

# Star Frontiers/Star Drive In True20

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## Aleerin (Mechalus)

### True 20 Conversion

**Ability Adjustments:** +1 Constitution, -1 Wisdom, -1 Charisma

**Bonus Feats:** *Cybernetic Adaptability* – An Aleerin can have an additional number of cybernetic attachments equal to his level, making you less prone to the potential negative effects of such enhancements. In a campaign in which drawbacks are in play (see p. 3 if True20 Cybernetics) the number of cybernetic enhancements that you may safely take is increased by the character's level.

**Bonus Powers:** Computer Link

**Skill Bonus:** +2 to Computer Use

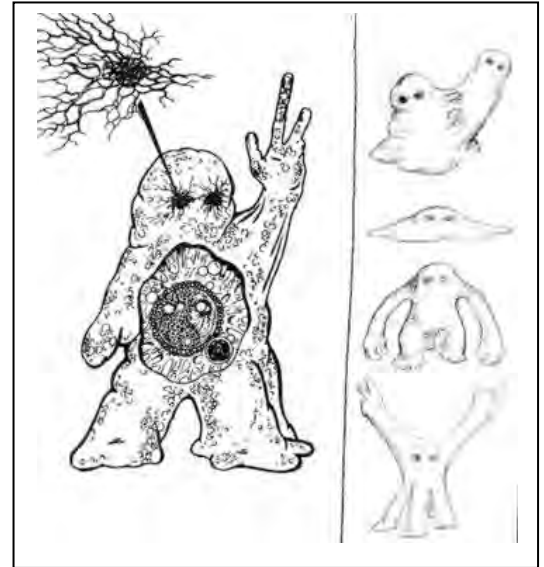
**Favored Feats:** Cybertaker (T20: Cybernetics p5), Microcomputer (T20: Cybernetics p9)



## Dralasite

The **Dralasite** took a curious path during its evolution; rather than evolving from single-celled organisms into amphibians reptiles, and other advanced creatures the **Dralasite** maintained its simple body structure. These short, bloblike **Humanoid** creatures stand about 1.3 meters tall and average one meter wide.

The external membrane that serves as their skin is dry and has the texture of fine sandpaper. This membrane ranges from dull gray to earth tones. **Dralasites** have no internal skeleton; they maintain their shape through an intricate system of muscles. This enhanced muscular system gives **Dralasites** strength superior to that of most **Humans**.



The internal organs of a **Dralasite** float freely within its body in a thick organic liquid. These include numerous hearts and a central nerve bundle that functions as the brain. **Dralasites** do not have eyes as most creatures do but "see" through an elaborate conglomeration of optical nerves called "eyespot." These eyespots collect into two dense patches on what is commonly considered the **Dralasite's** head. **Dralasites** have no lungs but breathe by diffusion of oxygen across the skin membrane. Not only do they breathe through the skin but also they acquire their sense of smell this way. With their entire body capable of processing odors, the olfactory ability is the keenest sense of a **Dralasite**. It is so refined that **Dralasites** can often recognize people and places by scent alone. Breathing through the skin does not hinder the **Dralasites'** ability to swim underwater. Absorbing air is a conscious act, and they can simply choose to "hold their breath" at any time. With no lungs **Dralasites** produce speech by expelling air past a voice box from a contracting bellows-type organ.

## History

**Dralasites** originate from the watery world of Flaginnor. This planet is more than 90% covered with water, with only a few landmasses dotting the surface. Most of the animal life on Flaginnor consists of amphibians and fish, with a handful of reptilian creatures.

The history of Flaginnor is a peaceful one. Most **Dralasites** are open to new ideas and are more concerned with discovery than with conflict and power. **Dralasites** welcomed the **Vrusk** with open pseudopods when the insectoid species initiated first contact. **Dralasites** were in their Age of Reason when the **Vrusk** arrived and had long before concluded that they were not alone in the universe. The **Vrusk** saw vast potential in the insightful ameoba-like creatures, and they helpfully tried to show them the ways of business and commerce. This attempt was unsuccessful, however, and it was not long before they realized that the **Dralasite** way of thinking was incompatible with **Vrusk** corporate philosophy. The **Vrusk** instead changed their goal to developing trade with the natives of **Flaginnor**.

The **Vrusk** took it upon themselves to teach the **Dralasites** about their advanced technology. The **Dralasites** enthusiastically absorbed the new knowledge and soon began developing technology of their own. Within a few generations, many **Dralasite** inventions surpassed those of their **Vrusk** benefactors. Over the next century, **Dralasite** technology successfully evolved from a society just on the heels of scientific discovery into one that traverses the stars.

**Dralasites** first colonized a ice-ringed world of Terledrom in the Fromeltar system. A stormy world, Terledrom is veiled in perpetual mist, and many **Dralasite** cities are carved into the walls of great river-canyons that scar the planet's surface. For some reason, the **Vrusks** insisted on sharing the world, so now it is ruled by a joint **Vrusk/Dralasite** council.

### Roleplaying

**Dralasite** society relies heavily on intellectual and philosophical disciplines. Debating and analyzing situations are favorite pastimes to a **Dralasite**. Their search for knowledge and understanding far outweighs the search for wealth and power, and greed is a rare attribute to find in this race. Money does not imply status in **Dralasite** cultures. The general acceptance of one's ideas is a far more significant gauge of prestige than possessions.

**Dralasite** characters place a high value on humor. Unfortunately, the humor that **Dralasites** enjoy is often dry and simplistic. This leads to a common phrase among other species--"Easier than amusing a **Dralasite**" employed when describing the simplicity of a task.

Clothing is not an important factor in **Dralasite** cultures, as it can make breathing difficult. Equipment is often carried on web or utility belts. **Dralasites** eat by osmosis, absorbing the food into their bodies where it is digested by one of their many stomachs.

All **Dralasites** are hermaphroditic, alternating between both male and female stages during their lifetime. By TR 5, the **Dralasites** developed pharmaceuticals that allow individual **Dralasites** to control these stages. Reproduction occurs through a process known as "budding." The male expels reproductive spores that become attached to a female. These cells then germinate into a new individual. This embryo grows on the mother for about three months before detaching as a unique, infant **Dralasite**.

While they are very social creatures, the nuclear family unit is unknown to the **Dralasites**. Communities share responsibility for raising the young, and the concepts of "father," "mother," and "sibling" are strange to them.

## Dralasite <sup>True20</sup>

### True 20 Conversion

**Ability Adjustments:** -1 Dexterity, +1 Constitution

**Favored Feats:** *Improved Elasticity*

**Special Abilities:** Darkvision 60ft, Scent (T20 Core132), *Elasticity*

**Skill Bonus:** (*Lie Detection*)- +2 to Bluff and Sense Motive

**Speed:** 20 ft standard movement.

**Armor Restrictions:** Armor costs increase +1.

**Gas Attack Vulnerability:** -4 penalty to Fortitude vs. gas attacks.



### Elasticity

#### Prerequisite: Dralasite

A **Dralasite's** stretchable skin is supported by complex muscle structure. Regardless of its shape, the **Dralasite's** body cannot be thinner than 1 ft and cannot expand beyond 5ft. A **Dralasite** can grow arms and legs to for handling objects and walking, and it can absorb limbs it no longer needs. A **Dralasite** can grow a number of limbs equal to 5 + dexterity bonus(max 8). The **Dralasite** must decide whether the limb is an arm or a leg when it is grown. Growing and absorbing takes a move action.

A limb can be up to 3 ft long and no less than 3 inches thick. Fingers for handling items can be up to 3 inches long and no less than a half inch. A **Dralasite** does not get extra attacks for having extra arms. However, it can use its extra arms to grasp items, including weapons which then don't need to be drawn or stowed. A **Dralasite** with 3 or more free arms gains a +4 to grapple checks. A **Dralasite** with no legs or more than 2 legs gains a +4 stability bonus on checks to resist bull rush and trip actions.

