TheLastOrchid

A positive attitude may not solve all your problems, but it will annoy enough people to make it worth the effort.

Herm Albright

Introductions

There is no Earth. Humanity is a nomadic race, wandering from system to system. The signs of their arrival are heralded by fleets of mining scouts, followed by waves of mining barges slamming themselves into asteroids, finally followed by the massive fabrication ships. This mammoth infrastructure supports gargantuan fleets of ships filled with the last remnants of the once mighty species known as Homo sapiens. They are locked in this cycle of fast strip mining; they can't gather enough resources or even stay in one place long enough to find and found a new homeworld. They are constantly on the run from the Grouud, an amphibian race of brutes united only by one goal and desire: to see the suppression and extinction of the human race.

The galaxy is not a safe place. Radiation storms, supernovae, the dark world stars and the gravity eddy that crisscross the void all make the galaxy a largely inhospitable tract of vacuum. However, in certain places in this vast vacuum, life has arisen and managed to eke out an existence against all odds and this has happened many times. Sometimes this life takes the form of your neighbor or the mildew under your sink; other times the life that arises can be very dangerous. Chief among these dangers are the races of the Galactic Concordant, the supreme ruling body that governs the interplay between the various Nations, Empires, Federations, Confederations, Alliances and Hegemonies. This alliance has been around for more than ten millennia and has, for the most part, operated smoothly; the first attacks of the Grouud and the Killix Wars were the only thing that even caused a disruption in session. Until humans came along. When the humans appeared on the scene, there were a frenzy of back-room deals and negotiations as the new players on the field shifted everybody's lineup. Change was happening, and happening far too quickly for the liking of many of the Concordant. It was all because the humans didn't fit a profile. They weren't all about military prowess, they didn't totally rely on negotiation and diplomacy, and their ship designs weren't the best; they did a little of everything. A common saying in the races of the Concordant is that one never knows what they're going to get when dealing with a human. The human response to this of "Like a box of chocolates" still mystifies many scholars.

Then there was The Event. No one knows what happened. There are no recordings known of any type or medium, no eyewitness accounts, not as much as a single transmission is left to serve as witness to what happened. One day, quite suddenly, there was just no more Earth. Physically the planet still exists, but it is no more itself than you'd call supernova remnants a star. The blackened hulk of the planet is still there, in its orbit, floating silently through space, scorched clean of blue oceans and green foliage, only a few crumbling spires serving as both monument and last testament to the vast megacities that once spanned every inch of land. The single moon is broken, half smashed into a set of rings that orbit its parent world, slowly falling inward. The blast wave that presumably caused it blacked out the transmitters on Mars, caused intense gravitic and electromagnetic disruptions on Titan and was registered on gravimetric sensors half a galaxy away.

But even then only the most elite of the Concordant councilors breathed a sigh of relief. No one else even really noticed, races rise an fall in the Milky Way all the time and business goes on.

There is only the continuity. Continuity is all that matters. Things that disrupt the age-honed methods of the Concordant are the things to remove. The only other option is for constant disruption; or worse war as every side, every faction fights for prominence. We have seen what happens when there is no rule, no law, records show how the races fought before the Concordant. The ancient Star League united many but it was too controlling, it didn't let the small things slide for the greater good. And that is what it is all about, the greatest good for the greatest number.

People that make deals outside the established order; those that don't work within the established methods are a threat to stability. Those that make their own path, forge their own way they are to be brought into the fold, or expunged. This is the way of the galaxy this is the way we survive against the things that rise in the darkenss between the stars

The Galactic Concordant

 The first races appeared near the core, evolving in the worlds of the primordial stars nearer the galactic center. Early on, there was a League formed by the first races as the younger worlds struck forth into the void. However, it was soon found that something more than the loose forum for exchanging ideas was needed, something more binding and overarching. There are many founding races of the Concordant, not the least of which was the oldest, the Aiahsio, a race considered ancient when the League was in power nearly ten thousand years before this time. They had never been very active before in galactic level politics, but for whatever reason they involved themselves heavily in the formation of the Concordant. In fact, the only time the mysterious leadership of the Aiahsio was ever seen outside the rigorously controlled Aiahsio cluster was when the agreement that would govern interplay between all sentient races was first enacted.

 As a ruling body, the Concordant is cumbersome, a beast that prefers change to come in small measured bursts, if change has to come at all. However, unlike most governments, which slowly metamorphosed into such ponderous beasts of complacency, the Concordant was built to be as such. It is not a real governmental authority, but a confluence of deals, treaties, back-room agreements and the ability to raise a police force, all with a modicum of backing from the member governments. To get into the details of the inner workings of this bloated creature would take a lifetime, even for the longer lived races, and the vast majority rarely bother to more than scratch the surface. Put simply, the Concordant is an interlocking and convenient place to conduct business on the galactic level. More importantly, it is a stable organization in a galaxy that is constantly growing new races and launching strange disasters that kill off-entire regions. What has formed over the years is a complex interplay between the various parts both good and bad. The Concordant is an aggregate creature, and it needs the thousands of syndicates, upstarts and disruptive beings that exist. It needs bad guys to keep everyone functioning normally, but it doesn't need their miscreants too bad or too interested in changing the status quo.

Syndicates

There is an unspoken policy about the criminal underbelly of the galaxy: they are a necessary evil. Sometimes you needed to cut through or circumnavigate the rigid structure, the red tape, the bureaucratic crap that would otherwise hinder your works, be they for the gold of one or the good of all. On one world something might be illegal, while on ten others it's common as hydrogen and as legal as breathing. Rather than attempt to form some silly, all-encompassing and unifying code of regulations, or unite all worlds under a single powerful government, the movers and shakers have adopted a policy of don't-ask/don't-tell. The syndicates are 'hunted' and put out of business almost constantly, but every time a real effort to get them all rounded up on some world, the "heat" quickly cooled and died off. People quickly found out how many of the things they enjoyed were handled through "unofficial channels"… and how much less savory the replacement vendors are. So, to keep everyone well supplied with the scratch of their choice, the syndicates play the bad guys. They loot, they pillage, they steal. Rape is optional but usually discouraged. They are the ones giving people living on the fringe the jobs no one admits to; they are the ones bumping off the really villainous while keeping the hundreds of galactic police forces working. It is all very symbiotic when one thinks about it, someone needs to be the shady guy to keep everything running. The big idea behind it is that so long as it was the syndicates it wasn't Humans or the Neirts or any of the half-dozen other races that weren't welcome at the big people table.

Aiahsio Cluster

No one living knows what remains here. No-one got into the cluster without the say of the Aiahsio, and they never let anyone until the Terrans showed up. An advanced network of sensor stations and drones guard a perfectly spherical region of space in-between Wild Space, the Old League and the Inner Circle. The last people in the cluster were from First Fleet, the flagship *Seventh Circle* had been equipped by the Aiahsio with a device able to by-pass the defensive drones that to this day attack anything that passes the boundary of the area of space once controlled by the Aiahiso. This has not stopped the occasional treasure hunter with more courage then sense and a idea on how to track and destroy the drones, none of them have ever returned.

What is known about the cluster is that there were a dozen colony worlds and massive infrastructure of the oldest race in the galaxy. What became of them no-one knows, and the only ship to see exactly what happened, the *Seventh Circle*, is presumed lost with all hands.

Freeworlds/Federation

The galaxy works in mysterious ways. The proof can be found in this secondary arm that spun off the Sagittarius some billions of years ago. Two races rose to power in the region nearly simultaneously and they evolved almost identical philosophy in free-will and self-determination. Or so they have been yelling to the galaxy for several thousand years. They are so rigorously in favor of their own version of 'free governance' they each forcefully converted half a dozen races to the same ideal; they ironically conquered them to 'free' them. And then they finally discovered each other. Even the humans were amused when they found out about them. Something about a 'two-party system gone horribly wrong'. The Terrans sent an observer fleet once, but wisely decided to not interfere with the never ending war. Though they did make known to both sides that they were willing to sell worked goods to them at a lower rate. (thanks to how close human space was)

Aside from human peculiarities, the two sides both rigorously take part in a representative style government, loosely similar to a Republic. But they have diverged on some basic point or the other and are totally apposed to each others version of 'freedom' to the point that they have been at war for nearly a thousand years. The war is so codified now that a few more adventurous types have set up a 'real battle experience' tour service that takes those who can pay on a real trip though actual battle lines. The Kracarians have sent in flotilla commanders on occasion so they can see how not to fight a war. The Concordant took the whole thing in stride and member worlds and corporations sell weapons and resources to both sides.

Kracarian Protectorates

When one normally speaks of the Kracarians the first thought is the large lizard-like race, and that is true, but the cluster they control actual holds a couple other races, a tripodal vaguely insectoid race who have a knack for zero-gravity construction who's name is unpronounceable to most and are just referred to as Zizix. The other is a group of pacifistic bears who are known for their art, philosophy and ability to shrug off most personal energy weapons who call themselves the Orogran.

Strangely to most the Kracarians didn't out-right conquer the the other races, the Kraks just were the most outgoing and expanded their empire to completely enfold the other two. Politically the Kracarians have an empire, the civil authority is absolute, but very few are foolish enough to cause trouble in or near the area of space controlled directly by the galaxy's most experienced mercenaries.

Inner Circle

And here is the bulk of Concordant worlds. The League was too tightly controlled and unified to adjust to the hundreds of races and methods found in just this one section of the galaxy and so the Concordant was founded. The capital system is here; a single habitable world and hundreds of stations and facilities have been erected over the years. The Capital is a starnation in is own right and the untold trillions living here don't always feel lucky to be where all the power resides.

Old Terran Space

Dozens of colony worlds sit barren and stripped of everything. The humans took whet they could and destroyed the the rest; the bones were then picked over by the marauding Grouud or Sirakan. The whole sector was ill-known before the humans because of its location between the ever waring Freeworlds League and Federation of Worlds and the Dark Worlds and remains poorly charted and traveled except by pirates, Grouud and occasional human scouts.

Old League Worlds

The League of Worlds was founded in an age before the Concordant, its exact date is unknown but the earliest races to venture into the black came from the core where stars are born and flung out into the void. The infrastructure crisscrossing the region is old, some it even older then humankind itself. There are whole systems of forgotten races who rose and died without expanding from their own system and hundreds of others who claim whole star clusters. The two oldest races come from the region; the Aiahsio and the Killix; though the Killix once stated that the Aiahsio where already waiting for them in the void.

Periphery Worlds

If Wyld Space is the 'old west' of the galaxy, then the Periphery is the slum. The worlds and races found here have been on the receiving end of Concordant 'aid' for thousands of years. Basically meaning for some to be better off, someone has to be worse-off. It is here that the Syndicates rule, underworld figures rise and fall here on a daily basis in stark contrast to the Concordant where once a being gains power there they will often hold it for centuries.

The Dark Worlds Stars

For as long as there have been sentient beings searching the galaxy for knowledge or treasure there has been the section of the galaxy known as the Dark Worlds Stars. This section, taking up a quarter of the galactic rim has many stories associated with it, none good. It is called such because compared to the rest of the galaxy there is no life, most of the worlds here are lifeless burning orbs, gravity eddies make travel difficult, ion and warp storms are common, there are a high proportion of black holes and giant stars.

The truth of the place is that it is one of the oldest sections of the galaxy, the stars of this area were born from the galactic nursery billions of years before the rise of the Concordant races and life long ago rose and fell, none know why or how.

The number of legends about the place are uncountable but they usually involve beings going in and then never coming out. The most resent though is of the only major race to come from this section; the humans originate from a world just on the edge of the Dark Worlds, and only they and the Aiahsio have explored it for any length.

Tykon Cluster

This hyper-dense sector is the remnant of several supernovae that seemed to have exploded all about the same time, relatively speaking. Space itself in the area has become impassable to the point that it is rigorously avoided. Luckily though, it's on the edge of the galactic rim and near the Freeworlds so people don't have a hard time avoiding the place. It is noted and cataloged because there many strange natural wonders in the area, including a darkmatter nebula, a pair of supergiants being eaten by a black hole and an Aiahiso space station. The massive thing is the size of a small moon and the only extraterritorial property they claimed before they started a joint colony with the humans.

Wild Space

The frontier, the edge of the the so-called civilized sections of the galaxy. Built up space is hard to find but a multitude of resource extraction and those who find life better on the fringe live here. Named the Sagittarius Arm by humans its is a dense area with untold trillions of undiscovered cashes of resources and ten-thousand years of Concordant sanctioned mining has barely scratched the surface. It is sometimes called lawless space by the central worlds.

When you expect the unexpected it will still not be what you expected, even though you were expecting something like it.
Groucho Marx

PART 1; MECHANICS OF THE GAME
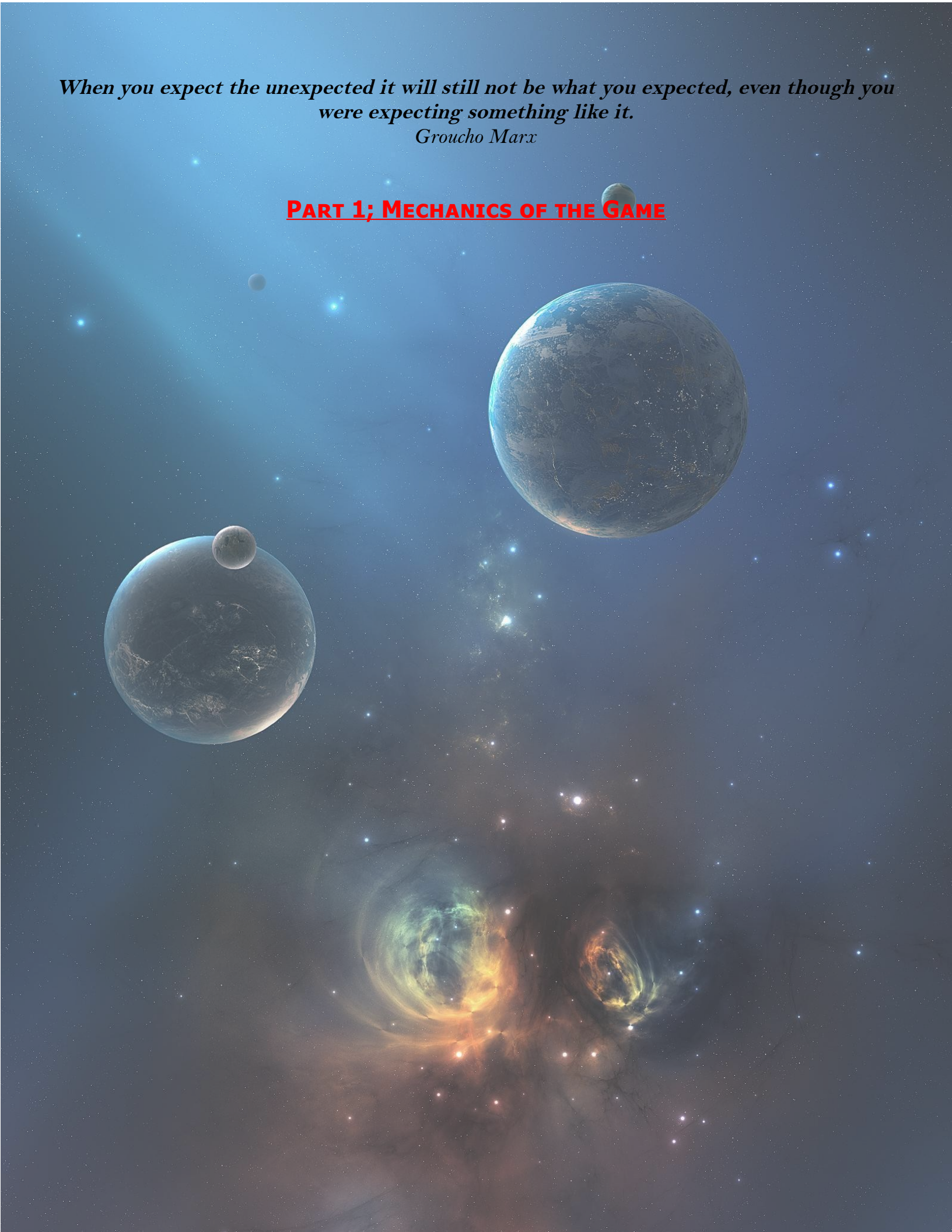
Character Rules

Normal Starting HP+three times CON score/CON Mod at each level gained
Max starting cash
Racial Conditional Feats are now granted regardless of prerequisites.
Starting equipment license fees are considered paid. Starting weapons have one extra clip equivalent
All characters start with an Interface which a allows use of basic tech and memory amps
Crime Lords may replace lost minions by having the following talent from Scum and Villainy: *Wealth of Allies*
Due to nano construction techniques equipment is varied and can easily be custom made, so long as you share the same basic frame as the original designers.
Remove all Light/Dark Side references.
Force Points are gained and used as normal.
All classes are proficient with all weapon types

Stat array:
18
16
16
14
14
12

Place however you wish. Up to six points may be taken from any stat(s) and placed with any other(s) in any combination so long as no stat exceeds 20 before adding any racial adjustment.

