

Fractal RPG

1st Edition, 0th Revision, 0th Update, 0th Fix (1.0.0.0)

tbd | Pantsless Robot

Lorebook

# Races

[Star Mercenary notes](https://docs.google.com/document/d/1IACdKasteIjxXKBQfGXJOAMxVJ5Ec7gCDDegM6xoVkE/edit)

[The Realm of Underhill](https://docs.google.com/document/d/1AUPX8DGTm7piF9JXV2UY0cEvGBx0n3BRAa2YdPi66fI/edit#heading=h.ps1vsxa0ymx3)

## Barvara

Barvara are desert-dwelling humanoids from a planet orbiting a red giant.

**Anatomy**

Red pigmented skin, ranging from a deep near-black bloodred to a pale pink.

Eyes with red sclera and large yellow irises.

Ears with two shallow points, making them look "squared off".

woman -> komara

## Bitlok

Bitloks are a formerly biological race that digitized themselves

[race info doc](https://docs.google.com/document/d/1MFhtyRvYOp4Zjzj_fnrqrHCjZackcR3RoyrhLrs9NK8/edit)

## Boulld

## Buluzi

* Thin, agile humanoid reptilians
* Typically 2' - 3' Tall
* Semi-bipedal
* Grip pads similar to Earth Geckos

## Doryu-Aleda

* Humanoid insectoid
* Typically 4'6" - 6' Tall
* Resemble Earth Dragonflies
* Winged (4); Capable of flight

## Dragon

Dragon is the overarching group for any draconid races. Any form of dragon may have the ability to spray fire, frost, toxic gas, or lightning from its mouth as a defense mechanism.

### Darradin (western dragon)

Darradins are 4-legged 2-winged lizardlike dragons.

### Drake

Drakes are 4-legged wingless lizardlike dragons.

### Loong (eastern dragon)

Loongs are 4-legged wingless serpentine dragons.

[wikipedia](https://en.wikipedia.org/wiki/Chinese_dragon)

### Wyrm

Wyrms are legless wingless serpentine dragons.

[dragons fandom wiki](https://dragons.fandom.com/wiki/Wyrm)

### Wyvern

Wyverns are 2-legged 2-winged lizardlike dragons.

## Dwarf

## Elemental

choose your element

## Elf

## EMHA

## Faina

* Humanoid
* Typically 6’ - 8’ tall
* Ice-like outer shell
* Partially immaterial core

## Fairy

## Gargoyle

## Gnome

## Ghoul

## Goblin

## Golem

## Goliath

max height ~200% of typical humanoid (~12')

## Hag

## Halfling

max height ~50% of typical humanoid (~3')

## Human

## Laihl

[character descriptions doc](https://docs.google.com/document/d/1ZtNNgavykkk5OS2hgIr5S4hFs29mAtBplbbYuQZzlVg/edit)

## ~~Lamia~~

humanoid-serpent satyr

## Leneri

[character descriptions doc](https://docs.google.com/document/d/1ZtNNgavykkk5OS2hgIr5S4hFs29mAtBplbbYuQZzlVg/edit)

## ~~Merfolk~~

humanoid-aquatic satyr

## Naturefolk

Naturefolk is the overarching group for any anthropomorphised animalian, plant, fungal, etc races.

### Apefolk (sasquatch, yeti)

### Catfolk (khajiit)

## 

### Cowfolk (minotaur)

## 

### Dragonfolk (dragonborn)

does not distinguish between types of dragon, since all of them would produce basically the same end result

## 

### Insectfolk

### Lizardfolk (argonian)

## 

### Snakefolk

## 

### Spiderfolk

### Treefolk (ent)

## 

## Nymph

## Ogre

## Ondroti

## Orc

## Pixie

## Phoenix

## Seraph

Seraph is the overarching group for any angelic or demonic races.

### Angel

#### Archangel

#### Cherub

#### Cupid

### Demon

#### Archdemon

#### Imp

#### Erodemon

man -> incubus

woman -> succubus

## Shaemora

## Slime

## Stelka

## Traherne

* Humanoid
* Typically 7’ - 10’ tall
* Layered meshes of metal scales
* Limited ability to shapeshift

## Troll

## Tynorra

* Arthropoid
* Typically 4' - 5' Long
* Resemble Earth centipedes with fewer legs
* Long (1' - 2'), multisegmented, and highly flexible limbs

## Virag

# Race Variants

## Mixed Race

All racial traits at ⅟ₙ effectiveness, rounded up, where ⅟ₙ is amount of parentage (does not need to be power of 2, but all must sum to 1).

