

# **Elysium Nebula Player Guide**

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**available at  
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Elysium-Nebula\\_Player-Guide.pdf.zip](http://www.sebman.mine.nu/projekte/Elysium-Nebula_Player-Guide.pdf.zip)**

# Introduction to the Elysium Nebula



Welcome to Elysium Nebula, a sci-fantasy role-playing game to test the limits of your imagination both as players and as games masters. This setting has been exclusively designed for role-playing purposes so the history has not already been carved out by the heroes of films and books before you – it's up to you and fellow players to shape the future of Elysium Nebula. And yet still Elysium Nebula is firmly rooted in the archetypes of science fiction and fantasy so players should immediately relate to the species and character types that inhabit this make-believe realm. It is a science-fiction setting with an emphasis on fiction over science; anything is possible!

## HOW DO I PLAY?

Elysium Nebula is a d20 System role-playing game. The core rule set has been designed by Wizards of the Coast. Specifically Elysium Nebula was constructed on the System Reference Documents (under the terms of the Open Gaming License) of Wizard's d20 Future and d20 Modern lines.

In fact it is advisable (though not necessary) that anyone playing the Elysium Nebula role-playing game also own copies of these two books as they include more details than are covered in the SRD and further clarify the rules so that the players are better equipped to adjudicate in-game events.

Otherwise the pertinent components of the rules are reproduced in the Elysium Nebula guides and the SRDs are available online on the Wizards of the Coast website.

## WHAT IS SCI-FANTASY?

Elysium Nebula is science fantasy. That is to say it is set in the far future. Humanity has expanded into a new solar system and encountered alien species and new technologies. But also it is a fantastical setting. As noted above Elysium Nebula is based on the d20 System, is a flexible and original class-based role-playing rule set first designed for exploring the latest rendition of the classic Dungeons & Dragons role-playing game. In tribute to the game that

lies at the roots of d20 Future, Elysium Nebula is a role-playing setting that borrows heavily from elements of classical Dungeons & Dragons with hopefully enough new twists to keep new players and veterans alike interested.

In this vision of the future when humanity discovers the verdant solar system called the Elysium Nebula it discovers that elves, dwarves and lizardkin populate these ancient worlds. Elysium Nebula is a fusion setting, blending elements of classic fantasy with contemporary space operas. It is a realm in which magic and science exist side by side not exclusively – but in support of one another. Humanity is divided into a number of conflicting factions, the elves who once dominated the inner worlds have dwindled in number due to unceasing wars with the dangerous alien creatures called the Illithids and inter-system travel is closely monitored by the reclusive and stern Dwarven race who control the major system jumpgates – the only means of faster than light travel.

Over the course of these pages you will discover more details of this hybrid setting but not all will be revealed. The Elysium Nebula still has many secrets to hide for GMs and players to explore together!

## WHAT IS IN THIS BOOK?

This book (**Volume 1**) is the first of four volumes in the Elysium Nebula campaign setting, and there may be more chapters added as the setting expands. It provides background material for the major races as well as providing a historical backdrop in the form of a major timeline of significant events. It also provides the rules for playing the different races and discusses some of the political differences between the major human and alien groups. This is the most important book for getting started with a game of Elysium Nebula as it provides the basic framework for playing.

**Volume 2**, is the Elysium Nebula World Guide, with all the information a player will need to travel the many planets and star stations of the Elysium Nebula. The histories of each planet in the United Republic could fill several



tomes, so not surprisingly this guide is incomplete and leaves room for further detail and expansion – but at the very least each world is summarized and discussed in a way that will allow players and GMs to come to terms with this brave new universe.

**Volume 3** is the Elysium Nebula Arms and Equipment Guide, a must-have for players creating characters to fight through alien sorcerers, fearsome robots and insane megalomaniac villains. Also includes starships, character enhancements in the form of genetic, cybernetic and nano-augmetic technology, as well as rules for magically or psionically enchanted equipment.

**Volume 4** is the Elysium Nebula Menace Manual. A hefty list of NPCs of both the friend and foe variety. They range from the standard United Republic Combat Marine to the deadly alien Kruthik to the deadly and witch-like Drow to the sinister Yuan'ti and their snakelike minions. No GM should be without it!

### ELYSIUM NEBULA, THE CAMPAIGN SETTING

More concretely now, Elysium Nebula is a campaign setting in which the action (in most games) will take place within the solar system called the Elysium Nebula – though there is no reason why it should not spill over on to Sol System, the Alpha Centauri System or other close star systems. Elysium Nebula itself is a system

with a pair of binary stars called Solaris and Acheron, each orbited by many planets which in turn have many moons. The United Republic of Elysium – a human political state – counts over 23 astral bodies under its dominion. That is not counting the planets controlled by aliens or other human power groups. The system is even more expansive than this with a number of inhabited asteroids, space-stations and halo-worlds.

From the perspective of diversity of sentient creatures Elysium Nebula is a very rich setting. Thanks to its mixed roots of science fiction and fantasy it has a mixed bag of heroes and villains to populate your stories with.

The Elysium Nebula has four dominant races. The humans who are a dominant wide-spread and industrious race. The elves, who are the native beings of the inner worlds, naturally magical beings with similar physiology to human beings. The dwarves, who hail from the icy outer worlds of Elysium Nebula. They now control vast funds of wealth thanks to monopolizing “jumpgate” technology which permits spaceships to travel through a fold in space-time thus covering great distance in very little time. Finally the lizardfolk, whom like the elves are native to the inner worlds, though their evolutionary rise to sentience has been guided from afar by the elves and as they have been around for less time had only developed to a rudimentary tribal state when human colonists arrived. Now they serve as a second-class race to the humans. ►



Elysium Nebula features other more menacing aliens, such as the Illithids and their Ogre minions who attack from another system. The snake-creatures, relatives of the Lizardfolk, called the Yuan-Ti whom it is said have a sinister agenda of puppeteering human government through snakeblooded human vassals. The ever-hungry alien race

called the Kruthik – who have no sentience as we understand it – and travel from star system to star system through a means of psionic teleportation to feed on living creatures. There are evil elves, turned to demon worship after a bloody war with the Illithids. These elves are called the Drow, and thanks to them Elysium Nebula is now also popula-

ted by demons and undead creatures. Finally, slumbering within the asteroids of Elysium Nebula are the most ancient creatures of all – the Elysian Dragons.

Then there is the option of playing a hybrid being. Elves and Ogres both, for better or worse, are able to interbreed with humans





**Magic and Technology are more or less common in the Elysium Nebula. While in some areas magic and psionic Powers are everyday abilities they are unheard of in other regions and vice versa.**

thanks to the latent eldritch powers that course through their veins. Half-elves are conflicted heroes, never feeling completely comfortable with their acceptance into human society. Half-ogres are mistrusted by humans, and this push away sometimes leads them to lives of banditry or piracy. Both demons and dragons have an even greater ma-

gical heritage – and thanks to shape-shifting powers are also able to couple with humans, elves and other such races. Heroes with traces of dragon-blood or demon-blood in their ancestry may be able to manifest strange powers – they may be even unaware of their magical heritage. Finally the Yuan-ti are able to genetically alter humans and pattern their

minds so as to serve the alien snake people. These tainted subjects are called Snakeblooded and represent a growing threat to the stability of human government.

Amidst this myriad of worlds and aliens are stories waiting to be told. Welcome to the Elysium Nebula! ■

# The Elysium Nebula Player Guide

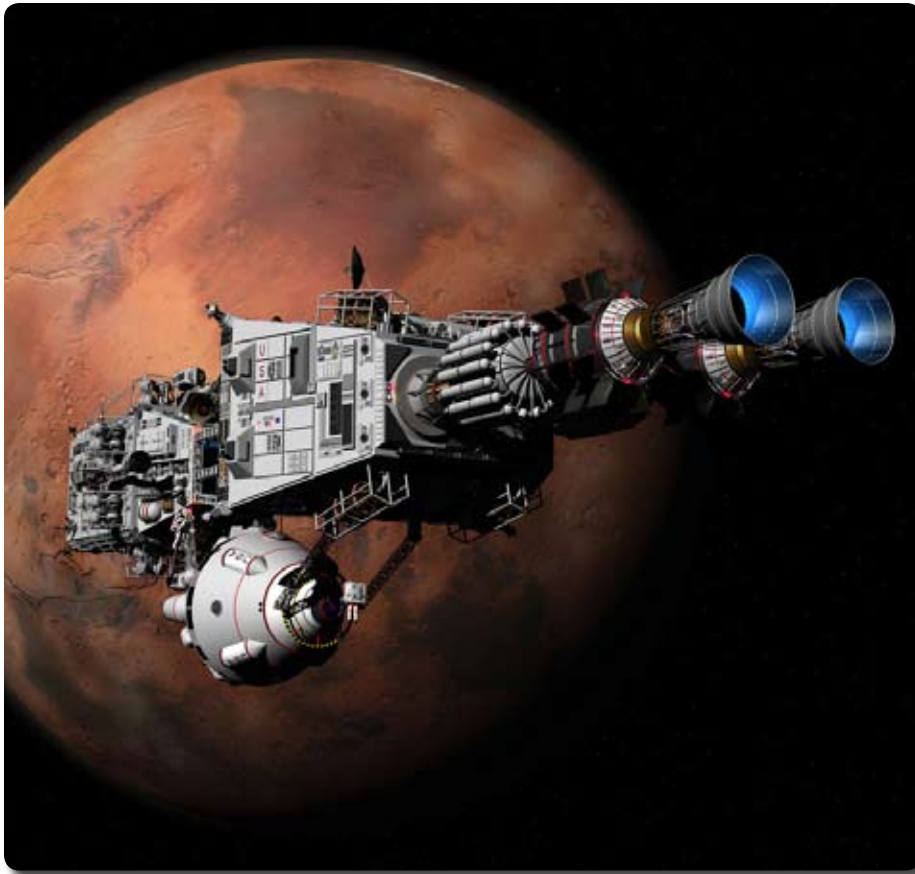


This is a timeline of major events that have shaped the Elysium Nebula, marked according to the dates in the Elysian Calendar. The Elysium Nebula campaign setting is merely set in the future of the real world timeline, but since it is set almost 20,000 years in the future nothing

is as we know it anymore. Eldritch powers (psionics and magic) are studied as sciences in this future and are part of every day mundane life. Elves, dwarves, ogre kin and other alien races walk the streets alongside humans. Things have changed a lot since the 20th century.

## Historical Overview

- 14,000,000 BC:** With an apocalyptic bang this universe spirals outwards into existence and there is a rare opportunity for astral bodies to get trapped in gravitic orbits around one another to form complex systems of stars and planets. The first awkward organic forms of life make their way up the evolutionary chain.
- 6,000,000 BC:** In the amassed hydrogen clouds of the Elysium Nebula a planetary body is formed which colonizing humans will (many, many years from now) call Elysia Prime.
- 4,500,000 BC:** The planet called Earth can be clearly defined as a solar object in the Sol System.
- 3,000,000 BC:** The Dragons of the Elysium Nebula first appear.
- 1,000,000 BC:** Elves evolve on Elysia Prime as a distinct species from primitive ape-like mammals.
- 750,000 BC:** Humans evolve on Earth as a distinct species from apes.
- 600,000 BC:** Elvish primitives develop the first true eldritch powers. This 'magic' allows the Elves to advance more rapidly as even mundane tasks can be performed more quickly.
- 400,000 BC:** Dwarves (Duruki) evolve from the squat Yeti of the frozen outer world Drumai.
- 300,000 BC:** Elvish psions form into true communities and start to build cities organically by growing trees into houses and muting the natural world around them into structures.
- 98,475 BC:** Elvish science and magic allow for the first trip beyond the home world of Elysia. The elves reach one of the nine moons of Elysia.
- 50,000 BC:** The Duruki build their first rock cities deep underground. They stop living in igloos and wearing Yeti cloaks with the discovery of fire.
- 17,500 BC:** The Elves colonize Vassago, moon of Elysia. They use their magic to start the slow but sure process of making it habitable.
- 5000 BC:** Humans become sedentary for the first time and start to build settlements around the Tigris and Euphrates rivers in Mesopotamia.
- 3000 BC:** Elves learn to excel at Terraforming. Groups of Elvish Shamans travel to the various worlds of the Elysium Nebula to begin the slow process of altering the structure of the worlds through an arcane craft called Geomancy.
- 1200 BC:** The Duruki of Drumai dig so many tunnels into the natural caverns of their home world that they are able to enter the tunnels on one side of Drumai and reach the other side of the world without ever coming to the surface. The underground city-states wage war repeatedly on one another and the Duruki become hard and resilient folk.
- 600 BC:** Roman Republic founded. The senate of Rome puts humans (in terms of gubernatorial sophistication) ahead of both Duruki and Elves who are adhering to rule-of-strong and basic monarchies respectively. This Empire does not last but the coordination and organization of human government in this age is still present in the United Republic of Elysium today.
- 0 BC or -21186 BE (Before Elysium):** A significant religious figure (Jesus) emerges and he fights (in part) the power of Rome. His crucifixion alters the course of human history forever. Though the religion born of his passing has since disappeared in the Elysian



**Elvish science fused with Elvish magic allows for the first trip beyond the homeworld of Elysia. The elves reach one of the nine moons of Elysia. Pictured above: The Elyanwë Thoron (The Elysian Eagle), the first Elvish Ship to go interplanetary.**

um Nebula - the newer human religions all carry the echoes of this most influential individual.

- 20980 BE:** The Shamans that rode out to enchant and terraform the worlds of the Elysium Nebula to make them habitable return about 3.2 thousand years later with their task complete. The major Elvish kingdoms arrange the construction of massive 'arks' grown from living trees that can be psionically displaced into deep space with living Elvish cargo. The elves begin the long preparation to move into new worlds.
- 19600 BE:** The Elves of the Elysium Nebula cover the vast gulf of space for the first time with the intent to colonize a new world - curiously humanity is accomplishing similar thing by non-magical means on their home world. For the first time humans are taking ships across the oceans and seizing lands that are not their own.
- 19275 BE:** Among humans there is the Great War, also dubbed the War to End all Wars.

When it becomes apparent this war is merely to be one among many it is renamed World War I.

- 19217 BE:** Humans place their first man on the moon.
- 19000 BE:** Elves develop an awareness of the inevitable consequences of terraforming worlds and making them habitable. Other life-forms (the lizardkin) begin to show promises of sentience. Elves (heedless as always of danger) gently accelerate the evolution of the lizardkin magically.
- 18580 BE:** Humans construct the first major city in the Moon. The Moon eventually declares its independence from the nations of Earth that colonized it and the moon-states become the first extra-terrestrial human nations.
- 18380 BE:** The lizard races achieve true sentience, able to learn from the elves. Despite being fairly technologically advanced the elves are extremely reliant on magic and have never engaged in any kind of con- ►

## Timekeeping

### THE ELYSIAN CYCLE

While all the planets rotate around their respective sun or suns, the two suns; Solaris and Acheron; are also rotating around each other. When - relative to this particular galactic spiral arm - the two suns have swapped positions with one another, this is called a Half-Cycle. When they have gone back to their original positions it is called a Full Cycle or more commonly, just a Cycle.

### THE ELYSIAN ANNUM OR YEAR

Each Cycle is approximately 100 earth years. An annum is 1/100 of a cycle. Handily the annum - the standard measure of time in the Elysium Nebula is pretty close to an Earth year (a week or two longer - actually). People tend to give their ages in annums while others use the older term 'year' or from which annum actually stems.

The new calendar - with its slightly longer year - was established 12 years after the Illithid wars when the United Republic decided to usher in a new era of peace and civilization in this Solar System. Since then 375 years have passed, or 3 and three quarter Cycles.

Because of the various life-sustaining technologies now available there are some men and women who remember the establishment of the United Republic of Elysium as the governing body of all human planets and the ushering in of the new calendar. Male humans can now live up to 300 or 400 years; women can reach their fourth or fifth cycle if they stay healthy.

The most venerable Duruki are able to reach 10 cycles or a millenia, but not much more than that. Elves, the most long-lived of species, can live for several thousand years. Some dragons are eons old.

The humans settled Orobas, the first world reached in the Elysium Nebula 75 cycles from the current year. From that day 7,500 years ago humanity has since spread out all over the Nebula conquering, building upon and dominating every world.



# Elysium Nebula Player Guide

## Timekeeping (continued)

### THE ELYSIAN MONTHS

The months have stayed the same, remarkably, since the days of Terra. 12 months known by their original names, though each has now been divided into exactly 32 days. 32 because that is how many (384) days there are in the Annum, designed to be 1/10 of a cycle. (Actually 348.3, every third year is a leap year in which April has 33 days. Also known as Unlucky 33.)

### THE ELYSIAN DAY

Also, the planets terraformed by the elves had their rotation altered to use the standard Elysian 26 hour day. Humans have since adapted to this alien standard. Duruki worlds and most moons don't adhere to any kind of day standard. The 26 hour day is the timekeeping convention however across the Republic and has since been adopted by the ICHA as well (who resiliently adhered to the older 24 hour Terran day until after the Embargo conflict when trade soared and Ichan merchants had trouble adapting to the longer days when plying their trade in URE worlds).

### STANDARD ELYSIAN DATE FORMAT

Full date and times are given in the format: Cycle.Annum.Month.Day-Hour:Minute:Seconds

So as Nest Hill is filling out his Captain's Log the exact date is:

C3.A75.M08.D27-25h:44m:12s

Or spoken: August 27, 375  
at nearly midnight.

flict with one another. They lead a nomadic existence among the stars and the elves abandon formal government in favour of a sort of cooperative anarchy. This system only works because of the elvish natural inclination towards helping one another. In some cases the elves abandon worlds to the lizardkin to allow them the space to exist of their own accord. This tends to occur when the lizardkin behave violently towards the elves. Rather than fight the elves simply leave the lizardkin to their world.

**-17121 BE:** The Duruki (a little slow on the uptake because they have no Moon on their home world which can be used as a first step into space) finally make their first landing on an alien world. Unfortunately due to an accident on the return the space-ship never makes it home. The Duruki end up reconsidering space travel.

**-17000 BE:** The humans encounter Gargoyles while colonizing Europa, one of Jupiter's moons. This triggers the Gargoyle Wars and represents humanity's first contact with an alien species. This event answers humanity's long standing question of whether they are alone in the universe.

**-15290 BE:** Elves make contact with the Duruki. Trade opens up and the Duruki are helped to travel successfully to the nearest home world. With Elvish help and with the advanced state of Duruki theoretical physics the Duruki begin the process that will eventually allow them to develop the Elysium Nebula's first functioning jump-gates.

**-13360 BE:** An incredible day in human pharmaceutical history. The development of the drug Aesir. Humans develop the first meaningful psionic powers.

**-12000 BE:** Humans have colonized all the habitable bodies within the Sol System. A journey to a new solar system is too daunting a task for the humans. The humans begin to realize that the system cannot sustain their need for natural resources. An internal struggle between the major power groups begins.

**-11305 BE:** Within a single horrifying night the alien Illithids strike down and capture the capital elvish city in Elysia Prime. The Illithids and their Ogre troopers completely stomp the helpless elves who have no choice but to flee for their lives. For the first time in their existence the elves are faced with a real need to fight.

**-11269 BE:** The Duruki manage to build jump gates in a few systems beyond the boundaries of the Elysium Nebula. This allows the Duruki to initialize the colonization of a vast number of far flung outer worlds. They also develop the technology to terraform worlds – though this machine-based mechanical process takes longer than the elvish psionic process.

**-11198 BE:** The Duruki outer worlds are interrupted during the terra-forming. Their abrupt expansion has put them into space with the deadly alien Kruthik. The wars are so bloody and violent that the dwarves eventually decide to retreat from the far-flung worlds beyond the Nebula and shut down the deep-space jumpgates. An occasional effort has been made to return to these deep systems – always with the same result of triggering an incursion of Kruthik. The repercussions of the dwarves' excursion is that the deadly Kruthik have been introduced into the Elysium Nebula.

**-11002 BE:** Eleven-Oh-Oh-Two - a date that will forever remain in history. The most powerful nation of old Terra is hit with 100 kilo-tons of atomic material. Humanity engages in what starts out as World War V but ends up being the bloodiest war in history and will result in the destruction of all life on Earth. Humanity will be sent back by about four thousand years. By the time the Terran Civil War begins on Earth, the Elves are dying at the hands of the Illithids (despite being able to recruit lizardfolk and occasionally Dragon aid) and the Duruki are battling the Kruthik in all the outer corners of the galaxy.

**-8500 BE:** What follows these three major conflicts is roughly two and a half thousand years of struggle and intermittent war. This is not a pleasant time to be alive – in any corner of the universe. To the elves this is a time of oppression and fighting for survival. To the Duruki it is a time of receding back into the home worlds and locking out the enemy that outnumbers them a thousand to one. To the humans it is an endless battle for what little fuel and resources can be reclaimed from the worlds around them. The war is perpetual and endless and most of the major conflicting groups no longer understand what the fighting is really all about.

**-8498 BE:** The elves turn to daemonology to fend off the Illithids. An elvish cult (who-





se members are called the Drow) emerge mastering the power to summon demonic beings of raw eldritch energy. These magical creatures turned the tide of the war against the Illithids who retreat into the dark regions of space from whence they came. The elves begin the slow process of rebuilding.

**-7500 BE:** Through sheer resilience the Duruki fend off the vast hordes of aliens that had struck the outer worlds. They become the superior alien-fighters in the galaxy. They too begin the slow process of rebuilding their home worlds.

**-7408 BE:** The Phoebean nation of humans claim victory over Luna and Terra by capturing the Lunar battle barge containing the President of the Lunar Republic. This is a hollow victory however. The Terran Civil War has cost all of humanity. Luna makes some diplomatic concessions to Phoebe and Pho-

ebe is given mining rights on old Terra. The rebuilding begins but with so little left and so much misery left after the war the process is slower here than in Elysium.

**-7309 BE:** The Phoebean Empire finances explorer Vernus Troy makes a six-year voyage deep into space following anomalous redshift radiation he believes may indicate alien-craft. Following the radiation leads him to a Duruki explorer craft and conversation with the Duruki reveals of the existence of a marvelous place full of lush green natural worlds perfect for human habitation.

**-7303 BE:** Vernus returns to the Sol System with stories of the Elysium Nebula. He convinces a vast number of humans to brave a far journey into the Alpha Centauri system, to use the Duruki Jumpgate there to make the journey to Elysium Nebula. Phoebeans and Lunars work cooperatively to build ►

Within a single horrifying night the alien Illithids strike down and capture the capital elvish city in Elysia Prime. The Illithids completely stomp the helpless elves who have no choice but to flee for their lives. For the first time in their existence the elves are faced with a real need to fight. Pictured above: „The Day after“ from the famous Elvish Painter Eö Ancalimë which can be found in the „Elysian Museum of Ancient Art“ in Correllan.



**The Phoebean financed explorer Vernus Troy makes a six-year voyage deep into space following anomalous red-shift radiation he believes may indicate alien-craft.**

a massive ark within which millions of humans are frozen in stasis shells to be reawoken at the far end of the world. The first voyage to Elysium takes 74 years to complete.

**-7228 BE:** The Drow lose control of the demons they summoned during the Elvish-Illithid Wars. The slow process of corruption is over and the drow are no longer the masters but now servants of the demons. They leave the elvish worlds to settle in to various planetoids that skirt the Oort cloud of the Elysium Nebula. The demons plans are loftier and more vile it seems than merely the conquering of worlds. The Drow seize command of all of the major elvish space faring vessels and take them deep into a far reach of Elysian space now called the Drow Planes.

**-7226 BE:** When the humans arrive the Elves have reclaimed their home world but not many of their outlying worlds. The humans (used to war as they are) have no trouble wresting control of a world called

Orobas from the primitive lizard people that live there.

**-7201 BE:** The humans of Sol System are surprised when they hear news of the survivors of the Elysian Expedition. The Elysian humans have built up a city successfully in the newly conquered world of Orobas and as per the plan had spent the next twenty years building a fusion plant to power a massive Tachyon communication array. The Elysian humans and the Phoebean and Lunars were finally in contact with one another and the filming that the humans of Elysia did of the green fertile world they lived in persuaded the Phoebean and Lunar empires that their entire people should migrate to Elysium. There was nothing left for humanity in Sol System. Phoebe offers the entirety of the Sol System to Mars (a much weaker empire) and Luna and Phoebe make plans to displace their entire population to Elysium (leave no man behind). While Luna has the technology to manufacture the ships





(and retains the rights to own them after the fact) Phoebe focuses its manufacturing on weapons for they suspect when they arrive in Elysium it will be necessary to maintain control of the worlds by force from both aliens and rival human groups.

**-7185 BE:** The Duruki start to make a tidy profit on the passage of humans going through the Alpha Centauri jump gates. Alpha Centauri becomes a major system for the Duruki – and many Duruki make themselves new homes at the Centauri jumpgate.

**-5005 BE:** This is a period of trade and cooperation between the three principle humanoid races – with humans acquiring land from the Elves in exchange for weapons training and tactical information so that they may better protect themselves in the future. Humans retain a stranglehold on their most deadly military knowledge however while learning advanced psionics from the elves.

**-4617 to -12 BE:** The Illithid Wars. For the se-

cond time (the first time since the humans arrived) the Illithids attack the Elysium Nebula. They are able to take control of the worlds of the elves and send them fleeing to the Duruki fringe-worlds. The humans provide a minimal aid until the elves are forced to flee and then reveal their true strength by taking and holding all the principle Elysian worlds. The Illithid attacks consisting of both Ogres and new highly trained combat robots are thwarted by the sheer power of human BattleMech and Tanks. Support from Lunar Fleet spaceships mean that human victory was assured. The human conquest takes many years to reach fruition all the while the humans put up significant infrastructure to ensure that each planet they take will be held against all odds.