### Improved Elasticity

#### Prerequisite: Dralasite

A **Dralasite** becomes skilled enough at his Elasticity ability to gain certain new benefits. He gains a +10 bonus on Escape Artist checks. Moreover, he can squeeze through an opening or passage one-tenth as wide and tall as your height in inches. For example, a 6-foot-tall character (72 inches) can squeeze through a 7-inch-Wide, 7-Inch-tall opening or passage. A **Dralasite** using this feat to move through a tight space moves at one-quarter normal speed.

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### Fraal <sup>True20</sup>

#### True 20 Conversion

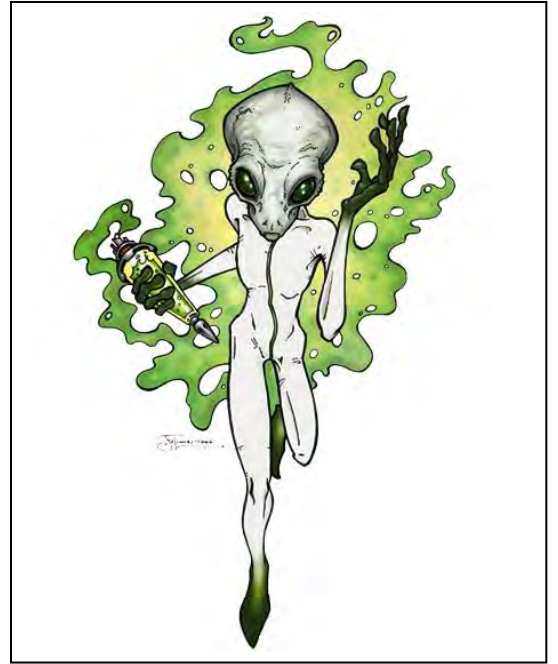
**Ability Adjustments:** -1 Strength, -2 Constitution, +1 Intelligence, +1 Wisdom, +1 Charism

**Bonus Feats:** Adaptation (Low Gravity), Iron Will

**Bonus Powers:** Mind Touch

**Favored Power:** Mind Touch (Treat total level as adept level for this power)

**Size:** Small size. +1 size bonus to Toughness checks



## Humma

Average Size 2.5 meters tall

Average Mass 90 kilograms

Average Lifespan 210 years

Reproductive System hermaphroditic, viviparous

Body Temperature 38 degrees Celsius

The body of a **Humma** is pear-shaped with a short, blunt head, no visible neck, narrow shoulders, unusually short arms, a stocky trunk, and wide hips with powerful legs. The face has a muzzle, with both feline and canine features. The body is covered with matted fur, usually dull brown. The hands are hairless. The feet are



long and tough. **Humma** walk on the balls and toes of their feet, which gives them their extra height. They are able to jump an incredible distance. Their short arms can hold a rifle but are not suited for melee weapons.

They have evolved with an agile and strong prehensile tail with which they can deliver a sound blow or use a melee weapon. **Humma** are warm-blooded but they are not mammals; their physiology and life cycle are unique. Young **Humma** are female. After they have borne a single child (all **Humma** bear one child in their lifetime) they change into males. When **Humma** approach 170 years of age they undergo another change into a neuter stage and remain neuter until death.

**Humma** hearing and sight are equivalent to **Human** standards. Their sense of smell and touch are not as acute as most of the other races, while their sense of taste is completely dull. This lack of smell and taste, combined with their tough digestive system, means they can eat almost anything that is vaguely edible.

The **Humma** language is an ugly one, full of grunts and guttural noises. It is not an easy language to learn; **Vrusk** and **Ifshnits**, particularly, have a difficult time with it.

### History

The **Humma** homeworld's history is steeped in civil and interspecies war. Called **Hummat**, it sits in the center of a small cluster of colonies along the edge of Zebulon's Expanse. Originally independent, the **Sathar** incursions drove the **Humma** to finally join the Rim Coalition, along with the **Osakars** and the **Ifshnits**.

**Humma** society is feudal with the equivalent of a king (called the Highest One) and royalty (Higher Ones, High Ones, and so forth). The fealty they owe their superiors is a very serious matter with them. **Humma** are usually

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named after their forebears or the houses they serve (Glaxchild, Klud of Arius, etc.). The lineage of a **Humma** is important to him and a source of pride.

### **Roleplaying**

There is little that they enjoy more than a good brawl. **Humma** have an almost fatalistic, "it is a good day to die," attitude which not only makes them deadly warriors but leads them to entertain themselves in most illicit fashions. They are carousers without peers.

In the last few decades the pride and honor that **Humma** have traditionally assigned to feats of war have come to include accomplishments in technical and scientific areas and explorations. There is even a house, Platget, that now sends out its descendants to become Star Law Rangers.



## Humma <sup>True20</sup>

### True 20 Conversion

**Ability Adjustments:** +1 Strength, +1 Dexterity, -1 Wisdom, -1 Charisma

**Bonus Feats:** *Poison Resistance, Improved Jump*

**Favored Feats:** Spring Attack (T20: WH p22), *Improved Prehensile Tail*

**Extra Limb:** *Prehensile Tail*

### Prehensile Tail

A prehensile tail grants a +2 mutation bonus on Balance checks. It can also grasp and manipulate a simple object up to one size category smaller than the creature's size category. For example, a Medium-size creature can use its prehensile tail to grasp and manipulate an object of up to Small size. A prehensile tail cannot be used to operate a piece of equipment that requires opposable digits or fine motor control (such as a cell phone). The **Humma** can "hang" from its prehensile tail indefinitely by wrapping it around a larger object, thereby freeing up its other limbs. The prehensile tail isn't dexterous or strong enough to fire ranged weapons or make melee attacks, however.

### Poison Resistance

**Prerequisites:** Humma

**Benefits:** +4 to Fortitude Checks vs. Poisons

### Improved Jump

**Prerequisites:** Humma

**Benefits:** +4 to jump checks

### Improved Prehensile Tail

**Prerequisite:** Str 13+

A **Humma** with this feat can grip a small melee weapon and use it.

**Benefits:** The **Humma** can use his tail as as an extra single attack at using Base attack -2.

## Ifshnit

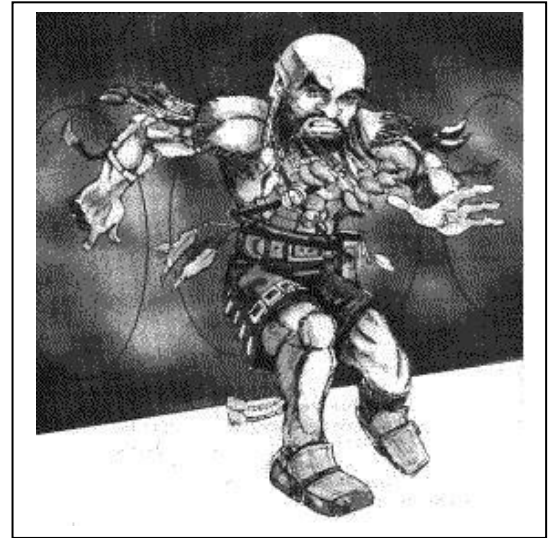
Average Size 1.0 meters tall

Average Mass 30 kilograms

Average Lifespan 150 years

Reproductive System heterosexual, viviparous

Body Temperature 32 degrees Celsius



**Ifshnits** are short, hairy **Humanoids**. They are bipedal, symmetrical mammals that look like tiny **Humans** in hair coats. All **Ifshnits** have bald pates, moustaches, and long, silky hair over the rest of their bodies.

This body hair can be any color but is seldom different shades on the same body. All males have long and ornate beards, usually of a different shade than the rest of the body hair. The body hair of both sexes is usually worn in intricate braids. Each **Ifshnit** clan braids its hair differently. **Ifshnit** hands and feet are covered with short hair, except for their palms and soles, which are bare and padded. This short hair is slightly darker than the rest of the body hair. Their hands have three fingers and an opposing thumb, the feet have four toes.

**Ifshnits** are herbivores and the thought of eating another creature is utterly revolting to them. Because of their vegetarian diet they are constantly nibbling instead of eating meals.

Because of their small size **Ifshnits** cannot use many large items, including normal rifles.

