

Humans

Special Abilities

Skill Bonus: As a by-product of their anatomical versatility and their cultural diversity, humans begin with 5 more skill points than members of other species do, and are allowed to start with one more broad skill. TABLE P5: HERO STARTING SKILL POINTS on page 34 gives the number of skill points and the maximum number of broad skills that a starting hero can have, based on his or her Intelligence score. For a human hero, increase those numbers by 5 and 1, respectively.

Ability Score Range

Ability	Range
STR	4/14
DEX	4/14
CON	4/14
INT	4/14
WIL	4/14
PER	4/14

Free Broad Skills

Ability	Skill
Strength	Athletics
Dexterity	Vehicle Op
Constitution	Stamina
Intelligence	Knowledge
Will	Awareness
Personality	Interaction

Austrin-Ontis Unlimited

Gun dealing, hybrid corporate stellar nation. Freedom and profit are virtues.

Game Benefits: Austrin heroes can specialize in Heavy Weapons or Modern Ranged Weapons. Any use of this skill has a -1 step.

Capital System: Powder



Borealis Republic

Philosophical aristocracy, schools of philosophy replace noble houses, educational ranks replace noble titles. The best colleges in the Concord.

Game Benefits: Borealis Heroes increase their Intelligence by 1 point to a Max of 15. All Borealis heroes automatically gain a moderate (+4) Obsessed flaw.

Capital System: Sapphire



Hatire Community

Religious fanatics and zealots, followers of an alien god named Cosimir. During GW2, they were a little more forcible about the evangelism than they are now. Philosophy and education are their virtues. They have a disdain for cybernetics and genetic manipulation.

Game Benefits: Hatire heroes begin with the Faith perk. Also the Hatire begins with a -d8 situation die for this perk.

Capital System: Haven



Insight

Formerly a subdivision of VoidCorp, betrayed them in the GW2 by selling intelligence. They are the best Gridpilots and hold the free flow of information as their highest virtue.

Game Benefits: Inseers gain a -1 step bonus to all computer activities. Insight heroes and their shadows gain a -1 step bonus on Grid action checks. They also have a +1 step penalty to real world action checks.

Capital System: Vision



Nariac Domain

Communist society that evolved on harsh worlds. Cybernetics and body modification is very prominent in this society. Allegiance to the state is their primary virtue. Since the GW2, VoidCorp has been slowly making Nariac a client state, while the Nariac have been trying to become more independent.

Game Benefits: One free cyber gear implant \$5000 or less. Monitoring implant to track the hero within the Domain. The free cyber gear does not count against the heroes' cyber tolerance. Narniac doctors gain the cybersurgery skill rank benefit for free.

Capital System: Naria



Orion League

The most diverse stellar nation, with a mixture of old earth cultures, alien cultures and cultures that were born of space travel. Diversity and multiculturalism are their virtues.

Game Benefits: Orion heroes gain a 1 point of Personality to a maximum of 15. Gain a -1 step bonus Culture broad skill or any of its specialty skills.

Capital System: Jaeger



Orlamu Theocracy

Religious society of scientists who study the Drive Space. Drive space research and stardrive development are the principle focuses. Acceptance of contradiction, gaining a better understanding of the universe and seeing the divine in the scientific theory and studies are held as virtues.

Game Benefits: Orlamu gain a -1 step bonus to all Physical Science & Navigation skills. Orlamu Mindwalkers reduce the cost of all Mindwalker broad and specialty skills by 1 point. All Orlamu Mindwalkers gain a -2 step bonus to Navcognition specialty skill.

Capital System: Prophethome



Rigunmor Star Consortium

Life, liberty and the pursuit of profit are their virtues. Merchants and traders, business men and smugglers.

Game Benefits: All Rigunmor heroes gain a -1 step bonus to all Interaction and Deception broad and specialty skill attempts.

Capital System: Bazaar



StarMech Collective

The best ship and robot builders in the Concord. Hedonistic society, robots to much of the labor in this region. They thrive on technical advancement and are more comfortable surrounded by their own robots. Technical advancement and personal pleasure are held as virtues.

Game Benefits: Gain a -1 bonus step to any use of Technical Science broad/specialty skills. Optionally, because Starmechs are hedonistic, a hero can (1) choose Oblivious flaw and receive double the number of skill points - 8 skill points, or (2) choose Obsessed flaw and gain 4/8/12 skill points.

Capital System: Delight



Thuldan Empire

Fiercely patriotic stellar nation, born of a single human's (Gregor Kent) vision of the future for mankind. Aggressively expansionist in its early history, it is the most powerful stellar nations. They embrace genetic manipulation and breeding programs. They hold personal perfection, loyalty and patriotism to the Emperor as virtues.