**ANNUM 0:** The URE is officially founded at the very center of the Elysium Nebula in Elysia Prime (the one-time home world of the ►

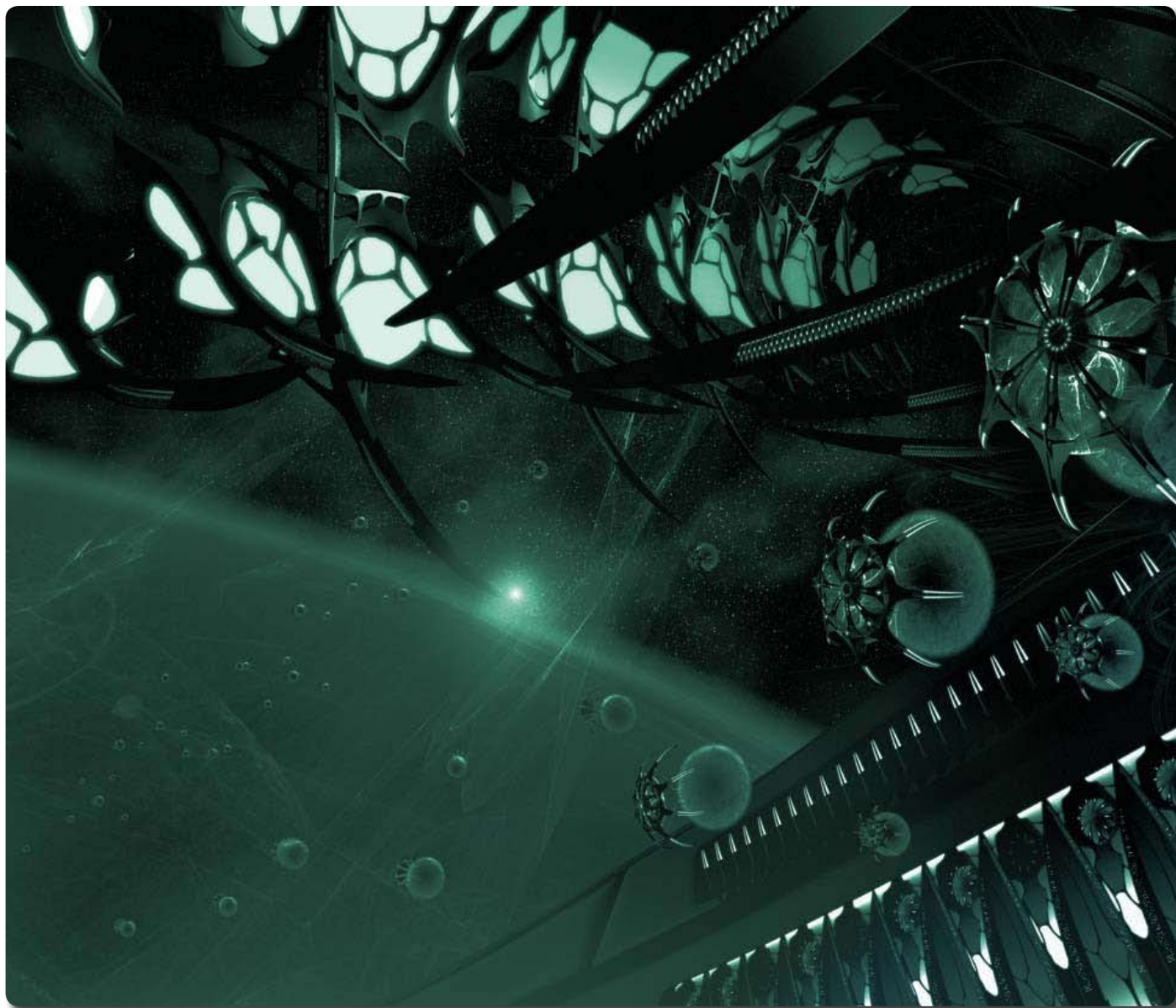


**An Illithid Hunter-Droid UCF Class.** These dangerous Droids can still be found on remote former Illithid-Base Camps. Although beeing in service for more than 300 Years these deadly machines are still a serious threat to any unwanted visitor.



**The infamous „Meat-Grinder“.** Illithid used this highly specialized Bot for Bunker-Infiltration. Once it burrowed its way into fortified Stronghold it would use its Drilling-Aparatur to wreck havoc on every living creature inside.





**As Duruki attempt to reopen old Jump Gates they find they are briefly innundated with Kruthik. After a fierce but short war the Duruki decide to close all Non-Elysian jumpgates except for Alpha Centauri.**

elves). The capital city of New Phoebe is the seat of the new Urean government. A government that wishes to rule over all humanity, united as one.

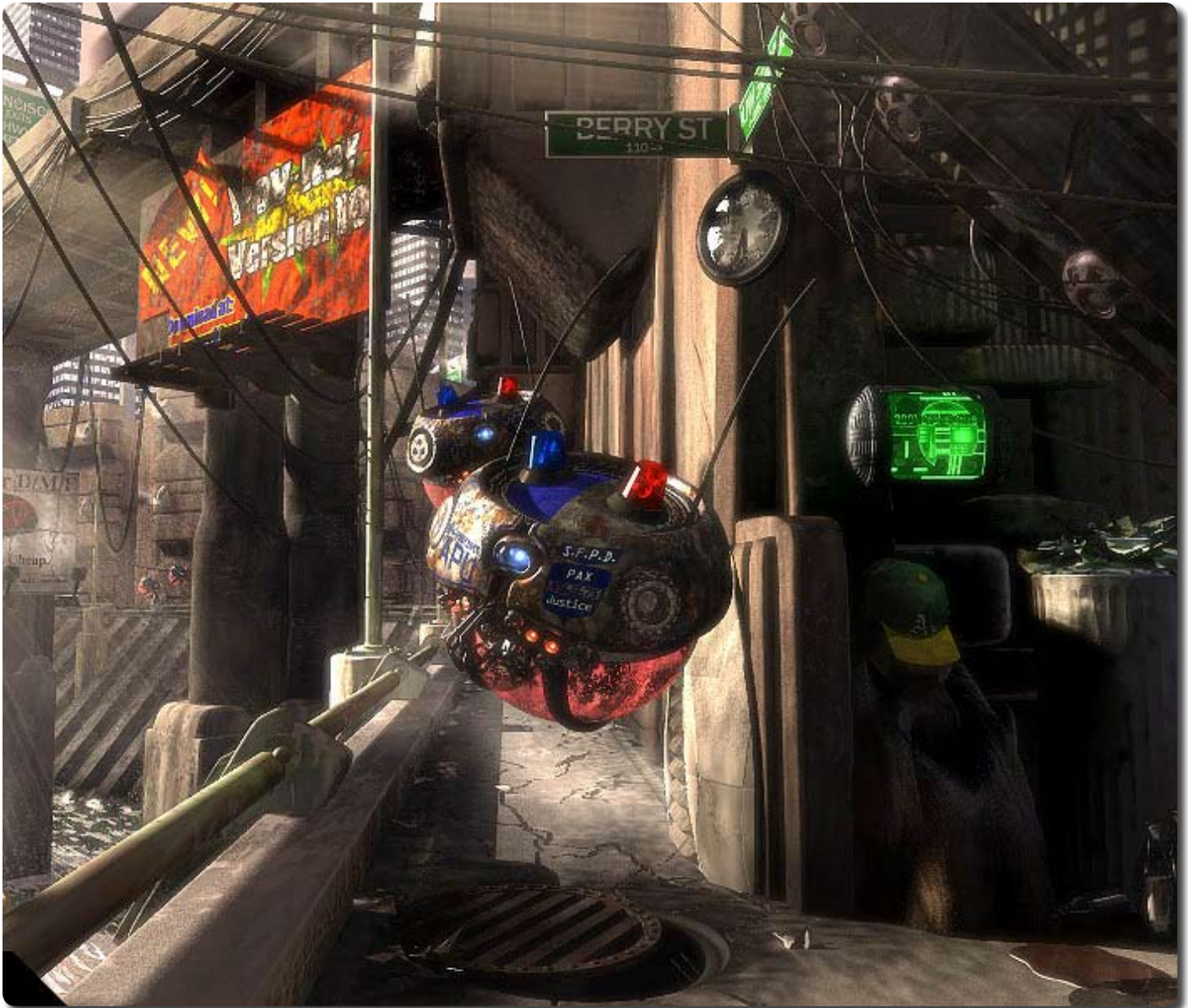
**3:** Independent Coalition declares itself and the fleet independent of United Republic rule and forms a separate government.

**15:** The elves send a council down to request their worlds back from the humans (whom they accuse of having usurped the worlds during the conflict). The humans offer the elves a chance at citizenship but say that elvish government is too fragile. They will continue to build on and rule over the worlds of the Elysium Nebula. Some elves react in disgust and return to the Duruki worlds and

other accept that they have no choice. The time of elvendom is passed.

**87:** In Sol System the Reclaimer's Guild becomes the dominant power, based on Mars. Many reclaimers become wealthy by "artifact diving". This diving involves braving a journey (with radsuit) to the remains of Old Terra and bring back such items as sculptures, bits of monuments and other Old Terra paraphernalia. These are then traded with the Elysian humans for technology and resources. Many guild members wish to immigrate to Elysium but few are allowed to pass the rigorous immigration rules.

**115:** Duruki Forgotten Wars. As Duruki attempt to reopen old Jump Gates they find



they are briefly inundated with Kruthik. The Duruki regret these mistakes and refer to these as the forgotten wars preferring to close all Non-Elysian jumpgates except for Alpha Centauri.

**134:** The lizard-folk voting rights are passed allowing lizardfolk to count as half-a-human for legal voting terms. This is met with mixed reactions but is the standard for lizard-folk living in human cities even today. Elves and Duruki are able to acquire full voting rights if they pass a human socio-cultural compatibility exam.

**229:** The New Elysian Democracy declares a revolution and fights off the URE on a few worlds. These revolutions are still occurring

today. They would like to see a more fragmented system as once existed on Earth and Sol System than the unified Republic that exists today. Some revolutions are fought with success while others are repressed by the highly effective URE marines.

**301:** The Embargo Conflict. The ICHA raises freight rates universally across the Elysium Nebula since they have a monopoly and they can. The URE successfully brings rates down to an ordinary level by engaging in open war. Between this and the New Elysian Democracy it becomes apparent to the Duruki and the Elves that for humans infighting is common place.

**375:** Present Day

**The Duruki officially open Alpha Centauri allowing for humans to trade relics with the Reclaimers Guild back on Mars and Terra. For the first time in 5000 years the human's in both system's reconnect. Pictured above: A typical Phoebe Emigration Camp - where Humans from Sol wait for their Immigration Permit to the Elysium Nebula.**



## Human



Humans are considered the most versatile Race in the Elysium Nebula.

## Playable Character Races

The following section contains the standard races playable by characters in Elysium Nebula. All of the races included here are Level Adjustment +0 which means they are balanced for party play amongst one another. A level 4 human is roughly as powerful as a level 4 robot or a level 4 elf. Be aware that since all races have particular traits not all characters will be balanced because of this. A Kobold Strong Hero will inevitably be weaker than a Half-Ogre Strong Hero but a Half-Ogre Smart Hero won't be as canny as a Kobold Smart Hero.

Note that there may be game play reasons why a particular set of characters won't play well with one another – an elf and drow for instance may be an antithesis to one another or perhaps an ogre-hybrid mercenary and a lawman. Of course those kinds of frictions might be wanted in certain parties. The full list of LA +0 player character races is:

- Human
- Dwarf
- Elf (Ancient)
- Elf (Drow)
- Kobold
- Lizardkin
- Ogre Hybrid (Half-Ogre)
- Ogre Hybrid (Ogreblood)
- Robot
- Snakeblood

### SPECIAL NOTE: Humans are NOT Base Race

In d20 Modern all classes gain a number skill points per level equal to their intelligence modifier plus an odd number and characters have 2 initial starting feats. In Dungeons & Dragons however all classes gain a number of skill points equal to their intelligence modifier plus an even number and all characters have 1 initial starting feat. In actual fact these two systems are identical the only thing that has changed the 'base race'. In D&D human beings have a special rule that they get 1 additional skill point per level and 1 additional feat. The net result is that humans have their Int + odd number and 2 initial feats.

In d20 Modern the only race available is human, so these basic defaults are worked in as standard into all the characters and basic classes. Because Elysium Nebula features a wide range of non-human player character options this game setting uses the conventions set out in the D&D game. Unless otherwise noted all the classes provided in the d20 Modern core book provide 1 less skill point per level unless the character is human. Furthermore all characters have 1 starting feat unless they are human in which case they get 2.

All the classes presented in Elysium Nebula will use the D&D standard and not the d20 Modern one for skill points.

## Humans

### HUMAN HISTORY

Humans, being the species we as human players most easily identify with, are at the centre of the Elysium Nebula storyline. Humans are descended from a tree-dwelling ape species on the long-since uninhabitable planet Earth in Sol System (most often referred to as Old Terra in current lingo). Human history has been marked by some terrible events that have left an unmistakable mark on the human psyche. Humans are a militant, proud race who are unafraid to fall back on force when living conditions are strained.

Of these major wars the most scarring was a nuclear conflict called the Human Civil War, which left Old Terra a molten wasteland. The rebuilding of Sol System after this terrible conflict was slow and resources were too few for humanity to ever truly recover there.

The real chance at change and progress after the Human Civil War occurred in the year 13,883 of the old calendar (the same we use today – so almost 12,000 years from now) when an explorer native to Saturn's moon Phoebe returned to the Phoebean Empire with reports of a place called the Elysium Nebula of which



he had received second hand reports about. He had spoken to squat humanoids who called themselves the Duruki. Vernus himself always referred to them as Dwarves in his journals. The Dwarves hailed from a nebulous system called Elysium which they described as being filled with rich verdant worlds.

It was obvious to the humans of the time that if humanity was to survive it would need to find new resources. It would need planets rich in mineral and biological wealth. The two largest political divisions of the time, the Empires of Phoebe and Luna, united after many years at each others throat and built cooperatively a massive ark within which millions of humans were cryogenically frozen to be reawoken in Elysium. Without any means of faster-than-light travel, even with the best engines human science had to offer and the helping hand of the Duruki jumpgate, the first voyage to Elysium took 74 years to complete.

The system that these humans awoke on, called the Elysium Nebula on account of its vast regions of space fog, was discovered to be larger than Sol System, featuring an unusually high percentage of habitable worlds within a statistically anomalous distance of each other. The truth, as humans would later find out, was that the ancient race called the Elves had terraformed most of the worlds in this solar system, to make it sustainable for elvish – and therefore human – life. A convenient circumstance for these humans grown up on the moon or on the moons of gas giants. Most had never seen a blue sky or an ocean outside of a video capture.

Since the time of the first landing humans have since arrived in the Elysium Nebula in the billions. They went from being a newly emergent race in an otherwise alien system to being the dominant species. This was helped by the humans' high military sophistication and the fact that the deadly Illithids attacked the Elysium Nebula with more vigour than they had previously done against the elves. Human military strategic interests involved the taking and holding of several elven capital cities to help defend the elves against invaders. After the Illithid Wars it was evident that the Elysium Nebula belonged to humanity.

The bulk of the human worlds united under the banner of the United Republic of Elysium and a new dating scheme was established to

indicate that the history of humanity had reached a new stage. Since that day 375 years have passed, the United Republic is the established order in the Nebula but things are a coming a little loose. The revolutionary political entity called the New Elysian Democracy fights for independence from the United Republic and with this political instability the time is ripe for the evil Illithids to attempt another invasion.

## POLITICAL DIVISIONS

There are currently four major human states in the Elysium Nebula. This means, that human player characters will carry an Identity Card from one of the 4 major powers – and revealing this Identity Card may have political ramifications.



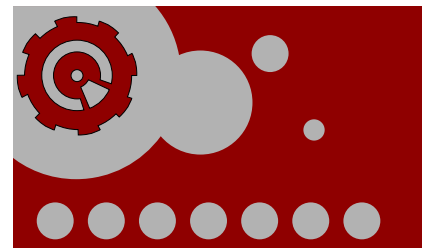
### The United Republic of Elysium

*Also Called: The Republic or the United Republic, the URE, Urea*

Elysia Prime; once the home world of the Elves; is now the capital world of the vast interplanetary state that is the dominant human power in the Elysian System. The planet was taken during the Illithid Wars because of its tactical significance within the Solaris System, and it was declared the Capital World of the URE (United Republic of Elysium). URE represents the oldest and most ancient of the 4 powers. The URE is known for its size, bureaucracy and old-world politics. A full 23 worlds are controlled by this government (though one is contested by NED insurgents). The URE flag features a gold dragon's head set in the foreground of a black and blue striped banner. There are 8 bands of blue in the URE Flag, one for each of the major military victories made during the Illithid wars. There are also 8 ruling Senators who govern from New Phoebe, capital city of Elysia Prime. The gold dragon of the United Republic, is to most members of the URE the most significant part of the image. The dragon is emblazoned on shoulder pads of combat marines, on starships, and on buildings. EDK Hunters (secret

service agents) carry a badge with this icon of power on it to signify their authority.

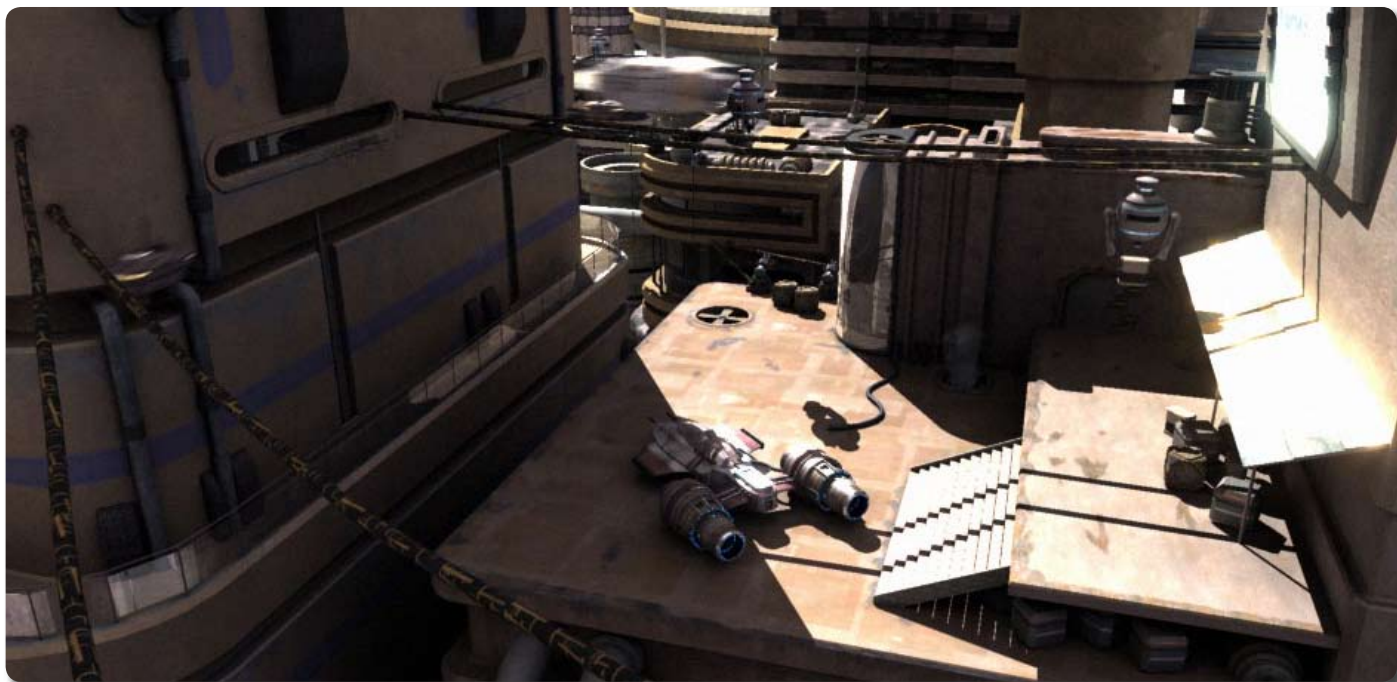
People who hail from the many worlds of the United Republic share little in common aside from their Ident Cards. The worlds themselves are often so culturally different from one another. A monodominant cleric from Orobas, a Valefarian whose expertise is in technology that reanimates the dead, and a merchant who flies the Gulliver Trade Run between Nememihah and Vohumunah are likely to have nothing in common. Within the United Republic people identify themselves according to their city, nation and planet of origin. But to members of other human power groups humans from the United Republic are called Ureans (pronounced "Yurians"), a word derived from the sounds the letters of the URE acronym make when they are squished together.



### The Independent Coalition for Human Advancement

*Also Called: The Coalition or the Independent Coalition, ICHA*

The second most influential state is the Coalition or the ICHA, to use the most common acronym for the state's full title. Like humans from the URE are called Ureans, so are humans from the ICHA called Ichans (pronounced with a hard ch and a long i like I-kans). While Urean control extends over the planets of the Elysium Nebula – the Coalition control the space between planets which Ichans will argue is a much larger domain. It is hard to say when the Coalition really become a political entity – the original terms 'Research Stations for Human Advancement' certainly predates the founding of the URE but at the time the Coalition was a scientific research organization. What is certain is that the ICHA only became politically active after the United Republic did. In fact it was a reaction to the United Republic's declaration that it was "...a new Elysian State for all Humanity to belong to." ►



**The ICHAN embargo conflict has brought private transportation and smuggling to a new level. Since mayor ICHAN Transport Companies have raised their fees, privateer transportation is on the rise.**

To truly understand the ICHA one has to know some basic history. During the Illithid Wars there was a rigid division between the ground troops and likewise the ground based missile silos, facilities, tank factories and so on and the human fleet. The biggest space station ever built by man (then called The Pearl) was the manufacturing plant for these human fleets. The Grand Admiral of the human fleet, a man named Ivan Petrov, commandeered billions of tons of raw material from the Elysian Worlds with which to build a vast fleet of starships to defeat the Illithids. When the Illithids were defeated these starships became suddenly purposeless. Ivan had been somewhat over enthusiastic with his fleet constructions and now billions upon billions of capital ships floated about nearly empty in the dark expanses of Elysian Space.

Ivan, not one to miss an opportunity, transformed his fleet into a collection of space-faring universities and research facilities. The great human minds of the age traveled to these 'Research Stations for Human Advancement' in the hopes of making the world a better place. The first major development on these stations was the grav-plate a device which generated a field of artificial gravity. Without the difficulties of 0g humans began to call these stations their

home, bringing their families from whatever planets they hailed from to live permanently in these new stations.

When the United Republic declared itself a single political entity spanning all the major planets in Elysium the space stations for „Human Advancement“ declared themselves politically distinct, claiming the title of an Independent Coalition. By the year 3 of the Republic Calendar the new political group had a name and a gubernatorial system, the ICHA was born. Since that time, due to expanding populations the ICHA has expanded building newer bigger stations that are marvels of engineering housing many billions of people.

Still today Ichan universities are the most renowned and the greatest human thinkers and craftsmen are said to be Ichan. The flag of ICHA is a simple red sheet with grey circles. The largest two circles represent the suns of Elysium, Solaris and Acheron. The circle closest the sun represents the URE Capital of Muscovisk and the little tiny circle represents Kazan Station. The remaining seven circles each represent a major space station of the ICHA. At the centre of the gray circle representing Solaris is a red cog to represent the Coalition's industrious nature. The letter's I and C are stylistically worked into the Cog.



## **The New Elysian Democracy**

*Also Called: The neodemocracy, the rebellion (by Ureans), the NED*

While ICHA and URE represent very old powers, NED (New Elysian Democracy) is a new fledgling nation resulting from a recent civil war. They have considerably less power and money - control a mere 4 worlds and contest a fifth. They believe in individual governments for planets with a unified theme and a more traditional electoral system in the individual worlds. There is no ruling senate for the NED, each NED planet has a democratically elected president.

One of the major changes pushed forth by the Neodems is the notion of full rights for aliens. One of the curious things about the United Republic of Elysium is that alien races can become citizen Ureans, but their votes in elections are a special 'weaker' variety of vote. At the end of major elections alien votes are tallied and hal-

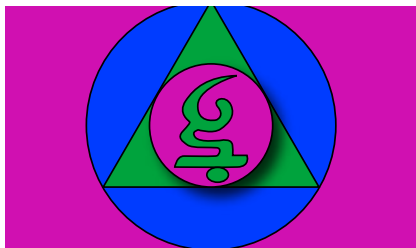
ved. Each alien's opinion counts half as much as full humans. The rationale is that the United Republic is founded on human values and that aliens may not share those same intrinsic beliefs that the government was built on.

Aliens in this sense includes: elves, dwarves, lizardkin and any other full alien. Elves and Duruki however are able to acquire full voting rights if they pass a human socio-cultural compatibility exam. Human hybrids are accorded full human rights. Additionally, non-humans cannot hold positions of office above a certain level.

With the NED everyone who is a citizen has full voting privileges. Not surprisingly it has attracted a large number of half-ogres, lizardkin and other aliens for this very reason. To Yurians the large quantity of half-ogres and lizardkin is just more evidence that the NED are doing something very wrong. Officially the URE refuses to acknowledge the political bodies of the NED – preferring to think of the planets as Urean worlds which need to be reclaimed from insurgents.

The New Elysian Democracy's flag contains a human head; a symbol of a free-thinking human nation. The colours of the flag; yellow-brown and green; symbolize earth and grass - the simple components of a human sustaining world. Along the side of the flag are Beyonders characters which spell out the Beyonders word TESSIK which translated means Freedom.

People from the NED are sometimes called Neodemans, Nedans (pronounced Needans) or just simply called rebels.



## The Reclaimers Guild

*Also Called: The Guild*

Finally there is the Reclaimers Guild. They are outworlders that live primarily far away from the Elysium Nebula in the twisted remains of the Sol System. Their they dig for ancient archaeological ruins, braving the twisted Earth landscape for remnants of human past. They

don't control any worlds in the Elysium system but their presence can be felt. The Guild was originally in charge of Martian research stations but has now spread to become the dominant galactic party in the Sol System.

Because trade with Sol System is still very important, and because wealthy humans are always eager to go back to their solar system of origin, the Guild presence is often felt within the Elysium Nebula. Reclaimers vary in their feelings towards the Elysians. Many feel superior to those born in Elysium. They believe they have a more sophisticated 'old way' of living and are better tied to the roots of humanity. Others envy the verdant fields and blue skies of many of the Elysian worlds. Many Reclaimers try to migrate to the URE or NED or ICHA when they come over, but due to various barriers of entry many have great difficulty immigrating.

The flag of the Reclaimers Guild is an inverted symbol of Visuddha; which in Hindi mythos is one of the Chakras - an energy vortex that is manifest in mankind. The visuddha, located in the region of the neck and shoulders and is the centre of communication and creativity. Its colours are deep indigo and dark green with origins in the history of the symbol. The flag was designed to promote a practice of intelligence and creativity across Sol System.

## HUMAN RACIAL TRAITS

**Medium:** As Medium creatures, humans have no special bonuses or penalties due to their size. **Speed:** Human base land speed is 30 feet.

