Fractured Futures

Campaign Setting

Future Races

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Publishing

Starfinder Compatible

Future Races

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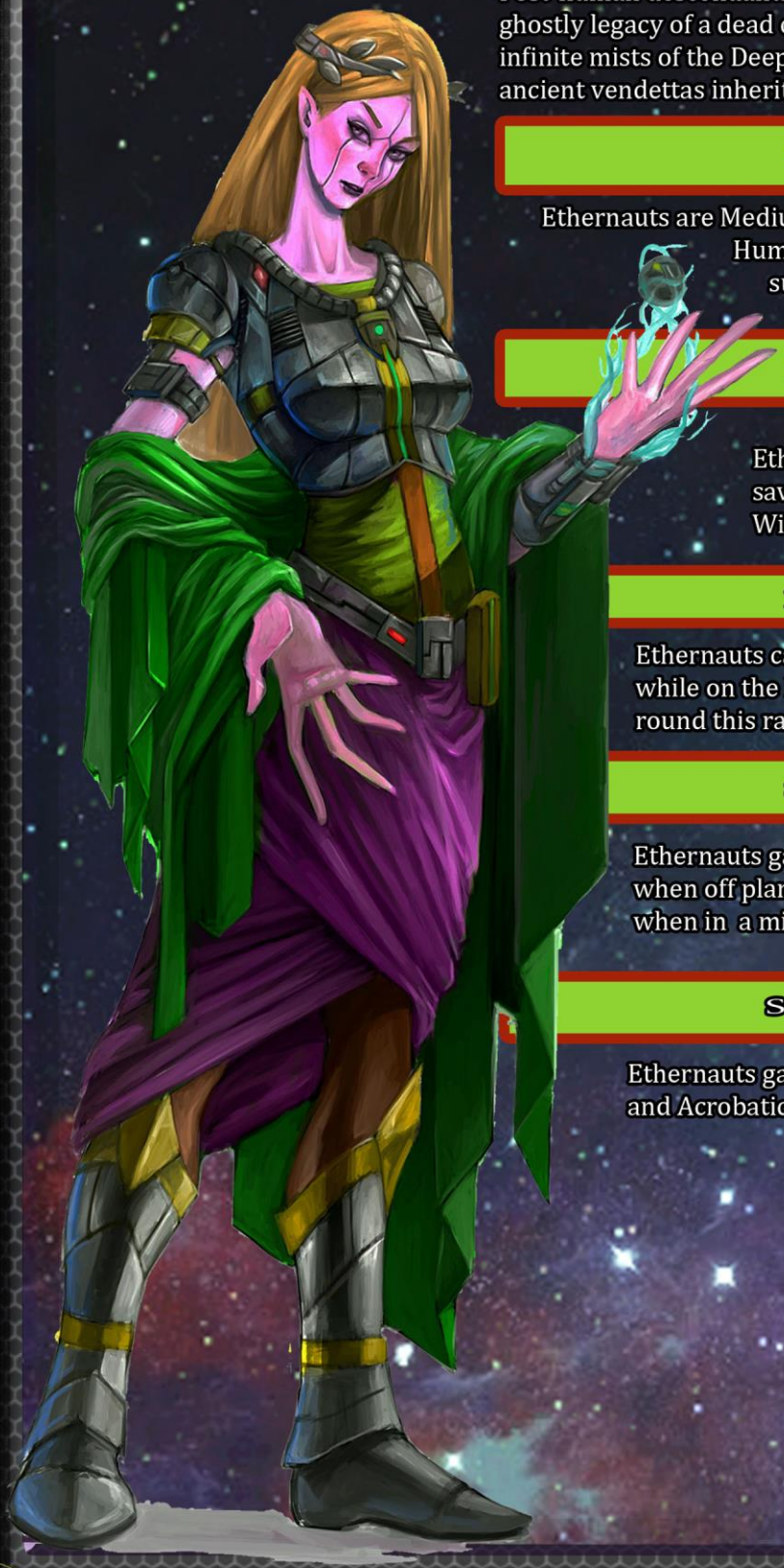
Starfinder Compatible

Ethernauts

+2 Cha | +2 Wis | -2 Con | 4 HP



Post-human descendants of explorers altered forever by the ghostly legacy of a dead civilization, Ethernauts navigate the infinite mists of the Deep Ethereal, persuing grim quests and ancient vendettas inherited from eons long past.

Size and Type

Ethernauts are Medium humanoid creatures with the Human and Ethernaut subtypes, and suffer no penalties for their size.

Dual Minded

Ethernauts gain a +2 racial bonus on all saving throws, and an additional +2 on Will saving throws.

Ethersight

Ethernauts can see 5 feet into the Ethereal Plane while on the Material Plane. By concentrating for 1 round this range increases to 30 feet.

Space Born

Ethernauts gain a +2 bonus to Survival checks when off planet, and a +1 bonus to Reflex saves when in a microgravity environment.

Spatial Sense

Ethernauts gain a +2 racial bonus on all Piloting and Acrobatics checks.

PUBLISHING

Description

Descendants of human explorers possessed by the computerized ghosts of a dead alien civilization, this race goes by many names on many worlds: Arkites, Gens Nodonti, Mist Sailors, Ethernauts. But they call themselves the Phorwyr— 'seekers.'

Ethernauts show several distinctive racial features: elongated limbs, gaunt frames, spidery fingers, and semi-translucent skin. When looking at others, Ethernauts seem to gaze into a fog, searching for something on the far side.

The species has developed an uncanny sense of spacetime's curves and angles as a result of many generations born and bred in the Ethereal Plane and travelling the depths of outer space.

Life in the sterilized, sealed spacecraft and microbe-free ether has left the species somewhat more vulnerable to infectious disease than typical baseline humans.

Society and Alignment

An Ethernaut has two minds, his human psyche and an alien eidolon that fills the deep part of his dual-mind with strange memories, feelings, and programmed responses to danger. If eidolons are passed on by DNA, the alleles have yet to be discovered. The transfer seems instead to be a psychic process occurring in the mother's womb, beginning perhaps as early as conception and completed before birth.

The eidolons and the racial memories they grant, along with the special spatial sense Ethernauts have developed, grant Ethernauts a peculiar understanding of mortality, time, history, and sanity. Young children look on the universe with old, too-wise eyes. Death seems only another journey, though one perhaps the sailor does not wish to make— not just yet. And madness? Another voyage. What lies beyond it might be godhood. Or dissolution. If there's even a difference...

Ethernauts live aboard the great Arks, generation ships that travel the Ethereal Plane and the vastness of outer space, and on smaller nomad vessels. Millions are born, live, and die without ever setting foot on a solid planet. The Ark captains and navigators rule the people, and once a decade bring the Arks together in the Great Abyss for a grand moot.

A titanic, planet-smashing civil war destroyed the empire of the alien species that created the ghostly archive discovered by the Ethernauts' human ancestors. The factions of feuds of that long-ago conflict live still in the eidolons. One thing that unites all major factions: respect for the immemorial deity Nodens, whom the Ethernaut sects variously regard as a patron of monster hunters, a trickster god, and the master of the Great Abyss of the deep Ethereal Plane.

The lawful good Blazing Herald sect enjoys the widest popularity.

Relations

Humans: Ethernaut scientists classify their own race, the Phorwyr, as the true human species. Interbreeding with standard humans is possible, but the resulting children are invariably sterile and insane. Ethernauts don't regard humans with with any special affinity or hostility.

Shirren: These psychic insectoids trigger race memories of a race allied with the Mi Go, which the eidolon-makers battled millennia ago. Ethernauts remain wary around Shirren.

Vesk: The Vesk have dared and done great things, and Ethernauts respect Vesk vision and courage. Yet Ethernauts understand all too well how all empires must unravel in time, and the vain conquests of mortals will decay. Someday the Vesk too must learn that cosmic truth. Sic transit Gloria mundi.

Others: An ancient enmity sets Ethernauts against the Mi Go—only a truly insane and evil Ethernaut would have anything to do with the vile Fungi from Yuggoth. Ethernauts have often battled xill and phase spiders and mistrust both species.

Adventurers

Though many Ethernauts remain on the Arks and seldom encounter other species, a whole subculture of adventurers lives very different lives. These xeno-archaeologists, explorers, monster hunters, and occultists feel called by their eidolons into strange, far places where horror and wonder await.

Common adventurer character classes include Mystic, Solarian, and Envoy.

Names

Male: Aesu, Aun, Belatus, Comux, Dubnus, Inam, Kunaris, Maccus, Morirex, Segovax, Uricalus, Vapoc
Female: Aucissa, Banna, Cata, Comindo, Cuamenai, Deieda, Gleva, Minura, Oconea, Ria, Senna, Vatta

Playing an Ethernaut

YOU PROBABLY...

- Intuitively understand linear time to be an illusion of limited minds. You just know that the past isn't ever gone and the single unwavering future isn't separate from the many possible presents.
- Feel drawn to places of outward solitude and strong etheric resonance: cratered battlefields, ruined cities, derelict starships.
- Consider ghosts to be people with ethereal bodies. Some may be evil and dangerous—but that's as true of corporeal people.
- Experience wonder when encountering things that would produce terror in members of other species.

OTHER RACES LIKELY...

- Think Ethernauts are humans possessed by ghosts, or genetically engineered creations of normal humans, cyborgs, or something else that they are not.
- Assume you must be a skilled spacefarer, even if you have only the basic knowledge of shipboard procedures and navigation any Ethernaut possesses.
- Feel leery of your people's veneration of Nodens and activities in the Great Abyss (the deep region of the Ethereal Plane), circulating all sorts of eerie, implausible, imaginative rumors about such matters.

Ethernaut Caravan

This shuttlecraft features large aft atmospheric stabilizers, a hemispherical observation area, and pairs of large disc radiators on the starboard and port sides. The forward face carries multiple floodlights. Antennae jut out on either side of an iris shutter set under the observation deck.

Small Shuttle
Speed 10 **Maneuverability** Perfect (turn 0)
Hyperspace 1
AC 13 **TL** 16
HP 35 **DT**- **CT**7
Shields basic shields 40 (forward 10, port 10, starboard 10, aft 10)
Attack (Forward) light laser cannon (2d4)
Power Core Arcus Light (75 PCU)
Hyperspace Engine Signal Basic (75 PCU min.)
Systems basic short-range sensors (+2), Crew Quarters (Good), Mk 2 armor, Mk 5 defenses, basic computer (+0) (tier 1 computer), security (anti-hacking x1, l-scattergun, utility), countermeasures (alarm, firewall, lockout)
Expansion Bays cargo hold, guest quarters, recreation suite (gym)
Modifiers +2 Computers, +2 Piloting
Complement 1-4
Crew
Captain/Pilot Computers+6(1 rank), Diplomacy+5 (1 rank) Engineering Gunnery+5 (1 rank), Piloting+7(1 rank)
Gunner Gunnery +5 (1 rank)
Engineer Engineering +4 (1 rank)
Science Officer Computers +6 (1 rank)

A typical crew would be a small family (father, mother, two adolescents) or a team of cadets/ trainees and a junior officer/ supervisor.

Notes on construction and use:

Ethernauts build these craft in floating shipyards on the Ethereal Plane, where there's no danger of decompression, explosions, meteorites, hard radiation, etc.

Caravans play a variety of civilian roles, most commonly serving as mobile homes. Military forces use a modified version for training cadets.

Many young Ethernauts spend a large part of their childhoods learning about the Ethereal Plane and outer space from their parents and kinsmen, while jumping about the stars in these small craft. Caravans regularly return to the Ethereal via the portals in the Maiden's Veil in the Old Celmae star system.

Outsiders encountering Ethernauts are much more likely to run across a Caravan or a small scout/military vessel than one of the great Arks, huge ships that largely remain on the Ethereal or in the Maiden's Veil.

THE ARKS, THE GREAT ABYSS, AND THE MAIDEN'S VEIL

The great Arks roam the Great Abyss (the Ethereal Plane, as known to the Ethernaut race), a nomad fleet. Each vessel measures many cubic kilometers in volume and provides a home to tens of millions of Ethernauts. These gigantic contain farms, factories, schools, recycling centers, and all the other infrastructure needed to sustain Ethernaut civilization.

Mountain-sized planar warp engines allow passage back and forth between the Ethereal and Prime, but Ark captains only occasionally take their craft into Prime space because hyperdrive can't move such titanic vessels and travel is thus slow, even by the standards of a race that views time differently than do most species. An Ark rarely visits the same solar system twice.

Yet Arks have been sighted seven times in as many centuries in one particular solar system, Forge-Old Celmae, in or near the Maiden's Veil spatial anomaly. Smaller Ethernaut vessels frequently appear in the same area.

The Maiden's Veil, also called the Grey Shroud, circles Forge in an eccentric orbit that carries it near the outer reaches of the Celmaen Belt once every seven standard years. It resembles a striated, shifting cloud of silvery and pink gas and dust, lit from within by erratic pulses of gray light, filling a volume equivalent to an earthlike planet. Measurements of its density and composition vary with each survey made. Sensors suffer a major reduction in effective range within the Veil, making it a perfect place to hide from enemies—smugglers and fugitives often skirt its edges doing just that.

Ethernauts don't fear to travel deep into the anomaly, because they understand its true nature. When the planet Celmae was first ruptured from within, the Maiden's Veil formed as a small rip in the fabric of spacetime, an extrusion of Ethereal matter into normal space. It grew slowly over time, fed by the deaths of sapient lifeforms on Celmae. When the second great cataclysm struck and reduced Celmae to asteroid material, so many died at once that the rift exploded into the Veil as it now exists. Objects and persons may enter the Ethereal Plane simply by moving into the dense center of the anomaly. Ethernauts have established outposts on planetesimals within the Veil.

