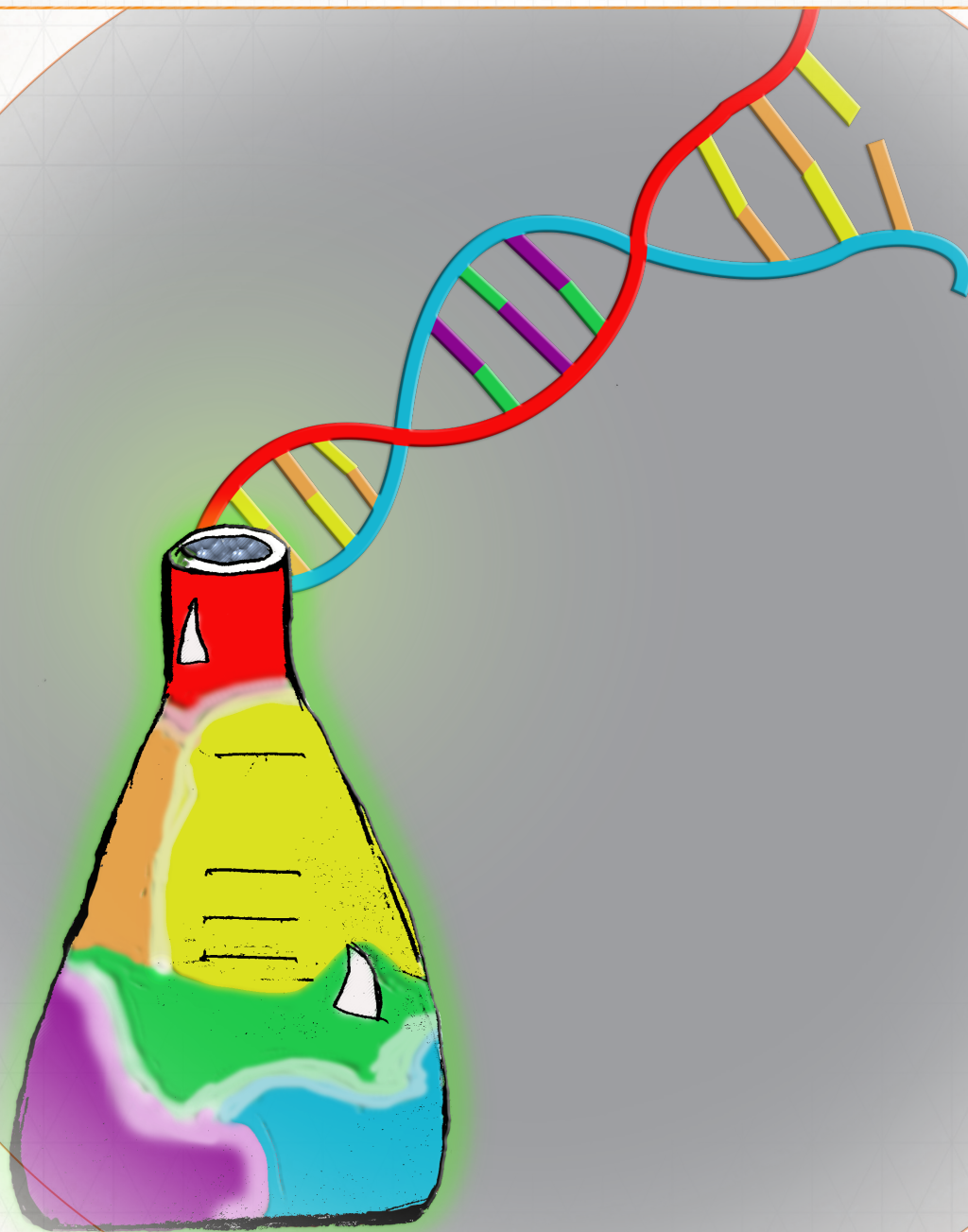


ANTHROCHIMERICS



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CONTENTS

Contents	1
New Species	2
Anurite	4
Brochlan	5
Canid	6
Cerotan	7
Lepidan	8
Minotaur	9
Naga	10
Saurian	11
Sekhmet	12
Tengu	13
Tolban	14
Vermein	15

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NEW SPECIES

The species presented in this document are options for player character species in a campaign using the Genesys roleplaying game. All are subject to GM approval, as they may not be appropriate for every campaign setting. In fact, the GM may wish to review these species when establishing the game world. In some campaigns, each species might represent a distinct individual created through magic or science. In others, the species could include vast cultures, controlling significant portions of the setting. Such decisions can have a huge impact upon the game and the roles that the player characters are likely to play within it.