Game Benefits: Thuldan heroes Strength and Constitution scores have a maximum of 15. Reduce the number if drawback points by 1.

Capital System: Thuldan Prime



Union of Sol

Center of Old Space, caretakers of human history. Arrogant and nationalistic, Solars see themselves as the preservers of all that is human.

Game Benefits: Solar heroes start with 62 points for attributes.

Capital System: Sol



Voidcorp

Order is the primary virtue of VoidCorp. Nothing can be obtained before order is established. Formed from an immense corporation, it is the primary producer of computer software and hardware as well as the Grid.

Game Benefits: VoidCorp Heroes start with Business broad skill and Business-corporate specialty skill. Any use of the Business broad skill and its specialties gain a -1 step bonus.

Capital System: Catalog



Galactic Concord

Formed from donated portions of other Stellar Nations, it is the "super-nation" that was built to prevent another galactic war. Citizens of the Concord are very politically savvy. 3 major regions make up the Concord – Concord Sagittarius, Concord Taurus, Concord Prime

Game Benefits: Concordan heroes add +1 to one resistance modifier (Str, Dex, Will, or Int).

Capital System: Concord/Kropotkin/Hale



The Verge

Recently re-contacted by the Concord, the Vergers are independent and diverse. Divided up into three categories: loyalists, separatists, and the undecided.

Game Benefits: Gain an additional last resort point.



Red – Former GW2 alliance of the
Expansion Pentad

Blue – Former GW2 alliance of the
FreeSpace Alliance

Green – Former GW2 alliance of the Profit

Fraal

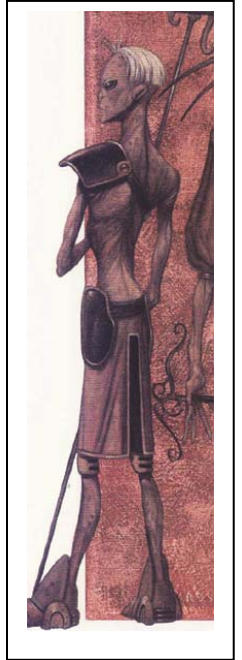
Home World: Unknown

Special Abilities

Psionic Powers: By their nature, had have extraordinary mental powers, known as psionics which other characters in the Alternity game may not be capable of possessing. (Technically, the rules in Chapter 14: Psionics are optional, but if your Game-master determines that fraal exist in his or her campaign setting, then at least some of these optional rules should also be incorporated into the campaign.)

Even if members of other species also have access to psionic skills, fraal are extremely proficient in this area—able to use more psionic power than any other characters. A fraal who is a talent, or one who is a Diplomat with Mindwalker as his secondary profession, has psionic energy points equal to his Will score (instead of one-half Will for other such characters). A fraal who selects the Mindwalker profession has psionic energy points equal to his Will score x 1.5 (instead of Will x 1).

Note that all haul receive the psionic broad skill Telepathy as one of their free skills. Since a talent can't have more than one broad skill, a fraal who is a talent is obliged to purchase his specialty skills from this category.



Ability Score Range

Ability	Range
STR	4/11
DEX	4/11
CON	4/10
INT	9/15
WIL	9/16
PER	4/15

Free Broad Skills

Ability	Skill
Dexterity	Vehicle Op
Intelligence	Knowledge
Will	Awareness, Resolve
Personality	Interaction, Telepathy

Other Notes: Longest alliance with the Humans – 400 years.

Fraal society is divided into two factions:

- **Builders** – Younger generations, pro-human alliance.
- **Wanderers** – conservative isolationist and traditionalist. Living on city ships.