Choose Training Bonus:

1) Bonus Feat, +1 on two defenses, +2 trained skills
2) Bonus Feat, +1 on one defense, +1 Base attack bonus
3) Bonus Feat, +1 on one defense, Alien Adjustment

Bonus Feats and Talents:
*** Table does NOT include class related gains ***

Level	Feats	Talent	Attribute	Level	Feats	Talent	Attribute
1	1,2	*1,2*		16			7,8
2				17		*13,14*	
3	3	*3*		18	9,10		
4			1,2	19		*15*	
5		*4,5*		20			9,10
6	4			21	11	*16,17*	
7		*6*		22			
8			3,4	23		*18*	
9	5,6	*7,8*		24	12		11,12
10				25		*19,20*	
11		*9*		26			
12	7		5,6	27	13,14	*21*	
13		*10,11*		28			13,14
14				29		*22,23*	
15	8	*12*		30			15

Biotics

Using advanced plasmamagnetics, nanites, and micro systems all tied into a users Interface a biotic user can manipulate mass, matter and energy on a quantum level. These changes are slight and themselves never permanent but the damage they can deal is very real. From micro singularities, mass alteration or simple directed energy effects the Biotic user is varying powerhouse of supernatural effects.

A Biotic user can only coordinate a certain number of powers specifically (Wisdom Modifier)+1 x(each instance of Biotic Training feat), meaning that's how many they have in their library.

Additionally, remove all Dark Side/Light Side penalties and bonuses, the Dark/Light track as well as any mind effecting powers.

Also note the Cool-down effect, basically the power refreshes after that about of time has passed.

Heavy armor systems interfere with biotic powers; so heavy powered armor is unusable to Biotic specialists.

All Biotic powers are divided into three types;

Internal Powers (I) which are generally not obvious and generally effect the Biotic user's body. Powers such as *Surge, Vital Transfer, Rage* and *Battle Strike* are examples of this.

External Powers (E) are generally more obvious and directly effect objects other than the users own body. This includes passive effects like *Barrier* and instant ranged effects like *Slam*, *Disarm* and *Impact*.

High-Yield Powers (H) are most often energy based and always obvious and noticeable. *Lightning* and *Singularity* are the most common and obvious examples of a high-yield power.

Biotic Powers:

Barrier (E) [Kinetic]
Time: One Move action
Target: You
Barrier grants a shield rating effect based on a Use Biotics test.
DC10: Gain SR5 (This takes damage first and is lost as soon as 5 damage is sustained. Does not count when determining shield stats of armor)
DC15: Gain SR10 (This takes damage first and is lost as soon as 10 damage is sustained. Does not count when determining shield stats of armor)
DC20: Gain SR15 (This takes damage first and is lost as soon as 15 damage is sustained. Does not count when determining shield stats of armor)
DC25: Gain SR20 (This takes damage first and is lost as soon as 20 damage is sustained. Does not count when determining shield stats of armor)
Special: Barrier lasts until the SR value gained takes damage equal to that value or for 4 rounds. SR gained with Barrier does not stack. This ability is not expended when used as normal. Instead it has a cool down of Two Standard Actions.

Biotic Strike (I)
Time: Swift Action
Target: Self Only
A Biotics check determines the total bonus gained on the next Melee attack:
DC15: +2 attack rolls and damage
DC20: +4 attack rolls and damage
DC25: +6 attack rolls and damage
Special: This ability is not expended when used as normal. Instead it has a cool down of Two Standard Actions.

Impact (E) [Kinetic]
Time: Standard action
Target: One target up to large size within 6 squares and line of sight
Make a Biotics check. If the result of the check equals or exceeds the target's fortitude defense, the target is knocked back 1 square and suffers 2d6 damage.
Special: This ability is not expended when used as normal. Instead it has a cool down of Two Standard Actions.

Mobilis Kinetica (I) [Kinetic]
Time: Swift Action
Target: Self only
A bonus to Athletics, Jump or Speed for one round based on the results of a Biotics roll.
DC10: +15 Jump or Athletics or +2 speed
DC15: +20 Jump or Athletics or +4 speed
DC20: +30 Jump or Athletics or +6 speed
Special: This ability is not expended when used as normal. Instead it has a cool down of Two Standard Actions.

Lightning (H)
Time: Standard Action
Target: One Character or Object within 6 squares
Biotics Check VS. Targets Reflex Defense; if successful the target takes 2D6 damage. If the Biotics check also exceeds the targets Fortitude defense then the target is also moved down the Condition track one step. This power can not move a target more the once down the track per encounter.
Special: This ability is not expended when used as normal. Instead it has a cool down of Two Standard Actions.

Nanobite (E)
Time: Standard Action
Target: one opponent or target up to large size
A Biotics check determines the full effect.
DC10: The target takes 2D8 Stun damage. Rolling a second Biotic check; if it exceeds the targets will defense the target moves one step down the condition track.
DC15: Same, but target takes 4D8 stun damage
DC20: Same, but target takes 5D8 stun damage
DC25: Same, but target takes 6D8 stun damage
Special: This ability is not expended when used as normal. Instead it has a cool down of Two Standard Actions.

Nanoheal (E)
Time: Standard Action
Target: Self
Damage is healed based on the results of a Biotic Test.
DC10: 1D6
DC15: 1D6 +Charisma Modifier Healed
DC20: 2D6 +Charisma Modifier Healed
DC25: 3D6 +Charisma Modifier Healed
Special: This ability is not expended when used as normal. Instead it has a cool down of Two Standard Actions. In addition, each use after the first in the same encounter adds +5 to the DC's.

Negate Mass (E) [Mass]
Time: Standard action
Target: One medium or smaller target
Range: 6 squares
Make a Biotic check versus the targets Fortitude Defense, if successful the target is considered Helpless for 1d4 rounds. Momentum is conserved, so the target will continue moving in the direction and speed they were before the ability was applied and possibly take damage if it collides with another object. Even if the Biotics roll fails to surpass the defense the target is unable to move. And takes -5 penalty on all attack rolls. When the effect has ceased, the target falls to the ground, suffering 1d4 damage, ignoring armor.

Overcharge (E)
Time: Standard action
Target: One Ranged or Vehicle Weapon
        Forcing the weapon's systems to work overtime this power causes the weapon to be capable of Autofire If the weapons was already capable of Autofire, then add one die of damage. Use of this power deals 5 points of damage to the weapon as power cells over-load, coils overheat and explosives . . . explode.
Special: This ability is not expended when used as normal. Instead it has a cool down of one actions.

Plasma Storm (H)
Time: Standard Action
Target: One Square, and all surrounding squares (3x3)
Range: 8 Squares
Roll Biotic Check and apply it against the Fortitude Defense of anything in effected squares. Anything that fails takes 1D8 Ion damage. Everything in the targeted Square also takes 2D6 Plasma damage. The Storm counts as Concealment and cancels LOS.
Special: Plasma Storm lasts for 1D6 rounds, Moving one point down the condition track will enable the time of duration to last an additional 1D6 rounds.

Power Surge (E)
Time: Standard Action
Target: One electrical device within 8 squares
A Biotics Check Versus the targets Fortitude Defense if successful cases a power overload dealing 1D8 Ion damage. If the check surpassed the targets FORT defense by 10 then the target is move one step down the Condition track as well. As an alternate use, this power can also recharge depleted powerpacks to ½ their normal capacity, but tends to damage the pack, rendering it useless after depletion.
Special: This ability is not expended when used as normal. Instead it has a cool down of Two Standard Actions.

Repulsion Wave (H) [Kinetic/Mass]
Time: Standard Action
Target: All adjacent targets
All adjacent targets must make a Strength check Vs. a Biotic skill roll. Every target that fails is pushed back one square. If this would intersect with an object the target also takes 1D6 bludgeoning damage.
For every 5 points that the Biotic roll exceeds the Strength check the targets are pushed back an extra square. Size modifiers are add to the Strength check.

Singularity (H) [Mass]
Time: Standard Action
Target: One point within 12 squares with a line of sight
Make a Use Biotics check. All Opponents within a 3 square radius must make a strength check, if the use biotics result beats the strength check the opponent will be sucked to the center of the field at the end of the round and be unable to take actions for the duration of Singularity.
Special: Singularity lasts for 1d4 rounds, Moving one point down the condition track will enable the time of duration to last an additional 1d4 rounds.

Stasis (E) [Kinetic]
Time: Standard Action
Target: One object or Character

Range: 8 Squares
Make a Use Biotics check versus the targets Will defense. If successful then the target is unable to move or act for 1D4 rounds plus a bonus amount depending on the amount you exceed his Will Defense.
2 to 5: +1 round.
6 to 10: +2 rounds
11 to 15: +4 rounds
Special: May opt to move 1 point down the condition track to increase the time period by and additional 1d4 rounds.

Tag (E)
Time: Swift
Target: One surface
Choosing a simple icon or pattern, the adept scours it into the surface actually changing the object's look; like a tattoo, or paint job. Some use this to mark kills, others use it to actually make tattoos, and others for more combat orientated reasons; like camouflage. If used as such the target gets +3 to Stealth so long as it remains in the general setting it was camouflaged. If an unattended object being hidden, add +5 to the difficulty to find.

Biotic Talents:
Biotic Specialization Talent Tree
Biotic Recall: Once per encounter automatically regain the use of a spent biotic power.
Improved Biotic Recall: Twice per encounter automatically regain the use of a spent biotic power
Prerequisites: Quick Biotics, Skill focus (Use Biotics), level 5
Biotic Resistance: Against Biotic powers gain +2 bonus to defenses and opposed rolls.
Improved Biotic Resistance: The ability to defend against such powers is impressive; Against Biotic powers you gain +5 bonus to defenses and opposed rolls.
Prerequisites: Biotic Resistance, level 5
Bastion: Once per encounter you may apply the Barrier, Targeted Fire or Biotic Strike power on a number of targets (including yourself) within one square equal to your charisma modifier.
Prerequisites; Skill focus (Biotics)
Healer: You may add Nanoheal to the list of powers applicable under the Bastion Talent. Additionally you add your Treat Injury total to HP restored with Nanoheal.
Prerequisites: Treat Injury as class skill, Bastion
Improved Bastion: Once per encounter when you use the Stasis power the target may still be damaged by you or your team mates. Although unable to take any actions the opponent does <u>not</u> count as helpless.
Prerequisites; Bastion, level 5
Master Bastion: This allows you to use the Bastion and Improved Bastion talents twice per encounter.

Special: This ability is not expended when used as normal. Instead it has a cool down of one action.

Targeted Fire (I)
Time: Swift Action
Target: Self Only
A Biotics check determines the total damage bonus gained on the next Ranged attack:
DC15: +1D6
DC20: +2D6
DC15: +3D6
Special: This ability is not expended when used as normal. Instead it has a cool down of Two Standard Actions.

Warp (H) [Mass]
Time: Standard action
Target: One target within 6 squares and line of sight.
Make a Biotics check if the result of the check exceeds the target's reflex defense, the targets Armor and DR is reduced by 1 for 1D4+1 Rounds.
Special: This ability is not expended when used as normal. Instead it has a cool down of one Standard Action.

Prerequisites; Improved Bastion, level 9th

Biotic Combatant Talent Tree
Combat Adept: The Targeted Fire and Biotic Strike cool down is now One Standard Action.
Battle Adept: When the Targeted Fire or Biotic Strike abilities are activated gain +2 on the next Biotic Skill roll.
Prerequisites: Combat Adept, level 3
Adept of War: The duration of the Targeted Fire and Biotic Strike abilities are now: Encounter. Additionally the bonus from Battle Adept now applies to one Biotic roll per round.
Prerequisites: Battle Adept, level 9
Biotic Gunnery: While the Targeted Fire ability is active gain +1 on ranged attack rolls.
Prerequisites: Combat Adept, Level 5
Biotic CQC: While the Biotic Strike ability is active gain its bonus to Reflex Defense as a Dexterity bonus as well.
Prerequisites: Combat Adept, Level 5

Biotic Juggernaut Talent Tree
Armored Augmentation: You may spend a Force Point to add your armor bonus to reflex defense to Damage Threshold for the rest of the encounter. Must be proficient with armor.
Prerequisites: Union Combat Technician
Armored Augmentation 2: When Armored Augmentation is active you also gain DR equal to 2x armor's Fortitude bonus. Must be proficient with armor.

Prerequisites: Armored Augmentation

Armored Master: You add either Heroic Level + ½ armor bonus to Reflex Defense or Full Armor Bonus; which ever is higher. Must be proficient with armor.

Prerequisites: Armored Augmentation

Shield Master: Using the Barrier ability as a weapon takes some skill, but it can be done. While the Barrier power is active you may use the shield as a weapon. It deals 1D8+(Heroic Level)

Prerequisites: Barrier Power

MOVE: After a successful charge attack you may push the target two squares in any direction.

Prerequisites: Shield Master

Electrokinetic Talent Tree

Advanced Lightning: As Lighting but now deals 3D6

Prerequisites: Lightning

Master Lightning: Lightning attack now may hit multiple targets; it hits a 2x2 area

Prerequisites: Advanced Lightning, level 3

Advanced Power Surge: Deals 3D8 Ion Damage

Prerequisites: Power Surge

Master Power Surge: Deals 3D8 ion damage in 2x2 area, or may deal 4D4 Energy damage to a single target

Prerequisites: Advanced Power Surge, level 3

Advanced Plasma Storm: The Storm may be moved three squares in any direction at the discretion of the user.

Prerequisites: Plasma Storm

Master Plasma Storm: Storm now lasts +1 Action & deals 2D8 Ion damage, and 3D6 plasma

Prerequisites: Advanced Plasma Storm, level 3

Kinetic Manipulation

Advanced Barrier: As Barrier, except the SR gained is increased +5.

Prerequisites: Barrier

Master Barrier: As Barrier, except SR gained is increased +10.

Prerequisites: Advanced Barrier, level 5

Advanced Stasis: As Stasis, except the target is unable to take actions or be damaged for 1d6 rounds.

Prerequisites: Stasis

Master Stasis: As Stasis, except the target is unable to take actions or be damaged for 1d8 rounds.

Prerequisites: Advanced Stasis, level 3

Advanced Impact: As Impact, except the target suffers 3d6 damage and is pushed back 2 squares.

Prerequisites: Impact

Master Impact: As Impact, except the target takes 3d6 damage, is pushed back 2 squares and knocked prone.

Prerequisites: Advanced Impact, level 3

Advanced Kinetics: When using any Kinetic power, gain a +5 bonus on any Biotic roll needed as part of the ability.

Prerequisites: Any Two Kinetic Manipulation Talents.

Kinetic Mastery: When using any Kinetic power, gain a +10 bonus on any Biotic roll needed as part of the ability.

Prerequisites: Advanced Kinetics, level 5

Mass Manipulation

Advanced Negate Mass: As Mass Negation, except the target is effected for +1 round.

Prerequisites: Negate Mass

Master Negate Mass: The target now suffers 1D4x3 damage when falling at the end of the duration.

Prerequisites: Advanced Negate Mass

Advanced Singularity: As Singularity, except the effect has an increased radius of 5 squares.

Prerequisites: Singularity

Master Singularity: As Singularity, except the difficulty to resist is raised, targets taking a -2 to their Strength check The effect increases to a radius of 8 squares, and lasts 1d4+2 rounds.

Prerequisites: Advanced Singularity, level 3

Advanced Warp: As Warp, except the targets Armor and DR are reduced by 3.

Prerequisites: Warp

Master Warp: As Advanced Warp, except the targets Armor & DR are reduced by 5.

Prerequisites: Advanced Warp, level 5

Mass Mastery: When using any Mass power, gain a +5 bonus on any Biotic roll needed as part of the ability.

Prerequisites: Any three Mass Manipulation talents.

Mastery Talent Tree

Biotic Reactions: Once per Encounter you may use a power as a Reaction. Doing so doubles any cooldown required before you are able to use that power again and you cannot use a power if in cool-down or expended.

Prerequisites: Rapid Power

Inexhaustible Biotics: You can refresh your powers more quickly. Cool-down rates are halved. This Talent is incompatible with any ability that effects cooldown or activation time.

Prerequisites: level 3

Rapid Power: You can create biotic effects quickly. You can choose to use a biotic talent as a move action. (instead of a standard action) at the cost of increasing the cool-down period by one action. This Talent is incompatible with any ability that effects cooldown or activation time.

Prerequisites: level 3

Turbocharged Biotics: You can choose to double the results of die rolls made for damage or determining the length of an effect the expense of 1 extra action of cooldown time. This Talent is incompatible with any ability that effects cooldown or activation time.

Prerequisites: level 3

Unassociated Power

Implanted Nanohive: a nanohive has been implanted into part of your circulatory system, it is powered by a

combination of microcells and your own body. The swarm improves your functioning and can rearrange things to better suit the task at hand. So long as all HP remain the nanites can grant a +1 to any single value. This can only be changed with three full actions. It can be anything from armor bonus, to attribute to attack bonus.

If HP is below max, the nanites switch to repair mode and the host gains fast healing 1 and looses the bonus.

Prerequisites: level 5, Microbiotic Power Amp, Microbiotic Processor.

Basics

The language barrier
Due to the common use of Neural Jacks, and direct neural transmission, learning is much simpler. Anyone may purchase a Memory Amp, a one use chip that contains anything from a recording of a sporting event to the understanding of a language. Basically, you toss a few credits down and you can understand the weirdos who live here. Speaking back at them might be awkward unless you spring for the more in-depth package. A package which also provides information about syntax, relative usage and etymology.

Entertainment
Aside from the traditional forms of live recreation such as gambling, sex and murder, various sports and electronic pastimes have evolved over the years. To many to list. If one does not have either the wealth or time to attend a live event then there are broadcasts or, for a bit more, memories encoded on an Amp that give one the thrill without the time and effort. Supposedly. According to the majority of beings there is a vast difference between a recording loading into your mind and the real memory of it.
For most people though various simulations and stories have been captured on a variety of medium and are readily available on most worlds. Popular ones are available over a broader area. Really popular ones are available anywhere, for a price.

