



FRAAL

Physical Description:

Quiet and peaceful, the fraal (pronounced "frah") appear calm and composed in even the most chaotic situations. Averaging about 4 feet 9 inches tall (+2d10), the fraal are thin humanoids with large eyes; pale, almost luminous skin; and swept back ears.

While many are bald, some have wisps of silver, white or pale yellow hair atop their large, round heads.

Individual fraal can be so thin as to appear practically weightless, but most weigh about 120 lb (x(1d3)lb). Even the youngest fraal adults have an ancient, wizened look that can be as intimidating to humans as it is disconcerting.

Personality:

Fraal aren't physically inclined. They tend to develop their minds instead of their bodies, working as Psions, Mechanists, or Clerics rather than in the Rogue or Warrior professions. They are thinkers and philosophers with a deeply spiritual nature. Because they are a long lived species (110 years +10d6 starting age), the fraal have a patient attitude that sometimes annoys humans. Their spirituality centers around mind-walking, the study and application of Psionics. To them, the powers of the mind have almost religious significance; they feel that all species can find common ground by touching thoughts and sharing inner peace.

Fraal aren't pacifists, but they believe that violence should be the last resort of an intelligent, civilised species. They can seem cold and distant, but that's because they don't have as wide a range of emotions as humans do – and the emotional range they do possess doesn't shift as rapidly or unpredictably as humans emotions do.

Peace-loving and intellectual, fraal are natural builders and scholars – forever working on creative or scientific endeavours, building or mending relationships (both personal and political), and adding to their pool of knowledge simply for the sake of learning.

History & Relations:

The fraal are nomadic starfarers who came to known space more than 10,000 years ago. A large groups of explorers travelled in three slow-moving colony ships, crossing the void of space over the course of many centuries. The trip was plagued by one disaster after another, though, so that by the time these colony ships reached a



habitable system, contact with the fraal homeworld had been lost. In addition, damage to the ship's computers resulted in the loss of much vital information, including some technological know-how and most historical and scholarly records – among these the location of the fraal homeworld. The starfarers were cut off, isolated from their place of origin, and unaware of their original mission. Indeed, they weren't even sure if this new area of space was the destination they had been travelling to reach, or for what purpose. Thanks to eons of lost knowledge and countless mechanical breakdowns, accidents, and travel-related mishaps, these fraal were truly alone.

Initially, the fraal set up installations on a nearby habitable world, building bases in isolated regions using local materials and components salvaged from their colony ships. From these hidden bases, the visitors set out to explore nearby worlds and meet their inhabitants.





Fraal Lands:

Fraal are explorers by nature, most of the time they are found aboard their sprawling colony ships, that are akin to floating cities in space. Each of these colony ships holds a Fraal nation. Fraal of these nations tend to be very loyal to their own and these nations often have names such as the *Tauri*, *Gozsu*, *Editien*, *Ahn'sha*, and *Vidgea*. There are Fraal colonies on worlds but only in distant and hidden places, and rarely of any significant size, being a people without a homeworld they can find, they have become very much nomadic preferring life aboard their ships.

Religion:

Fraal and their religious orientation can vary from Colony ship to Colony ship, each having a different religion. Although the religion of a colony is invariably the religion of the entire colony, and thus colony ships of the Father exist, just as colony ships of the Magus or Stormlord exist. In recent years some colony ships have converted entirely to the Dualist belief, and as a result there are now Fraal nations who are devoted to the Creator, or the Advesary.

psionics as a species. See Psionics Handbook for effects.

Automatic languages: Fraal and Common

Favoured Class: Psion

Effective Character level: +0

Fraal Racial Traits:

+2 INT, -2 CON As all fraal are mentally capable, but physically weak.

Medium size: As medium sized creatures the Fraal have no special bonuses or penalties due to size.

Fraal base speed is: 30 feet

+2 Racial bonus to: Autohypnosis and Psicraft

Low-light vision: Fraal can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

Bonus Talent: at 1st level, all Fraal gain an extra Psionic Talent for their repertoire at 1st level. For Fraal of a non psionic class, they may choose a 0th level talent from the psion list (See Psionics Handbook).

Bonus FEAT: Inner Strength, all fraal have slightly more capacity to work psionics than most races, drawing on their mental reserves. *For Fraal with a non psionic class, this effectively allows their free talent to be used once per day.*

Innate Defense(Ex): All fraal have "Empty mind" as an innate psionic defense mode, developed over millennia of using





MECHALUS

Physical Description:

Because of the basic resemblance between the two species, a mechalus (pronounced "mech-ah-lus") can be mistaken for a human if the viewer only catches a glimpse or if the area is shadowy. Averaging about 5 feet 1 inch (+2d8) tall and weighing around 198 lb x(1d4) lb, the mechalus has the general shape and size of a human. On closer inspection, however, the similarities are quickly outdistanced by the differences. Veins of circuitry weave with flesh and blood to form a totally synthesised body. The mechalus's hair is a combination of protein strands and filaments of cable and wire. Even the skeleton has been reinforced with super-strong synthetic material, and bony protective plates can be seen beneath the bio-organic flesh at the shoulders and across the chest.

Personality:

Mechalus have the same range of emotions as humans, though they tend to try to downplay hostile or aggressive emotions. They were once responsible for the annihilation of another species, and since then they have made a conscious and constant effort to suppress or regulate their negative emotions.

Perhaps the hardest aspect of mechalus for humans to get used to is their ability to merge with computer systems. While the mechalus can easily employ standard computer interfaces, they have the unique ability to personally connect to computer systems. Filaments extend from fingers, snake into the computer in question, and form a solid link between body and machine. This link gives the mechalus speed of thought access to the computer system, and more precise control than any manual interface can provide.

With a natural affinity for technology and computers, mechalus make excellent Mechanists. They aren't limited to this class, however, and can be found filling the ranks of a variety of roles.

The Mechalus have very ordered minds, which translates into a strictly structured society and an equally organised outlook on life. Although they think with the precision and logic of a machine, they are highly emotional people who work exceedingly hard to promote their positive emotions and subdue their negative ones.

In a tense or dangerous situation, mechalus are likely to remain calm and logical; it's not difficult for them to suppress all their emotions when they deem such action appropriate or necessary. But in a climate of relaxation or celebration, their emotional pendulum can swing



to the other extreme – to humans, it seems as though they are making a special effort to appear cheerful or jubilant. The mechalus don't consider their behaviour at such times to be exaggerated; strong displays of positive emotion, when the situation permits, are simply their way of demonstrating (to themselves as well as members of other species) that mechalus are more than just machines encased in biological bodies.

History & Relations:

The planet Aloor, an Earthlike world relatively close to the Dragon Empire, gave rise to an intelligent humanoid species that would someday be called the mechalus. The early history of Aloorins follows much the same path as that experienced by Earth's humans – primitive tool-makers eventually built great civilisations, with periods of enlightenment crudely punctuated by episodes of brutal warfare. Eventually, the development of technology led to the invention of





computers – and this is where technological evolution of Aleeerins and humans sharply diverged. Strides in medicine and genetic engineering, coupled with their computer know-how and their fascination with all things mechanical, gave the Aleeerins the means to bio-engineer their species. Cybernetic implants performed on a molecular level produced a synthesis of flesh and circuitry that now pervades the entire species – they are born with cyberbionics.

It was about this time that the species also developed space travel. Within a few generations, they had totally settled their solar system – but this breakthrough had its shameful side. Aleeerins had always been a warlike species, and this behaviour was never more evident than when they made contact with the sentient but primitive natives of another planet in the system. In response to a hostile reception from these creatures, who were barely able to defend themselves, the Aleeerins used heavily armed ships to obliterate the population of the planet.

Almost immediately thereafter, an emotional backlash swept through the entire Aleeerin culture when the members of the species realised collectively what they had done. In a change of character that was essentially unanimous, the Aleeerins became more sedate and less inclined toward hostility (or at least toward showing their hostility). They resolved that never again would they use violence unnecessarily against another species.

Some Aleeerins took this new attitude to an extreme; a splinter group composed of pacifists and technocrats rose up, taking the position that incorporating circuitry into flesh was not going far enough along the technological path. “Creatures of Flesh are by their nature aggressive and fallible. They cannot resist the impulse to do harm to others,” the leader of the group proclaimed.

“Only by completely shedding our flesh can we achieve the next level in our evolutionary development.”

The splinter group conducted the process of turning themselves into some of the most advanced Soulmech’s en-masse, and they left their homeworld to find their own destinies. To date, nothing further of these living robots has been heard.

Mechalus Lands:

The Mechalus homeworld of Aleer has been accepted as an independent world, and as a result relations with the mechalus have been amicable, however conditions of the agreement, stipulate none may visit the mechalus homeworld, so that they are left in relative peace.

It is known that the mechalus world is now totally urbanised, and filled with many powerful computers and factories, working to further the aims of the mechalus people. They have spread to other worlds, and even to worlds shared with other species. The Dragon Empire even under Mezzenbone tolerates their independence due to the vast amount of technological developments they trade or share with us.

Religion:

Mechalus are as a species entirely dedicated to the Smith, no other religion exists on their homeworld, and no dualists are known to exist amongst their people. That is except for the faction who long ago split who all worshipped the Advesary. The mechalus respect logic, and controlled emotions, as does the Smith’s faith.

Mechalus Racial Traits:

+2 WIS, +2 STR, -2 CHA As all Mechalus are philosophical, physically strong, but somewhat aloof.

Medium size: As medium sized creatures, Mechalus receive no bonuses or penalties due to their size.

Mechalus base speed is: 30 feet

Reinforced Skeleton(Ex): due to this artificially reinforced skeleton they are harder than most, as such they have an innate Damage Resistance of 2/-

+2 Natural Armor: from bony protective plates below their bio-organic flesh

Merge with Computers(Ex): They have flexible interface filaments which extend from their fingers to interface with any computer, allowing them to merge, personally connecting with them and giving them the speed of thought. This grants a +4 Competence bonus to any related rolls through use of the computer, be it piloting, navigation, use device, cryptography, research and so forth.

Cybernetic Enhancements: A Mechalus may pay 4 times the cost in credits, and the experience cost to be able to install any robotic enhancement as a cybernetic implant.

Automatic languages: Common, Binary

Favoured Class: Mechanist

Effective Character level: +1





SESHEYAN

Physical Description:

Standing approximately 5 feet (+2d6) tall and weighing a mere 88 lb (x1 lb), sesheyans (pronounced "seshay-un") are humanoid only in the broadest sense of the word. A bulbous head encircled by eight small eyes and capped by large, pointed ears flows into a light, muscular frame. Powerful wings that extend to an 18.5 feet wingspan spread from the sesheyan's back, and a long tail with an expandable fan-shaped tip provides stabilization while in flight. The wings can be folded tightly against the creature's upper back when they are not in use. Though they walk with a hunched, laboured gait when on the ground, sesheyans exhibit a gracefulness while airborne that is matched by few other creatures capable of flight.