**Racial Feats:** 1 extra feat at 1st level.

**Racial Skills:** 4 extra skill points at 1st level and 1 extra skill point at each additional level.

**Blunt:** Human beings are naturally lacking in eldritch energy and are unable to manifest magical or psionic powers without the aid of chemically addictive substance called Aesir.

## Racial Talents

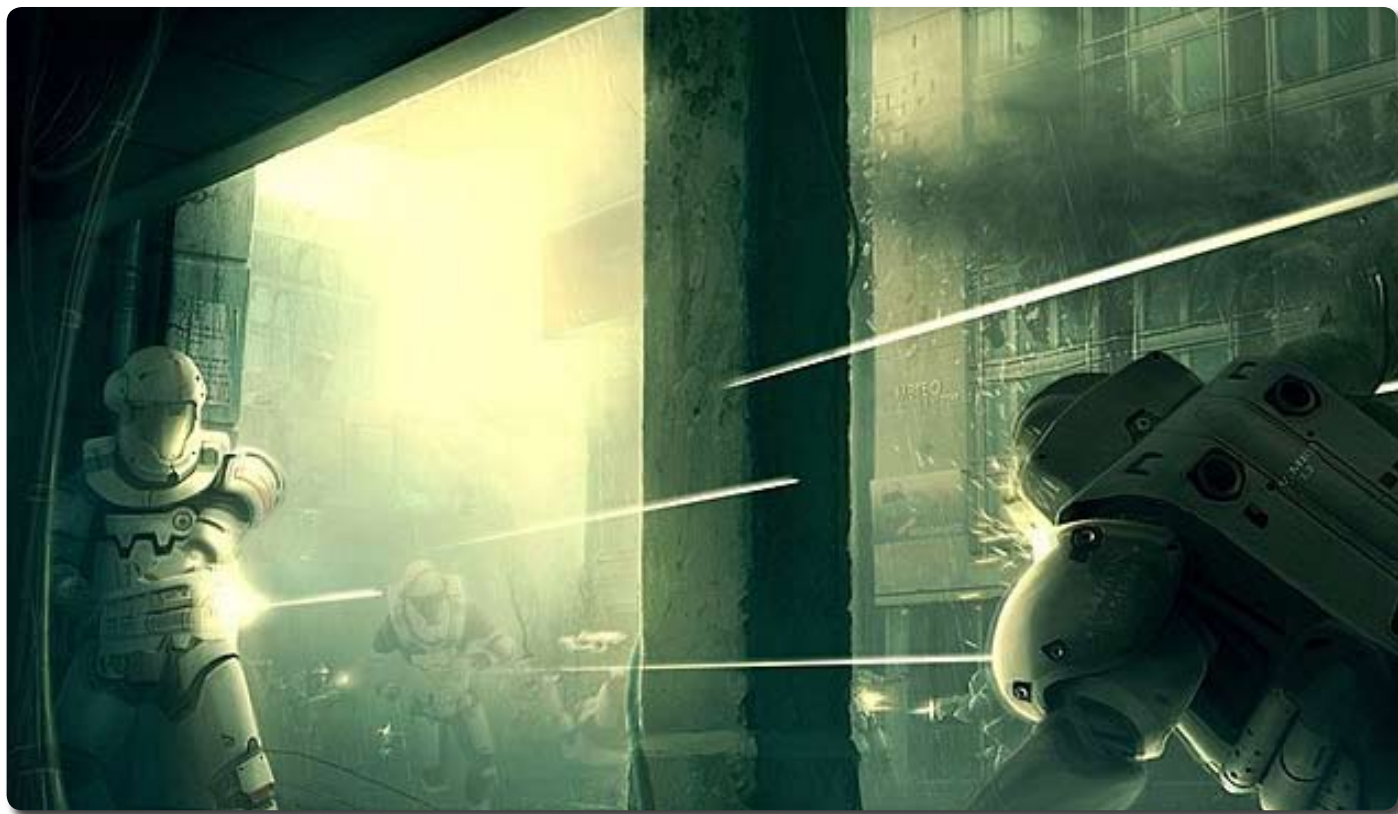
These talents can be taken by human characters who are able to select a class talent. Humans treat the human talents as class talents irrespective of the basic class they are progressing in. They can select human talents even if they are multi-classing and receive talents from multiple basic classes. ►

# Human



**What the NED is missing in equipment is made up by imaginativeness of the NED-Rebels.**





**Human History is full of armed conflicts. Although internal conflicts are not unknown to other Races, Humans seem to excel in this area.**

## **Eldritch Lineage**

Prerequisites: First level

Benefit: The human must take this talent at first level in order to take this talent at all. A human with the Eldritch Lineage talent has parents on both sides of the family that are chemically dependant on Aesir. When the character was an infant in his mother's womb, the Aesir chemicals muted his development. Humans of an Eldritch Lineage are altered during gestation. A human with Eldritch Lineage does not need to use the substance known as Aesir to manifest eldritch powers. He effectively ignores the effects of the Blunt racial quality. Such a human normally behaves in curious ways and may have an expanded forehead. A character with the Eldritch Lineage talent gets a +2 bonus on Wisdom but a -2 penalty on Charisma.

## **Human Aptitude**

Prerequisites: None

Benefit: The human has a knack for acquiring new feats. The human can select up to 3 feats - he does not gain these feats immediately. Instead these feats count as class bonus feats regardless of which basic, advanced or prestige class he takes. Any time the Human is allowed a class bonus feat, he can choose one of these three.

## **Extra Feat**

Prerequisites: None

Benefit: Humans acquire more feats than other races. In addition to having a bonus starting feat, a human can swap one of his talents for a bonus feat. This feat must be selected from the class bonus feat of the basic class that granted this talent. This talent cannot be taken multiple times.

## **Adaptive Learning**

Prerequisites: Human Aptitude or Extra Feat

Benefit: Through cross-training a human is more able to change his 'focus' than other races. It allows the human to increase any one of his ability scores by 2 points. In return he must decrease two of his ability scores by 1 point. The human can also swap one of his feats for any other. He must meet the prerequisites for his new feat. If he drops a feat that is a prerequisite for another feat he owns, he no longer can use that feat. The human can rearrange up to 5 skill points per level - removing them from any skills he wants and placing them in another skill. These new skills do not have to be class skills of his current class but must be class skills of any class that the human has acquired up to date. ■

## Duruki

### THE WORLDS OF THE DWARVES

The dwarves, or Duruki in their own tongue, habit the nine most distant planets in the Elysium Nebula. Two of them follow a wide and twisting figure 8 orbit around Solaris and Acheron, the two suns of the Elysium Nebula system. Two of them were wide looping planetoids before they were fixed in place by Duruki science far to the galactic Zenith and Nadir (positions above and below the galactic plane). The remaining 5 follow such mad far reaching ellipses around both worlds that for these planets both suns look like nothing more than an exceptionally bright star. These distant icy worlds look uninhabitable from afar. They are frosty, dry-ice riddled tundra worlds that no human would be able to survive on without proper environmental suiting. Yet if you look in the right places you'll find a buzz of industrious dwarven activity for these are the worlds of the Duruki.

Duruki like elves, men and other simian descended creatures are fleshy bipedal beings and come in various skin tones. They are universally about three quarters the height of a typical human but are wider in stature. Unlike Elves that grow no facial hair Dwarves grow thick beards. Both males and females are likely to develop what a human would call 'male-pattern baldness', and in accordance with human beauty standards some dwarf women have taken to wearing wigs in the presence of humans.

### HISTORY OF DWARVENDOM

Of the nine dwarf worlds, the closest of the 9 is the only with a molten core. The gasses given off by the volcanoes allowed the formation of an atmosphere which in turn gave rise to life. On this world, which is the dwarf capital of Drumai, a species of heavily furred apes evolved, hunting seal and fish just beneath the ice. A close genetic relative of this predecessor of the modern dwarf (the feral Drumai Yeti - Drumaius Yetius Maximus) is still alive today and protected by Duruki wildlife laws as the Drumai Yeti is the genetic link between the Duruki and their ancestor species, the now extinct Drumaius Yetius Dwarfus. Human scholars of Dwarf genetic origins happily refer to this ancestor as the Neanderthal Dwarf.

For many thousands of years the Neanderthal Dwarf did nothing more than hunt seal and fish until the Neanderthal Dwarf produced an intellectual genetic off-shoot around 400,000 BC. Most intriguing however to humans is that in the locations where the first true Duruki would appear there is also fossil evidence (in the form of footprints) that Dragons had been present. Crackpot theorists point out that similar markings can be found on Elysia Prime dating back to when the Elves first gained true sentience and may well be found on Old Terra (too much fallout from nuclear war makes such research now impossible on Terra). These theorists posit that the physiological similarities between Dwarves, Elves and Men exist because the ancient Draconian race had bred them for some specific purpose. It is ►



**In Recnet years some Duruki have learned to use Eldritch Powers and have become able spell-casters.**

## Duruki

thought by the scientific community at large (who scoff at the crackpots) that Dragons frequented Drumai in these early years because the Yetius Maximus was an excellent source of energy for the hungry space-farers.

For a long time the first Duruki lived in igloos but it did not take long before early spelunkers discovered that Drumai's molten core provided sufficient geothermal heat for more comfortable living conditions. The Duruki became great excavators hollowing out their home world with vast labyrinthine tunnels. What follows this (starting around 1200BC by the human calendar) was a period called the Barbarian Ages in which rule of the strong was the only rule and various Duruki city-states waged a ceaseless war on one another with axe and hammer. Those ancient times hold a special place in Duruki race memory, and the folklore of the heroes of the time pervade Duruki society even today – in much the same way as humans have the legends of Arthur and his knights from Old Terra and the legends of Odysseus and the Greek mythologies from before then. All Duruki can recount the trials of Grungni Stonehammer and the Tattoo Clan of Bargwald or to recite such fables as the classic tale of Fragnor and the Mountain Yeti and the saga of Ulli, last of the Spearbiter Clan.

Around the year 150 BC when the Barbarian Ages began to draw to a close, the Duruki first began to study and understand the eldritch energies. The Duruki are not naturally psychic enough to be able to manipulate these energies without advanced training, but the Duruki quickly learned the science of the eldritch powers. They were able to find areas of Drumai that were rich in these energies and learned that certain symbols or icons could contain or house these energies. These were the first Duruki runic eldritch manipulations.

The Duruki were the last of the three dominant races to successfully travel to another planet. This is probably largely thanks to the fact that Drumai is a moonless planet. In fact it is suggested by the scientist that when Neil Armstrong made the first voyage to Old Terra's moon, Duruki theoretical physics was leagues ahead of their human counterparts – but with no nearby astral bodies to visit the Duruki were happy to sit still on their home world. It was

only a thousand years after humanity had already colonized and begun living on the moon that Duruki really began to venture forth into space, and even then it was only because Elven explorers had discovered Drumai and had shared some of their technology with the Duruki.

Since then the Duruki have become the undisputed masters of the void of space. They zealously guard the technology which powers the Duruki Jumpgates, allowing the Duruki to cover many millions of light years as if it were a much shorter distance by warping real-space (or folding it) between two predefined points. The jump gates are the only reasonable means of intersystem travel and only the Duruki possess the secret science that makes this possible.

### DWARVES TODAY

Duruki are the wealthiest of the alien (nonhuman) races. They charge a very high toll for all vessels that use their jumpgates and as they are the fastest and most convenient way of getting from point A to point B, Duruki naturally receive considerable income from this. Duruki tend to be closely guarded about their feelings and though they are naturally curious about human customs, they have not adopted many of the ideas that humans find so civilized.

Duruki do not vote on a government, instead they are ruled over by an Ancestor Council. Ancestors represent the oldest Duruki on a given world as Duruki have great faith in the wisdom that comes with age. It should also be noted that elder Duruki like elves, though physically weakened, don't degrade mentally as humans do. All Duruki have a instinctual, possibly biological, reverence for their elders and they find human maltreatment of elders in very poor taste.

The Duruki of the past only used Eldritch Powers to enchant items, through powerful arcane runes, however under tutelage of the elves many Duruki have learned to harness arcane powers themselves in recent years. Since the elves have lost their homelands and many live among the dwarves they have grown tighter as people and a lot of elvish knowledge on the subject of spell-casting has been passed on to the dwarves. Duruki sorcerers now rival human ones in power and ability.



Typical Duruki Jumpgate Guard





**Duruki Stargates are so complex that no other species was able to built one by themselves. Even the Gates on Muscovisk/Novobrisk and Elysia Prime/Phoenix are built and maintained by Duruki.**

Unlike humans, Duruki do not need to take the Aesir drug to tap into this hidden reserve of energy, instead they need merely the proper training and inclination. Duruki spell casters are still quite rare though, because the Duruki people even today prize physical science over metaphysical or magical studies.

## DWARVEN RACIAL TRAITS

Ability Score Modifiers:

+2 Constitution, -2 Charisma.

Medium: As Medium creatures, dwarves have no special bonuses or penalties due to their size. Speed: Dwarf base land speed is 20 feet. However, dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).

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

Cold Resistance: Dwarves are used to extremely cold temperatures. They have a natural

Cold Resistance of 5 and a +4 bonus on Fortitude saves to resist cold-related effects.

Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Racial Skills: +2 racial bonus on all Craft checks.

Racial Saving Throw Bonus:

+2 racial bonus on saving throws against poison. +2 racial bonus on saving throws against spells and spell-like effects.

Racial Attack Bonus: +1 racial bonus on attack and damage rolls against Ogres.

## Racial Talents

These talents can be taken by Duruki characters who are able to select a class talent. Duruki treat the Duruki talents as class talents irrespective of the basic class they are progressing in. They can select Duruki talents even if they are multi-classing and receive talents from multiple basic classes.

## Absorb Recoil

Prerequisites: None.

Benefit: The Duruki can use a Medium-sized (non-light) weapon in his off-hand without taking additional penalties. Effectively Duruki treat all medium weapons as light weapons.

## Concrete Vertebrae

Prerequisites: None.

Benefit: The Duruki can drop from incredible heights and slam onto his sturdy feet without suffering grievous injury. The Duruki halves the effects of falling - allowing him to treat each twenty feet distance fallen as a ten-foot distance.

## Craftsman

Prerequisites: Builder feat

Benefit: The Duruki applies his +2 bonus from his builder feat not just to the two craft skills chosen but to all craft skills.

## Dwarvish Resilience

Prerequisite: Endurance feat

Benefit: The dwarf heals at twice his normal rate. This effect stacks with Stamina and similar effects. Remember that x2 twice is x3 not x4. ■

## Elves (ancient)

### Elves



### The Elven Race

The elves (ancient elves or original elves to differentiate them from the evil Drow) are the eldest of the humanoid races in Elysium Nebula. They evolved on Elysia Prime, the capital of the human empire called the United Republic where they are now often treated as second class citizens. The elves are descended from an Elysian primate called the Krell which is now extinct. The Krell was a tall thin primate that would swoop from tree to tree and had a very fast metabolism.

The elves carry many of the same traits as the Krell. They are thinner, taller and more graceful than humans.

Their rapid metabolism ensures that even if they overeat elves will never get obese, or at least not in the same manner as humans. Elves that do not exercise will be weaker, but won't develop much additional fatty tissue. Like humans and dwarves, the other ape-derived species, elves come in a variety of skin tones and can sport varied hair colours. Unlike dwarves and humans, elven males do not grow beards. In some elvish ethnic groups certain males can grow moustaches or long sideburns, but never full human beards.

Elves have a considerably more fragile bone structure than humans (some human scientists have likened the fast metabolism and light bones of the elves to being 'birdlike') and consequently are injured more easily, however they tend to be more dexterous and agile than humans.

Perhaps the most distinguishing feature of the Elves is that they are a naturally magical race. For reasons that are not altogether clear to contemporary studiers of the eldritch sciences, Elves attract webs of eldritch energy about them. Even elvish children quickly and from a young age learn to manipulate the eldritch powers around them. The rare elf unable to call upon these powers (so-called 'blunts') were in earlier times protected and doted on by Elvish family units for their lack of ability. Blunts have a tendency of being hard-working and eager to

show their worth to compensate for what the feel is an unfortunate curse. It is, in part, the elves natural gift for magic that allowed them to discover the worlds around them when humans and dwarves were stilling fighting with swords.

The other reason Elves so quickly took to space travel was their natural disposition towards peace and study. Elves are biologically predisposed to avoiding violence. Their world had few natural predators and the naturally communal elves shared research and knowledge in ancient times. There was almost no sense of ownership among these elves. But times have changed, and the humans and their success against the illithids have made the elves of today a little more worldly in the human sense of the word. Some of the elves may find this a pity, but other younger elves believe that without a change in behaviour the elven race will soon be extinct.

### HISTORY OF ELVENDOM

Elves went from being hunter-gatherers to a sedentary race living in communities in about 300,000 BC about 295,000 years before humans did. In fact before the first major human civilization at Mesopotamia was getting under way, elvish magic and science were at such an advanced state that most of the elvish settlement around the planet were aware of each other. Elvish telepaths were able to whisper to each other across continents, and the world was becoming smaller as elvish enchanter were able to cast spells of flight and levitation on the elvish longboats. With the elves already flying it was not long before Elven science had already established that the moons of Elysia Prime were not so different from Elysia Prime itself. Elvish magic ensured that the Elves who would journey to the moon of Vassago would be sufficiently enchanted so as to survive. After all it was not so different from journeying underwater, an exploration which many elvish villages had already attempted with the aid of magic. By 17,500 BC elves had reached Vassago.

In the village of Atathuei, not too distant from the current location of Correllan, a village shaman Maya Athran posited that through

**Elves are so few in number and so scattered and leaderless that they are no longer a power in the new order of things.**





**Elven Architectural Influences  
can still be found everywhere  
in the Elysium Nebula.**

the eldritch craft called Geomancy the inhospitable moon, Vassago, could be transformed into a verdant life-tolerating place like Elysia Prime. A second journey was arranged to Vassago. Her plan would take thousands of years to reach fruition. Encased in a life-preserving bubble she wove her spell across Vassago, causing the core of the moon to bubble and boil – issuing forth volcanic eruptions and aiding the first seedlings of life to take hold. By 17,000 BC it became evident that Maya would be successful. The terraforming was underway and eventually, some day in the far future, Vassago would hold life.

Spurred by this success other Elvish Shamans, with encouragers among the elvish communities, made trips across the stars to further and further reaches of outer space. Wherever they traveled they found harsh inhospitable worlds, unwelcoming to life. So the ancient elves, for no reason other than a passion for the natural world, delicately played with the functioning of physics and chemistry around these worlds

and worked their powerful magic into the core of those planets. They modeled the worlds after Elysia Prime, with 26 hour days, with comfortable elf-friendly gravity and later – as the worlds began to show true signs of developing life with flora and fauna brought with them for their very own world.

However, even with the aid of magic, terraforming is a tedious process. None of the original shamans who began that slow process would ever live to see the finished works. But the great grand-children and great-great-grandchildren were able to witness their success. First with the full terraforming of Vassago started by the Shaman Maya herself. It was over 3 thousand years later, but the success pleased the elves. The wild nature of their homeland had bridged the gulf between worlds and they were happy. The descendants of the shamans who wove the original terraforming geomantic spells would travel to these new worlds settle them in honour of their forefather. These migrations into outer space took place between ►





**For Centuries the Giant psycho-magic-technological Terraforming Machines have been working on nearly every planetary object in the elysium nebula.**

1550 and 1650 of the old human Gregorian calendar. Humans were still four hundred years away from putting the first man into space. In the year 2186 of the old human Gregorian calendar Elves discover that on Vohumunah a species of lizardfolk have developed rudimentary dialogue of clicks and whistles. It was their belief that these lizard creatures had a chance at advanced thought and sentience and so the elves used their magic to 'accelerate' the evolution of these primitive creatures providing the creatures with a full vocal range and enhancing their brain power. The elves, as was typical at the time, have no moral issues with this. It is only a time-passing experimentation to them. Many feel it is a just endeavor as all species would want a chance at true intelligence. These lizardkin would in time become truly sentient thanks to the elvish effort.

The major turning point for the elvish race was when an alien race called the Illithids attacked the entirety of the Elysian System. The elves had never developed any means of

defending themselves and were completely ill-equipped to fight with a superior combat ready force. Many billions of elves were wiped out across the Elysian system. Eventually the elves were able to thwart the Illithids but at a terrible price. In order to fight them off an entire sect of elves representing a good forty percent of the remaining population began to summon furious beings of raw eldritch energy. Physical manifestations of anger, rage and vengeance. Magical agents of destructions. These were the first demons ever to be summoned in the Elysium Nebula, and the cult of demonologists who save elvendom would eventually become the subservient minions of the demons they summoned such was the power they bestowed upon them. Those elves, known as the Drow, abandoned the remaining Elves and took to the outer ranges of Elysium to live in the dark expanses of planetoids that can be found in the system's Oort cloud.

When the humans arrived in the Elysium Nebula the elves did their best to welcome them, though after the attack from the Illi-

thids they had grown more weary of outsiders. When the Illithids attacked the second time it was only thanks to the military prowess of the humans that the elves survived, however over the course of the war – as strategic locations swapped hands between human and illithid forces humanity seized control of ever major world within the Elysium Nebula. After the war Elves requested their planets back and demanded they be self-governed but the humans insisted they were that elvish government had proved too frail in the past. Elves are permitted to become citizens of the URE and the ICHA but are not allowed to take high positions of power. In effect the elves have become second-class citizens in their own worlds. This is a trying time for the elves – once the dominant race in Elysium and now fled to either the Duruki worlds are accepting their position among the humans. They still possess the greatest technology and magic of Elysium, but they are so few in number and so scattered and leaderless that they are no longer a power in the new order of things.

## ELVEN RACIAL TRAITS

Ability Score Modifiers:

+2 Dexterity, -2 Constitution.

Medium: As Medium creatures, elves have no special bonuses or penalties due to their size.

Speed: Elf base land speed is 30 feet.

Immunities: Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Low-Light Vision: An elf can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

Arcane Skills: Elves automatically gain the Arcane Skills feat as described in Urban Arcana. (The character gains the following class skills, as described under the Mage advanced class: Concentration, Craft (chemical), and Spellcraft. Further, the character gains Use Magic Device as a class skill, as described under the Occultist advanced class.)

An elvish Psion can choose to swap this for Urban Arcana's Psionic Skills as well.

Magecraft: Elves are naturally gifted in magic and arcana obscurum. Elvish spellcaster have a +1 bonus on Difficulty Class to resist for all spells they cast. In addition all Elves can mani-

fest 1 Level 0 spell per day from any spellcaster list. This is in addition to any other spells the character may be able to cast. These modifiers apply to elvish psions as well.

Racial Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

## RACIAL TALENTS

These talents can be taken by elvish characters who are able to select a class talent. Elves treat the elven talents as class talents irrespective of the basic class they are progressing in. They can select elven talents even if they are multi-classing and receive talents from multiple basic classes.

### Arcane Power

Prerequisites: Divine Heritage, Magical Heritage or Wild Talent.

Benefit: In addition to choosing 3 0-level „orisons“ or „cantrips“ or single 0-level psionic power the elven caster/manifestor can also select a single Level 1 spell or power to cast once per day. Like the level-0 spells/powers this level 1 spell is in addition to other casting and does not count towards spells per day nor does it cost power points.

### Improved Arcane Power

Prerequisites: Arcane Power

Benefit: The elven caster or manifestor can cast his chosen level 1 spell or power (from the Arcane Power talent) an additional 2 times per day.

### Advanced Arcane Power

Prerequisites:

Improved Arcane Power, Arcane Power

Benefit: The elven caster/manifestor may treat his casting/manifesting attribute as a 2 points higher to determine bonus spells/pp and save DC's. This talent stacks with Spell Focus (and related feats.)

### Blunt

Prerequisites: First level

Benefit: An elvish Blunt is one that cannot manifest any eldritch powers. Such an elf does not gain the benefits of Magecraft or of Arcane Skills. However Blunts are hardier than most elves. An Elvish who takes the Blunt talent at first level does not take the standard -2 Consti-

## Elves (Drow)

### Drow

#### HISTORY OF THE DROW

Around the time when human forebears swung from trees, the native people of the Elysium Nebula developed spacecraft and began their first forays into space. This race called the Elves, had evolved from a species of silky furred ,monkey-cats' called Krell.

Elves are superficially similar to humans but psychologically quite different. For a start elves are magical beings. They, like many of the native creatures of the Elysium system (blink dogs, displacer beasts and others) are born with an innate talent for sorcery.

What a human can only achieve with psychotropic drugs an elf is born with. Their science reflects this natural talent and their armour and weapons reflects the effective fusion they've developed between science and magic. Their grenades unleash psychic blasts that can have a variety of magical effects, their pistols are enchanted to strike true and their spaceships are commanded by a direct psychic link to the pilot. Their technology far supersedes human technology and they are generally faster and more alert.

So why then is it that the worlds terraformed while men and women on Earth had only just developed irrigation systems are now in the hands of humans and not the elves?

Like the humans of the Elysium Nebula, the elves too have had a civil war in the past, but unlike the humans the elves have not yet since recovered. They have never rebuilt what they once had and they now live perilously close to extinction, besieged on all sides by ancient enemies.

The elvish civil war, also called the War of the Spider, occurred not long after the insidious race known as the illithids attacked the elvish home worlds. The illithids brought with them war, and the elves (being a naturally peaceful species) were ill-equipped to handle the illithids and their enslaved underlings. The illithids were beaten by the elves and their dread ships turned back

to the void - but the scar that the combat left would not heal. The elves, in their desperation, relied on black magic to win. Certain elves had attempted to create beings made of pure magic-stuff. They called these summoned creatures demons, and these elves called themselves the Drow.

The Drow who had fought in these wars continued to perfect their ,demons' in case the enemy ever came back. The cult of the demonologists began to rise to power and many other elves grew nervous. Were they breeding creatures to protect the elven race or for darker reasons? Surely there were too many demons? The demonologists banded together at this time and summoned a master demon, the ultimate weapon they said would save elvenkind from all other threats. They called her Lolth and she was summoned in the form of a giant spider.

Lolth, born of the potent magic of the elder race was implicitly cunning, and bred for war she was also disappointed with the state of peace in Elysium. Slowly but assuredly she began to use her awesome power to steer the demonologists towards civil war.

The demonologists began to trust her unquestioningly, bound by the supreme will of their own creation, and they believed she could help them to ascend to greater levels of existence. The civil war was abrupt and unsatisfactory for the demons. The elves could not conceive of any way to fight back against the Drow. And yet, overnight, the Drow disappeared from the elvish worlds - much to the surprise of the beleaguered Elven defenders.