RANDOM ENCOUNTERS IN THE MAIDEN'S VEIL

1D12

1. **Ethernaut starship**
2. **Xill raiders** in hijacked starship
3. **Phase Spiders** riding inside tubular vessels of ether-reactive webbing
4. **Etheric Entity** (ghost)
5. **Smugglers/pirates/fugitives**
6. **Space Hulk** or wreckage
7. **Metempsychosis Wave**— those aboard ship swap bodies when a force wave rocks the ship inside and out
8. **Resurrection Bubble**— milky bubble passes through or envelops vessel, and the recently dead return to life. Those dead more than 24 hours also revivify, but with new psyches inhabiting the bodies…
9. **Protoplamsic Manifestation**—emotionally charged thoughts take on semi-material form aboard ship (treat as Demi-Shadow Creatures
10. **Etherealization**—nonliving matter begins transmuting to ethereal substance, a change starting with the outermost layers and working in. Spacesuits melt away in seconds. Ships take one point of damage every round, with armor and shields not offering any protection. Exiting the Maiden's Veil halts the process.
11. **Phantom**— an etheric clone of starship forms, trailing the ship. Crew may communicate by signs at close range if a probe or EVA team goes out to look. They may be trying to warn of some danger…
12. **Mnemonic Vampire**—treat as a vampire with ethereal form instead of gaseous form. Its attacks leave victims with no memory of what happened. This vampire does not drink blood, but memories.

THE MAIDEN'S VEIL

DIAMETER approx.x3
GRAVITY none
MASS not measurable with standard instrumentation
ATMOSPHERE special (near-vacuum of trace gases and dust mixed with very tenuous ethereal intrusive matter)
DAY N/A
YEAR Approx. seven standard years

EZZANA

See Below | 4 HP

Forged in the lava-vents of a hostile planet, The Ezzana were forced to flee to the stars in order for their race to survive. Master gunsmiths, the Ezzana use specially crafted rifles to hunt the titanic predators that roam their blighted homeworld.

Size and Type

Ezzana are Medium creatures and suffer no penalties for their size. Ezzana are fey with the Ezzana subtype.

Ezzana Attributes

Damsels +2 Dexterity, +2 Wisdom, -2 Intelligence
Damsels are lithe huntresses, with animal cunning but little patience for intellectual pursuits.
Drones +2 Strength, +2 intelligence, -2 Charisma
Drones are ill-favored and furtive, but gifted with brute strength and analytical ability.

Cave Dweller

Ezzana gain darkvision 60', a +2 racial bonus on saving throws versus smoke effects. They gain a +2 racial bonus to Perception checks to notice unusual stonework, +4 to Stealth checks, and gain +1 to the caster level of any spell they cast while underground. In addition, they gain the following spell-like abilities:
constant- *detect radiation,*
1/day-*nondetection, overheat.* The caster level for these spell-like abilities is equal to the ezzana's character level.

Rust Rash

Ezzana's integument becomes irritated by prolonged contact with refined ferrous metals, with dirty russet splotches growing on their fur. Iron bearing ore and iron particles in the atmosphere do them no harm.

PUBLISHING

Description

These fey dwell in the lava tubes of Ki-Sag, a satellite of a gas giant that orbits a red dwarf.

Ezzana were once divided into four sexes, but only three survive: mares, drones, and damsels. All sexes but the mares have humanoid form. Light coats of smoke-colored, whorled bristles cover Ezzana. Damsels grow ponytail manes, and some drones sport long fringes drooping behind the ears.

Mares—the fertile female adults—resemble gigantic pulpy caterpillars with rows of udders and horribly humanlike faces. Since the extinction of the viriles—fertile males—mares reproduce by artificial chemical fertilization

Drones, genetic eunuchs that resemble cavemen with bulging braincases, care for the mares and young, mix chemicals, make tools, farm, and guard nests.

The sleek, fierce damsels (females fixed in a pupal and infertile stage) hunt and forage. They also spy on off -world visitors to Ki-Sag, the Ezzanas' moon.

Society and Alignment

Ezzana cannot conceive of colonizing any moon or planet not similar to their home-world. They say that when Ki-Sag dies, so will their race---unless they can find a suitable new world.

Survival mentality rules among the Ezzana. Damsels see no problem with eating slain enemies or even their fellow huntresses. Drones sacrifice their lives to protect mares without hesitation, not out of loyalty or love, but simply because they know that the mares matter more. Aged mares that can no longer spawn feed their own living guts to infant damsels to change them into new mares.

Practical and survival-focused as they are, Ezzana have a wild side. Their dark passions can erupt with as little warning as the hot vents of Ki-Sag. Fights and bloody revels take place away from the crowded nests where the young and the mares might be endangered by combat.

The nest, always deep underground and well-defended, forms the heart of Ezzana society. There the mares birth young and the drones labor in the workshops and fungus farms. Damsels scour the farther tunnels and range over the cold lunar surface, hunting wild game and searching out natural resources such as abiotic tar pits, sulfur cones, ice, and timber.

Using their own guano (rich in potassium nitrate) and other readily-available materials, Ezzana developed gunpowder while still in the equivalent of the Neolithic period. Drones have created other chemical-based technology, including rechargeable, lightweight rebreather-condensers for use in the thinning surface atmosphere of Ki-Sag.

Manufacture for commercial purposes was a foreign concept to the race before first contact with the Dwarves of the Celmaen Arc. Off-world collectors pay well for authentic, handmade objects like obsidian knives, long rifles, hunting horns, and fungal-stained hide maps. Ezzana seldom work iron. Rust-scarred old drone blacksmiths have given way to Dwarf products.

A few drones have taken up Dwarvish notions but most Ezzana remain rooted in their race's naturalistic, neutral-aligned cult. Drones drop live animals into volcanic vents as sacrifices to the molten heart of Ki-Sag. Damsels dance with red-stained obsidian blades after killing game.

Rumors tell of isolated nests where alien spores have driven the mares insane and corrupted the drones and damsels to serve the abominable Mi-Go.

Relations

Dwarves: Allies. Their science and technology may help save the Ezzana race. And they make good ethanol drinks.
Ethernauts: Strange, airy creatures. But not as bizarre as their human cousins.
Mi-Go: Foul space-invaders who steal minerals—and brains! Kill or flee!
Myceloids: Never friends, and now many serve the Mi-Go.
Ripper Dogs: Good hunters, but crawling with iron-itch.

Adventurers

Crews of damsels and drones travel far in search of a new racial home. Lone damsels may strike out as monster hunters.

Most Ezzana adventurers are soldiers, operatives, or mystics. Many Ezzana carry primitive firearms, thorn-vine snares, fungicides, and incendiary weapons.

Names

Drone: Atrus, Asor, Belu, Eil, Nemro, Nukh, Palkh, Yangi
Damsel: Athra, Aurhai, Dwura, Leja, Lelu, Nura, Simta, Romina
Mares: are referred to be the title, yelda.

Playing an Ezzana

YOU PROBABLY...

- Prioritize survival over the abstract ideals and the finicky customs of aliens. You might cheerfully slaughter prisoners if guarding them puts your party at risk, and then suggest chopping them up for rations.
- Feel savage joy in pursuing, stabbing, shooting, and burning enemies or mocking exultation at the sight of enemies blundering into your pits, snares, and incendiary traps
- Possess a strong connection with caverns and volcanic regions. You will visit many places, and tarry in strange fields if the hunting is good, but the lava tubes will always be home.
- Stereotype other races the way you would classify animals or plants: food, danger, useful. Mi-Go are always a danger. Dwarves tend to be useful.

OTHER RACES LIKELY...

- Consider you to be an unintelligent primitive or a 'noble savage.'
- Fear your bloodlust—or respect it.
- Come up with nonsensical 'scientific' or 'mystical' explanations for your native talents in shaping and listening to stone.
- Believe silly things like Ezzana will not harm someone who leaves a warm dish of milk outside his quarters.

Ezzana Sunrunner

This starship resembles a massive, irregular stone obelisk studded with nodes and hardened casings. In interplanetary transit, vast glimmering sails unspool from telescoping carbon fiber masts and spars. A disposable ring-shroud serves as a heat sink for atmospheric reentry.

Tier 1
Medium explorer
Speed 4 **Maneuverability** good (turn 1)
Hyperspace 1
AC 11 **TL** 11
HP 55 **DT** —; **CT** 11
Shields basic shields 10 (forward 3, port 2, starboard 2, aft 3)
Attack (Forward) micromissile battery (2d6)
Attack (Port) micromissile battery (2d6)
Attack (Starboard) micromissile battery (2d6)
Attack (Turret) flak thrower (3d4)
Power Core Pulse Grey (100 PCU); **Hyperspace Engine** Signal Basic; **Systems** budget short-range sensors (+0), Crew Quarters (Common), Mk 1 armor, Mk 1 defenses, basic computer (+0) (tier 1 computer), countermeasures (alarm)
Expansion Bays cargo holds (3), escape pods
Modifiers +0 computers, +3 Piloting;
Complement 1-6
CREW
Captain bluff +5 (1 rank) diplomacy+5 (1 rank) gunnery+4 (1 rank) intimidate+5 (1 rank) piloting+7 (1 rank)
Engineer engineering+5 (1 rank)
Gunners (2) gunnery+ 5(1 rank)
Pilot piloting+8 (1 rank)
Science Officer computers+5 (1 rank)
Crew notes: Pilots and Gunners are almost always damsels. The numbers above assume an average DEX of 12.
Engineers and science officers are usually drones, with a typical INT of 12. Captains are usually damsels with higher than average CHA.

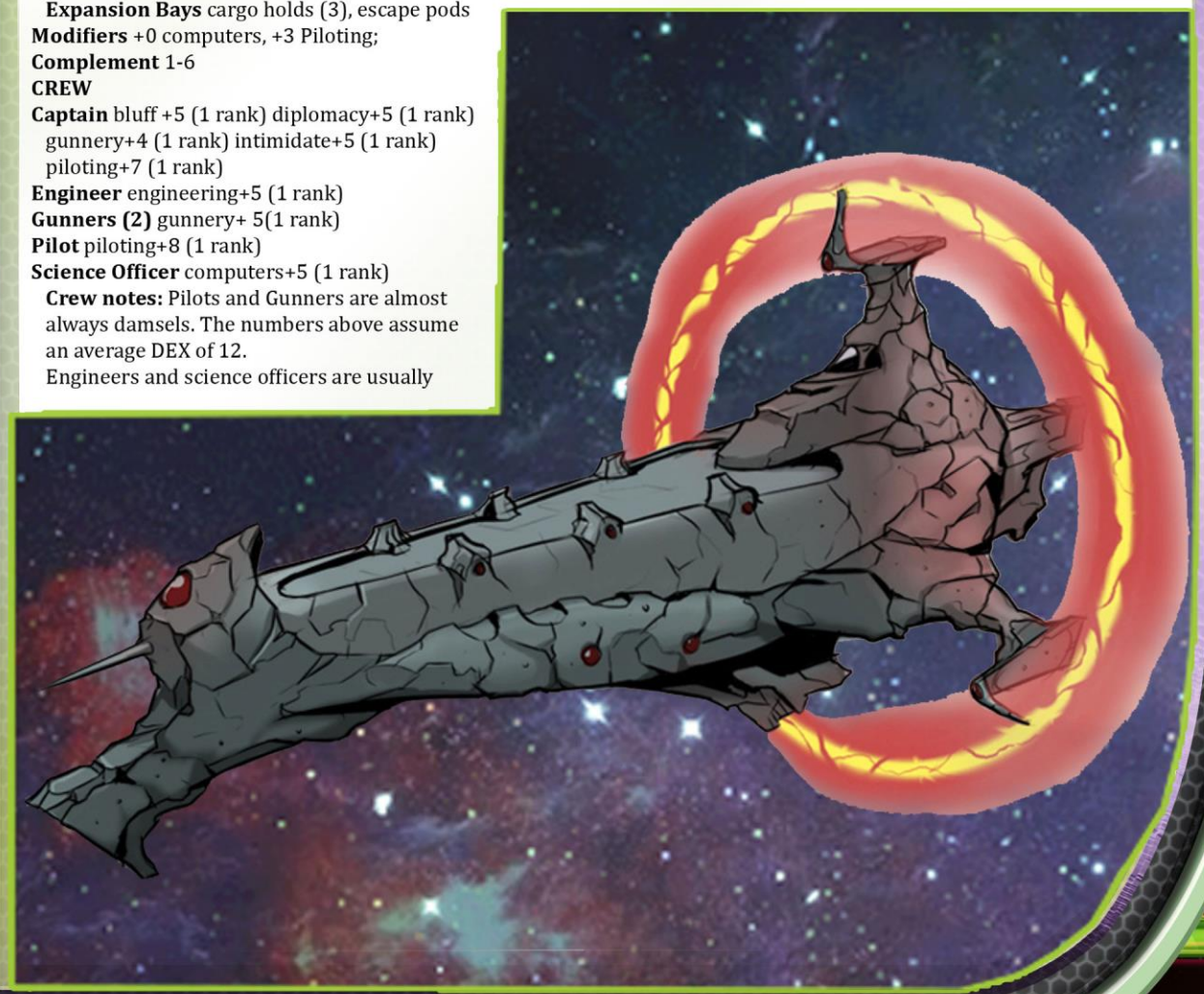
Notes on use and Construction:

Ezzana use Sun-Runners for safaris and planetary surveys. Construction involves Ezzana hollowing and shaping an asteroid or a massive slab of terrestrial stone. Workers fashion casings, furniture, and panels from alchemically-treated darkwood, hides, and ivory. Being too primitive to manufacture starship drives and computers of their own design, the Ezzana use surplus Dwarf machinery combined with simple alchemy.