Class Changes

Biotic (Jedi)
All references to Jedi or Force are removed. All light & dark side prerequisites are removed from all powers and abilities. Biotic powers can be used with armor, but only if the user as the appropriate feat, and has the armor adapted for biotic use. (+500 credits)
The class in-game is known generally as a Biotic. They use a combination of Nanites and other microtechnology to perform feats not normally possible. Known as Technowizards in some places many cultures have attached semi-mystical qualities to them.
Note that lightsaber based Feats, Talents and Classes are now useless.
Starting Feats: Microbiotic Processor, Weapon Focus for Weapon type of Choice
Class Skills: 4+Intelligence Modifier, Automatically trained in Biotics skill.

Noble
Automatically Gain Linguist feat. (see below for changes to Linguist)
Weapon Focus for Weapon type of Choice instead of Weapon Proficiency

Scoundrel
Automatically gain Linguist feat
Weapon Focus for Weapon type of Choice instead of Weapon Proficiency

Scout
Automatically trained in the Endurance skill.
Gain feat; **Shake It Off** even if prerequisites are not met
Weapon Focus for Weapon type of Choice instead of Weapon Proficiency

Soldier
Weapon Focus for Weapon type of Choice instead of Weapon Proficiency
Armor Proficiency (Heavy) Meaning they can use any armor without negative.

Defenses and Attacking
Reflex Defense is (10 + Level or Armor + Class Bonus + Reflex or Intelligence Modifier)
Fortitude Defense is (10 + Level or Armor + Class Bonus + Constitution or Strength Modifier)

Will Defense is (10 + Level or Armor + Class Bonus + Charisma or Wisdom)
Attacking with ranged weapons is **Dexterity**; Melee is done with **Dexterity or Strength**.

Feats/Talents

First, note that all Weapon Proficiencies are removed. There is no negative for the use of weapons, the exception is when a member of one species attempts to use a weapon designed by another; then the -5 penalty comes into play. Replace any gaining of the feat Weapon Proficiency with Weapons Focus.

Feat: _Neural Jack_ (any) Allows more in-depth interfacing with various computer systems; Add +5 on any rolled value for use if the system and operator have neural connections. +2 if only the operator has a neural jack. Use with powered armor allows for +1 Max Dexterity bonus and +1 to either FORT or RFLX defense (chosen when donning armor)

Feat: _Copperhead_ (Human Only), Effects of Nural Jack and: +2 pilot check with any ship with a nurojack and double the Initiative of any fighter equipped with _Copperhead Flight Controls._ Copperhead Power Armor does not take any negative to Initiative due to reductions in Reflex Modifier.

Feat: _Cybernetic Familiarity_ Trained skill knowledge: cybernetics, does not take a negative to Biotic use from installed cybernetic systems May use Treat Injury on artificial beings.

Feat: _Linguist_ now works differently, instead just learning a set number of languages, they have acquired an upgraded Interface, which allows them to speak as well as understand any language Memory Amp they purchase.

Feat: _Weapon Finesse_ now adds +1 accuracy and Damage to a chosen weapon type. (Advanced Melee, Pistols, Rifles, Simple)

Implant Feat: _Microbiotic Processor_ (replaces Force Sensitivity)
May take Biotic Talents in place of Class Talents.

Implant Feat: _Microbiotic Power Amp_ (replaces Force Training)
Gain 1+Wisdom Biotic Powers (minimum 2). Gain (WIS) powers (minimum 1) each time this feat is taken after the first.

Feat: _Starship Designer_
Improve Sublight Engines: Improve the ships's speed by 1 square.
Space Efficiency: Reduces the Emplacement Point cost by 25%. The base DR for the Mechanics check increases to 30. The initial cost increases to 10,000 credits. Cumulative +5 to DR for each additional application. Cumulative 20,000 credit cost increase for each additional application. Maximum of 3 applications.
Kit-Bash: May combine tech from multiple races without penalty. Normal; craft looses 20hp per foreign system installed.

Feat: _Starship Tactics_ First time taking this feat, select Wisdom Modifier+2 number of Starship Maneuvers. Maneuvers can be used freely during a combat a number of times equal to Charisma Modifier. Each attempted use after this inflicts a cumulative -2 penalty on that maneuvers pilot roll.
Each time this feat is taken after the first the pilot gains two new maneuvers and adds one to the number of times he can use maneuvers during a single engagement.
Any increase in the Wisdom Modifier will be retroactively applied to all instances of this feat.

Talent: _Clone Wars Followers_
Hit Points: Noble Base 18, Noble Per Level 3; Scout Base 24, Scout Per Level 4; Soldier Base 30, Soldier Per Level 5
Ability Scores: Followers ability scores start at 12
Ability Score Increase: May increase one stat by one point every level
Feats: Gains one feat every third level.
All other Follower traits are per the Clone Wars Book. Followers cannot multiclass, but can take advanced classes

Talent: _Cyborg (partial conversion)_ Multiple limbs or organs have been replaced with cybernetic and/or bionic replacements. The character may choose two droid systems and use them as if they were natural body parts. Any limb or accessory is allowed, but no Processors. May take a single non-removable implant as one of the droid systems. **_Prerequisites:_** Any Class or Level

Talent: _Cyborg (full conversion)_ The character uses the alternate creation rules found below. If taken after character generation, use the same rules minus the 5000 credits of free upgrades. All upgrades come out of pocket. **_Prerequisites:_** Cyborg (partial conversion)

Skills

Due to the extreme variation in the galaxy, remove all Class based skill restrictions; the number of skills you pick up is determined by class, but not which skills are available. **Any class may pick any skill.**
Also **Use the Force** is now **Biotic**

Weapons

Acceleration Weapons:

Gauss Weapons Have both a power pack and an ammunition magazine. Power pack is good for one day in field with out recharging. Enhancements such as the improved ammo capacity may increase this with the same percentages as listed.
*Gauss Damage: these acceleration weapons ignore a Shield's Rating.
*Ballistic Damage: these acceleration weapons deal Piercing/Bludgeoning damage.
**Plasma Weapons: +2 Dice of damage at Zero Range (>2 squares), uses the Pistol range table out to a max of medium range where it loses a die of damage. Vehicle grade plasma weapons use the same rules, but deal an extra die of damage at point-blank.

Atlatl & Cesta:

Now takes an energy clip.
Spending a charge from the clip creates an energy ball that lasts for one round. This ball may be thrown or used as part of a melee attack. This energy ball behaves in the same manner as a standard Energy Ball.

Capital rated missiles:

Light missiles simply use the Proton Torpedo stats. They can be mounted by some lightcraft.
Heavy missiles use a x5 damage code and can only be fired by Colossal (Frigate) ships or bigger (And then only just). Capital missiles are not so much warheads with thrusters as they are multiple warheads with penetration aids and multiple drives. They are fire-and-forget weapons and use the onboard rating of the missile itself to make pilot checks to close as close as possible to an enemy craft. They are very poor at hitting anything other than other capital ships.

Mass Hammer:

Kenisium is difficult to refine and shape but highly valued as a material in certain functions because it is extremely hard to damage and kinetically locked, meaning that impact has no discernable effect on it. It was used heavily by the Galactic Survey Core in their sampling impact drills, ore extractors, and mass hammers. Looking like nothing more than a simple weight on the end of a handle of some sort, a thin sheet of kenisium covering the weighted end combined with what amounts to micro plasma jet allow for incredible force to be applied to a very small area by even an unaugmented wielder.

Simple Weapons: (Mass Hammers ignore most forms of damage reduction)

	Damage	*Wgt.*	Type
Medium Hammer (Craftsman, Stanley)	2D6	*1.5*	Bludge
Large Hammer (Benchmade, Black & Decker)	2D8	*2.5*	Bludge
Huge Mining Hammer* (Case, Detroit Diesel, GE)	2D10	*50.5*	Bludge
Caterpillar *Shockwave* Ore Extraction Frame**	1D10x5	*.5tons*	

*Mining hammer useable with power assist only **technically a vehicle

Personal Energy Shields:

One does not need armor proficiency to use an energy shield, however, the power requirements of heavy shielding make them usable only by extremely strong characters, as additions to powered armor, or for only a couple rounds of combat.

Plasma Weapons:

+2 Dice of damage at Zero Range (>2 squares), uses the Pistol range table out to a max of medium range where it loses a die of damage. Vehicle grade plasma weapons use the same rules, but deal an extra die of damage at point-blank.

Kracarian Pulse Weapons:

The version of energy weapon favored by the Kracarians is more like most races version of a mining or construction laser. Rather than just focused energy they use a particle beam to eject slightly magnetic material at near-light speeds. This beam itself is very damaging but when they discharge plasma along one end of the beam it travels the distance causing massive damage on the other end.

> ### Pulse Weapon *(Weapon Template)*
> *Ranged weapons only*
> Critical Threat on 19-20, reduce range by half, Ion Damage
> +20% cost if not Kracarian

Volley Fire Missiles- A.K.A. pod launchers:

Each pod is basically a micro-nuke with a short-duration high-manoeuverability thruster pack on it which is guided into position by a targeting unit mounted on the launching craft. They're usually flung out of a launch tube by some type of magnetic rail to give them a head start. Each pod deals 1D10 x2 and explodes inside a targeted square hitting everything in that square for full damage and each adjacent square for half damage. Generally multiple pods are used for harder targets and more than one can be launched from a launcher with any one attack up to the rating of the launcher (use standard concussion missile dice as the cap: light launcher 7D10; medium 9D10; Heavy launchers a x5 damage multiplier). Some launchers are set to auto fire, basically saturating an area with nuclear fire, and use the Autofire rules at this point.

Other Items

NuralJack:

A relatively common item to species who maintain their own military power. It takes the form of metal nodes on at least three of the subjects main neural nodes, wherever they happen to be. One of them always has the main jack point, where the cables leading to the device can be inserted.

Memory Amp:

Contains information. Cost of a single chip is about $1/10^{th}$ of a Credit. Values is the info stored. A single language amp, for example, is about 2-4 credits. (they deal in bulk) On the other hand an amp with a recording of a popular sporting event from years ago that they don't record anymore is worth may hundreds or even thousands of that to a collector.

Interface:

A common device implanted at a young age on most worlds. A simple connection allows for one-way flow of information though specially constructed onetime use silicon ships called memory Amps. with data storage and transmission. Basic interfaces can transmit out to a kilometer on their own, store and take images, including videos; while the more advanced versions can do far more, including preform advanced heuristic functions. The smallest can be worn as oversized wristbands, the larger, and some of the most capable ones, are much bigger and often built into a piece of clothing.

Medigel:

This goo stored in easy to open packs is a catch-all healing item and heals a single medium-sized living target over the course of a few minutes, so long as the damage is not catastrophic. Neural and most forms of energy damage inhibit the nano-paste from working, so its use under combat conditions is severely limited to specialized equipment and methods.

New Races

Aiahsio

There aren't really any left . . . or at least if there are they aren't showing themselves. If there are Aiahsio around they're most likely pretending to be human, and only a deep genetic scan can prove otherwise . . . maybe, the Aiahsio were really advanced so fooling a genetic scan is not outside the realm of possibility for them.

Racial Adjustment; when compared to humans, none really, save they don't have a wide variety of genetic variation, they tend to be the same height, weight and build to a narrow degree . . . unless they're half-human.

Attributes: No bonuses

Trained Skills; Biotic & one extra of choice **Skill Bonus:** Biotic +2, Initiative +2, Perception +2,

Biokenthethics; Due to their abnormally strong bioelectric field and the fact they can learn to control it, some Aiahsio may mimic *Internal* biotic powers without a Nanohive. It also grants them an extra sense, which is covered by the Biotic skill and Sense Surroundings. They must still take the Biotic Training feat to learn powers.

Cybernetic Rejection; Aiahsio may not take any implant or cybernetic upgrade with the notable exception of Nanohives; though they use their own version which is more biogenitc, then technological.

Biological Interface; Implanted at birth this 'device' looks more like a set of thin semi-transparent leaves or skin flaps than anything else and are mobile and dexterous enough to be used as feelers, but aren't strong enough for lifting. They vary in look but most often protrude from the spine and can be used like a neural jack counting as such. Additionally, they always receive the +5 bonus whether or not the device was intended for Neural interface or not.
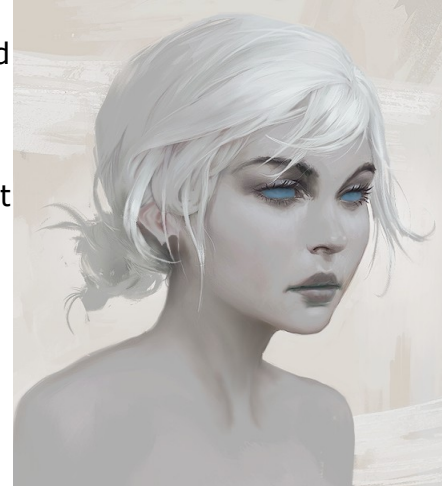
Crystalax

Normally immobile, these highly intelligent beings use robotic bodies to interact with the rest of the galaxy at large. In their natural state they are 1.5 meter tall reddish-brown crystal formations.

Racial Adjustment; Normally immobile they do not have Physical stats except for Constitution.

Attributes: +6 intelligence, -2 Charisma (+10 Constitution *natural form only*) Use the Cybernetic Character rules found below.

Trained Skills; Use Computer, **Skill Bonus:** Use Computer +5

Cybernetic Characters

The use of bionics and cybernetic enhancements has advanced to the point that they are better, or at least more efficient than most organics. There are some races who enjoy replacing as much of themselves with artificial parts as possible, though the majority tend to use them as necessary and only rare individuals choose to become cyborgs.

Human attitude varies as much as they do. But it has some unique military applications and humans are loathe to miss out on anything with militant applications. Partial conversion cyborgs are often employed as special forces troops and several standardized enhancement packages have been designed. Making a Full conversion cyborg uses the Droid creation rules with some modifications.

Full-conversion Cyborg Creation:

Starting ability array and racial bonus per previous rules. Must take the Talent Cyborg (full conversion); Copperhead or Neural Jack feat or the Cybernetic Familiarity Feat.

Choose a Cybernetic package:

1)Science   +2Int or +2Wis, Medium size
1a) Small   +2Int, Small size
2)Biotic   +2Wis or +2Cha, Medium size
3)Combat   +2Dex or +2Con, Medium size
4)Heavy   +2Str or +2Con, Medium size
4a) Large   +4Str or +4Con, -2 Dex, Large Size

Choose 5000 credits worth of droid parts and implants and Cybernetic accessories. Further upgrades must come out of pocket. Ability increases every fourth level cost 500 credits each and require a cybernetics bay to implement.

Noted Rules:

A Cyborg takes full damage from Ion weapons, may use Implants (KOTOR supplement) without needing the feat and may take Droid Feats so long as they qualify.

Haiangru Parasite

As a parasitic life-form the Haiangru tend to vary a lot. Ones from their home sector use a type of six-limbed primate as a base creature but they can infect nearly any life form. If playing one, simply choose an alien and retain their physical Attribute adjustments, Size, Speed and *one special ability*, if any. Loose everything else, including skill bonuses and racial feats.

Racial Adjustment; the process that makes a new Haiangru tends to lessen heavy lifting ability due to the Haiangru not having muscles or skeletons in the normal sense, but their flexibility improves.

Attributes (add indicated bonus to base creature); Strength -2, Dexterity +2

Size; As base creature ***Speed;*** as base creature

Trained Skills; Perception, Survival, ***Skill Bonus:*** Perception +5

Multi-sensory Input; the Haiangru have extremely powerful senses and can use the Survival skill to track, reducing the DC by 5. Also they tend to remember any taste and smell they've ever come across before. Unfortunately, they are also sensitive to smells and tastes, any area that has an, extreme smell or if they ingest particularly flavorful foods it adds +5 to tracking and can cause balance issues, doubling any negatives on any reflex based skills. Lastly, due to their magnetic senses they ignore vision or auditory based penalties.

Exodermal Plating; Gain Damage Reduction DR 3/-

Jurian

Medium cephalopodan creatures with rather soft bodies that can fit into armor and weapons designed for other races, which is useful as the Juarians tend to prefer to buy heavy equipment rather than design or construct such things themselves.

Racial Adjustment; punctilious and adept at understanding legalese, they are very dry and tend to come off as uncaring and selfish. Which they usually are. Their cartilage-like skeleton is extremely durable and hardy, though a little flimsy when attempting to carry weight. They can use equipment made for other races.

Attributes: +2 Intelligence, +2 Constitution

Medium Size; no changes do to size ***Speed;*** 5 squares

Trained Skills; Know (law), Deception ***Skill Bonus:*** Gather Information +5, Deception +5

Jexix

Standing 1.1 meters tall, humanoid shaped with a slender frame and a thick leathery dark blue dermis. Chitinous plates protect joints, arms, the neck, legs and tail. A wide, lipless mouth closes so tightly as to be airtight. Four lidless eyes, two located ventrally and two smaller ones angled higher and away with which they can see a spectrum high into the infrared.

Racial Adjustment; A bit on the short side their evolution has allowed for a hardy frame of thick leathery skin and bony armor.

Attributes: +2 Intelligence, +2 Constitution

Medium Size; no changes due to size. ***Speed,*** 5 squares

Trained Skills; Endurance, ***Skill Bonus:*** Mechanics +5

Darksight; used to low or no light their visual organs are adapted to see in all spectrums simultaneously, they ignore Cover, Concealment and penalties due to darkness. However the opposite is now true, without some form of protection they count bright lights as Concealment.