#### THE DROW TODAY

It became apparent to Lolth that if she pursued this path the elvish race would be annihilated and with it the demons would fade from existence, for they are created by the elves and bound to their life force. The more elves were slain the more the demons grew weak. Protecting the original elves was vital for if elven and drow numbers grew to few the demons would suffer. She com-



manded the Drow to leave the elven worlds and set up camp in the distant planetoids of the Oort cloud. There Lolth schemed and schemed, commandeering Drow engineers to design ever more potent weapons of war. She fractured the demon hordes into rival War Legions each one consisting of over a thousand drow. These demon Legions wage a tireless war on each other according to a complex set of rules set forth by Lolth.

The rules ensure that no legion becomes too small – a legion made small is subsumed by a larger one, the losers becoming slaves of the winners. It also ensures that the demons that lose become consumed by the winning demons, ensuring the successful demons are ever more powerful and dangerous. With super-advanced technology and magic, and powerful demons leading the troops it is quite possible the drow could threaten the human and Duruki empires combined.

But Lolth does not seek just wanton destruction. Her plans are much more subtle for now. The demons are seeking an ancient power which would release them from their link to the elves but what that would entail is not known.

The drow themselves have skin that varies in range from purple to jet black. The Drow live in perpetual darkness on planetoids too far from the suns to receive any light, so being the colour of night is a useful trait to survive. Likewise all Drow have finely tuned darkvision. These are alterations that have been self-inflicted by magical means and are known as species treats.

## DROW RACIAL TRAITS

Ability Score Modifiers:

+2 Dexterity, -2 Constitution.

Medium: As Medium creatures, drow have no special bonuses or penalties due to their size.

Speed: Drow base land speed is 30 feet.

Immunities: Immunity to sleep spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.

Darkvision:

Drow can see in the dark up to 60 feet.

Darkvision is black and white only, but it is



**The daemonologists banded together and summoned a master daemon, the ultimate weapon they said would save elvenkind from all other external threats. They called her Lolth and she was summoned in the form of a giant spiderous monster.**

otherwise like normal sight, and drow can function just fine with no light at all.

Light Sensitivity: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds a drow for 1 round. In addition, drow take a -1 circumstance penalty on all attack rolls, saves, and checks while operating in bright light.

Racial Skills: +2 racial bonus on Listen, Search, and Spot checks. A drow who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Spell Resistance (Ex): A drow gains Spell Resistance equal to 5 + half her character level (rounding down).

Elven Subtype: For all effects related to race, a drow is considered an elf.

## RACIAL TALENTS

These talents can be taken by drow characters who are able to select a class talent. Drow treat the drow talents as class ta- ►



lents irrespective of the basic class they are progressing in. They can select drow talents even if they are multi-classing and receive talents from multiple basic classes. The statistics of the demons below can be found in the Elysium Nebula Menace Manual.

## **Daemonology**

Prerequisites: None

Benefit: This ability summons an extraplanar demon (usually an Outsider of the Evil subtype). It costs an action point to activate. The demon is summoned as a move-equivalent action. It appears where the drow designates and acts immediately, on the drow's turn. It attacks the drow's opponents to the best of its ability.

If the summon demon can communicate with the drow, it can be directed not to attack, to attack particular enemies, or to perform other actions. A drow cannot summon two demons at the same time. The summoned demon lasts for 1 round per 2 levels. Spending an additional Action Point can increase the duration. The talent conjures one of the following demons:

- Blood Raven
- Plague Rat
- Venom Spider

## **Improved Daemonology**

Prerequisites: Daemonology

Benefit: This ability is an extension of the daemonology power and allows the Drow to summon more kinds of demons and more powerful demons. In addition to the three demons above the Drow can also summon one of the following demons:

- Demonic Scorpion
- Fiendish Viper
- Warg

## **Advanced Daemonology**

Prerequisites: Daemonology,  
Improved Daemonology

Benefit: This ability is an extension of the daemonology power and allows the Drow to summon more kinds of demons and more powerful demons. In addition to the three demons above the Drow can also summon one of the following demons:

- Carrion Bat
- Dretch (demon)
- Hell Hound

## Elves (Half)

### HALF ELVES

Half elves are the natural result of a union between an elf and a human. Such unions are not that common place, not least of all because there aren't that many elves left after the near genocide that occurred at the hands of Illithids, but also because Elves, as a whole, prefer to stick to their own kind. That said, Half-Elves are easily the most common kind of half-breed in the Elysium Nebula. Most of these are able to pass as human by merely concealing the pointed tips of their ears. Some of them are quite proud of their elven heritage.

Half-elves, like elves, do not need to take the addictive Aesir drug in order to use arcana. Not surprisingly therefore, in the United Republic, many half-elves are recruited by the government or the military for arcane purposes. Some of the half-elves who have been taught magic from their elvish parent even find jobs teaching magic in prestigious schools.

Half-elves are the least prejudiced against, of all the half-breeds (they are the only ones that get a full-vote, like a human does, in Urean elections) and have the easiest time finding a niche where they will be accepted.

### ELVISH MÉTIS

Elves are also able to bear Duruki children. These dwarf-elves or simply Métis (the Duruki word for them) are much rarer than half-elves and have a much harder time being accepted. They are nearly the height of a man but have much of the bulk of a Duruki. They have pointed ears and slant eyes as well. Characters playing Métis should be aware that neither Elvish nor Duruki parents are likely to accept them very much. The Duruki (though helpful and friendly to traders and refugees) are likely to be very formal and cold in the manner one is when dealing with an outsider. The Duruki have a lot of respect for all races, but tend not to show familial bonding unless in the presence of another Duruki. This different treatment is clearly felt by Métis. Elves on the other hand

are thrown off by the Métis' physical size - and cannot really understand their inclination for drinking hard liquor (a Duruki trait) or their predilection for hard physical labour (another Duruki trait). Like Elves and Duruki, Métis are competent psions and mages if appropriately schooled.

Note: Métis are sufficiently rare that they have not been included in the standard list of PC races. Ability wise they can be treated the same as Duruki except they lose the resistance to cold and the stability bonus but gain a speed of 30 feet like elves or humans.

### HALF-ELF RACIAL TRAITS

Size: Medium. Half-elves have no special bonuses or penalties due to their size.

Ability Modifiers: None.

Base Speed: 30 feet.

Elven Blood: For all effects related to species, a half-elf is considered an elf. Half-elves, for example, are just as susceptible to special effects that affect elves as their elven ancestors are, and they can use magic items that are only usable by elves.

Spell Immunities: Half-elves are immune to sleep spells and effects, and they gain a +2 species bonus on saves against Enchantment spells or effects.

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

Skill Bonuses: Half-elves gain a +1 species bonus on Listen, Search, and Spot checks. They gain a +2 species bonus on Diplomacy and Gather Information checks.

Free Language Skills: Half-Elves speak and write Elvish in addition to starting with the ability to speak and read or write a human tongue like Elysian, Ichan, Phoenician or Terran.

### RACIAL TALENTS

These talents can be taken by Half-Elf characters who are able to select a class talent. Half-elves treat the drow talents as class talents irrespective of the basic class they



are progressing in. They can select half-elf talents even if they are multi-classing and receive talents from multiple basic classes.

#### Fast Learner

Prerequisites: None

Benefit: Many half-elves share a common capacity for skill acquisition with their human forbears. The character gains 1 additional skill point per level, effectively gaining skill points (from now on) at the same rate as a human.

#### Arcane Power

Prerequisites: Divine Heritage, Magical Heritage or Wild Talent.

Benefit: In addition to choosing 3 0-level „orisons“ or „cantrips“ or single 0-level psionic power the half-elven caster/manifestor can also select a single Level 1 spell or power to cast once per day. Like the level-0 spells/powers this level 1 spell is in addition to other casting and does not count towards spells per day nor does it cost power points.

#### Elven Descent

Prerequisites: Arcane Power

Benefit: Due to her elven upbringing the half-elf has been immersed within the culture of her elven cousins. She has learned the ways of her Sylvan ancestors. The half-elf is more comfortable when dealing with elves. She receives +4 to Diplomacy and Sense Motive when dealing with elves.

#### Human Descent

Prerequisites: Fast Learner

Benefit: Due to her upbringing among the humans she has learned to adapt easier. Having been raised amongst her human counterparts she has learned through hardship to be more adaptive to her surroundings. The half-elf is more comfortable when dealing with humans. She receives +4 to Bluff and Intimidate when dealing with humans. ■



# Kobolds



## EARLY VOHUMUNAH

Three thousand years after Vohumunah was fully terraformed by the elves and about one thousand years after it was settled by the elvish descendants of the Shaman Hawkwing from Elysia Prime, the first speaking reptilian species evolved. These speaking reptile creatures were of two genus's. The small, egg-eating Raptosaur and the heavier, bulkier carnivorous Krotasaurus.

It became apparent to the Hawkwing Elves that these two reptilian species were far more clever than any of the other indigenous life forms. The smaller Raptosaur in particular would scout in parties of six or seven, warning each other of predators in a peculiar communications of clicks and hisses. It did not take long for the Elves to imagine that with the proper push these alien raptors could make the evolutionary leap to sentience.

The raptosaurs reached to about the elvish knees in height. They were small with powerful rear legs and weaker forearms. They had sharp toothed mouths for puncturing eggs and long snouts for sticking within the warm egg and sucking the juices out. The Elven magic genetically altered a particular pack of raptosaurs, making them walk more erect, giving them a voice box to produce a full range of sounds as required by Elvish language and by giving them longer forearms with manipulating hands in the five-fingered style of the Elves. It took many hundreds of generations for the shift from primitive creature to sentient xenospecies, but the raptosaurs did it. In their own language the now new species called themselves the Kboldei or Kobolds in human tongue. The Kobolds were able to take the rapid changes in their environment and in their bodies remarkably well; or at least much more so than their slower witted cousins, the evolutionary spin-off of the Krotasaurus, called the Lizardkin. The Kobolds showed a natural curiosity for the world and universe around them. They immediately ingratiated themselves with the Hawkwing

## Kobolds

elves and a number requested that when the Elves seek new worlds they too be present. It is said that at the first meeting between Elves and Dwarves there were Kobolds present. The Kobolds were not brave creatures however, and avoided all fighting during the Illithid Wars abandoning the cause of the Elves and attempting to hide until it blew over – but they were certainly the most able to adapt to the coming of the human race. They are numerous in the human cities of Elysium, filling any job as ably as a human might.

### Kobolds in Elysium Today

Kobolds tend to live in human cities. Their minds are keen and they are quick to learn, despite being a very new race on the galactic scale. Because of their diminutive size Kobolds prefer careers which avoid any sort of physical activity. Many Kobolds have become able computer programmers, accountants, bankers or taken up other sorts of intellectually demanding desk jobs. Other Kobolds are drawn to a more adventurous lifestyle. The popular New Phoebe based VRVision detective show called "Security Files" features a Kobold detective as the wise-cracking quick-witted partner of the hot-tempered Half-Elf Psion lead character. The most popular active profession however among Kobolds is to work on a starship. Either as an Engineer, Comm Operator or otherwise, starship work naturally appeals to the adventurous minded Kobold.

Kobolds are not allowed full votes in the United Republic and are remarkably tolerant of this fact. Unlike the Lizardkin which riot and uproar the Kobolds prefer to avoid public demonstrations (where they might get hurt) and instead allow a select few individuals state their dislike on behalf of the Kobold people on pertinent talk shows and VR Events that people might tune into. Most Kobolds believe that in the future they will be offered a Socio-Cultural Compatibility Test as the Elves and Duruki are. They argue that psychologically they are closer to humans than both Dwarves and Elves.

Though it would be rude to mention it in Kobold company, Kobolds have a much higher rate of kleptomania than other species do. (Of course



**The attitude between humans and lizardkin in general is live and let live. Some lizardkin are disillusioned with life on the restrictive camps the humans have outline for them, and they will try to escape and get work aboard human ships.**

if you mention this to a Kobold he will accuse you of being a racist and a xenophobe.) Many Kobolds pick-pocket things, “borrow” things for extended periods of time or otherwise acquire things that are not theirs at such a consistent rate that they can only be described as psychologically predisposed to theft.

### KOBOLD RACIAL TRAITS

Ability Score Modifiers:

+2 Dexterity, -2 Strength.

Small: As a Small creature, a kobold gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character. Kobolds cannot use weapons of size Large or larger.

Speed: Kobold base land speed is 20 feet.

Racial Skills: +2 racial bonus on Climb, Jump, Listen and Move Silently checks.

Racial Saving Throw Bonus: +1 racial bonus on all saving throws. +2 racial bonus on reflex

saving throws against explosives and burst effects: This bonus stacks with the kobold's +1 bonus on saving throws in general.

Racial Attack Bonus: +1 racial bonus on attack rolls with sidearms (firearms of size small or smaller).

### RACIAL TALENTS

These talents can be taken by kobold characters who are able to select a class talent. Kobolds treat the kobold talents as class talents irrespective of the basic class they are progressing in. They can select kobold talents even if they are multi-classing and receive talents from multiple basic classes.

#### Dexterous Athletics

Prerequisites: None

Benefit: The kobold can apply his Dexterity bonus instead of his Strength bonus on Climb and Swim checks.

#### Skilled

Prerequisites: Fast Learner or

Dexterous Athletics.

Benefit: The kobold is exceptionally skilled in certain areas. He can immediately take any two feats that improve skills (like Stealthy or Cautious).

#### Starship Talents

Prerequisites: Fast Learner or Dexterous Athletics.

Benefit: The kobold is exceptionally able when it comes to shipboard activities.

He can take any two of the following feats: Spacer, Starship Battlerun, Starship Dodge, Starship Feint, Starship Gunnery, Starship Mobility, Starship Operation or Starship Strafe.

#### Fast Learner

Prerequisites: None

Benefit: Though humans are often noted for their ability in a wide variety of disciplines the kobolds are also able to follow suit. The kobold gains 1 additional skill point per level, effectively gaining skill points (from now on) at the same rate as a human. ■



## Lizardkin

### EARLY VOHUMUNAH

Three thousand years after Vohumunah was fully terraformed by the elves and about one thousand years after it was settled by the elvish descendants of the Shaman Hawkwing from Elysia Prime, the first speaking reptilian species evolved. These speaking reptile creatures were of two genus's. The small, egg-eating Raptosaur and the heavier, bulkier carnivorous Krotasaurus.

It became apparent to the Hawkwing Elves that these two reptilian species were far more clever than any of the other indigenous life forms. The larger Krotasauri, uniquely among the carnivores of the planet, would hunt prey by using tools. With their powerful lumbering forearms the great reptilian sauropods would throw rocks and other items to brain their foes. The physical strength of these brutes were such that the

Hawkwing  
Elves believed that  
with the right push these  
could become useful allies, by helping the elves do things they may have been too physically weak to do themselves.

The Krotasauri lived by the river banks of the southern Vohumunan continent of Rikfeyl where they fed on the indigenous life forms (including their cousin, the raptosaur who

## Lizardkin

underwent similar handling by the elves.) The Elves of Vohumunah used their magic to genetically enhance a particular pack of Krotasaurus, making them walk more erect, giving them a voice box to produce a full range of sounds as required by Elvish language and by giving them manipulating hands in the five-fingered style of the Elves.

It took many hundreds of generations for the shift from primitive creature to sentient xenospecies, but the Krotasaurus did it – albeit a little more slowly than their more intellectually gifted cousins, the Kobolds.

The lizardkin never developed a distinct language in the same way Kobolds did. Instead they adopted a bastardized form of Elvish and adopted many of the Elves cultural distinctions. Over time however Kobolds words would seep in and eventually Lizardkin would be considered a separate language, even if perhaps it could be more closely described as a dialect of Elvish. Additionally like the Elves early lizardkin were shamanistic, or rather they were lorded over by members of the tribe able to cast eldritch powers.

Lizardkin and Kobolds both have a capacity for magic, the eldritch sorcery that guided their evolution at the hands of the elves still courses through their veins. However Lizardkin tend to use very rudimentary magic – in particular they favour spells with a potent, damaging, visual effect.

Fireballs, lightning bolts and any other channeling of their rage through a dangerous and explosive medium. Native Lizardkin would build large carved totems in honour of their particular shaman. Each Lizardkin today can trace back their ancestry to one of 30 original tribes back on Vohumunah according to their totem.

A lizardkin's totem is passed on by his parents and so he is taught about where Lizardkin come from and about the history of family. Because until recently most Lizardkin were illiterate the Lizardkin maintained a vital oral tradition which is still important to the species today.





## LIZARDKIN IN ELYSIUM TODAY

Lizardkin in The Lizardkin were once a proud race of hunters - with reactions to the Elves that varied from worship to immediate dislike. In the situations in which the Lizardkin were aggressive the Elves gave them distance unwilling to fight their own creations. The Lizardkin tribes often waged war among themselves, but thanks to the Elves natural pacifism they had never fought a foe on uneven terms. Lizardkin wars were straight forward affairs fought with mauls, spears, claws and fangs.

The coming of Illithid race and with them the deadly Ogres had a profound effect on the Lizardkin. The normally resilient scaled creatures found themselves unable to combat the Ogre minions as they lacked ranged weapons. A spear and a chaingun are hardly comparable weapons. The Lizardkin, for the first time, felt significant fear at the hands of a vastly superior foe. The Lizardkin turned to the Elves but found that this ancient race was likewise just as ill-prepared.

Where possible the Lizardkin fled with the elves or in some cases banded together to fight the invaders. When the humans settled and brought with them firearms to equal or eclipse those used by the Ogres and Illithids during the first Illithid Wars the Lizardkin were immediately drawn to them. Unlike their treatment of the elves, the Lizardkin the humans encountered were wiser to the world. Rarely did Lizardkin fight humans - and where they did humans wasted no time in eliminating them with well-trained tactical Marine units.

The Lizardkin ingratiated themselves to the humans and became, effectively, a subervient race. In the early days Lizardkin were recruited for military duties that were considered too dangerous for humans to attempt, in so doing Lizardkin received a thorough training in human weapons handling. Today Lizardkin are citizens of the United Republic (very, very few can be found within the ICHA) but as citizens they are granted a limited set of rights.

Though initially the Lizardkin were not greatly bothered by this, the more human

norms become a part of their culture the more against the xenolegisature they are. Increasingly they are becoming disgruntled and disgruntled Lizardkin form violent gangs and like to break stuff. Not surprisingly URE Policing Forces have their hands full with Lizardkin unrest in many areas with high Lizardkin populations. The Lizardkin themselves struggle to get any kind of a job that isn't a menial labour job involving heavy lifting that humans are unable to handle.

Lizardkin have fiery temperament, they are quick to anger and because of their fanged predatory jaws they have no trouble killing a human if they lose their rag. Many humans are naturally scared of Lizardkin and this translates into maltreatment. Relations are strained in many parts of the United Republic. Relations between Lizardkin and Humans are much better however in the New Elysian Democracy where Lizardkin are treated at a legislative level as equals to humans. Even so, a typical NED Rebel knows that irritating a Lizardkin is a very bad idea.

## LIZARDKIN RACIAL TRAITS

Ability Score Modifiers:

+2 Strength, -2 Intelligence, -4 Charisma.

Medium: As Medium creatures, lizardkin characters have no special bonuses or penalties due to their size.

Speed: Lizardkin base land speed is 30 feet.

Natural Swimmer: Lizardkin can hold their breath for twice as long as normal. They have a +10 racial bonus on Swim checks.

Vacuum Resistant: Lizardkin's hard shells and ability to hold their breaths provide some measure of resistance against vacuum exposure. Lizardkin can last twice as long as other species in vacuum without suffering the same ill effects.

Scent: Lizardkin have an excellent sense of smell when they taste the air with their tongues. This provides the Scent ability as described in the d20 Modern handbook and allows them to Track in conjunction with the Survival skill.

Thick Scales: +2 Natural Armour

Bite Attack: Lizardkin can make a powerful melee bite attack that deals 1d6 damage plus strength.

Cold-Blooded: Lizardkin do not naturally regulate temperature very well they take an

additional 1 point of damage whenever they are targeted by an attack that deals cold or fire damage.

Delayed Reaction: Lizardkin are a bit slow to react and nothing much fazes them - they suffer a -2 penalty to Initiative but gain a +2 racial bonus on Will saves against fear.

## RACIAL TALENTS

These talents can be taken by lizardkin characters who are able to select a class talent. Lizardkin treat the lizardkin talents as class talents irrespective of the basic class they are progressing in. They can select lizardkin talents even if they are multi-classing and receive talents from multiple basic classes.

### Greater Swimming

Prerequisites: None

Benefit: The Lizardkin can hold his breath and last in vacuum for twice as long as normal (4x longer than is described for the rules for suffocation). The Lizardkin also gains a Swim speed equal to his current base Land Speed.

### Hardened Scales

Prerequisites: Greater Swimming

Benefit: The lizardkin's natural armour increases by +2 to a total of +4.

### Improved Bite

Prerequisites: None

Benefit: The lizardkin's bite attack damage increases from 1d6 to 1d8 and he adds 1.5 times his Strength modifier when dealing damage with it.

### Natural Attacks

Prerequisites: Improved Bite

Benefit: The lizardkin count as having the Combat Martial Arts feat which make him deal 1d4 lethal damage in close combat. Additionally he is treated as being a monstrous creature with natural attacks for the purpose of determining melee attacks. As a full attack action the Lizardkin can multiattack natural weapons: two attacks with claws at 1d4 points of damage plus strength each and one bite attack at 1d8 points of damage plus strength (not +1.5x Str when multiattacking) at -5. The lizardkin can benefit from the Multiattack feat now, which reduces the penalty for the additional bite attack from -5 to -2. ■

## Ogre Hybrids

### THE FALL OF THE OGRE MAGI

Humans have, only recently, begun to discover some of the hidden secrets the wide universe has to offer. By interacting with the star-traveling race called the Beyonders, humans have been able to piece together elements of puzzles of a scope greater than the Elysium Nebula. According to Beyonders, in a distant system, beyond the Elysian suns, lies a twilight world with large stone cairns painted with spiraling patterns. These are the remains left by a deceased species. The Ogre Magi were a race of powerful enchanter, each one standing at over 12 feet in height and with a powerful mind of raw eldritch energy

– able to disintegrate a foe by pure thought alone.

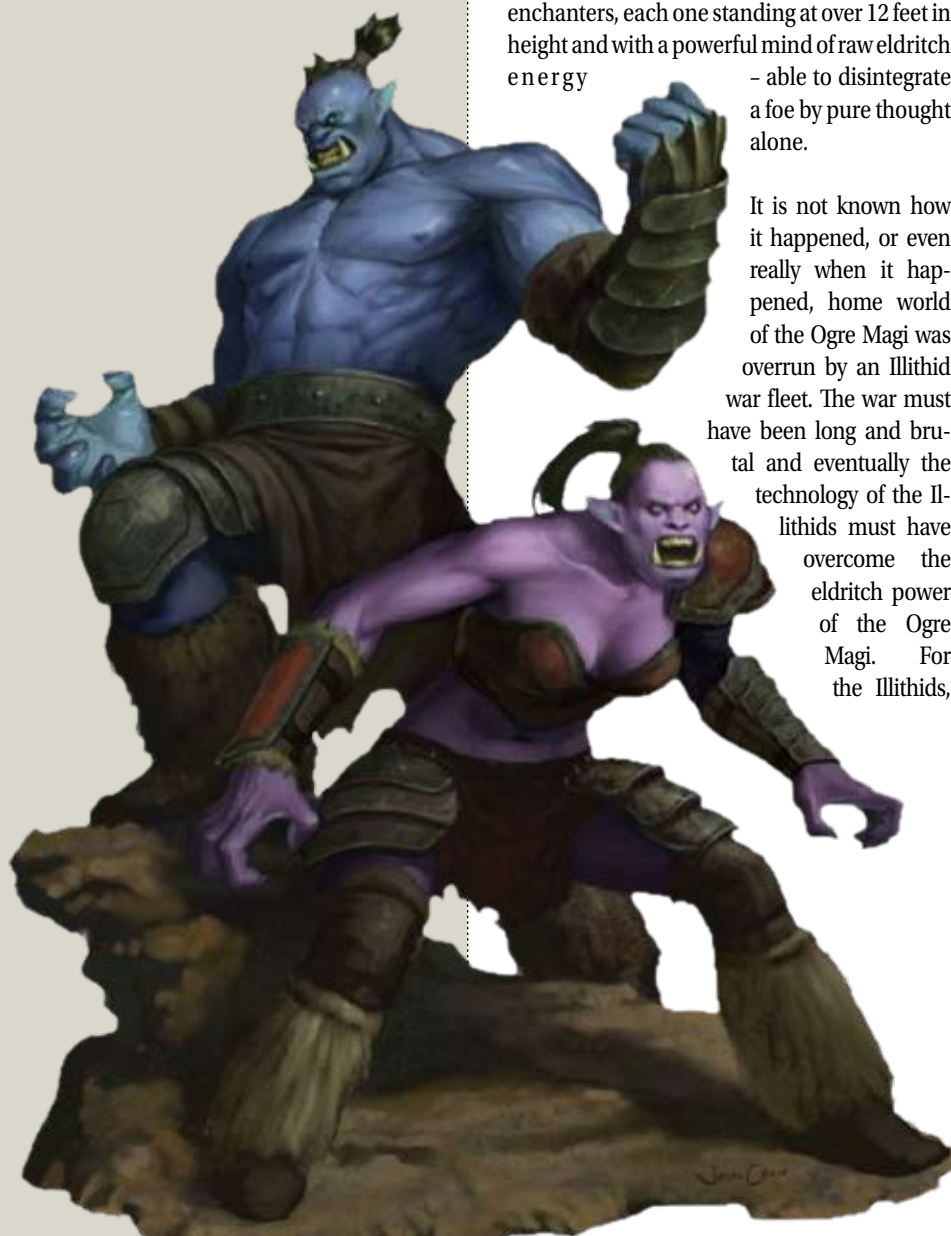
It is not known how it happened, or even really when it happened, home world of the Ogre Magi was overrun by an Illithid war fleet. The war must have been long and brutal and eventually the technology of the Illithids must have overcome the eldritch power of the Ogre Magi. For the Illithids,

merely winning and ruling over this world was not enough however. After years of torture and imprisonment as well as painful gene therapy to dumb down and blunt the magical energies of the Ogre Magi the Illithids successfully bred a slave race of dimwitted soldiers to do their bidding. The Ogres – a pale shadow of the once pride Magus race – became the hammer the Illithids would wield against countless other worlds. Worlds including those present in the Elysium System.