Personality:

Sesheyan heroes are among the small number of their species who have stepped into the galactic community thanks to the opportunities presented by humans and their starfaring ships.

Because of certain physical differences, such as their multiple eyes and strange head shape, the sesheyans are the most "alien" of the nonhuman species. Once they believed they were the highest form of life in the world they knew – they were hunters and shamans of great power. Now that they have seen the "magic" of the spacefaring species. Their faith has been rocked. The typical sesheyan hunter maintains an outward appearance of confidence and power, but inside he struggles to stay brave in the face of so many frightening, strange, and seemingly magical things.

Most humans can't help feeling uneasy in the presence of a sesheyan. This attitude comes from humankind's innate fear of the dark and the creatures that inhabit it. Even the most primitive sesheyan finds this reaction mildly amusing. Though a sesheyan is a born hunter, he is also a being that might seem cold and aloof but actually has a profound respect for all life and his place in its natural cycle.

Technology is new and alien to sesheyans. They can learn to use high-tech equipment, but many of them never become completely comfortable with it, and some deeply religious sesheyans refuse to have anything to do with it. Sesheyan heroes belong to the small group of sesheyans who have overcome their disinclination toward using high-tech equipment – they'll operate a computer, or a station on a spaceship,



if they have to, but that doesn't mean they have to like it.

Sesheyans make excellent Rogues, serving as spies, scouts, or even bounty hunters when they enter galactic society. A smaller number take up the profession of Warrior, and fewer still are Clerics. Except for heroes who have overcome their natural distrust of technology, sesheyan Mechanists are almost unheard of.

History & Relations:

The sesheyans emerged from their prehistory only a short time ago. They are in the aboriginal stage of development, keeping oral histories and working with tools no more complicated than stone blades and wooden spears. Everything is mystical and magical to the sesheyans, and most of their culture is organised into tribes headed by either the best hunter or the most powerful shaman.

They call their world "Sheya" which means simply "hunting land" in their language.





"Sesheyans" means "hunters of the land". In the sesheyan point of view, the world was made to provide its children sustenance, and the hunters are the undisputed masters of the world.

When other species starcraft reach the sesheyan homeworld, they find superstitious hunters still locked in the Stone Age. Though many sesheyans may decide to travel the stars as allies of the interstellar community, most remain planetbound, steadfastly clinging to their old beliefs and traditions.

A sesheyan's leathery flesh comes in shades that fall within the human range of skin tone, but he is obviously a creature of the night. Sesheyans are built to function in darkness with more precision and grace than humans demonstrate even in broad daylight. In the perpetual-twilight jungles of Sheya, the sesheyans senses serve them well. The ground, the great trees with their tangles of vines and branches, and even the mist-filled air are the sesheyans home, for his wings give him access to places landbound creatures can never reach. With eyes built to function in minimal illumination and ears sensitive to the slightest noise, these creatures have unparalleled hunting skills in obscured or low-light conditions.

Away from the low-intensity light of their homeworld, sesheyans must wear protective goggles to shield their sensitive eyes.

Sesheyan Lands:

Sesheyan are found mainly only on their own world in any large numbers, but some colonies have moved to worlds that spend most of their time in twilight or total darkness. As such they have found no competition for their habitats from the Dragon Empire. They tend to prefer jungle or swamp worlds, but can easily manage living on those with low gravities and less hospitable climates, like barren rocky worlds, in these places they tend to dwell underground in cave complexes, only coming out to fly.

Religion:

Sesheyan beliefs are very much oriented towards the Trickster or the Magus, though many refuse to follow these established beliefs and follow the more traditional beliefs that revolve around spirits and the spirit world. There are quite a few shaman who unwittingly follow the dualist belief and teachings of the creator.

Sesheyan Racial Traits:

+2 DEX, -2 CHA As they are very graceful, yet very alien.

Medium size: As medium sized creatures, Sesheyan receive no bonuses or penalties due to their size.

Sesheyan base speed is: 20 feet, Fly 40 feet

Technical Ignorance: Sesheyan may not pick-up the Technical proficiency until 3rd level.

Nocturnal(Ex): In the Dark of Low light conditions they receive a +4 competence bonus to Move Silent, Hide and Wilderness lore.

Low-light Vision: T'sa can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

Darkvision: Sesheyan can see in the dark upto 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Sesheyan can function just fine with no light at all.

+2 Racial bonus to: Freefall, and Listen checks.

Bonus FEAT - Blindsight: The Sesheyan due to their nocturnal habitat all receive the Blindsight feat upon creation.

Light Sensitivity (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a Sesheyan for 1 round. In addition, Sesheyan suffer a -1 circumstance penalty to all attacks, saves and checks while operating in bright light.

Falling(Ex): Any Sesheyan as long as conscious and retaining the use of it's wings, can make a Reflex save (DC14) to avoid falling, instead he simply takes flight and glides safely to the ground.

Automatic languages: Sesheyan

Favoured Class: Rogue

Effective Character level: +1



DRAGONSTAR

T'SA

Physical Description:

Even when standing absolutely still – something that's almost impossible for the creature to do – a t'sa (pronounced "t-sah") conveys an impression of speed, sharp reflexes, and constant activity. Standing 4 feet 2 inches (+2d4) tall, and weighing 85 lb (x1 lb) average, a t'sa is lightning-quick, with a fast mind to match his fast body. Sleek, with a reptilian form and the legs of a runner, a t'sa has a fine covering of interlocking scales that provide a modicum of natural protection. Most humans find t'sa, with their expressive eyes and child-like exuberance, to be extremely likeable.

Personality:

A t'sa has a natural curiosity and an affinity for all things technological. He's a consummate tinkerer, disassembling devices to discover how they work and to find ways to improve them. T'sa have an undeserved reputation among humans for being overly naïve, due to their infectious cheerfulness.

T'sa companions are a boon to any adventuring group. Their cheerfulness and good will never falters, and their desire to know every secret can be contagious – though this behaviour can also get a t'sa into all kinds of trouble. Once a t'sa joins a group, he stays with it through thick and thin, usually bonding with at least one member as a lifelong friend.

Everything a t'sa does, he does quickly. He's always on the move, always asking questions, always seeking answers. Although he's often misunderstood, a t'sa is nonetheless eager to please and make friends.

T'sa make great mechanists, doing especially well as engineers and inventors. This species can also be found in fair abundance within the Rogue, Wizard and Psion professions, but a t'sa very seldom aspire to be warriors, because it isn't in their nature to be violent or physically forceful.

History & Relations:

Rising from a world that resembled Earth's prehistoric era, except that dinosaurs were never replaced by mammals as the dominant species, the t'sa evolved into an intelligent species. Their history had ups and downs, high periods and low, but eventually the t'sa developed a technological society. Spurred on by natural curiosity and an undeniable lack of patience, the t'sa compiled a substantial list of accomplishments and even established a star-spanning society.



By the time humans reached space, the t'sa had already founded a stellar empire. Consisting of five star systems in relatively close proximity to each other, the T'sa cluster bustles with the energy of billions of t'sa doing whatever it is t'sa do – and doing it quickly. They have begun to expand beyond this domain, but they aren't an aggressive species. They are motivated by a simple desire to see what lies in the next star system rather than by greed, power, or expansionism.

T'sa lands:

As stated previously the t'sa inhabit an area of space consisting of five relatively close systems called the T'sa Cluster, this area consists of maybe two dozen planets total and all are developed and productive worlds, bustling with activity, in this area T'sa vessels are commonplace. Fortunately the Dragon Empire considers T'sa space an amicable and harmless neighbour with whom they have profitable economic and scientific ties too, of course how





the new Emperor will deal with the T'sa has yet to be seen.

Religion:

The T'sa are very productive and inventive, as such most of their faith is directed towards the Smith or the Merchant faiths. Few if any T'sa believe in the dualist beliefs, but what few there are follow the Creator. Temples on the T'sa worlds are often huge and elaborate affairs, works of architectural elabouracy.

receive -2 penalty to all attacks, initiatives and checks during that time and may only move at half speed. If exposed to a warm place, they are able to regain lost con at a rate of 1 point per 4 hours as opposed to 1 point per day.

Automatic languages: T'sa and Common

Favoured Class: Mechanist

Effective Character level: +0

T'sa Racial Traits:

+2 DEX, +2 INT, -2 CHA, they are agile, clever, but somewhat difficult to relate too due to their curiosity and naiveté, often leaving other races standing as they move on to the next thing.

Small size: (As small creatures T'sa gain +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of medium-sized creatures.

T'sa base speed: 40 feet

Natural Armor: T'sa receive a +4 natural armor bonus, due to their reptilian hides.

Scent(Ex): All T'sa receive the Scent ability, as per page 10 MM, this reflects their ability to taste the air to great effect with their reptilians tongues.

Low-light Vision: T'sa can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

+2 Racial bonus to: Use Device, Research, and Repair checks, as the T'sa is technically capable and sure footed.

Poor Vision(Ex): All T'sa have poor distance vision, but excellent vision up close, as such they suffer a -2 penalty to Spot rolls, whiel receiving a +2 to Search rolls.

Cold Blooded(Ex): All T'sa are reptilian, not mammals, as such extremes of cold have an adverse affect, a T'sa in such an environment must make a Fort save (DC14) every 4 hours or they begin to suffer from it's effects losing 1 Temporary Constitution point per hour after that point, until dying once CON reaches zero. This reflects them becoming lethargic and sluggish, they also





WEREN

Physical Description:

You can't miss a weren (pronounced "wear-enn"). He stands 8 feet (+2d4 inches) tall and weighs 300 pounds (x2d4). Covered in thick fur, he has a powerful form and wicked claws that make him a formidable opponent even when he's not carrying a weapon. A great mane of hair flares from his head, and his fur ranges from black to shades of gray to almost white.

Personality:

Weren approach life with amazing intensity. When they embrace a new idea or belief, they become zealots. They profess the tenets of those beliefs with word, deed, claw and war mace. Though they're built for battle, weren also love to talk and share ideas. Not every discussion leads to a fight, and most weren won't battle those weaker than themselves unless they are left with no choice. They have strict codes concerning honor, combat etiquette, and noble acts.

Most weren are fierce warriors, embracing the warrior classes, though a few make strides as Clerics of one sort or another, especially as clergy of the Warrior, or shamans of their own culture.

They have no extraordinary talent as Rogues, Psions, Wizards, or mechanists, however, and few weren heroes pursue those professions. Indeed, weren just can't get the hang of any technology beyond their own level of advancement, and even most of those living in the Dragon Empire can't use such items without penalty.