Great Fortitude; +2 racial bonus on Fortitude Defense.

Natural Vacsuit; Jexix can naturally spend short periods in vacuum. They do not take a roll against their Fortitude defense from Vacuum for the first round, reduce all vacuum damage by their Constitution Modifier and only move One Step down the condition track when taking vacuum damage instead of two.

Kracarian

A highly militant, lizard-like race divided among numerous family and clan lines. Physically Kracarians vary in height, weight and skin coloration and pattern, depending on which family line one hails from. Families share a skin pattern and females have less natural armor on their bodies and much longer claws and tail. The females are strangely attractive to human males, likely the hips and digitigrade legs having something to do with it.

Racial Adjustment; While the females are out-going and 'fun-loving' if a little materially inclined, males are slightly larger, covered in armored plates and often have a dark sense of humor. Gallows humor humans call it.

Attributes: *Females* +2 Dexterity, +2 Strength, +2 Charisma, -2 Wisdom; *Males* +2 Strength, +4 Constitution, -2 Charisma

Medium Size; no changes due to size. *Speed;* 6 squares

Tough; *Males* Natural Armor DR 2/-; *Females* (Feat) Toughness

Combat Breeding; +1 Base Attack Bonus

Nihirale

Nihirale appear as a 1.8 meter tall humanoid species with exaggerated limbs, a thin neck and svelte facial features. Due to heavy use of biogenic and cybernetic augmentation though, their appearance can vary heavily between individuals.

Racial Adjustment; Highly intelligent and charismatic, they come from a low gravity world and are not physically inclined.

Attributes: +2 Intelligence, +2 Charisma, -2 Strength, +2 Dexterity

Medium Size; no changes due to size. *Speed,* 6 squares

Trained Skills; Biotic, Treat Injury, Know (politics); *Skill Bonus:* +2 Treat Injury, +2 Deception

Neirts

Neirts on average (which they rarely deviate from) are just a hair under three feet tall, hairless, and covered in gray skin which produces a sort of oil that smothers all their normal scents. Also they are a gestalt race. Every Neirt pack shares a mentality, they can literally act as one. Most packs were a good twenty strong when they came out of the breeding den, and over the years they loose members and *absorb* others, meaning they eat each other until only a few are left. Then they, um, reproduce. Each Neirt left when they undergo the reproduction cycle could produce more than a hundred offspring. Mind you that is rare, the average is about sixty, sixty-five but it's impressive when a pack explodes with offspring. Literally. Explodes.

Racial Adjustments; Neirts tend to activate some level of revulsion mechanism in most species, but are tolerated because of their capabilities with mechanics and electronics. For ease of gameplay, PC Neirts have 6 pack members left.

Attributes: -2, Strength, -2 Charisma, +2 Intelligence, +2 Dexterity

Skill Bonus: +2 Use Computer & Mechanical; +2 Stealth

Small size: as small creature, +1 size bonus on Reflex defense, +5 Stealth checks. Lifting and carrying capacity is 3/4 that of normal. Speed is 4 squares.

Racial Feats; *Rapport* (+2 all aid another bonuses) *Swarm fighting;* (small size only) for each attacker with Swarm Fighting (max Six) attacking the same target, add +1 to the attack roll.

Gestalt Race; PC's can easily play a Neirt pack, generally a small one is recommended, 8-4 members depending how close to the explosion day you want to let them be. But as such a race they share one set of classes, the benefit comes in the fact that one PC can flank with himself. Every Neirt from the same pack involved in a task initiated by a Neirt (the Neirt player is the one rolling the check) automatically adds +2 to that roll as if they all made the DC10 Corporation roll. However, if the tasks they are performing are too differing, such as stabbing a target and trying to perform delicate repair work, the opposite is now true, each differing task adds a -2 to skill check or -1 attack.

This bonus does not stack with any other Cooperation bonuses, including +2 gained from the *Rapport* feat.

Now this is not the end. It is not even the beginning of the end. But it is, perhaps, the end of the beginning.
Winston Churchill

Part Two; Background Information

Section One: Biology/Sociology

1.1 Aiahsio

Despite appearing many times in even the oldest histories of space faring races, there is very little known about the Aiahsio. What is known is that they controlled a dense cluster near the rim of the galaxy just on the base of a galactic arm. They patrolled this region of space quite vigorously and used a type of automated defense grid that made sure there was no second attempt at breaching it. Only a few times in recorded history have the Aiahsio responded with military force, and each time their targets were utterly overwhelmed using no more than three ships.

Physically, the average Aiahsio stands 1.8 meters tall and there is rarely more than a four centimeter deviation in this. Their weight is on the average 80 kilograms, and again there is very little divergence from this as well, less than 10 kilos. They possesses a basic humanoid configuration and could be mistaken for humans, save for several distinct differences. They have narrow ears, a subtle brachial crest at the base of the neck, near the the sternum and they uniformly possess white hair and pale skin due to an almost total lack of any melanin in their biological make up. They lack an iris, instead having solid orbs that refract light into themselves causing a glow. Aiahsio possess the capability to control their own bioelectric field and it is believed that this ability affords them an extra magnetic sense and a secondary method of interacting with their technology.

Aiahsio reproduction, when considered on a genetic level, is near-perfect replication at almost all stages of cellular division. Their offspring nearly always come in pairs; whether this is a biological feature or artificially induced in order to coincide with the deep belief in dualism of the species is currently unknown and probably never will be known. In any case, each twin shares many traits with their parents, though there naturally was some variation due to the nature of haploidic production and zygotic recombination. Because of their extremely dense genetic code, bio-modifications are extremely rare, as are cybernetic augmentations. The one exception to this is a specialized neural implant all Aiahsio receive just as they are birthed to the crèche. This allows them to more readily interface with all the more advanced Aiahsio technology.

1.1.1 Philosophy & Outlook

The Aiahsio have no religion, per se, but they have an almost mystical belief in pairs and duality. Even their language follows the cultural motif of duality, as every word they have has at least two meanings or multiples of two. This fascination with dualism takes the form of an almost Zen meditative quality, in that all things have their counterpart. Some Aiahsio dedicate their lives to achieving 'the balance', which they see as total harmony between their physical and mental sides. A group of what the Aiahsio call Seekers of the Balance, a monastic order that wandered the galaxy exploring and seeking new visions as well as further mastering the control over their bodies, was once the only real contact anyone had with this enigmatic race.

What is known of their general philosophy is, as always with the Aiahsio, centered on a quintessentially Taoist ideal that in all things are counterparts and balance. The individual Aiahiso is as varied as any human the only notable difference being that Aiahsio tend to take an artistic flair in everything they do, from engineering to personal style they stick to a theme which may change over their lifespan.

1.1.1.1 Order of Balance Seekers

The most commonly seen Aiahsio ships were the space-faring monastic explorers of the Order, which are also the largest Aiahsio vessels. In exceedingly rare demonstrations of their skills the monks of the order have shown that they can sense magnetic and electric fields, including the ones generated by living organisms. They have also shown an ability to orient their own bio-fields to either attract or repel. The Adepts of the order can use this skill to gain an ability that seems almost like precognition. The senior Adepts can use this ability in conjunction with martial techniques so they are literally drawn to counter their opponent's moves.

As they drift around the galaxy they seek out new sights and locations to meditate in it has been known for the more ambitious raiders and pirate types to attempt to take these ships. None have ever been known to succeed.

1.2 Crystalax

Field Report 11210: When the planet now designated Crystalax was first discovered, it was originally supposed that the primary intelligent life was a small marsupial-like creature that showed signs of an Iron Age level of technology. Notable was the fact that two types of this species were observed, a wild version and the tool using ones, originally thought to be recently speciated. It was noted that the tool using ones all had crystalline growths on their bodies. When attempting to determine the source of this crystalline growth, the survey team found identical growth clusters in many regions of the planet. Near to these populations with the anomalous crystalline growths were located large crystalline formations of what proved to be the same mineral. These crystal formations are averagely one meter in diameter at the base, one and a half meters in height and estimated to weigh approximately three hundred kilograms. The first half meter or so of their height is a dense, porous gray rock, typically sedimentary, from which juts a reddish colored translucent crystal, typically pentagonal or hexagonal. This tapers off after the next meter or so. They are totally immobile in their natural state and as stated in previous reports it was thought they were a geological formation.

We were first contacted on the 103rd day, when one of the marsupials with the growths darted into our camp and suddenly fell dead, the crystal on its back shooting into one of our computers. The targeted workstation then displayed messages from this planet's real masters. These creatures have no real name for themselves due to their strange syntax, or lack there-of as it were. They communicate through extremely informative burst transmissions using a form of electromagnetic radiopathy. The communications latency for this radiopathic ability is, for all practical intents and purposes, nonexistent anywhere on the planet's surface and out to approximately one million kilometers. However, it has been observed that latency time lengthens at an exponential rate past this point.

The Crystalax, as they have chosen to define themselves, are able to control their own growth, and size is directly related to how much memory they can store unaided. Larger formations of Crystalax, found only in well protected regions like caves and desert areas are memory providers for their entire race which has perfect recall of all memories stored thusly. Crystalax possess a collective will, but retain individual traits and personalities and is has been known for individuals to separate themselves from the gestalt consciousness.

In order to become mobile, the Crystalax use a process whereby they grow a 'shardjet', a smaller version of their primary formation. They intentionally harness atmospheric hydrogen and compress it over the course of several months, forming a small secondary growth. They then fire this secondary growth into a passing animal, where the crystal grows into the host's central nervous system and cranial cavity, essentially hijacking the brain. How they make the interface between their piezoelectricity and the biochemical potential differences is currently under investigation. When separated from the "parent" formation, these new growths develop their own diverging personalities; whether this personality divergence is due to the crystallobiological interface or some other cause is currently under investigation. Coincidentally, this is also how the Crystalax reproduce, a form of asexual reproduction analogous to the biological method of fragmentation, though this is the most advanced species displaying asexual reproduction yet found.

It was discovered that the Crystalax have the natural ability to tap into electronic data streams and storage devices. The only difficulties they seem to have in accessing such devices are in deciphering the code language. But even here they are incredibly adept, it took only a few weeks to go from not knowing anything about our species at all to learning our language and all computer coding systems and then offering to improve those systems for more information about off-world life.

It has been determined that the CPU can be removed from our small drones and a small shard of Crystalax can be set in its place there by offering the Crystalax mobility. They report that the control they have over the drone body is far more precise than that they achieved with the biologics. After this was discovered the Crystalax contacted our parent corporation and offered to use their programming abilities and share their thoughts on the higher mathematics and physics in exchange for a series of robot bodies and transportation off world.

Addendum to Field Report 11210:

After having seen a sample of the offered information, the team leader and company rep have agreed to recommend the trade, and in fact offer to build a robotics factory on Crystalax, pro-bono as the data could set us forward three generations ahead of any competitors in terms of research. It should be noted that the Crystalax have already motioned for and received full legal ownership of their solar system as recognized under Galactic Law, and they have a legal right to have us removed.

1.3 Darksiders *(Jexix)*

They evolved on a planet with a barren surface, though underground there are massive interconnected caves and an entire ecosystem, culminating in the Jexix. Standing 1.1 meters tall, humanoid shaped with a slender frame and a thick leathery dermis, which is a uniform dark blue. Thicker areas of chitinous plates cover areas of their body, protecting joints, arms, the neck, legs and tail. They have a wide, lipless mouth that is nearly invisible; this mouth closes so tightly as to be airtight. Four lidless eyes, two located ventrally and two smaller ones angled higher and away with which they can see a spectrum high into the infrared.

For the first years that the rest of the galaxy knew of the Darksiders, they knew them as Grouud slaves, especially with relation to electronics and advanced starship mechanics. Early in their history the Grouud had come, taking what they wanted with violence, storming into their subterranean homes where they had lived peaceably. The Darksiders didn't even have a word for 'pillage' before the Grouud. The Darksiders had lost much of their innocence in during ten generations of Grouud rule but it had given their kind access to technology. Before the Grouud they'd possessed simple, machines, even internal combustion using various natural fuels. But the Grouud made them work on electronics, and later the plasmatic ship components to which they had taken to with a passion. Their slender hands with two opposable digits had been very helpful in elevating then to the Grouud's favorite slave race which gave them even more access, which they loved. Generations of slavery had not slaked that love. Though they loved their world more, with its vast caves and labyrinthine tunnels that cut through most of its crust, they were not fighters. Indeed the very act of killing purposefully had been nearly entirely foreign to their society at large.

It was the Terrans in their first war with the Grouud who liberated a unit of Jexix fixers from a Grouud station. Upon finding out that they served the Grouud unwillingly they sent the fixers back to the home world with a gifted Terran ship and a message, 'we'll be there in three months.' The Terrans had then descended like a cleansing tornado on the home world forcing the Grouud off and back into the depths from which they came. 'Here, your world is returned, do with it what you will,' was all the humans said after liberating them.

1.3.1 Philosophy & Outlook

The Jexix took to space with a passion and to this day they constantly launch new prototypes and are among the best known custom ship builders and some of the most powerful people in the galaxy now use custom-built Darksider craft. The Jexix remain curious and very adapt with explorations throughout their local cluster which they have seeded with sensor buoys and communication arrays.

1.4 Grouud

Grouud are a bipedal race whose ancestry is amphibian, visibly akin to a Terran frog. But unlike a Terran frog the Grouud have evolved millimeter-thick armor plating, continuously growing fangs and talons, eyes that can see several spectrums, the ability to survive in vacuum for short durations, and produce a natural toxin from glands in their mouth. All this would be bad enough, but the Grouud also breed at a prodigious rate; a single female can spawn several hundred offspring in one lay. All this is due to the original Grouud homeworld being one of the most dangerous planets ever recorded. The corporation survey team that found the murky world braved an atmosphere with high concentrations of methane and chlorine and wildlife that was some of the most deadly ever encountered. However, the team was ambushed and tortured into showing them how their technology worked by a group of Grouud. That is how they went from simple electronics to warp-capable in less than a hundred years.

They took to space travel quickly and started immediately raiding in attempts to acquire more advance technology. They did so by raiding backwater worlds and by the time the rest of the galaxy knew what was happening it was too late: the Grouud had acquired several jump capable ships and reverse-engineered them. They launched themselves across half the galaxy, scattering to almost every inhabited section. All attempts to eradicate them ended after the first couple thousand years and they were then simply thought of as a force of nature by the rest of the galaxy.

1.5.1 Philosophy & Outlook

Grouud have no real philosophy, which some philosophers have naturally philosophized about. On the other limb however, the Grouud are quite intelligent despite their crude nature. They are especially skilled at reverse engineering, mechanical engineering and combat tactics. They approach all things in a simple, brutal fashion, preferring strength and directness to finesse and delicacy. Their governmental structure is largely feudal, ruled by local lords and clan masters who fight with each other as often as other races. Only a constant fight against these other races and their own infighting has kept them in check.

Grouud
(here because it's useful, not because you get to play one)

Racial Adjustments; Grouud are insanely tough, resilient and posses a brutal cunning.
Attributes: +4 Constitution +2, Strength, -4 Charisma, +2 Intelligence
Trained Skills; Survival, Perception, Initiative **Skill Bonus:** +2 Mechanical; +2 Stealth
Medium Size; no changes due to size. **Speed,** 5 squares
Evolutionary Toughness; Natural Armor DR 5/-; (Feat) Toughness, (Feat) Improved Damage Threshold. Additionally, Grouud possess natural healing and can use the second wind action. If (for some strange reason) a PC they can use this action Twice an encounter.

1.5 Humans

Humans should, by all definitions, be counted an endangered species. After the destruction of their homeworld and capital, an unprecedented alliance of Grouud clans and Sirakan Censors attacked the fringes of human space, overrunning the entire Kathixs sector in less than a month. In doing so, the Grouud cleansed every world with a human presence with a bath of hellfire and Terran blood. This, along with the destruction of the central command hub at Earth and the fact that the Terran economy was stretched thin at the time, delayed the response necessary to counter the Grouud and their allies. This delay would cost the Terrans more than they ever imagined. As their enemies swept in, killing everyone, a desperate plan was hatched by the remaining members of the Terran High Command; they would load as many people as they could in earth's massive transports and run. To facilitate the evacuation six massive fleets would fight a delaying action while the transports high-tailed it out of there. In the present era most humans live as a nomadic culture, drifting on several dozen so-called gypsy fleets. They survive by mining ores and occasionally by selling their militant power.

Humans should be noted for several unique biological characteristics: first, they are capable of producing offspring with an astonishingly large percent of known species. This fact, once learned by the galaxy at large caused some reactions as diverging as possible, from the Krakarians who actively seek out human mates to improve their genetic pool, to the Sirakan, who consider it a blasphemy for any race to mingle their bloodlines.

The next thing is also related to the human's comparatively 'open' genetic structure; humans take readily to genetic and cybernetic modifications. It was this that allowed humans to spread so quickly in their local cluster; and it also helped that humans are hard-headed and persistent enough to change themselves while they changed the worlds they found to suit them.

Most notable among these technologies is the Copperhead system used in powered armor, fighter-craft and vehicles. Unlike normal hardware-to-wetware interface linkages which just allow a small, normally one-way flow of information, the Copperhead system is a broad bandwidth, multichannel, full sensory immersion and augmentation system that virtually eliminates processing and communication latency from devices coupled with it. While as fantastic as this sounds, the Copperhead system comes with some serious limitations, most due to the fact that some 85% of humans people are not able to adjust to having their perceptions adapted to the needs of a space fighter; the multitude of sensors and systems overwhelm most pilots and so they are limited to the basic neural jacks. Armor systems on the other hand tend not to cause this sensory overload and so the Copperhead system is used more heavily in power armor and surface vehicles.

