

# RACES

There are many species in the galaxy and only a few are outlined here. Although there are subspecies in almost all the races outlined here, the Gren are the

only ones with distinctive differences in abilities. All the modifiers are based on the difference from humans.

Race	STR	AGL	CON	DEX	INT	WIS	CHA	APP	LUC	PIE	WIL
Balek	-2	0	+2	+2	0	-2	0	0	0	0	0
Dremin	+7	0	+3	0	-4	-2	0	-4	0	0	0
Gren									0		
Chemice	-3	+3	-2	+2	0	0	0	0	0	0	0
Emperor	+3	+2	0	-2	-4	-3	+2	0	0	+2	0
Kezzeren	+3	-2	+2	+1	-3	0	-2	0	0	+1	0
Shea-T'kar	-3	+3	-3	+2	0	0	0	0	0	+1	0
Tessreck	0	-2	0	+1	+2	+3	-2	0	0	+3	-5
Human	0	0	0	0	0	0	0	0	0	0	0
J'Hat Itar	+2	-4	+2	-2	+2	0	0	0	0	0	0
Kiran	+4	+1	+2	0	-4	-2	0	0	-1	0	0
Mog	-6	0	-2	+2	+4	+2	0	-2	0	0	+2
Toaffi	-4	0	0	0	+4	+2	0	0	0	0	-2



## BALEK

### BALEK HOME WORLDS

System Balek  
 System Nirrig (Neton, Eter, Iren)  
 System Flirnet (Flen, Treccii, Mennit's World)  
 System Attertria (Amern, Atri 2)

### BALEK APPEARANCE

<b>Ht</b>	1-1.5 m	<b>Wt:</b>	60 - 80 kg
<b>Hair</b>	Little or none (black)	<b>Eyes</b>	Glowing green, red, dark blue
<b>Life span</b>	400-450	<b>Skin</b>	Black blue, grey scaly

The Balek have three primary races set apart by the color of their skin. The most common are the black and they are the ones most likely to be encountered wandering known space. The Balek are descendants of swamp dwelling quadrupeds. They still retain much of this squat build and wide features although they walk upright. They stand between 1 and 1.5 meters but mass over 110 kg. Their eyes have a slight bioluminescence that allows them limited ability to see in the dark. They have little body hair, a wide mouth with no lips and short frilled ears. A Balek has three fingers and an opposable thumb.

### BALEK RACIAL MODIFIERS

+2 CON, +2 DEX, -2 WIS, -2 STR

### BALEK SPECIAL ABILITIES

Baleks are formidable opponents in close quarters combat. The Baleks are able to spit a highly acidic biochemical solution from small glands in their throat. It travels up to three meters and does 1d10 fortitude points. This damage decreases by 1d10 for every use. For every day it is not used it will gain back 1d10. They also receive four skills in Language (Standard). Baleks have 60% low light vision.

### BALEK DESCRIPTION

Because of the swampy hostile environment in which they live, Baleks have a very happy-go-lucky attitude. Despite this free wheeling attitude,

the Balek have been able to rise from their bog ridden beginnings to forge a complex and space faring society. They have a most extensive use of public transport and a very strong sense of ownership. That is to say they believe in a public property and a personal property. All things public will be unlocked and free for the public to use and not even the most depraved Balek would even consider stealing such property. However, the level of paranoia and greed which surrounds personal property is almost fanatical. Balek wars are most often fought for personal property. Stealing is a valid form of acquisition, so extensive personal security systems abound on Balek owned worlds. In the greater galaxy, their paranoia eases but they still have a strong desire to organize, control and own as much as possible. Thus they often make excellent managers.

The Balek languages are rife with a sing song quality which makes them both difficult to understand and beautiful all at the same time. Their languages mostly resemble eastern Indian dialects but every travelling Balek is highly skilled in Standard, the common language of the RFW.

Baleks live for the moment even though they have one of the longest life spans of the known sentient races. A Balek's life span is roughly 400-450 years, of which they spend 100 years in childhood. A Balek must pass a rite of adulthood, the Hupdha, a ritual of fasting and purification. They must show that they are able to do without and still maintain focus. The ritual lasts anywhere from three to ten days.