History & Relations:

The homeworld of the weren is known as Kurg. When visiting starships reached the planet, the weren clans were deeply involved in their worlds version of the Renaissance. It was a great time of learning, debate, and speculation about the nature of life. The printing press, the scientific method, the flintlock – all these and more can be found in weren society. But this age of enlightenment has not deterred the weren from continuing to pursue their true forte: war.

At the time visitors encountered the species, the small skirmishes that were a constant way of life for the weren had escalated to a point where the entire planet was embroiled in a raging war. This state of affairs served to keep them sharp, battle ready, and at the peak of their aggressive and savage nature – despite attempts by more peaceful visitors, and radical weren religious leaders to teach them a more peaceful way of life.



Philosopher-warriors, weren appear to be a dichotomy of enlightened scholars and noble savages. They have combined the two ways of life well, effortlessly debating with words one moment and with claws or flintlocks the next. Considered primitive by the standards of the Dragon Empire (and mostly unwilling to use high tech equipment anyway), were are nevertheless sought-after companions as their neighbours spread out farther into the regions of the outlands.

Weren lands:

The weren are very territorial, and many of their disputes and wars tend to be about land or property of one sort or another. The werens have so far mostly not left their homeworld of Kurg. But many have been hired into the Dragon Empires forces, it is only the species savagery that has kept the Empire from otherwise enslaving this otherwise primitive culture by Dragon standards, although it is likely only a matter of time.





Religion:

The weren are a very philosophical species, and although the vast majority of the modern weren worship the Warrior, a fair few worship the Father also. There are those who believe in the dualist belief, and almost all worship the creator in these instances.

Weren Racial Traits:

+8 STR, +2 CON, -6 INT, -2 CHA, as they are hugely powerful and healthy, but very dim and intimidating.

Large size: (As large creatures Weren lose -1 size penalty to Armor Class, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks, but they must use larger weapons than humans use, and their lifting and carrying limits are twice those of medium-sized creatures.

Weren base speed: 30 feet

Low-light Vision: Weren can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

Natural Weapons(Ex): All Weren are adept at fighting with their natural weapons, their claws which do 1d8 damage, plus usual bonuses for strength, weren use these claws as if they had the improved unarmed feat and do not provoke AoO.

Superior Durability(Ex): The Weren are very tough characters to hurt, they shrug off damage as insignificant which could kill most lesser species, as such they have a natural Damage reduction of 10/-

Camouflage(Ex): Weren's fur shimmers and changes colour to match their surroundings, thus making it very tough to see them in natural terrain, a weren receives a +5 competence bonus to Hide in natural surroundings, and only so long as their spotter is no closer than 30 feet. Any closer than this and the Weren loses the bonus.

Primitive Culture: No weren may possess the Technical proficiency FEAT, they display no desire to learn how to use items of technology, and revert to using their Renaissance knowledge, tools and primitive instincts every time. Some weren learn to overcome this, but only after a long time of exposure to technology and with teaching.

The weren may buy off this technical incapacity for a FEAT slot, but not until 6th level, until that time any high tech device they use is done so with the standard penalty.

Automatic languages: Weren and Common

Favoured Class: Barbarian

Effective Character level: +3





DRALASITE'S

Physical Description:

Dralasite's are short, rubbery aliens that have no bones or hard body parts. Their skin is a flexible membrane that is very tough and scratchy. It generally is dull gray and lined with dark veins that meet at the Dralasite's two eyespots. Averaging about 4 feet 1 inches tall (+1d8), and weighing about 140 lb (x(1d6)lb). The internal structure of a Dralasite is very different from the other races. The Dralasite's central nerve bundle (brain), numerous small hearts and other internal organs float in a pudding-like mixture of protein and organic fluids. Dralasite's breathe by absorbing oxygen directly through their skin, so they have no lungs. They are omnivores but eat by surrounding their food and absorbing it, so they also have no digestive tract or intestines.

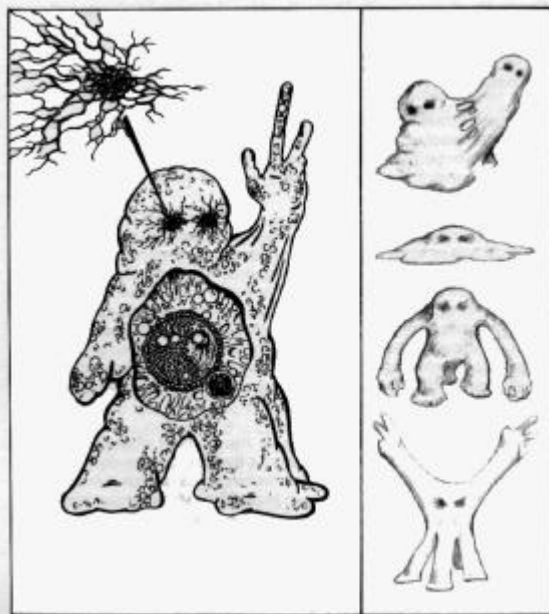
All Dralasite's go through male, female and neutral stages during their lives (these phases can be controlled with medicines). Males release spores into the air, which drift until they become attached to a female. A young Dralasite then "sprout" from its mother, eventually maturing and dropping off.

The most important sense for a Dralasite is smell. They breathe directly through their skin, and the entire membrane is sensitive to odors. Their sense of smell is so keen they can identify persons by smell alone and can recognise familiar smells on objects or persons. The membrane also is sensitive to touch and to vibrations, allowing Dralasite's to hear and feel.

Dralasite's see only in black and white. They see shapes and light and darkness very clearly, and can see a difference between distinct colours (blue and green, for example) because one is darker than the other, but they do not see actual colours.

Dralasites have a voicebox, but it works like a bellows because they have no lungs. A Dralasite's voice can vary from a soft whisper to a thundering roar and from a bass rumble to a piercing screech. Among themselves, they also use shapes, odors and touch to communicate.

Race	Adulthood	Variant	Middle Age	Old	Venerable	Max Age
Dralasite	30 years	+3d6	125 years	188 years	250 years	+2d20 years



Personality:

Dralasite are philosophical and thoughtful. Their communities are small, and many Dralasite's prefer to live alone. Dralasite's do not care about wealth, power or status symbols. They judge themselves by the quality of their ideas and their ability to discuss important ideas wisely. Dralasite's often hold large public meetings to discuss new ideas. Discussions and debates are among their favourite ways to relax.

Steam baths are another favourite Dralasite recreation. They mix perfumes and intoxicants with the steam. These effect Dralasite's the same way alcohol does a Human, Humanoid etc..

Dralasite's are widely known for their strange sense of humour. They love old jokes and puns that make humans groan. Many human comedians who could not find work in human cities have become rich performing on Dralasite worlds.

Dralasite's do not normally wear clothing, because it makes breathing difficult and interferes with their sense of smell. They usually carry their equipment on web belts. When they must wear clothing to protect themselves, they use special materials that let air reach their skin.

History & Relations:

The Dralasite are a peaceful spacefaring species, first discovered in known space many hundreds of years ago, during the reign of the Bronze Dragon Emperor. The Dralasite were accepted into the empire, mostly due to their peaceful and





philosophical nature. And being a very religious people, their calming manner and corny humour was fondly accepted by the races that interacted with them.

Nowadays Dralasites can be found throughout the empire, on many worlds and filling many roles. And their temples of the one can be found all over the galaxy, spreading the word as it were.

Dralasite's have no natural enemies, even their homeworld is without predators, as a result they Dralasites have been able to develop peacefully into the species they are today, and have a hard time understanding why anyone would wish to prey on another, more often than not solely for land or property. This has sadly provided the Dralasite's somewhat of a reputation of being pushovers. When they are threatened they seek to talk it out, if they cannot they move on. If someone tries to take what is theirs, if they only way they can avoid violence is to part with their possession then that is what they do. Note however many of the younger generations are less obliging, and have learned from their cultures exposure to a harsher universe that sometimes you have to fight for what is yours.

Dralasite Lands:

The Dralasite are from their homeworld Dramune, which has no great cities or settlements as such, just many many small communities. This means the world is very rural and idyllic, and not over developed like many other worlds.

When Dralasites have colonies off world they tend to be small, and unintrusive, as such they tend to turn up alongside other races, sharing worlds and resources.

Religion:

Dralasite are as a species very Religious and almost entirely of one faith that of the Mother, who to the Dramune is known as the "One". They believe that a peaceful, nurturing approach to life and neighbours breeds similar responses towards them. They try to see the good in people, and understand the reasoning behind any bad action, in order to show the perpetrator the right way. They are mostly non violent, but some Dralasites have learnt through exposure to the universe, that sometimes like it or not, one does have to fight for what is theirs.

Dralasite Racial Traits:

+2 DEX, +2 WIS, -2 CHA As all Dralasite's are dextrous, philosophical but appear very alien.

Medium size: As medium sized creatures the Dralasite's have no special bonuses or penalties due to size.

Dralasite base speed is: 20 feet

+2 Racial bonus to: Listen, Swim and Sense Motive

+2 Bonus to: all Fortitude saves to reflect their durability.

Darkvision: Dralasite's can only see in black and white, as such they can see in the dark up to 60 feet. But it is otherwise like normal sight, and Dralasite's can function just fine with no light at all.

Elasticity: all Dralasites have a stretchable skin, which is supported by a complex muscle structure. This allows them to change the shape of their bodies, within limits. They can "grow" arms and legs to use for walking and handling tools and weapons, and reabsorb limbs when they are not needed. A Dralasite can have no more limbs total, than 1 per 3 points of Dexterity (8 max), these can be any combination 2 arms, 3 legs etc. or any other combination adding up to the total or less. Each extra leg created adds 10 feet to the Dralasite's base movement. Each additional arm, can be used for an extra melee attack at the usual penalties -6 primary, -10 additional off hands (**GM's note:** They cannot use more than 2 ranged weapons regardless of the number of limbs), or can be used to "aid" itself, meaning if it can make a DC10 skill check for each additional limb, it can give itself a cumulative +2 circumstance bonus to its skill check for each arm that succeeds. This only applies to suitable skills). Each limb takes five minutes to grow or absorb back into the Dralasite, and only one can be added or removed at a time.

Bonus FEATS: Dralasite's may choose from the following additional feats, when they are available as normal: Multidexterity, Multiattack and Multiweapon fighting.

Scent(Ex): All Dralasite's receive the Scent ability, as per page 10 MM, this reflects their amazingly keen sense of smell.

Automatic languages: Dralasite and Common

Favoured Class: Cleric

Effective Character level: +1





SATHAR

Physical Description:

Sathar are long, worm-like creatures. Their bodies are divided into segments, like an earthworm's. They do not have a skeleton, instead, they support their bodies hydrostatically, by pumping liquid into the segments so they become hard. A shiny, clear slime coats their skin. Scientists believe they are warm-blooded, but no live specimen has ever been studied. Averaging about 4 feet 5 inches tall (+2d4), and about 11 feet 5 inches or more long, and weighing about 120 lb (x(1d6)lb).