Depending upon the setting and the play group's preferences, the physical appearance for Anthrochimerics could vary substantially. If the relevant characters are all members of a species, then the species should probably share a common appearance. However, if the examples are created through magic or scientific methods, different examples might demonstrate their animalistic nature to different degrees. In some cases, the character might appear as a normal human with only an unusual eye, hair, or skin tone distinguishing their unusual traits. Others could appear far more animalistic. The artwork presented in this volume is suggestive rather than a strict requirement.

FANTASY

Species of different animalistic origins can inhabit a fantasy setting as distinct cultures. Typically, their origins link to the environments they inhabit. Anurites and Saurians might fill a swamp, Minotaurs and Lepidan migrate across the prairies, Canids and Tengu populate the forests, and Naga and Vermein tunnel beneath the world's surface. Using this strategy, the different cultures may also portray personalities consistent with the animals from whom they are descended. So Lepidans could be skittish and peaceful, while Sekhmets are predatory. Mixing up a few stereotypes could make the setting more interesting, but playing to expected tropes can make it easier for everyone to quickly engage with the setting.

It is important to consider how pervasive each species is within the setting. If a species is relatively rare where the campaign is set, then NPCs may react to members of a rare species with curiosity. In contrast, if the species are known imperialists, thieves, or merchants, the reaction is more likely to be based upon that stereotype. An important consideration from this perspective is that it may be worthwhile to try to manage the overall number of species present in the setting. This is especially true if there are few places where all of the different cultures can freely intermingle. Otherwise, the PCs may not have an opportunity to interact with cultures of interest.

If the GM desires a campaign that shows a higher level of integration, each of the different species could exist as parts of a larger culture. In this case, the animalistic traits might simply be a manifestation of a being's inner nature. In a culture deeply steeped in fey magic, individuals could begin to exhibit animalistic traits as they matured. People of different backgrounds could still represent a unified culture, but personality aspects would become harder to hide based upon one's outward appearance.

MODERN

Fitting a species of human-animal hybrids into a modern setting requires making some changes from a realistic world. While it may be reasonable for a human to have an animal organ replacing their natural ones, more extensive hybrids like those presented here remain fictional. Consequently, the setting needs to have advanced technology, hidden magic, or alien contact to justify the new character species. Depending upon the extent of these elements, an initially modern setting could easily become science fiction, fantasy, or even horror.

As a period piece, a setting that includes Anthrochimerics might easily have pulp overtones. These beings could dwell in unexplored parts of the planet. Perhaps they dwell in the depths of the earth or in the hidden regions of one of earth's most dangerous continents.

In a setting with hidden or secretive magic or technology, hybrids could maintain their society apart from the mainstream world. In a conspiracy or horror themed setting, the PCs must hide their true nature constantly. Whether they are heroes or predators, none must know of their very existence for fear of government or mass population response.

Alternatively, the Anthrochimerics could be aliens—from other planets or dimensions—who attempt to merge with human society. Some might distrust the intruders, while others enthusiastically embrace them. Such a setting is likely to resonate with overtones of prejudice and injustice as members of the disparate societies struggle to coexist. If all of the aliens so closely resemble earth animals, though, this may devolve into a campy trope. It is worthwhile to consider adding alien species of very different appearances to offset this potential issue.

SPACE OPERA

Many science fiction settings design alien species as hominids with animalistic features. Often, the species have personality characteristics reminiscent of the animals with which they are associated. Using this strategy, a campaign could easily populate a galaxy full of different alien civilizations using species derived from earth's different organisms. Typically, such a setting is more interested in its themes and visuals than in embracing scientific elements. Consequently, it is usually a better approach for a space opera.

Each of the different species could maintain their own distinct worlds or even star-spanning Empires. Using this approach, a more predatory species—such as the sekhmet or naga—could be presented as villainous imperialists, seeking to conquer the galaxy. Other species could staunchly battle against them, or might already have fallen before them. The PCs become embroiled in the battle, selecting characters from the oppressed species or members of the imperialist ones who have seen the cruelties inherent in their native culture and seek to overcome them.