Now the dull-witted descendants of the Magus race abound in large numbers in Elysium, leftover from the Illithid wars. The Ogres form pirate bands or perhaps are advanced scouts for a third invasion. One thing is certain though. Despite the work of the Illithids to blunt the Ogres, these twisted remnants of the Magus kin still have eldritch energy in their veins. Enough energy that, like demons, dragons and elves, the Ogre blood can mingle with that of other unrelated species and produce living and able offspring. An Ogre that forces himself on an Elvish or Human woman will become a parent (should the woman survive the encounter) and as often as not – the parent of the child will not let the half-breed die, as alien looking as it may be.

### OGRE HYBRIDS

Half-ogres are the result of a union between an ogre and a human. Not surprisingly the life of a Half-Ogre is really, really tough. They are invariably the children of rape, or in worse circumstances - forced unions in an Illithid experimentation camp. In very rare cases the Half-Ogre may be the child of two half-ogres. Some of them end up working for the Illithids, where their increased intellect makes them excellent commanders for ogre troops. Others attempt to seek to hide from their ogre heritage and hope to find sanctuary among the humans. In human lands half-ogres are poorly treated (albeit treated better than they might be among their own kind or among the illithids) and are generally given menial jobs. In the URE half-ogres are only afforded a partial vote in the electoral system. The same rule applies to elves, kobolds and lizardkin incidentally.



Ogreblooded are more likely to be tolerated in the presence of other humans. For one thing they normally are on a par intellectually with humans. For another they are less physically different. Aside from their larger than average builds, slightly bluish skin tones and maybe longer-than-average canines, the Ogre-Blooded is from a physical standpoint, passably human. An ogre-blooded is defined as anyone that is mostly human and part ogre. That could be the child of a Half-Ogre and a human (a quarter ogre) or someone that is merely a 16th Ogre because one of his ancestors was an Ogre somewhere along the line. For this reason Ogreblooded vary a lot physically, showing several signs of their ogre heritage or few depending on the strength of the bloodline. Ogre-blooded, unlike half-ogres, are allowed to make a full-vote at URE elections. Because of their size and cunning, ogre-blooded can often be found in the employ of organized crime. For this reason ogre-blooded are often more street-smart than other half-breeds.

On Bune, satellite of the URE world of Manakel there is a city of Half-Ogres and Ogre-Blooded called Gormir. It has the largest population of Half-Ogres and Ogre-Blooded in the galaxy and is unsurprisingly about the only place a Half Ogre will ever truly feel welcome. Equally unsurprisingly most Half-Ogres can't afford the travel to get out to Manakel and thus there are more half-ogres and ogre-blooded scattered across the Elysium Nebula, filling odd jobs in odd corners, than there are in Gormir, Manakel.

Note: Other unions are possible with ogres. Elf-ogres, dwarf-ogres and even the dreadfully massive dragon-ogres are all possible combinations. These unions are very rare however and this guide will only cover the basic human-ogre combinations. If you wish to play an unusual crossbreed, talk to your GM about possible rules regarding your particular combination.

## HALF-OGRE RACIAL TRAITS

Ability Score Modifiers: +4 Strength, -2 Intelligence, -2 Wisdom, -2 Charisma.  
Medium: As Medium creatures, half-ogre characters have no special bonuses or penalties.  
Speed: Half Ogre base land speed is 30 feet.  
Pack Rat: Though not large in size Half-Ogres are never the less heavier and more able to lug stuff about. Half Ogre characters have their carry weight doubled.

Ogre Blood: For all effects related to race, an ogre-blooded character is considered an Ogre.

## RACIAL TALENTS

These talents can be taken by Half-Ogres characters who are able to select a class talent. Half-ogres treat the Half-Ogre talents as class talents irrespective of the basic class they are progressing in. They can select Half-Ogre talents even if they are multi-classing and receive talents from multiple basic classes.

### Menacing Demeanor

Prerequisites: None

Benefit: The half-ogre uses the savagery of his heritage to his advantage, gaining a +4 bonus on all Intimidate checks.

### Powerful Wrestler

Prerequisite: None

Benefit: Using his natural bulk, the half-ogre becomes a dangerous melee opponent. He receives a +2 bonus to Grapple and Disarm checks.

### Tough Skin

Prerequisites: Powerful Grappler or Menacing Demeanor

Benefit: The half-ogre develops some of the natural resilience of his ogre parents. He gains a +2 bonus to natural armor.

### Blood of the Magus

Prerequisites: Tough Skin

Benefit: The half-ogre is able to tap into some of his secret reserves of eldritch power to perform miraculous feats. Once per day the half-ogre can use an action point to go invisible as described in the Invisibility spell for up to 10 rounds (1 minute). The invisibility ends as soon as the half-ogre attacks anything or if he makes a noise and an observant target passes a DC 15 Will save to disbelieve the glamer.

## OGREBLOODED RACIAL TRAITS

Ability Score Modifiers: +2 Strength, -2 Wisdom, -2 Charisma.  
Medium: As Medium creatures, ogre-blooded characters have no special bonuses or penalties due to their size.  
Speed: base land speed is 30 feet.  
Pack Rat: Though not large in size Ogre-blooded character are never the less heavier and more

able to lug stuff about. Ogre blooded characters have a 50% increase in their carry weight.

Ogre Blood: For all effects related to race, an ogre-blooded character is considered an Ogre.

## RACIAL TALENTS

These talents can be taken by Ogreblooded characters who are able to select a class talent. Ogreblooded treat the Ogreblooded talents as class talents irrespective of the basic class they are progressing in. They can select Ogreblooded talents even if they are multi-classing and receive talents from multiple basic classes.

### City Savvy

Prerequisites: Extra Feat

Benefit: Ogre-bloods are experts at drifting through urban centers as they wander the Nebula. The character always has Disguise, Forgery, Gather Information, and Knowledge (current events) as class skills.

### Determined Effort

Prerequisites: None

Benefit: Ogre-bloods combine the strength of their ogre parent with the innovation of their human parent, allowing them to perform amazing feats with great skill. A character with this talent is able to take 10 on a Strength check or a Strength-based skill check, even if rushed or threatened. You must decide to use this ability before making the check. This talent is related to, but not part of, the Extreme Effort talent tree of the Strong hero class.

### Extra Feat

Prerequisites: None

Benefit: Drawing from the ingenuity of their human lineage, ogre-blooded characters are often more skilled than their contemporaries. An ogre-blooded character can use this talent to effectively swap it for a bonus feat. This feat must be selected from the class bonus feat of the basic class that granted this talent. This talent cannot be taken multiple times.

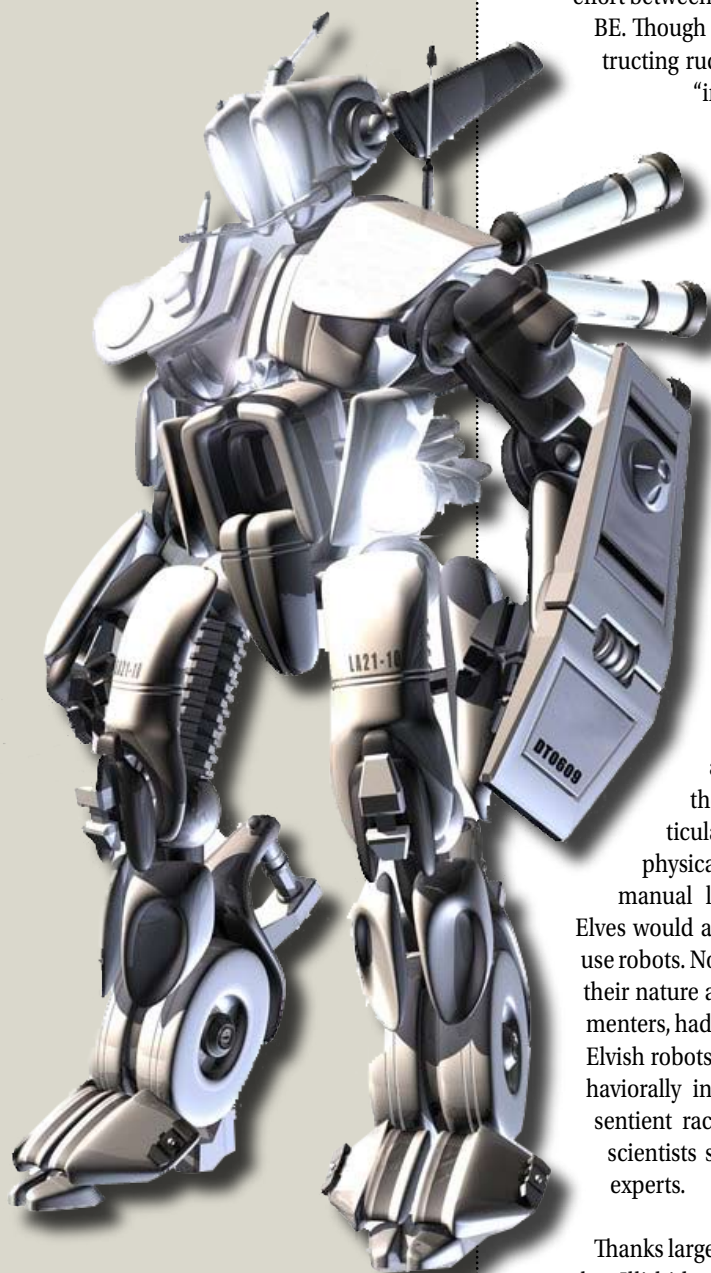
### Fast Learner

Prerequisites: Extra Feat

Benefit: Many ogre-blooded seek to emulate their human ancestors, and ogre-bloods with this talent have achieved some of their natural flexibility. The character gains 1 additional skill point per level, effectively gaining skill points (from now on) at the same rate as a human. ■



## Robots



**ASGB-MarkII** - Although for more than 200 Years - nearly unchanged - in production. Is still a formidable Opponent in combat.

### THE ICHA AND THE DEVELOPMENT OF ROBOT INTELLIGENCE

The Independent Coalition put serious funding into robotic intelligence as part of the war effort between the years of -200 and -300

BE. Though humanity had been constructing rudimentary algorithmically

“intelligent” robots who were combat effective they had not really explored the possibility of human-like decision making or heuristic model robots until the Navy began to require robots with an intuitive thinking mechanism to pilot some of the fighter craft they were manufacturing as soon fighter craft outnumbered able pilots.

The elven races, from three thousand years earlier, had already mastered the art of creating automatons to help them. The elves are not particularly predisposed to heavy physical exertion, so when heavy manual labour was required the Elves would ask Lizardkin allies or else use robots. Not surprisingly the elves, in their nature as researchers and experimenters, had perfected heuristic logics. Elvish robots are intellectually and behaviorally indistinguishable from the sentient races. Knowing this human scientists sought out Elven robotics experts.

Thanks largely to the common enemy, the Illithids, human scientists were able to persuade the elves to share many of the secrets of their technology. Much of the elven science of robotics has been lost in time or else resides in the minds of very ancient elves who survived those wars, but

## Robots

some amount has made its way into the hands of human Coalition scientists. Today the ICHA maintains some of the most advanced robotics techniques in the Elysium Nebula. Their robots are considerably more advanced than Duruki equivalents and are only matched the sophistication of early Elvish synthetic models which are now out of production.

### Robots in Elysium Today

Unlike Elvish Synthetics, the Coalition has no interest in making their robots physically life-like. Robots, as the Coalition constructs them, are clearly nonhuman. Typically they have integrated armour, mounted weapons, a steel finish and have other tell-tale signs that they are not organic beings. However the robots artificial intelligence is sufficiently advanced these days that the robots themselves behave in ways that are disturbing familiar and human. This is natural, after all the AI algorithms were written by humans it is only normal that the resultant behaviour is humanlike.

Coalition Robotics is an area that is improving all the time, so a robot constructed in 300 is likely to be less intelligent than a robot constructed in the year 370 even if the year 370 robot is only 5 years old during the campaign. In this way the ‘age’ of your robot can be determined by applying an appropriate Intelligence score when allocating ability scores either through rolling or through point buy.

### ROBOT RACIAL TRAITS

**Medium:** As Medium creatures, Robots have no special bonuses or penalties due to their size.

**Speed:** Robot base land speed is 30 feet.

**Starting Occupation:** Robots never get starting occupations. Starting occupations represent life experiences gained before becoming a hero, but robots have no such life experiences.

**Ability Scores:** Bioreplicas can improve their mental abilities (Intelligence, Wisdom, and Charisma) as they increase in level (just as organic heroes do), but not their physical abilities (Strength and Dexterity).

**Hit Points:** A robot gains hit points according to class, however the Hit Die type for each class goes up by 1.  $1d4 = 1d6$ ,  $1d6 = 1d8$ ,  $1d8 = 1d10$  and  $1d10 = 1d12$ . A class that grants  $1d12$  hit points still grants  $1d12$  hit points to a robot. It does not apply a Constitution modifier to its hit points but gains additional hit points at 1st level based on its size: Small 5, Medium-size 10. (For other sizes, see the Construct type description)

**Armor:** A Robot hero can wear a suit of armor or have certain types of integrated armor attached to its frame (see d20 Future).

**Critical Systems:** Although they are constructs, Robots have vital areas and critical systems. Consequently, they are subject to critical hits.

**Cybernetic Incompatibility:** A Robot cannot be fitted with cybernetic attachments.

**Immunities:** Robots are immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. They are not subject to non-lethal damage, ability damage, ability drain (except as noted under Destruction/Restoration, below), energy drain, or the effects of massive damage. They cannot be raised from the dead (but again, see below).

**Lifelike Appearance:** Distinguishing a Robot from members of its emulated species requires a successful Spot check (DC 10). It can use the Disguise skill to increase the Spot check DC.

**Manipulators:** The manipulators of a Robot resemble humanlike hands. These manipulators otherwise function identically to their organic counterparts.

**Rejuvenation Cycle:** A Robot runs on energy cells that need to rejuvenate regularly. During a 24-hour period, it must shut down for 8 hours to replenish its energy supply. During its rejuvenation cycle, the Robot is essentially asleep. If it fails to rejuvenate, it suffers a cumulative -1 penalty on attack rolls, ability checks, skill checks, and saving throws each day until it fully recharges itself.

**Repairable:** Robots cannot heal damage on their own but can be repaired using the Repair skill. A successful Repair check (DC 30) heals  $1d10$  points of damage to a Robot, and each check represents 1 hour of work.

**Robot Resurrection:** A Robot reduced to 0 hit points is immediately destroyed and cannot be repaired, although its "brain"

may be removed and installed in an similar but intact frame. See Robot Resurrection, below, for details.

**Sensors:** A Robot hero begins play with a Class IV sensor system. For more information on robot sensor systems, see d20 Future.

**Skills:** A Robot gains and assigns skill points as other nonhuman characters do.

It uses its Charisma modifier on Constitution-based skill checks (including Concentration checks).

**Free Language Skills:** A Robot can read, write, and speak one language.

**Feats:** A Robot receives no feats at 1st level. However, it gains feats normally as it advances in level.

**Action Points:** A Robot hero gains action points just as organic heroes do.

**Mechanical:** Robots do not have a set of available racial talents.

## RACIAL TALENTS

These talents can be taken by robot characters who are able to select a class talent. Robots treat the robot talents as class talents irrespective of the basic class they are progressing in. They can select robot talents even if they are multi-classing and receive talents from multiple basic classes.

### Software A.I.

**Prerequisite:** Level 1

**Special:** A robot who with Software A.I. instead of standard Robot Brain is installed on a frame in the same way you would install conventional software on a computer (typically by reading it off a disc of some kind). The robot's mind can effectively be stored in a latent format onto a computer disc. Resurrecting a robot with Software A.I. requires a Computer Use check (not Repair), takes 10 rounds or 1 minutes, and the DC is 10 less than the conventional Repair check required for ordinary Robot Resurrection. Additionally installing skill and feat software is done through a computer use check.

The robot also has the capacity to make a Computer Use check (DC 15) to make periodic back-ups of its current A.I. state. If he has an internal DiscBurner he can copy himself onto a disc. If the robot is disintegrated and is otherwise irrecoverable then the disc can be installed on a fresh body and the robot effec-



tively resurrected, with his memories identical to those he had when the back-up was made. Obviously a robot with Software A.I. can also be effectively 'cloned'. GMs and players should be aware of this possibility, but how to handle the repercussions of a cloned PC is up to you.

**Normal:** Ordinarily after a robot has been destroyed its brain or CPU can be removed and transplanted into another frame. It requires 10 minutes of work and Repair check DC depending on the robot frame. (See Robot Resurrection sidebar: Pg 177 d20 Future.)

### Mechanical Aptitude

**Prerequisites:** None

**Benefit:** As mechanical beings, robots have a natural affinity for repairing and modifying. The robot always treats Craft (electronics) Craft (mechanical), Knowledge (technology), and Repair as class skills.

### Self-Knowledge

**Prerequisites:** Mechanical Aptitude

**Benefit:** The robot's comfort with electronics is especially evident when working with his own frame. When using the Repair skill to repair damage to itself, the robot has to beat a DC of 20 instead of 30. ■



## Snakeblooded Humans

### Snake-blooded

#### THE YUAN-TI AND SNAKEBLOODS

Of the two dozen fertile worlds controlled by the United Republic of Elysium only one conceals a threat potentially deadlier than the combined peril posed by the Illithids and Kruthik. The world is called Salmissus and like all the worlds of the Elysium Nebula was altered in ancient times to be lush and fertile except for along the equator where even the science and magic of the ancient elves

world can be very cool in the winter seasons but they too get hot in the summer.

In the western hemisphere of the world, along the borders of the equatorial desert (where it meets the fetid swampland of Sett) lies a vast temple called the Temple of the Serpent King. This is the home of the Yuan-ti - who existed on this world long before the coming of men and their guns and armoured vehicles. They existed on this world during the brief reign of the illithids and even before when the elves had come - at that time the world was a barren desert all the way around. Discovering the Yuan-ti on this world forced early encounters between humanity and the snakefolk and humans soon found that the snakefolk used only a tiny bit of land on an otherwise vast planet. After some communication the humans delineated Yuan-Ti zones (at the Temple of Sett and at two other locations - an island called Osiris and a city in the far South called Isthmos).

The humans settled the world and many forgot of the presence of the serpent folk (so good were they at being quiet and unmeddling). By the second or third generation of men in the world some humans began to have doubts about the presence of the Yuan-Ti in what they had come to see as their world. All too often men would investigate the conspiracy theories bubbling up around the Yuan-Ti would disappear never to be seen from again. Too many politicians actively defend the Yuan-Ti. Too many politicians with rather disturbing snake-like eyes. Is the goal of these creatures to take over the United Republic of Elysium by inserting snakeblooded humans into high ranking positions in the human government - snakebloods who are only loyal to the Serpent King at the Temple of Sett? Some believe it. Perhaps this is too rudimentary, too simple for this alien race which has proven time and again to be far more sophisticated and wily than humanity had given them credit for in their first encounter. Whatever the Serpent King has planned for the universe, one thing is for sure. There are sinister machinations at work deep in the Temple of the Serpent King and many a would-be hero hope to expose this.



was not sufficient to irrigate the land. It is far less temperate than most Elysian worlds though it has the sixth most distant orbit from Acheron like Elysia Prime in the Solaris System. Along the equator of the world is arid desert but north and south is lush jungle and then subtropical rainforest. The poles of the



## **SNAKEBLOODED HUMANS IN ELYSIUM**

Snakeblooded humans are not in at all human. They believe totally and wholeheartedly that humanity represents a terrible danger to the indigenous cultures of the Elysium Nebula. They feel a kinship towards the lizardkin and the kobolds, but not nearly so deep a kinship as they feel towards their Yuan-ti brothers. The Snakeblooded humans are vessels for the mind of a full-blood Yuan'ti, so effectively they are entirely alien. Humans are abducted, their minds are emptied and the mind of an infant Yuan-ti is imprinted into the brain of the Snakeblooded human. The Yuan-ti grows up within the human shell – part human and part Yuan-ti. Only by merging both minds can the Snakeblooded hope to deceive humans.

Most Snakeblooded Humans have no evil agendas. They are just out there studying and learning, ready to bring back whatever information might be learned from the humans ranging from technology to customs so future Snakeblooded have an easier time. Others have the loftier goals of become public figures or assassinating individuals the Serpent King considers dangerous to him.

A Snakeblooded who is interrogated will admit nothing about his connections with the Yuan-ti. This fervour is tied to the Snakeblooded's religious beliefs. The Snakeblooded knows that if he completes 50 years among the humans and returns to the Serpent King he will be rewarded with the body of a full blood Yuan-ti. If he fails however there will be no place for him with Sett in the afterlife. A Snakeblooded who develops genuine trust with other humans, or who travels frequently with them, may admit she has non-human genetic material in her, but will never admit a connection to the Yuan-ti or mention how many Snakeblooded humans there really are out there.

## **SNAKEBLOODED RACIAL TRAITS**

**Medium:** As Medium creatures, snakeblooded characters have no special bonuses or penalties due to their size.

**Speed:** base land speed is 30 feet.

**Poisonous:** A Snake Blooded human can make a bite attack as a regular unarmed attack. If at



XXXX

least one point of lethal or nonlethal damage is inflicted the target must make a Fortitude save against the poison secreted by the Snake Blooded humans saliva glands. (A snakeblooded human is immune to his own poison.) The DC is 10 + half the snake-blooded humans hit dice and the poison deals primary and secondary damage of 1d4 Strength.

**Low-Light Vision:** A snakeblooded character can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. She retains the ability to distinguish color and detail under these conditions.

**Deceitful:** +2 racial bonus on Bluff checks.

**Racial Skills:** 4 extra skill points at 1st level and 1 extra skill point at each additional level.

## **RACIAL TALENTS**

These talents can be taken by snakeblooded characters who are able to select a class talent. Snakebloods treat the snakeblooded talents as class talents irrespective of the basic class they are progressing in. They can select snakeblooded talents even if they are multi-classing and receive talents from multiple basic classes.

### **Snakebite**

**Prerequisites:** None

**Benefit:** The snakeblooded human gets an improved bite attack. The fortitude saving throw DC increase to 10 plus the snakeblooded's full hit dice and the poison deals primary and secondary damage of 1d6 Strength. The bite itself still deals 1d3 points of non-lethal damage and still counts as an unarmed attack (provokes an attack of opportunity). The combat martial arts feat can negate these effects.

### **Darkvision**

**Prerequisites:** None

**Benefit:** The snakeblooded human has his low-light vision improve to Darkvision at a range of 60ft. Darkvision is in black and white but is otherwise as effective as ordinary sight.

### **Forked Tongue**

**Prerequisites:** Snakebite or Darkvision

**Benefit:** Using a particular forked tongue the snakeblooded can taste the air around him. The snakeblooded gains the Scent special ability as described in the d20 Modern guide at a range of up to 60 feet. Snakeblooded with the Track feat get a +4 Scent bonus when tracking subjects because of their acute sense of taste.

### **Mesmerizing Stare**

**Prerequisites:** Forked Tongue

**Benefit:** As a full-round action and with the expenditure of an Action Point a snakeblooded human can stare deep into the eyes of another humanoid and mesmerize them, sending them into a deep dream filled sleep. In order to achieve this the snake-blooded must succeed on a ranged touch attack (gaze attack) to stare into the targets eyes. The target has a chance (if he is a suspecting target – not if his attitude is indifferent, friendly or helpful) to avoid the glare with a Reflex save DC 10 + the snakeblooded human's level. If the snakeblooded hits and the target fails its Reflex save then the Snake Blooded has used his mesmerizing stare. The target must pass a DC 10 + the snakeblooded human's level Will save or fall into a deep slumber as if under the effect of a Sleep spell. ■

## Character Races with Level Adjustments

The following section contains an additional list of Races playable by characters which are inherently less balanced than the standard set of character races. Players who are eager to try new things might want to look into this list. GMs should be wary that Races with Level Adjustment are more prone to being 'broken' than those without Level Adjustments – but if the rules are followed most of these races should integrate with a party of LA +0 races without a problem.

These are organized by Level Adjustment from lowest LA to highest LA and then al-

phabetically. A character's LA is added to his current class level to determine his Equivalent Character Level or ECL. Devilkin for instance are LA +1. So a Level 4 Devilkin is equivalent to a Level 5 Human. His total ECL is 5 and he is intended to be played in a fifth level party. Below is a list of all the character races with Level Adjustments and their respective LA.

Note that only races with a Level Adjustment of +1 or worse have been given racial talents. Any higher Level Adjustment and it is assumed that these beings are sufficiently rare that

the GM may wish to house rule some optional talents with the player in question.

- Beyonder (LA +2)
- Cygor (LA +4)
- Devilkin (LA +1)
- Dragonblood (LA +1)
- Gargoyle (LA +6)
- Half-Dragon (LA +3)
- Illithid Hybrid (LA +1)
- Ogre (LA +4)
- Synthetic (LA +1)
- Werewolf (LA +3)
- Yuan-ti (LA +6)

## Devilkin

### THE ORIGIN OF DEMONS

The first demon ever summoned in the Elysium Nebula was an Imp created in the year -16409BE by an inquisitive Elf on Isafel, long before it was warred over by rival human factions. Long before humans would ever discover the Elysium Nebula in fact. The Elves have not recorded the name of the elf who summoned this Imp nor do they record the eventual fate of the imp; but they do record that the fate of the summoner. With his back turned to his creation and his attention elsewhere the Elvish summoner was taken by surprise when the summoned creature stabbed him from behind. It is not known why exactly the Imp was summoned beings of elemental energy had been summoned by that time already by a class of elves who called themselves Elementalists, but manifestations of pure eldritch energy of destruction had never been attempted before. Perhaps it was a curiosity - the notion of creating something out of destructive forces. In a sense a demon is a living oxymoron. Of course after this initial experiment, this event would be carefully documented and then put aside and no Elf would dabble in this practice for many thousands of years.

Unfortunately, the elves ended up backed into a corner, and faced with the prospect of their own destruction a group of elves studied

the possibility of commanding such creatures to fight for them. They called these creatures demons, they called the practice of summoning and binding these creatures their will daemonology and they called themselves the Drow. It is not clear how many of the demons that fought in the original Illithid Wars outlived their summoners and escaped free into the darkness. What is clear however is that demons are not mortal beings. As long as there are life-forces for them to consume they can go on living forever, eternally. More dangerously, demons are manifestations of arcane power and as such defy natural law. They can mate with mortal kind and spawn demon-tainted hybrids. These demon-tainted creatures are called Devilkin and are a cross between mortal humans, dwarves and elves and demonic entities.