A Sathar's head tapers towards its mouth, which is circular and ringed with teeth. Each of their two eyes has two pupils. Four tentacles, two on each side of the body, are arranged about 3 feet below the head. The first pair is slender and weak looking, and about 3 feet long. These end in four smaller finger-like tentacles. The second pair of tentacles end in paddle-like pad. This second pair is used for heavy lifting, while the smaller tentacles are used for fine work and for holding small weapons.

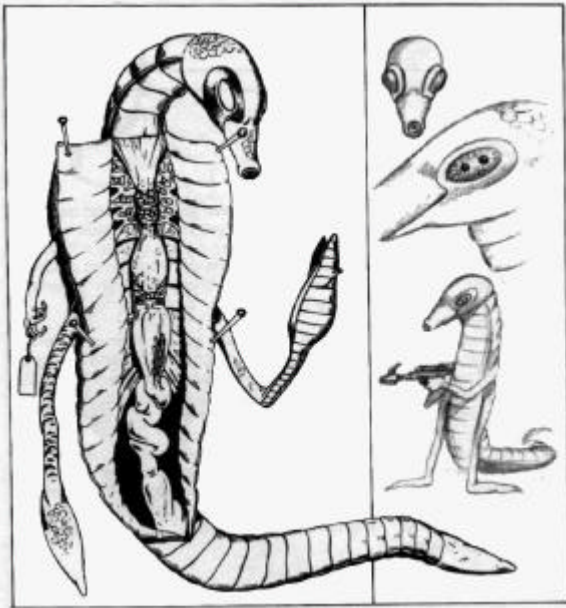
A Sathar moves by slithering across the ground with the first meter of its body raised. They also can coil like a snake, raising 5 feet of their bodies from the ground.

The colour of Sathar skin varies from yellow to brown. The tentacles are the same as the body, but with a slight greenish tint. The underbelly is pale pink. A pattern of dots, speckles and stripes decorates the back of the head. These patterns are natural on some sathar, but are tattoos on others.

Some survivors of Sathar attacks have reported that Sathar's are not effected by electrical shocks, or sleep grenades, but these reports have never been confirmed.

The Sathar's double pupils give it very wide angle vision. They can see objects in front of them and to both sides at the same time. They smell through two pits in front of their eyes. The sharpness of their senses is not known, but biologists assume their hearing, smell and taste is about the same as a human's.

Race	Adulthood	Variant	Middle Age	Old	Venerable	Max Age
Sathar	20 years	+2d4	50 years	75 years	100 years	+4d20 years



Sathar can speak other languages with ease, but they have a lisp or hiss when doing so.

Personality:

Sathar are cunning and manipulative as a race, they are very xenophobic keeping themselves to themselves, having almost no relations with any other race. Almost every vessel that has ventured into their space or encountered one of their ships has disappeared or been destroyed.

No live Sathar has ever been captured, and practically nothing is known about them or their society, except that they value deception and strategy amongst their own kind.

What specimens have been captured have died of their own accord, and very little has been gathered from them. They have even been known to destroy their own crippled vessels, rather than let their enemies capture them intact.

History & Relations:

The Sathar have no relations with any race, that is hadn't until recently. Several Sathar vessels have been sighted making remote rendezvous with Dragon Empire vessels.

Nothing is known of where the Sathar came from, or how their society developed, if indeed they are the only intelligent species on their homeworld, how they evolved and so forth.

There is no Trade with the Sathar, noone allowed in their daimed space, no embassies on their worlds or of theirs on our worlds. The race as a whole is something of an Enigma.





Sathar Lands:

The Sathar homeworld, goes by the same name Sathar and is rumoured to exist in the Sathar Expanse on the edge of known space, where it is believed the sathar lay claim to a dozen systems.

Religion:

The Sathar are believed to worship the Adversary or the Trickster. People are not sure which, but have found clues indicating both where the Sathar have been found.

Sathar Racial Traits:

+2 CHA, +2 WIS, -2 STR As all Sathar are cunning and persuasive, but are physically quite frail.

Medium size: As medium sized creatures the Sathar have no special bonuses or penalties due to size.

Sathar's base speed is: 40 feet

Darkvision: Sathar can see in the dark upto 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Sathar can function just fine with no light at all.

Resistance to: Electricity 10

Immunity to: Sleep and related effects.

Wide Angle Vision: due to their double pupils, which gives them a wide angle view, they can never be caught flat footed, or flanked.

Hypnotism (Sp): When not in combat and after speaking to someone for a full round, a Sathar can plant a suggestion in the target, as per *Suggestion* spell. The target receives a Will save DC13 + Wis modifier. Save or not the target is oblivious to the attempt. Anyone affected can make a second Will save after it has worn off, to remember having been affected.

Automatic languages: Sathar and Common

Favoured Class: Rogue

Effective Character level: +1





VRUSK

Physical Description:

Vrusk look like large insects. Eight legs grow from their abdomen, four on each side. Their torso is upright in front of the abdomen. The torso is humanoid, with two arms connected at the shoulders. The head is above the shoulders. Vrusk hands are circular pads with five fingers spaced evenly around the edge. A Vrusk's shoulders are double-jointed, so they can rotate their arms in a full circle without straining any muscles. They can reach any point on their abdomen or behind their backs easily. Averaging about 4 feet 5 inches tall and long (+2d6), and weighing about 180 lb (x(1d4)lb).

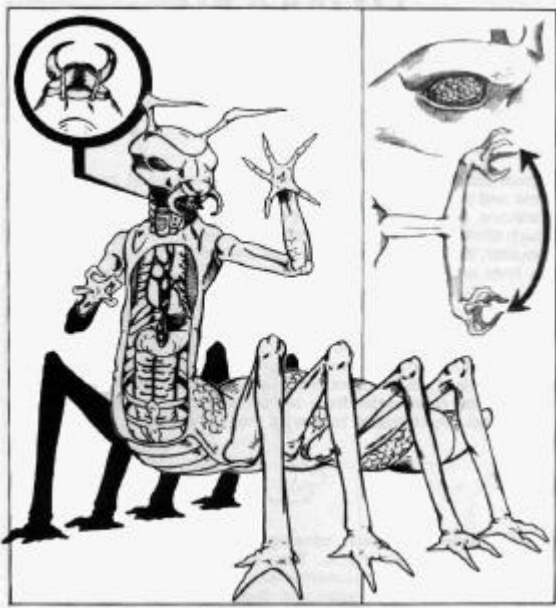
A Vrusk's body is covered by a carapace (hard shell). This shell is jointed at the Vrusk's elbows, hips, knees, etc. The carapace protects the Vrusk from bruises, cuts, scratches and other minor injuries. Unlike insects, Vrusk have an internal skeleton to support their bodies. Young Vrusk have a blue carapace with bright orange near the joints. As the Vrusk gets older, it's carapace changes to dull green with yellow joints.

Vrusk have large eyes that are protected by a hard, clear covering. The mouth is surrounded by four eating mandibles. The two larger mandibles hold food while the small ones tear it apart and place it in the mouth. They are omnivores. Vrusk have lungs, and breathe through many small nostrils under their abdomens. This arrangement makes it difficult for Vrusk to swim.

Vrusk have very good colour vision, but they see more of the short wavelengths (orange and red). Their sense of smell is centred in their antennae, and is slightly better than a human's. They also can touch with their antennae. Their hearing is about the same as a human's.

Vrusk speak by combining clicks produced by their mandibles and buzzes produced by a plate in their mouths. They are capable of understanding almost any language, but must wear a throat translator that translates their clicks and buzzes into speech that other species can understand.

Race	Adulthood	Variant	Middle Age	Old	Venerable	Max Age
Vrusk	35 years	+2d4	85 years	128 years	175 years	+2d20 years



Personality:

Vrusk are hard-working and practical. Their society is organised around independent corporations. To a Vrusk, the company he works for is his family and his nation. The company determines everything about the Vrusk's life; who he lives with, what his job is, where he travels, etc. Vrusk give their company name before their personal name.

Vrusk have two types of corporations: Conglomerates and trade houses. Conglomerates have business interests in many areas. A single conglomerate might have divisions that build computers, operate farms, train lawyers and set-up colonies. A Vrusk that works for a conglomerate usually works for only one division, and might not even know what other divisions the company owns. Trade houses, which are more common in the Empire, specialise in one type of business. Because al Vrusk working for a trade house do the same work, trade houses usually work together. For example, a trade house that builds farming equipment would hire accountants from an accounting house to keep their financial records. Business between companies is regulated by laws that are so complex no one besides Vrusk have ever fully understood them.

Vrusk also love beauty, harmony and order. The goal of most Vrusk is to become wealthy, collect art and live in peace. Their love for beauty makes them unwilling to get into fights that do not involve their company. However Vrusk that





are defending their company will do anything to remove the threat permanently.

Vrusk adventurers, however, do not belong to a company. Some are independent businessmen, some are company employees who were fired and some are just too rebellious to put up with company rules. A few start their own companies and eventually become leaders in their communities.

History & Relations:

The Vrusk were discovered several hundred years ago, at their Homeworld KTsa'Kar, they had spread to several surrounding systems and had a small business oriented empire of their own. They soon became friends and neighbours to the Dragon Empire for their financial savvy, and company oriented society, brought business, skills and trade deals that were much sought after.

They have had a sporadic history of their own, fraught with many interstellar scale attempted hostile takeovers, and it is believed they knew of the Dragon Empire for several decades before making contact, for their neighbours frightened them, more so since Mezenbone has been in charge. Fortunately the Vrusk company leaders were smart and made sure the Dragon Empire had many important financial reliances and trade deals ongoing so that the Dragon Empire could not afford, literally to attack the Vrusk race.

Vrusk Lands:

Vrusk dwell in an area of Space called the Vrusk Trade Federation, it is made up of their homeworld KTsa'Kar and several neighbouring systems. These worlds are filled with splendour and Aesthetic beauty and wonders that inspire all who visit them. These worlds are also filled with business and company and conglomeracy headquarters and offices.

Religion:

The Vrusk are not overly religious, but religion is an aspect of their society as with many others. Companies and Conglomerates tend to adopt a particular god as the groups patron, and have temples included in their office buildings. By far the most common god is the Merchant in Vrusk society.

Vrusk Racial Traits:

+2 DEX, +2 CHA, -2 INT As all Vrusk are dextrous, organised & practical, but have trouble reasoning without direction.

Medium size: As medium sized creatures the Vrusk have no special bonuses or penalties due to size.

