

Alien Races



D'raza



Engol



Fuhmi



Hivk-Hivk



Pitax



Vrom



Xel

D'raza

Traits:

- Origin Skill: +1 to the Connect skill.
- Origin Skill: +1 to the Trade skill.
- Strong Attribute: +1 to your CHA mod.

Psychological Lenses:

- Subtlety
- Treachery

Average Stats

- STR: <AVG
- DEX: =AVG
- CON: =AVG
- INT: =AVG
- WIS: =AVG
- CHA: >AVG

Misc Information

- Lifespan: 40 - 60 years, maturity in 20
- Height: 5' - 5'6" avg
- Weight: 50 - 150 lb avg
- Environment: Mountainous rockies, rolling desert hills, sand-like environment.
- Colors: Light brown / tan, muted reds, purples, oranges, and yellow hues.
- Blood color: Bright yellow fresh, dark orange when dry.
- Speech: Modular various tones that sound similar to wind instruments.

- Diet: Reptiles, small mammals, cactus and other hardy plants.
 - Homeworld: The Twin Sands, two desert planets locked in rotation around each other.
 - Social Structure: Multipolar Competitive (Companies wield power.)
 - Technology: TL4 (Medium-term familiarity.)
 - Prevalence: 6/10
 - Motivations: To trade, to earn wealth and power.
 - Brief History: The D'raza are an intensely trade and economy driven alien species. One of the first races humanity made contact with, the D'raza were more than happy to engage in various forms of trade in both their own and our various currencies before the Mandate established one unified currency for all human-alien interactions. At times it seems they even knowingly make bad deals- to simply make a deal brings them pleasure.
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Engol

Traits:

- Environmental Native: Underwater, Hard vacuum.
- Innate Ability: Does not require food, sleep, or air.
- Useful Immunity: Poison, disease, radiation.

Psychological Lenses:

- Honor
- Pacifism

Average Stats

- STR: >AVG
- DEX: <AVG
- CON: >AVG
- INT: =AVG
- WIS: >AVG
- CHA: <AVG

Misc Information

- Lifespan: 1000+ years, maturity in 100
- Height: 6' - 6'6" avg
- Weight: 100 - 300 lb avg (Based on age, "sapling / greenwood" vs "oldwood".)
- Environment: Underwater forest-like biomes, land storm-ridden biomes.
- Colors: Dark and light green hues, slight phosphorescence.
- Blood color: Dark green, slight phosphorescence.

- Speech: Clipped creaking noises- like that of a tree creaking.
 - Diet: Nothing, but does "enjoy" small bacteria, sunlight, and water.
 - Homeworld: The Forest Sea, a near entirely sea covered planet with great glowing "trees" growing out of it.
 - Social Structure: Anarchic (No recognized governance.)
 - Technology: TL4 (Long-term familiarity.)
 - Prevalence: 4/10
 - Motivations: To observe, to seek history.
 - Brief History: The Engols are seen as a wise and passive race. They seem generally happy to spectate the events of aliens around them then participate. Contact with Engols was surprising, given their tech partially consists of complicated interwoven plant-like substances and fibers. They are intent on observing, collecting, and documenting the history of other races. Engols are known for their trustworthiness in keeping promises, going as far as to die than break one they've made.
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Fuhmi

Traits:

- Origin Skill: +1 to the Exert skill.
- Tough: When you roll to determine your maximum hit points, the first is counted as maximum. Further hit dice that roll a 1 are rerolled.

Psychological Lenses:

- Fear
- Joy (Drugs)

Average Stats

- STR: >AVG
- DEX: >AVG
- CON: >AVG
- INT: <AVG
- WIS: <AVG
- CHA: <AVG

Misc Information

- Lifespan: 20 - 40 years, maturity in 5.
- Height: 4'6" - 5' avg
- Weight: 150 - 250 lb avg
- Environment: Vats of embryonic fluid.
- Colors: Bright red, yellow, purple, and greens.

- Blood color: Bright blue when fresh, dark blue when dried.
 - Speech: Close to human speech if slightly higher pitches.
 - Diet: Meat, plants, anything they can eat where they work.
 - Homeworld: Unknown. No home.
 - Social Structure: Tribal (Subservient slaves.)
 - Technology: TL3 - TL4 (New familiarity.)
 - Prevalence: 8/10
 - Motivations: To serve others, to find and use substances.
 - Brief History: The Fuhmi are nearly ubiquitous in all alien races. They are a bio-engineered slave class, quickly grown- and incredibly subservient to those that own them. Stolen from their homeworld and modified, their backbreaking labor capabilities power the war machines of a hundred empires, and thusly were traded and bred in many races. Only the Engol and Hivk-Hivk have usually refused to make use of them. They are wired to love and crave drugs that pacify them.
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Hivk-Hivk

Traits:

- Environmental Native: Desert, High-heat environments.
- Innate Ability: Perfect vision in the dark.
- Unusual Movement Mode: Can climb walls / ceilings.

Psychological Lenses:

- Collectivity
- Tradition

Average Stats

- STR: >AVG
- DEX: >AVG
- CON: =AVG
- INT: =AVG
- WIS: <AVG
- CHA: <AVG

Misc Information

- Lifespan: 10 - 100 years (Based on caste.), maturity in 1 - 5
- Height: 3' - 4'6" avg (Based on caste.)
- Weight: 50 - 150 lb avg (Based on caste.)
- Environment: Sandy deserts, underground low light environments.