### BALEK HISTORY

The Baleks have been a space faring people for the last 1200 years but have done little in the way of military expansion. Even colonization has had its rough times since the required capital must come from individual families. Expansion has been slow and typically marked by spurts of entrepreneurs looking for an opportunity outside normal Balek society.

Balek history is also rife with plagues. Virulent diseases thrive on their swampy worlds, and medics are hard pressed to find cures for them all. The most common is the Chahunta Rot. It is an aggressive bacteria which is resistant to even powerful antibiotics. It usually infects the victim through untreated water. Within 12 hours of infection the bacteria will begin to digest the host's muscles. Within 24 hours the victim will be dead. Chahunta Rot is infectious to all races but has very specific needs in terms of nutrients and environment. The Baleks' greatest plague occurred 300 years ago. It was called the Findu Transi, or Time of Sorrow. The plague devastated nearly two thirds of the population of the Balek System and if it had not been for strict quarantine it would have spread to their colonies and possibly beyond. The disease caused the mucus linings of the infected to disintegrate, causing a most painful and lingering death. Infection rate of the Transi Kain, Timed Death, caused most physicians and care givers to contract it from those they treated.

Recent times have been better for the Baleks. Major finds of bio-plastics rich worlds have supplied a much needed boost to their flagging economy. There is even talk of trying for some new colonies.

#### BALEK SOCIETY

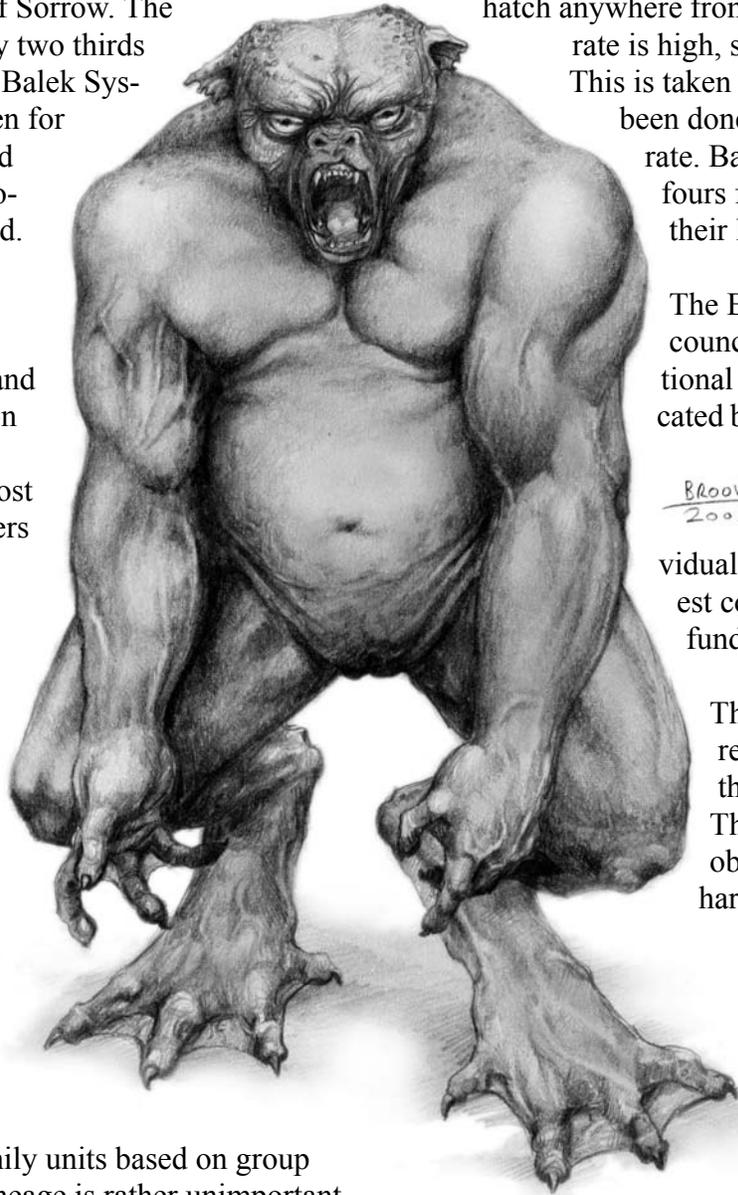
Baleks tend to form family units based on group marriages. Individual lineage is rather unimportant to them, and they are more concerned with their

familial wealth and parenting the offspring that the entire group produces. The family is very important to them and they do their best to improve the position of the group within the rank of the community. Communities tend to be large and contain many highly organized civil functions. The Balek cities tend toward many highly fortified estates perched in trees, on islands, or wherever dry land can be found. There will always be a breeding pool maintained within the house.