In this circumstance, each of the species must have distinctive technologies. These certainly have respective strengths and weaknesses, which help to distinguish the cultures and the characters wielding them. The imperialists are likely to have the best weapons, but other species are more adept at medicine, agriculture, transport, energy production, or metallurgy. The defenders may need to acquire assets from a variety of different cultures in order to maintain holding actions

SPECIES TALENTS

This volume introduces the idea of talents that are only available to members of a specific species. They are included with the respective species descriptions as a sidebar. While intended to be linked to a specific species, at the GM's discretion, characters from other species may learn these talents, though it may be appropriate to increase their Tier.

against their aggressors. Perhaps negotiating treaties between these different species could play a major part in defeating the expansionist culture.

POST APOCALYPSE

In the wake of a global disaster, humanity transforms. Radioactive fallout, a rogue virus, an angry artificial intelligence, alien machinations, wild magic, or some combination of these elements devastated the world. The survivors of the crisis emerge as different beings who create new civilizations and cultures. A few may remain recognizably human, but others are clearly not. Perhaps their ancestors were once human, or perhaps they were the other animals who inhabited the planet newly evolved as sapient beings. In any case, these different species now must choose whether to cooperate or battle for control of the few remnants that survive.

This setting incorporates a range of different technologies from crude weapons to nanotechnology. Magic or psychic abilities may also have emerged as a consequence of the disaster. Different parts of the world have access to completely different equipment, just based upon how their region survived. In the wastelands, clans may battle with tooth and claw for the only clean water source. An underground bunker, however, might conceal a population that has ready access to plasma weapons and food synthesizers.

Different species may possess their own cultures, but they may also dwell together in larger communities. Both could exist. Species-based clans, kingdoms, and empires war with one another in some locations, while neutral trade towns bring them together in others. Using this approach, distinct species may have different cultures and attitudes depending upon where they are from. It might also be appropriate to break the different species into subcategories, with tiger-like sekhmet differing from jaguar-like sekhmet, while parrot-like tengu are very different from hawk-like tengu.

ANURITE

Anurites fuse human genetic material with frog or toad. Their settlements are near bodies of water to accommodate their amphibious nature. Some are even beneath the surface of large bodies of water.

Others dwell in swampy locations—particularly environments poorly suited for other species, where constructing stable buildings is particularly difficult.

If the game setting includes anurites as a distinct species, then their culture links to their aquatic nature. They are renowned merchants, who use boats or submersible craft to transport goods via the waterways. More agrarian anurites harvest the waters to feed their communities and trade with neighbors. Anurites are particularly well suited for crops like rice or cranberries that depend upon submerged fields. Alternatively, some cultivate seaweeds, or domesticate fish and amphibians.

In a fantasy setting, anurite spellcasters embrace abilities that work below the water as well as above it. For practical purposes they generally eschew flame magic, embracing similar variants that are based upon steam. Electrical magic would be considered extremely dangerous due to its tendency to arc unpredictably. If they have access to alchemy, their potions must take a solid form, so that they do not disperse in the process of being consumed. Anurite religious beliefs might invert human tropes, with the ocean's depths presenting the home of the gods, while the distant sky could be where souls are sent to suffer far away from the waters.



Their semi-aquatic lifestyles require anurites to be careful with electrical equipment in modern or futuristic settings. Internal combustion engines can also be problematic if required to operate while submerged for an extended period. An alternative approach might be for anurites to use technology based upon clockwork. Steam might also work, though this requires a different way of generating heat energy and extensive insulation.

SPECIES ABILITIES

1	3	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Starting Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** An anurite starts with one rank each in Athletics and Coordination. They obtain this rank before spending experience points, and they may not train these skills above rank 2 during character creation.
- **Amphibious:** Anurites may breathe underwater without penalty and never suffer movement penalties for traveling through water.

PREHENSILE TONGUE

Tier: 1

Activation: Passive

Ranked: No

Prerequisite: Anurite species only

The anurite's tongue functions as an additional limb. It may be used to grab, hold, and carry things. It is fully capable of supporting the anurite's body weight. This does not grant any additional actions.

This talent should be available to anurites in all settings.

BROCHLAN

Humanoids derived from badger-like ancestors, brochlans retain many natural proclivities and characteristics. They dwell in subterranean environments, digging expansions to their homes and communities from the earth as needed. Other cultures recognize brochlans as being physically and mentally resilient. They resist physical poisons with the same determination they use to overcome persuasive arguments.

With a reputation for independence and volatility, some humans transformed into brochlans embrace isolation, living as hermits. If an entire culture exists, they might be perceived as effective warriors and mercenaries. Rather than a unified culture, brochlan society might be fragmentary, as communities refuse to work with one another or cede leadership to their peers.