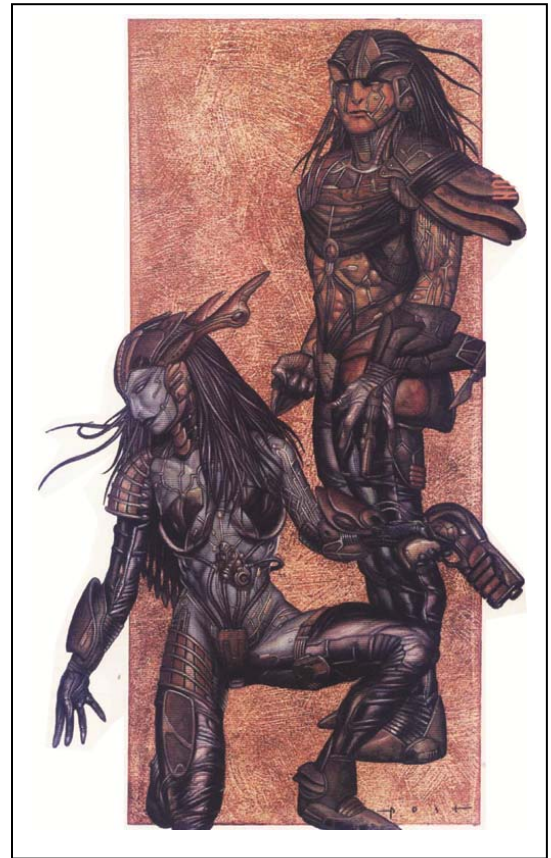
Mechalus

Special Abilities

Home World: Aleer (Rigunmor Star Consortium)

Computer Operation Skill Bonus: Mechalus receive a -1 step situation die bonus whenever they use the Knowledge-computer operation or Computer Science-hacking skills. To gain this bonus, the mechalus must merge with the computer, forming a bond through the filaments that extend from his fingers. It takes one round to complete or disengage a merge.

Cybernetic Enhancements: By their nature, mechalus have electronic technology integrated into their physiology (Technically, the rules in Chapter 15: Cybertech are optional. but if your Gamemaster determines that mechalus exist in his campaign setting. then at least some of these optional rules should also be incorporated into the campaign.) Mechalus have two neural data slots that allow them to use computer programs, an internal processor that is equivalent to a Good quality nanocomputer (see Chapter 10: Computers for details), and bio-organic circuitry that functions like a reflex device.



At the Gamemasters discretion, a mechalus hero may be equipped with, or may be able to acquire at a later date, some of the other cybernetic devices described in Chapter 15. A mechalus hero equipped with cyber gear is not subject to the chance of the cybernetic equipment being rejected by his body, and the limit to the amount of cybernetic gear he can have is based on his Constitution score +4 instead of simply his Constitution score (as is the case for heroes of other species).

Ability Score Range	
Ability	Range
STR	8/14
DEX	4/14
CON	6/14
INT	7/15
WIL	6/12
PER	4/12

Free Broad Skills

Ability	Skill
Strength	Athletics
Dexterity	Vehicle Ops
Constitution	Stamina
Intelligence	Knowledge, Comp. Sci.
Will	Awareness

Notes: 10 years prior to being contacted, the Aleerins (mechalus) annihilated an entire species in their own system. A faction called the Negationists (radical pacifists after the genocide), in their guilt, vowed to shed all bastions of their flesh and become one with the computer (blaming the flesh as the reason for their violence). This faction departed Aleerian space, merging with their ships, never to be heard from again.

Mechalus fall into three categories within Rigunmor space – *leased*, *contracted* and *independent*. Leased work between Rigunmor and Aleer. Contracted work outside Rigunmor. Independent take no long term obligations with anyone.

Sesheyans

Home World: Sheya (in VoidCorp space)

Special Abilities

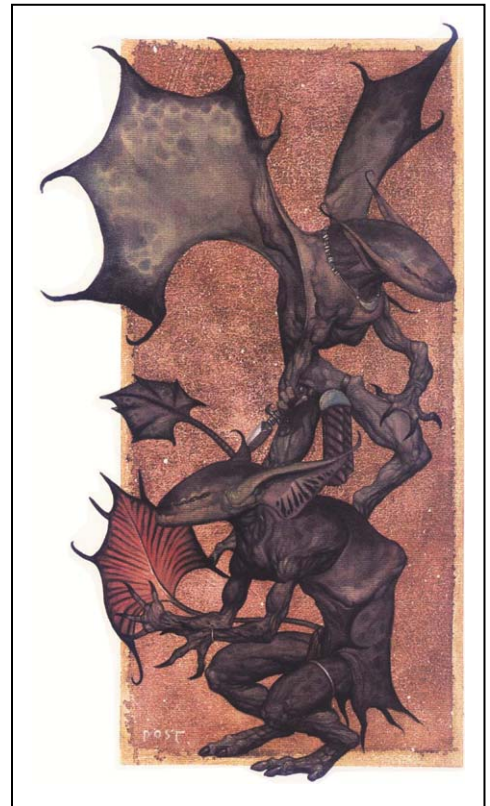
Flight: Sesheyans have natural flying ability, which they can employ in any environment with a significant atmospheric pressure (one-half that of Earth, or greater) and gravity equal to or less than Earth normal. In flight, sesheyans use the Acrobatics broad skill to make flying checks. They can purchase the flight specialty skill to improve their ability to move in the on,

Zero-g Training: Because of their natural familiarity with freefall conditions, sesheyans function in weightless or near-weightless conditions as though they have the Acrobatics-zero-g training skill at rank 1. A sesheyan who actually purchases that skill is better at performing actions in zero gravity or light gravity than characters of other species: see the zero-g training skill description in Chapter 4 for details,

Falling: As long as a sesheyan is conscious and able to use his wings, he never suffers impact damage from a fall. Instead, he simply takes flight or glides safely to the ground. If he can't use his wings, he suffers from impact damage (see page 58 in Chapter 3: Heroes in Action) like any other character.