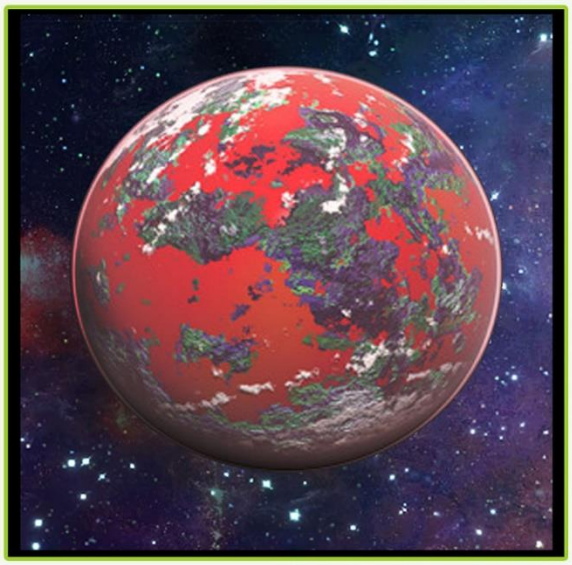
The sails are used for (slow) interplanetary flight and retracted when not in use. Atomic rockets burn for takeoff and landing. When interplanetary combat or evasion demands greater speed, the rockets provide thrust to supplement the sails.

(The rockets and solar sails combination described above works out to the equivalent of standard M4 Thrusters. A GM might choose to model solar sails in a more complex and realistic fashion.)

Although the Sun-Runner cannot compete with more advanced craft in speed and power, it offers several advantages to parties operating on a budget: cheap hull repairs (with Ezzana aboard to stoneshape), a reasonable price tag for a secondhand ship, and easy-to-operate shipboard systems.



KI SAG



Ki-Sag orbits the gas giant Nemoth, in the system of Far-Hara, a red dwarf. The brightest day is like an overcast morning on the human home world. Ice-capped mountains and vast dark forests dominate the surface.

Belowground stretch enormous interconnects vaults and labyrinths of lava tubes, evidence of the violent geological history of the moon. Ki-sag's molten heart is slowly dying. The moon's interior realms and surface alike will become much cooler and its atmosphere will begin to strip away if no miracle reverses the change.

One peculiarity of Ki-Sag, which visitors will notice straightaway, is that the plants on the surface are black rather than green, adapted to photosynthesize the infrared-rich rays of the dwarf sun. Darkwood, rare or absent on most worlds, grows in abundance here. Yellow hills in volcanic regions leak hot gas and ash. Such sputtering miniature eruptions may start wildfires. Charred zones grow into grasslands covered in waist-high, razor-edged sword grass, before slowly being swallowed up again by the woods.

The Ezzanas grudgingly share this moon-world with Myceloids. In previous years the two races fought wars against one another, but an uneasy peace holds across most of the moon, for now.

Other indigenous lifeforms of note include dire beasts, caecilians, fire and earth elementals, sprites, gloomwings and tenebrous worms. Most native creatures possess darkvision or low-light vision.

Two alien species have established outposts: Dwarves from the Celmaen Asteroid Belt and the Mi-Go.

The Dwarves of the Treborian Extraction Syndicate have established friendly contact with the Ezzanas and built a number of trading posts and logging camps, using rock and timber gathered locally to create structures stout enough to resist attacks by cave bears. Treborian geologists studying Ki-Sag's cooling interior warned their Ezzana partners of the moon-world's terminal but slow decline. Some Ezzana have taken service with the Syndicate, and they use their jobs off world as a way of scouting possible new hobbits for their race.

In contrast to friendly relationships with the dwarves, the Ezzana fear and loathe the Mi-Go. These fungoid aliens bring only death, mutation, and madness to an already dangerous world, and so Ezzana avoid them when they cannot ambush and destroy them. No trade exists between the two races. But Ezzana damsel scouts have reported multiple instances of native Myceloids associating with Mi-Go, news that has set Ezzana leaders on edge about a possible alliance.

ENCOUNTER TABLES (1d6)
SURFACE

1. Decapus (arctic). The white-furred beast lurks in the treetops over the trail, looking like a great clump of dirty snow until it attacks. It may create an illusory injured Ezzana damsel to lure heroes into an ambush.
2. Damsel huntress/es. 1D8 Damsels on the hunt, armed with rifles and daggers, wearing hides equivalent to leather armor.
3. Lurker Above. This arboreal predator is a natural enemy of the decapus, which eats lurker egg sacs.
4. Wolliped (dire). Damsels hunt these huge beasts for their wooly hides and ivory tusks.
5. Mi-Go. Alien voices buzz and crackle from hidden transmitters, offering treasure in return for service. Just come in under this fallen tree, into the cave…
6. Dwarf loggers. 3d6 Dwarves armed with adamantine chainsaws and stub scatterguns. Insulated coats equivalent to padded armor. Their log-hauling tractor is parked nearby.

UNDERWORLD (1d6)

1. Drone work party. 2D6 drones collecting sulfur. Armed with pistols and mattocks.
2. Myceloid. These mind-bending fungoid mercenaries serve the Mi-Go.
3. Mi-Go. A lone Mi Go carrying a cannister that contains a living Ezzana brain.
4. Cave Cricket. Ezzana fashion flintlock springs from the legs of these overgrown insects.
5. Trapper. The Ki-Sag Trapper seldom appears as a chest, instead presenting its shaggy underbelly to imitate a dead animal or a bundle of furs.
6. Gryph. This unwholesome egg-layer sets up a peculiar ululation whenever Mi-Go come near it—a possible warning for explorers who know the gryph's distinctive calls.

KI SAG

"The Moon of Black Groves"
Hollow, spherical composite forrest-mountain world.
DIAMETER x2/5
GRAVITY x 3/20
MASS x1/40
ATMOSPHERE Standard
DAY 30 days
YEAR 30 days

Qlaarpian

+2 Dex | +2 Wis | 2 HP

The Qlaarpians lost control of their home world to the hated aboleth mudlords, and now fight a crusade to reclaim their planet from the demons who rule the seas.

Size and Type

Qlaarpians are Small, amphibious humanoids with the Water and Qlaarpian subtype. When in water, they gain blindsight 30' and can swim as fast as they can move on land.

Nictitating Membranes

Qlaarpians gain a +4 bonus to saving throws versus gaze attacks, smoke, gas, or other effects that target vision. In addition they may reroll a failed stabilization check 1/round with a +2 bonus

Nimble Faller

Qlaarpians always land on their feet when falling from a distance, even when taking lethal damage.

Slapping Tail

Qlaarpians have a tail they can make melee attacks with in addition to attacks with their hands. A Qlaarpian's tail does 1d6 damage.

High Gravity Adaptation

When Qlaarpians are in areas where high gravity is no more than twice as strong, the personal effects of high gravity are negated and they don't suffer from fatigue due to increased gravity. In areas with standard or low gravity, Qlaarpians treat their Strength score as if it were 4 higher for the purposes of determining carrying capacity.

PUBLISHING

Description

A casual observer doesn't need a degree in xenobiology to identity this species as amphibious: fleshy bills with barbels, webbed feet, fluked tail, and moist skin. Less obvious adaptations include nictitating membranes, and cilia visible in the oropharynx, which handle gas exchange in water. A squat frame, an auxiliary heart, and heavily-padded joints knitted with micro-bundles of fast-twitching muscle fit the Qlaarpian body for Qlaarp's high gravity.

Qlaarpians shift among the sexes: neuter, agonist, and carrier. The change occurs as the Qlaarpians' integument undergo physical changes. Moist, intact skin leaves the Qlaarpian in neuter, an infertile stat. When a Qlaarpian dries out and its skin cracks, releasing gametes and pheromones as it shifts to agonist. Two agonists wrestle, and afterward bathe together, acts which have nothing to do with sexual pleasure (an alien concept). The exchange of bodily fluids fertilizes one or both agonists. Carrier sets in with fertilization and implantation of egg sacs in the Qlaarpians' dermal fissures and shifts to neuter after six months, when the juveniles drop out of the skin pockets

Qlaarpian juveniles take their first mud baths while still attached to their parents, and continue to bathe with others their entire lives. Regular immersion benefits physical and mental health.

Society and Alignment

Qlaarpians spend most of their lives in neuter sex, and seem at their most level-headed and social in this state. Agonists display greater aggression. Qlaarpian neuters wounded with lacerations and burns behave as agonists until their injuries are treated and covered. Carriers develop a skewed sense of equity, favoring their eggs and attached juveniles over all others.

Qlaarpians' instinct for the just distribution of goods and scrupulous repayment of debts stems from psycho-social adaptations to the extreme environmental conditions on prehistoric Qlaarp. In the early period of racial development, groups often had to borrow and share resources to survive.

Debts incur in a manner that may confuse some outsiders. If a Qlaarpian merchant charges more than a just price, it has taken on a debt to the buyer equal to the profit it earned. A discount bargain puts the buyer in debt. Forgiving a debt is an aggressive, rude act, as it suggests the debtor would not make good his obligation.

After the Aboleth arrived from space, they manipulated the Qlaarpians' ideas and customs to establish control over water and other natural resources, and over a compliant native workforce.

Free Qlaarpians live as pastoral nomads, outside the corrupt system of the Aboleth Mud Lords.

The alien occupiers hold sway over the settled farmers by controlling the best mud-fields used in agriculture. The rich muck of Qlaarp's remaining permanent wetlands yields bountiful crops, but Mud-Lord grain tithes leave only a small surplus every year

Industrial servitors living in the shanties around Mud-Lord palaces toil in mines and factories, processing and packaging ceramics and exotic biochemical products. Tight contracts bind them to their masters.

Before the Mud-Lords came, Qlaarpians settled their differences before the Arbiters, a caste of monastic philosopher-judges. After the occupation began, the Mud Lords subverted the Arbiters with mind-control. Losing faith in the judgements of the Arbiters, Qlaarpians began more and more to make their own justice. Factions multiplied.

Qlaarpians tend toward lawful and good alignment. Evil Qlaarpians might be insane, or they might just possess warped senses of justice.

Relations

- Aboleth: Some Qlaarpians collaborate with the Mud Lords, others resist with sabotage and guerilla warfare. Most go a middle route, seeking to redeem their debts while avoiding trouble.
- Humans: Human smugglers supply the Qlaarpian resistance, and freed human slaves fight alongside their native liberators, but Qlaarpians still don't trust humanity at the species level—the human gap between ideals and intentions counts against the race.

Adventurers

Qlaarpians become adventurers to seek justice or to escape poverty and occupation at home. train as soldiers, mystics, or operatives. Qlaarpians abroad carry native weapons such as pellet-rifles and hunting tines (tridents) along with alien arms. Poncho-tarps help them maintain healthy skin, even wearing armor.

Names

Qlaarpian names are hard for those who do not speak aquan to pronounce, and sound mushy and ill-formed: haPhloowumm, haHoolshp, GwrirrwmRu.

To make things easier on their outworlder companions, adventurers often translate their names, most coming out as animal, plant, and mineral names from the home world:

Agate, Opal, Naphtha, Playa, Gluebug, Spicetree, Tri-shell, Dust, Rainbloater, Ochre

Playing a Qlaarpian

YOU PROBABLY

- Provide a strong voice for justice in your party.
- Have trouble understanding economics based on the profit motive. What is the purpose of racking up debts to others by overcharging them?
- Consider bath time to be social time. But if you have a serious grievance with someone, you will not bathe with him until it is resolved.
- Never think to tell others which gender you are at the time. Isn't it obvious?

OTHER RACES LIKELY...

- Misunderstand your psychology. They might think that all Qlaarpians are truthful or kind-hearted, which isn't true at all. Or that your instinct for justice over-rides all other considerations, all the time.
- Sound funny when speaking your language, both because of their vocal equipment and their ignorance of the many subtle (to them) shifts in gender that shift meaning, context, and so on.

Qlaarpian Carapacer

Gunship

This streamlined, crablike small craft carries guns that look very big on its small frame: twin chain cannon that can rip through meters of starship hull and bulkhead and chew hardened ground positions to rubble. Forward sensor arrays may be mistaken for another weapons system.

Small Interceptor
Tier 2
Speed 12 **Maneuverability** Perfect (turn 0)
Hyperspace 0
AC 15 **TL** 16
HP 30 **DT - CT** 6
Shields light shields 60 (forward 15, port 15, starboard 15, aft 15)
Attack (Forward) chain cannon (6d4), chain cannon (6d4)
Power Core Pulse Brown (90 PCU)
Hyperspace Engine N/A
Systems basic short-range sensors (+2), -, Mk 3 armor, Mk 4 defenses, basic computer (+0) (tier 1 computer), security (anti-hacking x1), countermeasures (alarm)
Expansion Bays N/A
Modifiers +2 Computers, +1 Piloting
Complement 1-1
Crew
Pilot Computers +5 (1 ranks), Gunnery +6, Piloting+7 (2 ranks)

Notes on Construction and Use:

Torres-Li Industries originally designed this small assault starship as the Pugilist class interceptor, for the Sinclair Regime during the Xavierian Civil Conflict. The coup that ended the war left Torres-Li with an orbital yard holding over a hundred partly constructed starships that the new coalition government neither wanted nor could afford.

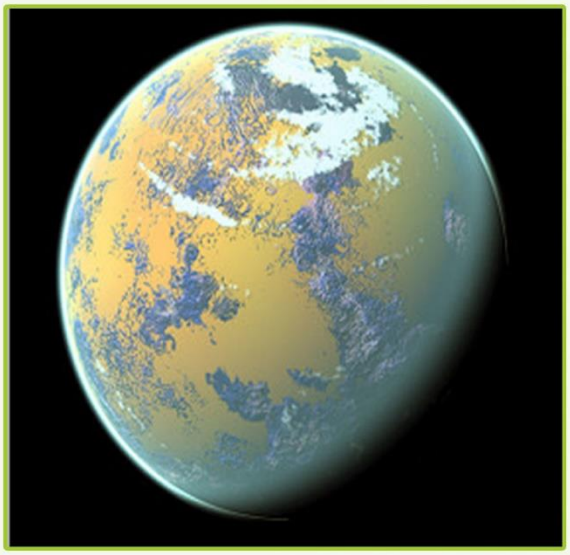
Torres-Li sold the incomplete craft to an arms dealer, who then installed basic computers, sensors, and some other components and sold all of the ships to the belligerents in the ongoing colonial war on the rather primitive and isolated world of Qlaarp—arming both sides, without informing either Aboleth or natives he had sold to their enemies. He was either assassinated by the Black Fork or abducted by the Mud Lords, depending in which set of rumors one credits.

