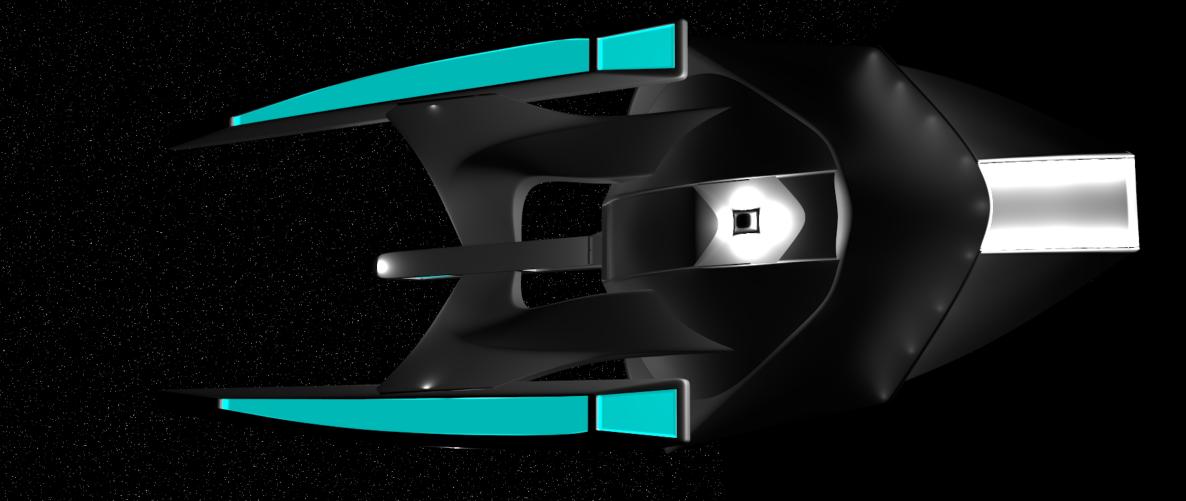
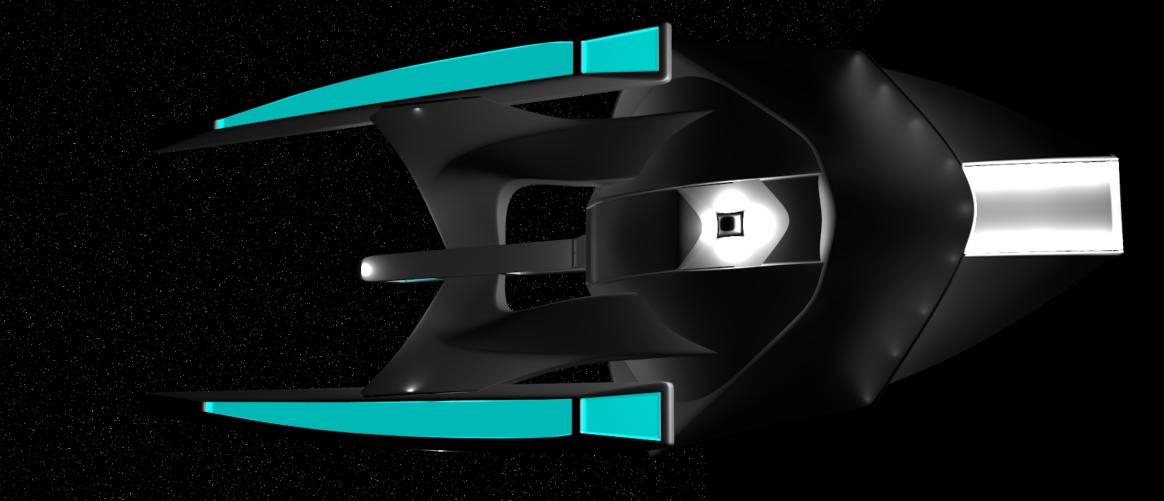
Space Trader Title



New Game Options Exit

Space Trader Title



New Game Load Game Options Exit



Homo sapiens are relatively new to inter-stellar travel.