Baleks spawn in pool of nutrient rich water and hatch anywhere from 8 - 20 young. Mortality rate is high, sometimes up to 50%. This is taken in stride and little has been done to improve the success rate. Balek young walk on all fours for the first 30 years of their lives.

The Balek society is run by a council of families in a traditional oligarchy. Votes are allocated by declared wealth and the votes are cast by the <sup>Brooks</sup> <sub>2003</sub> business manager of the family. An individual family is run by the highest contributor to the family funds for that year.

The Balek are not terribly religious and prefer to take the universe at face value. They find other races' obsession with guilt to be a harmful vice. When accused of immorality a Balek will be at a loss. Few laws govern these people but they do hold life sacred and will not take action to harm others unless in self defense.



## BALEK INDIVIDUALS

Individual Baleks are typically seeking wealth, property or resources either to build a new family or to supplement the wealth of their existing family. Baleks from a wealthy, productive family may find themselves in a difficult position. To succeed they must contribute to the wealth of the family but if the contribution is small compared to the others, they will be looked upon as a failure. This failure will not compare to the shame of actually losing wealth of the family.

In their search for wealth a Balek may become obsessed over determining the value of an object. For example, a work of art has relative wealth depending on the culture that produced it or the opinion of the individual viewing it. Some Baleks will be unable to rest until they determine the value of such an object.

It is important to note that although stealing is legal, retribution is swift. A stolen item will be hunted down and retrieved again as quickly as possible, with the steal and re-steal cycle continuing indefinitely.

## DREMIN

### DREMIN HOME WORLDS

System Dremin (Dremin)  
 System Preen  
 System Nenbul  
 System Inor (Inor IV, Thrall-T-Grall, Brenner's World)  
 System Haga (Tera Dor, Ven World)  
 System Omega  
 System Whatol (Kenar's World, Drenn col-lanti, Frenton's World)

### DREMIN APPEARANCE

<b>Ht</b>	2-3.5 m	<b>Wt</b>	250-400 kg
<b>Hair</b>	None	<b>Eyes</b>	Brown, blue, black
<b>Life span</b>	160-200	<b>Skin</b>	Green, white, brown scales

The Dremin come in three subspecies designated by color. The Lahage, or brown, dwell in deserts

and dry scrub lands. They have a prominent ridge that runs the length of their body from head to tail. The Kihage, or white, are smaller coming in on the two meter side of the scale. They normally have a natural mottling of grey and white covering their skin. They tend towards tundras or extreme northern climes. The most prolific are the Dohage, or green, and they prefer jungles. They have a crest which rises in times of danger or excitement.

Overall, Dremin appear as slightly canted upright lizards. They have a pronounced snout with over 106 teeth. Their eyes face forward as a predator's and their head is narrow. Their arms naturally rest towards the front of their bodies and they have the appearance of crouching.

**DREMIN RACIAL MODIFIERS**  
 +7 STR, +3 CON, -4 INT, -2 WIS, -4 APP

### DREMIN SPECIAL ABILITIES

Dremin can jump seven meters, sense heat with their tongue (see 70% in the infrared spectrum), and have 30 FP of natural armor.

### DREMIN RACIAL DESCRIPTION

Dremin are the largest and strongest race found in the galaxy, and some would say, also the least intelligent. It's true that Dremin are not as inventive as most other races, but they are able to maintain a formidable presence in galactic politics, which requires more than brute force. The modern day race is descended from slaves who won their freedom by beating back their Haga masters and holding their systems against all enemies. Generally speaking, the Dremin have no problems with other races (except for Haga, of course), probably because no one else wants their lands. Green Dremin live on hot, humid jungle areas, browns in arid deserts, and whites in icy wastelands. Strength and size are prized by this race, but they firmly believe the strong have an obligation to protect the weak, who in turn are expected to revere the strong. Their culture is made up of a strict code of castes, where one is expected to maintain tradition and bring honor to their family. The caste code extends