**Zelma:** Ancient race of beings of very high power. They hold the original strain of the Tear. There were originally 10 until 8 were locked away by unknown reasons, and nothing was recorded of the other two. The only record was of a giant battle resulting in a draw; the 8 locked away and the other 2 in exile. **(See Race Bio)**

**Kehshine:** (Pronunciation: Kai-shine) Race of Aliens known for their skills in every possible field. Almost an evolutionary step, they can take any situation and adapt to it while only using violence as a last resort. Friendly and always willing to help, anyone can depend on them. They also have ways to make great use of their planet without causing harm to it. **(See Race Bio)**

**Kelian:** Race of Aliens known for their relentless military and superb technology; which can only be used by a Tearse. Not violent until Valerint Loke began to exhibit certain traits, then took 70% of the military on a giant planet killing spree. With a wide array of species, they make good loyal allies, and after Loke was defeated, went back to reestablish good relations with others and are now helping other planets out again. Like the Kehshine, they are able to use 99% of anything without harming their planet. **(See Race Bio)**

**Chezarian:** What humans call demons. Live in D-2; See **Misc.**

**Kobal:** Off brand of Chezarians, not full-blooded. They need a portal open on both end to enter a new dimension

**Ferra:** Race of spirit types. Some being able to manipulate and take over another entity by force or free will. Made themselves enemies of everyone when trying to take over Planet Zyro, no one is sure why they attacked; See Planet Ferria. **(See race bio)**

**Zyrion:** Shape-Shifting race. Very peaceful unless provoked, and have the ability to consume an entity to either control, strengthen, weaken, kill, or even bring back to life. The last remaining Zyrion disappeared until it was revealed to have taken over Brandon and manipulated to do Lena’s bidding. **(See Race Bio)**

**Bledsoln:** A race that little is known about them. They are skilled in the field of covert-ops, though little is known of their tactics. Their skills are shown by enemies they’ve encountered and the problems ended soon after without any confrontation.

And they’re always on the right side, so they’re either your ally or enemy. **(See Race Bio)**

**Sajin:** A powerful race of Dragon-like beings from a planet they call Thomesh. When under the dictatorship of Servet, they were forced to begin conquering other planets. And did so to five different planets, each of which they were so overwhelmed no one died and they were taken as slaves. But when Servet fell they set free all slaves and renewed relations with planets. They now help any race being oppressed by another.**(See Race Bio)**

**Vecai:** A race of aliens capable of posing as another creature. So far it is unknown to what extent they can transform. They are perfect for infiltration missions and are always hired as rogues. They’ve never been known to take a side because they keep to themselves until shown money. Their eyes have an arrangement of colors under a white filmy substance that absorbs the color to change it’s appearance. Their skin is the same way and they have no specific bone structure so they can manipulate any part of themselves they want. **(See Race Bio)**

**Aeris:** A race of creatures that walk on four legs and two. A bit animal like with all sorts of different colors and shapes. The only race known to pass down not only it’s most dominant traits of abilities but also some genetic memory. In the beginning many only had children to keep their race going but have changed and now have many loving families. They live for hundreds of years and possibly more depending on their special abilities.

**Ura:** A unified race with a few kinds of specie. For the longest time they lived in basic homes and towns. They have a special bond with the plants on their planet and can almost communicate. They’ve harvested the energy to use for everything they need. They’ve only advanced as far as they’ve needed to expand and live. It wasn’t until they met the Kehshine and Kelians when they began to create cities and buildings to help supply the universe with their plants. They were reluctant to help because of the fear of destroying their planet, but the Kelians and Kehshine showed them ways of taking up plants without killing them or damaging the planet. They accepted and have been supplying other races with their plants since then.

**Nailon:** A race of individuals who always have a growing knowledge of the universe and everything in it and about it. The Adiuvo Mit has set up a base among them to help them research everything about the universe and the planets within it. They’re constantly sending out representatives out to planets to take notes and research everything. Amazed by the vast knowledge out there, they never stop learning. They have hundreds of libraries on books about the Milky way. They’ve recently set up a position in the Adiuvo Mit library in the Kior galaxy.

**Kelo:** Kelos are a race of individuals who are in every nook and cranny of the scum world. Almost like a mafia, it’s a race of mostly scoundrels and dead beats. There are still good ones but never risk crossing one of their kind’s path cause if you start trouble with one, you’ll get trouble from the rest. They have special hit squads who are revered through the galaxy for being notoriously good at their job. Many individuals who have a dirty job they want done hire them.

**Severa:** Severa are known for their unique inventions. If there’s a special weapon, armor, clothing, or gadget you want made or could think of, they probably already have it and will sell it to you. They have at least one market on every inhabited planet. (Karry's whip and Marionette Maker)