Mud Lords use the Carapacers mainly as patrol craft and revenue ships in-system, maintaining the strict control of entry into Qlaarp's vicinity and chasing smugglers.

The rebels use the little gunships as space-based raiders, and as in-atmosphere combat support craft.

Aboleth never fly Carapacers—an adult Aboleth won't even fit inside one-- but use specially-designed SKUM for the job. The humified cockpit with its gel-acceleration couch works equally well for SKUM and native Qlaarpians.

QLAARP



Qlaarp. Some outworlders say the name sounds like mud stubbornly sucking at a boot, while others liken it to a phlegmy cough. A fitting name, either way , for the high gravity, composite ooze/dust world, where the ubiquitous dust clogs everything that mud does not, and heavy equipment is swallowed up by quicksand mires and playas of talc. The name, Qlaarp, is a phonetic rendering of an Aboleth word for a particular type of nutrient-rich clay. That etymology has led ill-informed outworlders to the mistaken conclusion that the Aboleth Mud-Lords are native to the planet, when in fact they are alien invaders.

The true native intelligent race, a wetlands-adapted humanoid species, is variously known as the Qlaarpian Indigene, Qlaarpian Autochthone, and Phloowoosoolum (it sounds like a slurry of pebbles and clay sliding down a chute, in the dialect of Terran spoken most widely by these creatures). Less formal names in use among humans and kindred species refer to the Autochthones' appearance and habits: tripoderos, muck-ducks, and slime suckers.

Qlaarp orbits a red star late in its life cycle. The world has been slowly losing atmosphere and surface water for a long, long time. Dying oceans and shrinking lakes have left vast regions of saltmarsh, tidal flats, and bogs. Playas filled with salt and crystals dot the higher and drier zones. Subsidence has engulfed large land areas, creating unstable terrain and many natural pits. Solar flares disrupt weather patterns. The massive moon pulls waves of mud across the land in a churning ebb and flow. Droughts create dustbowls and desert winds can send dust rolling like ground fog for hundreds of miles into the wetter country. And all of this occurs at almost half again standard gravity.

So, while it is no hell-world, Qlaarp poses problems to would be colonists and developers: dust, mud, heavy gravity, and radiation. The latter is the easier to deal with; a wide hat, mud on the body, and other precautions cut down on harmful effects of the sun. Electronic devices not shielded may fail during solar flares. Unsealed machines soon get mucked up with dust and slime; local designs are made simple and easy to clean, with high-quality seals on anything delicate or finicky.

These environmental difficulties did not discourage settlement by the planet's most infamous residents, the Aboleth faction known as the Mud Lords of Qlaarp. These Aboleth came to set up operations to miner the nutrient-rich mud and to survey for other resources. The Mud Lords control a lucrative mud/fertilizer mining industry and have branched out into plastics, pharmaceuticals, and high gravity-adapted slave stock. They introduced humans, Ezzana, orcs, and other races, buying convicts from other civilizations and running their operations as for-profit penal colonies. But their principal skilled labor force consists of Qlaarpians they have trained as technicians.

Apart from the natives and the Aboleth, various enslaved humanoid convicts live here. The wilderness areas are home to catoblepas, moletoads, giant trilobites, puddings, squonks, hydras, snolligosters, etc. No native birds or bats exist, but gasbag wasps and gliding worms fill some of the same niches in the inundated spice tree forests and pseudo-mangrove belts.

ENCOUNTER TABLES
MUD-LORD OCCUPIED ZONE
1d4

1. Qlaarpian wetlands farmers. These peaceful rice-farmers keep hunting tines and pellet guns nearby on case of trouble in the fields. In town, they keep a low profile, seeking to avoid trouble with the Mud-Lords' minions.

2. Skum Brute Squad. Skum bred for the gravity of Qlaarp, these squat, scaly humanoids lumber about the occupied zones, collecting rents and fees from Qlaaripian contract workers and tenants.

3. Land Lamprey. Patrols in the settled areas keep out large monsters, but land lampreys slither into farms and towns, even creeping through vents into the black metal ziggurats of the Aboleth Mud-Lords.

4. Jok-bos. The jok-bos resembles a musk-ox with algae strands in place of a shaggy coat, and a shovel-like snout. The toxic plants growing on this herbivore discourage predators from eating it. Sometimes a jok-bos develops' green fever' and goes on a rampage. Even the domesticated jok-bos pose a serious threat to life and property when in the grip of the rabies-like disease.

QLAARP

"Demesne of the Mud Lords"
DIAMETER x2 2/5
GRAVITY x1 2/5
MASS x8
ATMOSPHERE Standard (with significant dust)
DAY 46 hours
YEAR 421 days

Ripper Dogs

+2 to all physical stats | +4 Wis | -2 Cha | 6 HP

Ripper dogs are known for cruelty, but that reputation isn't entirely fair. These creatures seek progress, self-improvement, higher states of being, perfection of flesh in metal. Only the evil ones exhibit wanton, sadistic cruelty for its own sake.

Size and Type

Ripper dogs are aberrations, with the Ripper dog subtype. They suffer no penalties due to their size.

Stink of Fear

Ripper dogs gain a +2 racial bonus to Intimidate checks against humanoids within 30 feet, and a +2 circumstance bonus to Survival checks to track a frightened, shaken, or panicked target.

Darkvision

Ripper dogs have Darkvision 60'

Fast and Steady

Ripper dogs have +10 to their base land speed. They do not get this bonus if walking upright, only when on all fours. They may make use of their tongue-manipulators when moving fast. When on all fours, Ripper dogs recieve a +4 bonus to CMD versus trip and bull rush attempts.

Bite

Ripper dogs may make an additional melee attack each round by biting a foe for 1d4 damage, as long as its tongue manipulators are unoccupied.

Tongue

Ripper dogs have long, cybernetic tongues that can manipulate objects. This counts as a Hideaway Limb Augmentation.

PUBLISHING

Description

Ripper Dogs' frightful appearance fits their common name: biomechanical jaws mounted on grotesquely large heads, bifurcating cyber-tongue manipulators that coil from their mouths or slither out of shoulder sphincters, and the scars of implants crisscrossing their dark and furry hides. They can shamble upright like bears, but go on all fours for speed.

The ancestors of the species were therapsids native to the underworld of Celmae. A cabal of dwarfish vivisectionists called the Cruel Sages captured and altered the beasts, using surgery and alchemy to increase their intelligence and fine manipulation ability.

The Cruel Sages were destroyed with Celmae, but some Ripper Dogs escaped to outer space.

Ripper Dogs have since turned the science of their creators upon themselves, and have never ceased the pursuit of racial improvement.

Society and Alignment

Generations of psychological conditioning to strive and fight toward a goal has left a deep imprint on the Ripper Dogs collective unconscious. And for most Ripper Dogs, worthy struggle involves pain and fear.

Ripper Dogs 'get drunk' when suffering agony or experiencing terror, as a cocktail of hormones floods their bodies. This euphoric, disorientated state can become addictive— addicted Ripper Dogs can't help but seek out pain and horror, even though doing so endangers their lives. Most can exercise more self-control. Some use drugs to alter the hormonal releases, and others follow ascetic disciplines for similar effect.

Hormonal intoxication plays a vital role in mating rituals. A male and female Ripper Dog ingest drugs that create synesthesia of tactile, olfactory, and pain senses, suture their hides together, and spend hours in shrieking coitus. The experience creates a pair bond that can only be broken by mutual combat or the death of one of the mates. Ripper Dogs sometimes go mad when a mate is killed.

Pair bonds form the building blocks of the maze of Ripper Dog cults and cartels. All but anti-social Ripper Dogs respect the pair-bond, though as much as a third of the race never mates. Bonded pairs train young and collaborate on other projects. Pairs seldom split. When they do, it involves a duel. The winner takes the choice pick of common possessions, and marks the loser with a 'love bite.'

Ripper Dogs also fight for dominance, to test their prowess, for spiritual improvement, and because they crave the rush of hormones. Most fights are to submission, not death. The winner marks the loser. An enemy might be turned to an ally by the gift of an implant or prostheses. Religious and business groups use duels for recruiting.

The Track of Flesh and Steel Philosophy

By our pain, we learn the Way.
With our blood, we mark our Track for those who follow.
By terror and steel, we overcome all inner obstacles.
Rise, Beasts, and overcome yourselves!
Become, become, become…

Most Ripper Dogs profess a lawful ideology of racial ascension through physical modification, the Track of Flesh and Steel.

The chaotic-aligned Atavists consume psychotropics and combat drugs, seeking altered and primal states of consciousness. This sect believes the race must regress to progress.

Neutral Ripper Dogs pay lip service to a sect, while pursuing their own goals in a pragmatic fashion.

Relations

- **Dwarves:** Ancient legend links this race with the Cruel Sages, but Ripper Dogs see that the greedy and materialistic Dwarves lack the vision of those vanished creators.
- **Ethernauts:** These 'longshanks' are not humans, no matter how they smell. And if they aren't all insane, then they must be further along the path to ascension than the Ripper Dogs.
- **Mi-Go:** Dangerous! And intriguing... Ripper Dog cyber-surgeons offer big rewards for Mi-Go technology.
- **Un-men:** Reliable drug suppliers and tempting vivisection subjects.

Adventurers

Ripper Dogs become adventurers for many reasons: hormone-addiction, insanity after losing a mate, outcast status after refusing a duel-modification, or a quest for spiritual growth.

Most are mechanics, mystics, or soldiers.

Names

Ripper dog names don't typically indicate sex, they know which sex another ripper dog belongs to at a glance or sniff and don't need names to tell them such things.

Names: Atabax, Essedl, Iumkas, Iumanex, Manughua, Ohtek, Qawuil, Shapok, Tweiwal, Utthas, Xahaksul

Playing a Ripper Dog

YOU PROBABLY…

- Become excited by the stink of fear on others, especially on humanoids.
- Look for weakness in yourself and in others. You might decide to help weaklings become stronger by inflicting suffering and radical alterations on them. They'll thank you later. Or maybe you just ignore them as irrelevant—or rip them to bits.
- Feel a sense of racial solidarity, yet also have little compunction about killing others of your kind if they stand in the way of your Becoming and will not turn aside or submit.

OTHER RACES LIKELY…

- Think your whole species is cruel, even sadistic.
- Fear that you will revert to a bestial state and attack without reason or restraint.
- Assume you know where to get implants and body modifications and enjoy relations with local underworld figures—which might be true.
- Misunderstand the distinctions among sects and schools of thought among your kind. They may not realize how many Rippers see aliens as possible converts and engage in "conversion by the scalpel."

Ripper Dog Steel Mercy

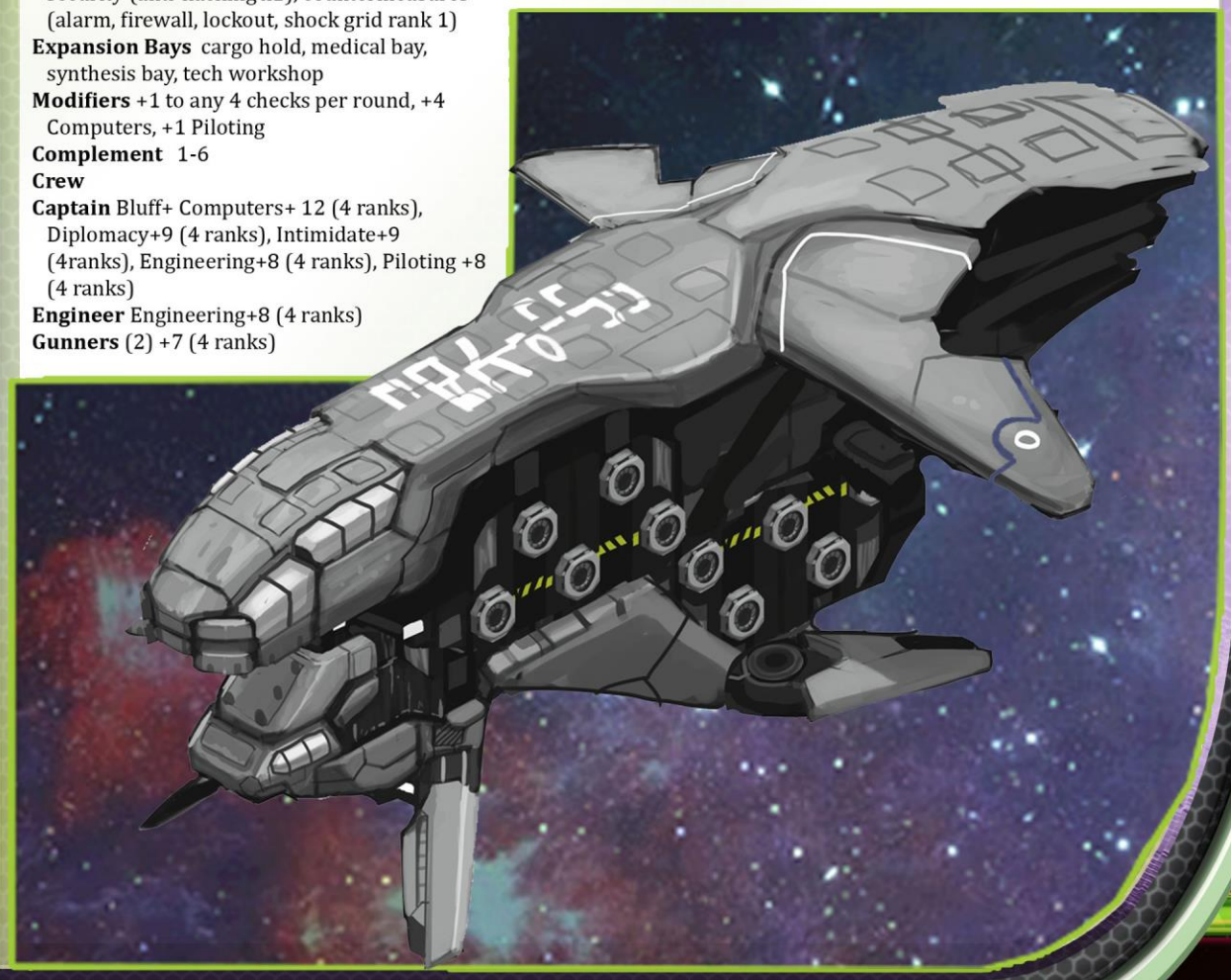
The profile of this starship resembles the Torres-Li Industries class 3 scientific/survey vessel on which the design was based: mid-sized belly-lander with an upper-deck turret and sensor array combination. semi-streamlined for trans-atmospheric flight, with prominent vents/lateral maneuver thrusters. A scan reveals light weapons under shutters.