Brochlans establish subterranean homes in a fantasy setting. Note that they do not dwell exclusively in that environment, spending some of their time on the surface, particularly after nightfall. As natural miners, they have access to ores as well as precious gems and metals. These might be traded for other resources including crafted goods. Brochlan magic centers on stone elemental manipulations, to aid excavation and mining.

As a species that is more pragmatic than brilliant, brochlans are not known for their technological innovations. Instead, they make use of the tools others have designed. In a modern setting, their gear would be of commonly available designs, though their strategies

and tactics could differ substantially from those other species employ. As a star-faring collective, they use spacecraft associated with other species.

SPECIES ABILITIES



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** A brochlan starts with one rank each in Resilience and Coercion. They obtain this rank before spending experience points, and they may not train these skills above rank 2 during character creation.
- **Digging Claws:** Brochlan hands include claws designed for digging. These count as tools for any sort of digging work. Their claws (Brawl; Damage +1; Critical 3; Range [Engaged]) may also be used in melee combat.

FURIOUS BURROWER

Tier: 1

Activation: Passive

Ranked: No

Prerequisite: Brochlan species only

A Furious Burrower can dig as quickly as most people can normally move. As an action and maneuver, a Furious Burrower digs a tunnel the length of a range increment each turn through normal soil. At the GM's discretion loose sand or dense rock may adjust the distance excavated.

This talent should be available to brochlan in all settings.

CANID

Humanity has a close tie with dogs, and many people credit these animals with human emotions and personalities. A setting that offers a means to grant physical human traits to animals likely includes canines among the transformed species. Humans might even be more accepting of people descended from their former pets than of those from other ancestries.

Canids are a particularly social species, achieving status through their network of contacts as well as their friends and family. They tend to remain loyal to their word and to those with whom they have formed an alliance. Most view their sense of camaraderie as a boon, though some species see this as an exploitable weakness.

Most commonly a migratory culture, as a fantasy species, canids travel with the seasons following herd animals or seasonal harvests. This could cause conflict when a large clan moves through a populated area, or it could create an opportunity for trade instead. This might vary depending upon relations between canids and other species. Canids often specialize in familial and household magic or in spells associated with hunting. Their scriptures promote loyalty and perseverance as the greatest of virtues. Other setting elements may make it necessary to distinguish canids from other species, particularly werewolves.



Canid culture could be closely integrated with humans in a science fiction setting. If the hybrids had synthetic origins, their design could make them dependent upon mankind for continued survival, as a virtual slave species. Alternatively, they might show a broad range of shapes and forms, corresponding to different breeds—each of which could embrace specific professions and societal roles.

SPECIES ABILITIES



- **Starting Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** A canid starts with one rank each in Perception and Discipline. They obtain this rank before spending experience points, and they may not train these skills above rank 2 during character creation.
- **Smells Off:** Canids pick up on scent cues when a person attempts to deceive them. Any time a canid needs to resist a social interaction or detect a lie, they add 1 to the check, provided they are in range to smell the speaker.

PURSUIT PREDATOR

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisite: Canid species only

Some canids train to run for extended periods without tiring. The character adds 1 per rank of Pursuit Predator to Athletics checks to run for an extended time.

This talent should be available to canids in all settings.

CEROTAN

As a rare surviving terrestrial megafauna, rhinoceros are powerful animals who cannot be ignored. Merging their traits into a humanoid species creates exceptionally rugged and powerful individuals. Such a massive physiology requires additional nutritional requirements, as well as robust material construction of tools, living conditions, and related matters.

Rooting the species' culture in their animalistic nature suggests that they would be very protective of their holdings. While not particularly expansionistic, cerotan still go to great lengths to defend what they see as theirs. Any intrusion is weighed and overwhelming force is quickly applied in most instances. To avoid the risks, members of most other cultures usually avoid cerotan enclaves whenever possible.

Due to their impressive caloric requirements, cerotan must be an agrarian culture, managing extensive fields of crops. However, they are also hesitant to trade their harvests, leaving outsiders jealous of their bounty. In order to defend their holdings, most of the cerotans would be citizen-soldiers, capable of taking up arms at short notice, to rush to the defense of their communities. Notably, cerotan communities are typically less populated than their neighbors. While stronger on an individual basis, their total numbers can put them at a disadvantage. Cerotan's often focus upon magic that can enhance their physique. Their religious beliefs link physical conditioning to spiritual worth, encouraging fitness as a virtue.

Scarcity is much less of an issue for cerotan dwelling in a technologically advanced setting. This could enable them to demonstrate their physiological assets more aggressively. Many cerotan hire out as mercenaries and bodyguards, intimidating opponents through their presence long before weapons are drawn. This may result in their culture fracturing, as few independent cerotan communities survive.