Vrusk base speed is: 40 feet

+2 Racial bonus to: Bluff, Diplomacy, Appraise and Sense Motive

Vrusk Carrying Capacity: All Vrusk have a Carry capacity 50% greater than it normally is for their strength, due to their octopedal form.

Low-light vision: Vrusk can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

Vrusk have a Natural Armor: Bonus of +4, from their Carapace. Any armor made for a Vrusk must be specially made and costs 50% more than a normal suit of armor of the same type.

Double Jointed: All Vrusk are double jointed and ambidextrous, and as such gain the Ambidextrous FEAT for free at 1st level.

Automatic languages: Vrusk and Common (Understanding only)

Favoured Class: Any

Effective Character level: +1





YAZIRIAN

Physical Description:

Yazirian's are tall, thin humanoids. They have long arms and slender torsos. Two large flaps of skin grow on either side of their bodies, attached along their arms, torso and legs. When a Yazirian raises its arms, this membrane is stretched tight and forms a sort of wing. Under certain conditions Yazirian's can glide short distance using these wings. Averaging about 6 feet 3 inches tall and long (+3d4), and males weighing about 110 lb (x(1d6)lb), and females 125 lb (x(1d6)lb).

Yazirian's have muzzles and high foreheads, giving them an animal-like appearance. Their heads are surrounded by manes and collars of hair, which varies in colour from glossy black to pale yellow. Their skin colour ranges from grey to light tan. Because their bodies do not sweat, Yazirian's pant to keep cool. They are omnivores.

Yazirian's have four knuckles (one more than Humans) on their fingers and toes. The inside toe is opposed like a thumb, allowing them to grasp things with their feet. The tips of their fingers and toes end in broad, ribbed pads, giving them an excellent grip. These characteristics, combined with their animal-like appearance, earned them the nickname "monkeys" and "Deck apes".

Yazirian's senses of hearing, smell and taste are equivalent to a human's. Because they evolved from nocturnal hunters, however, their eyes are adapted to seeing in dim light. They cannot see in complete darkness. They usually wear dark goggles when they must work in sunlight. In bright light. Yazirian's without dark goggles suffer a penalty from their sensitivity to light.

Yazirian's have no trouble speaking human-like languages or common. Their own language is a combination of human-type sounds, snarls and growls.

Race	Adulthood	Variant	Middle Age	Old	Venerable	Max Age
Yazirian	20 years	+1d4	70 years	110 years	140 years	+2d20 years

Personality:

Yazirian communities are divided into large, loosely organised clans. All the members of a clan are related to each other. In the past, clan



ties were very strong. The clans had traditional enemies and allies, and they struggled constantly for power and land. Since the Yazirian's moved into space, they have learned to cooperate more and the clans have become less important. Despite this, Yazirian's still have a reputation throughout the Empire as proud, fierce fighters.

A custom Yazirian's have kept intact is the selection of a life enemy. When a Yazirian chooses a life-enemy, he dedicates his life to destroying, overcoming or outdoing that enemy as completely as possible. In the past, a Yazirian would choose an enemy clan or clan member as his life-enemy, but now the choice is much wider. A Yazirian scientist could name an incurable disease as his life-enemy, or a Yazirian Trader could choose a competing company. The scientist would try to find a cure for the disease; the trader would try to build up his own company so it is more powerful than his enemies, or even try to drive the other company out of business.

A Yazirian gains honour by striving to defeat his enemy. Yazirian's with powerful life-enemies are respected and admired. A Yazirian that defeats its enemy does not need to choose another, but some Yazirian's do. There is no set point in a Yazirian's life when he must choose a life-enemy, and some Yazirian's never choose one. A Yazirian that dies without having chosen a life-enemy is considered unlucky.

Typical Yazirian clothing is a large, brightly coloured cape and tunic, a waist belt and two belts crossed over the chest. Dark goggles are





worn in the Daytime. Yazirian's do not like shoes, but when necessary they wear mitten-like shoes.

History & Relations:

The Yazirian were discovered first by explorers from the Dragon Empire, some three hundred years ago. The scouts mistaking the Yazirian's from dumb primitive animals like they appeared to be, shot a few to keep them away from camp. By morning the Empire's scouts were dead, and the Yazirian's had their first access to space. Since that time they have learned much and spread to two neighbouring worlds, and been taken too many more.

The Dragon Empire made a peace with them about a century ago, seeing their strength and fighting prowess as a resource to be utilised to their benefit.

Yazirian Lands:

The Yazirian homeland is a world in the outlands called Gruna Garu, the Yazirian's have colonised the two neighbouring worlds in the system too, and now have a few outposts here and there also.

Religion:

The Yazirian follow many religions, though of course the Warrior is very popular. Some have begun to follow the Dualist belief in recent years and the occasional temple of the Creator or Adversary has begun to spring up.

Yazirian Racial Traits:

+2 DEX, +2 STR, -2 INT As all Yazirian's are dextrous and strong, but not very bright.

Medium size: As medium sized creatures the Yazirian's have no special bonuses or penalties due to size.

Yazirian's base speed is: 30 feet

+2 Racial bonus to: climb, Balance and Freefall.

Low-light vision: Yazirian's can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

Gliding: Yazirian's have membranes under their arms, which they can use to glide. For every 10 feet of height, beyond 30 feet, they can glide three times their base movement in distance (e.g 40 ft up can glide 90 ft, 50 ft up, can glide 180 ft and so on.), while gliding they have Poor manoeuvrability.

Battle Rage: Yazirian's train themselves to go berserk in battle, as such 1/Day they can enter a rage, while in such they temporarily gain +2 to Strength & Constitution, a +1 morale bonus to Will saves, but suffers a -2 penalty to AC. The increase in Constitution adds +1 hp/level, but these points go away at the end of the rage. Rage lasts for a number of rounds equal to 3 plus the Yazirian's improved constitution modifier. At the end of the rage the Yazirian is fatigued, suffering -2 penalty to both Strength and Dexterity, and is unable to run or charge. The fatigue lasts for a number of rounds equal to the time spent in the rage. The rage is otherwise exactly as described under Barbarian in the PHB page 25.

Life Enemy: A Yazirian chooses a life enemy at 1st level, for most this is an enemy they wish to destroy or defeat, and as such gains a +1 bonus to Bluff, Listen, Sense motive, Spot and Wilderness lore checks against the enemy. Likewise the bonus applies to damage against the foe, and even ranged damage if the target is within 30 feet. Non-combat type Yazirian's may choose something else such as a specific illness, a specific item to craft, and so forth as their life enemy and as such gain a +4 circumstance bonus on the relevant checks against that life enemy.

Light Sensitivity (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a Yazirian for 1 round. In addition, Yazirian suffer a -1 circumstance penalty to all attacks, saves and checks while operating in bright light.

Automatic languages: Yazirian and Common

Favoured Class: Fighter

Effective Character level: +1





GIFF

Physical Description:

The Giff (pronounced "Ghi-FFF") are a race of powerfully muscled, hippopotami humanoids with stocky, flat, cylindrical legs and a humanoid torso, arms and fingers. The chest is broad and supports a neckless head that looks like a hippopotamus's. Giff come in colours ranging from black to grey to a rich gold, but many have colourful tattoos that leave their bodies a patchwork record of past jobs and memories. They average 8 feet 4 inches in height (+1d10 modifier), and weigh around 630 pounds (x1d10 lb). Giff tend to speak with a deep eloquent yet booming voice.

Race	Adulthood	Variant	Middle Age	Old	Venerable	Max Age
Giff	14 years	+1d6	30 years	40 years	60 years	+2d8 years

Personality:

Giff, as a people are very militaristic and regimented. They pride themselves greatly on their weapon skills and martial abilities and many Giff will collect weapons from their fallen foes as a trophy to add to their collections. Giff are also somewhat renowned for their love of explosives, this is not to say however that Giff are skilled in their use, simply that they love their effect. Giff in general tend to also enjoy any opportunity to prove or display their martial skills, and consider brawling great fun. One should note however that Giff consider it extremely bad form to draw a weapon in such a brawl, and the moment someone does the Giff consider all restrictions off and that the challenge is then to the death, they take such matters very seriously indeed.

It should also be noted that all Giff have a deep rooted suspicion of all things magical, not quite so extreme that they would refuse it's aid when it is prudent for them to accept, but more along the lines that they will have nothing to do with magic if it can be avoided.

History & Relations:

The Giff are organised as a society into many nomadic mercenary groups known as squads, platoons, companies, corps and the like depending on the number of Giff involved. They travel from place to place in the employ of whomever meets their price and also as a means for expressing their joy of conflict and to test their skills and prowess on the battlefield.

Giff Lands:

The Giff are something of an enigma in the regards of lands, noone knows if the Giff have a homeworld, indeed many Giff themselves do not even recall, or maybe they choose simply not to



say? But whatever the case the Giff apart from having the odd outpost or boot camp here and there are generally only ever found living wherever they are in employment.

Giff in general are only happiest amongst their own kind, they consider larger races such as giants and titans to be threatening and complain endlessly about the fragility of the smaller races like elves and halflings. This preference for their own kind is not anything extreme merely a preference. When a Giff is found outside his platoon he is generally most at home only when around other military bodies or organisations.

Every Giff, male, female, and giffing has a rank within society, which can only be changed by someone of higher rank. Within this ranking structure are subranks, and within those subranks are colour markings and badges. The highest ranking Giff gives the orders, the others obey. It does not matter if orders are foolish or even suicidal, following them is the purpose of the Giff in the universe. It should also be noted Giff have a golden rule they will never break regardless of orders, employers wishes or the like, no Giff will ever raise arms against another. In situations where two Giff companies in the employ of two opposing employers are put in the position where they would be required to do harm to each other they both retreat refusing to engage.

Giff platoons are often hired by those seeking muscle and firepower and Giff services do not come cheaply and the Father save any employer foolish enough to try and renege on the agreed payment for a Giff company.





Religion:

Giff and religion rarely go hand in hand, they are not a particularly devout people, however they do have a quasi mystical belief that everything in the universe has it's place, and that a Giff's place is to follow orders. Some Giff temples of the Warrior exist and their Battle Priests are occasionally seen in the employ of a particular Giff platoon or the like giving Battle Hymns and Blessings before conflict.

Giff Racial Traits:

+4 STR, -2 INT, -2 WIS As all Giff are strong yet quite slow and lacking in common sense, being prone to recklessly taking risks.

Large size: (As large creatures Giff lose -1 size penalty to Armor Class, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks, but they must use larger weapons than humans use, and their lifting and carrying limits are twice those of medium-sized creatures.

Giff base speed is: 30 feet

+2 Inherent Save bonus to: All Saving throws against any magic or magical effect.