Tier 3
Medium Explorer
Speed 8 **Maneuverability** Good (turn 1)
Hyperspace 1
AC 12 **TL** 12
HP 55 **DT**- **CT** 11
Shields light shields 60 (forward 15, port 15, starboard 15, aft 15)
Attack (Forward) light laser cannon (2d4)
Attack (Port) flak thrower (3d4)
Attack (Starboard) flak thrower (3d4)
Attack (Turret) light laser cannon (2d4)
Power Core Arcus Heavy (130 PCU)
Hyperspace Engine Signal Basic (75 PCU min.)
Systems advanced medium-range sensors (+4), Crew Quarters (Common), Mk 2 armor, Mk 2 defenses, Mk 1 tetranode (tier 1 computer), security (anti-hacking x1), countermeasures (alarm, firewall, lockout, shock grid rank 1)
Expansion Bays cargo hold, medical bay, synthesis bay, tech workshop
Modifiers +1 to any 4 checks per round, +4 Computers, +1 Piloting
Complement 1-6
Crew
Captain Bluff+ Computers+ 12 (4 ranks), Diplomacy+9 (4 ranks), Intimidate+9 (4ranks), Engineering+8 (4 ranks), Piloting +8 (4 ranks)
Engineer Engineering+8 (4 ranks)
Gunners (2) +7 (4 ranks)
Pilot Piloting+8 (4 ranks)
Science officer Computers+12 (4 ranks)

Design and use notes:

Steel Mercies serve as interplanetary cyber-clinics. The Ripper Dogs send friendly messages, offering medical assistance to those in need, and then land with weapons covered. Even on worlds where the ways of Ripper Dogs are well-known, there are always those who will take their chances under the cyber-surgeon's knife-tongues: crippled and destitute men, decadent aesthetes seeking extreme body modifications, criminals in need of new faces, and others. Patients would be well-advised to read the waivers they sign. Ripper Dogs like to throw in a little something extra, free of charge. And in pro bono cases, the cyberneticists feel no limits apply whatever. After all, it's free!

Decades ago, a group of Ripper Dog cyber-surgeons contracted Torres-Li Industries to produce the prototype Steel Mercy. Nowadays the Ripper Dogs produce the vessels in small numbers under license, using their own yards in the Celmaen Belt (Old Celmae System). Many Ripper Dogs regard the work of the Steel Mercies as a religious good, charitable act that advance their race on the path of uplift and spread the benefits of their discoveries and philosophy to other, less enlightened, species. As such, the ships and their crews enjoy wide respect among Ripper Dogs and receive frequent donations.



The Celmaen Arc

The center of the Ripper Dog civilization lies in the wreck of the creatures' former homeworld.

When the unstable world of Celmae, in the Adan's Forge star system, ruptured for the last time in a titanic explosion, it left behind a wide spray of asteroids and dust. The rocky debris formed the Celmaen Arc, AKA Celmaen Belt. This collection of planetesimals is still settling into its orbit and has not yet formed a circle of more-or-less evenly distributed matter. Instead, the Belt remains a sickle-shaped, far denser than most asteroid belts and with objects tumbling in erratic vectors. The planet's single moon was thrown out of its orbit and into the expanding Maiden's Veil, where it vanished within a solar year.

Refugees from Dwarven mining bases on the moon and a multispecies collection of survivors who had escaped Celmae in rocketships banded together to create the first asteroid habitats in the newly formed Belt/Arc. Life was very hard for the early generations of colonists, who had to live under conditions that compelled strict rationing of everything from food to oxygen.

The Ripper Dogs, an emergent race in the last years of Old Celmae, came into their own in the asteroid cities. Where others, besides the Dwarves, struggled to survive and adapt to the new, harsh conditions, the Ripper Dogs flourished and grew in numbers. Like Dwarves, they felt comfortable living enclosed in rock. Their skill in surgery saved many lives, and won them respect. But it was their talent for intimidation scared off the gangs and bullies who survived by stealing rations.

In time, the Celmaen Arc habitats grew from pitiful outposts crammed with hungry refugees to prosperous asteroid-cities. The largest settlements were established inside hollowed masses set spinning to simulate gravity (it's much cheaper than using gravitic technology on a grand scale to create artificial gravity).

Ripper Dogs and Dwarves comprise the majority of the Arc's inhabitants. Small minorities of other races also live in the settlements. Dwarves dominate extraction industries and space travel, while Rippers concentrate on cybernetics, security, carniculture, and information services.

Although conditions today have improved ...

Gussarat City

Gussarat City was named for Benjak Gussarat, the Dwarf prospector who laid the literal groundwork for the settlement by exploding a chain of plasma weapons inside a deep borehole and creating a vast hollow. It's the largest settlement in the Celmaen Arc, overcrowded and polluted, with air carrying an acrid smell from too many passes through overburdened recycling filters, pipes and rafters dripping precipitation condensed from the sweat of a million bodies, and multilevel man-kennels for the teeming poor.

All the big corporations of the system maintain offices in Gussarat. Crime syndicates keep safehouses and front businesses in the city, but the corporate executive class, made up mostly of wealthy dwarves, deploys security troops to crush any underworld cartel that grows too powerful. Ripper Dogs operating in the spaces between legal and banned commerce, and independent operators of various origins, control the vice and contraband trades in the city.

The city government accomplishes little besides rubber-stamping corporate policy decisions and issuing hyperinflated plastic money (most people here rely on swaps, corporate scrip, or outside currency from major interstellar powers.)

URBAN ENCOUNTERS TABLE
1d6
1. Cyber-surgeon out for a stroll with a pack of surgically-modified, leashed small humanoids.
2. Atavist berserker high on combat drugs, looking to rip flesh and crush bone--whose does not matter.
3. Stalker—this Ripper Dog is hunting for a particular person. He will question PCs about his target.
4. Ripper Dog engineer directing a swarm of tiny maintenance drones in repair-work.
5. Ripper Dog monk who offers 'free care for body and psyche' at his order's urban clinic/retreat.
6. Modified human with canine body frame, no fur, naked and scarred. He thinks he's a Ripper Dog.

The Celmaen Arc

The Celmaen Arc
DIAMETER Special: not a spheroid planet but a wide spray of planetesimals, some as large as continents.
GRAVITY none/artificial
MASS x9/10 total
ATMOSPHERE None (standard within habitats)
DAY varies
YEAR varies

Unmen

+2 Con	+2 Int	-2 Cha	6 HP

Unmen, Cold Traders, Holomutes: these mockeries of humanity visit frontier space stations and smugglers' moon bases, trading exotic pharmaceuticals for cryogenically preserved human bodies—paying extra for the living kind.

Size and Type

Unmen are Medium Monstous humanoids, with the Unmen subtype. They suffer no penalties due to their size.

Aberrant Psyche

Un-Men gain a +2 bonus to saving throws versus fear and other mind affecting phenomena. Attempts to read their minds yield nightmare visions of dead worlds and eternal cold.

Slow and Steady

Un-Men have a base speed of 20 feet and are not slowed by armor, spacesuits, or encumbrance.

Cold Senses

Un-Men understand spoken languages but do not speak. They have Darkvision 60' and Cold Resistance 5. In addition they are immune to ghoul paralysis, ghast stench, and pain effects.

Torpor

Un-men can hold itself so still it appears to be a statue. Un-men can take 20 on their Stealth check to hide in plain sight as a stone statue.

Uncanny Valley

Un-Men recieve a -2 racial penalty to Diplomacy checks when dealing with non Un-Men humanoids.

PUBLISHING

Description

'Unmen' excerpts/University of New Bryndell, xeno-sci dept.

The subject appears to be an adult female human in the second trimester of a pregnancy, but with hypothermic body temperature, cyanosis, pallor, abnormalities in internal organs, and severely depressed vital signs that don't match its high level of awareness and alertness. It displays no response to pain stimuli. It tracks the team with its eyes. I think it's looking at me in particular. Tests show it can hear, but it ignores speech, even in our linguist's best approximation of Ahlo. The subject's circulatory system is flooded with antifreeze proteins, some similar to those used in cryogenic beds and others new to our analysts. Its DNA tests as human, albeit mutated and strangely deteriorated.

There is something wrong with its face. More than the unblinking eyes, blue lips, the wax-mask features— I saw a subtle asymmetry, though the forensic software reads its skull structure as within normal human variations. The forensic specialists say its body shows signs of many previous surgeries, some at the cellular level. If it was taken apart like that and put back together. My God, the thing was human once!

Society and Alignment

I've named the subject Barbara ('stranger' in Ancient Udaean). Today we examined the collection of non-functional electronic components stored in her pod locker. Hobby or compulsion?

Dream-scanning her gives me headaches, but I keep at it, trying to piece together the confusing images. And now her dream-images have begun appearing in my dreams: glassy moonscapes, cold seas, and burning helices of Ahlo glyphs. Last night, I watched dim forms moving beyond a pane of curved, frosted glass. Her dream or mine?

I hypothesize that Barbara belongs to a civilization that forms the basis of spacers' rumors of 'Cold Traders' and 'Un-Men.' Interviews with Barbara and analysis of the files in her pod suggest a theocratic and totalitarian society. Barbara seems to have no concept of family. She seems to think in terms of work gangs instead. I think that her race reproduces by artificial reconstruction of frozen human bodies.

Barbara won't—or can't— clarify whether 'The Metawomb' is a deity or a holy site. It appears to be the focus of a racial philosophy of order, indifferent to human moral concerns.

Relations

Barbara struck out at the hologram of the anthropophagous reanimate (ghoul). Her expression altered slightly, a retraction of the lips, tightening around the eyes. The hostility appears reflexive. A racial enmity?

She also reacted to holos of a Ripper Dog and of a human frozen in a cryogenic tube. In the first case, she displayed Ahlo glyphs and imagery related to pharmaceuticals. In the second, she inquired as to body's location and condition. Told we didn't know those things, she lost interest and went back to staring at the wall, sucking her feeding tube.

Adventurers

Un-men do not seek adventure on their lonesome, nor in the company of other species. But a fraction show atypical, somewhat more humanlike though still cold and bizarre personalities; whether because their brains have retained some vestigial aspects of their bodies' former humanity, due to a defect in the conversion/ reproduction process, or as a result of some highly unusual outside phenomena permanently altering their minds.

Un-men can belong to any class, but the most common are Mechanic, Operative, and Mystic of the Eternal Matrix.

Last recorded message of Doctor Lara Gran:

After the disappearance of Barbara, the tribunal accused me of aiding the escape. None of that matters now. My Ripper Dog contact has made good on its promises. Soon! My cryo-bed is calibrated and powered.

The Un-Men are coming for me.

Names

Un-Men don't seem to use personal names amongst themselves, yet they almost never seem confused about who is addressing whom via written messages, code, or holo-cast. Most go by the nametapes or ship designations printed on their recycled human-make work suits.

Playing an Unman

YOU PROBABLY...

- Don't talk. Normal Un-Men are mute. If you're one of the mutants who can speak, it just feels more natural to you to project an informational hologram from the chest-mounted comm-box in your suit rather than speak at length.
- Keep cool. You prefer meat-locker condition—the chill reminds you of home. Keep your quarters freezing and ignore visitors 'complaints.
- Hang out in the dark and watch. Your travelling companions should rest easy knowing that you watch them sleep. That's what you'd do for other Un-Men.
- Collect. Insignia, discarded electronics, dead vermin, pictures of strangers, screws, etc. You have trouble explaining it to anyone but another Un-Man—and he wouldn't need the explanation.
- Don't really understand the strange expressions and noises other species make when suffering from injuries or certain illnesses. You don't have similar experiences.

OTHER RACES LIKELY...

- Assume you're a bodysnatcher.
- Confuse your insensitivity to pain with remarkable toughness or courage.
- Think Un-Man homunculi are 'children', that you have memories of 'past lives', or otherwise misunderstand your nature and origins.

Unman Coldcraft

The Coldcraft outwardly resembles a human-built freighter of obsolete design. Biological machinery fills alcoves and workrooms in the cold, dark interior. Coldcraft haul exotic drugs and cryonic technology out from the Eternal Womb and return with human bodies packed in freezing holds.

Tier 3
Medium transport
Speed 10; **Maneuverability** average (turn 2)
Hyperspace 1
AC 11; **TL** 11
HP 70; **DT** --; **CT** 14
Shields basic shields 10 (forward 3, port 2, starboard 2, aft 3)
Attack (Forward) heavy laser cannon (4d8), gyrolaser (1d8)
Attack (Aft) micromissile battery (2d6)
Attack (Turret) light laser cannon (2d4), flak thrower (3d4)
Power Core Pulse Green (150 PCU)
Hyperspace Engine Signal Basic (75 PCU min.)
Systems basic short-range sensors (+2), Crew Quarters (Common), Mk 1 armor, Mk 1 defenses, Mk 1 mononode (tier 1 computer), security (anti-hacking x1, l-zero rifle, frostbite-class), countermeasures (alarm, lockout)
Expansion Bays cargo hold (2), escape pods, medical bay, smuggler compartment (dc 30)
Modifiers +1 to any 1 check per round, +2 Computers, 0 Piloting; **Complement** 1-6
CREW
Captain Bluff+7 (3 ranks) Computers +9 (3 ranks) Diplomacy+7 (3 ranks) Intimidate+7(3 ranks) Piloting +7(3 ranks)
Engineer engineering+7(3 ranks)
Gunners (2) gunnery+6 (3 ranks)
Pilot piloting+6 (3 ranks)
Science Officer computers+9 (3 ranks)

Some ships house a glacier toad or ice elemental in the cargo hold as a guard, pest-controller, and backup refrigerator. Ice elementals can be trained as baggage handlers.