### DEVILKIN IN ELYSIUM TODAY

Most devilkin are found among the villainous alien race called the Drow. Not surprising really, since the Drow live among the demons and many demons take Drow brides. However they are not entirely unheard of among humans. This is because there are demons left over on the Elysian planets – existing on their own or in small groups, or leading strange cabals of human cultists – from the first Illithid wars as well as from later conflicts with the Drow.

Because Demons are a manifestation of destructive energy, some of the darkness is passed on to their children. Many devilkin try to suppress these urges in an effort to integrate themselves into mundane human society. Other devilkin totally give into their desire for wanton destruction and become gang leaders or worse kinds of criminals. For this reason Devilkin are mistrusted by the human community at large. The United Republic keeps a tight watch on all Devilkin on the Elysian planets as the ICHA Polizei does on the star stations and halo-worlds of the Coalition.

### DEVILKIN RACIAL TRAITS

Ability Scores: +2 Wisdom, +2 Charisma.

Medium: As Medium creatures, devilkin characters have no special bonuses or penalties due to their size.

Speed: base land speed is 30 feet.

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

Darkness: A devilkin can use the spell darkness once per day (caster level equal to class levels).

Racial Skills: Devilkin have a +2 racial bonus on Spot and Listen checks.

Racial Feats: A devilkin gains feats according to its class levels.

Special Qualities: Resistance to acid 5,

cold 5, and electricity 5.  
Level adjustment: +1.

## RACIAL TALENTS

These talents can be taken by devilkin characters who are able to select a class talent. Devilkin treat the devilkin talents as class talents irrespective of the basic class they are progressing in. They can select devilkin talents even if they are multi-classing and receive talents from multiple basic classes.

### Claws of the Beast

Prerequisites: None

Benefit: Some devilkin develop with large, well-developed claws that can be used as weapons. A devilkin with this talent gains two natural claw attacks each dealing 1d4 slashing damage. He can only make a claw attack with a free hand, and can make a maximum of two claw attacks even if he has a high enough base attack bonus to give him more than two attacks a round. Attacks of opportunity, however, are not limited in this way. Though the devilkin is considered proficient in his natural weapons, and does not provoke an attack of opportunity for attacking an armed opponent with his claws, he suffers the normal penalties for fighting with two weapons when making two claw attacks as part of his normal attack action.

### Demonshape

Prerequisites: Any other devilkin talent.

Benefit: This ability allows the devilkin to channel the dark energies that suffuse his blood to assume the form of a demon. Using the ability costs an action point to activate, and activating it is a move-equivalent action. The shape change lasts for 1 round per 2 levels, though spending an additional action point can increase the duration.

While in demonshape, the devilkin gains the physical attributes of the new form (Strength, Constitution, Dexterity) if they are greater than his own, as well as any spell-like abilities, speeds (even if the new form is slower than the devilkin), size, AC, and special qualities. He retains his own mental attributes, however, as well as his hit points, skills, feats, and base attack bonus. The devilkin cannot speak while in demonshape unless the form normally allows speech (such as a dretch). The devilkin's worn

equipment changes with him but anything carried does not. In some cases the devilkin may no longer be able to wield or even carry equipment he was holding before activating this ability. Worn equipment that has functioning benefits, such as cybernetic implants or radios integrated into a helmet, continue to function even if they are incorporated into the new form, though they cannot be adjusted or turned off while the devilkin remains in demonshape. If the devilkin ends the ability before the duration is up, the remaining demonshape time is wasted.

The exact form taken depends on the devilkin's character level, though a devilkin can always choose to assume a lesser form.

Level	Demonshape
1-5	Warg, Plague Rat, or Venom Spider
6-10	Demonic Scorpion, Fiendish Viper, or Blood Raven
10 +	Carrion Bat, Dretch (demon), or Hell Hound

### Speak in Tongues

Prerequisites: None

Benefit: A devilkin with this talent gains the ability to speak with any intelligent creature as per the tongues spell once per day. The creature must have a language in order for this talent to work and does it is not compelled in any way to answer the devilkin. This ability functions as if cast by a psion of the devilkin's character level.

### Vestigial Wings

Prerequisites: None

Benefit: Some devilkin develop vestigial wings like those of a bat extending from their backs. Though these wings aren't powerful enough to allow the devilkin to fly, they are useful in providing extra thrust. A devilkin with this talent gains a +10 bonus to Jump checks and treats any fall as though it were 20 ft. shorter. ■



## Devilkin



## Draconoid

### Draconoids

#### What are the dragons?

Let us start with the facts. From the best evidence available in the Elysium Nebula, dragonkind was sentient (and in its current evolutionary form) long before the human or elvish races even began to evolved. In fact – they were sentient before life appeared on either world or even before any life. According to the dragons they sprung into existence some 11 million years after the big bang. Many were fully grown, sentient and all were hungry. Dragons weigh about 5 kilotons when fully grown but it takes a hundred thousand years for a dragon to mature. Even a young dragon or

a wyrmling may weigh many, many tons. Dragons are omnivorous creatures (more on this later), and if their morphology is accounted for then they are clearly a large reptilian species. Most curiously, though the Dragon is an omnivorous creature it prefers to eat meat rather than subsist on anything else. A Dragon, if asked, will say the species is naturally carnivorous. Yet the dragon can gain nourishment by eating anything.

A hungry dragon can bit chunks of granite rock from a desolate moon and his terrific stomach will burn up the matter and transform the stuff into useful raw energy for the dragon to use.

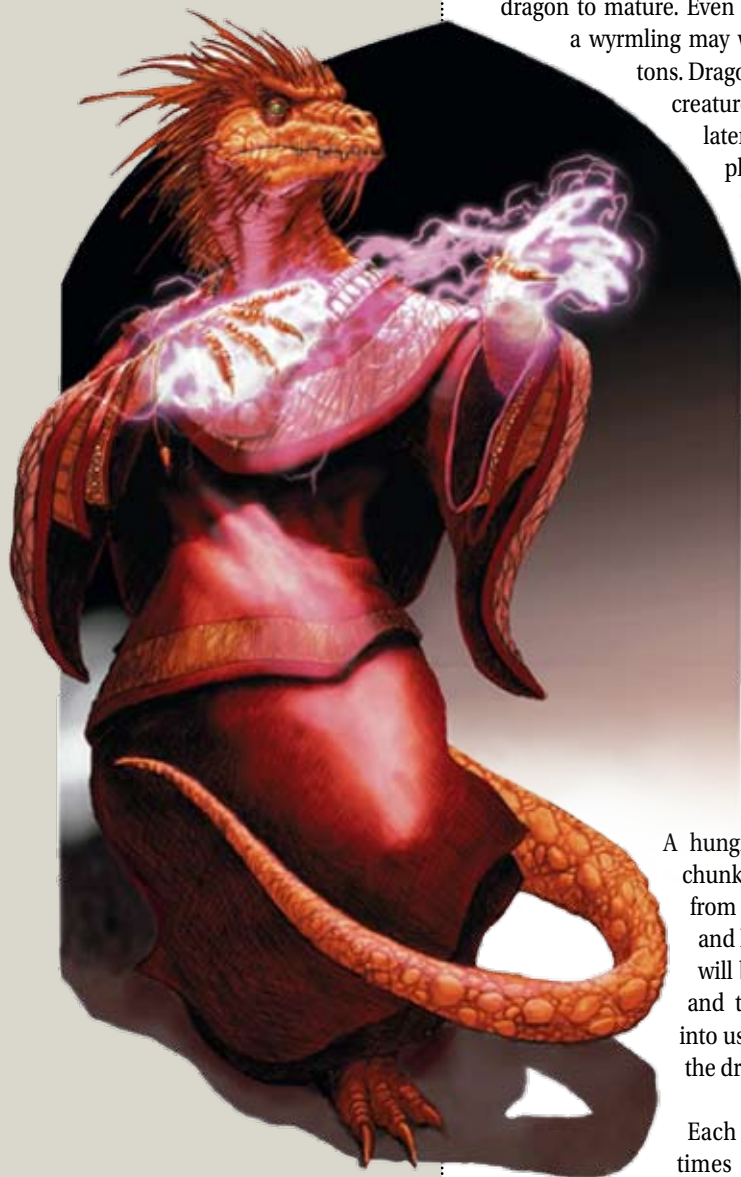
Each Dragon is many times more intelligent than a human. They have

far-reaching, sophisticated minds with a natural talent for advanced algebra, complex games and logic puzzles. They are also naturally magical, with a power that extends far above and beyond the power of the elves. In short they are the ultimate species. With a vast eldritch mind, and at their most ancient they reach such gargantuan proportions that they can literally go toe-to-toe with a moon-sized battlestation and come out the winner.

Finally dragons do not build things anymore. Sometimes decadent dragons will have things built for them. Things like space stations (as a home) or spaceships (for traveling to human worlds under the guise of a man) or other such things, but a dragon of its own volition will rarely dedicate itself to the actual work of constructing something. The dragon considers building things the mark of inferior species, and will not denigrate itself to the act of simple labour. The dragon, it is believed, understands that it can do anything without requiring additional equipment.

A dragon can survive in pure vacuum without the need to breathe (and yet, in atmospheres, it is clear that dragons do indeed breathe). The dragon can travel the cosmos on the strength of its own energy. It can propel itself through the void of space by arcane spellcraft. It can even teleport great distances if such travelling becomes dull. It has fearsome natural weapons, including a breath attack that will put most starship gun platforms to shame. And there is next to nothing that can be achieved by constructed equipment that can't equally quickly be replicated by an appropriate magical spell.

This begs the question, where did the dragons come from? What are the dragons? This is a question mankind has been asking itself since the dragons were first discovered in the Elysium Nebula. (Their reference in early European and Asian mythologies suggest that dragons may well have visited Old Terra too in ancient times.) Scientists will note that dragons don't make an awful lot of sense.



A carnivorous species appeared long before any other living species? This completely at odds with all contemporary scientific theory. The dragon, the scientists say, must have evolved from some carnivorous predatory animal for it to be a meat eater – and yet there were no animals about when the dragons first appeared. The dragons must have, at one stage, been air-breathers (posit the scientists), because dragons have lungs (as seen on corpses) and breathe when in atmosphere – and yet the Dragons claim to have appeared somewhere around the Ice Clouds of Magellan – where this is still the largest concentration of them in the universe today. To the monodominants, dragons are the ultimate proof of the existence of God. The Phoenix – forefather of the Phoenician fate – preached that Dragons are the soldiers of God and that they fight among each other occasionally is a sign that God is fickle and undecided. He saw Dragons as angels incarnate.

Yet there are other folk who look upon the dragons as the last great mystery of the Elysium Nebula – the question that all seek to answer and yet no mortal can know the truth of. They are the unknowable. To a small religious group in the Elysium Nebula called the Sons of Dracus, Dragons are God. They are the lords spoken of in early human Polytheistic religions. They are the divine creators that seeded the races of elves, dwarves and man in times forgotten.

## DRACONIDS

Despite this talk of Dragon's being immortal angels or even Gods they are in fact, clearly mortal. Dragons can be slain by gunfire or by stab-wounds. Dragons die of old age eventually. Dragons breed, and they enjoy the activity of sex among each other and when using magic to take the form of another species with other species. This presents a particular problem to those who wish to present the dragons as something divine or as something more than mortal because these supposedly divine dragons behave as humans in these basic ways.

Because of the Dragons impartialness towards who it mates with and because of the high levels of eldritch energy given off by

them, Dragons occasionally give birth to hybrid Dragonkin, also called Draconids. Draconids are part human, elf, dwarf or even part ogre, but have the blood of the dragon in them. Human-dragon hybrids are the most common for the simple reason that humans are the most populous race in Elysium at the moment. Half-dragon is the term for a human that is fully half draconic, whereas Dragonblooded is the term for humans that have descended from a Dragon, such as the children or grandchildren of a Half-dragon.

Draconids have natural abilities that reflect the power of their dragon ancestors. They prefer to eat meat, they can manifest powerful arcane powers, they often can fire a breath weapon and some even have wings. There is no set rule for how 'dragon-looking' a Dragon Hybrid will turn out and sometimes successor generations look more draconian than generations closer to the original dragon-man pairing. However in both cases the humans draconic ancestry is evident enough that without an effective disguise the hu- ►



True Dragon





## Dragon-blooded

man can be identified on sight as a dragon-blooded human. This may have the effect of provoking stares from strangers, causing people to back down or even causing them to be revolted depending on the nature of the people in question.

Obviously Phoenixians, who see the Dragons as angels, see Draconids as living icons of the supreme deity and for this reason many Dragon Hybrids can be found around Phoenix and the surrounding planets.

### DRAGONBLOODED RACIAL TRAITS

**Size:** Medium. Dragonblooded humans have no special bonuses or penalties due to their size.

**Ability Modifiers:** +2 Strength, +2 Constitution, +2 Charisma.

**Base Speed:** 30 feet.

**Natural Weapon (Claw):** Dragonblooded humans may use their sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provoke attacks of opportunity. Feats such as Combat Martial Arts may increase the amount of damage dealt.

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

**Darkvision:** Dragonblooded humans can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dragonblooded humans can function with no light at all.

**Saving Throw Bonuses:** Dragonblooded humans gain a +4 species bonus on saves against sleep and paralysis.

**Skill Bonuses:** Dragonblooded humans gain a +2 species bonus on Intimidate and Spot skill checks.

**Bonus Language Skills:** Read/Write Draconic, Speak Draconic.

**Level Adjustment:** +1.

### RACIAL TALENTS

These talents can be taken by dragonblooded characters who are able to select a class talent. Dragonblooded treat the dragonblood talents as class talents irrespective of the basic class they are progressing in. They can select dragonblood talents even if they are multi-classing and receive talents from multiple basic classes.

#### Claws of the Dragon

**Prerequisites:** None

**Benefit:** The damage dealt by the Dragonblood's claw attacks increases to 1d4. If this is combined with the Combat Martial Arts feat then the damage increases to 1d6. Taking the Martial Artist advanced class does not further this damage. The Martial Artist damage overlaps (replaces) the Claws of the Dragon damage.

#### Vestigial Wings

**Prerequisites:** None

**Benefit:** Some dragonblooded develop vestigial wings like those of a bat extending from their backs. Though these wings aren't powerful enough to allow the dragonblood to fly, they are useful in providing extra thrust. A devilkin with this talent gains a +10 bonus to Jump checks and treats any fall as though it were 20 ft. shorter.

#### Conceal Form

**Prerequisites:** Any other dragonblooded talent.

**Benefit:** For up to 10 minutes per day, the Dragonblooded can cast the spell Disguise Self.

#### Breath Weapon

**Prerequisites:** Any two other dragonblooded talents.

**Benefit:** Once per day the dragonblooded can make use of a breath weapon in the same way as a Half Dragon. See the table for Half-Dragons below.

### HALF DRAGON RACIAL TRAITS

**Size:** Medium. Half-dragons have no special bonuses or penalties due to their size.

**Ability Modifiers:** +8 Strength (+4 Strength if half-dragon has wings), +2 Constitution, +2 Intelligence, +2 Charisma.



Base Speed: 30 feet.

Weaker half-dragons have wings and can fly 30 feet (average maneuverability).

Natural Armor Bonus: Half-dragons have scaly hides and gain a +4 natural armor bonus to Defense.

Natural Weapons (Bite, Claw): A half-dragon can replace an unarmed attack with a bite attack (1d3 points of lethal piercing damage) or claw attack (1d3 points of lethal slashing damage). Using natural weapons to deal lethal damage does not provoke attacks of opportunity. Feats such as Combat Martial Arts may increase the amount of damage dealt by their Bite or Claw Attack.

Breath Weapon: A half-dragon can use its breath weapon once per day. A half-dragon may also spend an action point to use its breath weapon, but each extra use of its breath weapon costs 1 action point. The type of breath weapon depends on the color of the half-dragon, as shown in Table: Half-Dragons. The save DC against the halfdragon's

breath weapon equals  $10 + 1/2$  the half-dragon's character level (rounded down) + the half-dragon's Constitution modifier.

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

Darkvision: Half-dragon humans can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and half-dragon humans can function with no light at all.

Immunities: Half-dragons are immune to sleep, paralysis, and one type of energy. See the Half-Dragon table below.

Bonus Language Skills:

Read/Write Draconic,  
Speak Draconic.

Level Adjustment: +3.

## Half-Dragon

Type	Breath Weapon <sup>1</sup>	Energy Immunity
Black	60-foot line of acid (6d4 points of acid damage; Reflex half)	Acid
Blue	60-foot line of electricity (6d8 points of electricity damage; Reflex half)	Electricity
Brass	30-foot cone of sleep gas (fall asleep for 1d6 rounds; Will negates)	Fire <sup>2</sup>
Bronze	30-foot cone of repulsion gas (move away for 1d6 rounds; Will negates)	Electricity
Copper	30-foot cone of slow gas (slowed, as the spell, for 1d6 rounds; Will negates)	Acid
Gold	30-foot cone of weakening gas (1d2 temporary Str damage; Fortitude negates)	Fire <sup>2</sup>
Green	30-foot cone of corrosive gas (6d6 points of acid damage; Reflex half)	Acid
Red	30-foot cone of fire (6d10 points of fire damage; Reflex half)	Fire <sup>2</sup>
Silver	30-foot cone of paralyzing gas (paralyzed for 1d6 rounds; Fortitude negates)	Cold <sup>3</sup>
White	30-foot cone of cold (6d6 points of cold damage; Reflex half)	Cold <sup>3</sup>

<sup>1</sup> All lines are 5 feet high, 5 feet wide, and 60 feet long.

All cones are 30 feet long and 30 feet wide at the base.

<sup>2</sup> Dragons with fire immunity take 50% more damage against cold-based attacks.

<sup>3</sup> Dragons with cold immunity take 50% more damage against fire-based attacks.



## Illithid Hybrids

### THE SECOND ILLITHID WAR

When the Illithids first encountered humans during their second full attack against the Elysium Nebula, they were stunned by the ferocity and coordination of the counter attacks. Who were these stubby-eared Elf-like aliens with enormous battle barges bristling with plasma cannons?

As the illithids pressed their attacks during the Illithid Wars they found that the infighting of humanity - the many wars fought against each other - had honed the human capacity for strategy and combat to a level superior to all other races they had encountered. Harnessing that intellect was a must for the illithids. Though the illithids were technologically more advanced than the humans, the humans had numbers and coordination. Guerilla tactics were in their blood. Performing heroic last stands was in their nature.

The cold calculated Illithids were unable to improvise and unable to react to what each human was keenly working out on their own. Humans were racially and historically superior tacticians. When the outcome of the Illithid Wars became apparent and the Illithids withdrew, it was not without a number of human captives to experiment on.

Illithid Hybrids are part human and part Illithid. The illithids intended for them to be a subservient race, with more tactical flexibility than the ogres and robots they had used as their front line troops. The hybrids were perhaps too well intelligent for the Illithids to control.

In the year 227 some two-hundred Hybrids hijacked an Illithid vessel and managed to escape and gain freedom in the Elysium Nebula.

Or perhaps it was not so. Many humans have their doubts about this story. Did they escape? Or were they set loose? Are they spies for their illithid masters? Or merely escaped experiments looking for a sense of normalcy and belonging. Whatever the case nothing is certain. Illithid Hybrids come in all kinds and show the multi-faceted nature of humanity. Some are kindly towards others, some are wicked, some struggle for legitimate employment, others have turned to crime and so on. One thing has become certain though. The Illithid gene-engineering is potent. Illithid Hybrids who breed with other humans give birth to Illithid Hybrids. Not just 'quarter-illithids' or human 'illithid-blooded' but full-blooded hybrids. Who knows what other dark things have been concealed in their genetic code?

### ILLITHID HYBRIDS IN ELYSIUM TODAY

Illithid Hybrids are perhaps even more disliked than devilkin because the war left such a lasting impression on the psyche of Elysian humanity. They are mistrusted, with many humans believing that they never escaped but instead were let loose as a new and unpredictable weapon of war. There were only 200 of them in 227 but by 375 that number is twice that many.

Even so that number is miniscule. With the millions of billions of humans scattered across the Elysium Nebula's 30 odd worlds and space stations its no surprise most people have never even heard of an Illithid Hybrid, never mind met one. Most of the Hybrids (120 or so) live in close proximity to one another in a city called Vaenos on Elysia Prime but even then they are in the minority. Vaenos is just a conveniently liberal place. The rest are scattered across the Nebula causing stares of revulsion and horror wherever they walk.

Hybrids vary in the intensity of their 'illithidness'. For some the tentacles are blatantly obvious, while for others they can be discretely concealed with a neck cover and then appear human. Hybrids will often try to conceal who they are - because obviously humans do not like to think that Illithids might be among



## Illithid Hybrids



them. The Hybrids themselves have a varying disposition to the Illithids. Some hate them more than full humans for what has happened to them, while others acknowledge that there is some illithid in them and that leads them to believe that Illithids can be understood and empathized with. Perhaps they believe themselves the bridge between a possible co-operative future between the illithids and the humans. And yet others, according to some reports, may even be in league with the illithids and are spies for the enemy which is what humans fear the most.

## ILLITHID HYBRID RACIAL TRAITS

Ability Scores: +2 Wisdom, +2 Charisma.

Medium: As Medium creatures, Illithid Hybrids characters have no special bonuses or penalties due to their size.

Speed: base land speed is 30 feet.

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

Darkness: A Illithid Hybrids can use the spell darkness once per day (caster level equal to class levels).

Racial Skills: Devilkin have a +2 racial bonus on Spot and Listen checks.

Racial Feats: A Illithid Hybrids gains feats according to its class levels.

Special Qualities: Resistance to acid 5, cold 5, and electricity 5.

Level adjustment: +1.

## RACIAL TALENTS

These talents can be taken by Illithid Hybrid characters who are able to select a class talent. Illithid Hybrids treat the Illithid Hybrid talents as class talents irrespective of the basic class they are progressing in. They can select Illithid Hybrid talents even if they are multi-classing and receive talents from multiple basic classes.

### Concussive Sphere

Prerequisite: Far Hand or Psychic Missive

Benefit: The illithid hybrid has learned to use its concussive cone more effectively. When using the ability, the hybrid has the option of creating a concussive sphere instead of a cone, affecting all creatures within 10 feet in all directions. This still counts as the hybrid's daily

use of the ability and it cannot adjust the blast to exempt allies; everyone in the blast radius is affected. The damage and Reflex save DC remain unchanged.

### Far Hand

Prerequisites: None

Benefit: The natural psychic ability of the illithids has been unlocked in this hybrid. Three times per day it can manifest far hand as a psion of its character level.

### Psychic Missive

Prerequisites: None

Benefit: The natural psychic ability of the illithids has been unlocked in this hybrid. Three times per day it can manifest missive as a psion of its character level.

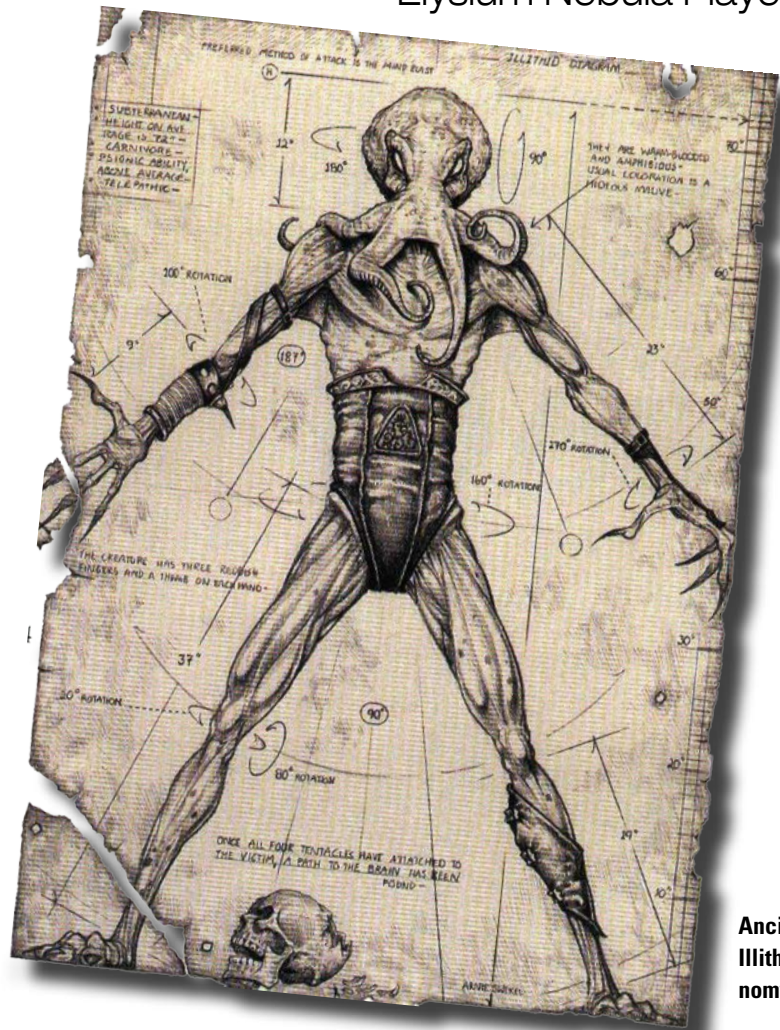
### Skull Bore

Prerequisite: Concussive Sphere, Far Hand or Psychic Missive

Benefit: Though they can't devour a creature's brain like their illithid creators, illithid hybrids still possess tentacles. Some hybrids have their

tentacles retracted and hidden, but the signature organs of illithids are always preserved in their twisted creations. Illithid hybrids with this talent have the ability to burrow into a creature's skull causing intense agony. When grappling an opponent, an illithid hybrid can make a grapple check to attach one of its tentacles to the foe's head. The hybrid can continue this until all four tentacles are attached or, if it begins the round with at least one tentacle attached, make a single grapple check at -4 penalty to attach all the remaining tentacles at once. The opponent can make a grapple check or an Escape Artist check to break the tentacle's hold, but he suffers -2 for every When the hybrid has all four tentacles attached, the target must make a Fortitude check (DC 10 + hybrid's Charisma modifier) or become stunned for 1d4 rounds as he can do nothing but writhe in pain. At the end of this time the foe must make another Fortitude check or be stunned for another 1d4 rounds. If the illithid hybrid removes its tentacles, the stunning effect ends immediately.

The stunning effect is useless for constructs, oozes, plants, elementals, and undead. ■



Ancient Study of Illithid Physiognomy



# Synthetics

## A HISTORY OF ELVISH CONSTRUCTS

It is not clear exactly when the elves started creating constructs. It is reported that as early as 500,000 BC while humans were learning to sharpen stones to make spears and while the Duruki did not even exist as a species yet, that the elves were already seeking alternatives to physical labour. The elves had developed sedentary agrarian lifestyles very early, but the construction of housing was something the elves did not take to.