SPECIES ABILITIES



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 10 + Willpower



- **Starting Experience:** 90 XP
- **Special Abilities:** A cerotan starts with one rank each in Athletics and Resilience. They obtain this rank before spending experience points, and they may not train these skills above rank 2 during character creation.
- **Charge In:** When a cerotan uses a maneuver to engage a target and then attacks in the same turn each ⚡ on the attack provides +2 damage instead of +1.

RUMBLING CHARGE

Tier: 1

Activation: Passive

Ranked: No

Prerequisite: Cerotan and minotaur species only

This character may use a single move maneuver to engage an opponent from short or medium range. This may be combined with the Charge In species ability.

This talent should be available to cerotans and minotaurs in all settings.

LEPIDAN

Rabbits are perceptive animals with fast reflexes that enable them to thrive in a broad range of environments, even in the presence of dangerous predators. Certainly their rapid reproductive capacity plays a part in this, but their physiology and psychology are also critical. As a humanoid species, they are likely to be cautious in all things, but also particularly aware of their surroundings. Some might even embrace research and study, at least partly to better identify dangers.

Lepdians thrive in different environments from grasslands to mountains to desert. While many dwell in buildings upon the surface, some build subterranean communities or place their homes in similarly defensible and inaccessible locales. Extended families may dwell in a single dwelling, with adults sharing responsibility for raising the young, who assume responsibilities for chores at an early age. Their relatively frail physiques lead to high incidences of accidental mortality, further contributing to their inherent risk aversion.

Lepidans are cautious, pragmatic, and prefer to run rather than fight. That combination could lead them to the role of a subservient, conquered species in many fantasy settings. While they might maintain a heroic resistance or a secret route for refugees to escape persecution, much of their civilization could struggle under cruel slavemasters. Any magic that survived might focus upon extrasensory perception, possibly for long distance communication or to assist in escape attempts.

An alternative approach for a science fiction setting could present lepidans as natural scoundrels. Their perception might aid them in recognizing opportunities for dastardly actions. Exploiting their instincts for escape, they could better flee to safety after committing a crime. Such criminals might be hesitant to establish deep roots in any one location, constantly moving from world to world, always staying just a few steps ahead of law enforcement and angry victims. In this case, their society might be migratory, with the largest enclaves existing in massive freighters, which are always on the move.

SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 110 XP
- **Special Abilities:** A lepidan starts with one rank each in Perception and Athletics. They obtain this rank before spending experience points, and they may not train these skills above rank 2 during character creation.
- **Hop Up:** Standing from Prone is an incidental for lepidans.

LONG JUMP

Tier: 2

Activation: Passive

Ranked: No

Prerequisite: Anurite or lepidan species only

This character may add ■ ■ to any Athletics check that involves jumping.

This talent should be available to anurites and lepidans in all settings.

MINOTAUR

Legends of human cattle hybrids stretch back to ancient times and cross a range of cultures. Typically larger, stronger, and tougher than a normal human, minotaurs make strong workers and imposing soldiers. They can thrive in a range of different environments and are quick to adapt to different responsibilities. In spite of their size, minotaurs maneuver athletically through even unstable terrain, exploiting their agile hooves.

While they are known for their fury, minotaurs are not typically quick to anger. They have a remarkable tolerance for things that would make most people irate. Odd noises, rude intrusions, and noxious odors are permitted for a time. However, they do have their limits. After an individual or cultures offends them repeatedly, they react in an extreme manner. At that point, they tend to rally their friends and family, exploit all available resources, and extract revenge in the most heinous and brutal fashion possible. Their rage is only quelled once their foes are completely eliminated. Then, they return to their homes and resume their relatively peaceful lives. Long term neighbors of minotaur enclaves become adept at negotiating with them in a peaceful fashion, always taking great care to never truly raise their ire.

For fantasy settings, minotaur civilizations are typically agrarian. In spite of their bloodthirsty reputations, they are physiologically herbivores. The combination of their diet and sheer physical strength dictates that their farms and villages have relatively few domesticated animals. Further, while they may ride in a carriage, their anatomy limits them from riding a mount. Teams of minotaurs often work together to fulfill the roles for which others would use pack animals.

In a modern or science fiction setting, minotaurs prefer to do much of their physical work themselves. While they may use computational tools to solve problems, they generally prefer to use hand tools in place of technologically advanced ones. Often, this is representative of an association with long standing traditions. However, they are necessarily pragmatic. They do not needlessly spend days of work on a project if it can be resolved in minutes or hours with a tool.



SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** A minotaur starts with one rank each in Coercion and Resilience. They obtain this rank before spending experience points, and they may not train these skills above rank 2 during character creation.
- **Goring Horns:** A minotaur's wide horns (Brawl; Damage +2; Critical 3; Range [Engaged]) can be used as weapons in melee combat.

NAGA

Snakes with humanoid features have been vilified as demons and worshipped as deities. Their arms and hands let them to survive in a human centric world, though a snake-like lower torso grants them stability on a diverse range of surfaces. Mundane snakes suffer in cold climates, but naga survive or even thrive in far harsher environments.

Naga culture revolves around conflict—though it may be social rather than physical. Ranking within their society depends upon a complex hierarchy of merit, heredity, and influence. Reasons for advancement within the society often vary. One individual might gain power through business dealings, while another performs acts of heroism, and a third might claim to have fulfilled an ancient prophesy. Often, naga achieve greater standing through manipulation of their peers or even of people outside of their community. The acquisition of goods or favors from other cultures can be enough to catapult a naga into a leadership role within their society.

Naga are often affiliated with sinister or unholy powers in a fantasy setting. Consequently, they seldom have positive relations with the forces of light or heroism. When travelling among more peaceful or civilized lands, they face hostility from local security forces. In exchange for these difficulties, they may have greater access to demonic entities and dark knowledge. Magic and alchemy that is forbidden in most of the world can be readily available among naga. Some members of their culture may even be willing to sell or trade their knowledge and creations to people of other species.

In a science fiction setting, naga may have access to technologies that are incomprehensible to other cultures. They likely have a different understanding of quantum physics, which grants them a different perspective into the core nature of matter. As a consequence, their technologies depend upon physical reactions that other species do not expect or comprehend. This can lead to strange interactions between their equipment, often at inconvenient times.



SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** A naga starts with one rank each in Coordination and Stealth. They obtain this rank before spending experience points, and they may not train these skills above rank 2 during character creation.
- **Fangs:** A naga's fanged maw (Brawl; Damage +1; Critical 3; Range [Engaged]) can be used as a weapon in melee combat.

VENOMOUS

Tier: 2

Activation: Passive

Ranked: No

Prerequisite: Naga species only

The naga has poison sacs that inject poison into its prey upon a successful attack with its fangs. If a fang attack deals damage, the target must immediately make a Hard (◆◆◆) Resilience check or suffer wounds and strain equal to the naga's ranks in Brawl. This counts as a poison.

This talent should be available to naga in all settings.

SAURIAN

Saurians are humanoid lizards. They may have evolved from dinosaurs, emerged from a scientific accident, or arrived from an alien world. Most are egg-layers, raising their young in large broods. Due to the number of young, communities share responsibility for raising their children. Typically an appointed group of adults serve as educators and surrogate parents for each birth cohort. Genetic parents are seldom involved in raising their children.

Saurians culture is highly ordered. Each member assumes responsibility for a specific job, and retains that responsibility for their entire working life. Those assignments are made based upon extensive testing performed over the course of their education. Once assigned a job, opportunities for advancement or job transfer are rare. Saurians are typically stoic about this, as they are about most things. Emotions are generally kept tightly concealed, except in the company of their closest friends.

Fantasy settings present saurians as keepers of a fallen civilization, hidden within the jungle's depths. They have powerful magical techniques that frighten other species. Often, they may also have domesticated beasts, including dinosaurs or other animals that are extinct outside of their holdings. The saurian deities may predate other deities and may have fallen from power, even though they retain forbidden knowledge and powers. Trade with saurians may involve bartering for lost knowledge, unusual artifacts, or spell components that are only available through them.

Saurians who become frustrated with their predestined societal role, may leave their world traveling the galaxy as independent traders,



mercenaries, or bounty hunters. Encounters with these isolated loaners may color the galaxy's perception of their species. However, dealings with saurian worlds could be far more civilized than outsiders had come to expect.

SPECIES ABILITIES



- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** A saurian starts with one rank each in Deception and Skulduggery. They obtain this rank before spending experience points, and they may not train these skills above rank 2 during character creation.
- **Scaly hide:** Thick saurian skin and scales grant the character +1 soak. This soak may be combined with a piece of worn armor.