## Anatomical Variants

### Android

### Automaton

Clockwork machines which are intricate and complex enough to be almost alive.

### Cyborg

### Cyclops

Cyclopses have only 1 eye in place of the normal amount for their race.

### Gorgon

Gorgons have a mane of snakes and any living being that looks at their face is turned to stone.

### Hydra

Hydras have more heads than the normal amount for their race.

### Winged

gain 1 or more pairs of wings

### Centaur

INCOMPATIBILITIES:

* Satyr
* Chimera

Choose a race for the "body" (conventionally horse), choose a race for the "head" (conventionally human).

### Chimera

INCOMPATIBILITIES:

* Centaur
* Minotaur
* Satyr

Choose any mixture of races you want in any configuration. Only gain racial traits if you use the necessary anatomy from a race.

### Minotaur

INCOMPATIBILITIES:

* Chimera

Choose a race for the body (conventionally human) and a race for the head (conventionally cow).

### Satyr

Choose a race for the legs (conventionally goat), choose a race for the body (conventionally human).

INCOMPATIBILITIES:

* Centaur
* Chimera

## Complexion Variants

RULES can only take 1

### Light

Light beings have extreme albinism, with extremely pale skin that appears white under most light.

Light beings have adaptations that make them more at home in bright environments than most, including greatly improved vision in bright light.

### Grey (1/2 light 1/2 dark)

Grey beings have attributes of both Light and Dark beings, with skin that is either pale but dark, appearing grey under most light, or a mixture of albinism and melanism that manifests as vitiligo.

Grey beings have adaptations of both Light and Dark beings, but with lower effectiveness, including improved vision in bright light and improved night vision.

### Dark

Dark beings have extreme melanism, with extremely dark skin that appears black under most light.

Dark beings have adaptations that make them more at home in dark environments than most, including greatly improved night vision.

## Attribute Variants

### Arid

more resistant to dry environments

### Blaze

more resistant to heat

### Blood

heal faster

### Dank

more resistant to wet environments

### Dire

stronger

### Dread

tougher

### Frost

more resistant to cold

### Grim

faster

### Noxious

toxins are more potent

### Vile

more resistant to toxins

## Bodyshifting Variants

### Lycanthrope

Lycanthropy is a transmissible condition. It is spread when a lycanthrope in its lycan form bites another being. Lycanthropes involuntarily transform into a different race, their lycan form, when a certain trigger occurs. The race and trigger is specific to each lycanthrope, and is not transmitted with the condition.

RULES Choose a race to transform into (i.e. your lycan form) and a condition to trigger transformation.

### Shapeshifter

RESTRICTIONS:

* Lycanthropes cannot shapeshift while in lycan form.

### Soulbound

A living being that has bound its soul to an object, thus creating a phylactery. Because its soul is no longer within its body, a soulbound is weaker and frailer the farther away from its phylactery is.

A soulbound retains possession of its soul despite the soul being separated from its body, meaning soulbounds are not considered undead.

If a soulbound dies while its phylactery is intact, the afterlife will try to collect its soul from its body. Once the afterlife realizes that the body has no soul in it, the soulbound's body will be forced to regenerate by the afterlife. If a soulbound's phylactery is destroyed, its soul is collected by the afterlife, and it becomes a Wraith.

### Vampire

Vampirism is a transmissible condition. It has a chance to spread when a vampire bites another being. It has a variety of symptoms, the most prominent of which is masking a vampire's soul from the afterlife, making vampires immortal.

Vampires retain possession of their souls, meaning Vampires are not considered undead.

## Undead Variants

A being is considered undead if its body has lost possession of its soul. Undead beings, therefore, are either a soulless body or a bodiless soul.

### Phantom

A soul summoned from the afterlife. Phantoms are barely intangible, being fully visible and able to physically interact with their surroundings, but cannot be physically harmed.