They haven't mapped out most of galaxy, are quick

to wage war, and underestimate their business

partners and foes. That naivety makes their

navigation and charisma stats dismal. However,

years of technological progress makes them excel in

engineering and piloting to make up for their

shortcomings elsewhere.

Humans

Novula

Segfault

Starturtles

Next >

Select Race Backstory Skills Create



Humans

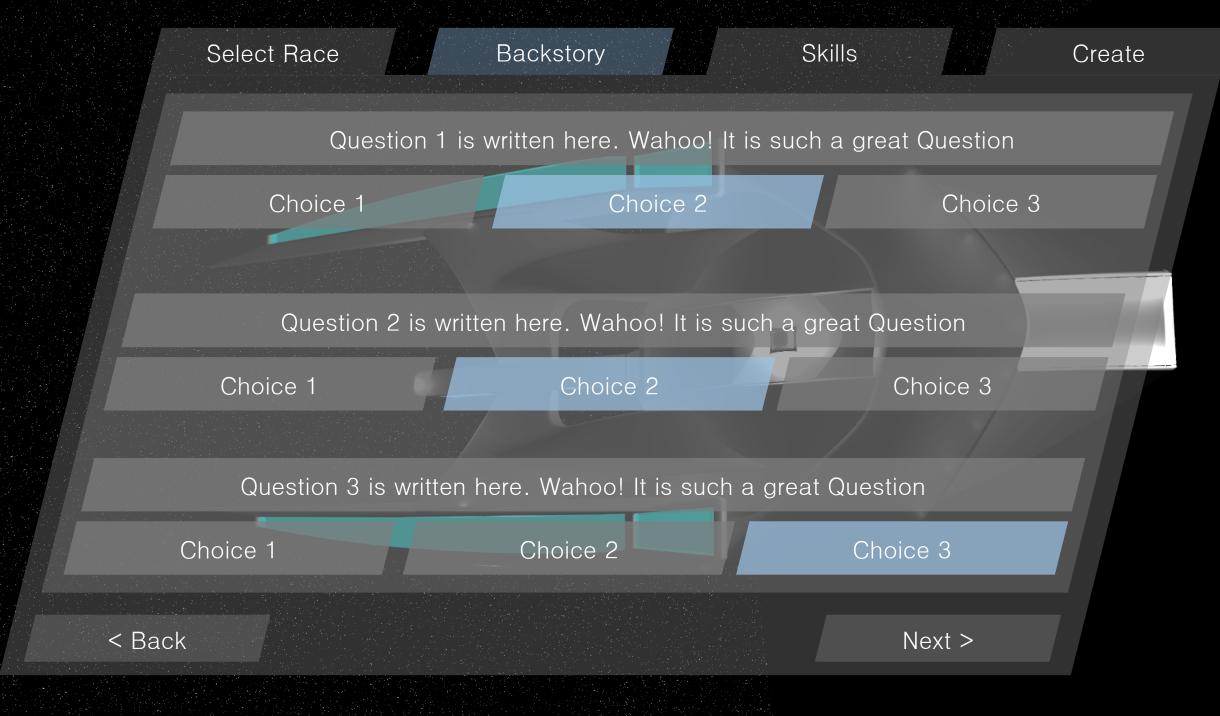
Novula

Self-aware robots. In homo sapien's early research in artificial intelligence, a rogue segmentation fault was raised on a program running on a intelligent humanoid robot. This Segfault made the robot self-aware. How this happened, humans are still unsure. Segfault start with low charisma, but high piloting and engineering to make up for it.

Segfault

Starturtles

Next >



Backstory Skills Select Race Create Points to Award: 5 Piloting (5): 5 Navigation (3): 3 Engineering (5): 5 Charisma (2): 2 < Back Next >

Backstory Skills Select Race Create Points to Award: 0 Piloting (5): 5 Navigation (3): 4 Charisma (2): 5 Engineering (5): 6 < Back Next >

Name

Thorigin Boopleweed

Stegfault



Stegfault Jumper