1.5.1 The Diaspora

The decision to leave their territories was not made lightly, but it took time, as the entire government and all primary control nodes were located in the Sol System. Despite all this humans have taken to living in space in quite a variety of ways. Some fleets have the bulk of their population living in old transports, while others have converted individual cargo pods into independent living quarters complete with thrusters and survival gear good for months on their own if something should happen to the rest of the fleet.

1.5.2 Command Carriers & Assault Carriers

Among the most massive ships in space are the human bulk carriers, the ungainly craft are little more than an overpowered Palmer jumpdrive housed in a massive cylinder a kilometer long with a cargo matrix, little more than docking and power connections for various cargo containers. stretching out the aft of the main drive unit anywhere from four to six kilometers. By employing basic grapple projectors and universal power shunts human cargo ships were able to move most of the already existing container types, as well as tow smaller ships, asteroids and worked parts with them. The shear bulk they could carry more than made up for the inaccuracy of the human drive. When a human bulk carrier warped in it was escorted by a horde of parasite craft, both those who had just tagged along and the carrier's own drop ships and shuttles. This makes human ships more like mobile stations than what was considered a real freighter.

1.6 Haiangru Parasites

It's hard for most races to not to be disgusted at the thought of what is basically living parasitic armor the takes over the minds of other species. The mere thought of those fleshy things blindly crawling their way up to the small of your back is enough to make anyone's skin crawl. However, these creatures do not need living tissue, almost any biological frame will do so long as enough flesh and bone is left for them to manipulate.

The immature Haiangru spores are found in a bundle and constantly excrete an extremely viscous and tacky substance that on their homeworld was once eaten by various creatures. Once they infiltrate they quickly start multiplying and burrowing into the creatures nervous system where they take it over. In sentient creatures this is most often quite painful in the later stages. Once this is finished though the next stage is not as painful, as thick fibers wriggle their way out from a pinkish lump on your back and slowly spread over your body. Eventually smaller strands squirm free like fronds splitting off from a fern until your entire body is enmeshed in a living, faintly pulsing yellow weave. At this point the creature begins to excrete secondary mucus that slowly hardens into a tough yet flexible carapace. Eventually, if you had an internal skeletal frame, it is eaten away, replaced with a more flexible cartilaginous version. Sensory 'tongues' are sprouted from various parts that can detect smells, tastes and heat, other areas are armored heavily with a more bone-like material which is magnetically sensitive, protect sensitive areas and provide more sensory input from magnetic sources.

While the physical process is really quite remarkable the mental one is more-so if the creature was still alive. At first the sensation is most often described as 'losing one's mind'. The parasite slowly enacts its own gradually emerging personality. The resulting creature is a physical amalgam of the host DNA and the additions made by the parasite but the parasite is in full control of the resulting being. For the host the only relief is the fact their brain, or whatever passes as one is totally replaced with a new clump of neural bundle, the drawback being that the process takes a few days. In some very few cases the mental take-over is somehow incomplete, resulting in a creature that remembers its life before transformation and, if accepting of its new circumstances may move on to become a new creature, mentally speaking.

If 'lucky' enough to retain some of your original personality the exoskeletal armor you'll now be made of is extremely flexible, with great resistance to both stabbing attacks and solid projectiles. Against the ubiquitous heat based weaponry used by most races the mucous layer you now excrete demonstrates an ablative effect. The ray burns slowly enough for you to find cover before you get a hole burned in a now hard to find vulnerable spot.

1.6.1 Philosophy & Outlook

As a species the Haiangru are, odd, but that's mostly because they are the ultimate adapters; they take over a body to use as their own. On their home world and colonies they normally try to use non-sentient creatures or, as they prefer, the remains of other races, but the Haiangru spawning cycle is not voluntary and once started infects everything nearby. Within a few days the spores form clusters which can use almost any biological substance to fuel their growth. In a few months the spoors have become small masses which then begin pumping the infection spoors into the surrounding area. At this point any living (or recently dead) thing with enough mass is vulnerable.

In general they tend to be survival orientated to the point where they're self-centered, and this is true to a point, they maintain a loyalty to groups so long as the group is not inimical to their own continued existence.

1.7 Jurian

Officious and stuffy, or that's what everyone else thinks. They're quite right, though your average Jurian would say that everyone else is frivolous and doesn't take things seriously. Evolved from cephalopods on a world where the oceans dried into massive world-covering swamps, the Jurians enjoy worlds with high moisture and spoor content. They are a little more than a meter tall and have no bones, instead a fibrous weave of a cartilage like substance, their limbs end in a pair of extremely dexterous tentacles.

Their homeworld is firmly located within the heart of the original Galactic League worlds, the organization that preceded the Galactic Concordant. As one of the original founders they are found everywhere the Concordant has power usually working as aids or advisers, though many of the long lived tentacle-faces have connived their way to powerful positions.

1.7.1 Philosophy & Outlook

Jurians are noted as being some of the best legal wranglers and business peoples in the galaxy, Jurian legal code is some of the most binding and absolute.

1.8 Kracarians

The Kracarians are an extremely ordered and clan structured race evolved from a lizard/amphibian ancestor. Biologically, they are a sexually dimorphic species; males are on average 2.1 meters tall, posses a long crocodilian snout, a meter-long tail and are covered in thick scales that have a metallic content high enough to reduce the effects of energy weapons directed against them. Females on the other hand have patches of soft, fish-like scales, cantilevered legs, much longer claws on both hands and feet, a much more lizard -like snout and a thin whip-like tail which is tipped in a razor-sharp barb. This divergent evolution allowed the female to focus on speed and once used ambush hunting tactics while the males evolved to fight each other and the massive predators native to their incredibly warm home world.

Kracarian social structure is relatively simple; females make up 4/5 of all live births and control the economics and most political matters. The outnumbered males spend much of their time negotiating for contracts to sell their services to the less violently inclined races and then fighting their wars for them. This is not to say that males do all the fighting and females all the politics, there are many points of overlap; males also peruse many of the more direct engineering careers as well as the arts of cooking, flying overpowered atmospheric craft and competing in various violent sports, all of which are traditionally thought of as male pursuits. Females often enter the 'soft' sciences, act as ship pilots, make up the bulk of Special Forces units and are generally more artistic.

Though all Kracarians share a common ancestry they have been practicing eugenics long enough that there are now countless diverging clan lines depending on what breeding partners they had access to, what traits they desired and what world they adapted to, so their physical norms may vary greatly. One noted clan that lives entirely in space has evolved a much more sensitive tail without the normal armor plating and natural weapons instead opting for a 'third arm'. Skin and scale coloring varies widely between family lines but it does remain a reliable way of determining which family and clan a Kracarian is from.

1.8.1 Philosophy & Outlook

Kracarians have no religion as such but follow a rigorous code of honor, clan and family are everything to a Kracarian. Kracarian will fight Kracarian in the line of fulfilling their contracts, even groups from their own clan but when the job is over they go back to their clan with no issues.

The Kracarians honor their elders and 'old' for a race that can live upwards of 200 years also generally means powerful, wealthy and well-connected; the oldest clans are known as Arch-Clans and their economic and political powers equal any other race's unifying government. Most clans are ruled by a council of their eldest members, male and female alike.

The practice of counting coupe and taking trophies is common and they often use small tokens and coins as markers and symbols to represent families, clans and in some cases an especially well-known, popular or legendary leaders and warriors. It should be noted that then Major General Jericho Hawthorne of the Terran Confederate Marine Corps was issued a token that was forged in his honor and given to the Kracarian troops that had fought against his forces at the battle of Kromass. This is one of only a few times a specific enemy commander was singled out and honored in such a way. After the campaign a courier was sent with the original hand-crafted coin and given to the general who wore it with his other medals and commendations.

Nearly all young Kracarians have a fighting urge and wanderlust which they work through by signing on with a fleet command or minor merc house. But then once in awhile there is an individual who truly thrives on the life of battle. They are known as Ssal'lsha'rra, which possess no direct translation, 'warrior spirited one' is often close enough. Basically it is someone for whom battle-lust does not fade after two or three campaigns, one for whom combat is an art form and not a mere profession.

1.8.2 The Startalons

As one of the oldest mercenary clans, they have almost given up any actual combat contracts. Instead, they have taken their accrued wealth and bought a whole planetary system in a populated star cluster, had its biosphere adjusted to suit their tastes and renamed it Vosskier. They now enjoy the status as an Arch-Clan, acting as a broker for a multitude of sub-clans. Legally, and under their honor code, when one uses a Startalon broker you are really hiring the Startalons, it's just they by default usually deem one of the smaller merc clans they employ as more capable of handling the situation. This means that if the clan they chose defaulted on the contract, of if they got out of hand, or even if they just embarrass the Arch-Clan the Startalons are responsible for cleaning up the mess. All this is not to say that they are without militant power, but their military strength is such that it is only contracted out as long-term protection for entire alliances, not individual wars or single worlds. Nowadays the only ones who can present a Startalons Token is either a commander of an entire battle fleet, a mercenary broker, or an independent operator, i.e. a special operations merc.

The Startalons should also be noted in that they have sought human breeding partners for the last few generations which has shown up in their physical appearance; Startalons tend to be slightly shorter than average have lighter scaling as well as some other humanish characteristics. What they are after is the human capability to more readily accept neural cybernetic augmentations, most notably the copperhead full immersion systems. As part of this long term breeding program there is actually quite a large population of humans living on Vosskier.

1.8.3 Ravagers and War Destroyers

Being able to draw upon a long history of constantly fighting someone else's war the Kraks try to end such things as quickly and efficiently as possible. Their ship design diverges from the galactic norm in that they place their reactors mid-ship and units far more powerful than needed. This allows them to mount extremely heavy plasma based weapons on their forward superstructure in banks. These plasma beams are easily modifiable so they can be adjusted to face whatever defensive system they are up against on the fly.

War Destroyers are cruiser weight ships that mount lighter weapons, massive engines and are made specifically to be able to run form anything that can kill them and annihilate everything else.

Ravagers are much larger, closer to what most would consider a battleship, but have massive amounts of armor plating and the largest beam weapons ever deployed by any race. Primarily they have a single centrally mounted weapon known as a Spine Cracker, which has been known to simply vaporize smaller ships at close range.

The drawback to Kracarian weapons is that they are very short-ranged in comparison and so they often employ quantities of missiles to soften up a target while their ships slug their way to the fight.

Krak Power Armor

With a design that has been tested in combat for more than a thousand years against everything the universe has thought up this modular system is easily customized for individual warriors. Standard strength enhancements and a light shielding system make this the iconic symbol of Kracarian Assault Forces.
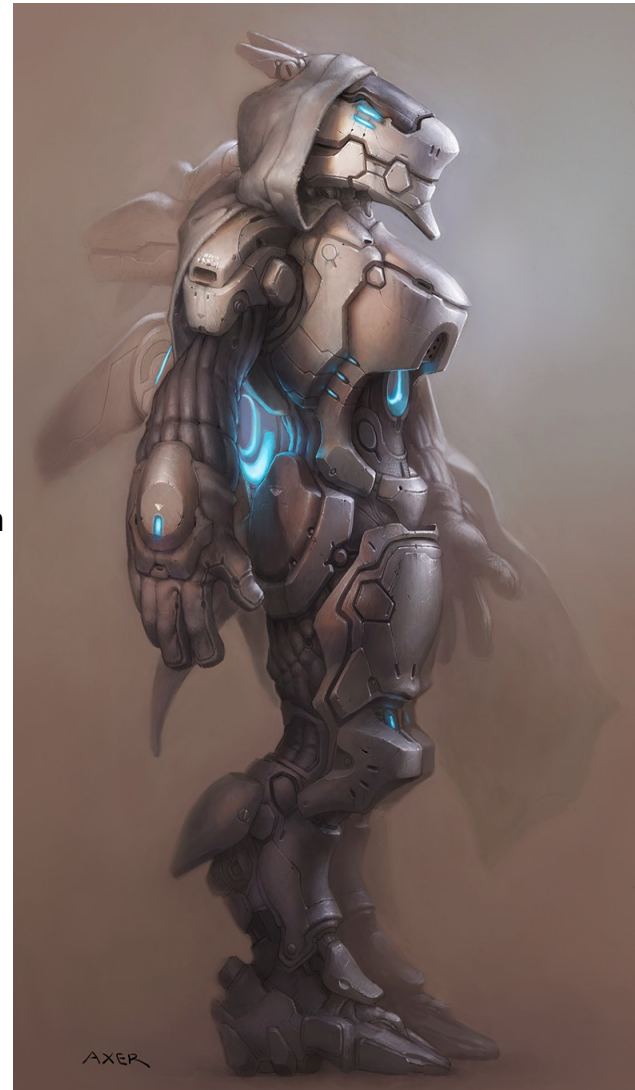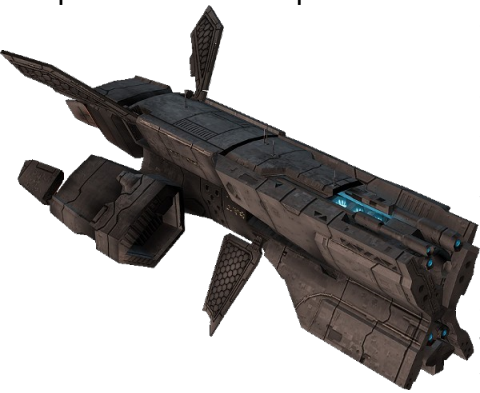
Cost: 8,000
Reflex Defense: +8
Fortitude Defense: +6
Maximum Dexterity: +4
Weight: 40 kilograms
Availability: Military, Kracarian Only

+8 Strength
SR 10

1.9 Nihirale

Nihirale (Nia-rail) naturally appear as a 1.8 meter tall humanoid species with exaggerated limbs, a thin neck and svelt facial features. Due to heavy use of biogenic and cybernetic augmentation though, their appearance can change radically. Originating on a low-gravity world, life on their home planet was subject to heavy radiation from their sun due to a lack of an extensive over-lapping planetary magnetic field. As a result, life-forms were often subject to terrible mutations and radiation storms. It was as if the natural evolutionary process was suddenly kicked into overdrive, where branches of organic life-forms mutated to the point of requiring a completely different classification in as little as 400 standard Earth years.

Eventually, a cataclysmic event occurred as a meteor rich in heavy metals tore into the planet, causing an extinction level event of nearly all exposed life-forms. However, a surprising side-effect occurred. The resultant "pollutants" created a powerful ferromagnetic shield that helped to shield the inhabitants from the lethal levels of radiation, though not wholly. Thus, the rise of the Nihirale began.

Their progenitors were one of the few races to survive, as they were deep-sea dwellers and eventually they rose to the surface in a process not dissimilar to human evolution. The radiation was not completely shielded however; the ancestors of the Nihirale were still prone to mutation, though not as horribly as pre-cataclysm. While still early in the electronic era the Nihirale started a mad dash for more advanced technology, in order to resist the dangers of their own planet and within a couple of generations it became possible to replace body parts. Eventually such replacements became commonplace, traditional even.

Even while this mad dash to cyberaugmentation was underway the Nihirale delved into DNA manipulation and eventually found a way to alter their genetics to limit mutation. Their efforts at completely stopping radiation based mutation never quite succeeded, but with some advanced techniques they were able to control where their mutations took them; they essentially controlled their own evolution. Thus, they became nearly unique among galactic species in that their current appearance and manifestation was somewhat of their own choosing.

1.9.1 Philosophy & Outlook

With their propensity and curiosity for genetic and mechanical augmentation, the Nihirale have a nearly unparalleled reputation among other races for work involving hardware-to-wetware interfacing. However, as the uses for such tech are often primarily military in nature, their activities, while in high demand, are often considered somewhat shady.

As a people the Nihirale have an interesting blend of personalities, they are overbearingly cynical and yet often absurdly humorous at the same time. They often seek out the worst in a situation and somehow spin it to be attractive. Following this mentality the Nihirale have an almost obsessive interest in delving into something, finding out how it works and then tweaking it to their interests. Thus, they make great engineers and politicians, though their cynical nature tends to render them somewhat unpopular when dealing with ethical issues.

They also take great stock in outward appearance. You will find them altering their skin tones, hair colors and many other bodily features purely for the sake of convenience or attraction. Their pragmatic and direct nature allows them to get along quite well with the nomadic humans, and you'll often find individuals among the two races to make very strong friendships and even partnerships.

Nihirale Biotic Enhancement Suit

Cost: 2500
Reflex Defense: +2
Fortitude Defense: +3
Maximum Dexterity: +10
Weight: 6 kilograms
Availability: Restricted
SR 5
Special: Add one square to the range of Biotic powers and +1 Equipment bonus to Biotic rolls

1.10 Neirts

Until the annoyingly unpredictable humans arrived on the galactic scene, it was the Nierts who were the do-not-know-if-want race who the others weren't too keen on. On an average which they rarely deviate from Nierts are just a hair under a meter tall, hairless, and covered in a thick gray skin which produces a sort of oil that tends to smother all their normal scents, which was not normally a problem, except a good third of the sentient species out there use sent as a secondary sense and Neirt oil tends to have odd effects on such races.

Secondly, their skin is a natural photoinhibitor, basically meaning that they're hard to see, especially in the ultraviolet and thermal spectrums. Third, they are one of the few things that actually breed faster than the Grouud. By a wide margin. Then lastly, all this is combined with a mentality that is as inquisitive as it is uncaring, mostly in that according to Neirt thinking if it was accessible to theft than it must not have been that truly important in the first place, as well as the fact that they are a gestalt race. Every pack shares a mentality, they can literally act as one thanks to a form of radiopathic communication.

