying Council of Safety to refit a class of vessel a particular way.	25
Requisitioning Civility Security Force units for extended offensive campaigns; affecting the defensive actions of Defence Fleet battle groups.	30
Use of a Pshul'shi Dreadnought; affecting the offensive actions of Defence Fleet battle groups.	40

Great Library of Melat (Social)

Description: The true power behind the Civility. The Great Library holds centuries upon centuries worth of information about the pak'ma'ra, their allies and enemies and the galaxy as a whole – yet they are the only ones who are allowed to see it. The Librarians covet the information as a holy right, keeping it safe from outsiders in order to have it ready for the Maker when he comes to the Cycle to reset the Churn. Anyone who has access to the Librarians, their agents and the Great Library itself has an almost immeasurable wealth of knowledge at its disposal. If such a character can speak to the right Librarian at the right time, it might be able to learn some of the galaxy's darkest and most hidden secrets.

Obtained By: Being a Librarian, working as an official agent for the Librarians

Contacts: Librarians, Librarian agents, high-profile diplomats of the Civility

Pressures: Pak'ma'ra Civility

Resources	DC
Getting cultural or social information on any galactic race of sentients; access to rumours from League space; arranging to see an <i>Ur</i> (1 st Level) Librarian.	10
Access to verified facts of League space; access to rumours from anywhere in the galaxy.	12
Arranging for data files on specific a topic (Knowledge Skill +5); gain physical access to the Great Library's main halls; arranging to see an <i>Ur'ak</i> (2 nd Level) Librarian.	15
Access to verified facts about the galaxy; obtaining major secrets about League race; arranging to see an <i>Ak'laal</i> (3 rd Level) Librarian.	20
Changing minor historic notes through a Council of Fact; arranging for detailed data files on specific topic (Knowledge Skill +15); arranging to see a <i>Pak'ar</i> (4 th Level) Librarian.	25
Changing major historic notes through a Council of Fact; obtaining major secrets about any galactic race; arranging to see a <i>Pak'ar'i</i> (5 th Level) Librarian.	30
Secretly altering the Pak'ma'aan through a High Council of Fact; arranging to see the <i>Pak'ur'ak</i> (6 th Level) Master of the Library.	40

TELEPATHY AMONG THE PAK'MA'RA

Almost unknown to the galaxy at large, there are a moderately high number of pak'ma'ra telepaths. The

telepath gene has been thick in their spawnings for many generations and their hermaphroditic breeding methods have done little to suppress it. Pak'ma'ra telepaths are just as strong as they were five hundred years ago, and perhaps longer.

Unlike the human Psi Corps or the Centauri Mindhawks, the pak'ma'ra have never really tried to reign in their telepaths in any way. Most telepathic pak'ma'ra consider themselves gifted by the Maker Itself and do their best to become Path-Bound Ak'am'ra early in their lives but there is no pressure from the Civility to do so. Having the ability to gather imagery directly from the source – other peoples' minds – is the best tool the Maker has ever created for the Chosen People and pak'ma'ra telepaths are often drawn to Its service instinctively.

No different to the Chosen People as any other form of information gathering, there are decades of telepathic training recorded by the Great Library. The tactics of pak'ma'ra telepaths are detailed and retrainable from one generation to the next. Because of this, there are two telepathic abilities that are unique to the pak'ma'ra. These talents are taught to any pak'ma'ra who shows telepathic ability and should be considered available to any pak'ma'ra character with a P-level higher than zero.

New pak'ma'ra Telepathic Abilities

Forced Anonymity

Power Required: 9

Range: Medium

Action: Standard

Telepathy Check: DC 18

Concentration: Yes

Multiple Subjects: Yes

The pak'ma'ra are instinctively exceptional at being unnoticed in plain sight but the telepath with this power can make it impossible for another to remember it at all. By filling the minds of onlookers with 'mental static' the telepath can cloud any contact with them, visual or otherwise. If successful, anyone affected by the ability will have a –10 penalty to all Notice skill checks to overcome any skill check performed by the telepath. Additionally, those affected by the ability will not be able to clearly remember the telepath being in their presence or doing anything noteworthy while the power was in effect. This does require some mental effort on the telepath's part and a Concentration skill check (DC 12) each round it is doing anything except walking slowly is necessary to continue the ability's use.