**Ifshnits** have normal senses of hearing, touch, and taste. They have almost no sense of smell and have a hard time understanding the concept of scent. Their eyes are masterpieces of biological engineering. A fast-closing inner lid closes instantly if exposed to bright light, preventing the **Ifshnit** from being blinded (many exobiologists believe **Ifshnits** evolved under intense sunlight). Their night sight is no better than a **Human's**.

**Ifshnits** have a lilting, piping voice that is best described as cute. Their language is intricate, but is compatible with most races' linguistic abilities (except the **Humma**).

## History

**Ifshnits** are the major race in the Capella system of the Rim Coalition. They founded the Capellan Free Merchants, which in turn founded the Rim Coalition. They see themselves as independent from the United Planetary Federation formed by the **Vrusks** and their allies, but few others do. Their strange, polite dickering is known and welcome on most planets. Due to their origins, **Ifshnits** are fiercely independent. They like neither

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mega-corps nor cadres. They live in small family clans and are governed by a committee that changes continually.

**Ifshnits** believe that this is the last corporeal existence they will have. Their concept of an afterlife is one of pure thought mixed with gentler emotions. As a part of this belief they tend to ignore the sensual pleasures of life. Their favorite pastimes include games (they love competition), storytelling, and bartering for goods. They adapt very well to living and working in space. Dorem Dasak, the famous **Dralasite** philosopher and historian, has named them "The race of the future, they who will inherit!"

### **Ifshnits** True20

#### **True 20 Conversion**

**Ability Adjustments:** -1 Strength, -1 Constitution, +2 Intelligence

**Bonus Feats:** *Blinded Immunity*, Skill Focus (Knowledge: Business), Skill Focus (Knowledge: Diplomacy)

**Favored Feats:** Master Hagglor (T20 EH p55), Merchant's Eye (T20 EH p56)

**Size:** Small (T20 Core p121)

#### **Blinded Immunity**

**Prerequisites:** **Ifshnit**

**Benefits:** **Ifshnits** cannot be blinded by any light, as their inner eyelids snap shut instantly. They cannot see during the turn a light flashes brightly, but their eyesight will be normal the following turn. This effective makes the **Ifshnit** immune to Blinded effects or conditions.

## Osakars

Average Size 3 meters tall

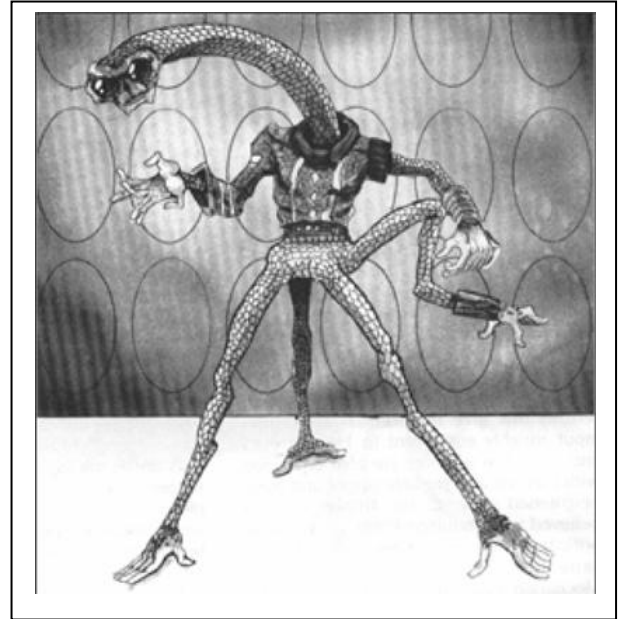
Average Mass 100 kilograms

Average Lifespan 225 years

Reproductive System parthenogenesis

Body Temperature 42 degrees Celsius

**Osakar** are very tall, long-limbed creatures. Four legs grow symmetrically from the lower portion of their barrel-shaped bodies and constitute 65% of their height. Each leg has two opposing knees and can fold up to lower the **Osakar** to a height of a little under 2 meters.



**Osakar** have two arms with shoulder joints similar to those of a **Vrusk**, but they aren't double jointed. The hands are short and powerful with five fingers (each finger has five knuckles) and two opposing thumbs (each thumb has three knuckles). The **Osakar** head is set slightly forward of the shoulders on a long, thick, muscular neck. This neck can turn the head straight back, so the **Osakar** can easily look behind itself. The **Osakar** head has a very flat face with little detail. The two eyes are totally black. The nose is an intricately baffled vertical opening. The mouth is a mere slit containing hard, bony ridges used for chewing. Two opposing tongues, one on either side of the mouth, can be seen.

The **Osakar** epidermis is made up of thousands of large white, hard, plate-like cells that are shingled downward all over the body. They resemble a huge, white plant more than any animal. **Osakar** have only one sex, which is considered female and new individuals are developed from unfertilized eggs. To all other races **Osakar** appear completely identical, like clones.

**Osakar** have vision, hearing, and a sense of touch comparable to that of mankind. They have the finest sense of taste and smell on the Expanse (see Special Abilities).

**Osakar** speak a strange language that is quite beautiful. The two tongues produce sounds no other race can make and the use of their baffled nose-hole adds exotic fluting which is entrancing. They have no problem learning to speak new languages.

## History

The incredible physical similarities between **Osakars** has an interesting impact on **Osakar** society. All **Osakar** are absolutely equal and have the same rights. They are the only race that has achieved perfect equality. Their lack

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of distinguishing features not only reinforces this equality, but also channels their natural inclination toward individuality in a most unusual direction. No two **Osakar** sound alike, the inflection and tone of their voice being unmistakably different. Some even adopt other languages permanently.

Their desire to be different also manifests itself in their religious beliefs. Every known religion in the galaxy, including ancient and "forgotten" religions, is being practiced by at least one **Osakar**. All **Osakar** are fervently religious, but the religion itself is not as important as the fact that the **Osakar** believes in it.

But the **Osakar** desire for individualism is most notably expressed in their apparel. While **Osakar** can live comfortably in most climates without clothing, apparel accounts for a major portion of their personal expenses. They absolutely love fashion. Gaudy, tasteful, tacky, luxurious, the range of **Osakar** apparel is without limits and changes continuously. (**Osakar** characters must spend at least 20% of their income on clothing and accessories.) **Osakar** do not limit their outfits to one gender or species; any clothing that fits, from any culture or time period, may be worn by an **Osakar**.

### **Osakar** True20

#### **True 20 Conversion**

**Ability Adjustments:** +1 Constitution, +1 Dexterity, -2 Charisma

**Bonus Feats:** Skill Focus (Climb), Skill Training (Languages)

**Bonus Powers:** *Scent* (T20 p 132)

**Favored Feats:** Mimic

**Speed:** Increased Speed +5 ft base movement

**Darkvision:** 60 ft

#### **Mimic**

**Prerequisite:** **Osakar**

With this feat, an **Osakar** can mimic any voice or sound it has heard, anytime it likes. Listeners must succeed on a Will save (DC equal to 10 + the **Osakar**'s level) to detect the ruse.

## Sesheyan <sup>True20</sup>

### True 20 Conversion

**Ability Adjustments:** +1 Dexterity, -1 Charisma

**Bonus Feats:** *Control Descent*, Skill Focus (Stealth)

**Favored Feats:** Track, Slow Fall\*

**Speed:** 30 feet on land. Fly 30 feet in light armor\*

**Darkvision:** 120 ft

\* **Fly:** A Sesheyan's Fly speed drops to 20 ft. (poor) in medium armor. A sesheyan cannot fly when wearing heavy or powered armor or when carrying a medium or heavy load.

\* **Slow Fall:** User character level for purposes of this feat.

**Armor Restrictions:** A sesheyan cannot wear armor designed for other species. A sesheyan wearing heavy or powered armor cannot fly.

**Light Sensitivity:** Abrupt exposure to bright light (such as sunlight) blinds a sesheyan for 1 round. On subsequent rounds, sesheyans take a -1 penalty on all attack rolls, saves, and checks while operating in bright light. Wearing dark-tinted goggles (purchase DC 6) negates the effects of light blindness.