Most packs are a good twenty strong when they came out of the breeding den and over the years they loose members and absorb others, meaning they eat each other until only three of four are left. Then they, um, reproduce. Each Neirt left when they undergo the reproduction cycle can produce two-hundred offspring. Mind you that is rare, the average is about eighty per Neirt but the less are left, the more offspring they tend to produce and it is always impressive when a pack explodes. Literally. Explodes. With offspring.

1.10.1 Philosophy & Outlook

As a society where multiple individuals make up a single member they tend to have unique views on everything from ownership to governing systems. Basically communal in both cases. The individual pack varies in preferences but they tend to be loyal, if kleptomaniacally inclined, friends to any who shows the same loyalty to them.

Lightspeed is nothing, I want to see them break the rumor barrier.
Unknown

Section Two: Technology

2a Basic Systems

Nano-forges can create any basic material out of any similar material. This means that in the galaxy at large basic amenities are not usually an issue; but as the energy needed to maintain and operate even a basic nano-forge is tremendous and so the limit of construction is energy. Everything then comes back to reactor types. The most basic are nuclear fission and generally quite small and considered safe, powerful fusion reactors from a basic stasis type to multi-core cascade reactors and ultra-dense ones. Others include anti-matter, gravitic lens and the most rare Dark Matter. But no matter the method the sought after result in each case is high energy plasma which can then be shunted and used to power everything from light fixtures to jump-drives.

2.1 Inter-Planetary Engine Systems

2.1.2 Jump Drives

The three things that govern the use of a jump drive are efficiency, mass shadow and targeting. The efficiency, how energy intensive it is measured in what percentage of ones onboard power is used to move the ship one light year. Next is mass shadow, the volume of spacetime the drive takes with it, which effects the last factor, the accuracy of the targeting system that can be used with the drive, no system is perfectly accurate, but the emergence deviation of the different types of drive is a major factor. The majority of known emergence deviations are between 1/8 and 3/4 of a light year. This factor determines how much of a safety margin the arriving ship needs to set, if the astrogation computer you are using can warp your ship in anywhere in a radius of half a light-year of where you want to go, you take a dangerous chance if you attempt to warp in inside of a star system, as you can end up too close to, or even inside a planetary body.

Arriving too close to a mass shadow can cause anything from feedback that kills electrical systems, to Drive Burn, where the energy bleed from an arriving ship actually ignites in one of the most destructive events known to the galaxy and vaporizes everything around the ship and most times the ship itself. The Warp War fought among the Harrood and the Killix used this factor as a weapon against each other but they quickly found that the unpredictable timing and magnitude of the effect made for very ineffective warfare. But by this time both sides had nearly annihilated each other and a flotilla of allied races moved in and eliminated the remains of both species rather than let such idiocy extend outside the local cluster.

Human ships are quite large and the drive method they use is unique to them. It still uses the principle of ripping a hole in spacetime and slipping through to the destination but the human method is very direct, simple, and relatively easy to engineer; however it has the major downsides of being power intensive and very inefficient when compared to the other jump methods. Its accuracy is outside the median re-entering error with a 1.5 light-year margin of error. The advantage of human drives and what has made their place on the galactic scale is their mass shadow; they can extend it to cover a sphere more than twenty kilometers wide and the upper weight limit is unknown; this is the largest by a huge margin of any other known drive. Human transports can move massive amounts, and even small moons and asteroids, making their mining operations more efficient as they can move the entire processing center to the ore. This makes human style mining start up costs massive, but the operations cost a fraction of everyone else's.

On the other end of the spectrum is the Aiahsio Drive, capable of being fitted in ships as small as a hundred meters and thought to be accurate to within a few kilometers. Almost nothing is known about the make or engineering of Aiahsio drives, at least nothing about how they are able to jump with such precision and accuracy. Their ships tend to be small, almost organic looking and are always unique; there are no two Aishsio ships that look identical to each other. Different designers tend to have characteristic themes, like one that produced ships that mimic shapes most often seen in water dwelling creatures or another one who tended toward darts and delta shapes. No matter what their purpose though, most of their ships are small, only a hundred meters or so, though a few coming in at half a kilometer have been seen when the Aiahsio wanted to make a military point.

2.1.2a The Jump

Many theories abound about what exactly happens when a jump drive is activated; none are really provable. All that is known is that everything in the mass shadow of the drive ceases to exist in one place and exists on another and a massive burst of energy, know as jump bleed radiates from the drive. Tests using quantum-linked time pieces have not been able to calculate if there is a moment where the craft ceases to exist totally the time 'spent' in-between points is nonexistent. Two types of thinking exist on that; one is that there is a moment that the drive is outside the universe and the bleed we see is our universe reasserting reality. The other main theory is that the ship never ceases to exist, that the quantum tunnel of the jumpdrive is merely re-organizing our own universe and that the opposite is true, the drive and its mass shadow actually exist in two places at once for a incalculable moment and that the blast of energy is the result of the paradox of the same spacial plain existing in two places at once.

Either way, nothing has ever been able to calculate or even observe what happens outside of a ship that jumps or where the energy comes from. Some ships though are equipped with special wings or veins that collect this energy and channel it into batteries for later use.

2.1.2b Making The Jump

In order for a jump drive to work one must calculate the the mass shadow of your jumping-from location. This is done because gravity has a warping effect on the jump and can cause mis-jumps where one misses their target location. A miss-jump probability can be alleviated in two ways, the one most used to to position oneself just inside the mass shadow of an object bigger than any other object that produces a mass shadow, like a sun or gas supergiant making it so you only have to calculate one gravity mass into your jump calculation. The other method is to leave the gravity shadow entirely by leaving the star system you're in. in either case you need to calculate the mass shadow of were you're jumping from, and if possible or applicable, where you're jumping to calculate a jump properly. The more accurate the map, the more efficient the jump and less likely that you will end up inside an asteroid, or worse.

Aside from all this, there are some other limitations on jumping, theoretically one can jump any distance, if there were no mass shadows or warp eddies in the way. But intervening mass limits how far one can go and how efficiently one can get there. One tactic has one jump out of the galaxy and then back in where you want to be; all things being equal it would work fine but the universe again interferes and the mass shadow of the galaxy itself tends to interfere with the accuracy if such attempts. In the end all things considered a jump can get one hundreds, and in some cases thousands of light-years in one go. A few routes have been mapped allowing for jumps from one half of the galaxy to the other, but galactic drift tends to mean these routes only last a few hundred years before being closed off by some effect or the other.

2.1.3 Particle Engines (sub-light)

The engine use by most of the galaxy, a 'particle engine' is any engine whereby whatever quantum particle your race prefers to use is generated or aquired, excited at the sub-atomic level and forced through a reflector (also of whatever type your race prefers) and 'blasted' out, providing thrust. It is reliable, capable of being powered by any number of sources and has a nigh infinite acceleration rate. The sheer number of races who use this drive type makes any real list impracticable.

2.1.4 Fusion Cascade (sub-light [Human])

The humans, starting from a relatively barren section of the galaxy, were on their own long enough to develop their own methods of star travel, many of which are based on technology that most other races considered either too inefficient or primitive for further use. One of these systems was the Plasma Spike. Raw plasma is used commonly for welding and on cheap short range missiles, but the humans spent hundreds of years on their own before encountering another race and had not developed a Warp or Particle Drive capable of a quick acceleration rate or of redirecting thrust quickly, making their original Warp Shunt solely a capital ship system. Thinking it was impossible to make a Shunt on a small enough scale to make mounting it on shuttles and light craft feasible, they instead pushed plasma drives to a point no other race had, making some of the most efficient and powerful drives for their weight to thrust ratio. When humans did meet the Aiahsio and traded for new polymers, switching from electronics to plasmatics they did not

entirely switch over to particle engines or warp shunts, as the other races thought they would, instead they applied the fusion plants used to power the warp shunts to their plasma spike technology. What they got surprised even them as the resulting drive had an acceleration curve that put to shame any known sub-light drive, including the Aiahsio, on any craft with a mass of less than 10.2 million tons, basically any corvette, courier or lightcraft. Humans had almost overnight made light craft, thought for centuries to be incapable of surviving combat with heaver platforms now able to accelerate and maneuver faster than any then known turreted or seeking weapons system. Two factors interfered with their application of the drive, one, a pilot could not survive the crushing 56+ gravities of maneuvering capability and the drive was limited to what fuel the ship could carry, which was not much considering how energy intensive the system was.

For many years the system was limited in thrust power, so to not kill the pilots, and only used to its fullest with missile systems. The first breakthrough came when research on smaller fusion plants was able to confine the fusion process into a high-density spherical core, in effect a micro sun, at first it was thought that this was just a fascinating effect, little more than an expensive light show. Rogue propulsion specialist

Haruka Kanukai, an eccentric genius who acquired several PhD's in Astro Mechanics, Spatial Dynamics and Warp Theory to name a few, had already made a name for herself with the Kano Type, a modified Warp Shunt which uses a wildly differing projector to project a drive field completely around the ship, allowing it to operate more efficiently and achieve a better reaction time. Taking the resources gained from that project she retreated to a private moon in the Omega System where most thought she had merely given in to her intense compulsive disorder. Instead she surprised everyone when after ten years she returned to the Sol System with a new drive; the Fusion Cascade. By attaching a series of hyper-dense fusion cores to a larger central reactor and then siphoning off a small amount of plasma from the main reactor and dumping it into the secondary ones she created pressurized high-energy plasma which could then be focused into a conventional plasma spike; albeit one of massive proportions. The energy cost, being spread among several reactors which fed each other was only a fraction of all previous fusion drives and even more importantly, the hyper-dense cores had more than enough power left to generate a gravity shunt; negating most of the G-forces created in high acceleration maneuvering. The first craft to use her new drive was a sixty meter craft she named Raiden, after the ancient god of lighting and in her demonstration flight she accelerated to 105 gravities in less than thirty seconds, smashing all galactic records by an incredible margin. Sadly, her gravity shunt became misaligned, resulting in a crash that left her paralyzed from the waist down and she returned to her moon, never to be seen in public again.

Her drive on the other hand, the schematics which she publicized and opened to public domain was immediately fitted to a class of new intra-system transports and the first real starfighter the galaxy had seen, the F-202 Raiden named in honor of the prototype. Over the next thirty years humans wasted no time in refining the design and commissioning carriers to hold entire wings of swarming fighters in a multitude of various designs and functions.

2.1.5 Warp Shunt (FTL)

The Warp Shunt is the primary means of local propulsion, as in over a few dozen lightyears. There are many types, used by many races, but whatever your flavor of power source the shunt is basically a massive graviton emitter which forces the space immediately around the ship to 'expand' in a precise manner. This 'warping' of space causes a bubble of compressed space to form which, due again to its shape, 'squeezes' the ship in whatever direction you want to go, as long as it's forward. Which is the drawback of this particular drive, forming and manipulating the 'bubble' takes care and precision meaning direction can't be altered easily once the engine is engaged. But considering the faster-than light speeds the Shunt is capable of, high-G maneuvers aren't really a wise choice anyway. The sheer weight, mass and power requirements mean that many 'interstellar' craft mount only this engine and some fusion thrusters to point them in the right direction.

2.1.5a Quantum Echoing

A unique phenomenon sometime occurs when a ship emerges from what is known as warpspace, or an Einstein-Rosen Bridge AKA wormhole to humans. Happening just often enough to be well known, but rare enough to be poorly understood. The effect is described as having multiple memories of the same thing, some people find it a confusing jumble others recollect clearly. Those that remember recall the trip though warpspace but they recall it happening different ways. Minor things differing like a game of chance having a completely different result, or a some minor injury happening in a different way, or even not at all. Sometimes the differences change drastically, in one notable case several members of a ships crew swore they saw the reactor go critical and tear off the

back half of the ship; they remember being killed by their reactor escaping containment. Upon investigation engineers found that one of the secondary shielding mechanisms had failed in such a way that it was not noticed. The failure caused a one-in-three chance of a critical failure would allow a runaway breach. And that is the best example of what quantum echoing is, probability running amok and happening all at once while the ship is warping though space. Recording equipment has not been able to capture the varying divergences, only living memories seem to able to make sense of the jumble of memories.

2.1.6 Mass Drive *(sub-light & FTL)*

The Second most used FTL drive, and the only one the Aiahsio use in heavy ships, generates a precisely calibrated negative gravity mass within into which normal space in constantly trying to reinsert itself. By allowing normal space to do so from a single direction generates movement with little visible effect. Only mass detectors and extremely sensitive graviton scopes can even get a hint the drive is in operation, let alone pick up any vector changes until they happen. Having less moving parts and exposed surfaces than all the other drive types, this one also operates on a similar principle to the Jumpdrive and with only a slight modification a sufficiency powerful Jumpdrive can incorporate the extra parts needed to operate as a Mass Drive.

The Aiahsio version of the drive is capable of (comparatively) fast maneuvering at sublight, and is much smaller. They use this drive type to the exclusion of any other except of course, Jumpdrives and their ships are known to mount two or even three of these drives, which is what gives Aiahsio vessels their legendary manoeuverability. All attempts by other races to mimic this mounting of multiple Mass Drives has led to disaster as spacial flux tears apart the test ship.

You can get much farther with a kind word and a gun than you can with a kind word alone.
Al Capone

2.2 Weapon Systems

Beam Lances *(Aiahiso)*

The Aiahiso mastery of the minutiae of gravity control once produced some of the most powerful weapons the galaxy has ever seen which they called simply 'Lance/Destroyer' in their bisyntax language. Located on large emitters the weapons focus gravity to the point where it rips apart space itself in its wake, and areas where several have been fired have been known to spawn-off ion storms and grav-eddies.

What is not known about these weapons far out masses what is; three main type are known to exist though; the smallest are seen on what the Aiahiso use as long-range shuttles or personal transports and are believed to be used for simple asteroid clearing and defense. The next type is seen most often on the Aiahiso Monastery-Explorers and has been known to be able to slice though most known forms of shielding with only a few short bursts. The final type have only been seen a few times in galactic history; these monster weapons are mounted in Aiahiso warships, on their cruiser and destroyer variants. These weapons are massive in comparison, the destroyer type only mounting one immobile hard point in their center between the upper and lower sections of the ship. The cruiser mounts four smaller versions as well as the main weapon that can fire in several directions. In one conflict with the Killix, one of their battle fleets attempted to hide in a dense asteroid field, the three apposing Aiahiso cruisers simply cut through it, destroying the field, including two planetoids more than two million kilometers in diameter, without pause.

Railguns - Mass Drivers & Gauss Cannons *(Human)*

Another of the human throwback systems they hardheadedly refused to ditch. While the rest of the galaxy deemed any projectile weapon except missile systems to be unfeasible in a modern fleet engagement human capital ships continued to mount was little more than really huge rifles. Properly speaking there are two types of this weapon system all listed under the classification of *Railgun*, first are Gauss Cannons and their light counterpart the Gauss Rifle. Gauss weapons use magnetic coils to propel ferrous slugs to extreme speeds. The smallest of these weapons is man portable and used as an individual combat weapon. Medium sized ones find use as vehicle weapons from the 6mm repeating cannon on the Badger scout car to the 110mm assault cannon on the M76A Main Battle Tank. In space many of the human fighters used Gauss weapons, most notably on the MiG-343 Foxhound 2 with its eight barreled 205mm *Devastator* Assault Cannon. However, there is a notable capability falloff with magnetic weapons, anything much larger than 600mm and the power requirements are no longer worth the trouble. Enter the Mass Diver.

In almost direct opposition to the Gauss weapons the mass driver is downright inefficient to use in anything smaller than 800mm. However most mass drivers rate in with at least 1800mm. The most notable mass driver though is the most powerful projectile weapon ever devised, the *Earth Wracker*, a monster cannon which is not measured in the traditional millimeters scale because of its sheer size and is only mounted on the largest of capital ships; the 8m projectiles of the weapon are preferably made of tungsten and tipped in a massive artificial diamond. Being forced out of the quarter kilometer barrel of the weapon at ten percent Lightspeed causes the round to plasmatise, leaving an impressive wake behind, which when first fired in anger it caused the opposing race's forces to think it was just a huge laser or plasma cannon, then the rounds struck the fleets' almost non-existent kinetic armor punching through multiple *ships* before losing velocity. It was in that moment the galaxy learned never to try and take human ships head-on, or at least to invest in kinetic armor.

Particle Pulse Weapons *(Kracarians)*

Kracarians, as well as small hand-full of other races employ a variation of plasma weapons that is much more powerful. The drawback being that heavy shielding interferes with their operation. The Kraks have dealt with this by only mounting them facing front and simply not projecting a shield on the front of their ships.

When fired a steady shield disrupting isomagnetic guide beam lances out followed by pulses of extremely dense plasma. The pulse rate of these blasts can vary from the largest with a pulse every half second, and small vehicle mounted ones that pulse so quickly it appears like a steady beam.