Low-light vision: Giff can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

Head Butt attack: at 1st level, all Giff are able to make a head butt attack due to their naturally hard heads, which are plated on top with thick chitinous plates, which although flexible enough to permit motion also provide a solid platform with which to launch such an attack. In order to make a head butt attack the Giff must make a Charge attack which if successful does 2d6 points of Damage (plus any strength modifier).

Natural Armor bonus: All Giff also receive a +4 Natural armor class bonus due to their tough blubbery hides.

Automatic languages: Giff and Common

Favoured Class: Fighter

Effective Character level: +1





ASTERMINER GENNIE

Physical Description:

Asterminers are human based Gennies designed to work the hard, cold, barren surfaces of asteroids and planetoids. Based initially upon an amphibian genotype, they have been further altered with several other adaptions, allowing them to function in the vacuous low gravity conditions of such environments. They stand around 7 feet tall (+2d4 inches) and weigh about 250 lb (x 1d6 lb). They are very reptilian looking covered in leathery scales from head to toe their eyes have a hard bio-luminous film which helps them see in the dark by providing a constant glow. Their heads have only small slits for ears and no discernable noses.

Asterminers have the unusual ability to absorb oxygen in liquid form through their skins and store it in their cells for later use, this along with their ability to seal their ears and mouth means they can become a self contained environment for limited periods, which aids work in an airless environment. Asterminers legs end in long three toes feet, which let them secure themselves to rocky surfaces in low gravity environments. However unlike the amphibians from which much of their DNA came they are warm blooded.

Race	Adulthood	Variant	Middle Age	Old	Venerable	Max Age
Asterminer	15 years	+1d4	35 years	53 years	70 years	+2d20 years

Personality:

Asterminers were created primarily to mine asteroids, they consider themselves to be a superior species to the original human beings. They adopt many of the human cultural conveniences, depending upon their employment, location and access to such items.

Asterminers are rarely found outside their work environment, and they virtually never venture into gravity wells such as planets, mainly because such to do so literally causes their health to fail over time. Asterminers also, thanks to their genetic programming are very industrious workers and actually enjoy laborious work often spending sixteen hours a day contentedly working at their job before finally grabbing a few hours rest, this has done much to enforce the view amongst other species that Asterminers have great stamina.

History & Relations:

The Asterminers have very little in the way of a culture, their lives are filled with work, eat and sleep, in the rare few hours off they are given they tend to congregate in groups at drinking



establishments and enjoy a few beverages. A Group of Asterminers is called a Workpool

Asterminers were created by the Empire some years ago in order to create a cheap and more productive workforce for use in low gravity or airless environments, the Asterminers were the end result. For the first few decades the Asterminers were only produced and employed by Imperial interests, but recently the Asterminers have been appearing in the employ of independent groups and companies, this has been somewhat of an improvement in the Asterminers eyes as they are treated better and have fewer restrictions and more freedom. It is unknown whether or not the Asterminers will finally develop a cultural identity of their own as a result of this better treatment and greater personal freedom to choose for themselves.

Asterminer Lands:

Asterminers have no lands of their own, as with most gennies they are most often viewed as the property of whichever corporation or government paid for their creation and as such they tend to live where they work and most accept their lot in life gladly, occasionally however an Asterminer with a genetic aberration will occur and these more rebellious sorts tend to go off exploring. In general these rogues are rarely worth the cost of hunting down, but in the Dragon Empire of today under Mezzenbones rule officials tend to like to make examples of such rogues.





Religion:

Asterminers have as much religious variety as normal humans do in general, but there is a growing trend for Asterminers to become devout followers of the Smith in recent years. This industrious god seems to appeal to the Asterminer society.

Asterminer Racial Traits:

+2 CON, -2 WIS As all Asterminers have great stamina but are quite dull witted and easily fooled.

Medium size: As medium sized creatures the Asterminer have no special bonuses or penalties due to size.

Asterminer base speed is: 30 feet

+2 Racial bonus to: Climb because of their three toed feet and Profession because of their genetic predilection towards working.

Bio-luminous vision (Ex): Asterminers constantly emit a continuous bioluminescent glow from a lens like film over their eyes as such they can see 5 feet around them in low light or complete darkness.

+4 Natural Armor Class bonus: Due to their tough leathery hides.

Self Contained Environment (Ex): All Asterminers are able to absorb oxygen for later use and seal their extremities and also metabolise huge amounts of protein to stay warm in order to work in airless environments as such they can stay exposed to a vacuum for upto 10 hours before needing to breath.

Gravity Intolerance (Ex): Asterminers cannot remain within a gravity well such as that of a planet with Standard gravity or greater for very long before their health starts to fail. After one week in such a place they start to lose a point of Constitution each day, dying when their Con reaches zero.

Bonus FEAT: Endurance, all Asterminers due to their genetic design have great stamina and can stay active for long periods.

Automatic languages: Common

Favoured Class: Commoner

Effective Character level: +0



DRAGONSTAR NEO-INNOVATIONS

BELTER GENNIE

Physical Description:

Belters are based on the Human genotype but with certain improvements, namely the ability to survive in zero gravity for the entirety of their lives. Belters appear for the most part entirely human with as much variation in appearance as humans have. The only major difference is that Belters have opposable big toes, allowing their feet to function much like normal human hands, also they have quite reflective lenses in their eyes which are designed to allow them near perfect vision in pitch black conditions. The other changes are more internal such as their Brains modification to allow them to independently use all four limbs simultaneously. They stand around 5 feet 8 inches tall (+2d4 inches) and weigh about 180 lb (x 2d6 lb).

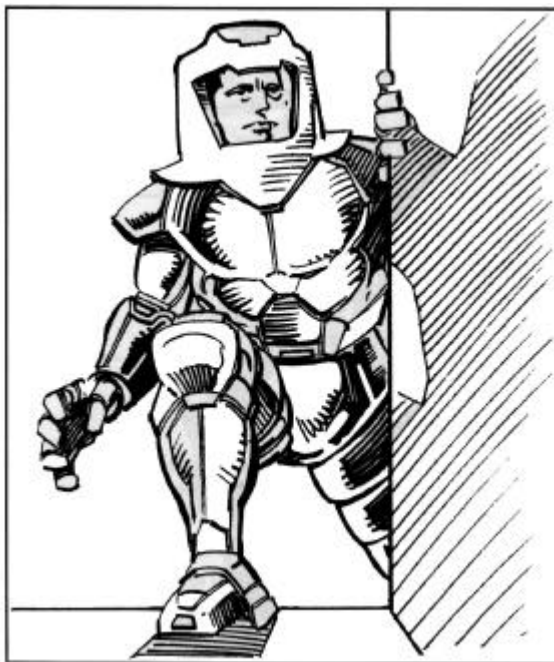
Race	Adulthood	Variant	Middle Age	Old	Venerable	Max Age
Belter	15 years	+1d4	35 years	53 years	70 years	+2d20 years

Personality:

Belters are a very isolationist type people who hate outside intervention, they much prefer the company of other belters to anyone else and are also renowned for how protective they are of their own claimed areas. Belters however are not a warrior people they are workers spending much time living in zero gravity mining asteroids and the like, if such operations become threatened they often hire outsiders to help crush the opposition, this is not to say that the Belters will not help for indeed they love a good fight, but merely that they accept quite happily that in such matters others are far more knowledgeable and skilled. Belters are meticulous in their work and tend to search every inch of an asteroid for mineable resources before moving on to another. It is also a common trait amongst belters to brag about their exploits, this also tends to lead them to perform outrageous actions in order to outdo each other.

History & Relations:

The Belters were created along with most other Gennies some fifty years or so ago, intended to mine in zero gravity environments, as such they are perfectly suited to such places. Belters were fortunate enough to earn their independence from the Empires ownership some generation or two back when in an agreement with the Imperial Council they agreed to meet all work quotas on time and in full in exchange for being able to govern themselves, their request remarkably was granted. Belters are governed by a Ruling



Council who decide on all issues which needing bringing to the fore, then all Belters within an anarchy (the term for their communities) take a vote to resolve all issues. Any citizen who is able to vote within an anarchy and does not cast his or her ballot for five times is subject to severe penalties, such as imprisonment, physical or economical quarantine, removal of air, water or food rights and so on. The Belters tend to take their independence and it's maintenance very seriously indeed and will tolerate no threats to it's continuance.

Belter Lands:

Belters commonly form an Anarchy upon an Asteroid they are working and unlike many when all resources on that asteroid are expired they do not abandon it, but instead use it as a base of operations from which to launch other mining and survey operations. Belters do not dwell on planets but can be found quite frequently on such asteroid communities or mining vessels.

Religion:

Belters as a people are all followers of the Smith, his industrious and fair teachings and doctrines are what led the belters to staking a claim on their own independence in the first place. Most belters know a few prayers of the Smith for bringing prosperity and productivity.

Belter Racial Traits:

+2 DEX, -2 CHA As all Belters are very dextrous yet also quite isolationist in nature.

Medium size: As medium sized creatures the Belter have no special bonuses or penalties due to size.





Belter base speed is: 40 feet

+2 Racial bonus to: Freefall and Search.

Darkvision: Belters can see in the dark upto 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Belters can function just fine with no light at all.

Independent Limbs (Ex): All Belters can use hands, and feet (where appropriate) to perform independent tasks. E.g. *The left hand could hammer at a rock, while the right hand sweeps away the dust, the right foot fires a blaster and the left keeps the belters balance.* As such all Belters are considered to have the Multidexterity FEAT, and may also through the use of normal feat choices pick multiattack and multiweapon fighting.

Gravity Incompatibility (Ex): Belters cannot remain within a gravity well or any gravity field greater than 0.1G for very long before it takes it's toll. They start to lose a point of Constitution each day, dying when their Con reaches zero, however if a Belter can gain access to a Zero Gravity environment to use for 1d4 days out of every week they can stave off such losses indefinitely and restore any points already lost. The Belters have also designed an armoured suit, which provides them with a constant environment.

Bonus FEAT: Zero G Tolerance, all Belters due to their genetic design have improved capabilities in a zero gravity environment.

Automatic languages: Common

Favoured Class: Expert

Effective Character level: +0





CADRITE GENNIE

Physical Description:

Cadrites were bred for discipline and Obedience, and although being mainly of the human genotype has been enhanced with some qualities of other creatures such as the Hive mind ability of Bees. They are usually relatively hairless with normal human appearance and somewhat clearly defined almost chiselled stern features. Most cadrites also tend to have athletic muscular bodies with corded densely packed musculature. They speak in a flat monotonous voice. They stand around 5 feet 8 inches tall (+2d4 inches) and weigh about 140 lb (x 2d10 lb).