**Technophobic:** Sesheyans are technophobic creatures. They take a -4 species penalty on skill checks that require an understanding of technological items, including Computer Use, Craft (electronic), Craft (mechanical), Craft (Demolitions), Disable Device, Drive, Knowledge (technology), and Pilot.



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## T'sa <sup>True20</sup>

### True 20 Conversion

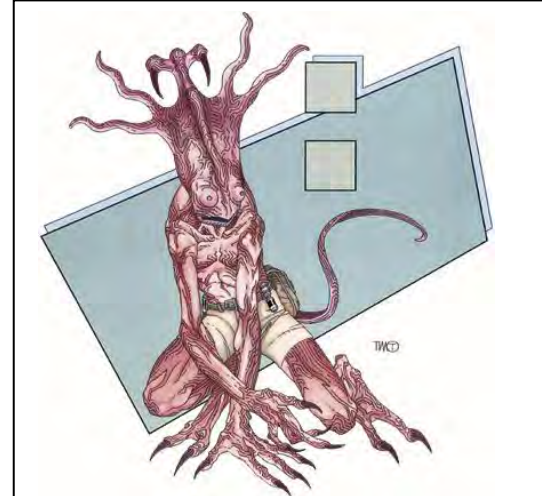
**Ability Adjustments:** -1 Strength. +1 Dexterity. -1 Wisdom. +1 Charisma

**Bonus Feats:** Talented (Disable Device, Craft), Improved Initiative

**Favored Feats:** Skill Mastery, Improved Feint (EHB 53)

**Natural Armor:** T'sa natural body armor grants a +1 natural armor bonus to Toughness.

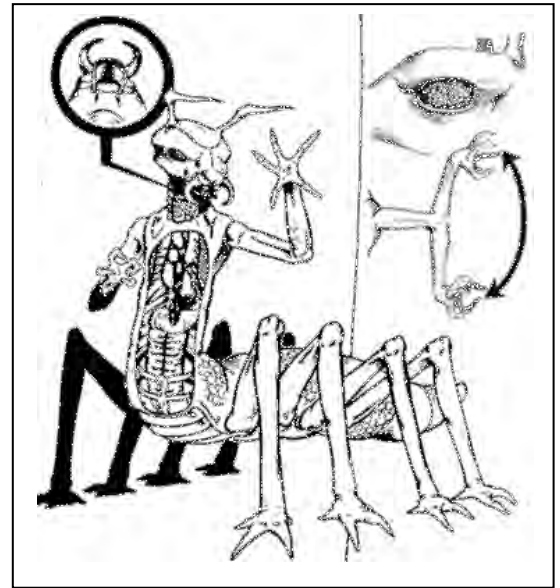
**Size:** Small (T20 Core p121)



## Vrusk

First contact with a **Vrusk** can be unnerving. These insectoid lifeforms stand on eight spindly legs protruding from a 1.5-meter-long abdomen. A **Vrusk's** torso, or thorax, extends upright from their abdomen. Two arms supporting five-fingered hands are attached to the thorax, with one on each side. These double jointed arms can reach any point on the **Vrusk's** body and can even rotate in a complete circle.

The bulbous head of a **Vrusk** is entirely insectlike, complete with two antennae, large multifaceted eyes, and four mandibles around its mouth. A **Vrusk's** eyesight is roughly equivalent to that of a **Human**, with the same field of vision. **Vrusk** antennae function as olfactory organs, giving them a slightly better sense of smell than **Humans** have. The mandibles of a **Vrusk** are used for tearing and manipulating food. Although they carry a sharp edge, they inflict no more damage than does a **Human's** bite.



A hard, chitinous exoskeleton covers the **Vrusk** body. While the exoskeleton protects a **Vrusk** from the minor scrapes and bruises to which a **Human** would be susceptible, it is not strong enough to prevent stun, wound, or mortal damage. Every few years during adulthood, and much more frequently in youth, **Vrusk** molt to gain a new carapace. **Vrusk** also have an internal skeletal system made of calcium phosphate to support their large frame.

**Vrusk** females give birth by oviparity, laying a clutch of one to three leathery eggs. The eggs are then incubated by one of the parents until they hatch. Machines that can incubate the eggs are available by TR 4, but most **Vrusk** disapprove of this method of bringing offspring to term.

### History

**Vrusk** society developed into structured organizations early in their history. As early as Tech Rating 2 on their homeworld, capitalism was nearly universal. Corporations had already begun to shape society, and sovereign power had given way to business elected democracies. Businesses continued to grow in size and power until the **Vrusk** Industrial Age and the time of the Corporate Wars. This conflict stemmed from heavy contention between the major oligopolies as each tried to drive competitors out of business. Hostilities between the corporations continued to mount until violent confrontations and corporate espionage became commonplace. When it became apparent that their society was about to tear itself apart, the **Vrusk** sensibly backed off and went through a paradigm shift in how they viewed corporate competition. Rather than trying to drive all other competitive organizations out of business, many corporations simply became specialized in what they did best, relying on other corporations to supply them with the additional services they needed. Thus were born the **Vrusk trade**



**houses.** Other corporations narrowed their focus to a few products and services but became completely self sufficient. Biologically related families became less important as the corporations became the "family" of their employees. As unorthodox as this social structure might seem to **Humans** and many other species, it promoted peace among the **Vrusk** and allowed their society to flourish.

When most **Vrusk** think of home, they imagine the honeycombed mountains of K'zah-Kit, the homeworld they commonly speak of, located in the K'aken-Kar system. However, the closely guarded secret is that K'arek-Kar system holds their true homeworld, K'oriz-Ka. This has been a secret among all **Vrusks** since their allies the **Tetrarchs** departed.

. In addition to hollowed-out mountains holding city-sized warrens, K'zah-Kit features tremendous surface winds and vast white deserts speckled with bizarre, wind-worn rock formations.

### Roleplaying

The intimidating appearance of a **Vrusk** is normally misleading. **Vrusk** are social creatures with a highly organized society. **Vrusk** are cunning at business and usually devote their entire lives to the company or organization for which they work. In, their company dictates where the **Vrusk** lives, what type of career they have, who they associate with, and more. While most sentient races would find this arrangement intolerable, **Vrusk** welcome the company interaction, and think of .non-**Vrusk** companies as weak and poorly structured.

Companies in **Vrusk** society fall into two categories: conglomerates and trade houses. Conglomerates are organizations that employ all the skills necessary for the company to function with internal resources only. A conglomerate would have divisions dedicated to finance, legal, construction, sales, etc. A conglomerate rarely needs to hire out for a skill that is not already found internally. Trade houses, on the other hand, are highly specialized corporations that excel in one skill area. A single trade house might focus its entire business on travel arrangements, gridcaster manufacturing, or another specialized market. These organizations hire the needed skills from other trade houses, who have working relationships with each other. For instance, a trade house that manufactures induction engines might hire another trade house to take care of their accounting.

**Vrusk** heroes often begin to treat the companions they adventure with as part of their company, and as such, family. When this type of trusting relationship is built, few allies can be better than a **Vrusk**. Their dedication to the company they work for and their friends means more to them than personal safety. The common ideal **Vrusk** lifestyle is to be successful in business and to live in peace and harmony. They usually avoid confrontational situations but aggressively defend and fight for the success of their company.

Naturally, **Vrusk** heroes make excellent Diplomats. Since companies need all types of services, there are appropriate **Vrusk** careers in other professions as well. **Vrusk** have the potential to make good Mindwalkers.

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Since this position is not commonly needed in most companies, however, finding **Vrusk** dedicated to this practice is rare. **Vrusk** who take on a life of adventuring are either working for the good of their company or have left their company and the standard **Vrusk** lifestyle behind, finding it to constricting.

## Vrusk<sup>True20</sup>

### True 20 Conversion

**Ability Adjustments:** -1 Strength, +1 Intelligence. +1 Wisdom.

**Bonus Feats:** *Stability*, Talented (two Knowledge skills where one is Business).

**Favored Feats:** Eidetic memory, Fount of knowledge (T20 EHB p 51)

**Natural Armor:** A **Vrusk**'s hard carapace provides a +3 natural armor bonus to Toughness.

**Darkvision:** 60ft



**Armor and Weapon Restrictions:** A **Vrusk** cannot wear armor designed

for other species. A **Vrusk** relies on his natural armor for protection, and worn armor must be specially tailored to a **Vrusk**'s unique physiology: increase the purchase DC of **Vrusk** armor by +1.