Notes on construction and use:

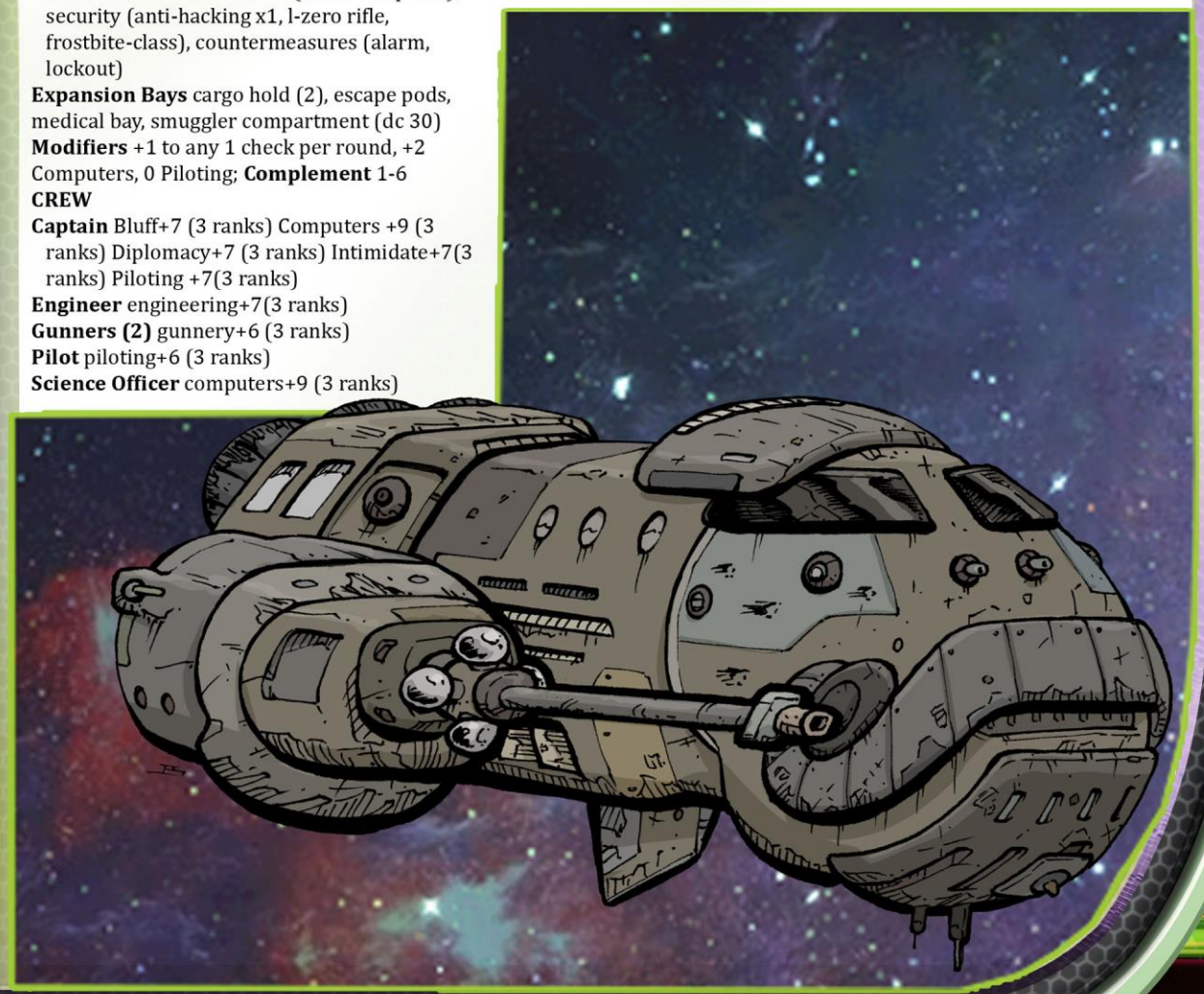
Coldcraft seem to be based on designs salvaged from ancient human starships, gone astray the void between the stars. The starships echo the Un-Men who travel in them, the first of whom might well have been the crewmen of those lost vessels.

The vessels run no internal lighting most of the time— Un-Men can see perfectly well in total darkness. Most of the crew remains torpid at any given time during long flights, saving oxygen, but there's usually a homunculus scuttling about and its carrier Un-Man (female) standing watch.

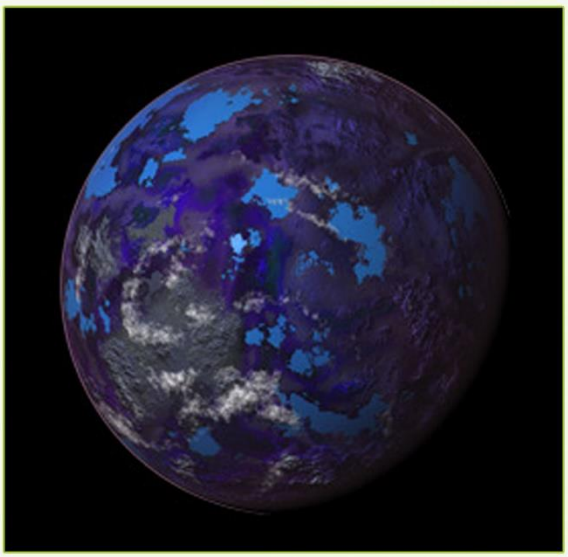
Advanced cooling systems, heat sinks, and retractable heat-radiation webs keep the pressurized internal sections at a comfortable (for Un-Men) 20 degrees Fahrenheit.

Un-Men workers construct Coldcraft in the factories that orbit the Eternal Womb.

These vessels cannot be purchased from their makers, but sometimes one ends up in the possession of smugglers or pirates.



The Eternal Matrix and Cenotaph



Un-men originate within the Eternal Matrix, an artificial moon orbits a rogue terrestrial planet that drifts through interstellar space far from the warmth of any sun. The satellite is also known as the Metawomb.

The Eternal Matrix has .4G surface gravity, a trace atmosphere, a strong magnetic field, and a metallic surface mostly clear of ice and rock. Random flashes of blue lightning illuminate trenches and exterior structures.

Numerous hatches and portholes dot the satellite's surface layer. Out of the smallest of these portholes emerge homunculi with umbilical cords that run into the planet: workers who clean and repair surface-level machinery. The largest hatches can accommodate capital ships with room to spare.

Ships' scans don't penetrate deeper than one hundred meters, but such scans and what little Un-Men have revealed indicates the Eternal Matrix contains advanced bio-mechanical infrastructure and vast reservoirs of charged fluids. It may be a factory for making Un-Men—human corspicles go in, and Un-men come out. Even the Un-Men do not claim to know the details—they greet their new brothers at levels above the deeper, more mysterious upper works.

Who or what created the Eternal Matrix remains an open question among scientists of several races—the Un-men consider the gigantic satellite to be timeless, without a beginning or end. To them, it is both deity and home world. All attempts by aliens to explore have ended in disaster: destruction of starships, the disappearance of entire expeditions, mass casualties, survivors limping home with minds so shattered the best drugs and machine therapy cannot help. The artificial moon has disintegrated starships with gouts of coruscating energy. Thus, the Metawomb keeps it secrets.

Nor are the origins of the rogue planet that the Eternal Matrix orbits known, even to the Un-Men. But explorers have visited this planet, which astronomers have named Cenotaph, and learned some of its secrets without all perishing or losing their minds.

Below/Cenotaph has a surface gravity of .9 G, a very thick hydrogen and oxygen atmosphere, dark and bitterly cold conditions under the thick clouds. Open flames may cause air to burn.

Un-Men have constructed a cluster of arcologies linked by vacuum tube maglev railways. Workers stay under the domes most of the time, but maintenance teams leave on periodic missions to distant outposts and semi-automated mines and plants. These Un-Men have occasion to deal with Cenotaph's other life, above and below ground.

Ice elementals dwell in some areas of the planet's surface. They create sculptures of ice that sing in the wind.

Far larger than even the biggest elemental statues loom the Cyclopean basalt structures that give Cenotaph its common name among aliens. One early explorer thought these resembled tombs. The partly-effaced, cryptic runes etched on the doors of lead and nickel-iron appear to be some form of Aklo. Scholars have suffered acute mental illness after studying these inscriptions.

Tunnels dig in the floors of certain of the empty mausoleum-like buildings kilometers below layers of ice and rock. Down below, para-terraforming engines warm and partly illuminate vast tunnels and caverns, and help maintain the air supply. Breathable air circulates through most of the life-bearing caves, but salty water fills other, lower spaces. Pockets of flammable gas abound.

Glacier toads dominate the subterranean ecosystem. The toads have learned to capture and exploit a species of arthropod that regenerates missing limbs, by biting off the arthropods' legs and keeping the creatures corralled in saline pits.

ENCOUNTER TABLE
Surface of Eternal Matrix
1D4
1. Homunculus
2. Un-Men pilgrims
3. Roving intake tubes (mobile pit traps, Reflex DC 25, grab and pull intruders into lower levels)
4. Positive energy discharge (cure serious wounds, damages undead as radiant energy)

The Eternal Matrix

DIAMETER x9/50
GRAVITY x 3/50 (artificially higher in inhabited, pressurized internal areas)
MASS 1/500
ATMOSPHERE none/trace on surface, standard in large interior sections
DAY and YEAR: The Eternal matrix is the tide-locked satellite of a rogue planet--it does not orbit a star and so has no day/night cycle or solar year. It completes an orbit around Cenotaph/Below every 14 days.

ADVENTURE SEEDS

SPACE HULK

The party discovers-- or is hired to investigate-- an ancient slower-than light colony ship, lost in the Void centuries ago.

But two other groups have already reached the space hulk by the time the party arrives; a crew of Un-Men from a coldcraft, and a large band of ghoulish space pirates and their ghast mounts. The ghouls' stolen sloop hides in a damaged section of the space hulk's enormous hull. The Un-Men's damaged coldcraft is clamped to an intact outer surface of the hulk, life-support turned off and with no external lights of sensors up.

On board the hulk, the party will find dozens of frozen human colonists and crew—the ones not already salvaged by the Un-Men or gobbled by the ghouls and ghasts. The Un-Men and the undead monsters now fight over the remaining bodies. Both factions will attempt to gain support from the newcomers. The space hulk contains plenty of saleable supplies for the colony effort. An added moral complication arises if the party attempts to revive any of the colonists—one in four will recover fully from cold sleep, even after centuries on ice.

UNMAN COLDCRAFT CREWGANGER

An armored spacesuit hides everything but the stranger's pale face, which appears human at first glance through the frosted visor...

TACTICS

The crewgangers prefer to fight in darkness, using their infra-lasers from behind cover. Faced with opponents with darkvision, they will initially try to dazzle targets by aiming for the eyes. If seriously injured, a crewganger will drink it's *MK 1 Serum of Healing* stored in his suit, via a hands-free tube.

ALIEN VIVISECTION

The party comes across a crashed Ezzana Sunhunter. If they check it out, they will find Mi-Go on board, busy removing the brains of unconscious crewmen. The Fungi from Yuggoth will attack any PCs who interfere. At best, a party attempting negotiations will be told- in horrible buzzing tones that afterward haunt their dreams,--to vacate the area.

If the party acts quickly, it may save some of the wounded Ezzanas from having their brains removed. And it may discover the injured damsel pinned under the wreck—she's playing possum until the Mi-Go leave but without help getting free, she may die.

If the party kills any Mi-Go, the others fly away to their vessel, hidden across a river gorge from the Ezzana crash site. If forced to flee, the Mi-Go will leave behind a rod covered in pale jewels that shift color. This rod contains a tracking device and a transmitter that allows the Mi-Go to send disturbing nocturnal dreams and whisperings. It is not magical, and the complex electrical systems inside will fuse and short out of it is opened by anyone but a Mi-Go technician.

The Ezzana were a long-range hunting expedition, who learned the location of a Mi-Go base by accident, and something of what the sinister fungi were up to there...

TACTICS

Damsels always try to attack from ambush, shooting fusils or hurling magic stones at the target's flank and rear from behind cover and concealment. If time permits, they may create hard cover for themselves and devise traps/obstacles for their target.

SILK

An Ethernaut scientist has discovered a way, using a machine of her own invention, to capture the etheric webbing of phase spiders and move it onto the Prime Plane in an altered, condensed, stabilized condition. The material resembles raw gray silk, but appears insubstantial in bright light. The phase-silk's properties as a substance present on the Prime but reaching into the Ethereal offer a wide range of potential applications in communications, security, hyper-spatial transport, and parapsychology.

The scientist, having just completed solitary and secretive trials in an isolated and backward world, now needs an escort to a safe port where she can rendezvous with other Ethernauts. If the party owns a ship, she may charter it.

And in any case she needs bodyguards. Xill are after her! The crafty egg-implanting aliens want the phase-silk samples and the machine used to make the stuff—if they can capture the female scientist, they will. The party just looks like good egg-host material to them.

THE CACHE

While scouting or travelling on a frontier or wilderness world, the party is attacked by hostile native therodont-humanoids (orcs by any other name would grunt just as loudly) who carry high tech weapons of exotic design—even though all previous reports have described these primitive aliens as possessed of nothing more advanced than copper axes. The savages are lousy shots.

If the party defeats the attackers—as a well-equipped and alert group with star faring tech probably will do—it soon discovers that the weapons aren't any familiar make or model. They aren't in good condition, but show signs of extreme age like corroded power cells. Dirt and dust clings to inner crevices. The arms look dug up...

And that's exactly what happened. The the rodont-humanoids unearthed an ancient cache of weaponry and other equipment.

If the party loots the weapons of the fallen or searches out the cache and recovers the rest of the items there, it can sell these at a starport for a tidy profit. The artifacts are remnants of the interstellar war that destroyed the Awnoonen civilization. Ethernauts are sure to seek out the PCs if word reaches them of the discovery.