Elves by 500,000 BC had learned to animate trees. Animated trees served a dual purpose. A tree animated temporarily could shift position to one suitable for living. A tree animated for greater lengths of time could move things for the elves that the elves would otherwise find difficult or impossible to lift and place.

One of the difficulties faced by these early elves was that the animation of a tree by magic took a considerable amount of effort. The elf had to concentrate long and hard on the trees movements and the moment the concentration would break the tree would revert to its normal inanimate state. It became evident that what was really needed wasn't a puppet to be controlled only when the elf commanding it was available but a servant that would be able to think for itself and take care of housing and farming or whatever else the elves needed without requiring specific instructions.

Specifically the elves were interested in constructs with intelligence that approximated that of themselves. Early successes included the dryad – a tree creature summoned through an eldritch science called Ecomancy (but which the elves eventually discounted on account of the frivolity of dryads), clockwork automatons (which the elves soon found were incapable of originality – merely repeating programmed tasks) and finally some time before the first Illithid War programmable robots. It was only after the elven race began to recover from the horror of the first Illithid War and began to trade

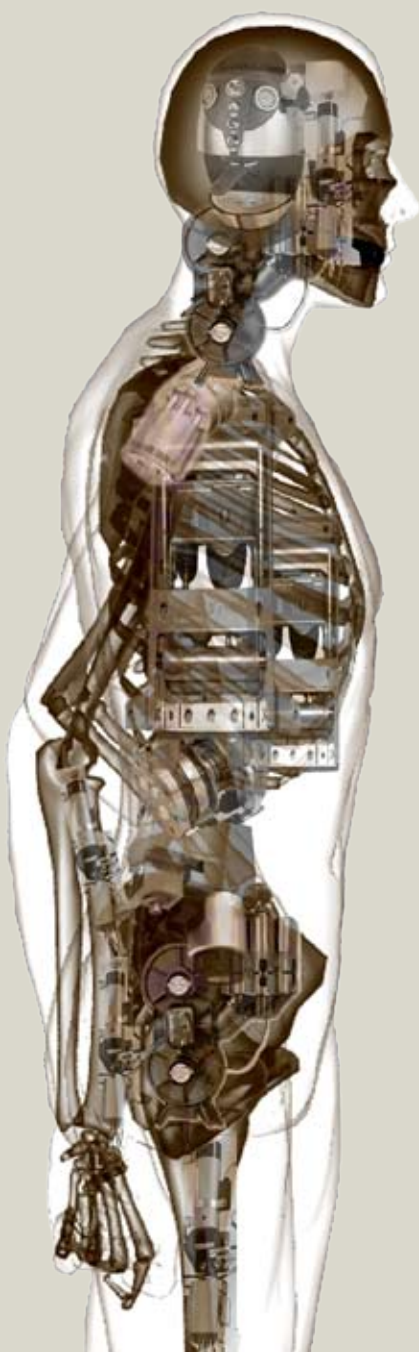
## Synthetics

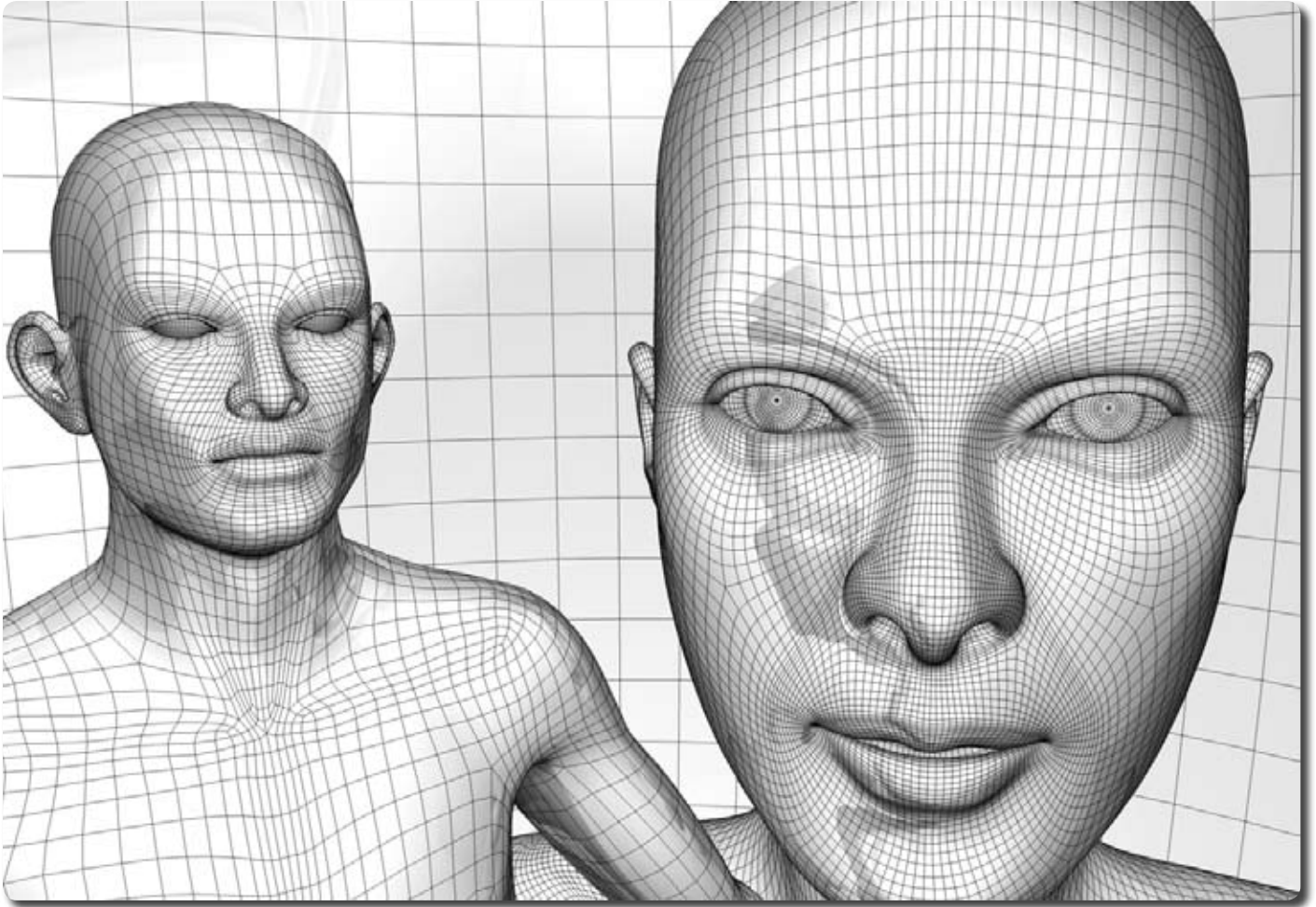
with the newly arrived humans that these robots began to show what the elves would call Synthetic Intelligence.

Synthetic Intelligence is a perfect (or near perfect) match for the kind of intelligence displayed by biological beings like elves, dwarves and humans. Initially Synthetic Intelligence was used for calculating star routes or doing advanced mathematics that the elves found tedious. The Synth Int units were merely speaking boxes. The elves who developed the original Synthetic Intelligences or long since dead but it was clear that the science was leagues ahead of its time. The Synth Int units were never loaded onto elvish robots because going from a heuristic intelligence that can interact meaningfully verbally to one that has the full dexterity, coordination and self-awareness of a biological creature is a complex task, but the elves were certainly moving in that direction.

It was only in -2703, in the midst of the Second Illithid War that the elves finally made the first true Synthetic. By this time their robotics technology had reached the state that the robots themselves were physically indistinguishable from living creatures and their Synthetic Intelligence was at a point where it was indistinguishable from human intelligence. What the elves lacked was factories and funding, which the humans, mobilized by the war effort were able to find in abundance. The humans, realizing the potential of humanlike soldiers built on assembly line, invested millions in paying an Elvish robotics engineer named Edhan Cale to produce as many advanced Synthetics as possible to fight in the war against the Illithids.

After the war was over the humans took control of the factory claiming that the technology belonged to them since they had funded it. Edhan sabotaged the manufacturing plant, burned his documents and left in anger. His robotics knowledge has been passed by word of mouth to Elves he can trust, and the science of Synthetics remains beyond humanity's grasp today. However thousands of Synthetics survived the war and many





hundreds more are 'homegrown' by Elves with an interest in robotics who have managed to study the secret works of Edhan Cale. Synthetics are a fact of life and sometimes it is impossible to tell if the person across the bar from you is real or synthetic.

### BEING SYNTHETIC

Being a synthetic brings with it a certain amount of psychological strain. For those built during the war, their intelligence and physical appearance was modeled after the human species. For those built later they may look Duruki, Elvish, Human or otherwise but ultimately they are a deception, and all Synthetics have to come to terms with this. All synthetics use the same ability scores however; since the elves used their own motions as a template to calibrate the synthetics, synthetics have the agility of an elf, but lack their physical frailty. This makes them physically superior to most biological

species. Synthetics are no more, or less, intelligent than other species and this is another cause of frustration. Despite being 'robotic' they are no better at calculation or at, say, games of chess than a human is. The human robots produced by the ICHA for instance can have such a program installed – synthetics on the other hand are ordinarily limited to the standard susceptibilities of human intelligence. They forget things, they might like to sing, and they feel genuine emotions ranging from love to sadness to hatred or vengeance. The classic story of the synthetic that falls in love is known all over Elysium. After all, a synthetic can't consummate that love and that is something the synthetic is painfully aware of. The synthetic likewise doesn't have very good pain receptors and normally has to assess damage to its systems visually. A synthetic is therefore immune to the effects of traumatic damage, they can lose an arm and it may feel no more pain than a slap to the arm. ►

**It was only in -2703, in the midst of the Second Illithid War that the elves finally made the first true Synthetic. By this time their robotics technology had reached the state that the robots themselves were physically indistinguishable from living creatures and their Synthetic Intelligence was at a point where it was indistinguishable from human intelligence.**

# Elysium Nebula Player Guide

Things can become even stranger for a synthetic if he has a software based intelligence system, because then he can be effectively cloned – a situation which ensures the synthetic in question is not a unique being. This too can be psychologically troubling. Basically though normally a synthetic thinks and acts like a human – deep down there are some fundamental differences that can push the synthetic into unexpected behavioural patterns.

## ILLITHID SYNTHETICS

One of the events that turned the tide of the war for the Illithid was the rapid assembly line manufacture of Elvish Synthetics on Elysia Prime. The Synthetics, with their greater dexterity than humans, made dangerous foes – and their humanlike intelligence meant they worked well with the other human soldiers. Their ability to withstand massive trauma also made them dangerous. In fact it was only late in the war when humans began to apply some heavy gene therapy to the Combat Marine and boost him full of combat drugs, that humans would eclipse the Synthetic as the best battlefield soldiers and even then some of the experienced Synthetics would give a Combat Marine a run for their money.

It became apparent to the Illithids that the capture and study of the Synthetics was vital should they ever attempt to invade again, not least of all because the synthetics could effectively function as spies. A number of Synthetics have been captured by Illithids both during the war and after. In an effort to further their studies in this area Illithids have made daring raids into the Elysium Nebula with the aim of capturing Elvish robotics experts as well. It is the opinion of the EDK (Intelligence Department in the United Republic) that alien synthetics have already been introduced into the Elysium Nebula and may be among the populous already. Hunters are seeking out these rogue synthetics in the interest of Elysian security.

## SYNTHETIC RACIAL TRAITS

**Medium:** As Medium creatures, Synthetics have no special bonuses or penalties due to their size.

**Speed:** Synthetic base land speed is 30 feet.  
**Starting Occupation:** Synthetics never get starting occupations. Starting occupations represent life experiences gained before becoming a hero, but robots have no such life experiences.

**Ability Scores:** +2 Dexterity. Bioreplicas can improve their mental abilities (Intelligence, Wisdom, and Charisma) as they increase in level (just as organic heroes do), but not their physical abilities (Strength and Dexterity).

**Hit Points:** As Robots

**Armor:** Synthetics must wear armour like organic creatures.

**Critical Systems:** As Robots.

**Cybernetic Incompatibility:** As Robots.

**Immunities:** As Robots.

**Lifelike Appearance:** Distinguishing a bioreplica from members of its emulated species requires a successful Spot check (DC 20). It can use the Disguise skill to increase the Spot check DC.

**Manipulators:** As Robots.

**Rejuvenation Cycle:** As Robots

**Repairable:** As Robots

**Sensors:** A synthetic hero begins play with a Class VII sensor system. For more information on robot sensor systems, see Sensors.

**Skills, Feats, Action Points:** As Robots

**Level Adjustment:** +1

## RACIAL TALENTS

These talents can be taken by Synthetic characters who are able to select a class talent. Synthetics treat the Synthetic talents as class talents irrespective of the basic class they are progressing in. They can select Synthetic talents even if they are multi-classing and receive talents from multiple basic classes.

### Software A.I.

**Prerequisite:** Level 1

**Special:** A robot who with Software A.I. instead of standard Robot Brain is installed on a frame in the same way you would install conventional software on a computer (typically by reading it off a disc of some kind). The robot's mind can effectively be stored in a latent format onto a computer disc. Resurrecting a robot with Software A.I. requires a Computer Use check (not Repair), takes 10 rounds or 1 minutes, and the DC is 10 less than the conventional Repair check required for ordinary Robot Resurrection. Ad-

ditionally installing skill and feat software is done through a computer use check.

The robot also has the capacity to make a Computer Use check (DC 15) to make periodic back-ups of its current A.I. state. If he has an internal DiscBurner he can copy himself onto a disc. If the robot is disintegrated and is otherwise irrecoverable then the disc can be installed on a fresh body and the robot effectively resurrected, with his memories identical to those he had when the back-up was made.

Obviously a robot with Software A.I. can also be effectively 'cloned'. GMs and players should be aware of this possibility, but how to handle the repercussions of a cloned PC is up to you.

**Normal:** Ordinarily after a Synthetic has been destroyed its brain or CPU can be removed and transplanted into another frame. It requires 10 minutes of work and Repair check DC depending on the robot frame. (See Robot Resurrection sidebar: Pg 177 d20 Future.)

### Amenable

**Prerequisites:** None

**Benefits:** Designed to interact comfortably with organic beings, the synthetic has a natural knack for social situations. It receives a +2 bonus on all Bluff, Sense Motive, and Diplomacy checks. These bonuses stack with the bonuses from the Empathy talent of the Dedicated Hero class.

### Intuitive Combatant

**Prerequisites:** Amenable

**Benefit:** The synthetic's empathetic abilities give it an edge in combat, allowing it to observe and process an opponent's weaknesses in the middle of combat. After engaging an opponent in melee combat for at least two rounds, the synthetic receives a +2 bonus to all disarm and trip attempts. Additionally, feinting attempts (see the Bluff skill) against that opponent are free actions rather than attack actions. A synthetic can only gain the benefits of Intuitive Combatant against one opponent at a time, but may choose a new opponent at the start of each round. In this case the synthetic immediately loses bonuses from the previous opponent and must have been engaged in melee combat with the new opponent for at least two rounds. ■



## Beyonders

### EXPLORERS FROM BEYOND!

The Elysium Nebula, with its elegant binary stars and its rich verdant planets, is attractive to races from around the universe. Humanity is one such species to have discovered the Nebula, and with typical human abandon, committed to a colonization of such force and efficiency that now humans are the most populous race in Elysium.

Other races like the Illithids have come to take the worlds just as humans have done, but whereas humans have some sense of empathy to the native peoples of the Elysium Nebula, the Illithids came into the nebula with the intent to destroy or enslave all the sentient races of Elysium.

Some races are less prone to conquest than both humans and Illithids. Among these races is one that has developed powerful supersonic craft, capable of FTL travel to cover the vast gulf of space. A race of people that are historians and explorers by heart, natural recorders of written events with vast libraries concealed in ancient worlds many hundreds of billions of light years away.

Humans and Elves know these aliens, who trade in curious artifacts from worlds far beyond the Elysium Nebula, as Beyonders. They come from a solar system on the other side of the Milky Way, and have traversed more space than the human mind can fathom get to Elysium. They are not particularly violent but are capable of defending themselves if threatened.

They have a technological proficiency far beyond that of any race native to the Elysium Nebula. They love to trade, eager to get their hands on alien wares (which perhaps sell well in their own worlds), and are especially fascinated with materials of arcane significance (and for this reason are drawn to the Elvish people).

Beyonders, in the past, have been entrusted with ancient Elvish artifacts as a method of safe-keeping these artifacts against the Drow. The Drow seek out all such terrible items of power so that they may bend them towards their evil will and make wicked uses of them. Beyonders also keep accurate records, and have occasionally revealed things about the history of the Elysium Nebula that have long

since been forgotten (it seems they've been coming this far since the days that the Elves discovered space travel.)

The Beyonders are enigmatic to the peoples of the Elysium Nebula. They seem to come and go as they please and they don't seem to have any sense of purpose. It is extremely rare (but not impossible) for a Beyonder to trade his weapons with someone. It is even rarer that a human or other native to Elysium to be taken to the Beyonder's home Solar System of Frallenix.

In their own tongue Beyonders call themselves Frall. Their language is complicated and there are many thousands of Beyonder languages and each one is further subdivided into hundreds of dialects. It is quite common for humans who meet Beyonders to wish to learn a few words – however invariably if these humans meet any other Beyonders these words will not be at all valuable. There is a sort of 'common' tongue the Beyonders use for business affairs among each other. The humans call this language Beyond – but the Beyonders call it Sphix'ja or "Mercantile" as it is the language of affairs.

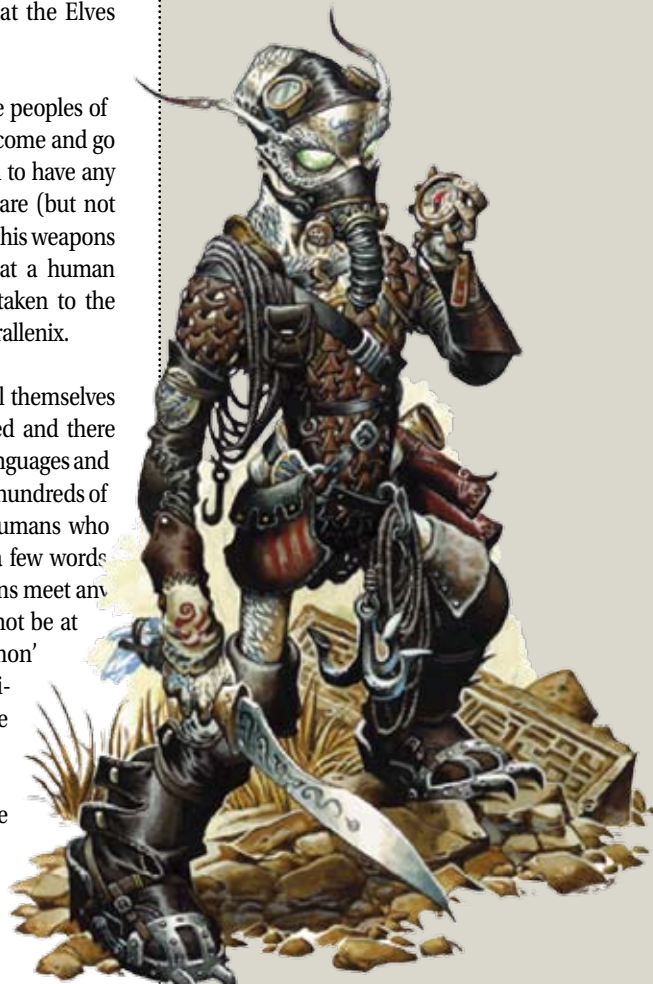
Beyonders do not study magic in the way that the ancient Elves did – or even in the way humans study arcana today. Instead they have a general awareness of the arcane and some are able to manifest arcane gifts, though few are full-fledged casters.

To be 'canon' Beyonder characters should avoid advanced classes that grant spell-casting. On the other hand it is encouraged to have levels in advanced classes like Glamourist or Arcane Arranger that grant spell like abilities. It should also be noted that all Beyonders have a natural psychic teleportation ability, though it has limited use.

### BEYONDER RACIAL TRAITS

Ability Scores: +2 Wisdom, +4 Intelligence.  
Medium: As Medium creatures, beyonder characters have no special bonuses or penalties due to their size.  
Speed: Beyonder base land speed is 30 feet.

## Beyonder



**Teleport:** Once per day the beyonder can use Dimension Door as cast by a Mage of level equivalent to the beyonder's character level.

**Proficient:** A beyonder is automatically proficient with all kinds of firearms. This grants Personal Firearms and Advanced Firearms Proficiency as well as all necessary Exotic Firearm Proficiencies.

**Energy Boost:** A Beyonder deals an additional 2 points of damage when firing energy based weapons.

**Tech-adept:** The beyonder gets a +4 bonus on Repair and Computer Use checks.

**Racial Feats:** A beyonder gains feats according to its class levels.

Level adjustment: +2.

## Werewolves



## Werewolves

### ORIGIN OF WEREWOLVES

There are many stories about the origins of werewolves. Most assume that they have been living alongside humanity for centuries, like the vampires, and that they arrived in the Elysium Nebula hiding aboard human ships. Others claim that they are a magical curse laid on a group of humans who either tampered with or attempted to utilize Elvish terraforming magic. The clear melding of human and animal, they claim, clearly results in the sylvan magic favored by the elves. The idea of a curse is powerful and is also attributed to the illithids, powerful sorcerers of the past, and even the Duruki.

The truth, as is usually the case, is much more mundane. Werewolves are the result of an experiment, and not even one that went „horribly wrong“ in a dramatic way. Centuries ago, several decades before the turn of the second Full Cycle of the modern era, a company known as Decker Biotech, based on Haagenti, started a program to develop a perfectly engineered soldier. Counting on the growing unrest on the planets of what would come to be the New Elysian Democracy, DB tried to design a cheap pre-trained soldier. Using retroviral

gene therapy (then in its infancy stages) they custom designed embryos using genetic material from predatory species such as bears, gorillas, and large cats, but the majority came from wolves.

These genes were intended to give the children increased muscle mass and improved senses, but the results were less than stellar. Firstly, the children grew at an average rate for human toddlers, which is to say far too slow for a growing company, and they're physical abilities were only slightly above average. Funding for the project was cut and the eighteen children were moved to an out-of-the-way complex where they could be kept quiet and

the pseudo-legality of the project could be ignored. However, once the children reached puberty, the increased hormones in their bodies took off and the retroviruses readjusted the latent physiology of the children. In layman's terms, they started shifting between human and wolf forms.

Needless to say, the files on the project were dusted off quickly and a new set of werewolf children were created under the newly-named Project Belladonna. Things were progressing quickly on Haagenti and other worlds and Decker Biotech knew that these soldiers were needed. Despite the secrecy required of the project (all of the scientists were kept on site and nothing specific about the process could spread beyond highly secure databases), a small army of over two hundred shape changing warriors was grown by 220.

Things were not all rosy inside the laboratories, however, the werewolves had learned enough of the outside world to know they were getting a raw deal. They demanded more freedoms and began harassing the technicians in charge of their cages. DB obviously was able to keep the population under control, but it made what happened next even worse. Revolution exploded on Haagenti and so did a terrorist bomb which destroyed the power generators and most of the computer banks at the labs. Without power, the guards were quickly overwhelmed by the werewolves who escaped into the night. In all the chaos of the revolution, no one is exactly sure where they went after that or even if they went together, but the werewolves certainly got off world and spread into the greater Nebula, becoming the silent, hidden population they are today.

Decker Biotech never recovered during the revolution and it was merely a shell of a company when Corellan Genetics bought it in the late 200s for chump change. Nothing at all remains of Project Belladonna, and anyone who knew the process of creating werewolves is gone. Still, there are rumors in the corporate sector that Corellan Genetics has begun reutilizing information from subsidiary companies like DB, and Project Belladonna could likely be one of them.



## WEREWOLVES TODAY

Werewolf society is a complex thing. In general, werewolves are fairly territorial and violent, meaning that they don't gather together often in large groups. Families tend to group together and when an extended family grows too large, the tension causes one or more parents to leave with their children to find a new area. Large cities like those on Elysium Prime can host several „covens“ of werewolves, but less-populated areas like Naberius might only have one or two on the whole planet. No one is sure how many werewolf covens exist or even where they all are, even other werewolves. The secrecy required for the continued freedom of werewolves makes them less than trustworthy, and while werewolves can tell others of their kind by scent the locations of covens is treasured.

Werewolves are still genetically compatible with their human forbearers, a fact which helps the werewolves overcome their small gene pool. In theory, the product of a human and werewolf pairing is another werewolf, but the werewolf bloodline has become somewhat diluted and about twenty percent of the time the shape changing abilities do not manifest in the child. These half-breeds have some lycanthropic heritage (see the D&D variant bloodline System Reference Document) but are not true werewolves and will not have werewolf children unless they mix with true werewolves. It is because of this dependence that werewolves continue to live side-by-side with humans. There are risks involved, of course, and trouble often brews between werewolves and humans.

Some werewolf elders have recently challenged this long-standing dependence and moved for an isolated werewolf settlement. Word has spread through the loosely-knit werewolf community about the new colony founded on Isafel, but the rumors are vague and hushed. While not everyone agrees with the colony's foundations, no werewolf wants to see the URE crush the colony. This protective stance stems from one of the biggest fears of all werewolves: that one day a conflict will erupt with the humans that is so dramatic it will spark a crusade. The grand deception that werewolves maintain, living invisibly alongside humans, is based on tales told to them as children about



the hunts that plagued the werewolves during their first decades of freedom, the savage bands of humans frightened and lashing out. Today, werewolves are only a vague threat to the humans of the Nebula and not even the strangest force they contend with daily. The history is there, however, and the scars of prejudice run deep in every werewolf.

## WEREWOLF RACIAL TRAITS

**Ability Score Modifiers:** Con +4, Wis +2. Additionally, a werewolf that assumes wolf and hybrid form (see below) gains the following additional benefits for as long as it remains in either form: Str +2, Dex +4.

**Medium:** As Medium creatures, werewolves have no special bonuses or penalties due to their size.

**Speed:** Werewolf base land speed is 30 ft. in humanoid form. ►



**Blunt:** Like humans, werewolves cannot use psychic powers without using the Aesir drug.

**Alternate Form:** A werewolf can assume wolf or hybrid form, but its gear is not absorbed into the new form. The bipedal hybrid form is about 6 feet tall, with a short tail and thick fur. The legs are like those of a wolf, and the head combines humanoid and lupine features in degrees that vary from one werewolf to the next. The animal form is that of a fully-grown wolf without any trace of human features.