Image Passing

Power Required: 4

Range: Close (P6 Medium, P9 Long)

Action: Standard

Telepathy Check: DC 12

Concentration: Yes

Multiple Subjects: No

Any pak'ma'ra with a story to pass on to another member of the Civility, especially a Librarian, can only hope to get all of the details right in order to have them stored for the Cycle. With this ability the telepath is able to actually copy any image in its mind, either witnessed itself or from a previously *passed* image and pass it into the mind of another. If the subject of the transfer is willing to receive the image then the Telepathy skill check is required and the transfer is painless and instant. If the subject is unwilling (for whatever reason) it can pass a standard Will save to keep the telepath from making contact. An unwilling transfer is disorienting and confusing and actually takes an amount of time equal to one-tenth of the time that the 'image' consists of.

For example, Gral'k the pak'ma'ra telepath is forcing the image of a thirty-minute torture session it spied on into the brain of an unwilling security officer. Not only will the security officer be stunned while the transfer is taking place, but it will take a full three minutes to perform!

NEW PAK'MA'RA PRESTIGE CLASSES

The following are two prestige classes designed for pak'ma'ra characters only and cannot be chosen by members of other races.

THE LIBRARIAN OF MELAT

The Great Library of Melat is the core of the pak'ma'ra Civility. It is more than any Council or colony or war fleet and it is managed collectively by the Librarians. These esteemed gatherers and chroniclers of information are the lifeblood of the pak'ma'ra. They stand guard over the slumbering body of the Cycle while keeping safe all of the data collected from across the galaxy. From their base of operations in the Great Library they are a sub-sect within the Civility that are in charge of the holy duties of the Pak'ma'aan.

The word 'librarian' brings imagery of stern authoritarians putting fingers to wrinkled lips to hush their patrons in quiet buildings filled with books. Melatian Librarians are nothing of the sort. They are consummate adventurers that travel the galaxy in search of knowledge and secrets to bring back to the highest ranking Librarian, the *Pak'ur'ak* (Master of

Librarian of Melat Progression

Level Progressing To	Great Library of Melat Influence DC	Pak'ma'ra Civility Influence DC
1 st	12	18
2 nd	15	22
3 rd	18	26
4 th	21	30
5 th	24	34
6 th	50	N/A

the Library), who is the only one allowed audience to the sleeping god. Their official duty is to perform whatever is needed of them by any Council of Fact made up of higher ranked Librarians, which can vary wildly from assignment to assignment. Priest-like spies that carry more political power than most others of their kind, they are rarely left to their own devices for long.

Some Librarians are assigned to chronicle a species or place; others are given the freedom to wander. A few are told to serve as guards at the Great Library; most are sent into the void to uncover the galaxy's plots. They are denoted by orange sashes worn at the shoulder, a colourful splash against the grey of most pak'mara garb that is rarely given much notice by non-pak'mara. The Librarians of Melat are the Civility's secret service, spy network and holy clergy rolled into one.

Additional Hit Points: 2

Requirements

To qualify to become a Librarian of Melat (LoM), a character must fulfil all the following criteria.

Feats: Library Access (*Note:* Character cannot possess the Unholy feat)

Skills: Investigate 6 ranks, Stealth 6 ranks, any mixture of Knowledge skills totalling 8 ranks or more

Influence: Pak'mara Civility Influence 10

Special Requirements: To gain each level in this prestige class the character must succeed in an Influence check at increasing difficulty, as determined on the Librarian of Melat Progression table. If failed, the level can be applied to any other class the character wishes. These checks are to symbolise the Council gatherings that are required to advance in rank within the Library.

Class Skills

The Librarian of Melat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Computer Use (Int), Concentration (Con), Diplomacy (Cha), Intrigue (Cha), Investigate (Int), Knowledge (any) (Int), Linguistics (Int), Medical (Int), Notice (Wis), Operations (any) (Int), Profession (any) (varies), Sense Motive (Wis), Stealth (Dex), Subterfuge (Dex), Technical (any) (Int) and Telepathy¹ (Cha).

¹ Only for characters with a P-level rating.

Skill Points At Each Level: 6 + Int modifier

Additional Influence: A Librarian of Melat's Great Library of Melat Influence and pak'mara Civility Influence increase by +2 each level. It may also increase any two other Influences by +1.

Class Features

All of the following are class features of the Librarian of Melat prestige class.

Weapon Proficiency: A Librarian of Melat is proficient with all close combat and pistol weapons.