DEADLY MAW

Tier: 1

Activation: Passive

Ranked: No

Prerequisite: Saurian species only

The saurian's maw (Brawl; Damage +2; Critical 2; Range [Engaged], Ensnare 1) can be used as a weapon in melee combat. Note that when Ensnare is triggered, the saurian's jaw is wrapped around its target. They are immobilized until their next turn.

This talent should be available to saurians in all settings.

SEKHMET

Cats have been a part of human culture since prehistoric times. No matter their level of domestication, all cat species are natural predators. They are talented at finding and eliminating prey, and most take delight in the hunt. Sekhmet retain their predatory nature, combining it with sapience leading to a species who embrace battle and hunting. Most sekhmet train in combat even if they choose to master other professions as well.

Sekhmet rarely work in large groups, which has limited their cultural development as a species. The most common group is a family, with one to a handful of adults assuming parental responsibilities, and up to a dozen young and adolescents. Upon reaching maturity, the young typically depart their families to travel alone. Most retain a solitary existence, only entering a new family to mate. The parental members of a family typically separate after all of the young have matured, though some mated groups do remain together for much longer.

Distinct sekhmet families rarely cooperate with one another to found communities. Instead, each family establishes their own, typically nomadic lifestyle. In some cases, they may join a community dominated by other species, taking up residence and living on the outskirts of that society. Largely because of this interaction with other species, sekhmet do not have their own language or culture. Instead, they learn the language of the dominant species in the place where they matured.

Sekhmet mercenaries typically come at a high price, as they have a reputation as powerful warriors in a fantasy setting. However, they are seldom available to hire in groups. Instead, these individuals serve as guards, assassins, or reconnaissance operatives to a larger organization. Many cultures view sekhmet soldiers as a symbol of status.

As outsiders, sekhmet often operate on the fringes of galactic society. They are stereotyped as mercenaries, smugglers, pirates, and bounty hunters. Members of other species may be suspicious of those who attempt to blend in, expecting betrayal or simple departure without warning.

SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 9 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** A sekhmet starts with one rank each in Coordination and Deception. They obtain this rank before spending experience points, and they may not train these skills above rank 2 during character creation.
- **Arboreal:** Sekhmet are comfortable working at heights adding to all Climbing checks and Coordination checks related to heights.

GRACEFUL LANDING

Tier: 1

Activation: Passive

Ranked: No

Prerequisite: Sekhmet species only

If the character suffers a fall, they reduce the range increment by one. This may reduce the damage and strain to zero. If they suffer no damage, they land on their feet.

This talent should be available to sekhmet in all settings.

TENGU

Unaided biological flight requires tremendous levels of adaptation. Fighting gravity requires a huge effort that goes far beyond simply moving air. Every possible bit of a body's excess weight must be sacrificed, and the physique must be optimized for aerodynamics. As a consequence, members of any species capable of flight become far more fragile. As descendants of birds, tengu retain many of their traits.

Tengu are agrarian. Their metabolisms run at a rapid pace, requiring a substantial energy input, most readily available from a diet that focuses on high sugar and starch input. To accommodate these demands, as a culture they focus on cultivating grains, fruits, and nuts. They also go to great lengths to secure their fields and orchards, as well as their harvests. They build sturdy fortifications, often in locations that are very hard to reach for those who cannot fly. Domestic animals are kept for labor and byproducts, rather than as sources of food.

Tengu communities in a magical setting are located in inaccessible places. Examples include islands, plateaus, and mountain steppes. Tengu exploit the limited farmland effectively, while depending upon its isolation as a key factor in its defense. Their communal homes may be built in tunnels that face onto cliffs, or in aeries mounted atop isolated peaks. Often, there are no paths to reach these communities. If they trade with outsiders, transactions take place in shanty towns that members of other species establish seasonally.

Their natural aptitude for flight makes tengu natural pilots in settings with flying vehicles. Galactic militaries and corporations offer a premium to tengu who accept roles as pilots—often paying for their training and offering generous incentives to employees. However, many who enjoy the freedom of natural flight are hesitant to spend their lives strapped into a cockpit where they cannot feel the wind on their feathers.

SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower



- **Starting Experience:** 100 XP
- **Special Abilities:** A tengu starts with one rank each in Charm and Perception. They obtain this rank before spending experience points, and they may not train these skills above rank 2 during character creation. In a setting with flying vehicles, the GM may choose to replace Charm with Piloting.
- **Flight:** Tengu fly aerodynamically, moving faster than ground creatures and can ignore most ground terrain when doing so. They may move from long range to short range using a single maneuver.