Night Vision: A sesheyan's eyes are designed to intensify ambient light, thus allowing them to see even in near total darkness. This ability enables a sesheyan to ignore any penalties that apply to other species in situations of low illumination. Night vision doesn't function in total darkness, such as is found in a completely sealed room. and it doesn't work when a sesheyan is wearing protective goggles to protect against light sensitivity (see below).

Light Sensitivity: Because sesheyans evolved on a world without bright light, normal sunshine and illumination bothers their sensitive eyes. In light of Ordinary intensity (sunlight on a cloudy day. a moderately illuminated room). a sesheyan performs all actions with a +1 step penalty. In Good illumination (full sunshine, a brightly lit room) the penalty is +2 steps, and in Amazing light (halogen lamps, flares) the penalty is +3 steps. Special goggles (see page 134 in Chapter 9: Goods & Services) negate this penalty.



Ability Score Range	
Ability	Range
STR	6/12
DEX	7/15
CON	4/10
INT	4/12
WIL	9/15
PER	4/12

Free Broad Skills	
Ability	Skill
Strength	Melee Weapons
Dexterity	Acrobatics
Constitution	Stamina
Intelligence	Knowledge
Will	Awareness
Personality	Interaction

Notes: Most humans know the Sesheyan as assassins or slaves of VoidCorp. All Sesheyan fall into one of three categories – *indigenous, employee, and outlaw.*

T'sa

Home World: T'sa Cluster (with in the Concord Prime)

Special Abilities

Action Check Bonus: Due to their natural quickness, all T'sa heroes receive a -1 step situation die bonus to their action checks. This makes a t'sa's base action check die -d4 instead of the usual +d0.

Juryrig Bonus: Whenever a t'sa makes a Technical Science—juryrig skill check, he receives a -1 step situation die bonus, This makes a t'sa's base situation die for these checks -d4 instead of +d0.

Body Armor: All t'sa possess natural body armor that provides protection of d4+ (LI), d9 (HI), d4-1 (En)

Notes: Free Concord citizens, they enjoy more freedoms than many of the other aliens in human space. To the outside observer, however, their little region of space looks like it is governed by pure and utter chaos.



Ability Score Range

Ability	Range
STR	4/11
DEX	9/16
CON	4/10
INT	8/14
WIL	4/12
PER	4/13

Free Broad Skills

Ability	Skill
Strength	Athletics
Dexterity	Manipulation
Constitution	Stamina
Intelligence	Knowledge
Will	Awareness
Personality	Interaction

Weren

Home World: Kurg (in the Orlamu Theocracy)

Special Abilities

Superior Durability: A weren is better able to withstand physical damage than members of other species. When determining a weren's durability rating, use the character's Constitution score x 1.5 (rounding down if necessary to produce a whole number)

Natural Weapon: A weren has retractable claws at the end of his arms that can be used in combat if the character makes a successful Unarmed Attack-brawl or power martial arts skill check. The claws do damage of d4w/d4+2w/d4m (11/0), plus any Strength bonus that might apply.

Camouflage: A weren's fur shimmers and changes color to match his surroundings, making it hard to see him in natural terrain. Even in an urban setting, this natural camouflage causes the weren to blend into the background. Close up, the weren isn't hard to see unless he's perfectly still and in natural terrain. The benefit most often comes into play when observers are at a distance: the weren is hard to pick out against the background. giving opponents a +1 step penalty to ranged weapon attacks aimed against him.

Primitive Culture: Because weren come from a primitive culture and are less adaptable than other species when it comes to high technology, they receive a +2 step penalty when using any technological item from Progress Level 4 or higher. (Chapter 9: Goods & Services has definitions of Progress Levels and descriptions of equipment.)