Ur: At 1st level the Librarian has just been accepted into the Great Library and probably assigned to its first mission. It receives full travel accommodations to where its assignment should take it if necessary, a Librarian's Pokk (see page 77), 2,000 credits in data recording gear and a secret communication code that can be used to transmit data to the Great Library via the Abattoir. Additionally, the new Librarian can add its level in this prestige class to any Knowledge, Profession or Technical skill checks it makes if allowed access to research materials/data on file with the Great Library.

Why is there a 6th Level?

If there is only ever one Master of the Library at any given time in the Civility and it does not leave the Great Library except on extremely important matters, many readers might wonder why we added it. The ultimate goal of any Librarian should be to one day perhaps become the Master of the Library, which is arguably the most powerful being in the Civility.

We included it to the Librarian prestige class for completeness sake and to give pak'ma'ra Librarian players something to always strive for. Also, should a Games Master want to include such a powerful entity in his game he now have the tools with which to create one. Master of the Library is an optional level to the prestige class and is utterly up to the Games Master to allow at all.

Bonus Feat: A Librarian is always learning about the galaxy and must do its best to be as prepared as possible for what the universe sets in its path. At 1st, 3rd and 5th level, the Librarian gains a bonus feat. Unlike the bonus feats from other classes, these feats are chosen from any source that the character qualifies for. This is to show the increased capacity to learn and exposure to varied subjects that the Librarians of Melat tend to have.

Ur'ak: Officially no longer an apprenticed Librarian, a 2nd level Librarian has increased power within the Great Library and has access to new data otherwise hidden from it earlier. Starting with this level (and every experience level gained thereafter) the character can make an unmodified Intelligence roll and divide the result by two (round up). The result is the number

of additional Skill Points the character has to add to any Intelligence, Wisdom or Charisma-based skills. Additionally, Librarians who reach this level can add an additional d6 to any Pak'ma'ra Civility Influence checks due to their increased power with the Council of Fact.

Ak'laal: Now considered to be middle-management in the Great Library, the 3rd level Librarian can come and go freely within most areas of the Great Library's halls and never be turned away from any official Civility structure or territory. Its word is considered sacrosanct to most pak'ma'ra and should be considered to pass all Bluff, Diplomacy and Subterfuge rolls versus members of its own kind without the Unholy feat. The Librarian also has increased access to rare and wondrous items in storage at the Great Library, allowing the character to roll its Great Library of Melat Influence with d3s (instead of the normal d6s) as if it were *any* galactic Influence in order to acquire personal equipment. This equipment is still Library property and will need to be replaced by the Librarian if damaged or lost.

Pak'ar: A 4th level Librarian has reached the higher echelons of the Library and is a figure of some power amongst its people. The character can now roll d8s instead of d6s when making pak'ma'ra Civility Influence checks. The information at the disposal of the Librarian includes centuries' worth of secrets, tales and myths that fill kilometres of hallways and storage racks. The character can also now consider *any* skill a Class Skill and raises the maximum number of ranks it can place in any given skill by +2 (for a total of Character Level +5).

Pak'ar'i: The circle of 5th level Pak'ar'i High Librarians is responsible for the inner workings of the Great Library and the management of the Pak'ma'ra. The Pak'ar'i are considered holiest among pak'ma'ra (save for the Pak'ur'ak itself) and their presence invigorates and intimidates the Chosen People. Any pak'ma'ra with lower or no levels in this prestige class without the

The Librarian of Melat

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+0	+1	+0	+2	+1	Ur, Bonus Feat
2 nd	+0	+1	+1	+2	+2	Ur'ak
3 rd	+1	+2	+1	+3	+2	Ak'laal, Bonus Feat
4 th	+1	+2	+2	+3	+3	Pak'ar
5 th	+2	+3	+3	+4	+3	Pak'ar'i, Bonus Feat
6 th	+3	+4	+4	+5	+4	Pak'ur'ak



Unholy feat are affected by their immediate presence (within 30 feet). All affected gain +2 to all hit rolls and saving throws if made under approval of the character and cannot harm the character in any way without first passing a Will save (DC 25). The character also has so many secrets and classified information at its disposal that it can use its Great Library of Melat Influence as if it had *all* other Influences in its 'Pressures' listing – effectively allowing it to affect any form of Influence in the galaxy!

