

FRAGGED EMPIRE

RACE/CLASS INFORMATION

CORPORATION

The most “human” of the different races- this race has yellow patterned skin along the neck, back, shoulders, and hairline. They tend to be who owns everything in the galaxy currently, but are considered physically weaker than others and even looked at as greedy. They hate the Kaltoran people, finding them reckless and unconcerned with keeping contracts.

Play if you:

- Value social power
- Value money and possessions
- Value the individual over the group
- Care about your appearance
- Want to be a space merchant
- Refuse to be defined by your genetics

Common Characteristics:

Abrasive, decisive, entrepreneurial, organized, and pragmatic

Classes:

- Agent- like a thief or rogue from many games
- Business- Like a bard; effectively a charismatic shopkeeper
- Professional- Scientist, doctor, hacker, just something heavily specialized

KALTORAN

Sort of like space elves- except they carry memories genetically, and all the good and bad that comes with that. They are very family focused and value their friends and family over anything else. They are very resourceful, but tend to use “dirty” technology that has been repaired repeatedly. They hate the Corporation and feel that they are greedy.

Play if you:

- Value friends and family above all else

Want to be a space rogue

Make spontaneous decisions

Like to make lots of different Skill Rolls

Enjoy tactile and dirty technology

Distrust greedy Corporates

Common Characteristics:

Cunning, driven, fun-loving, inquisitive, friendly, loyal, opportunistic, optimistic, and thrifty

Classes:

Founder- Jack of all trades, literally a generalist class

Pioneer- A blacksmith or engineer, fights dirty, reckless

Dark Tribes- Blind, often cannibalistic warriors. Like a monk, I guess?

LEGION

Think of space apes? These are a warrior people that live in freezing environments- so much so that they require environmental suits to operate in non-arctic locations. They are your stereotypical traditional knight- honor bound, respectful, and value being a warrior over anything else. In many ways, they rely on the Corporation for economic purposes, and play the role of enforcers for them.

Play if you:

Value honor, duty, respect, and skill.

Want to be a space soldier

Want to be tough

Love big guns and heavy armor

Can hold a grudge

Distrust monsters

Common Characteristics:

Efficient, focused, honorable, loyal, organized, protective, proud, and stubborn

Classes:

Nomad- Like a ranger from other games, good at tracking and hunting

Specialist- Can be an assassin or heavy weapons specialist.

Mercenary- Basically the warrior class from many games, but with leadership

NEPHILIM

The race covers a wide range of genetically engineered people- they are designed to be the ultimate weapon, and have only recently started to branch out past that. The Nephilim are in many ways science unrestricted by morality, and all the strength that comes with that. Many of them are monsters however, in physical appearance if nothing else. They are simultaneously primal and violent, while also incredibly scientifically advanced.

Play if you:

- Value innate ability and science over all else

- Are motivated by intellect and instinct

- Like to defy presumptions

- Possibly want to look like a monster

- Believe the end always justifies the means

- Don't mind modifying your body and genetics

Common Characteristics:

- Blunt, dismissive, focused, proud, honest, instinctual, intelligent, ruthless, and fierce

Classes:

- Pureblood- Literally giant frenzied monsters, like a barbarian

- Hybrid- A thief or assassin type class, very agile and quick thinking

- Emissary- Born adults, generally attractive females, designed to infiltrate/diplomacy

PALANTOR

Digital human minds warped into becoming sociopathic killing machines- literally machines. The Palantor are human minds kept in computers, as such they are effectively immortal and download themselves into robotic bodies. They exist as a collection of minds, and this gives them great understanding of certain technologies, but also causes them to have- eccentric minds.

Play if you:

- Value secrets, and electronic technology

- Want to have a robot body

- Want to be immortal

- Enjoy having an unstable or eccentric mind

Common Characteristics:

Aloof, pragmatic, proud, and quiet

Classes:

Reclaimed Mechnid- Think terminators, with weapons built into their body

Ancient Body- Advanced robotic bodies, more human build style, weapon smith

Networked Body- A collection of drones networked together. Giving multiple specialties

REMNANT (SPACE POPE)

A race that died- and was resurrected by an unknown entity known as the All-Being. These people are very religious, but based on reason, and as such are a very spiritual race. Also, they are lion people, like seriously- they look like lions. They are also bestowed with psionics, which allows them to create energy weapons like blades out of themselves. Somewhat like the Protoss from StarCraft. The Corporation and Legion hate them however, for what happened before their death. They ruled over the conquered Corporation, but no longer have record of having done that- and the Legion view them as traitors for failing their Archon masters.

Play if you:

Value deeper questions of spirituality, morality, redemption, and life

Want to be a space priest

Have firm convictions

Enjoy psionics

Enjoy having a dark past

Common Characteristics:

Dedicated, contemplative, opinionated, passionate, philosophical, respectful, traditional, and zealous

Classes:

Psionic Monk- Generally a monk- like the name says, but with psionics

Priest- Space priest, 'nuff said

Crusader- Pretty much a paladin from other games- a militant faith warrior

TWI-FAR

An interesting symbiotic relationship exists in this race, as each is not one but two. The Twi-Far are nomadic and unique in their enjoyment of things like art and beauty. The two pieces are a more human

race, the Twilinger- and an energy based race known as the Faren. This causes Twi-Far to have orange glowing, brightly colored skin. They can even fire energy blasts from their limbs. It's important to note that you cannot get implants due to the symbiotic part of your body.

Play if you:

- Value beauty, art, and skill

- Value ideological, and philosophical tensions

- Want to be a space hippie

- Want a symbiotic relationship with an unknowable intellect within your own body

- Want to shoot energy bolts

- Like to have unique powers and abilities

Common Characteristics:

- Creative, dedicated, focused, mystical, passionate or talented

Classes:

- Dragon Warrior- Think a resistance warrior that values tradition

- Phoenix Mystic- Basically a wizard from other games

- Salamander Engineer- Surprise- an engineer. Very science focused

ZHOU

A monstrous biological weapon created by the Archons- they know try to play on the interstellar stage. They must struggle to suppress their insatiable hunger, though it still causes them problems. They come in many shapes and sizes, but they are still a very primal and non-technological people.

Play if you:

- Are motivated by primal instincts

- Want to be a sentient plant

- Like to eat things

- Like to change the shape of your body

- Like to explore strange environments

Common Characteristics:

- Cunning, fast learner, fierce, instinctual, and primal

Classes:

Pathfinder- Primitive weapons, like bows; so, a traditional ranger, looks like a tree

Silver Mask Scientist- Scientists that have replaced their body with machinery.

Stow-Away- A horrifying monster, giant and hungry. Very large, can change their body