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Playable

Playable

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.

Playable

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.

Playable

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.

Playable

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.

Sapient

Sapient

Dhinkaid

The regal Dhinkaid hail from the planet Ruka in the Ruci Sanjaru system. These noble warriors value honor above all else and have so far managed to keep out of the mess of the other systems. This hasn’t been a terribly difficult task for them considering the best route through their planet passes near a black hole. They do some trade with outsiders but it is heavily sanctioned.

Dhinkaid are humanoid. They stand a little taller than most humans and have thick reptilian skin. They have only three fingers on each hand, and gills on their neck. There is very little in the way of sexual dimorphism between male and female Dhinkaid. There is not very much diversity in the way different members of the Dhinkaid look and so beauty is often displayed in dramatic garb and flashy jewelry.

The Dhinkaid have lived quietly on their world for generation upon generation, staying out of the politics of the rest of the sector. When humans first arrived in the sector war broke out between the two after the Dhinkaid refused to allow humans on their planet. After the scream, both sides were weakened and the humans agreed to stop fighting if the Dhinkaid would allow trade. Reluctantly, the Dhinkaid put sanctions in place to allow trade to happen in specific places on the planet. These legal landing zones are highly sought after and the Dhinkaid have made a fortune in recent years.

Sapient

Ova

Ova come from the planet Mauses. They appear very snakelike. They have long, muscular bodies with no limbs, crushing jaws with pointed fangs, and they lack eyes. Ova reproduce in pairs by laying a single egg within a living host which hatches after about a month. The host can be any living organism, though is usually something similar to the child's parents.

When an Ova hatches it has already been interacting with its parents for quite some time and is already able to communicate. From there it takes about eight months for an Ova to become a full adult. During those eight months the Ova child slowly assimilates itself with it's host, creating a hybrid creature that shares physical similarities between the host and the Ova. When the assimilation is complete the Ova is considered an adult.

Ova are opportunistic feeders and will eat just about anything they can fit their mouths around.

Ova observe a very strict matriarchal society and take up different roles depending on their community. Between all Ova communities there is a great respect for their oldest females who generally make decisions for the community and interact with other communities. Some Ova communities are very strict about the hosts their offspring use, other communities will take any host they can find that is deemed as having some use once there is an adult Ova within it. Lacking eyes, Ova use a refined method of echolocation to "see" their environment. They have a special organ just below their jaw that creates a low tone which resonates throughout the environment and bounces back to their specialized eardrums.

Ova only have a basic understanding of structures, weapons and tools. Many inhabit species without thumbs and live a very animalistic lifestyle. Others who do have thumbs (or other manipulating appendages) have started getting a handle on wooden and stone tools and weapons but to the knowledge of human scientists have not progressed past that. Nearly every community of Ova have their own slightly different culture, most prominently shown in their hosts, but also in rudimentary art. Ova are known to apply body paint, make carvings in wood and stone, and even in some rare cases use piercings and tattoos.

The Ova were only a recently discovered sentient creature. Originally thought to just be another animal on Mauses, when settlers first arrived their sentience was discovered after a horrific attack on a settlement. The attack forced the rest of the settlers to take their homes onto the water. Since then the Ova have been left alone for generations. Occasionally a settlement that passes close to land will catch glimpses of Ova on the shores, but the creatures seem very averse to travelling in water.

Sapient

Dynoite

Dynoites are humanoid creatures with six sets of limbs: two legs, and four sets of arms. They have two large eyes sitting near the top of their head and a mouth which opens 'side to side' as opposed to a humans 'up and down. They have no discernible nasal features. Their mouth is large and extends from just below their eyes to just above their clavicle and can open to consume food up to half their size. Dynoite bones are incredibly dense which is very useful in surviving falls from great heights, but makes it impossible for them to swim without aid.

Dynoites are asexual creatures, and reproduce as such. They have no concept of male, female, or otherwise and use a form of reproduction similar to parthenogenesis. A single Dynoite can produce up to 2 eggs a year. When they are born Dynoites are limbless and while fully capable of moving and burrowing to forage for food, are mostly in need of care from their parent. During their sixth or seventh year Dynoites will spend some time in a mucus cocoon, cared for by members of their colony, until they emerge (between 6 - 10 months later) as a smaller version of their adult self. During the next few years they will grow until they finish maturing at around twelve years of age.

Dynoites live in caves primarily but have also been known to make their homes in the many forests of their planet. Dynoites have been determined to be omnivorous, eating everything from animals to plants to fungus.

Dynoites are currently in what humans would consider a "stone age". They have a rudimentary language (which has been mostly deciphered), use tools to create weapons and shelter. They hunt, and fish in shallow water, as well as care for wild fungus which they use in nearly all their meals. Dynoites have also been observed practicing religion. They revere Dynomen's two moons as sources of mystical power.

With the latest efforts by several organizations to "uplift" the planet, Dynoites have been forced into aggressive conflict more than once. The species is seen as 'primitive' and 'uneducated' by many and are often treated as such. There have been several unfortunate situations where groups of Dynoites have been captured and transported off planet to work as slaves in mining colonies. This has not been overlooked by the Dynoites and many hold a distinct dislike of outsiders and offworlders.

Still, there are a select few Dynoites who have chosen to leave the planet and enter the terrifyingly large sector to see what all the fuss is about.

Animals

Animals

Akesso

Akesso are found exclusively on Jimente but are very resilient and can be found in nearly any environment. Akesso have six legs and two clawed "arms" used for object manipulation. They are covered with a hard carapace and have wings that tuck away under a shell when not in use.

Akesso lay large eggsacks in groups together underground. It takes about a month for the eggs to hatch and then another three for the hatchlings to fully develop their wings and become adults. Akesso are mainly carnivorous, but can substitute parts of their diet with fruits if necessary.

Akesso have a very strict social structure. Though it may not be obvious to the casual observer, years of study have shown that Akesso operate as a unit in a group called a Nursery. Within each Nursery there are different "castes" that individuals belong to, some hunters, some caregivers, etc. Each Nursery has a collection of breeding females which produce the eggsacks day in, day out. These females are protected ruthlessly, with any intruder facing the full force of the Nursery. Akesso are deceptively intelligent, at least as smart as great apes.

Akesso are covered in tiny hairs that can sense vibrations in the air. Their fast reflexes were first thought to be a groundbreaking non sentient species connection to psychic energy, but those theories have since been disproved.

Animals

Dolomite

Dolomite have a large mushroom like body with no observable head or eyes. They trail thousands of tentacles behind them. Dolomite eat nothing but Kover. Their tentacles collecting huge swaths of the tiny plants as they are carried on the planet's winds. While lacking any visible eyes or ears, it's believed that Dolomite use their tentacles as sensory organs. They lack bones but are constantly pumping gasses through their bodies to keep themselves afloat.

Animals

Kover

Kover look like very small flowers with a single "eye" in the center. They aren't much bigger than the plankton originally found on earth. While not having very much capability for movement, Kover are able to turn themselves so that their "eye" can face the sunlight.