Plasma Storm Weapons (Aiahsio)

Also known as Aiahsio Helix-Type Pulse-cannons. Unlike other styles of plasma weaponry, which require electronic ignition, heavy shielding and massive plasma bottles, the Aiahsio used a *mechanical* method of plasma weaponry. On their ships large 'emblems' looking like nothing more than designs or small patches of armor plate are really nano-carbon reflex-metal; when deployed, three sections of the weapon spring forward almost instantly forming the helix shape they are named for. When extended, nano scale carbon-hardened tubes align and allow a shunt buried deep under the weapon past the armor that is connected to one of the thousands of plasma feeds that provide power to the ship systems to open. When thus triggered the shunt allows a small amount of plasma into the nano tubes which causes them to fill, which because of the precise alignment of the tubes then causes the whole weapon to start to contract, which reduces the storage space available while still more plasma is being dumped into the weapon. In the end the plasma is so compressed that it is forced to align into a more focused form, effectively lightning, which by now fires because the weapon has compressed down partly bringing in-line a route for the energy to escape along the tips of the three helix prongs. This whole process takes only milliseconds the effect being that the whole ship suddenly belches plasma from various points, or if the plasma feed is kept open, acquire halo of high energy plasma.

It is this method of defense, combined with the accuracy of the Aiahsio drive targeting system and the light, nimble nature of their ships that made any attack by them a close range knife fight.

Plasma

Laser Weapons

Missiles

When the vast majority of species speaks of projectiles, they mean self-guided, fusion projectiles with some form of warhead. The smallest are mounted in external racks and used to thicken more regular and accurate, laser and plasma weapons. This is because for the longest time in order to make missiles with a worthwhile damage capability the weapons had to be so large that they could be picked off by point defense weapons which are commonly emplaced on warships.

Most races use plasma or anti-matter warheads. Humans prefer a simpler approach; the Dakkar IV capital ship missile used by humans, smaller and more easily produced than plasma or anti-matter weapons, is fitted with a pair of three-hundred megaton thermonuclear warheads. An alternate version has a single eight kilogram container of anti-matter.

Volley Fire Missiles/VFM *(human style multi-launch devices)*

Humans with their annoying or endearing anachronisms depending on your point of view, use fusion engines even after 'better' alternatives were made available. This did however, let them develop the fusion cascade allowing for much better acceleration curves, maneuvering and eventually a smaller package. They also increased the yield by simply adding a thermonuclear warhead. Nicknamed 'pods' for some unknown reason, the smallest ones can have a 3 kiloton blast and are used in planetary attacks. The ones used by starfighters though are usually equipped with at least ten megatons the standard being closer to thirty-five.

Take my love, take my land, take me where I cannot stand;
I don't care, I'm still free;
you can't take the sky from me.
The Ballad of Serenity

2.3 Ship Types
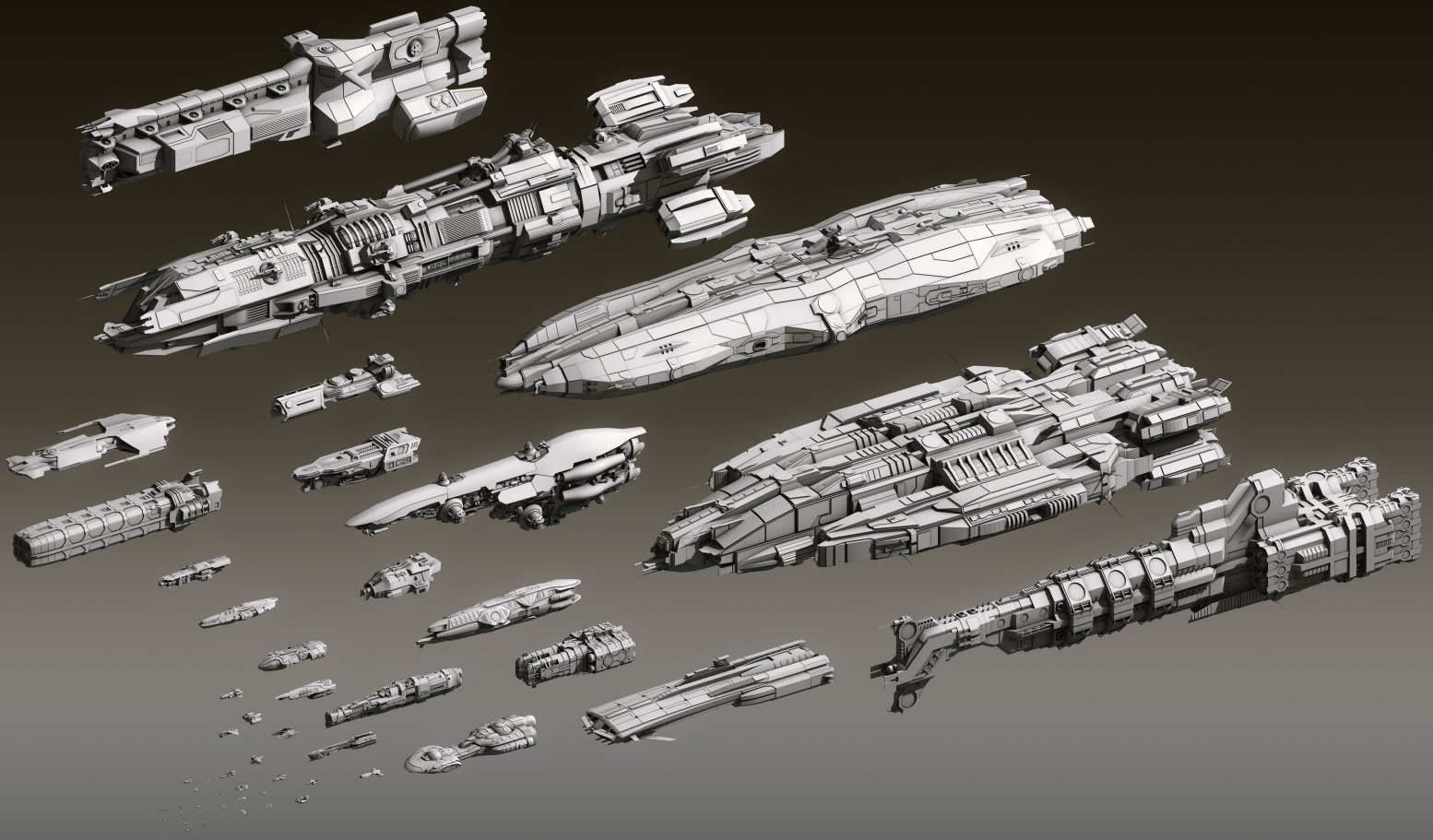
2.3.1

Fighters are nearly unique to humans, though several companies have put out comparable ships in resent years. Starting at around 18 meters some fifty and sixty meter craft have gained the designation 'fighter'. The term is normally applied to any ship capable of independent operation for at least a week with less than six crew and mounts a hyperdrive. Heavy use of such craft in warfare is limited almost only to humans who can have the Copperhead Nural jack needed to keep up with the sudden vector changes these craft tend to be capable of.

2.3.2

Gunboats are much larger than fighters, starting at only forty meters, but generally much more massive. They often have crews of three to six and mount far more hardpoints than fighters. Due to their mass, they generally have far less of an acceleration curve than fighters, but mount far heaver armor to compensate. Gunboats are usually the smallest militant ships used by non-humans.

2.3.2.1

Bombers bridge the gap between the Fighter and Gunship, being designed to keep up with fighters without slowing them down too much. They are about the same length as fighters, but generally wider and mount at least four heavy hardpoints. Several bomber designs were used in Spec.Ops, having heavy reconnaissance equipment or space for a special forces team.

2.3.3

Corvettes are the lightest of the 'real' warships. Very common throughout the galaxy as system defense ships they are generally too small to mount a Jumpdrive though most of the few warships the Ahaisio have deployed have technically been in this weigh class, though their capabilities put them firmly in the Destroyer classes or above.

2.3.4

Frigates are the most common weight-class of ships in the galaxy. Everybody as one, from tin-dictators to wanabe pirate lords. The weapons they mount largely depend on the tactics you prefer, but they rarely mount actual capital ship weapons with the noted exception of the Ahaiso *Sen Vosha* type, they only actual 'class' of ship that reclusive race has ever seemed to produce. It mounts a Gravity Lance that has been known to tear through battleship grade armor when it gets close enough. Mounting few heavy weapons, frigates in fleet defense rolls are used to fend off missiles and other small craft.

2.3.5

Destroyers, the mainstay, the over-used, always in short supply most common fleet support vessel and generally the smallest warships to mount a jump drive, usually not a very good one. They are nearly always designed to fill a specific role and their weapon systems reflect this, most often a huge bank of fast firing energy weapons.

2.3.5.1

The **War Destroyer** is a classification of a ship who's mass places it in the Destroyer category, but mounts far heaver weapons. Older frigates and destroyers that have been retrofitted with heaver weapons are also often bumped to this class, though they generally cant keep up with a real dedicated War Destroyer. The bulk of the purpose built ones can be found serving with the Kracarian fleets where they are used to patrol smallish medium areas and aid capital ships in fleet engagements

2.3.6

Cruisers are where capital ships really start to shine, a cruiser can absorb multiple hits from heavy weapons and remain in the fight. They are however still small enough that packing more than one type of weapon system lessens their firepower.

2.3.6.1

Battlecruisers on the other hand is a ship designed to be able to out-run anything that can kill them easily and overpower everything smaller than them; they are dedicated cruiser/destroyer/frigate hunters. Most ships of this type are Grouud in origin, but Kracarians, Terrans and even the Nihirale produce a few ships that fall into this category. In fact, for most of the non-militant races this is the largest warship produced.

2.3.7

Dreadnaught was a term introduced to the rest of the galaxy by humans and so far are the only ones who field such ships. Massive armor plated and non-jump capable ships were thought wasteful, until a single squadron of six Overlord dreadnaughts (with half a dozen escort cruisers) took out an entire fleet by simply unloading their entire magazine in the general direction of the twenty Grouud ships. The humans than deemed the Overlord 'not quite good enough' inside of a single generation and launched the much feared *Juggernaught* Class to replace them. Part of what made dreadnaughts so effective is they don't mount more than three heavy weapon systems, a missile battery, a broadside of acceleration cannons and a couple of turreted plasma weapons for defense against lighter ships.

2.3.8

Battleship is a general term for the most powerful ship usually designed as a dedicated warship, especially by non-human fleets. The strength in battleships is their overlapping defense grids, multiple weapon systems to deal with any target and very heavy energy shields. Humans only deployed one real type of battleship that, comparatively speaking was not near as capable as any other races, mostly because of the mass of human jumpdrives. The *Deity* class was more of an extremely long-range battlecruiser than what the rest of the galaxy thinks of as a battleship, but a Deitiy's hundred escorts are what make then really dangerous

2.3.8.1

Another human term the **Pocket Battleship** was an amusing concept to the rest of the galaxy until they figured out that it was basically a jumpdrive equipped *Dreadnaught*. Then they didn't think it was very amusing anymore. Only one type was ever produced; the Åsgurd class mounted armor who's thickness was only beaten by the Seventh Circle Assault Carrier, several dozen Mass Drivers and a pair of Maser Lances.

2.3.9

Assault Carriers are human-only craft built to be forward operators and two designs were constructed, the *Nova* class which was mostly retired by the Diaspora, and the much feared *Titan* class, which was designed specifically to mount and operate in tandem with the *Juggernaught* Class Dreadnaught which was also in the works at the same time. The *Titan* class physically mounts eight Juggernaughts on its forward hull, making sure that when it jumps in to a system it has direct support on hand. The back half is taken up by the jumpdrive itself, smallcraft bays, and a massive weapons section able to provide long-range missile support while smaller ships ventured in system. A single *Titan* with a full compliment of *Juggernaughts* could lay waste to a whole system by itself.

2.3.10

Command Carriers on the other hand are fleet tenders, dangerous because of their incredible C3 systems and the shoals of smaller ships that accompany them; from Battlecruisers to frigates and fighters, a Command Carrier is never alone. The *Massive* class was the long reigning king of human military forces and was only near the end of the Confederacy being slowly replaced by the new *Seventh Circle* class.

Massives were mostly taken up by their forward docking bays which could physically dock a flotilla of smaller ships, usually Destroyer Wing but a few Admirals kept the bay loaded with half a dozen Battlecruisers instead.

By and large, language is a tool for concealing the truth.
George Carlin

2.4 Communications

Microburst Transmitters
From basic interface transmitters with a one kilometer range to the massive arrays of capital ships this is basically a combination microwave, radio and delta wave transmitter which operates using compressed bursts allowing for a detailed information to be transmitted securely. Security is handled in two main ways, the pulse rate of the transmissions makes them hard to intercept unless you know the exact pulse-rate and the information compression method mean that hacking someones personal communications does not happen without some very specialized and very very expensive equipment.

OPEN
There is a single transmission band that is used as a default and overlay setting for nearly every piece of com equipment in the galaxy, its known simply as OPEN and comes from a unique problem faced by many species, a lack of sound in space. An OPEN receiver takes the standard transmission data from every ship and object in space and simply adds sound to it, adapting to new objects using a basic algorithm that so-far every species that uses sound as a secondary sense finds acceptable.

And since most OPEN receivers are tied into a ships sensor arrays the 'sound of another ship approaching' is common. New sounds are usually added based off of the objects gravimetric output, mass and particle emission. OPEN can be disabled for those not put off by the lack of auditory feedback, but most don't bother. It should be noted that human ships tend toward the lower end of the auditory spectrum and 'rumble' a lot due to their bulk and use of fusion engines.

And yes, OPEN can be personalized with private sound files.

Quantum Entanglement Relays
Quantum Entanglement is a basic universal concept where two particles are linked at the quantum level; what happens to one happens to the other no matter the distance. By using devises that effect change to one particle the changes can be read at the the other end. When you assign specific changes to specific concepts or letters interstellar communication can the follow. The advantage of these systems is easily realized, instant communication between two places no matter how far apart. The difficulty comes from the fact that Jump Drives work on a quantum level as well and any quantum linked device taken though a jump has about a forty-five percent chance to loose cohesion with its entangled partner.

Generating a quantum pair is complicated but not difficult, the only reason it is not employed more often is the jump problem; as you can hardly rely on a communications device that has good chance to become worthless every time one jumps into a new location. For intrasystem communications though QER's are the standard allowing for instant data anywhere in the system.

2.5 Bio/Medical

2.5b Cybernetic Implants & Enhancements

Legends are simply reality's attempt to keep up with imagination.
Dr. Who

Section Three; Legend & Lore

3.1 Human 'tall-tales'

DRD-001 The Juggernaught

"It t'was during the exodus th'a it happened. My grandfather was ther' an' saw everything. The *Juggernaught* herself was gettin' kinda old but she was still a kilometer o' death, and her crew were all hard veterans. She was dropped off with a flotilla of destroyers to protect the Hadrian's Crossing colony in the Chandra cluster on the edge of human space. It was two days waiting 'till the enemy showed themselves. But when they did the Juggernaught commanded its support ships to stay in far orbit of the planet and protect the transports being loaded below while it headed out to meet the enemy. They played the game 'o vectors and acceleration with 'em, most of the enemy being cruiser weight and not wanting to close with a Dreadnaught. All around the outer system they it went back and forth until the third day, when a message was received from Captain Maxwell of the Juggernaught; *'Enemy engaged, keep loading.'*

Sensor records show the next two days clearly as the Juggy smashed through the enemy, wave after wave of more and more incensed Grouud threw themselves at her with more and more reckless abandon only to break on battle steel and gauss rounds. It was like they'd forgotten what their true target was, only the insolent *Juggy* and her crew who stood there, waving their dicks like nothin' else, mattered to the frogs. Toward the end of tha' second day though, the battle, freshly joined by a pack of Grouud battlecruisers moved to the opposite side of the system where the shadow of the sun blocked readings, not tha' the destroyers cared by then as they had ther hands full with the light ships that snuck in system.

Days later as the last transport was being loaded a scout was sent to the far side to see what had happened to the Juggy and they was surprised to find what they did, no Juggy, nothing. Only a pile of enemy ships ten-times the mass of a dreadnaught, and a whole bunch 'o mangled battle steel, not even no markers, escape pods or buoys.