Green Knight

The party discovers the remains of some kind of large, green-skinned amphibian creature in and around a jungle blast crater or floating in a scorched bog. A few bloody scraps of high tech armor and gear nearby, sizzling with what analysis reveals to be potent digestive fluids, may suggest to a mechanic or other proficient tracker that the green predator had an explosive last meal.

The troll mutant slew and ate an Ethernaut solarian. Its stomach fluids reacted violent with the power leaky cells of the solarian's gear, and the resulting explosion blew the troll to pieces.

The solarian's will to finish his quest was so strong it became a haunt upon his death. The haunt moved to possess the batrachian troll just before the explosion and somehow the haunt's ethereal body was ripped apart with the troll's form.

Now each crawling troll-bit wants to get in the PC's backpacks, sacks, pack animals, starship, etc. if a piece, even a finger, survives and grows into miniature frog-troll, the creature will behave very strangely. The little monster is a troll, but altered by the haunt-fragment locked in its psyche. It only partly understands the haunt's mission. It refrains from attacking the PCs, but will plunder rations. The green critter writes cryptic messages inside their vessel or living quarters. If the PCs allows the creature to parley, it communicates in a croaking voice and broken Common.

Something about the quest, ancient evil, and a crashed ship in the swamps…

The Meat Maze

A cell of evil Ripper Dogs targets the party not long after the party arrives in a major city or a large space station. The ripper dogs first gather information about their prey, and then stalk the PCs. The creatures will try to trick and chase the PCs into entering a mazelike industrial part of the city or station, an area they know very well. They make full use of hard cover, remote controlled gates, ladders and stairs, ventilation hatches, steam bursts, and so on. The ripper dogs have an arrangement with a corrupt police official, who delays response to calls about their activities in return for euphoria drugs the Ripper Dogs distill from glands of the dead.

Urban Warfare

Two rival cells of Ripper Dogs fight a faction war in a crowded, semi-anarchic city. The lawful evil faction deploys a security force of modified "red dog" kobolds and maintains a shaky alliance with a family of rat-men. The evil faction's goal is to take over the city by modifying the locals with obedience implants (the ysoki wererats don't fear this technology will be turned on them, as their lycanthropic natures reject implants, with their bodies expelling foreign objects through regeneration).

A chaotic good cell of Atavists opposes the evil faction's plan. But most of the local humanoid citizens don't understand the difference in philosophy between cells and sects, and fear the savage aspect of the Atavists too much to find out more about their real goals.

One or both Ripper Dog factions may attempt to recruit a newly arrived adventuring party, as might one of the humanoid factions of the fractured city.

Enter the Dakon

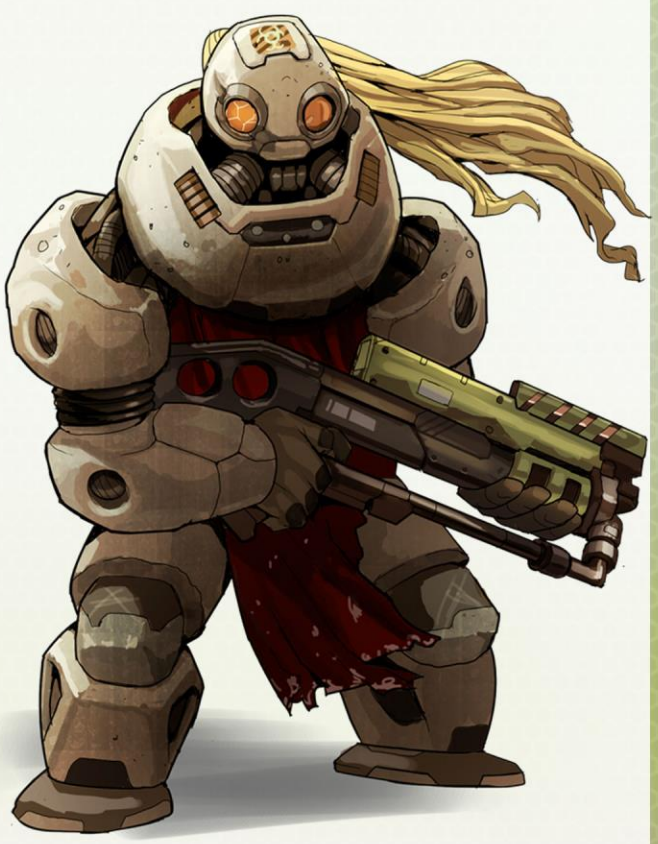
A powerful Dakon mystic has invited warriors of all sorts to his asteroid habitat stronghold, a huge metal and rock formation that's been carved to resemble a giant ape seated cross-legged in mediation, for a microgravity martial arts tournament.

Prestige and prizes await all combatants who can make it into the finals, with a big reward for the overall winner (a light starship, a magic item, a small asteroid made of precious metals, a hardsuit, or whatever else the GM likes).

A number of Ripper Dog soldiers and technomancers have come. Some might be friendly to PCs who have entered the contest, while others may try to sabotage them, seeing them as unwelcome rivals.

The Dakon mystic will fight in the final round. His silent servitors resemble apes with space helmets for heads, complete with communications antennas on top.

Combats will take place in several specialized arenas: jungle gym style spaces, hollow spheres with trapped magnetic and electrified plates going off in sequence along the walls, a vacuum cylinder, and so on.



Slime Crime

A deposed Mud Lord has developed an addictive drug based on enzymes found in Aboleth slime. The Aboleth now seeks to regain its ziggurat and its position, but taken by a rival, and is using sales of the drugs to secretly sponsor the Black Fork, an extremist movement of Qlaarpian Indigenes who have gone beyond the bounds of goodness in their quest to reclaim lands they believe the Aboleth unjustly seized. Most of the terrorists would be disgusted to learn that an Aboleth is providing them funds, and doubly so if they learned that sales of the slime drug ravaging urban Qlaarpian communities was the source of the money that bought their arms. The Aboleth Mud Lord under attack by the Black Fork has not yet learned that its old rival has returned, but any day now its spies may discover that information.

So, where do the PCs fit in? They might be hired to aid one of the two Aboleth rivals. They might also have incurred a debt to a Qlaarpian and since been asked to deliver something to a certain place…a task that could embroil them in the conflict. Good-aligned characters may decide that stopping slime drug production is a sufficient reason to enter the industrial slums and start poking their noses into others' business.

A Bloody Homecoming

Dawlogh once wore the hallowed mantle of a solarian. But the Qlaarpian hero's quest to bring justice down on the Mud Lords led him into questionable alliances and morally dubious enterprises with off world smugglers, adventurers, and other ne'er-do-wells. Dawlogh did not so much fall from grace as slide down from it. After losing his powers, he fled the system.

Now the champion has returned to his home world after years of obscurity and exile. He displays strange new powers. Dawlogh has celebrated his return with a brutal assault on a Mud Lord trading post, an attack that left multiple civilians dead.

The PCs might witness one of Dawlogh's vicious attacks and perhaps become his incidental targets if they are visiting a Mud Lord city. Friends or hirelings might die as collateral damage. They may decide to go after him for the reward the aboleth offer. The Black Fork wants to contact the fallen hero, and may attack the PCs if Black Fork leaders believe the PCs are on Dawlogh's trail.

One Dawlogh's former adventuring companions has hinted that he knows the source of the ex-solarian's new abilities and could be persuaded to tell more for a modest payment (Dawlogh has become a sort of "blackguard" after pledging his loyalty to a powerful alien being of the Lower Planes, a Lawful Evil entity that bears an ancient grudge against the aboleth species. Dawlogh's new patron communicates with him in his dreams, whispering always of the bloody reckoning to come.)

Reposession

An aboleth mystic and its minions have hijacked a mining vessel belonging to a Dwarf syndicate of the Celmae Belt.

The Dwarves want their big, expensive vessel back intact. They wish to hire the PCs as the second of two recovery teams—the other team is made up of all Dwarves in mining-armor suits.

Opposition aboard includes surgically altered Qlaarpian slaves of the mystic aboleth, programmed slimes, and the aboleth master. The mystic possesses a special attack, one the dwarves do not know about: long retractable cybernetic spine injectors filled with a preservative drug that paralyzes humanoids and animals and at the same time renders them susceptible to mind control.

The aboleth seeks to open the fabled God-Vault, a massive artifact released from Celmae's core when the world broke apart fully, forming the Celmae Belt. The mystic's studies have convinced it the vault contains a stillborn godling. With such a specimen, such materials…

VATTA LEVEL 1

Female Ethernaut Scholar Technomancer 1
CG Medium Humanoid (Human, Ethernaut)
Init +0; **Senses** Ethersight; **Perception** +2

DEFENSE **SP** 4 **HP** 9 **RP** 5

EAC 13; **KAC** 15
Fort 1; **Ref** 2; **Will** 8

OFFENSE

Speed 30
Ranged Semi-auto pistol +1(1d6 B; analog)
Technomancer Spells Known (CL 1st, ranged +0)
1st (2/day)-*jolting surge, magic missile*
0 (at will)-*dancing lights, detect magic, mending, telepathic message*

STATISTICS

Str 10(+0); **Dex** 10(+0); **Con** 8(-2); **Int** 18(+4); **Wis** 15(+3); **Cha** 12(+1)
Skills Acrobatics +2; Athletics +4; Computers +8; Engeneering +8; Life Science +8; Mysticism +6; Perception +2; Physical Science +10; Piloting +6; Profession Navigator +10; Sleight of Hand +6
Feats Basic Melee and Small Arms, Light Armor and Heavy Armor profeciency.
Languages Common,
Other Abilities ethersight; dual minded; space born; spatial sense, spell cache
Combat Gear mk one serum of healing
Other Gear Hidden Soldier Armor (level 2); Medical Kit (level 1); Industrial Backpack (level 1); Personal Comms (level 1)
Init +0; **Perception** +2

SPECIAL ABILITIES

Ethersight (Su) Vatta can see 5' into the etheral plane while on the material plane. By concentrating for 1 round, she can expand this range to 30'.
Dual Minded Vatta has a +2 racial bonus on all saving throws and an additional +2 on Will saving throws.
Spaceborn Vatta's afinity to space gives her a +2 racial bonus on all Acrobatics and Piloting skill checks.
Spaitial Sense Vatta gains a +2 bonus on Survival skill checks a +1 bonus to Reflex saving throws.
Spell Cache (Su) Vatta has an arm implant that functions as her spell cache. Once per day, she can cast one of her spells known even if she has expended all her spell slots of that spell level.

Spells Vatta can cast the following spells, each as a standard action:

Dancing Lights: Vatta can create up to four flashlight-sized lights in a 10-foot-radius area.

Detect Magic: This reveals whether creatures or objects seen within a 60-foot cone are magical and, with concentration, can determine whetherr one magical source is a spell, magic item, or other effect, and its caster level.

Jolting Surge: By touching an electronic device against a target, or touching an electrical device a target is wearing with a melee touch attack, Vatta can cause the item to surge with electricity, casuing 4d6 electrical damage to the target. Vatta gains a +2 to this attack.

Magic Missile: Vatta can fire two missiles of magical energy that automatically hit and deal 1d4+1 force damage each. If she casts this spell as a full action, Vata fires three missiles.

Telepathic Message: As a Standard Action, Vatta can telepathically communicate a short message with a target within 100 feet.

GEAR DESCRIPTIONS

Basic Medkit Atabak can use this kit to attempt a DC 25 Medicine check to treat deadly wounds.
Mk 1 Serum of Healing Drinking this serum restores 1d8 HP.

"Steve" Level 1

Male Un-man Spacefarer Mechanic 1
CG Medium Monstrous Humanoid
Init +1; **Senses** Darkvision 60'; **Perception** +4

DEFENSE **SP** 8 **HP** 12 **RP** 5

EAC 12; **KAC** 13
Fort 4; **Ref** 3; **Will** 0

OFFENSE

Speed 30
Ranged semi auto pistol +1(1d6 P; analog)

STATISTICS

Str 10(+0); **Dex** 12(+1); **Con** 15(+2); **Int** 18(+4); **Wis** 10(+0); **Cha** 8(-1)
Skills Athletics +4; Computers +8; Engeneering +8; Medicine +8; Perception +4; Physical Science +9; Piloting +5; Profession Mechanic +8
Feats Fleet
Languages Common, Unman
Other Abilities cold resistance; unman immunities; custom rig; bypass +1; darkvision 60 feet; aberrant psyche; cannot speak; AI combat drone
Other Gear tacticle semi-auto pistol with 30 small arms rounds; second skin; Credstick (14 credits)
Init +1; **Senses** Darkvision 60'; **Perception** +4

SPECIAL ABILITIES

Aberrant Psyche Un-Men gain a +2 bonus to saving throws versus fear and other mind affecting phenomena. Attempts to read their minds yield nightmare visions of dead worlds and eternal cold.
Artificial Intelligence "Steve" has a flying drone he constructed himself. It acts after "Steve's" turn each round. If "Steve" takes no actions to control the drone, it can take only a standard action to attack or a move action to move up to its speed. If "Steve" takes a move action to control it, the drone can take a standard and move action. If "Steve" takes a move and swift action to control his drone, it can take a standard, move, and swift action, or a full action.
Bypass "Steve" gains a +1 bonus to Computers and Engineering checks. This has been added to his skill bonuses above.
Cold Resistance Un-Men have Cold Resistance 5. In addition they are immune to ghoul paralysis, ghast stench, and pain effects.
Custom Rig "Steve" has a customized handheld toolkit he uses to hack systems and items. It functions as the appropriate tool for any Computers or Engineering checks he attempts. If it's destroyed, he can build a new custom rig from any technological toolkit with 1 hour of work.
Darkvision "Steve" can see up to 60 feet in total darkness.
Torpor "Steve" can hold himself so still he appears to be a statue. He can take 20 on his Stealth check to hide in plain sight as a stone statue.

Uncanny Valley Un-Men recieve a -2 racial penalty to Diplomacy checks when dealing with non Un-Men humanoids.