Race	Adulthood	Variant	Middle Age	Old	Venerable	Max Age
Cadrite	15 years	+1d4	35 years	53 years	70 years	+2d20 years

Personality:

Cadrite are because of their Hive mentality very easy to control and quick to respond to orders, being bred for Discipline and obedience in preference to all other characteristics. This same Hive mentality also leaves them very lacking in ingenuity and almost entirely incapable of making independent thoughts. If not under orders a Cadrite quite literally does nothing. Cadrites rarely speak being more comfortable communicating with their own via the hive mind, but when they do speak they do so in an almost mechanical emotionless fashion this is quite disturbing to most people.

History & Relations:

The Cadrite have very little in the way of Culture, instead when not in service they tend to sleep or sit in meditative posture awaiting further orders. Curiously however a genetic aberration in a recent batch of Cadrites caused a whole generation of them to forgoe the Hive Dependency showing far more independency, at first this displayed itself only as a slow response to orders, but later intensified to outright rebellion. These cadrites fled their controllers to form their own hives off elsewhere.

Cadrite Lands:

Cadrites per se do not own lands, they are housed wherever their employers need them most often in some barracks or bunker like facility. However the renegade Cadrites have founded their own hives in a number of places such as abandoned asteroids or deserted moons.

Religion:



Cadrites have no religion they believe in if anything at all the power of self only, they are meditative and not easily goaded into losing control. By the very token of their Hivelike communities some may think they suit the doctrines of the Mother who promotes community, but no Cadrite has ever expressed an interest in such worship.

Cadrite Racial Traits:

+2 STR, -2 WIS, -2 INT As all Cadrites are strong but lacking in free will and ingenuity thus being more prone to accept the orders of others rather than think for themselves.

Medium size: As medium sized creatures the Cadrite have no special bonuses or penalties due to size.

Cadrite base speed is: 30 feet

Environmental Resistance (Ex): All Cadrites have a strong Tolerance for electrical attacks as well as extremes of heat and cold and as such ignore the first 5 points of relevant Damage in an attack, as if *Endure Elements* were in effect.

Dense Physique (Ex): All Cadrites have a very strong skeleton and dense muscle fibers, this allows them to deal 1d8 damage with their bare fists (or if a monk as if for unarmed damage purposes they were three levels higher) and provides them a +3 Natural armor bonus.

Hive Mind (Ex): Cadrites are all linked together by means of a Hive mind or group consciousness as some describe it, this





allows them to share their feelings, thoughts and memories with the Hive, it also allows for collective decision making this Hive link works with all Cadrite upto one mile radius, this is very useful for the combative genie where knowledge of a tactic that works against a foe could be instantly known by all others in the link nearby and thus be utilised. However As a side effect of the hive link the Cadrites are immune to all mind affecting spells and powers. Due to this collective link the Cadrites are almost entirely lacking in independent thought and have trouble dealing with individuals suffering a -2 penalty on all Bluff, Diplomacy, and Sense Motive checks.

Hive Dependency (Ex): All Cadrites are genetically designed to shut down and suffer actually physical side effects should they be placed in a situation where they are prevented from fulfilling their orders. In such cases the hive mind makes them relive the events making them suffer from shakes suffering a -2 penalty on all attack, saves, skill or ability checks for the duration. Should one be completely unable to function the hive cuts off all mental contact rather than the experience of defeat, death or incurable sickness be transferred to the hive memory as a whole. In such instances this loss of contact causes the Cadrite to suffer as mentioned above but also to lose a point of Wisdom each day becoming withdrawn and falling into a terror filled sleep when it reaches zero, at this point it is only a matter of time before a Cadrite starves to death.

Automatic languages: Common

Favoured Class: Monk

Effective Character level: +1





DELPH GENNIE

Physical Description:

Delphs were the first major genie created, using a human base mixed with seal and dolphin DNA. Delphs are covered in a rubbery skin in shades of blue, grey or black over a layer of blubber. They have normal human seeming eyes, recesses pinholes for ears, which are far back on the skull; the forehead contains a spongy tissue filled with oil that serves as a receiver for sonar transmissions. Their mouths are shaped with thin lips and they have pointed teeth and a short thick tongue; an altered palate allows delphs to project a clicking sound. Finally their noses are short and flat, with interior valves that close to form a watertight seal. Delph males are hairless; females have long black hair on their head that streams out behind them as they swim. All Delph has short limbs, and their fingers and toes are webbed. Double jointed, delphs can rotate their ankles more than 90 degrees, allowing them to use their feet as a tail for propulsion and steering while swimming. They stand around 7 feet tall (+2d6 inches) and weigh about 200 lb (x 2d12 lb).



the Empire considered the project a failure and sold the existing Delphs off to private companies and individuals. Delphs form themselves into communities and loosely structured clans, with the eldest member leading the pack.

Race	Adulthood	Variant	Middle Age	Old	Venerable	Max Age
Delph	15 years	+1d4	35 years	53 years	70 years	+2d20 years

Personality:

Delphs are much like the Dolphins from which share many genetic characteristics, they are playful, easy-going and quite charismatic. They do not like extremes of heat (for the risk of potential dehydration) and are quite reluctant at the best of times when it comes to straying far from a source of water.

Delphs are also not very big on possessions and do not own or carry much more than the loincloths they tend to wear, however Delphs do tend to keep a weapon or two, and a few other prized baubles but nothing like most humans own. All delphs are also very disinterested and unimpressed by technology, they often display curiosity about such devices, but quickly lose interest and have no interest in how they work or why.

History & Relations:

The Delph were created by the Empire in an endeavour to create a willing and industrious species whom they could use to farm and tend the numerous watery depths of a host of worlds. However the Delphs although industrious and capable of working long hours were prone to a desire to play and were easily distracted as such

Delph Lands:

Delphs own as little in the way of property as they do personal belongings. However some of the people who bought a community of Delph gennies have set them to work on various water worlds where the delph occasionally have a huge open-work raft with as many chambers above water as below. These floating communities drift on the endless currents, accompanied by herds of whales or dolphins where available.

Religion:

Most Delph communities venerate the Mother, although increasingly many have suddenly taken up the dualist faith following the Creator instead, the reason for this sudden shift is as yet unknown.

Delph Racial Traits:

+2 STR, +2 CON, -4 INT As all Delphs are strong and capable of swimming for long hours, but due to their technological incapacity they are quite simple.

Large size: As large creatures Delph lose -1 size penalty to Armor Class, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks, but they must use larger weapons than humans use, and their lifting and carrying limits are twice those of medium-sized creatures.





Delph base speed is: 30 feet, Swim 60 feet.

Amphibious (Ex): All Delphs are capable of moving onto dry land, but if they do not fully immerse themselves in water every eight hours they begin to lose a Point of Constitution each hour killing the delph when its CON reaches zero.

Sonar (Ex): All Delphs are capable of detecting all creatures underwater within a 60 foot radius by emitting a high pitch sound outside the frequency of most people, this negates any bonus from Invisibility or poor visibility, but can be negated by a *Silence* spell.

Physical resistance (Ex): Delphs have a strong resistance by design to physical attacks due to their rubbery skin and layer of blubber, as such all delph have a natural 5/- Damage resistance to all Bludgeoning, Slashing and Piercing attacks.

Double jointed (Ex): all Delphs can rotate their ankles more than 90 degrees, allowing them to use their feet as a tail for propulsion and steering while swimming in effect this allows them to effectively swim at 180 feet per round, in short bursts for no more than Constitution in rounds once per day.

Technical Ignorance (Ex): All Delph have very little interest or capacity for technical skills. As such all Delph suffer a -4 Inherent penalty to the following skills: *Alchemy, Craft (technological crafts only), Disable Device, Open lock, Demolitions, Pilot, Repair and Use Device.*

Automatic languages: Common, Delph (series of clicks and high pitch whines)

Favoured Class: Ranger

Effective Character level: +1



DEPTHINE GENNIE

Physical Description:

Depthine are roughly humanoid covered in a thick hide with blubber in shades of brown and grey, their eyes are white with black pupils much larger than a standard humans, their ears are recesses in their heads with closable membranes and their mouths are small with baleen ridge, they have no discernable noses. All Depthines are hairless, with gills and long fingers and webbed toes which grant them easy manoeuvrability underwater. They stand around 4 feet tall (+5d12 inches) and weigh about 120 lb (x 1 lb).

Race	Adulthood	Variant	Middle Age	Old	Venerable	Max Age
Depthine	15 years	+1d4	35 years	53 years	70 years	+2d20 years

Personality:

Depthines are a peaceful people who yearn for outside contact, which is rarely possible because of the environment in which they dwell and the nature of the regions in which they are found, namely those which are toxic and requiring cleaning up. The construction of their boides allows Depthines to live comfortably in the horrendous pressures of the ocean floor. However they cannot approach the surface without the help of special pressure suits, without such a suit their body expands and ruptures above a depth of 10,000 feet, this has caused the surface for most Depthine to become a rumoured paradise and many tell stories of it or long to see it.

History & Relations:

The Depthine are humans who have been genetically modified to live on the ocean floors. They were created primarily to monitor ecological disasters beneath the waves and to correct such when found. Depthine communities learn to rely on each other in order that all can survive. Many spend their time hunting for food for the community, while some maintain a protective perimeter around the arcology. The elders of the communities are the leaders; the older the individual, the higher his or her position. The technologies of the Depthine are quite basic some machines, but otherwise mostly just ivory weapons and tools and anything else they develop from the oceans resources.

Depthine Lands:

Depthines live in huge underwater cities vaguely resembling the Mesa Verde Indian dwellings in south western Colorado. These arcologies can be



found on the ocean floor of various waterworlds throughout the empire.

Religion:

Religion has its place amongst the Depthine, mostly their communities worship the mother, for her bountiful resources and watchfulness over them, but the occasional Depthine community disgruntled with their lot in life turn to the worship of the Stormlord, these communities are dangerous and xenophobic.

Depthine Racial Traits:

+2 STR, +4 CON, -2 CHA As all Depthine are strong and vigorous, but are quite withdrawn because of their environment, despite their desire to be amongst others.

Medium size: As medium sized creatures the Depthine have no special bonuses or penalties due to size. Many Depthine over 8 feet can extend into the Large size category and thus may need to apply appropriate size modifications.

Depthine base speed is: 30 feet, Swim 40 feet.

Darkvision: Depthine can see in the dark up to 120 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Depthine can function just fine with no light at all.

Deep Ocean Design (Ex): Depthines are designed to live on the ocean floor they do not need to surface for air at all, being totally aquatic. Their forms can resist immense pressures which translates into a



+6 Natural Armor Class bonus. However a Depthine cannot exist on the surface literally exploding as their bodies expand once they rise to a depth of 10,000 feet or less as such they need specially designed sealed environmental pressure suits in order to operate on the surface.