Because of their unusual hand structure, **Vrusk** have trouble wielding weapons not designed specifically for them.

A **Vrusk** takes a -4 penalty on attack rolls made with non-**Vrusk** weapons unless he has the Alien Weapons Proficiency feat. A **Vrusk**-made weapon costs the same and has the same statistics as its non**Vrusk** counterpart.

**Swim Penalty:** **Vrusk** are poor swimmers and take a -4 penalty on Swim checks.

### Stability

**Prerequisites:** **Vrusk**

**Benefits:** A **Vrusk**'s eight legs grant it a +4 stability bonus on checks made to resist rush and trip attempts.

## Weren <sup>True20</sup>

### True 20 Conversion

**Ability Adjustments:** +2 Strength, -1 Dexterity, +1 Constitution

**Bonus Feats:** Night Vision

**Favored Feats:** Cleave, Diehard

**Size:** Large. **Weren** take a -1 size penalty to Defense, a -1 size penalty on attack rolls, and a -4 size penalty on Hide checks. They gain a +4 size bonus on grapple checks. Their lifting and carrying limits are twice those of a Medium-size character. **Weren** must use two hands to wield a Huge weapon, and light weapons for them are Medium-size. **Weren** occupy a 5-foot-by-5 foot fighting space and have a natural reach of 10 feet.

**Armor and Weapon Restrictions:** A **Weren** cannot wear armor designed for other species. **Weren** armor is larger and costs more than similar armor sized for a Medium-size character: increase the purchase DC of **Weren** armor by -2. **Weren** cannot effectively wield Small or smaller weapons.

**Natural Attack +2 (Claws):** A **Weren** have retractable claws that can be used in combat. (Extending or retracting the claws is a free action.) Each successful claw attack deals +2 damage bonus of lethal slashing damage plus the **Weren's** Strength modifier. A **Weren** making a claw attack is considered armed.

**Natural Camouflage:** A **Weren's** fur shimmers and changes color to match his surroundings. Even in an urban setting, this natural camouflage helps the **Weren** blend into the background. If the **Weren** doesn't take more than a 5-foot step on his turn, he gains a +4 bonus on his Stealth checks. (This bonus offsets the **Weren's** -4 size penalty on Hide checks.)

Level Adjustment: +1



Star Frontiers/Star Drive In True20

## Yazirian

A **yazirian** looks like a tall, slender ape with a lion-like mane surrounding its head and pointed ears. Unlike an ape, however, the posture of a **yazirian** is completely upright, similar to a **Human**. A membrane of flesh akin to a flying squirrel runs along both sides of its body, extending from the hands down to its lower legs. When the **yazirian** raises its arms, this flap of skin is stretched taut and forms makeshift wings that can be used for gliding short distances. The entire body of a **yazirian** is covered with short, soft hair, with the exception of the lower arms and legs, where the hair is long and shaggy.

### History

**Yazirian** society is centered around clans. These informal groups of related individuals were the cornerstone of early **yazirian** society but become less important later in their evolution. The history of the **yazirian** forest homeworld (called Yazi) is filled with wars and skirmishes between rival clans. As the technology level of **yazirians** grew, the number of between clans fell. Cities began to spring up in the dense forests across the planet, giving rise to **yazirian** independence of the clans and the feuds that accompanied them. **Yazirians** pursued technological advancement with the same vigor they gave to the clan feuds, allowing them to emerge quickly into their Industrial Age. Eventually they developed FTL travel, though there is speculation that the **yazirian** designers secretly used technology from an alien spacecraft that crashed on their planet. Now capable of interstellar travel, large groups of **yazirian** colonists immediately began to explore and colonize the nearby systems. Hakosoar of the Scree Fron system is considered the second most advanced **Yazirian** world in the region.

### Roleplaying

The **yazirians** are an energetic species, driven by a strong passion for life. While highly motivated to the task at hand, **yazirians** are characteristically short tempered. **Yazirians** are quick to make decisions and even quicker to act upon them. This attitude makes them excellent Combat Specs and Free Agents, but few are suited to fill the roll of a Diplomat. While many make good Tech Ops, some find this profession not dynamic enough to motivate them.

One of the oldest traditions in yazirian culture is that of choosing a "life-enemy." Classically, a life-enemy was a rival clan. As yazirian civilization grew, many other adversaries are chosen as life-enemies. For instance, a soldier might choose the sathar as a life-enemy, while a trader might choose a competitor. The goal of a yazirian is to defeat, in one way or another, his life-enemy. The soldier might simply desire to eradicate all sathar, while the trader tries to overcome his competitor in business. While most yazirians still follow this tradition, choosing a life-enemy is not necessary for heroes.



## Yazirian <sup>True20</sup>

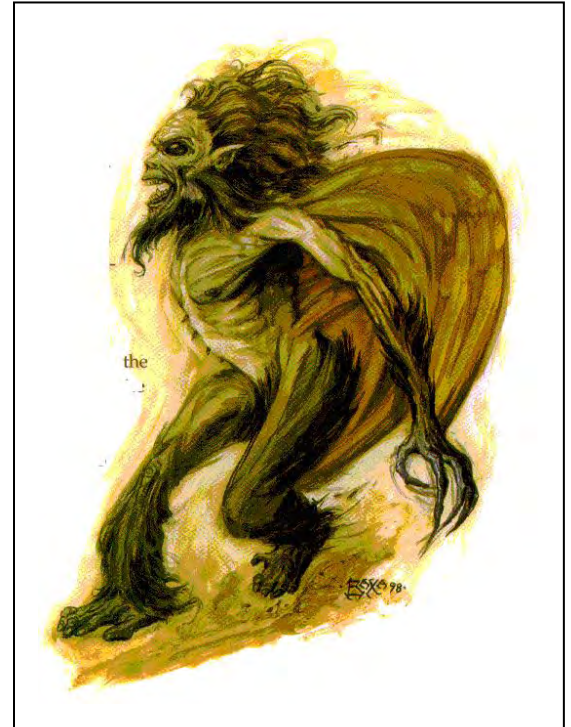
### True 20 Conversion

**Ability Adjustments:** +1 Dexterity, -1 Intelligence, -1 Charisma

**Bonus Feats:** Rage, Improved Grab, Night Vision

**Favored Feats:** Critical Strike (against Life Enemy)

**Glide:** A **yazirian** can use his wing flaps to land safely from any height, provided he has room to spread his flaps and slow his descent. A **yazirian** cannot effectively slow his descent if confined to an area narrower than 30 feet in diameter (such as a 10-foot-wide shaft); in such cases, he falls and takes normal falling damage. A **yazirian** applies a +20 bonus on Jump checks when using his wing flaps to assist a long jump; this bonus does not apply to high jumps, however. A **yazirian** wearing heavy or powered armor or carrying a medium or heavy load cannot glide.



**Life-Enemy:** When a **yazirian** reaches adolescence, he may choose a life-enemy. Once selected, the life-enemy cannot be changed. This life-enemy may include all members of a particular species (sesheyans, for example) or any creature with a particular allegiance. The **yazirian** gains a +2 bonus on Bluff, Intimidate, Notice, Sense Motive, and Survival checks when using these skills against his life-enemy. Likewise, he gets a +1 bonus on weapon damage rolls against such creatures. A **yazirian** cannot choose "**yazirian**" as his life-enemy, although he may choose **yazirians** of a particular allegiance (including members of a rival clan).

