Playable

- Bhelmir
- Chrol
- Human
- Kikri

Bhelmir

Horned, and with a rainbow of skin colours, the Bhelmir are refugees from a world long dead. They escaped aboard colony ships a few hundred years before the scream and have called Halld home ever since.

Psionic Sensitivity: At first level Bhelmir gain a bonus psychic skill of their choice, even if they are not a psychic class.

Information

Bhelmir stand approximately the same height as humans, are are humanoid, but bear horns in a variety of styles. Originally from a climate not unlike Earth's, the Bhelmir generally still preferred warm weather. The freezing temperatures of their current home has created the necessity of living within bubble cities that expand beneath the ground. Though their psychic powers are constantly helping to push them towards being more developed, Bhelmir have only recently broken through into a "modern" age and live in a world reminiscent of Earth's 1950s.

History

From a different sector of space entirely, the Bhelmir were once a proud and violent race that waged war like it was a hobby. Because of this they made many enemies. When The Scream happened, the psychically sensitive race was nearly wiped out entirely and subsequently preyed upon by all those they had wronged in the past. The last few escaped their sector in colony ships eventually finding their way to Halld where they decided to make a change and strive for peace as much as possible. Even with this goal, a small faction of Bhelmir want to return their race to their old ways of violence and combat while the rest of the Bhelmir want to remain in their newfound peace. Devastated by the scream, the Psionically sensitive Bhelmir are rebuilding their Psionic training even more slowly than humans, however while they rebuild they are more than happy to share their knowledge of Psionics with other races.

Chrol

The monstrous Chrol, standing between eight and thirteen feet tall, are an aggressive and fast breeding species from the planet Thord. Because of outside genetic tampering, most Chrol are rendered infertile. A breeding pair of Chrol hold positions of power and are guarded fanatically by their clan. Despite their aggressive nature, Chrol are an incredibly nurturing and protective species that crave companionship. It is very rare to find a Chrol on it’s own.

Strong Build: Most Chrol are massive creatures, even the smallest of them making most humans feel like children by comparison. Chrol PCs gain a +1 bonus to one Physical stat (to a maximum of +3) can wield most heavy weapons without mounting them. Because of their large size any armour made for Chrol costs twice as much as the base price.

Facultative Bipeds: Normally walking on all fours to get around, Chrol have the capability of walking on two legs for short periods of time. Chrol can use their full round of actions to move 30 meters.

Unarmed and Dangerous: Chrol have natural weapons and can make an attack with their horns or claws. This attack uses Strength (Punch) and deals 1d6 + strength modifier in damage.

Information

Chrol have four limbs. The front two "arms" are quite long, ending in clawed hands with four fingers and a thumb. Their rear limbs are a little shorter than their front and have only three clawed toes. The inside claw on both feet is often triple the size of the other foot claws and has a distinct sickle shape. Chrol grow incredibly quickly. It only takes about four years for a Chrol to grow to it's full size. Chrol thrive in the thick jungle like swamps that dot the landscape of Thord. While not technically amphibious, Chrol love to spend time in the water. Chrol are obligate carnivores and can become very sick without this proper diet.

Relationships between Chrol are powerful and varied. If you're not a breeding Chrol no one cares where your heart lies. Chrol are an incredibly social species and when Chrol bond (whether to one or many) it is usually for life. On their home planet, Chrol do not often wear more than decorative jewellery or maybe ceremonial armour on very special occasions. Chrol who journey to the stars usually maintain this minimal lifestyle, preferring to wear sparse armour (if any at all).

The planet of Thord is the subject of an old military experiment. Originally set in place years ago, the intention was the complete genocide of the Chrol, it took a while to get into effect but is now in full swing. The Chrol breed quickly and the people who put the system in place were worried that (without proper control) they would rampage throughout the sector, killing everything in their path and the only option was to wipe them out. Now the few breeding pairs of Chrol that are left are raised up as leaders, other Chrol either dedicate their lives to defending these few members or look to the stars in order to make a life of their own.

On quiet nights around large fires, stories are told of a person who will end the curse killing their species and bring a new age of prosperity to the Chrol.

Human

A Varied People: At first level, gain two additional skill of your choice at level-0

Information

Humans posses four limbs, two arms and two legs. They are bipedal, using their arms for interacting with the world around them and their legs for moving. Humans have two eyes placed in the centre of the front of their head, two ears placed around the same height as their eyes with one placed on either side of their head, and a nose which is placed in between (and slightly lower than) their eyes. Human's are also capable of judging temperature, taste, and texture in their environment. Curiously, though they lack the true ability to tell if something is wet, they are able to determine if an object is wet based on changes in temperature and texture.

Humanity originally started in the Sol system on the planet Earth. Over the course of a thousand years humanity managed to spread to all corners of the galaxy thanks to the help of the Spike Drives. Now they are one of the most prolific species, laying claim to worlds and lands far beyond the reach of conventional space travel.

Kikri

The short and adorable Kikri are native to the planet Oni Nafarri in the Barride system. The Kikri’s small bodies are adapted to the incredibly strong gravity of their planet. So much so that when off their planet, Kikri move very quickly, especially in low gravity environments. Kikri are able to breath in thick and regular atmospheres but are much more susceptible to thinner atmospheres and pass out more quickly when deprived of oxygen.

Quick Bodies: Kikri can move 20 meters as their move action instead of 10, unless they are on their home planet Oni Nafarri. In addition, they are able to use their main action at any point during their move action and still use the remainder of their move action.

Keen Senses: A Kikri’s large eyes and ears allow it to see in the dark and hear exceptionally well, they take Notice as a bonus skill at first level.

Small Lungs: Kikri can only hold their breath for a number of rounds equal to half their constitution score. In a Hard Vaccum, Kikri immediately begin taking damage and making Physical saves.

Information

Kikri are somewhat humanoid, though much shorter, have large eyes and ears, and six digits on their hands (a thumb on each side of their fingers). Kikri subsist on a native diet of fruits, berries, and plants high in starch. Due to this, offworld Kikri tend to have an incredible sweet tooth and can often be seen visiting sweet shops and bakeries wherever they can find them.

Kikri have always been curious and those who don't jump on a starship the first chance they get spend their lives building and expanding their knowledge and skills. When humans first arrived in the sector they made fast friends with the Kikri and are considered one of the oldest human allies. Most anywhere you find humans, you find Kikri.