- Colors: Light tan brown and yellow. Different castes have different coloration.
 - Dark brown when fresh / dried.
 - Speech: Chittering and chattering of mandibles.
 - Diet: Specially created "honey" in the hive from another caste that produces it.
 - Homeworld: The Great Hives, any planet with a queen is considered a "homeworld".
 - Social Structure: Monarchic (Long live the Queens.)
 - Technology: TL3 - TL4 (Medium-term familiarity.)
 - Prevalence: 6/10
 - Motivations: To propagate the queen's reach, to spread.
 - Brief History: While the ideals behind the race were familiar to humanity when they first met the generation ships of the Hivk-Hivk, their unyielding fealty and dedication to the edicts passed down by their Queens were definitely unnerving. Thankfully however, for the past few centuries the Hivk-Hivk have been following a decree of the Queens for a "Spread of Peace", in which they make contact with other races and maintain amicable terms while they spread.
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Pitax

Traits:

- Natural Defenses: Base armor class of 15 plus half your character level rounded up.
- Psychic Aptitude: +1 to maximum effort. You must be a Psychic or Partial Psychic.

Psychological Lenses:

- Curiosity
- Faith

Average Stats

- STR: <AVG
- DEX: =AVG
- CON: =AVG
- INT: =AVG
- WIS: >AVG
- CHA: =AVG

Misc Information

- Lifespan: 100 - 150 years, maturity in 50
- Height: 3' - 3'6" avg
- Weight: 150 - 250 lb avg
- Environment: Fields, plains, steppes.

- Colors: White, gray, and very very light coloration.
 - Blood color: Bright purple when fresh, dark purple when dried.
 - Speech: Sing-song vibrant tonal humming.
 - Diet: Shallowsea fish and grass / other simple plants.
 - Homeworld: The Marble Spires, a planet covered in tall marble towers.
 - Social Structure: Multipolar Cooperative (Grand noble houses.)
 - Technology: TL4 (Medium-term familiarity.)
 - Prevalence: 4/10
 - Motivations: To master the psionic disciplines, to spread their faith.
 - Brief History: A relatively new introduction into this sector of space, the Pitax quickly became no stranger to every planet due to their dedication to spreading the word of "The Pure Truths", a set of religious guidelines that teach adherents to live in harmony with life- and more specifically dedicate themselves to either the practice of psionic power, or the worship of those with psionic capabilities as chosen ones. All Pitax have an aptitude for psionics, but some are unable to directly control this natural skill. The Pitax *gained* Psionic abilities from the Scream. This lucky developmental difference from every other race is not currently understood, but explains why they view themselves as "chosen".
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Vrom

Traits:

- Aptitude for Violence: +1 bonus to normal attack bonus.
- Origin Skill: +1 to the Pilot skill.

Psychological Lenses:

- Journeying
- Wrath

Average Stats

- STR: >AVG
- DEX: =AVG
- CON: >AVG
- INT: =AVG
- WIS: <AVG
- CHA: =AVG

Misc Information

- Lifespan: 40 - 80, maturity in 10
- Height: 5'6" - 6' avg

- Weight: 100 - 150 lb avg
 - Environment: Once aquatic but no longer.
 - Colors: Red, dark red, maroon, burgundy, purple hues.
 - Blood color: Bright pink when fresh, black when dried.
 - Speech: Deep and guttural, aggressive.
 - Diet: "Infused" juice, soups, and broths. Rotten meat.
 - Homeworld: The Great Engine, a planet converted into a near cyberplanet.
 - Social Structure: Oligarchic (Famous heroes.)
 - Technology: TL4 (Comfortable familiarity.)
 - Prevalence: 3/10
 - Motivations: To explore the stars, to find the cause of the Scream.
 - Brief History: Once a proud and grand nation that conquered the stars, spike drive technology, and meta-dimensional piloting, the Scream hit them the hardest. The Vrom had even managed to install planet-scale spike drives and move both their homeworld and colonized worlds across space. However, these moving planets all vanished in the Scream, leaving the race without home, without people, and without history. This has left a race that was already aggressive in a state that can be described as "extremely bitter".
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Xel

Traits:

- Innate Ability: Perfect memory. Immune to memory tampering, mental manipulation, and mind reading.
- Origin Skill: +1 to the Know skill.
- Strong Attribute: +1 to your INT mod.

Psychological Lenses:

- Despair
- Sagacity

Average Stats

- STR: <AVG
- DEX: =AVG
- CON: >AVG
- INT: >AVG
- WIS: >AVG
- CHA: =AVG

Misc Information

- Lifespan: Immortal, maturity in 100
 - Height: 6' - 7' avg
 - Weight: 100 lb avg
 - Environment: ??? Unknown.
 - Colors: Light and dark blues.
 - Blood color: Dark blue when fresh and dried.
 - Speech: Somber, flowing, and low pitched. Spoken cursive.
 - Diet: Vegan diet only- bio-engineered plants that provide full rounded meals.
 - Homeworld: ??? Unknown.
 - Social Structure: Oligarchic (Ancient scions.)
 - Technology: TL4 - TL5 (Extremely adept familiarity.)
 - Prevalence: 1/10
 - Motivations: Collection and perfection of knowledge, and ???.
 - Brief History: A rare sight in this sector of space, the Xel are the remnants of an ancient and long forgotten empire of intellectual paragons. It was rumored they were masters of reality itself at the peak of their civilization- literal gods- but for reasons unknown they faded into near obscurity long before the Scream sealed their fate as a dying species. Now, the immortal refugees aimlessly travel around the galaxy looking for some meaning to live, and an answer as to why none of them, despite the perfect memory, can remember what exactly happened to them...
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