Pak'ur'ak: The mysterious 6th level of this prestige class is that of the Master of the Library, a unique position that can only be filled when the current Pak'ur'ak is convinced by the High Librarians to commit ritual suicide and have his body eaten by his replacement. This is a very rare event, perhaps taking place once every century. Should a character manage to influence the High Librarians to have the Council of Fact order the transition, the character gains total control over the Great Library and the Pak'ma'aan. This is translated as an *inability to fail* a Great Library of Melat or pak'ma'ra Civility Influence check.

Also, as the only living pak'ma'ra allowed to see the tomb of Ra'oor, the character may very

well have some connection to the sleeping god – if the Games Master feels that It actually exists in the catacomb of stone. It is said that the Pak'ur'ak can move the world with its mind and crush the will of the Unholy with less than a thought; perhaps there is more to having audience with the slumbering being after all...

THE SKULKER

Pak'ma'ra are avoided and ignored on a regular basis but some of their kind focus their training and skill on becoming even more unnoticed and overlooked. These masters of stealth and avoidance are called Skulkers and they are some of the best spies and saboteurs in the galaxy. They train themselves to be nothing but wisps of shadow at the peripheral of onlookers, slipping by without a trace while performing any number of unseen acts.

The Civility tries to keep track of loyalist Skulkers in order to make them official agents of information gathering or even weapons to be deployed behind enemy lines. They are hard to find and harder to convince to do anything but satisfy their own wants, making them a constant worry for more traditionally-

The Skulker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+0	+0	+1	+2	+1	Stealth Mastery I
2 nd	+1	+1	+1	+2	+1	No Doors Barred, Sneak Attack +1d6
3 rd	+2	+2	+2	+2	+2	Stealth Mastery II, Without a Trace
4 th	+3	+2	+3	+3	+2	Pockets within Pockets, Sneak Attack +1d6
5 th	+4	+3	+3	+3	+3	Stealth Mastery III, Vanishing Act

minded pak'ma'ra. Many claim that Skulkers secretly serve the Darkness and that many amongst the Unholy find the role suited to their needs, which is just as likely as not.

Additional Hit Points: 2

Requirements

To qualify to become a Skulker (Skl), a character must fulfil all the following criteria:

Skills: Notice 4 ranks, Stealth 6 ranks, Subterfuge 6 ranks

Feats: Independent Personality, Skill Focus (Stealth or Subterfuge)

Class Skills

The Skulker's class skills (and the key ability for each skill) are Athletics (Int), Bluff (Cha), Computer Use (Int), Intimidate (Cha), Intrigue (Cha), Investigate (Int), Knowledge (any) (Int), Linguistics (Int), Notice (Wis), Sense Motive (Wis), Stealth (Dex), Subterfuge (Dex) and Technical (any).

Skill Points At Each Level: 4 + Int modifier

Additional Influence: A Skulker may increase any two Influences by +2 each level. Additionally, the Skulker may increase any one Influence local to its current location by +2.

Class Features

All of the following are class features of the Skulker prestige class.

Weapon Proficiency: A Skulker is proficient with all close combat and pistol weapons.

Sneak Mastery (I, II, and III): At 1st, 3rd and 5th level the Skulker learns how to enhance its already impressive ability to hide and misdirect. At 1st level the Skulker can add its level in the prestige class to any Stealth and Subterfuge skill checks. At 3rd level the Skulker can automatically Take 10 instead of rolling a d20 (with no additional time spent) on Stealth and Subterfuge skill checks. At 5th level the Skulker gains the effects of the Minbari feat Silent Tread but can apply it to both Stealth *and* Subterfuge skill checks.

No Doors Barred: A Skulker cannot allow annoying things like locked doors or windows to ever get in its way. At 2nd level the character can open any locked door or other physical portal with a Free Action and at half the normal DC of the device (round up). Any situational penalties should be applied after the reduction is calculated.

Sneak Attack: Skulkers must train themselves to be masters of opportunity when dispatching enemies and at 2nd and 4th levels the character shows this by gaining the Sneak Attack class feature. This ability only works when the Skulker attacks another character with close combat or personal ranged attacks. It will not work with grenade attacks or any attack inflicting nonlethal damage. The target character must be flat-footed, flanked or helpless for the sneak attack to be successful. If the nominated attack hits the target, the Skulker deals an extra 1d6 points of damage (increased by another 1d6 at 4th level).