To this day no one knows whet happened to the *Juggernaught*, only that she took more than twice-again her weight with her before she went, good numbers every dreadnaught crew wants to match one day."
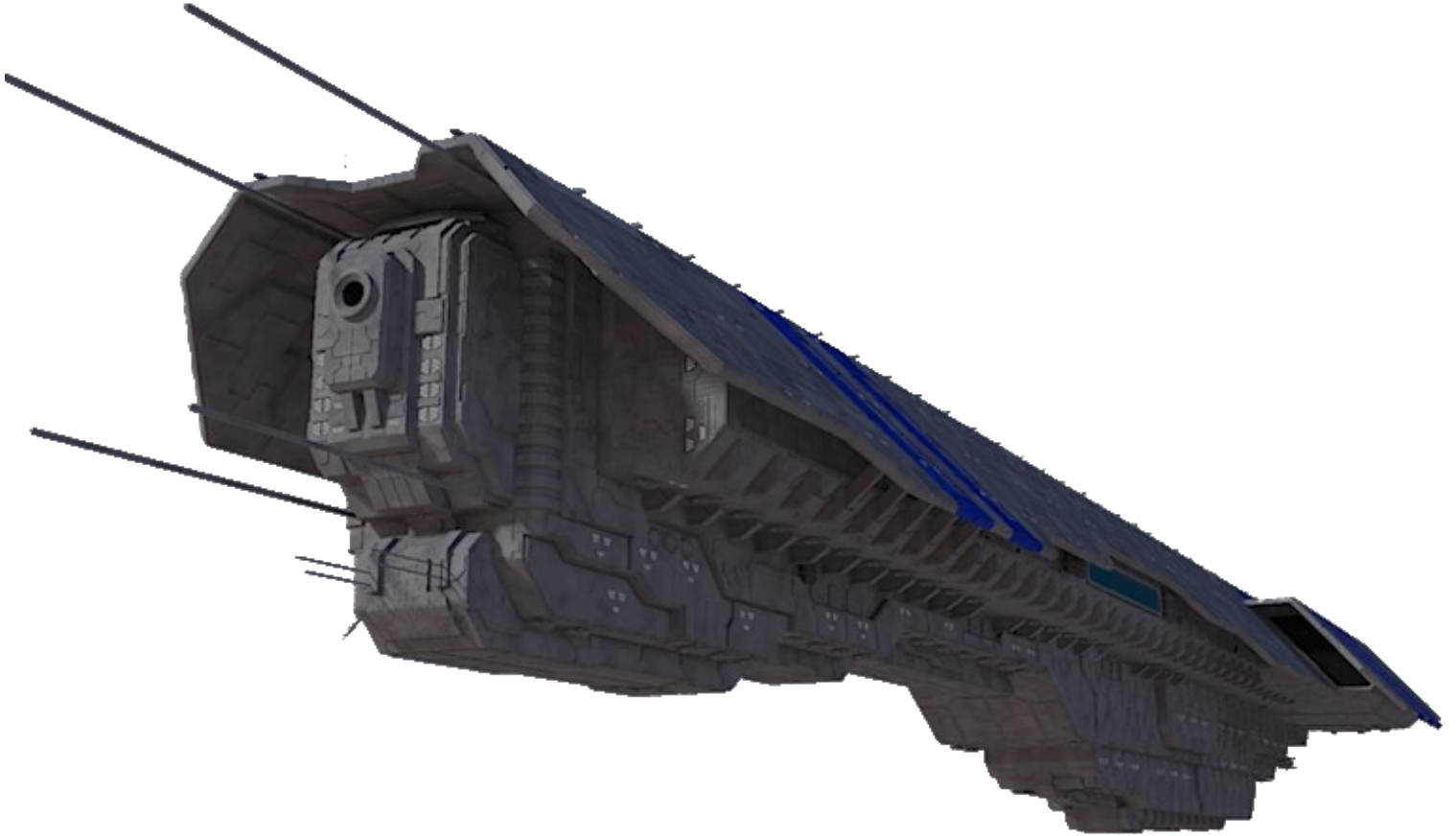
ACAR-0101 Seventh Circle, last of the First Wing

The *Circle* was the first of the newest Assault carrier class, she was bigger and deadlier as well as actually having more smallcraft support capability. But anyway, she was stationed in Home Fleet, but had been sent out system with a heavy flotilla before earth fell. By the time she made it back earth was a scorched ruin and she stood her ground as it was decided what to do. Anyway, it was a half a year before the real effects started, and the Grouud attacks became more than just a nuisance when they actually attacked the Kathixus sector taking the bulk of sixth fleet with it. As reports filtered in the humans remaining in Sol decided that the system wasn't defensible, not with the terra defense grid gone. Three carriers were tasked with rear guard, the decidedly ancient command carrier *Terra* which was little more than a floating museum but still had a working jump drive and the mass shadow to match, the *Seventh Circle* and the *Atlas*, a Seventh feet assault carrier who'd lost her wing mates. These three ships and their support were the last major human presence in the Sol system; with the Seventh Circle being the actual last one because her commander delayed for seventy-two hours before catching up to the rear guard ships. This rear guard, six jumps behind the main refugee fleet held their own for several jumps until the *Atlas* took an engineering casualty and could no longer maneuver sublight. Wing Admiral Soshiro Tanagi of the *Seventh Circle*, the senior military commander, commanded the rest of the fleet to warp away and jump as soon as possible saying that the *Circle* would stay behind and cover the fleet's warp track by detonating the drive of a cruiser, the *Flight of Winter*. At last report the *Circle* and *Flight* were facing, to quote the Admiral and legendary master of understatement *"-an unmanageable number of enemy ships, proceed to rendezvous."* the last known command issued by Admiral Tanagi to the scout ships left in sensor range.

All that is known after that point is what returning GSC scouts found, the signs of a battle and the indications of a Warp Breach but no discernible debris from human construction. The Grouud claim the *Circle* jumped out followed by their fleet where it was destroyed when they emerged into realspace. They even produced several smashed fighter hulls and sections of battle armor as trophies, but close inspection of the recorded imagery has yielded that while the markings on the fighter hulls do match the Circle's fighter wing, the battle plate does not appear to be of the type used on Cruisers or Carriers but instead a section of reactor housing from a fleet collier.

As the last human capital ship to leave the Sol system, legends on what she might have been loaded with, and why she delayed those 72 hours abound; from advanced prototypes from the research bases on Luna, to a complete store of genetic samples taken from every species native to earth and everything in-between. In any case the official manifest of the *Circle* does include an entire cargo bay of 'data storage devices', a commonly used euphemism for things with a high security rating.

3.2 General Legends
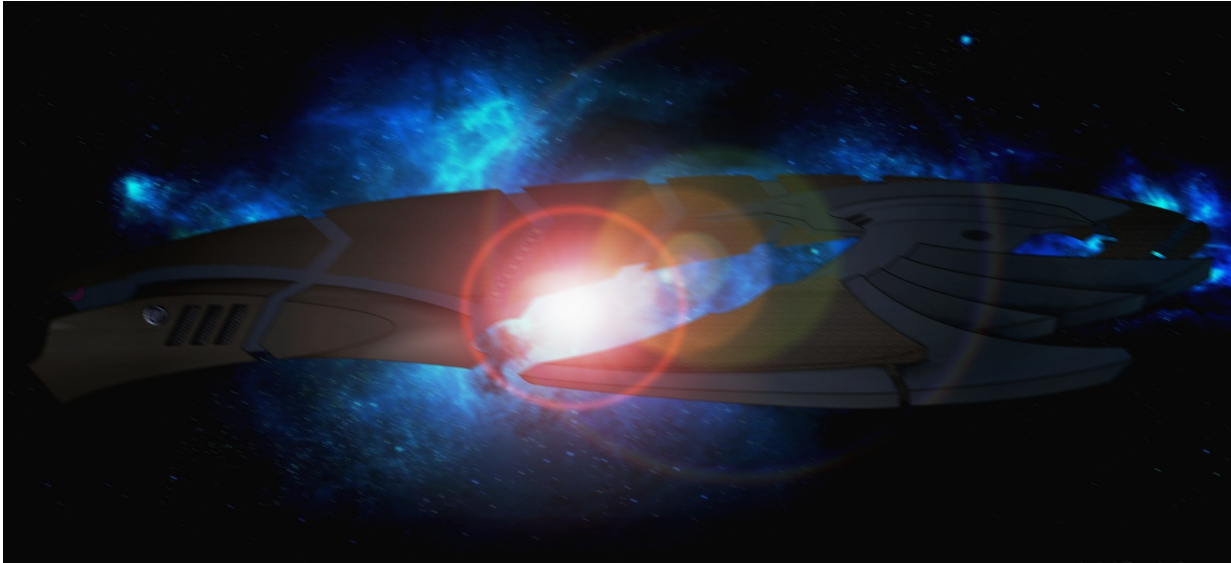
The Shivalis, ghost ship of the galaxy

It comes without warning, without mercy, and as sudden as a Jump. We were but a bulk hauler, a weight of refined armor plating was in our hold going from our commercial base to a distant shipyard, I was second after the Shipmaster and so the sleep-watch was mine to command. It was quiet, a watch of no remark until near the time for the rest of the crew to rise and they were upon us; four ships, battered and bent, a group of rogue militants who decided to steal their ships and turn pirate.

Our light weaponry was nothing to such ships and so the shipmaster was alerted and ordered us to drop our cargo and allow them to board. It was as we watched their shuttles approach that it happened; It was perfect stillness for moment, then there was a sudden mark on the scanners, a new ship we thought was more pirates, but the position was all wrong and it did not answer when the shipmaster hailed.

It was heavily shielded, its form hidden behind an intense glow, and suddenly it kicked a massive exhaust behind it like a rail of blue fire and it screamed down onto the pirates. It was among them like a Terror Bird from the home world maneuvering like it had no mass, as if the laws of motion were ignoring its presence. It fired, a blast of flame burning from the beak-like prow; weapons that did not burn and crackle over the comm speakers like plasma, the armor of the enemy ships did not burn off like a laser; but like the finger of a deity it ignored the shields of the pirates and simply removed sections of their hulls. We could see the bodies and debris poor from the smooth rents. And it glowed, it glowed so bright my second eyes lost their vision and so I used my first eyes to watch as the shape became wreathed in fire, consuming the flotsam and every missile launched toward it with a cursed red flame.

It was then that I finally focused my eyes down to the sensors and saw them display *Shivalis Alshiar*; over and over again on all visual displays was that same message; *Shivalis Alshiar*.

The glow increased in intensity and consumed the last of the broken ships. Then suddenly our whole ship groaned with sudden gravitational sheer as the *Shivalis* lowered its shields with a wave of plasma. That was when I commanded the bridge viewer to focus; it was small, made bigger only by the trick of space, for there no more than six heckts away there was no mistaking that massive armored prow, the plates of blackened battle steel hanging heavily; a jaw ready to open at any second-like a predatory avian. Behind that wicked shape was the of the rest of the ship, curved menacingly back and up inspiring further the form of a bird of prey with black shining beak. It turned and point its beak as us then, the glowing orbs of its weapon emitters flickering and building power to remove the last target it could see; us.

The shipmaster then knew what was now the only other ship near us was not of this world and even that hardened soul knew fear as he ordered the engines to full power and we streaked away from that cursed spot, praying to the deities that the blood thirst of the *Shivalis* was sated.

And that, young ones, is the day I saw this ship you say doesn't exist. For things sent from the darkness to test us on our path exist, and that demon ship, that is the test for those who dare the void realm of the gods.

Starships

_____

New Stock Ship; **Medium Freighter**

Size	Strength	Dexterity	Intelligence	Speed	HP	DR	Armor
Colossal	60	12	12	10/2	200	15	+12

50,000 tons of cargo, 5 empty emplacement points, 8 crew, 30+ passengers
_____

Terran Jumpship *(Template)*
Colossal (station) only
Strength +60, Dexterity -20, Int +10; *Armor +20*
+100,000 tons cargo; +200 emplacement points
_____

Terran Starfighter *(Template)*
Gargantuan only
Int +4
Maneuvering Jets (+2)
_____

Copperhead Ship *(Template)*
Gargantuan or Colossal only
Int +8
Combat Thrusters
Maneuvering Jets (+6)
The pilot of a Copperhead equipped ship moves down the condition track each time his ship does.
_____

Targeting Computer
Advanced targeting algorithms bestow a Base Attack bonus added to all attacks made by the craft

Bonus	EP	Availability	Size	Cost
+1	1	Licensed	Any	2000
+3	1	Restricted	Any	5000
+5	1	Military	Huge or Bigger	9000

Orbital Drop Systems
This refers to the ability of the craft to launch planetary assault forces. On smaller vessels this means specialized airlocks configured for armor equips drop troops, larger ships have the equipment for drop fighters and shuttles that carry troops and equipment.

  Basic Drop Systems *(Gargantuan or Larger) 6000, 2EP*
Out of combat this system simply allows for properly equipped troops to land or board without a shuttle. In combat the pilot of the craft can make an attack roll as with a vehicle weapon to launch supplies and equipment into combat. The DC of the attack is 20 and scatters ten meters by every point failed. Heavy combat or jamming can increase the difficulty. Only light equipment can be dropped, weapons and armor, specially constructed drop vehicles. (speeders)

  Heavy Drop Systems *(Colossal [frigate] or larger) 22,000 6EP*
working the same as the basic system it can still be used as such, but this is configured for much heaver equipment including shuttles and gunboats. Use of the system allows drop vehicles to launch at maximum speed and gain a +10 bonus to their Reflex Defense on the first two rounds of combat. Additionally it allows for heavy equipment to be launched in supply drops, tanks, drop fighters and even entire companies of troops.

A positive attitude may not solve all your problems, but it will annoy enough people to make it worth the effort.
Herm Albright

When you expect the unexpected it will still not be what you expected, even though you were expecting something like it.
Groucho Marx

Well, I follow a different philosophy; survival of the sarcastic.
Captain Dylan Hunt

Legends are simply reality's attempt to keep up with imagination.
Dr. Who

Who is more foolish; the fool, or the fool who follows?
Obi-Wan Kenobi

Every new beginning comes from some other beginnings end.
Unknown

Though no one can go back and make a brand new start, anyone can start from now and make a brand new ending.
Anonymous

What lies behind us and what lies before us are tiny matters compared to what lies within us.
Ralph Waldo Emerson

Lightspeed is nothing, I want to see them break the rumor barrier.
Unknown

I was never there, and I have the scars to prove it.
Unknown Special Forces Operator

The secret of life is honesty and fair dealing. If you can fake that, you've got it made.
Groucho Marx

You can get much farther with a kind word and a gun than you can with a kind word alone.
Al Capone

Dirty deeds are done by people who look clean; keep watch on a man who washes compulsively or is always exquisitely dressed.
unknown former operative

Now this is not the end. It is not even the beginning of the end. But it is, perhaps, the end of the beginning.
Winston Churchill

By and large, language is a tool for concealing the truth.
George Carlin

Not only do I not know what's going on, I wouldn't know what to do about it if I did.
George Carlin

The universe is indeed comic, but the joke is on mankind.
H. P. Lovecraft

All warfare is deception; thus, what is of supreme importance in war is to attack the enemy's strategy, not the enemy itself.
Sun Tzu

Whoever fights monsters should see to it that in the process he does not become a monster; if you gaze long enough into an abyss, the abyss will gaze back into you.
Friedrich Nietzsche

History may not repeat itself, but it does rhyme a lot.
Mark Twain

We sacrificed today for tomorrow.
We burned ourselves and our worlds only to slow you down.
We would conquer paradise just to spite you.
You have not killed us; and that which does not kill us . . .
General James 'Jericho' Hawthorne
(In response to a Sirakan Cleansing Fleet surrender message)

Those that live in the past are doomed to repeat it and the moment may escape those with their mind on the future. If you make the present a good place, the future will see to itself and the past may be revealed.
Mikkal Torbin

Kill by any means necessary
Win by any means necessary
Live by any means necessary
Die by any means necessary
Hammerfall

Humans developed this multitude of weapon systems to fight amongst themselves; imagine what they would develop to fight us.
Warband Master Xonoth Kray

The Aiahsio?
I wish they <u>were</u> Elves. Tolkien is less mysterious and more direct.
Ambassador Robert Hemsworth

In the End all was Light, and a billion-billion voices cried, let there be darkness!
And it was so.
The nihilist bible

Beware the levelheaded man when he is angry
Arabic proverb

TheLastOrchid

Ability Scores

	SCORE	MODIFIER
STRrength		
CONstitution		
DEXterity		
INTelligence		
WISdom		
CHAarisma		

DAMAGE THRESHOLD = FORT DEFENSE + MISC BONUS

HP
- TOTAL
- CURRENT

DR

SR
- TOTAL
- CURRENT

Condition

NORMAL

-1	To all defenses, To attacks, skill & ability checks.
-2	To all defenses, To attacks, skill & ability checks.
-5	To all defenses, To attacks, skill & ability checks.
-10	To all defenses, To attacks, skill & ability checks. Move at half speed

HELPLESS (UNCONSCIOUS OR DISABLED)

Special Combat Actions

NAME

SPECIES

HOMEWORLD

GENDER | AGE | HEIGHT | WEIGHT

Classes

LEVEL	LEVEL	LEVEL	LEVEL	

TOTAL

SPEED +

BASE ATTACK

ACTION POINTS

Defenses

	TOTAL		LEVEL OR ARMOR	CLASS BONUS	ABILITY MOD	MISC
FORT		= 10 +			STR CON	
REF		= 10 +			DEX INT	
WILL		= 10 +			CHA WIS	

Skills

		CLASS SKILLS	ABILITY	SKILL BONUS		1/2 LEVEL	ABILITY MOD	TRAINED	SKILL FOCUS	MISC.
ACROBATICS		○	DEX		=					
CLIMB		○	STR		=					
DECEPTION		○	CHA		=					
ENDURANCE		○	CON		=					
GATHER INFO.		○	CHA		=					
INITIATIVE		○	DEX		=					
JUMP		○	STR		=					
KNOW. [ ]		○	INT		=					
KNOW. [ ]		○	INT		=					
KNOW. [ ]		○	INT		=					
KNOW. [ ]		○	INT		=					
MECHANICS		○	INT		=					
PERCEPTION		○	WIS		=					
PERSUASION		○	CHA		=					
PILOT		○	DEX		=					
RIDE		○	DEX		=					
STEALTH		○	DEX		=					
SURVIVAL		○	WIS		=					
SWIM		○	STR		=					
TREAT INJURY		○	WIS		=					
USE COMPUTER		○	INT		=					
BIOTIC		○	CHA		=					

Weapon

WEAPON | ATK | DAMAGE | CRIT

RANGE INCR. PB: / S: / M: / L: | TYPE

SIZE | NOTES

WT.

Weapon

WEAPON | ATK | DAMAGE | CRIT

RANGE INCR. PB: / S: / M: / L: | TYPE

SIZE | NOTES

WT.

Weapon

WEAPON | ATK | DAMAGE | CRIT

RANGE INCR. PB: / S: / M: / L: | TYPE

SIZE | NOTES

WT.

Armor

ARMOR

REF DEF | FORT DEF

SPEED | MAX DEX

WEIGHT | TYPE

NOTES

NOTES