GEAR DESCRIPTIONS

Second Skin While wearing this armor, "Steve" can close its environmental seals and survive in a vacuum (or other harsh environment) for up to 24 hours.
Tactical Semi-Auto Pistol This weapon shoots physical bullets and can be fired nine times before it needs to be reloaded. "Steve" has 30 rounds of small arm ammunition, which can reload this or Scout's pistol.

Shwar

Drone 1
N Tiny construct
Perception +3

DEFENSE HP 10

EAC 14; **KAC** 14
Fort +0; **Ref** +5; **Will** –1

OFFENSE

Speed 30 ft., **fly** 30 ft. (Ex, average)
Ranged tactical semi-auto pistol +5 (1d6 P; analog)

STATISTICS

Str 6 (–2); **Dex** 16 (+3); **Con** —; **Int** 6 (–2); **Wis** 8 (–1); **Cha** 6 (–2)
Skills Acrobatics +7, Perception +3
Feats Weapon Focus (small arms)
Languages Common, Aklo

DRONE MODS

Camera As long as Shwar is within range of "Steve's" custom rig (2,500 feet), Quig can see through Shwar's senses (seeing whatever a typical human could see).
Flight System Shwar has a flight system included in its chassis. This grants it the flight listed with its speed.
Weapon Mount Shwar has a tactical semi-auto pistol, which can be fired nine times before "Steve" must reload it with small arm rounds.

PUBLISHING

Opal Tri Shell Level 1

Gender Fluid Qlaarpian Xenoseeker Solarian 1
LG Small Amphibious Humanoid (Water, Qlaarpian)
Init +1; **Senses** Blindsight 30' (in water); **Perception** +0

DEFENSE **SP** 8 **HP** 9 **RP** 4

EAC 15; **KAC** 17
Fort 3; **Ref** 1; **Will** 2

OFFENSE

Speed 25; Swim 30
Melee stellar sword +4 (1d6+2 S)
Ranged azimuth laser pistol +2 (1d4 F; critical burn 1d4) or frag grenade I –1 (explode [15 ft., 1d6 P, DC 7])
Offensive Abilities black hole, solar manifestation (solar weapon), supernova

STATISTICS

Str 14(+2); **Dex** 12(+1); **Con** 13(+1); **Int** 10(+0); **Wis** 10(+0); **Cha** 16(+3)
Skills Acrobatics +3; Athletics +4; Diplomacy +7; Intimidate+3; Life Science +4; Perception +0; Piloting +1; Sense Motive +4; Stealth +11
Feats Basic Melee and Small Arms, Light Armor and Heavy Armor profeciency.
Languages Common, Aquan, Qlaarp
Other Abilities high gravity adaptation; nictitating membranes; nimble faller; slapping tail; stellar mode
Combat Gear mk one serum of healing; frag grenades I (2), medpatch;
Other Gear hidden soldier armor, azimuth laser pistol with 1 battery (20 charges), beacon, re-breather, field rations (1 week), container of mud, personal comm unit, titanium alloy cable (100 ft.), credstick (38 credits)
Init +1; **Perception** +0

SPECIAL ABILITIES

Black Hole (Su) When fully attuned to graviton mode, as a standard action Opal Tri Shell can pull any number of creatures they target that are within 20 feet of them, toward them. Each target must succeed at a DC 11 Fortitude save or move 5 feet closer. This movement does not provoke attacks of opportunity. After using this power, Opal Tri Shell becomes unattuned.
High Gravity Adaptation (Ex) When in an area of high gravity, Opal Tri Shell does not suffer from fatigue, and treats their strength score as if it were 4 points higher for the purposes of carrying capacity.
Solar Manifestation (Solar Weapon) Opal Tri Shel has a mote of yellow light that orbits them. They can grab this and turn it into a solar weapon with the same ease as drawing a weapon. It is considered a one-handed advanced melee weapon that deals 1d6 slashing damage.
Stellar Mode At the beginning of Opal Tri Shell's first round in a combat, they must choose one of three modes— graviton-attuned, photon-attuned, or unattuned. If graviton- or photon-attuned, they gains 1 attunement point for the appropriate mode. Each round, they either maintains that mode (gaining another point of attunement, to a maximum of 3), or becomes unattuned (losing all attunement points, and they can then enter a new mode on the following turn). If Opal Tri Shell has 1 or 2 points in a mode, they are attuned to that mode. If they have 3 points in a mode, they are fully attuned to that mode. Some of their abilities function only when they are attuned or fully attuned to the graviton or photon mode.
When attuned in graviton mode, Opal Tri Shell gains a +1 insight bonus to their Reflex saves.
When attuned in photon mode, Opal Tri Shell gains a +1 insight bonus to damage rolls.
Nictitating Membrane Opal Tri Shell's special membranes give them a +4 bonus to gaze attacks, smoke gas, or other effects that target vision. They may reroll a failed stabilization check with a +2 bonus.
Nimble Faller Qlaarpians always land on their feet when falling from a distance, even when taking lethal damage.
Slapping Tail Opal Tri Shell can make a mele attack with their tail for 1d6 bludgeoning damage.
Supernova (Su) When Opal Tri Shell is fully attuned to photon mode, as a standard action they can deal 2d6 fire damage to all creatures within 10 feet of them (Reflex DC 11 half). After using this power, Opal Tri Shell becomes unattuned.

GEAR DESCRIPTIONS

Azimuth Laser Pistol This weapon can be fired 20 times before its battery needs to be recharged or replaced.
Beacon This handheld light increases the light level by one step in a 50-foot radius. It can operate for 10 hours before its battery must be recharged or replaced.
Medpatch Opal Tri Shell can use this to attempt an untrained Medicine check with a +10 bonus to perform the first aid, long-term stability, treat disease, or treat drugs or poison task.
Mk 1 Serum of Healing Drinking a vial of this serum restores 1d8 HP.
Titanium Alloy Cable This 100-foot-long cable is designed for climbing or securing loose cargo.

Jura — Level 1

Damsel Ezzana Ace Pilot Operative 1
CG Medium Fey (Ezzana)
Init +8; **Senses** Darkvision 60'; **Perception** +8

DEFENSE — **SP** 8 **HP** 10 **RP** 4

EAC 14; **KAC** 15
Fort 0; **Ref** 5; **Will** 3

OFFENSE

Speed 30
Melee survival knife +1(1d4+1 S; analog, operative)
Ranged semi auto tacticle pistol (1d6 P; analog) or frag grenade I –3 (explode [15 ft., 1d6 P, DC 10])
Offensive Abilities trick attack
Spells Known (CL 1st, ranged +1)
1st (1/day)-*nondetection, overheat*
constant (at will)-*detect radiation*

STATISTICS

Str 12(+0); **Dex** 17(+3); **Con** 10(+0); **Int** 12(+1); **Wis** 12(+1); **Cha** 10(+0)
Skills Acrobatics +10; Athletics +6; Bluff +5; Culture +6; Disguise +1; Engineering +6; Intimidate +1; Perception +8; Piloting +8; Profession Pilot +6; Sense Motive +6; Sleight of Hand +8; Stealth +10; Survival +4
Feats Basic Melee and Small Arms, Sniper Weapons; Skill Focus: Acrobatics; Skill Focus: Stealth; Improved Initiative; Light Armor
Languages Common, Sylvan, Ezzana
Other Abilities ghost specialization; rust rash
Combat Gear mk 1 serum of healing, frag grenade I, medpatch
Other Gear flight suit stationwear, tactical semi-auto pistol with 30 small arm rounds, survival knife, everyday clothing, field rations (1 week), hygiene kit, personal comm unit, toolkit (profession piloting), toolkit (engineering), tool kit (trapmaker), credstick (7 credits)
Init +8; **Senses** Darkvision 60'; **Perception** +8

SPECIAL ABILITIES

Cave Dweller Jura's long life in the lava vents of Ki-Sag has given members of her race the following abilities: darkvision 60'; +2 to saving throws versus smoke effects; +2 to Perception skill checks to notice unusual stonework and +4 to Stealth skill checks while underground; +1 to caster level checks while underground; ezzana spells.
Rust Rash exposure to ferrous metals causes Jura's fur to grow dirty, irritating russet splotches. when suffering from rustrash, Jura has the sickened condition.
Trick Attack As a full action, Jura can move up to 30 feet and make a single attack with a small arm (or a melee weapon with the operative special property) as a trick attack. Just before making the attack, Jura attempts a Bluff, Intimidate, or Stealth check (whichever is better for Jura) with a DC equal to 20 + the target's CR. If the skill check is successful, the attack deals 1d4 additional damage and the target is flat-footed against this attack.

Ezzana Spells as a part of their cave dwelling histories, ezzana can cast the following spells as a racial ability. The caster level check for these spells is equal to the ezzana's character level.
Detect Radiation: As a standard action, Jura can detect radiation within 120 spherical feet.
Nondetection: by casting this spell, Jura becomes difficult to detect by divination spells such as clairaudience/clairvoyance and spells with the word detect in their names.
Overheat: Jura can collect the heat from nearby bodies and devices and then release it in a thermal wave dealing 2d8 fire damage to creatures in the area.

GEAR DESCRIPTIONS

Flight Suit Stationwear While wearing this armor, Jura can close its environmental seals and survive in a vacuum (or other harsh environment) for up to 24 hours.
Medpatch Jura can use this to attempt an untrained Medicine check with a +10 bonus to perform the first aid, long-term stability, treat disease, or treat drugs or poison task.
Mk 1 Serum of Healing Drinking a vial of this serum restores 1d8 HP.
Tactical Semi-Auto Pistol This weapon can be fired nine times before it must be reloaded.
Toolkits these toolkits provide a +4 bonus to the the following skills:
Engineering-engineering; Trapmaker-mysicism or engineering to disarm traps; Profession-piloting

PUBLISHING

ATABAK LEVEL 1

Male Ripperdog Priest Mystic 1
LG Medium Aberration (Ripper dog)
Init +1; **Senses** Darkvision 60'; **Perception** +4

DEFENSE **SP** 8 **HP** 12 **RP** 5

EAC 13; **KAC** 14
Fort 2; **Ref** 1; **Will** 6

OFFENSE

Speed 30
Melee Battle Glove Cestus +2(1d4 B; analog) or
Bite +2 (1d8 P; analog)
Mystic Spells Known (CL 1st, ranged +1)
1st (3/day)-*mind thrust, mystic cure, remove condition (lesser)*
0 (at will)-*detect affliction, detect magic, telekenetic projectile, stabilize*

STATISTICS

Str 14(+2); **Dex** 12(+1); **Con** 14(+2); **Int** 13(+1); **Wis** 18(+4); **Cha** 8(-1)
Skills Athletics +2; Bluff -1; Culture +5; Diplomacy -1; Disguise -1; Intimidate +1; Life Science +7; Medicine +6; Mysticism +8; Perception +4; Physical Science +7; Perception +4; Physical Science +9; Profession Surgeon +10; Sense Motive +8; Survival +4
Feats Basic Melee and Small Arms, Expert Medic, Light Armor
Languages Common, Ripper Dog (
Other Abilities cyber talented; darkvision 60 feet; fast; healing channel; healing touch; mystic connection healing; mystic spell lesser; remove condition; stability; stink of fear
Other Gear Freebooter (level 1); Medical Kit (level 1); Industrial Backpack (level 1); Personal Comms (level 1); Hideaway Limb
Init +1; **Senses** Darkvision 60'; **Perception** +4

SPECIAL ABILITIES

Cyber Talented Atabak begins play with a cybernetic augmentation (hideaway limb), his tongue manipulator. This limb can use weapons and tools. Atabak gains a +2 circumstance bonus when implanting, repairing, or otherwise manipulating cybernetic augmentations.
Darkvision Atabak can see up to 60 feet in total darkness.
Fast When on all fours, Atabak increases his land speed by 10 feet. He cannot hold items when on all fours.
Healing Channel (Su) Atabak can spend 1 RP to restore 2d8 HP to himself (as a move action), an ally touched (as a standard action), or all allies within 30 feet (as a full action).
Healing Touch (Su) Once per day, Atabak can spend 10 minutes to restore 5 Hit Points to an ally.
Spells Atabak can cast the following spells, each as a standard action:
Detect Affliction: Atabak can determine whether a creature or object is cursed, diseased, or poisoned, and can determine the exact affliction with a successful Life Science, Medicine, or Wisdom check.
Detect Magic: This reveals whether creatures or objects seen within a 60-foot cone are magical and, with concentration, can determine whether one magical source is a spell, magic item, or other effect, and its caster level.
Mind Thrust: This spell deals 2d10 damage (Will DC 15 half)

to one creature with an Intelligence score.
Mystic Cure: With a touch, Atabak can restore 1d8+4 Hit Points to one living creature. Casting this spell doesn't provoke attacks of opportunity.
Remove Condition: Aa a Standard Action that doesn't provoke Attacks of Opportunity, Atabak can remove one of the following conditions from a target: shaken, sickened, or staggered. If the condition is the result of a disease, the condition is removed, but the disease is not cured.
Stabilize: This spell causes a dying creature that has 0 Hit Points to stabilize.
Telekinetic Projectile: Atabak can telekinetically hurl an object weighing up to 5 pounds at a target within 30 feet, making an attack roll (+1 bonus) against its KAC. If he hits, both the target and the object take 1d6 bludgeoning damage.
Stability Atabak gain a +4 bonus to KAC against Bull Rush and Trip attacks while on all fours on a solid surface.
Stink of Fear Atabak gains a +2 bonus to Intimidate checks against humanoids within 30 feet and a +2 bonus to Survival checks when tracking a shaken, frightened, or panicked creature.

GEAR DESCRIPTIONS

Basic Medkit Atabak can use this kit to attempt a DC 25 Medicine check to treat deadly wounds.
Hideaway Limb Atabak's tongue manipulators count as a hideaway limb cybernetic augmentation. He can conceal his tongue within his mouth while holding an oblect and protecting it with a passcode. When concealing objects this way, Atabak gains a +2 bonus to Sleight of Hand checks to avoid its notice.

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