Sneak attacks will not affect creatures immune to critical hits. If a creature has the base damage from the attack reduced to zero through Damage Reduction, armour or other means, then it will not suffer the sneak attack damage. If the Skulker makes more than one attack in a turn (through the full attack action or firing a weapon more than once), then the sneak attack will only apply to the first attack. Sneak attack is an Opportunism effect and is not multiplied with a critical hit. A Skulker's sneak attack will stack with sneak attack damage gained from other feats and class features.



Without a Trace: Sometimes the best spies are caught long after they have left the area and are followed elsewhere by the foolish clues they left behind. At 3rd level the Skulker has learned not only to be unnoticed while hidden but also how best to defeat investigative measures to discover its passing after it has moved on. Any attempts to use the Investigate skill to find clues or signs that the Skulker might have left behind are always taken a -5 penalty.

Pockets within Pockets: There is no telling what a Skulker might need in the course of its actions and this requires a collection of useful items to be at hand at all times. Upon reaching 4th level the Skulker has learned how to pack its pockets, pouches and *other* areas with any number of small yet useful items. There is a chance equal to 75% plus the character's Intelligence score that the Skulker will have thought about placing

any Fine or Tiny-sized object in its pockets, pouches and so on for any given circumstances. This cannot include weaponry of any sort or anything that the Games Master deems inappropriate for the Skulker to have thought about ahead of time.

Vanishing Act: The best spies and saboteurs know how to vanish from sight in an instant, leaving their would-be witnesses with nothing but a vague memory of their ever being there. At 5th level the Skulker has truly mastered this ability and can choose to make a Stealth skill check in order to hide itself as a full round action at -5 to its final score to vanish while being watched. This class feature can only be called upon if there is a feasible way to be hidden within one round's standard movement of the Skulker. If there is no way to possibly hide, a Skulker cannot attempt to do so.

INDEX

A

Abattoir 53
Ak'am'ra Pilgrimage 47
Ak'id'al 47
Ak the Maker 5
Anti-pak'ma'ra Items 79
Ap'kak Laws 21
Approval Anxiety 58
Armour and Clothing 77

B

Biology 10
Birth and Early Childhood 11

C

Churn 6
Councils of the Civility 20
Council of Deliberations 20
Council of Fact 24
Council of Judgment 29
Council of Safety 22
Council of Sciences 27
Council of Travel 25

D

Dar'ak 35
Dar'ak'pak 50
Dar'ak the Darkness 6
Dar'ur'hal 48
Debris Fields 51
Dilgar 39
Diseases and Diet 13

E

Erk'a Pilgrimage 64

F

Feats 80

G

General Equipment 75
Genesis 10
Great Library 34, 60, 63

H

History 33
Hurr 38

I

Independent Personality 80
Infectious Oils 80
Influences 82

L

Librarian of Melat 85
Library Access 81
Lifecycle and Sociology 10

M

Melat 60
Melatian Cities 61
Melatian Jump Gate 52
Melat Station 38, 53
Melat System 46
Military 30

N

Nark'ra Pilgrimage 51
New Offensive Order - Overcharge
Weapons! 74

O

Old Age and Death 12

P

Pak'ma'aaan 4
Path-Bound 81
Path-Bound pak'ma'ra 5
Planets and Moons 47
Plasma Technology 65
Prestige Classes 85

Q

Quantiplasmic Hyperspace Eroder 31

R

Ra'oor the Cycle 5
Racial Traits 10
Rah'pak (Grey Rot) 39
Ranks and Organisation 31

S

Sixth Council 29
Skulker 88
Spacecraft Assets 65
Bra'ka-class modified Ikorta Armed
Merchant 69
Brak'ur-class modified Halik Frigate 67
Hur'dar-class modified Hurr Gun-
ship 68
Porfatis System Patrol Boat 70
Pshul'shi-class Dreadnought 70
Rar'kap-class modified Battlewagon 66
Raz'kur-class modified Sunhawk
Battlecruiser 69
Urik'hal-class Supermerchant 72
Spawning Pool 45
Starship Add-ons/Features/Weapon
Systems 73
Star Lions 36
Stench 43

T

Tactile Leavings 44
Taste Sensitivity 81
Telepathy 84

U

Unholy 82
Ur'kral'Or 49
Urik'mark 47

W

Waste Facilities 45
Weaponry 76



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32

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