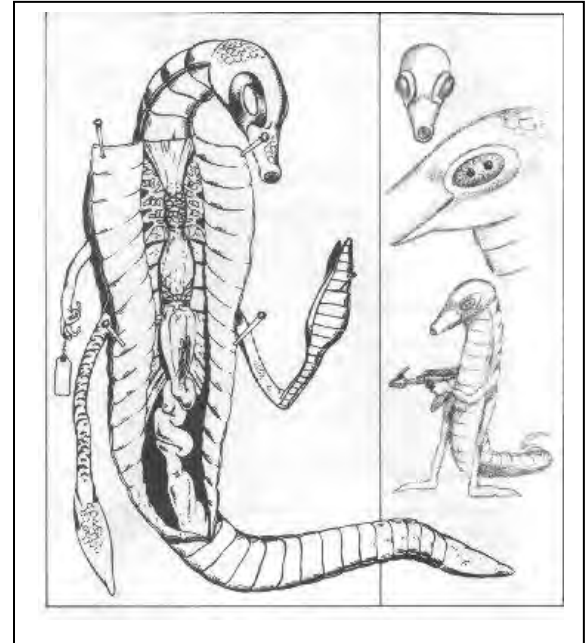
**Armor Restrictions:** A **yazirian** cannot wear armor designed for other species, Furthermore, a **yazirian** cannot use his wing flaps to glide when wearing heavy or powered armor.

**Light Sensitivity:** Abrupt exposure to bright light (such as sunlight) blinds a **yazirian** for 1 round. On subsequent rounds, the **yazirian** takes a -1 penalty on all attack rolls, saves, and checks while operating in bright light. Wearing dark-tinted goggles (purchase DC 6) negates the effects of light blindness.

## Sathar

The segmented, worm-like body of the **sathar** averages about 3.5 meters in length. A majority of the length rests on the ground, allowing it to slither like a snake, while keeping the front 1.5 meters of its body vertical. **Sathar** have distinct heads with one eye on either side or a round, tooth-filled mouth similar to a lamprey. The milky eyes of a **sathar** each have two pupils that provide a much larger field of vision than most creatures enjoy.

Four tentacles serve as appendages for a **sathar**. Two one-meter-long tentacles on its upper body function as arms. At the end of each of these limbs are four smaller tentacles that play the role of fingers. Two additional tentacles sprout from the lower part of the **sathar's** body to serve as legs. These legs have larger, flattened pads for feet. These legs are not normally used for locomotion, since **sathar** movement consists of a slither, but rather help to stabilize the top part of the creature while standing upright. The brownish-yellow skin of a **sathar** is covered with a thin layer of mucus that keeps the skin moist and protects it while slithering.



## History

It is only by a narrow margin that the **sathar** did not destroy their entire species ages ago. Since the **sathar** had only simple tools and weapons, they have been at war. Originally, two species of intelligent life evolved on the **sathar** home world: the **sathar** and a reptilian **Humanoid** species known as the **setarian**. Eventually, the **sathar** succeeded in annihilating the setarian.

At that point, they turned their aggressions toward each other. Many **sathar** factions, called cadres, sprung into existence and began to war with each other. These hostilities continued for hundreds of years until, eventually, one of the more prominent cadres rose to power and held the entire species under military control. Retaliation from the other cadres proved unsuccessful, and eventually the **sathar** accepted the new leadership and became a loosely united species. Although hostilities ceased, the cadre structure remained. Technology then advanced at an enormous rate, as the **sathar** set their sites on conquering the stars rather than each other. Originally, the **sathar** intention was simply to expand their species. This goal quickly changed to one of interstellar domination, however, when they discovered intelligent life on other planets.

## Roleplaying



## Star Frontiers/Star Drive In True20

Most **sathar** are extremely militaristic and warlike. Many speculate that without an enemy and their constant drive to conquer, **sathar** society would again turn on itself and collapse. **Sathar** are commonly evil and amoral, unscrupulously wiping out entire populations to obtain their resources and land, or simply for the sake of battle.

The concept of family has no meaning in **sathar** society. All **sathar** are organized into military groups called cadres. The worms dedicate their life to the cadre, which becomes both their family and career. Gender does not exist among **sathar**, as each is hermaphroditic. Procreation in a **sathar** cadre serves the sole purpose of creating new soldiers, and these soldiers are trained from their infancy.

As a general rule, **sathar** should normally be allowed in the game only as supporting cast. At the Gamemaster's option, however, players may be allowed to run a **sathar** hero. These rare **sathar** would invariably be outcasts from **sathar** society who left because they did not agree with society's malicious philosophies. Most **sathar** heroes would still possess some the warlike ambitions of their species, but they would be greatly curbed.

### Sathar<sup>True20</sup>

#### True 20 Conversion

**Ability Adjustments:** -1 Dexterity, -1 Wisdom, +2 Charisma.

**Bonus Feats:** *Acute Vision, Hypnotic Gaze, Stun Immunity*

**Favored Feats:** *Hypnotic Influence*

**Speed: 20 feet.** Because of its hydrostatic propulsion, a **sathar** moves somewhat more slowly than a **Human** of similar size.

**Armor Restrictions:** A **sathar** cannot wear armor made for other species. Armor designed for **sathar** use is more expensive than normal (+2 increase to purchase DC) because of the race's rarity and unique physiology.

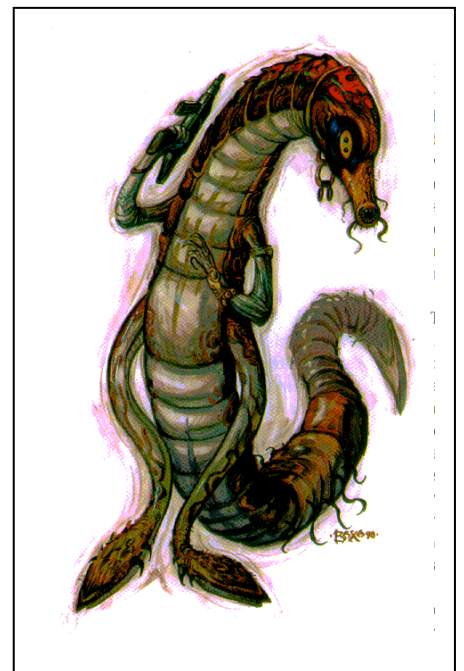
#### Acute Vision

**Prerequisite:** **Sathar**

A **sathar**'s double pupils give it a wide range of vision, allowing it to see objects in front of it and to either side simultaneously. This visual enhancement grants a **sathar** a +8 bonus on Notice checks.

#### Hypnotic Gaze

**Prerequisite:** **Sathar**



Other races find a **sathar's** gaze especially distracting. A **sathar** may use a full-round action to stun a single target within 30 feet for 1 round. The target may make a Will save (DC 10 + 1/2 **sathar's** character level + **sathar's** Charisma modifier) to resist this effect.

### **Hypnotic Influence**

**Prerequisites:** Hypnotic Gaze

A **sathar** may attempt to hypnotize another creature in a noncombat situation by making a Bluff check opposed by the target's Sense Motive check. The attempt automatically fails if the **sathar** or its allies threaten or attack the subject or if the **sathar** cannot speak the subject's language. If the **sathar** wins the opposed check, the target automatically carries out any instructions the **sathar** gives it that do not involve activities to which it is fundamentally opposed.

The **sathar** must win an opposed Charisma check to convince the subject to do anything it wouldn't ordinarily do. This ability does not allow the **sathar** to control the hypnotized creature as if it were an automaton, but the subject is highly receptive to the **sathar's** suggestions. A hypnotized creature never obeys suicidal orders. A hypnotize attempt requires time alone with the subject equal to 20 minutes – 1 minute per character level of the **sathar**.

### **Stun Immunity**

**Prerequisites:** Sathar

**Sathar** are immune to stunning attacks and effects.

## Vorox

Discovered in the Coreward Rim of Zebulon's Expanse (in the space between the Verge and the Expanse), **Vorox**, multi-limbed monstrosities, are the ultimate predators on their homeworld. The **Vorox** should never have achieved sentience. All the known rules about natural selection deny it. But they did, and with seemingly no coaxing from without. Certainly, it is a crude and unsophisticated sentience, but this may simply be due to the limitations of their crude culture. Critics debate: Are **Vorox** the equal of **Human** intelligence? Evidence suggests not, but those few who have escaped the bonds of their violent culture have proven otherwise.

They have colored fur and are immune to many poisons (a byproduct of their very toxic, nasty evolutionary environment) and they can't eat vegetables. They can walk on two legs (leaving four arms free), four legs (leaving two free), or six legs for the best speed.