Shifting to hybrid or animal form has several benefits. Firstly, the werewolf gains the special abilities listed below of damage reduction, darkvision, scent, and trip. The werewolves physical abilities also improve granting him a base land speed of 50 ft, a +2 to Strength, and a +4 to Dexterity. These ability score bonuses may change certain statistics such as the werewolf's grapple modifier. When in hybrid and animal form, the creature gains a +2 natural armor bonus. This bonus does not stack with other natural armor bonuses. The wolf-like head of the hybrid and animal form give the werewolf a natural bite attack (1d6 damage plus Strength modifier). Contrary to legend, the werewolf's bite does not spread the "disease" of lycanthropy.

Changing to or from wolf or hybrid form is a move action. Upon assuming either form, the werewolf regains hit points as if having rested for a day. A slain werewolf reverts to its humanoid form, although it remains dead. Afflicted werewolves find this ability difficult to control (see Lycanthropy as an Affliction, below), but natural lycanthropes have full control over this power.

- **Trip:** A werewolf in wolf form that hits with a bite attack can attempt to trip its opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the werewolf.
- **Scent:** This ability allows a werewolf in wolf or hybrid form to detect approaching enemies, sniff out hidden foes, and track by sense of smell.
- **Damage Reduction 10/Silver:** A werewolf in wolf or hybrid form ignores the first 10 points of damage dealt by a nonsilver or nonmagical weapon but takes full damage from silvered weapons or weapons with a +1 or better magic bonus.
- **Darkvision:** In their wolf and hybrid forms,

werewolves have darkvision with a range of 60 feet.

**Racial Feats:** A werewolf gains the bonus feats Iron Will and Weapon Finesse (bite).

**Racial Hit Dice:** Werewolves gain an extra 2d8 hit points at first level in addition to any hit dice from classes. These hit dice also increase the werewolf's base attack bonus by +1 and provide a +3 bonus on Fortitude and Reflex saves.

**Racial Skills:** Werewolves receive a +1 species bonus on Hide checks, a +2 species bonus on Move Silently checks, a +3 species bonus on Spot checks, and a +5 species bonus on Listen checks. A werewolf in wolf or hybrid form also gains a +4 species bonus on Survival checks when tracking by scent.

**Level Adjustment:** +3

## RACIAL TALENTS

These talents can be taken by Werewolf characters who are able to select a class talent. Werewolves treat the Werewolf talents as class talents irrespective of the basic class they are progressing in. They can select Werewolf talents even if they are multi-classing and receive talents from multiple basic classes.

### Eldritch Lineage

As the human talent of the same name.

### Powerful Heritage

**Prerequisites:** None

**Benefit:** Some werewolves are able to retain some of their power even while in humanoid form. They gain darkvision out to 60 ft in any form and gain damage reduction 5/silver while in humanoid form.

### Wolf Empathy

**Prerequisites:** None

**Benefit:** A werewolf with this talent can use pheromones and body language to influence wolves in any form and gains a +4 species bonus on Diplomacy checks when influencing a wolf's attitude. A friendly wolf understands and heeds simple commands, usually through growls and posturing, such as „wait“, „chase“, „flee“, and „attack.“ While the wolf is under no compulsion to obey these commands, it often will unless doing so will put it in extreme danger. For example, a wolf might be persuaded to attack a human, but it would be harder pressed to attack if its already seen the human shoot down another wolf with his rifle.

## NEW SKILL

### Control Shape (Wis; Trained Only)

The shape changing ability of werewolves is not an easy thing to master. Werewolves sometimes shift involuntarily from powerful emotions or by instinct when they feel threatened. A werewolf's ranks in Control Shape determine how well he or she can resist these involuntary changes. Control Shape is always a class skill for werewolves.

**Check:** The character must make a check whenever gripped by strong emotions to resist involuntarily assuming animal form. It is up to the GM to determine when such a check is required, but falling victim to fear effects, or being affected by powers which change emotion such as verve or attraction can trigger an involuntary change. An injured character must also check for an involuntary change after accumulating enough damage to reduce his or her hit point total to three-quarters of its full normal value and again after each additional one-quarter lost (save DC same as for strong emotions).

Task	DC
Resist involuntary change	25
Return to humanoid form (strong emotions)	25
Return to humanoid form (normal emotions)	20
Voluntary change (strong emotions)	10
Voluntary change (normal emotions)	15

When a werewolf fails to resist an involuntary change, he begins to work on instinct. The powerful rage associated with the animalistic side of the werewolf take hold and he is compelled to attack a target at least for the next 1d4 rounds. The werewolf can choose the target, but if no opponents are left he will likely attack the nearest ally.

**Try Again?:** Check for an involuntary change once each time a triggering event occurs. On a failed check to return to humanoid form (see below), the character must remain in animal or hybrid form until the next dawn, when he or she automatically returns to humanoid form.

**Special:** A character can take 10, but cannot take 20. An attempt is a standard action and can be made each round.

**Time:** Attempting to control one's shape is a full-round action. ■

## Cygors

### CYBERNETIC NANOAugmented GORILLA SOLDIERS

Ichans do not use human soldiers the way that Ureans do. Their soldiers are considerably more formidable, but less intelligent and less numerous. It was early in the process of genetic tinkering in the Illithid Wars that the Coalition first thought to grant sentience to the African Mountain Gorilla. Cybernetically enhanced, genetically modified for intellect and combat prowess plus able to wield larger weapons these terrifying black furred 'Cygors' are the terrifying soldiers of war of the Ichan army. The adult cygor is about eight feet tall and weighs six hundred to seven hundred pounds.

Cygor soldiers come in four categories. Cygor juveniles, cygor combat infantry, cygor veteran infantry and cygor silverbacks. The juveniles have not had many cybernetic implants, have just begun weapons training, and are never fielded in a war condition. If you encounter a juvenile Cygor its because you've entered a Cygor Military Development plant or because you've come across an escaped specimen. Under the normal routine Cygors are not released by the Ichan Military until they are considered combat ready. A combat ready Cygor is called a Combat Infantry Gorilla.

When a CI Gorilla has been involved in over 40 skirmishes then he gets upgraded to veteran status. Veterans are accorded special honours (they wear armour and carry a bigger stick) but generally perform similar duties to the combat infantry. Occasionally veterans will lead some standard CI Gorillas.

A silverback is a unique case. A cybernetic gorilla that has been involved in so many skirmishes that he has 'won his freedom'. He is no longer required legally to serve in the Ichan armed forces and can happily do whatever he pleases. Sadly for the Gorilla, war is the only practical thing he knows, and it is common practice for Silverbacks to continue to work for the military (as its their only feasible means of income) and so these fearsome warriors are not that uncommon.



### PLAYING A CYGOR

Cygors are deep down fairly sad creatures. Many of them wish that they had not been granted human-like sentience. They are generally prejudged by humans because of their still limited intellect and their enormous size and strength makes them feared. Additionally since Cygors are 'built' for the purpose of defending Ichan space stations they generally do not have the option of living their lives otherwise. Occasionally, though rarely, a Cygor will affect a human to such a degree that the human will buy off the Cygors freedom. Such Cygors might be partners with a free trader and travel the universe aboard his ship as personal bodyguard and companion. More often than not however a Cygor will serve out a full term of service in the Coalition army before being declared a Silverback or Free Gor. Such a Cygor is likely to want to stay in the army however, after all it is all he has ever known.

Cygor player characters are more likely going to represent the rare independent Gors. Whether this is because the Cygor is an old veteran (in a high-level campaign) or because a philanthropist bought his freedom while he was still quite young or because a wealthy billionaire purchased him for his own personal protection is left to the player. What is important is that the player know that his Cygor is ►

## Cygors



an exception to the rule – because in general most Cygors are born into a life of servitude.

## CYGOR RACIAL TRAITS

**Size:** Large. Cygors take a -1 size penalty to Defense and a -1 size penalty on attack rolls. They gain a +4 size bonus on grapple checks and suffer a -4 size penalty on Hide checks.

**Ability Modifiers:** +10 Strength, +4 Dexterity, +6 Constitution, -4 Intelligence, +2 Wisdom, -4 Charisma.

**Brain Boost:** The ability score modifiers include a free Brain Boost nanoaugment. This has no game effect except to note that the player cannot have another installed.

**Extra Starting Hit Dice:** A cygor gains 3 Hit Dice (3d8 hit points). The Cygor's Constitution modifier applies to each Hit Die when determining hit points.

**Attack Bonus:** Cygors gain a +2 species bonus on attack rolls.

**Speed:** Cygor base land speed is 40 feet. They also have a Climb speed of 40ft.

**Natural Armor Bonus:** Cygors have thick hides and gain a +5 natural armor bonus to Defense.

**Fighting Space:** As Large creatures, Cygor occupy a 10-foot-by-10-foot fighting space.

**Reach:** As Large creatures, ogres have a 10-foot reach.

**Racial Skills:** Cygors have a +8 species bonus to Climb.

**Racial Feats:** A Cygor has 2 starting feats, in the same way as humans.

**Racial Fortitude:** A Cygor has a +4 bonus on Fortitude checks.

**Natural Attacks:** A cygor has two natural punch attacks each dealing 1d6 plus strength damage and a bite dealing 1d4 plus half strength damage. As they are natural weapons two-weapon fighting penalties do not apply (see natural attacks in the d20 Modern core rulebook). Iterative attacks cannot be used in conjunction with a natural weapon. Cygors can benefit from the Multiattack feat.

**Lowlight Vision:** A cygor can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

**Scent:** Cygors have the scent special quality. They can track using the survival skill by using scent.

**Language Skills:** Cygors speak Ichan but cannot read or write unless additional points are spent.

**Level Adjustment:** +4

## Ogres (Full-blood)

### OGRE BANDIT CAMPS

The Ogres descend from an eldritch race of Sorcerers called the Magi (or the Ogre Magi) but this history is discussed in some detail in the section on Ogre Hybrids so instead this section will deal more with what has become of the Ogres today. 21,412 years before the founding of the United Republic the Ogre Magi were conquered by the enslaving Illithids and through wicked genetics the once bright race of Magus was reduced to a stupid race of grunt shock-troops for the warring Illithids.

Between the first and second Illithid Wars Ogres have been scattered across the Elysium Nebula. On predominantly agricultural worlds like Shekinah or Rhameil, these planets lack the funds to eliminate the ogre population that makes camps within the mountains,

woodlands and deserts of these planets. Far away from human cities Ogres form camps of bandits eager to plunder humans.

Ogre Camps are always led by the biggest, ugliest, meanest Ogre. There is no sophistication in this leadership. The Ogres live a brutal barbarian lifestyle, fighting amongst themselves for the position of the camp's big boss. Yet despite this feral disposition in many ways Ogres hearken back to the ways of their ancestors. Ogres pair bond – one man to one female, and take equal care in raising in children. In truth the genders are so similar to the human eye that it is difficult to tell them apart. Ogre females are often slightly less heavy than ogre males and are reputed to be just as violent and nasty.

Ogres train their young to fight both with melee weapons and home-made armour



(crudely carved swords and plates of armour poorly sewn into cheap ogre cloth) as well as with looted human weaponry such as heavy machine guns, rifles or plasma-coated sledgehammers.

## OGRE PIRATES

Though many Ogres get together and form bandit camps on under funded worlds who are unable to eliminate the roving Ogre gangs, other Ogres (particularly those based around Uretil and 10-moons) have avoided Republic Authorities by sticking to the black of space. Ogre Pirates represent a new breed of space-thief. Trained by the Illithids to be proficient combat pilots, the Ogres of this variety tend to hijack human craft and use them as a home. Ogre Pirates travel commonly used trade routes and strike without warning to loot and plunder, in search of food and weaponry with which they will be more able to survive.

Many times Ogre Pirates work in the employ of some wiser and more dangerous foe, such as a Drow or a Devilkin. This more dangerous foe will use the Ogre Pirates to affect certain behaviours from traders which he can exploit, and in turn he will provide the Pirates with what they need to go on fighting and surviving. Though many Ogre Pirates have turned to Piracy for survival (they are wanted because of their race by the Republic) most enjoy the thrill of the hunt so much that they will attack enemy craft even when there is no gain to be had.

Ogres have been genetically tampered with by the Illithids and above all else they are adrenaline junkies and they love to fight. If there are no humans about the Pirates will turn among themselves, which makes leading such a band extremely tricky.

## OGRE SOLDIERS

The Ogre Soldiers used by the Illithids today are far more advanced than the Ogres that were used during the last two wars. Taking a page from the humans Illithids have learned to jack up their soldiers and stimulating cocktails of combat drugs. The muscles of the Ogre Soldiers are kept at peak conditions by nano-augments and powered armour ensures that

Ogres can run faster, hit harder and shoot better than they have ever done in the past.

If the Ogre is, naturally, a deadly foe then the Ogre Soldier can only be described as the ultimate grunt troop. The new generation of soldiers will test the limits of the United Republic Marines. Each one is stronger than a Marine, bigger than a Marine, carries a bigger gun than a Marine is just about as accurate. The only thing the Marines have left on their side is their superior human intellect and in an instinctual combat situation that advantage may well be negligible. It is anyone's guess what will happen if the Illithids invade another time.

## OGRE RACIAL TRAITS

**Size:** Large. Ogres take a -1 size penalty to Defense and a -1 size penalty on attack rolls.

They gain a +4 size bonus on grapple checks and suffer a -4 size penalty on Hide checks.

**Ability Modifiers:** +10 Strength, -2 Dexterity, +4 Constitution, -2 Intelligence, -2 Wisdom, -4 Charisma.

**Extra Starting Hit Dice:** An ogre gains 4 Hit Dice (4d8 hit points). The ogre's Constitution modifier applies to each Hit Die when determining hit points.

**Attack Bonus:** Ogres gain a +3 species bonus on attack rolls.

**Base Speed:** 30 feet.

**Natural Armor Bonus:** Ogres have thick hides and gain a +5 natural armor bonus to Defense.

**Fighting Space:** As Large creatures, ogres occupy a 10-foot-by-10-foot fighting space.

**Reach:** As Large creatures, ogres have a 10-foot reach.

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

**Language Skills:** Ogre speak Ogric, their own tongue, but cannot read or write unless additional points are spent.

**Level Adjustment:** +4



*Ogre*

## Gargoyles

### GARGOYLE RAIDERS

Deep space presents many natural dangers. Meteor showers, asteroid belts, pirates and electron storms are all common dangers in the Elysium Nebula. Perhaps the most frightening of dangers are enemy crafts. If you're travelling in deep space your radars may pick up signals that an approaching armed craft is making its way towards you. Typically private vessels flee when confronted with enemy craft – even combat vessels will make a get away if outgunned.

That said the most overlooked danger of deep space travel – known to the experienced Ichan pilot as being the cause of many a mysterious disappearance – are an inorganic race of stone-skinned fliers called gargoyles that exist in deep space. Whether these concrete warriors were built in ancient times as a warrior or guard race for a master species is not known and the gargoyles themselves keep no records. Gargoyles may often attach themselves to a ship just to cover some distance, but other times their objectives are more nefarious. Gargoyles gather in obscure parts of the nebula to trade in looted technological marvels. Not having any natural resources of their own (as they tend to avoid atmospheric regions – preferring the peaceful calm of deep space instead) the gargoyles have to barter and trade with stolen technology. Moreover the gargoyles are not very intelligent and so the bits of tech they steal from passing ships will often break or get lost and then they have to seek some others.

### GARGOYLE HABITS

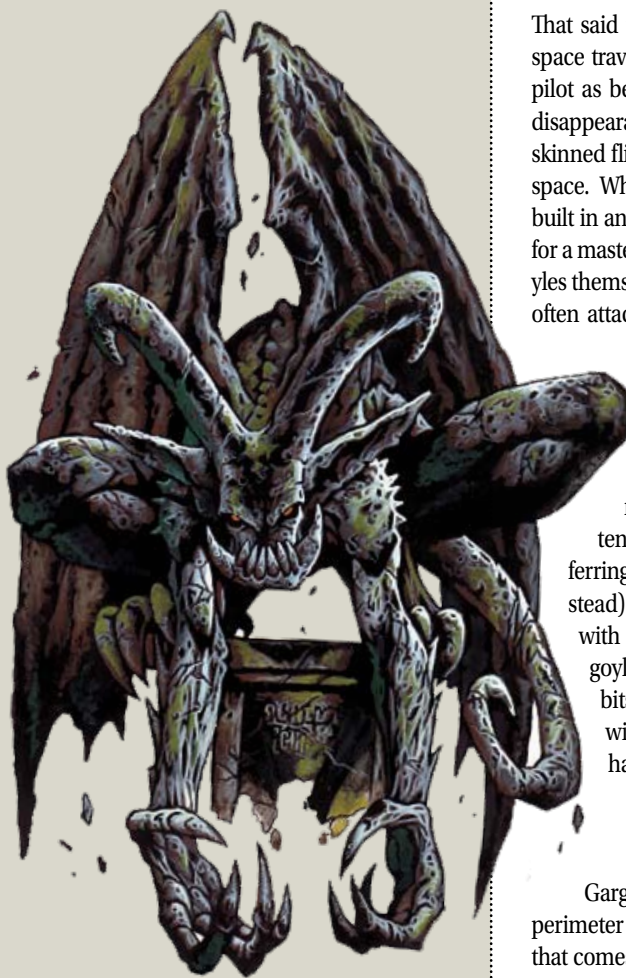
Gargoyles will hang hidden around the perimeter of space stations and then gang a ship that comes in. Because of their size and the fact that they are inorganic (they produce no heat, they do not breathe and composition checks reveal they are made of stone and concrete) radars do not register their presence except maybe as small rocks or asteroids. This makes the attack unexpected and will instill fear and doubt in an inexperienced pilot. Many gargoyles content themselves by tearing satellite dishes, antennas and wheels off the outside of the ship and then

letting it go. Other more crafty Gargoyles are able to climb inside the ship – loot the interior and then make a getaway. Fortunately gargoyles rarely kill humans (though they are physically easily able to.) Ichans consider gargoyles the peskiest nuisance in the galaxy.

### GARGOYLE RACIAL TRAITS

Ability Scores: +4 Strength, +4 Dexterity, +8 Constitution, –4 Intelligence, –4 Charisma.  
Medium: As Medium creatures, gargoyle characters have no special bonuses or penalties due to their size.  
Speed: A gargoyle's base land speed is 40 feet. It also has a fly speed of 60 feet (average). Gargoyles can magically propel themselves in zero-g conditions. A gargoyle's deep space vacuum fly speed is 500ft (perfect).  
Extra Hit Dice: A Gargoyle gains 4 Hit Dice (4d8 hit points). The Gargoyle's Constitution modifier applies to each Hit Die when determining hit points.  
Attack Bonus: Gargoyles gain a +4 species bonus on attack rolls.  
Stone skin: +4 Natural Armour.  
Damage Reduction: DR 10 versus ballistic, slashing and piercing damage. DR 5 versus bludgeoning damage.  
Darkvision: Gargoyles can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and gargoyles can function just fine with no light at all.  
Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.  
Inorganic: Gargoyles don't breathe. This means gargoyles can function fine in deep space and underwater.  
Natural Attacks: A gargoyle has 4 natural weapons. It has two natural claw attacks dealing 1d4 damage, a bite attack dealing 1d6 damage and a gore attack dealing 1d6 damage.  
Skill Bonuses: A gargoyle has a +2 racial bonus on Hide, Listen, and Spot checks, and an additional +8 bonus on Hide checks when it is concealed against a background of stone.  
Bonus Feats: All gargoyles get the Zero-G Training feat even if they do not meet the normal qualifications. A gargoyle starts with an additional feat beyond Zero-G Training.  
Equivalent Character Level: +6

## Gargoyle





# Yuan-Ti

## The Temple of the Serpent King

In the western hemisphere of Planet Salmissus, along the borders of the equatorial desert (where it meets the fetid swampland of Sett) lies a vast temple called the Temple of the Serpent King. This is the home of the Yuan-ti - who existed on this world long before the coming of men and their guns and armoured vehicles. They existed on this world during the brief reign of the illithids and even before when they elves had come (at that time the world was a barren desert all the way around). Discovering the Yuan-ti on this world forced early encounters between humanity and the snakefolk and humans soon found that the snakefolk used only a tiny bit of land on an otherwise vast planet. After some communication the humans delineated Yuan-Ti zones (at the Temple of Sett and at two other locations - an island called Osiris and a city in the far South called Isthmos).

The humans settled the world and many forgot of the presence of the serpent folk (so good were they at being quiet and unmeddling). By the second or third generation of men in the world some humans began to have doubts about the presence of the Yuan-Ti in what they had come to see as their world. All too often men would investigate the conspiracy theories bubbling up around the Yuan-Ti would disappear never to be seen from again. Too many politicians actively defend the Yuan-Ti. Too many politicians with rather disturbing snake-like eyes. Is the goal of these creatures to take over the United Republic of Elysium by inserting snakeblooded humans into high ranking positions in the human government - snakebloods who are only loyal to the Serpent King at the Temple of Sett? Some believe it. Perhaps this is too rudimentary, too simple for this alien race which has proven time and again to be far more sophisticated and wily than humanity had given them credit for in their first encounter. Whatever the Serpent King has planned for the universe, one thing is for sure. There are sinister machinations at work deep in the Temple of the Serpent King and many a would-be hero hope to expose this.

## YUAN-TI RACIAL TRAITS

Ability Scores: +2 Dexterity, +2 Intelligence, +8 Wisdom, +6 Charisma.

Medium: As Medium creatures, Yuan-ti characters have no special bonuses or penalties due to their size.

Extra Hit Dice: A Yuan-ti gains 4 Hit Dice (4d8 hit points). The Yuan-ti's Constitution modifier applies to each Hit Die when determining hit points.

Attack Bonus: Yuan-ti gain a +4 species bonus on attack rolls.

Racial Feats: A Yuan-ti starts with 2 feats in the same way as a human.

Speed: speed is 30 feet.

Scales: +1 Natural Armour

Alternate Form: The Yuan-ti can change its form into a snake of size small, medium or large.

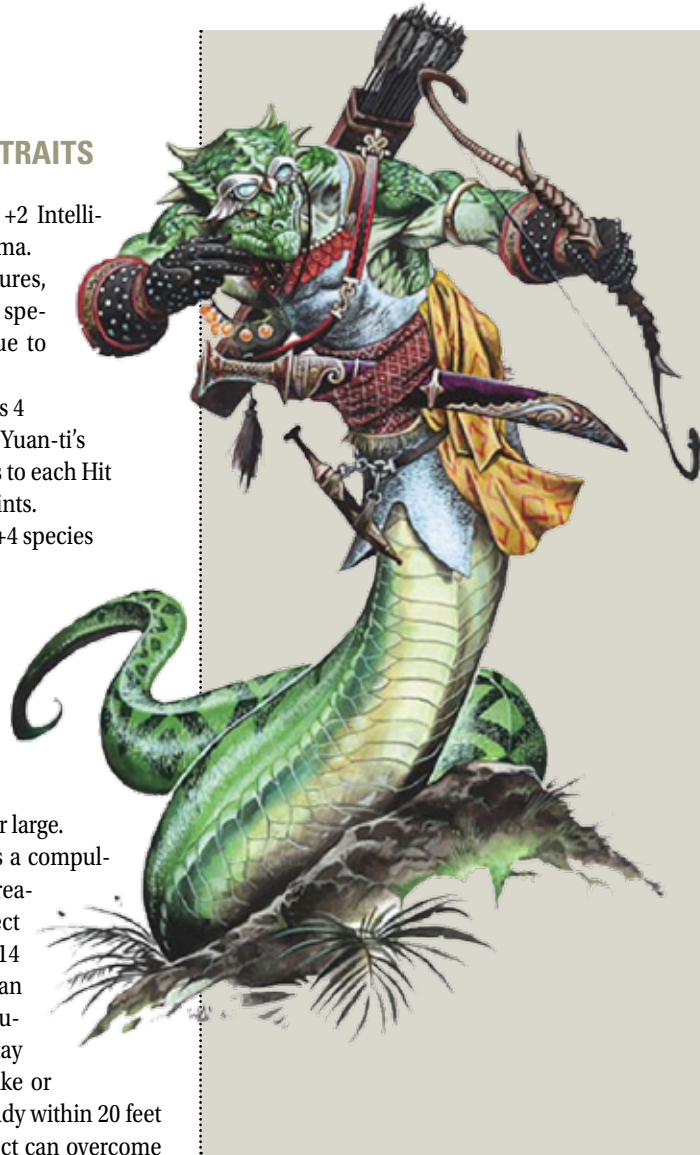
Aversion: The Yuan-ti creates a compulsion effect targeting one creature within 30 feet. The subject must pass a Will save (DC 14 + Charisma Mod) or gain an aversion to snakes for 10 minutes. Affected subjects must stay at least 20 feet from any snake or Yuan-ti, alive or dead. If already within 20 feet they can move away. A subject can overcome the compulsion by succeeding another Will save (same DC) but still suffers deep anxiety. This causes a -4 reduction to Dexterity until the effect wears off or the subject is no longer within 20 feet of a snake or a Yuan-ti.

Bite: Yuan-ti have a bite attack that deals 1d4 of half strength in damage. Anyone bitten successfully must save to resist the Yuan-ti Poison.

Chameleon Power: The Yuan-ti can change its colouring to match its surrounding. This grants a +8 circumstance bonus on hide checks when not wearing armour or covering clothes.

Poison: The bite of a Yuan-ti deals initial and secondary damage of 1d6 Fortitude. The Fortitude save is 10 plus the Yuan-ti's hit dice and class levels.

Produce Acid: The Yuan-ti can exude acid from its body, dealing 1d6 points of damage to any-



thing it touches. Grappling while exuding acid deals 1d6 points of damage for each round the grapple is maintained.

Scent: Yuan-ti have an excellent sense of smell when they taste the air with their tongues. This provides the Scent ability as described in the d20 Modern handbook and allows them to Track in conjunction with the Survival skill.

Spell-like Abilities: A Yuan-ti can use any of the following magical spells; but is limited to 5 spells per day. Animal Trance, Cause Fear, Deeper Darkness, Entangle, Neutralize Poison, Suggestion and Polymorph Other. These abilities are as the spells cast by an 8th (double monstrous humanoid hit dice) level spellcaster. A Yuan-ti uses his Charisma modifier to determine spell DCs.

Spell Resistance: 14 + class levels.

Level Adjustment: +6