### Revenant

A soulless corpse that was reanimated. Since it is powered by magic rather than biological functions, it will decompose as normal and cannot heal on its own.

### Shade

A soul left behind by a living being that failed to reach the afterlife. Shades are almost completely intangible, being barely visible and unable to physically interact with anything.

### Wraith

A living being that lost its soul.

Since the afterlife already collected the souls of Wraiths, they are immortal, and they are considered undead.

## Size Variants

RULES Can take only 1.

### Colossal

5x size

### Monstrous

4x size

### Major

3x size

### Greater

2x size

### Superior

1.5x size

### Inferior

0.75x size

### Lesser

0.5x size

### Minor

0.33x size

### Miniscule

0.25x size

### Diminished

0.2x size

# Geographic Variants

### Climate

* Desert
* Tropical
* Wetland
  + Bog
  + Fen
  + Marsh
  + Swamp
* Tundra
* Arctic

### Topography

* Canyon
* Valley
* Plains
* Hill
* Plateau
* Mountain
* Cliff

### Terrain

* Barren
* Grassland
* Shrubland
  + Savannah
* Woodland
* Forest
  + Taiga
* Jungle
  + Rainforest
* Cave
* Beach
* Glacier
* Volcano

### Aquatic

* Lake
  + Fresh Lake
  + Salt Lake
* River
  + Fresh River
  + Salt River
* Sea
  + Fresh Sea
  + Salt Sea
* Oasis
  + Fresh Oasis
  + Salt Oasis
* Spring
  + Fresh Spring
  + Salt Spring

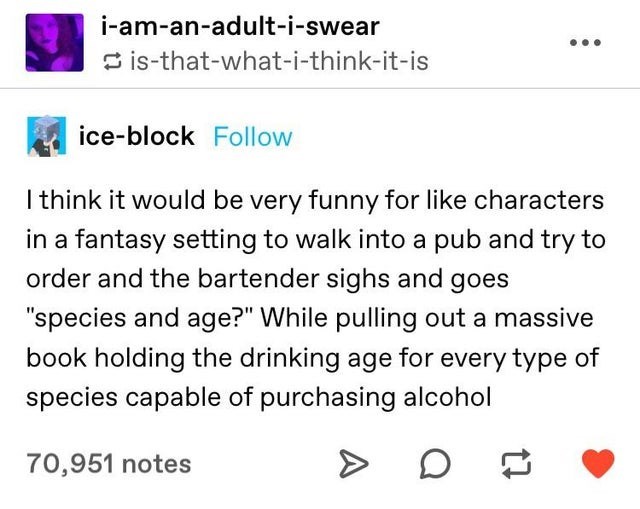
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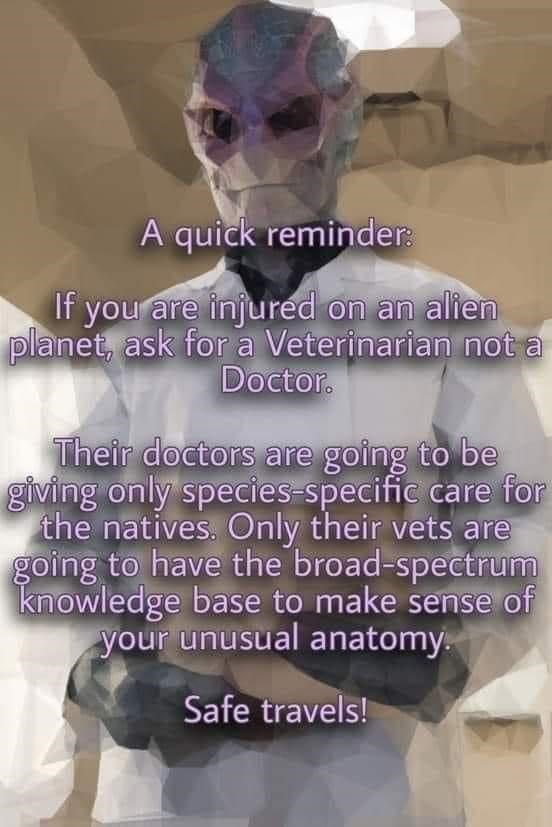
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# ideas





alien sophont medical care - xenophysician

alien fauna medical care - xenoveterinarian