There are two types of **Vorox**: feral and civilized. Feral **Vorox** are not unintelligent; they simply do not have the benefits of a technological society. They are not allowed off-planet, for they are considered brutal and dangerous. Civilized **Vorox** are those who have had their claws cut, and are thus "tamed." This cutting usually takes place at puberty and the **Vorox** is then educated in what culture and learning exists in their crude society. Civilized **Vorox** are allowed off-world and perform a variety of functions for Known World governments.

The de-clawing ceremony began as a ritual imposed on **Vorox** culture by **Humans**, but eventually became a source of pride for the civilized **Vorox**, a sign that they had evolved past their brutal cousins of the jungle. They have an odd religion which guarantees a soul only to those **Vorox** who have accepted civilization — the rest are believed to be feral animals trapped in a cycle of meaningless eating and being eaten.

The royal caste of **Vorox** are allowed to keep one claw, which secretes a poison deadly to **Humans** and **Vorox**. This potent symbol of their rule has often gotten them in trouble off-world.

## Vorox<sup>True20</sup>

**Ability Adjustments:** +2 Strength, +1 Constitution, -1 Intelligence, -1 Charisma

**Bonus Feats:** Talented (Climb, Survival)

**Favored Feats:** Noble Claw, Drox, Garza, Glangarza

**Natural armor:** +2 to Toughness.

**Size:** Large - As Large-sized creatures, **Vorox** suffer a -1 to Toughness penalty when fighting Medium-sized creatures, but they gain increased reach: 10 ft. In addition, they gain the following benefits: +4 grapple against Medium-sized targets, +4 Strength checks for rushes and trips against Medium-sized targets. However, they also suffer the following drawbacks: -4 Hide (they're just too big to effectively hide), and suits of armor cost double and weigh twice as much.

**Extra Limbs:** (Six limbs) **Vorox** have six limbs, four of which can be used as arms while standing upright on the remaining two. Those who study the Graa martial art can learn to use their additional limbs to make extra actions. See the Drox and Throx feats for more details. If a **Vorox** gets down on four or six legs, he gains a +4 stability bonus against bull rush and trip attacks.

**Speed:** **Vorox** base speed is 40 feet or 50 feet when on all sixes. When climbing, a **Vorox** can move at half his speed (20 ft.) as a full-round action, or half that far (10 ft.) as a move-equivalent action. If he devotes all six of his limbs to the climb, he gets his full base speed (40 ft.) as a full-round action and half that (20 ft.) as a move-equivalent action.

**Scent:** (T20 Revised 132)

**Immunity to Most Poisons:** +10 to checks vs. Poisons.

**Class Limitation:** **Vorox** cannot naturally awaken supernatural. Hence, they may only gain the levels in Adept with gamemaster permission. Only by some alien tech or ancient miracle drug can such power manifest itself in a **Vorox**.



## Vorox Feats

### Drox (General)

As a **Vorox**, you have trained in the Graa martial art to master using your multiple arms in combat. You gain one additional off-hand attack.

**Prerequisites:** **Vorox**, base attack bonus +3 or higher

Like any two-limbed **Humanoid**, you can use a primary hand for attack and make an off-hand attack, suffering normal penalties for doing so. With Drox, you can also make an additional off-hand attack with a third limb, at the normal penalties for off-hand two-weapon fighting.

### Glangarza (General)

As a **Vorox**, you have trained in the Graa martial art to fight with a weapon in each of your four hands. Your penalties are lower when making attacks with each weapon.

**Prerequisites:** **Vorox**

Your penalties for fighting with multiple weapons are reduced by two (normal penalties are –6 for your primary hand and –10 your secondary hand). Glangarza applies to any weapon attack made with the Drox and Throx feats.

### Noble Claw (General)

You are a member of a royal **Vorox** family and are thus allowed to retain a single poisonous claw.

**Prerequisites:** **Vorox**, Noble level 1+.

One of your hand attacks can be made with your poison claw. This claw delivers +1 + Str modifier as damage, plus **Vorox** claw poison, a slow-acting paralytic. Type: Injury DC 14; Initial Damage: 2 Dex; Secondary Damage: 2d4 Dex.

### Throx (General)

As a **Vorox**, you have trained in the Graa martial art to master using your multiple arms in combat. You gain one additional off-hand attack.

**Prerequisites:** **Vorox**, base attack bonus +6 or higher, Drox.

You can now make an additional off-hand attack with a fourth limb (a total of one primary attack and three offhand attacks), at the normal penalties for off-hand attacks and/or two-weapon fighting.

## Human Backgrounds

A Human can choose the default human background or one of the following factional human backgrounds.

### BASIC HUMAN BACKGROUND

**Ability Adjustments:** None.

**Bonus Feat:** The hero gains one bonus feat at 1st level out of the list of feats available for the hero's role.

**Bonus Skill:** The hero gains one bonus known skill at 1st level, in addition to those gained for the hero's role and Intelligence score.

**Favored Feats:** Choose any two feats as the character's favored feats. These feats are available to the hero regardless of role. Favored feats for humans often vary by region and culture, and the Narrator may wish to come up with an appropriate list of favored feats for the human cultures in the setting.

### Stellar Nations of Galactic Concord

**Red – Former GW2 alliance of the Expansion Pentad (❖)**

**Blue – Former GW2 alliance of the FreeSpace Alliance (☪)**

**Green – Former GW2 alliance of the Profit (\$)**

#### Austrin-Ontis Unlimited (\$)

**Capital System:** Powder

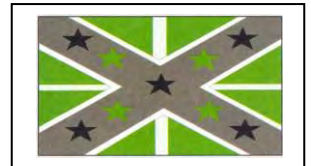
The Austrin Ontis Unlimited nation is known to be gun dealing, hybrid corporate stellar nation. They hold freedom and profit are virtues.

**Game Benefits:** Austrin heroes are skilled in Heavy Weapons or Modern Ranged Weapons.

**Ability Adjustments:** None.

**Bonus Feats:** Firearms Training, Talented (Knowledge: Tactics, Knowledge: Business)

**Favored Feats:** Attack Specialization



#### Borealis Republic (☪)

**Capital System:** Sapphire

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

**Game Benefits:** Borealis are well educated and have a obsession (for some, an unhealthy one) of discovery, learning, and new experiences.

**Ability Adjustments:** +1 Intelligence

**Favored Feats:** Skill Mastery



## Hatire Community (❖)

**Capital System:** Haven

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 are faithful and philosophical people.

**Ability Adjustments:** None.

**Bonus Feats:** Dedicated, Skill Focus: Knowledge (theology and philosophy)

**Favored Feats:** Empower, Imbue Item



## Insight

**Capital System:** Vision

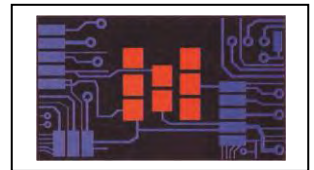
Formerly a subdivision of VoidCorp, betrayed them in the GW2 by selling intelligence. They are the best Gridpilots and hold the free flow of information as their highest virtue.

**Game Benefits:** Inseers are skilled in all computer activities.

**Ability Adjustments:** None.

**Bonus Feats:** Skilled Focus (Computers)

**Favored Feats:** Skill Mastery, Well-Informed



## Nariac Domain (❖)

**Capital System:** Naria

The Nariacs are a 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:** Nariac heroes have a life centered around cybernetics and body modifications.

**Bonus Feats:** One free cybernetic feat (Cost DC 14 or less), Cybersurgery

Also one cybernetically implanted monitoring device used to track the hero within the Domain. The free cyber gear does not count against the heroes' cyber drawbacks. f.

**Ability Adjustments:** None.

**Bonus Feats:** Skilled Focus (Computers)

**Favored Feats:** Skill Mastery, Well-Informed



## Orion League (♁)

**Capital System:** Jaeger

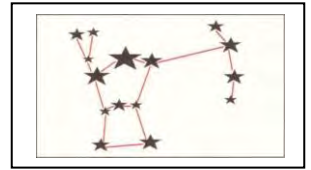
The most diverse stellar nation, with a mixture of old earth cultures, alien cultures and cultures that were born of space travel. Diversity and multiculturalism are their virtues.