Automatic languages: Common, Depthine (series of clicks and high pitch whines)

Favoured Class: Expert

Effective Character level: +0



DRAGONSTAR NEO-INNOVATIONS

DESERT RUNNER GENNIE

Physical Description:

Desert Runners are slender humanoids with a slightly elongated light body, with powerful legs, deep chest and covered in muscles, a silky mane of hair covers the head and upper body, in shades of rust red or ochre yellow for better camouflaging. They have catlike eyes black or green in colour, ears rising from the sides of their skulls to a point, they have wide generous mouths with long fangs and normal human teeth. They stand around 6 feet tall (+1 d12 inches) and weigh about 150 lb (x d4 lb).

Race	Adulthood	Variant	Middle Age	Old	Venerable	Max Age
D Runner	15 years	+1d4	35 years	53 years	70 years	+2d20 years

Personality:

The Desert Runner genotypemixes elements of canine and feline stock with basic human form. Like wolves they can lope on all fours for days, yet like cats they have long retractable claws for fighting. Desert Runners were designed to shepherd groups of herding animals on arid or grassy worlds, and are designed to fit the role perfectly as well as to defend a flock if necessary. Desert Runner are fiercely territorial and this centred around the flock they care for. Runners are also very aggressive as a species not only between themselves but with others, indeed the sight of an enraged Desert Runner is enough to terrify most common folk. Runners cannot tolerate heat, and mostly move their herds at night, resting during the warmest part of a day.

History & Relations:

The Desert Runners are socially grouped in extended packs. These packs are usually ruled by two or three packmasters – large males who have ascended to dominance the hard way/ Competition within packs is fierce and bloody. Most runners wear leather body armor crafted from the hides of the beasts they shepherd and decorated with copper ornaments and jewelry. Desert Runners tend to prefer primitive weapons like crossbows, knives and occasionally a rare tech cast off they find or salvage.

Desert Runners Lands:

Desert Runner packs are nomadic, living in a similar fashion to plains Indians of 18th and 19th century earth. Pack members live in portable tents designed to be buried during fierce dust storms or the like.

Religion:



Desert Runners have a dualist belief believing in a form of the Creator they know as the Great Spirit, to them this is a force of nature who watches over them and keeps them strong.

Desert Runner Racial Traits:

+2 STR, +2 DEX, -2 CHA As all Desert Runners are strong, agile uncomfortable amongst those who are not their own kind.

Medium size: As medium sized creatures the Desert Runner have no special bonuses or penalties due to size.

Desert Runner base speed is: 40 feet;

Low-light vision: Desert Runners can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

Retractable Claws (Ex): Desert Runners have retractable claws on their hands, when used in combat they do 1d6+1 damage plus any bonus for strength.

Resistance to Cold (Ex): Desert Runners have an innate resistance to Cold, being able to ignore the first 5 points of Cold damage.

Natural Armor (Ex): Desert Runners furry hides provide them a +2 natural AC bonus.

Racial Bonus +4 to: Desert Runners Jump, Listen and Spot, due to powerful legs muscles, and very acute ears and eyes respectively.

Pounce (Ex): If a Desert Runner jumps on an opponent in the first round of combat it





can take a full attack even if it has already taken a move action.

Bonus FEAT: all Desert Runners receive the Endurance FEAT in addition to any other feats they may gain.

Automatic languages: Common

Favoured Class: Ranger

Effective Character level: +2



DRAGONSTAR NEO-INNOVATIONS

DESERT RUNNER Mk2

Physical Description:

Desert Runner Mk2's are slender shortish humanoids with a slightly elongated light bodies, powerful legs, deep chest and covered in muscles, a silky mane of hair covers the head and upper body, in shades of rust red or ochre yellow for better camouflaging. They have catlike eyes black or green in colour, ears rising from the sides of their skulls to a point, they have wide generous mouths with long fangs and normal human teeth designed for tearing and shredding, they also have long tails that end in a tress of hair, which they commonly use to swat insects from their backs. They stand around 4 feet tall (+2d12 inches) and weigh about 90 lb (x d2 lb).

Race	Adulthood	Variant	Middle Age	Old	Venerable	Max Age
D Runner 2	15 years	+1d4	35 years	53 years	70 years	+2d20 years



Personality:

The Desert Runner genotype mixes elements of panther and cheetah DNA with basic human form. Like big cats they can lope on all fours for days, and have long retractable claws for fighting. Desert Runner Mk2's are extremely protective of a Pack Master and will defend them with their lives, protecting them from all threats except another Runner who is challenging for dominance. Runner Mk2's cannot tolerate heat, and mostly move their herds at night, resting during the warmest part of a day.

History & Relations:

The Desert Runner Mk2's are socially grouped in extended packs. These packs are usually ruled by two or three packmasters – large males who have ascended to dominance the hard way. Competition within packs is fierce and bloody. Most runner mk2's wear leather body armor crafted from the hides of the beasts they shepherd and decorated with copper ornaments and jewelry. Desert Runner Mk2's tend to prefer primitive weapons like crossbows, knives and occasionally a rare tech cast off they find or salvage. Runner Mk2's are the elite warrior caste of runner packs.

Desert Runners Lands:

Desert Runner packs are nomadic, living in a similar fashion to plains Indians of 18th and 19th century earth. Pack members live in portable tents designed to be buried during fierce dust storms or the like. Runner Mk2's are usually found on patrol around pack lands or around camp.

Religion:

Desert Runners have a dualist belief believing in a form of the Creator they know as the Great Spirit, to them this is a force of nature who watches over them and keeps them strong.

Desert Runner mk2 Racial Traits:

+2 WIS, +4 DEX, -2 CON As all runner Mk2's are cunning and guilely, very agile yet are quite lazy used to lazing around until needed.

Medium size: As medium sized creatures the Desert Runner Mk2 has no special bonuses or penalties due to size.

Desert Runner Mk2 base speed is: 60 feet;

Low-light vision: Desert Runner Mk2's can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.

Natural Weapons (Ex): Desert Runner Mk2's have retractable claws on their hands, when used in combat they do 1d8+1 damage plus any bonus for strength. Runner Mk2's may also use their teeth in combat for 1d4 damage plus any strength bonus.

Resistance to Cold (Ex): Desert Runner Mk2's have an innate resistance to Cold, being able to ignore the first 5 points of Cold damage.





Natural Armor (Ex): Desert Runner Mk2's furry hides provide them a +2 natural AC bonus.

Racial Bonus +4 to: Desert Runner Mk2's Jump, Listen and Spot, due to powerful legs muscles, and very acute ears and eyes respectively.

Pounce (Ex): If a Desert Runner Mk2 jumps on an opponent in the first round of combat it can take a full attack even if it has already taken a move action, and may attempt a bite attack.

Sprint (Ex): Once per hour a Runner Mk2 can take a charge action to move ten times normal speed (600 feet).

Bonus FEAT: all Desert Runner Mk2's receive the Endurance FEAT in addition to any other feats they may gain.

Automatic languages: Common

Favoured Class: Fighter

Effective Character level: +3



DRAGONSTAR NEO-INNOVATIONS

DEVASTATOR GENNIE

Physical Description:

Devastators are big muscular yet lumbering beings with dark greasy skin, they have white colourless eyes which can only see in black and white, they have large and highly developed ears and mouths full of very sharp teeth. A Devastator is capable of immense feats of Strength and Constitution but is lacking in Wisdom and Charisma. They stand around 6 feet 6 inches tall (+2d8 inches) and weigh about 260 lb (x d4 lb).

Race	Adulthood	Variant	Middle Age	Old	Venerable	Max Age
Devastator	5 years	+1d4	15 years	23 years	30 years	+1d6 years

Personality:

The Devastator genotype mixes human, terrine and grizzly bear DNA together, the Devastators have the potential to be the perfect warriors. They are extremely loyal to each other but still remain quite competitive. Often fighting amongst themselves to establish ranking. Devastators have little fear and are often sent to the death without problem as their morale is so high, however it takes a very Charismatic leader to keep a group of Devastators in order and they only respect strength, for this reason they are never mixed with other species in the same units, their tendencies to rage has claimed more than one friendly commander or unit in the past. If there is fighting to be done a Devastator becomes very irritable and restless, which is just as well as a Devastator has an almost instinctual knack for combat, capable of picking up and using almost any weapon without problem.

History & Relations:

The Devastators have to date only been created in small numbers, their design still not quite perfected, currently they have a tendency to suffer from a problem in their construction where the genetic coding and poor secondary helix cross bonding causes them to suffer from as problem very similar to accelerated aging, which explains the Devastators very short lifespans. However in the field the tests have been far more than satisfactory and the Dragon Empires scientists have been tasked with correcting the problem and refining the design even further.

Devastator Lands:

Devastators have no lands they exist solely within the Empires military forces as an elite troop of super gennies.



Religion:

Devastators have no religion, they respect no religion and nor do they hold any desire to find religion.

Devastator Racial Traits:

+4 STR, +6 CON, -4 WIS, -4 CHA As all Devastators are immensely strong and tough, but very simple and lacking in social skills.

Medium size: As medium sized creatures the Devastator has no special bonuses or penalties due to size.

Devastator base speed is: 30 feet;

Darkvision: Devastators can see in the dark upto 120 feet. Darkvision is black and white only, but it is otherwise like normal sight, unlike many with Darkvision Devastators have no choice this is the only type of vision they have.

Animalistic Rage (Ex): Devastators have a natural ability to enter a furious rage, such rages last for the Devastators Con in rounds, while in rage the Devastator receives +2 Strength, +2 Constitution, and +1 morale bonus on will saves. The con increase from the rage raises the Devastators hit points by 1 per level. Once the rage ends a Devastator is fatigued for the remainder of the encounter -2 Strength, -2 Dexterity (can't run or charge).

Natural Armor (Ex): Devastators greasy skin combined with the genetically





reinforced skeletal system provide them a +6 natural AC bonus.

+4 Racial Bonus to: Devastators gain this bonus to Listen and Wilderness lore checks.

Instinctual Warrior (Ex): All Devastators have an instinctual knack for combat and as such only suffer half the normal penalty for using weapons or armor they are not proficient with.

Improved Grab (Ex): If a Devastator hits with a melee attack it deals normal damage and starts a Grapple as a free action.

Light Sensitivity (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a Devastator for 1d6 rounds. In addition, Devastators suffer a -1 circumstance penalty to all attacks, saves and checks while operating in bright light.

The Beast Within (Ex): All Devastators must fight to keep the beast within in check, occasionally however they lose control. Basically whenever a Devastator is angered, harmed, sees blood or combat occur he must make a Wisdom check (DC14), you can add a Commanders Cha modifier as a bonus to the Devastators roll if one is within 25 feet. If the Devastator fails this roll he immediately rages and attacks all within range including friendlies.

Bonus FEAT: All Devastators receive the Power Attack FEAT in addition to any other feats they may gain.

Automatic languages: Common

Favoured Class: Barbarian

Effective Character level: +4