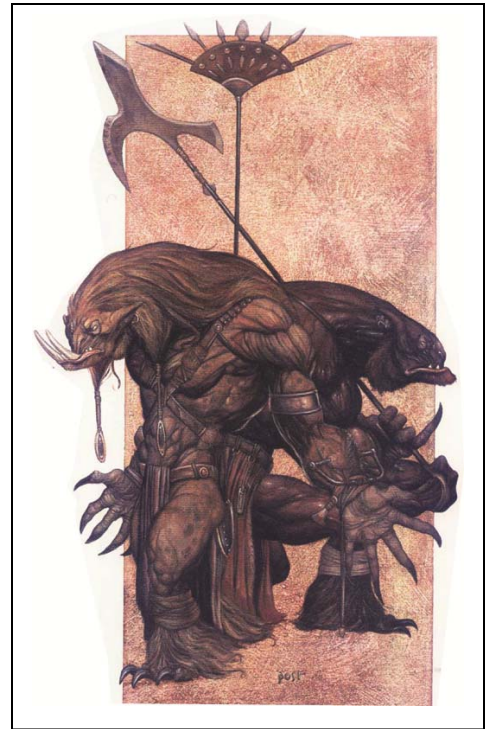
A beginning hero can reduce this penalty to +1 step for a price of 4 skill points, and the penalty can be eliminated altogether by paying 4 more skill points when the character attains 6th level or higher. Optionally, a weren hero can endure the lull +2 step penalty to start with, and then spend 8 skill points to remove it all at once when the character attains 6th level or higher. (Chapter 8: Achievements contains the rules for when it's possible for characters to use skill points to remove flaws.)

Ability Score Range

Ability	Range
STR	9/16
DEX	4/12
CON	8/16
INT	4/13
WIL	4/12
PER	4/12

Free Broad Skills

Ability	Skill
Strength	Athletics, Unarmed Attack
Constitution	Stamina
Intelligence	Knowledge
Will	Awareness
Personality	Interaction



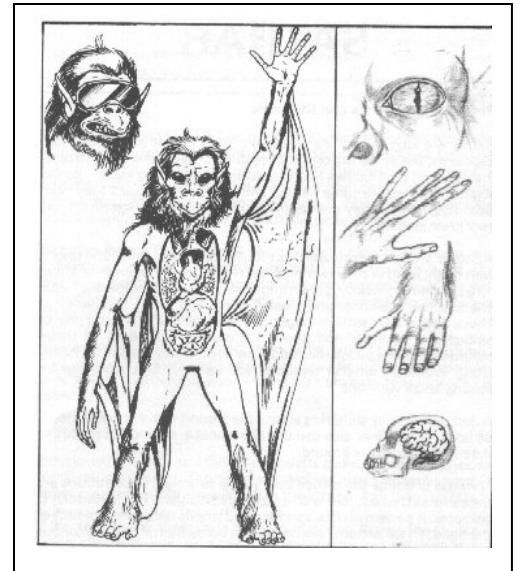
Notes: Discovered by the Orlamu Theocracy, they are close allies. They are given full Theocracy citizenship if they so choose.

Yazirian

Special Abilities

Night Vision: Yazirians' eyes are highly sensitive to light, allowing them to see in dim light as well as a cat. This sensitivity causes bright light to be uncomfortable, and yazirians must wear dark goggles when in sunlight or in settings of intense illumination. Those who do not have protective goggles in these instances suffer a +2 penalty to all actions that rely on Dexterity.

Battle Rage: The adrenal gland in a yazirian is powerful and unpredictable. At the start of a scene in which a yazirian enters melee combat, this gland sometimes releases large doses of potent adrenaline into the creature's system. This causes a condition known as "battle rage," in which the yazirian attacks with a near berserk fury. Most who have seen a yazirian enter battle rage do not relish the idea of seeing it again. Whenever a yazirian enters close quarter combat, the player should make a preliminary skill check against the yazirian's Melee Weapon or Unarmed Attack skill (whichever is appropriate for the situation). If the result score is Amazing, the yazirian falls into battle rage. While in this state, the yazirian receives a -3 bonus to all melee or unarmed attacks. (Battle rage does not enhance ranged weapon attacks.) The check for battle rage is made only once, but it lasts until the end of the Combat Scene.



Gliding: The membranes on a yazirian's side allow them to glide short distances. A yazirian can glide one meter for every one meter of height they leap from in G2 gravity conditions. This distance can be tripled in environments with a gravity rating of G1. Gliding cannot be attempted on planets with gravity ratings of G3 or higher.

The yazirian can also reduce or entirely negate falling damage by using these membranes to slow their descent. Yazirians receive a -3 bonus to the Acrobatics--fall skill check.

Ability Score Range	
Ability	Range
STR	4/12
DEX	8/16
CON	4/11
INT	4/14
WIL	6/15
PER	4/11

Free Broad Skills	
Ability	Skill
Strength	Athletics
Strength	Unarmed attack
Dexterity	Acrobatics
Intelligence	Knowledge
Will	Awareness
Personality	Interaction