**Game Benefits:** Orion heroes are diverse and multi-cultural.

**Ability Adjustments:** +1 Charisma

**Bonus Feats:** Skill Focus (Knowledge: Behavioral Sciences or Popular Culture)

**Favored Feats:** Jack-of-all-trades, Affable (EHB p45)



## Orlamu Theocracy

**Capital System:** Prophethome

The Orlamu Theocracy is a 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 are skilled pilots, navigators and Drive Space scientists.

**Ability Adjustments:** None.

**Bonus Feats:** Starship Operations, Talented (Knowledge: Navigate and Knowledge: Drive Space)

**Favored Feats:** Spacer, Starship Dodge, Starship Feint



## Rigunmor Star Consortium (\$)

**Capital System:** Bazaar

Rigunmorian hold life, liberty and the pursuit of profit as virtues. They commonly are merchants, traders, business men and smugglers.

**Game Benefits:** All Rigunmor heroes skilled negotiators and businessmen.

**Ability Adjustments:** None.

**Bonus Feats:** Master Plan, Skill Focus (Knowledge – business)

**Favored Feats:** Skill Mastery, Starship Operations





## StarMech Collective (\$)

**Capital System:** Delight

Starmech citizens are known to be the best ship and robot builders in the Concord. Hedonistic society, robots do 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:** Starmech are skilled crafters of electronics, robotics and starship systems.

**Ability Adjustments:** None.

**Bonus Feats:** Talented (Craft – Electronics and Craft – Mechanical)

**Favored Feats:** Skill Mastery, Improvised Tools



## Thuldan Empire (❖)

**Capital System:** Thuldan Prime

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 fiercely patriotic and physically fit. They usually have at least one genetic modification.

**Ability Adjustments:** None.

**Bonus Feats:** One Power of the following list in the form of a genetic modification: Body Control, Combat Sense, Computer Link, Enhance Ability, Enhance Senses, Supernatural Speed. (Treat half character level, round up, as Power Rank)

One of the following abilities in the form of a body modification: Darkvision (60 ft), +1 Ability Increase, +1 Natural Armor Bonus, Energy Resistance 2, Initiative +1.

**Favored Feats:** Diehard, Tough



## Union of Sol (\$)

**Capital System:** Sol

Humans of Earth and their home are the center of Old Space. They consider themselves caretakers of human history. Others consider them arrogant and nationalistic.

**Game Benefits:** Solars see themselves as the preservers of all that is human.

**Ability Adjustments:** None.

**Bonus Feat:** The hero gains one bonus feat at 1st level out of the list of feats available for the hero's role.

**Bonus Skill:** The hero gains one bonus known skill at 1st level, in addition to those gained for the hero's role and Intelligence score.

**Favored Feats:** Choose any two feats as the character's favored feats. These feats are available to the hero regardless of role. Favored feats for humans often vary by region and culture, and the Narrator may wish to come up with an appropriate list of favored feats for the human cultures in the setting.



## Voidcorp (❖)

**Capital System:** Catalog

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 citizens are skilled in Business and Corporate cultural.

**Bonus Feat:** Skill Focus (Knowledge – business), Connected

**Favored Feats:** Skill Mastery, Contact



## Galactic Concord

**Capital System:** Concord/Kropotkin/Hale

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 Humans have a sense of superiority and destiny about them.

**Bonus Feat:** Leadership, Improved Defense

**Favored Feats:** Peacekeeper (EHB p57), Seize Initiative



## The Verge

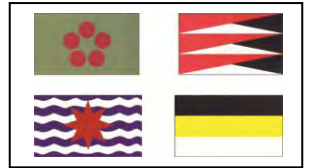
Recently re-contacted by the Concord, the Vergers are independent and diverse. Divided up into three categories: loyalists, separatists, and the undecided.

**Game Benefits:**

**Bonus Conviction:** Gain a bonus conviction

**Bonus Feat:** Firearms Training

**Favored Feats:** Evasion, Improved Evasion



## Zebulon's Expanse Human Factions

Humans of the Zebulon's space have coalesced into five major factions, as well as a dozen or so minor factions, based on a number of factors. For some, the primary has been based on subtle genetic differences. It has been found that whoever seeded the Expanse with humans, also subtly modified the genetics to form new subraces of humans. These humans tended to stick together like tribes. These are the closest things that the Humans of Zebulon's Expanse has come to Stellar Nations. Because of historic oppression and discrimination by other alien powers in the Expanse, the Humans have only just begun to form political powers. Not all humans adhere to these factions but many do.

### Lacotian Syndicate

The Syndicate was formed by an alliance of labor unions and crime cadres from industrialized worlds. It originated from the world Laco in Dixon's Star System, and is one of the stronger human groups in the Expanse. Secretly associated to this faction is the **Kraatar Liberation Corps**, a underground terrorist organization that contests Vrusk domination of Zebulon's Space and seeks to expose the secret Vrusk agenda. The common genetic traits in this group are honorable warriors or stealthy rogues; great leaders or skillful tacticians.

**Ability Adjustments:** -1 Int,+1 Dex/-1 Str or +1 Str/-1 Dex, +1 Wis

**Bonus Feats:** Great Fortitude or Talented (Stealth & Notice)

**Favored Feats:** Evasion, Diehard

### House of Truani

The philosophical and diplomatic **Truani** were the primary instigators of the peace accord between humans and the other Expanse races after the Awakening. Formed from the merging of two factions – one from the bread-basket world of Circe in the Solar Minor system and the other from Truane's Star, the **Truani** have led the crusade of peace and prosperity between the races. The contact with a new region of space (the Verge) and other humans has bolstered the political power of the **House of Truani**. The genetic stock that these humans came from where apparently used for protocol, scholars, and teachers. Psionics is common in this faction as well.

**Ability Adjustments:** +1 Wis, +1 Cha, -1 Con, -1 Dex

**Bonus Feats:** Leadership or Iron Will

**Favored Feats:** Fascinate, Empower

## Cassidine Coalition

Formed of several human dominate mega-corporation, the largest being Cassidine Development Corp., Cassidinians are well known as being profiteers and merchants of most anything of value. They specialize in advanced technology and ancient alien artifact studies, but have branched out in almost every aspect of the Expanse's economy. This genetic stock was traditionally the workers, developers and designers. They have evolved into entrepreneurs, explorers, and engineers. They are predisposed to learning more, to making things work better and fixing things that are broke.

**Ability Adjustments:** +1 Int, +1 Wis, -1 Str, -1 Con

**Bonus Feats:** Skill Focus (one Craft skill), Talented (two related skills)

**Favored Feats:** Master Plan, Skill Mastery



## Madderly Contingent

The planet Kdikit in Madderly's Star is home to another aggressive and warrior-like subrace of Zebulon Humans – Members of the Madderly Contingent. Some like to call them Madderly's Madmen. Former's of MercCo, the mercenary corporation, the Contingent is a more aggressive and intense warrior society than those of the Lacotian strain. Where the warriors of Lacotian are far more honorable and ethical, the warriors of the Contingent might seem barbaric and unconventional. They have a strong alliance with the Vrusk mega-corporation Streel and reap the political benefits from that alliance.

**Ability Adjustments:** +1 Str, +1 Dex, -2 Cha

**Bonus Feats:** All-out Attack

**Favored Feats:** Rage, Cleave



## Pan Galactic

Pan Galactic is by far the largest human faction in the region and primary enemy of **Streel Corp**, the Vrusk megacorporation. Formed around the Pan Galactic Corporation, one of the first human formed mega-corporations, Pan-Gal is based out off the planet of the same name however they have extended influence in the Prenglar system as well.

This human strain is similar to the Cassidine strain except with a little more aggression, ambition and resiliences. Pan-Galactians seem to adapt well to adverse environments.

**Ability Adjustments:** +1 Dex, +1 Con, -1 Str, -1 Cha

**Bonus Feats:** Planetary Adaptation (choose one)

**Favored Feats:** Master Plan, Skill Mastery