WING BUFFET

Tier: 2

Activation: Active (Action)

Ranked: No

Prerequisite: Tengu species only

The tengu trained to use their wings in combat. The character may make a Brawl check opposed by its target's Coordination. On success, the target suffers damage from a short fall and is knocked prone.

This talent should be available to tengu in all settings.

TOLBAN

Tortoises are recognized for their thick shells and relatively slow pace. Tolban draw upon both characteristics as defining aspects of their culture. These individuals carefully consider every aspect of a problem before they solve it. They depend upon their innate durability to grant them the time they need. Careful thought and analysis takes precedence even over practical matters. No matter the circumstance, tolban are never willing or even able to rush matters to accommodate someone else's timeframe.

Tolban establish large, sprawling cities. While they do not reproduce often, these egg-layers can have fifty or more offspring in a single clutch. Caring for this many young at a time requires a community effort. Larger communities are better able to manage educating and supporting such huge groups of offspring. As a consequence, each tolban youth may have close relationships with many parental figures, not necessarily including their actual birth parents. This leads to a complex network of relationships, where an individual may have stronger ties to a parent figure than they do to a biological relative.

Members of other species are hesitant to visit tolban cities, even though they are large and well-defended. There are no short stops at one of these cities. Simply queuing and passing through security at the city gates can take days. Bureaucracy is a central tenet of their culture. Every guest is thoroughly vetted and screened. In fact, there are often large tent communities outside the city walls, so that visitors can trade fresh foodstuffs before they rot, while waiting in line.

For a futuristic setting, tolban culture could represent a star-spanning, self-perpetuating empire. Their population is vast and ever growing, while their soldiers are capable of overwhelming their foes with numbers. Conquered worlds become entrenched in the empire's bureaucracy. Over only a few years, they may become completely dependent upon it, without fully realizing how this has happened.

SPECIES ABILITIES



- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 80 XP
- **Special Abilities:** A tolban starts with one rank each in Knowledge and Resilience. They obtain this rank before spending experience points, and they may not train these skills above rank 2 during character creation.
- **Bony Shell:** A tolban's shell grants the character +1 defense and +2 soak. If they wear additional armor, it supersedes the shell's protection.


SLOW AND STEADY

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisite: Tolban species only

The character may take up to rank actions to prepare before performing another a skill check. When they ultimately make the skill check they add  per preparation action taken.

This talent should be available to tolban in all settings.

VERMEIN

Rats are sturdy opportunists. They survive on a broad range of different diets, often consuming foods that are partially decomposed, without suffering harm. Most dwell in the shadows of human civilization, taking what they need, while trying to avoid drawing any attention. Vermein retain these traits, maintaining communities on the fringes of more civilized species. They often scavenge or steal from others, rather than cultivating or manufacturing their own supplies. They choose to make due with the goods they can obtain.


Vermein culture prizes cunning and perseverance. They recognize failure as part of the process of innovation. Consequently, unsuccessful attempts do not have a strong negative connotation. When a vermein fails at a task, peers generally encourage one another to keep trying and offer accolades for the effort. Successful innovations do meet with greater praise, but they are also seen as community successes. New inventions and methods are typically shared broadly between members of a community and eventually neighboring communities. Vermein breed prodigiously, and accept that losses are a part of the cycle of life.

Large vermein enclaves are only found in the shadows of cities belonging to other species. Vermein dwell in the city's slums, fringes, or even its sewers. They scavenge its waste and prey upon the helpless and undefended. City guards routinely purge the vermein, but these efforts are limited in scope and do little to contain the population. In many cases, vermein are reluctantly acknowledged as key factors in waste management.

For a post-apocalyptic setting—or on worlds where disaster has already fallen—vermein dominate the landscape. They thrive in an environment where everyone constantly struggles to find the necessities of life. Vermein are also found in unexpected places, developing communities in the maintenance corridors of space stations or starships. Their presence may put an unexpected strain on a craft's life support systems, leading to emergency situations.

SPECIES ABILITIES



- **Starting Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110 XP
- **Special Abilities:** A vermein starts with one rank each in Stealth and Resilience. They obtain this rank before spending experience points, and they may not train these skills above rank 2 during character creation.
- **Scavengers:** Vermein are particularly capable at finding and adapting things to suit their needs. When attempting to find gear or necessities, they add  to their Streetwise or Survival checks.


TOXIN RESISTANCE

Tier: 1

Activation: Passive

Ranked: Yes

Prerequisite: Vermein species only

Some vermein are far more resistant than other organisms. Those with Toxin Resistance add  per rank to Resilience checks against poisons and diseases.

This talent should be available to vermein in all settings.